R. A. HALLOCK.

GAME BOARD.

APPLICATION FILED SEPT. 12, 1903.

937,796.

Patented Oct. 26, 1909. 2 SHEETS-SHEET 1.

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Witn**esses**:

Inventor: Richard Q. Hallock Carrolarr Y Attys.

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2 SHEETS-SHEET 2.

Fig. 2.

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Witnesses: Edgar T. Farmer! G. A. Pennington Inventor.
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Can + Carr
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ANDREW. B. GRAHAM CO., PHOTO-LITHOGRAPHERS, WASHINGTON, D. C.

UNITED STATES PATENT OFFICE.

RICHARD A. HALLOCK, OF ST. LOUIS, MISSOURI.

GAME-BOARD.

937.796.

Specification of Letters Patent.

Patented Oct. 26, 1909.

Application filed September 12, 1908. Serial No. 452,784.

To all whom it may concern:

Be it known that I, RICHARD A. HALLOCK, a citizen of the United States, and a resident of the city of St. Louis and State of 5 Missouri, have invented a certain new and useful Improvement in Game-Boards, of which the following is a specification.

This invention relates to checkered game boards and has for its principal objects to 10 facilitate extended and augmented or reinforced plays for problems, puzzles and games, as well as the ordinary or regulation

checker games and problems.

The invention consists in a checker board 15 comprising a main or large field and a smaller central field inscribed thereon, the playing spots or squares of the main or large field being consecutively numbered, and the playing spots or squares of said 20 smaller central field being also consecutively numbered separately from said main or larger field.

The invention further consists in the arrangements and combinations of parts here-

25 inafter described and claimed.

In the accompanying drawings forming part of this specification and wherein like symbols refer to like parts wherever they occur, Figure 1 is a plan view of a checkered 30 game board embodying my invention; Fig. 2 is a diagram of the arrangement of opposing black and white pieces placed for alternate move and jump, white pieces to be moved to play blacks to position; and, 35 Fig. 3 is a diagram showing possible ultimate symmetrical positions of black pieces if white pieces are properly moved and eliminated.

Referring to Fig. 1 of the drawing, the greater game board comprises two hundred and fifty-six squares, the alternate or playing squares being numbered consecutively throughout the board from 1 to 128, from the upper left hand corner and from the one 45 side crosswise. If desired, the alternate squares may be printed in a distinguishing color from the other squares as in the ordinary checker board, but this is unnecessary when the playing spots or squares are num-

A center field or regulation checker board of sixty-four squares is marked off from the greater board by a heavy marginal line, or, obviously, the center field or board may be 55 printed in a distinguishing color from the bering the greater board consecutively 110

surrounding field or board. The alternate squares of the center field are numbered consecutively from 1 to 32, separately from the numbers belonging to the greater board and preferably of a different size and color.

Obviously, all the games and problems in draughts or checkers as well as chess may be played on the center field the same as upon

the ordinary or regulation board.

By providing the outer field of alternate 65 playing spots or squares arranged as a continuation or extension of the inner field, it is possible to make augmented or reinforced plays which are not possible on the regulation board. That is, in some games, each 70 player may have two or more sets of pieces so arranged on the different fields that pieces may be transferred from one field to another to enable a play to be made or to block the play of an opponent. The greater board 75 may also be considered as one continuous board and greater or extended checker problems and games may be played thereon, as well as extended games of chess.

By the arrangement of the greater check-ered board it is possible, by the aid of an accompanying diagram or picture to play or move the pieces thereon to picture objects or things, and to simulate the motion and action of moving objects, or things, as well 85 as maneuvers in battles and other incidents on land and sea, thereby adding zeal and increasing interest in checker games. For example the center field may represent the land and the surrounding field the sea. At- 90 tacking and defensive plays may be made upon both fields and reinforcements may be taken from either, depending upon the prob-

lem or game being played.

The puzzle or problem illustrated in the 95 diagram is an alternate move and jump play. That is, the white pieces are moved into position to be jumped by the black pieces. In this problem, if the correct moves and jumps are made the black pieces 100 may be played to the positions shown in Fig. 3 and all the white pieces will be eliminated except two "kings" or crowned pieces. This problem is illustrated to show the range of the board and also to show that a prob- 105 lem of its proportions cannot be played on an ordinary board.

By numbering the center field separately from the greater board or field, and num-

throughout, games and problems may be played on either board or field independently of the other without confusion. So, too, in some games and problems, both fields 5 or portions thereof may be used in conjunction. It is to be understood that the puzzles, problems and games are set forth in printed diagrams or plates and accompanied by printed sets of rules or key numbers corre-10 sponding to the numbers on the board, so as to assist in properly locating the pieces at the start and to indicate the proper positions at the finish. When pictures are to be made the accompanying diagrams or 15 plates may have thereon the outlines of the objects or things to be traced on the game

Obviously, the numbers on the fields may be placed thereon in reverse order, if it is 20 desired to reverse the order of playing.

What I claim as my invention and desire

to secure by Letters Patent is:

1. A checkered game board comprising a main or large field having its playing spots consecutively numbered and a central field inscribed on said main or large field, said central field being consecutively numbered separately from said main or large field.

2. A game board comprising a main or large field having vertical and horizontal rows of alternately inscribed playing spots, said spots being arranged in diagonal playing alinement, said inscribed spots being consecutively numbered, and a central field 35 inscribed on said main or large field, the inscribed playing spots of said central field

being also consecutively numbered separately from said main or large field.

3. A game board comprising a main or large field having vertical and horizontal 40 rows of alternately inscribed playing spots, said spots being arranged in diagonal alinement, and said spots being consecutively numbered from one corner and one side of the board crosswise thereof, and a central 45 field inscribed on said main or large field, the inscribed playing spots of said central field being also consecutively numbered sepa-

rately from said main or large field.

4. A square game board comprising a 50 main or large field of one hundred and twenty-eight inscribed playing spots arranged alternately with one hundred and twenty-eight blank spots in horizontal and vertical rows and in diagonal alinement, 55 said inscribed playing spots being numbered consecutively in rows from one corner and one side across the board, and a central square field inscribed on said main or large field comprising thirty-two of said inscribed 60 playing spots, the inscribed playing spots of said central field being also consecutively numbered separately from said main or large field.

In testimony whereof I have signed my 65 name to this specification in the presence of two subscribing witnesses this 10th day of September, 1908, at St. Louis, Missouri.

RICHARD A. HALLOCK.

Witnesses:

G. A. PENNINGTON, J. B. MEGOWN.