

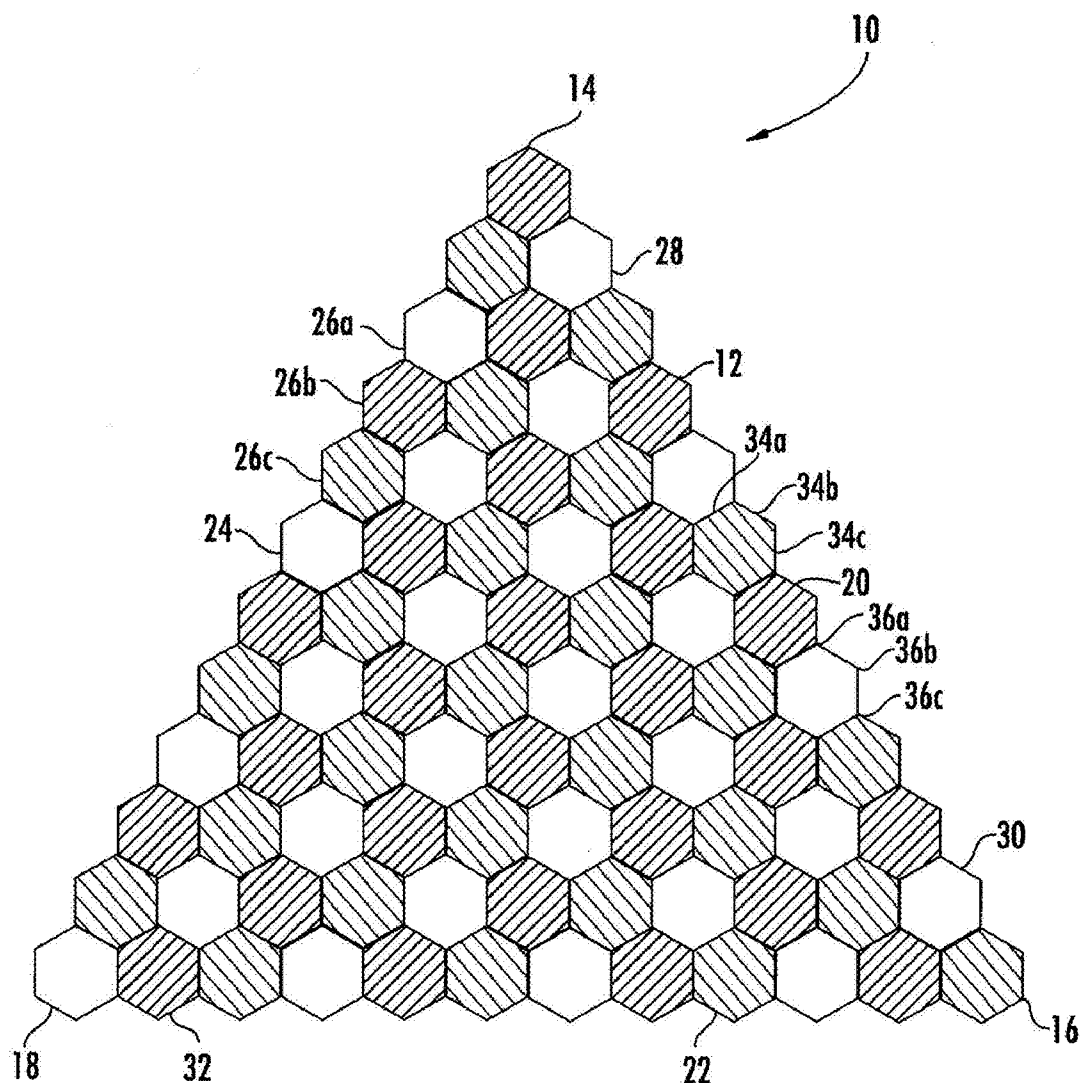


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(19) **United States**(12) **Patent Application Publication**
Owen(10) **Pub. No.: US 2010/0078889 A1**(43) **Pub. Date: Apr. 1, 2010**(54) **THREE OR MORE PLAYER CHESS GAME**(52) **U.S. Cl. 273/261**(76) **Inventor: Mike Owen, Oklahoma City, OK (US)**(57) **ABSTRACT**

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The present invention provides an apparatus for playing chess with more than two players. The apparatus implemented for playing chess with more than two players according to the invention includes a game board having a plurality of hexagonal playing spaces contiguously disposed thereon, the game board having setup areas where players position their playing pieces prior to the start of a match. In addition the apparatus includes the hexagonal playing spaces having three different designations, the hexagonal playing spaces designations being alternatively arranged such that no two adjacent hexagonal playing spaces are the same. Furthermore, the hexagonal playing spaces being present on the game board in a predetermined number.

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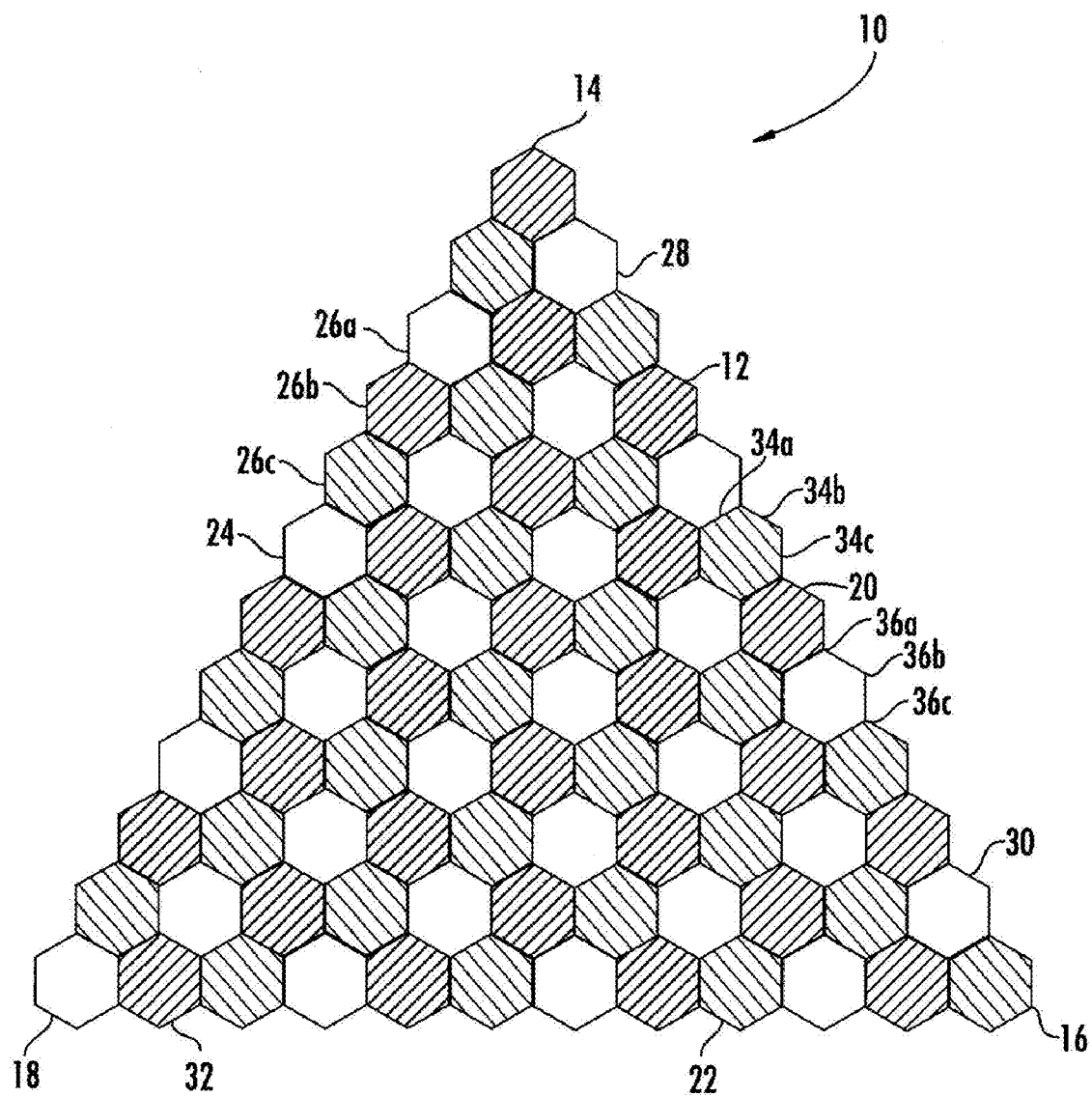


FIG. 1

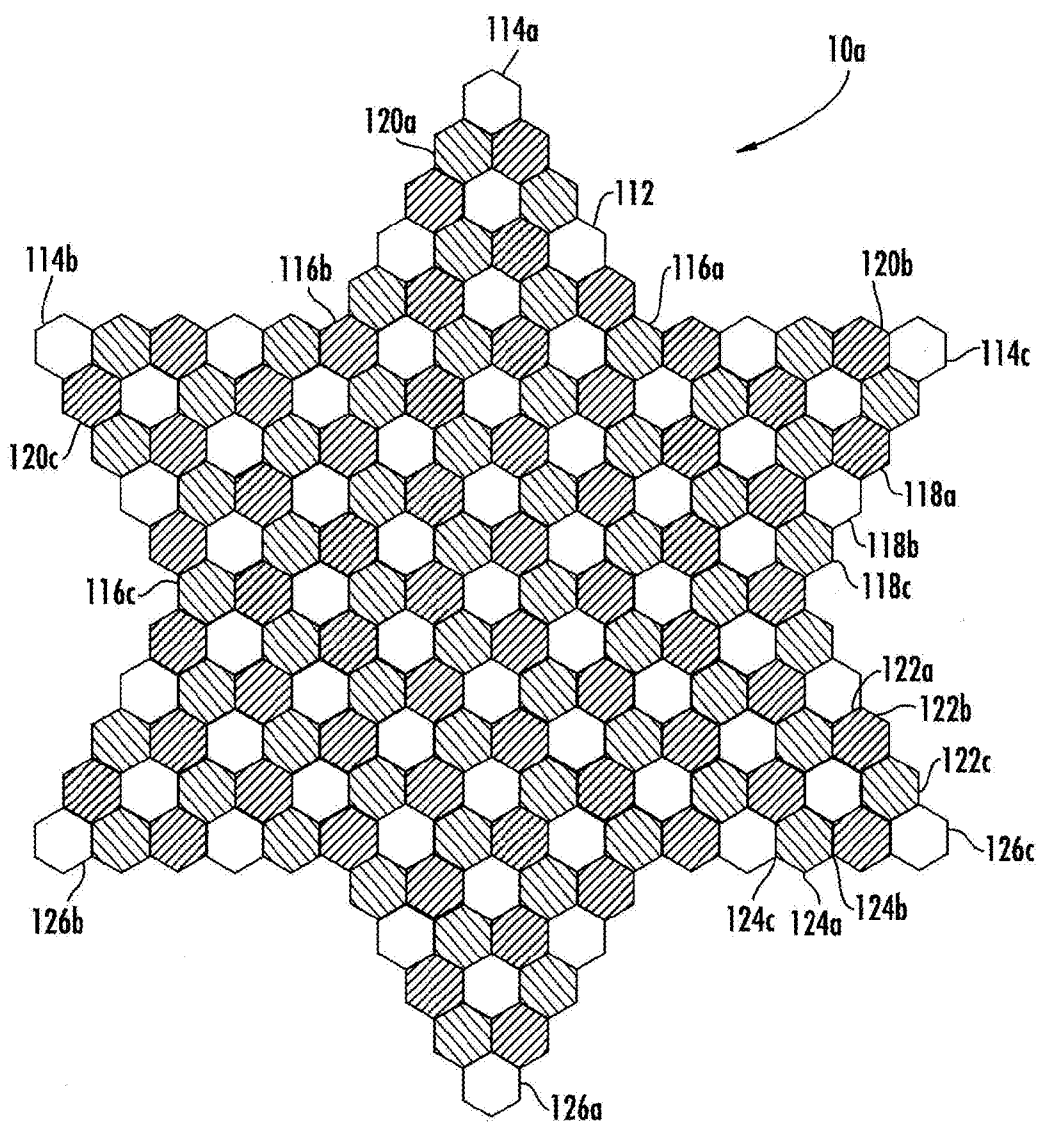


FIG. 2

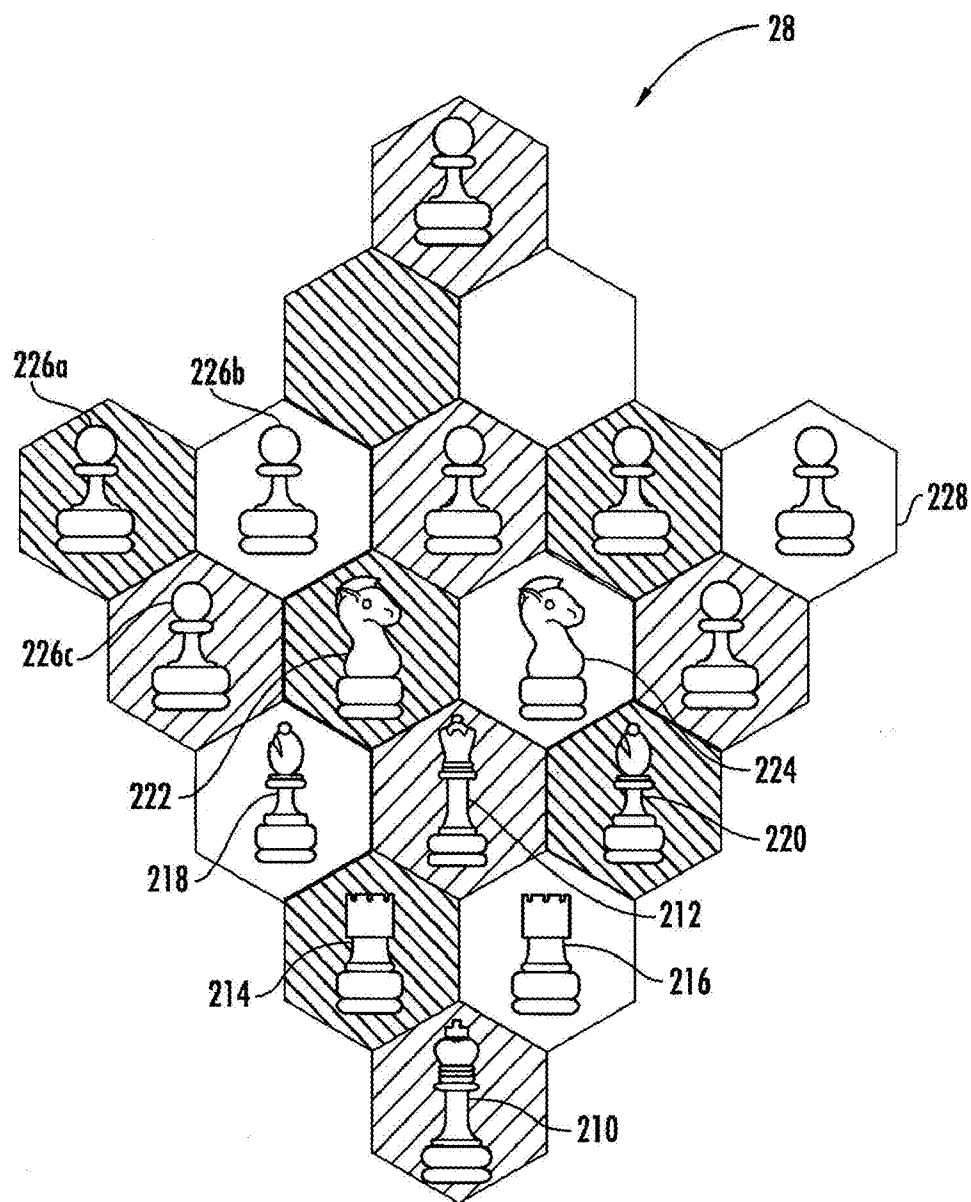


FIG. 3

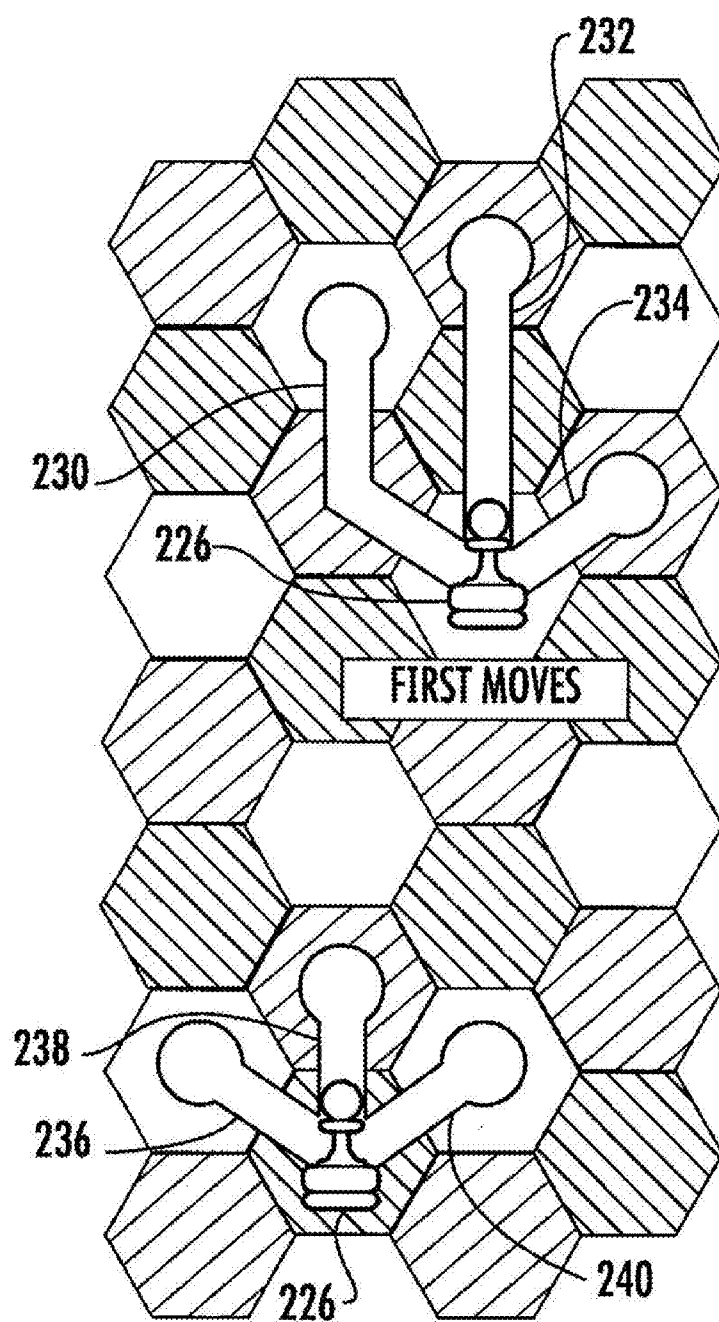


FIG. 4

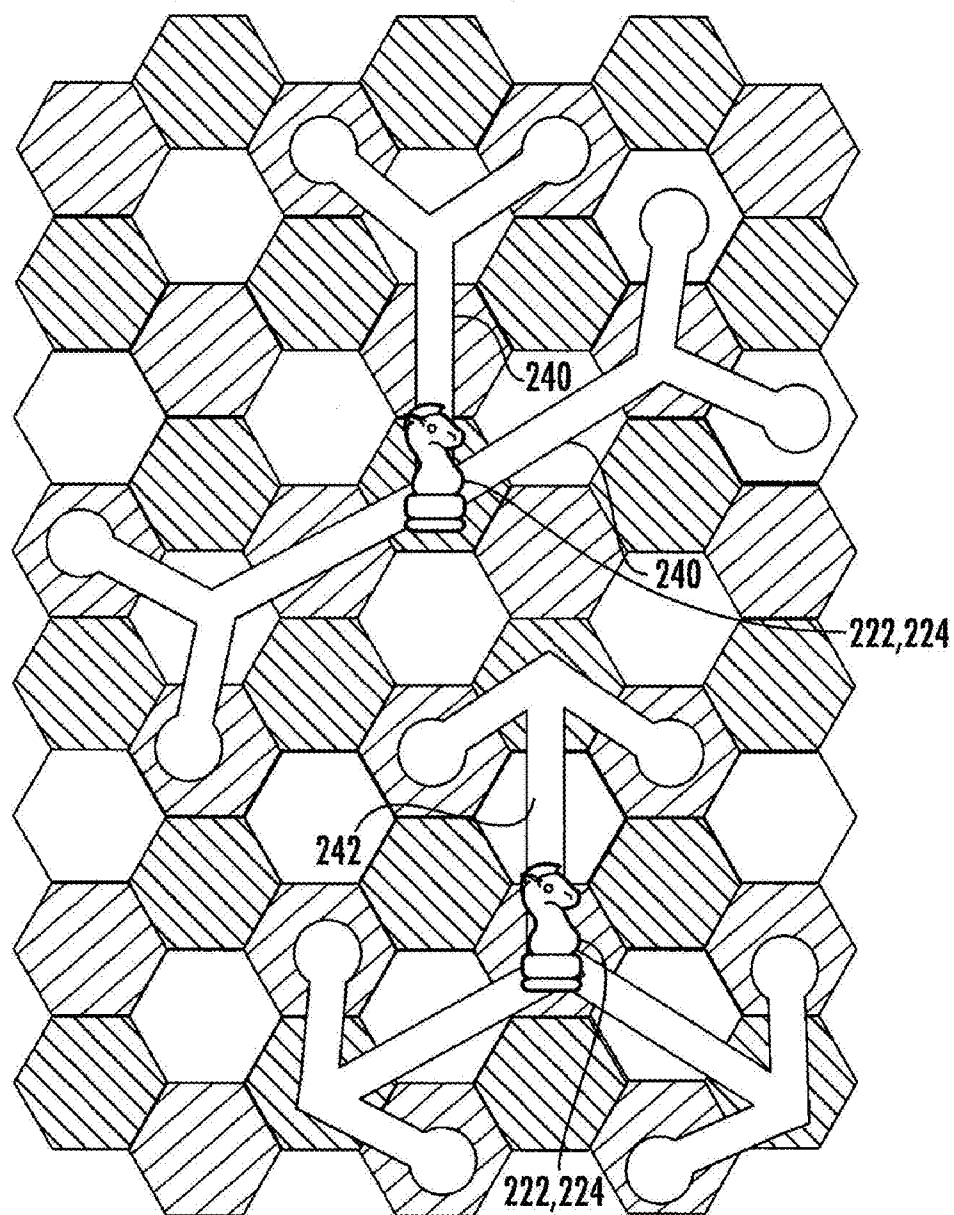


FIG. 5

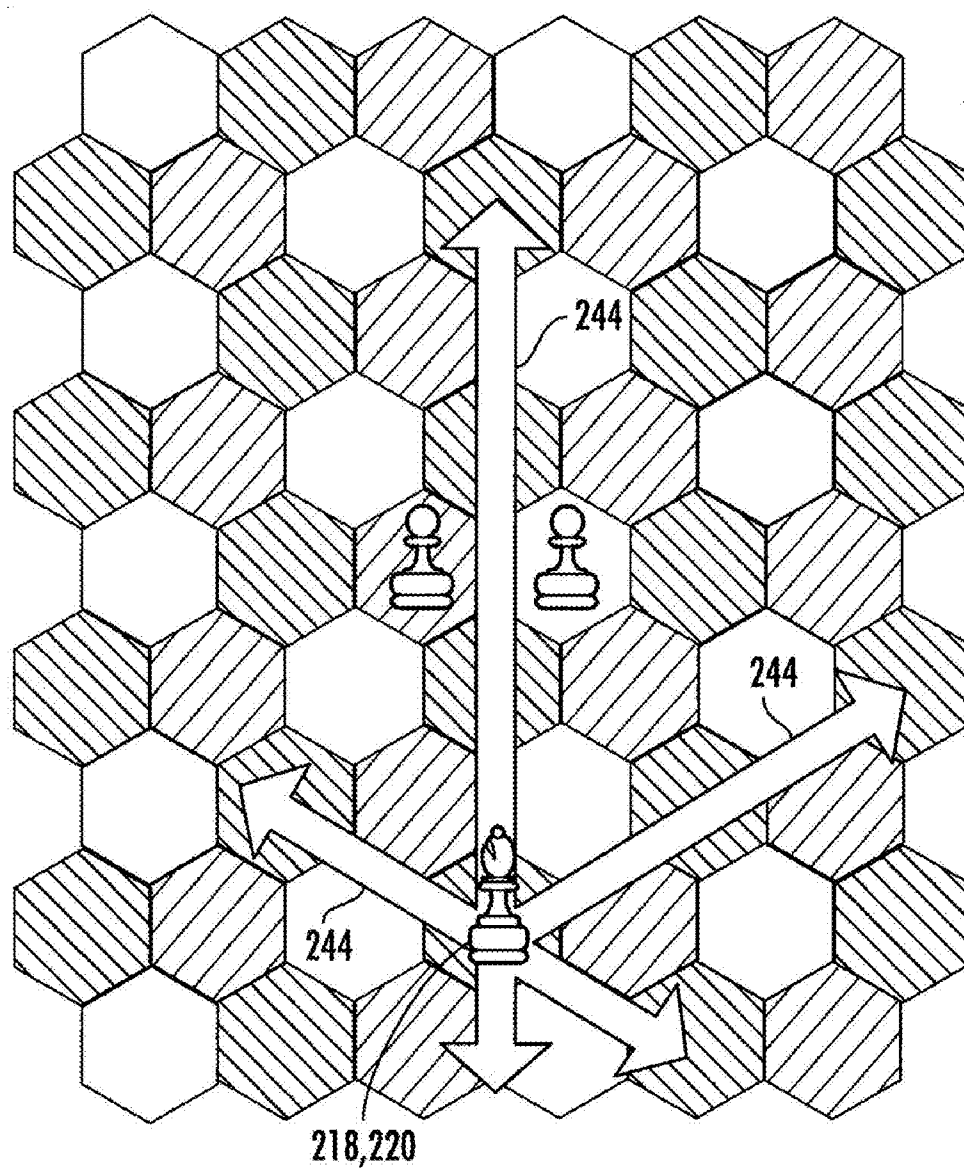


FIG. 6

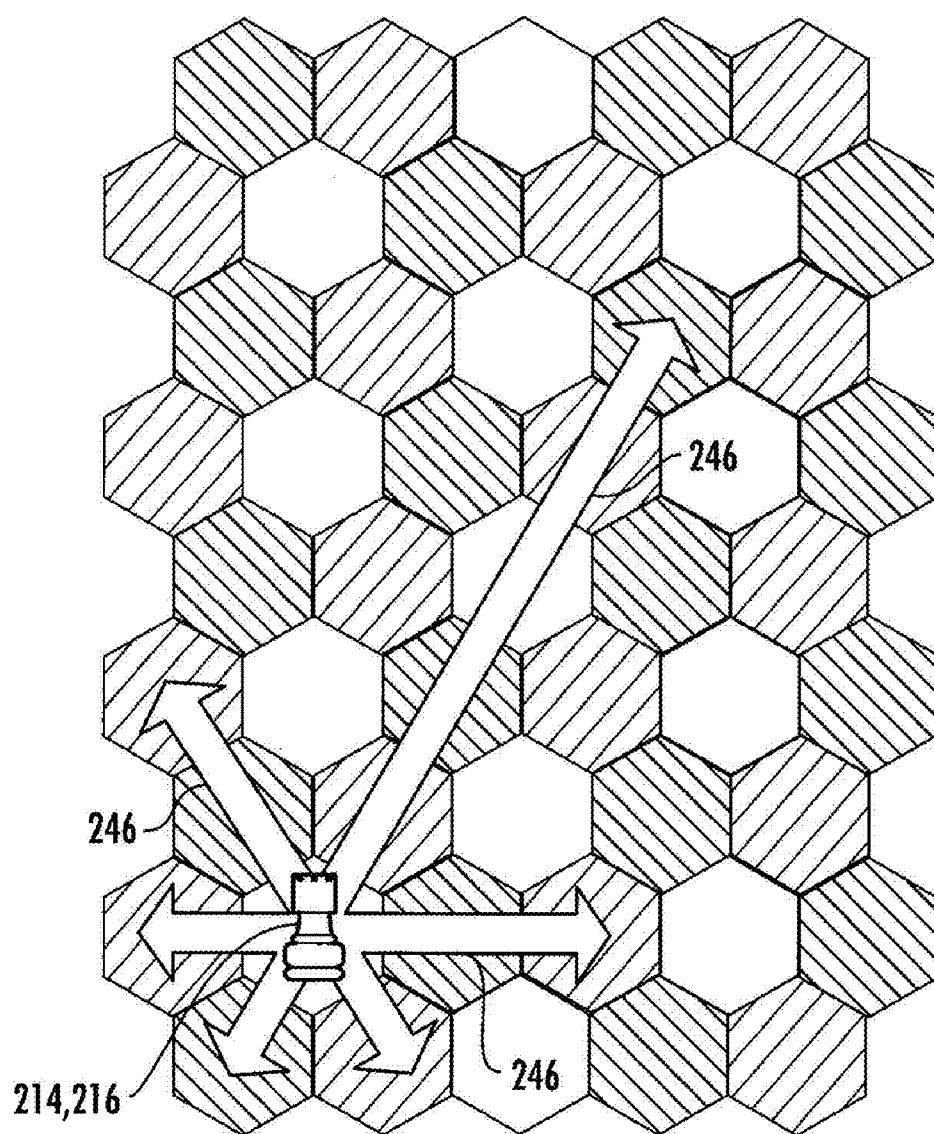


FIG. 7

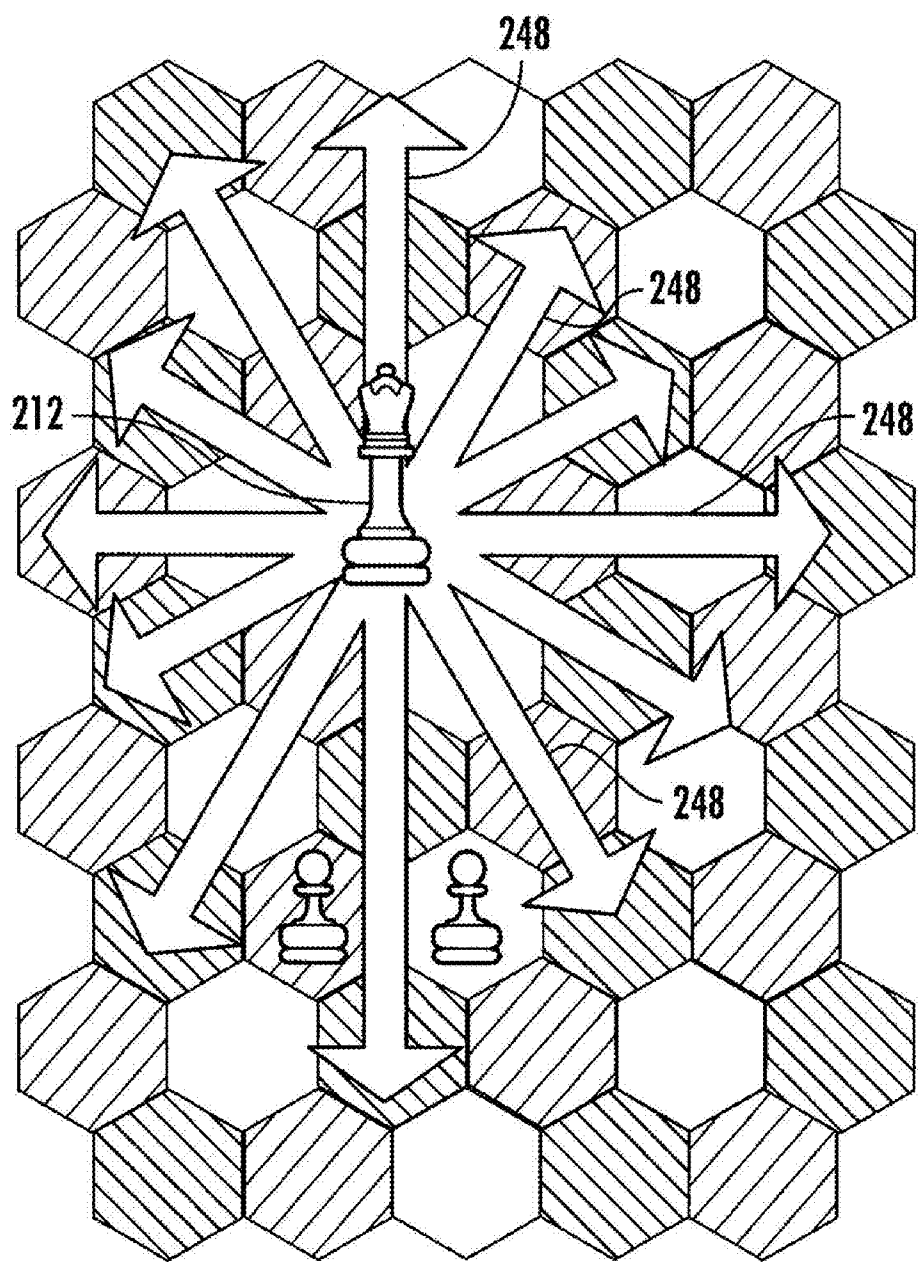


FIG. 8

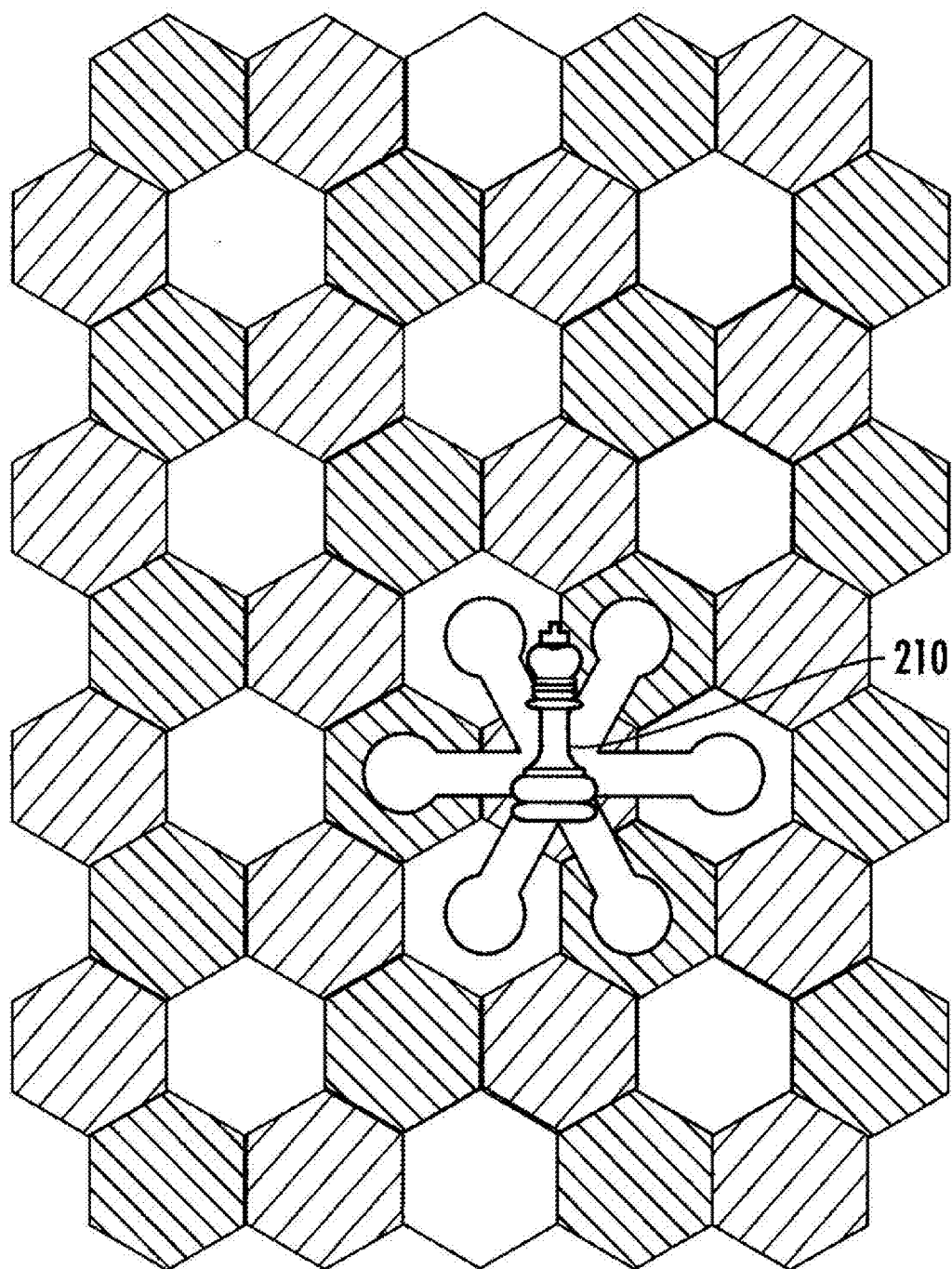


FIG. 9

THREE OR MORE PLAYER CHESS GAME

STATEMENT REGARDING FEDERALLY SPONSORED RESEARCH OR DEVELOPMENT

[0001] Not Applicable.

CROSS-REFERENCE TO RELATED APPLICATIONS

[0002] Not Applicable.

BACKGROUND OF THE INVENTION

[0003] 1. Field of the Invention

[0004] The present invention relates to a chess game and the unique apparatus incorporated to provide a chess game that is playable by three or more people.

[0005] 2. Description of the Related Art

[0006] The traditional chess games are limited to two players. Thus, it is desirable to have a chess game where more than two people would be able to participate. Having three or more people be able to play chess would add additional strategy elements to an already strategic game.

[0007] Other three or more person chess games have been provided but all have deficiencies. Examples of these deficiencies include extra playing pieces, shape of the board is insufficient, the size and shape of the board is insufficient, and the integrity of the original playing piece's movements were not captured.

[0008] Accordingly, there remains a need for three or more player chess game that solves the insufficiencies of the prior three or more person chess games disclosed in the prior art.

SUMMARY OF THE INVENTION

[0009] The present invention provides an apparatus for playing chess with up to three players. An exemplary apparatus implemented for playing chess with up to three players according to the invention includes a triangular shaped game board having three end points, three sides, and a plurality of hexagonal playing spaces contiguously disposed thereon, the triangular shaped game board having three player setup areas where players position their playing pieces prior to the start of a match. In addition the apparatus includes the hexagonal playing spaces having three different designations, the hexagonal playing spaces designations being alternatively arranged such that no two adjacent hexagonal playing spaces are the same. Furthermore, the hexagonal playing spaces are present on the triangular shaped game board in a predetermined number, each hexagonal playing space disposed at the end points of the triangular shaped game board have four of six sides exposed and each hexagonal playing space disposed at the three sides of the triangular shaped game board have two of six sides exposed.

[0010] In another embodiment of the present invention, an apparatus is provided for playing chess with up to six players. An exemplary apparatus implemented for playing chess with up to six players according to the invention includes a star shaped game board having six star points, six star point transition areas where each one of the six star points transitions into another one of the six star points, and a plurality of hexagonal playing spaces contiguously disposed thereon, each of the six star points of the star shaped game board having an end point, the star shaped game board having six player setup areas where players position chess pieces prior to the start of a match. Additionally, the hexagonal playing

spaces having three different designations, the hexagonal playing spaces designations being alternatively arranged such that no two adjacent hexagonal playing spaces are the same. Furthermore, the hexagonal playing spaces are present on the star shaped game board in a predetermined number, each hexagonal playing space disposed at the end point of each of the points of the star shaped game board have four of six sides exposed, each hexagonal playing space disposed at the six joint areas of the star shaped game board have one of six sides exposed, and every other hexagonal playing space disposed on the star shaped game board have two of six sides exposed.

BRIEF DESCRIPTION OF THE DRAWINGS

[0011] FIG. 1 is a top plan view of an one embodiment of a game board constructed in accordance with the present invention.

[0012] FIG. 2 is a top plan view of another embodiment of a game board constructed in accordance with the present invention.

[0013] FIG. 3 is a top plan view of a setup area portion of a game board showing chess pieces setup in their initial positions.

[0014] FIG. 4 is a top plan view of a portion of a game board showing the movement options of Pawns in accordance with the present invention.

[0015] FIG. 5 is a top plan view of a portion of a game board showing the movement options of Knights in accordance with the present invention.

[0016] FIG. 6 is a top plan view of a portion of a game board showing the movement options of Bishops in accordance with the present invention.

[0017] FIG. 7 is a top plan view of a portion of a game board showing the movement options of Rooks in accordance with the present invention.

[0018] FIG. 8 is a top plan view of a portion of a game board showing the movement options of a Queen in accordance with the present invention.

[0019] FIG. 9 is a top plan view of a portion of a game board showing the movement options of a King in accordance with the present invention.

DETAILED DESCRIPTION OF THE INVENTION

[0020] The present invention relates to a chess apparatus 10 playable by three or more people. Referring now to FIG. 1 is one embodiment of the present invention. The chess apparatus 10 shown in FIG. 1 is a triangular shaped game board 12 having three end points 14, 16, and 18, three sides 20, 22, and 24 and a plurality of hexagonal playing spaces 26, only three of the hexagonal playing spaces 26 being labeled in FIG. 1 by reference numerals 26a, 26b, and 26c for purposes of clarity. The chess apparatus 10 is also provided with three player setup areas 28, 30, and 32 where players position their playing pieces prior to the start of a match.

[0021] The hexagonal playing spaces 26 are provided with three different designations, or indicia. The designations of the hexagonal playing spaces 26 are arranged such that no two adjacent hexagonal playing spaces 26 are of the same designation. Examples of designations for the hexagonal playing spaces 26 can include three different colors, textures or patterns. It should be understood and appreciated that any des-

ignation can be used for the hexagonal playing spaces 26 so long as the three designations are distinguishable from one another.

[0022] The triangular shaped game board 12 can be provided with any number of hexagonal playing spaces 26 such that the triangular shaped game board 12 is provided in a substantially symmetrical form. In one embodiment of the present invention, the triangular shaped game board 12 is provided with 78 hexagonal playing spaces 26. In another embodiment of the present invention, the triangular shaped game board 12 is provided with 91 hexagonal playing spaces 26. In a further embodiment of the present invention, the triangular shaped game board 12 is provided with 105 hexagonal playing spaces 26. In yet another embodiment of the present invention, the triangular shaped game board 12 is provided with 120 hexagonal playing spaces 26.

[0023] The hexagonal playing spaces 26 are provided with six flat hex sides 34 and six hex corners 36. For purposes of clarity, three of the six flat hex sides 34 and the six hex corners 36 are labeled in FIG. 1 by reference numerals 34a, 34b, and 34c and 36a, 36b, and 36c.

[0024] The three end points 14, 16, and 18 and the three sides 20, 22, and 24 are defined by a plurality of the hexagonal playing spaces 26. Each of the hexagonal playing spaces 26 making up the three end points 14, 16, and 18 have four of their six flat hex sides 34 on the outside of the triangular shaped game board 12. Furthermore, each of the hexagonal playing spaces 26 making up the three sides 20, 22, and 24 of the triangular shaped game board 12 have two of their six flat hex sides 34 positioned on the outside of the triangular shaped game board 12.

[0025] Referring now to FIG. 2 which shows another embodiment of the present invention. More specifically, FIG. 2 shows another chess apparatus 10a playable by three to six players. The chess apparatus 10a shown in FIG. 2 is a star shaped game board 112 having a plurality of star points 114, a plurality of star point transitions 116 for designating the area where one star point 114 transitions into another star point 114, and a plurality of hexagonal playing spaces 118, only three of the star points 114, the star point transitions 116, and hexagonal playing spaces 118 being labeled in FIG. 2 by reference numerals 114a, 114b, and 114c, 116a, 116b, and 116c, and 118a, 118b, and 118c, for purposes of clarity. The chess apparatus 10a is also provided with a plurality of player setup areas 120 where players position their playing pieces prior to the start of a match, only three of the player setup areas 120 being labeled in FIG. 2 by reference numerals 120a, 120b, and 120c, for purposes of clarity. While a six pointed star shaped game board is shown in FIG. 2, it should be understood and appreciated that any number of star points could be used so long as the integrity of the game and symmetry are maintained. Also, it should be understood and appreciated that for every star point 114 there is a star point transition 116 and a player setup area 120.

[0026] Similar to the hexagonal playing spaces 26 described herein, the hexagonal playing spaces 120 are provided with three different designations, or indicia. The designations of the hexagonal playing spaces 120 are arranged such that no two adjacent hexagonal playing spaces 120 are of the same designation. Examples of designations for the hexagonal playing spaces 120 can include three different colors, textures or patterns. It should be understood and appreciated

that any designation can be used for the hexagonal playing spaces 120 so long as the three designations are distinguishable from one another.

[0027] The star shaped game board 112 can be provided with any number of hexagonal playing spaces 120 such that the star shaped game board 112 is provided in a substantially symmetrical form. In one embodiment of the present invention, the star shaped game board 112 is provided with 181 hexagonal playing spaces 120. In another embodiment of the present invention, the star shaped game board 112 is provided with 253 hexagonal playing spaces 120. In a further embodiment of the present invention, the star shaped game board 112 is provided with 337 hexagonal playing spaces 120.

[0028] The hexagonal playing spaces 120 are provided with six flat hex sides 122 and six hex corners 124. For purposes of clarity, three of the six flat hex sides 122 and the six hex corners 124 are labeled in FIG. 2 by reference numerals 122a, 122b, and 122c and 124a, 124b, and 124c.

[0029] Each star point 114 is provided with an end point 126 signifying the outermost end of the star point 114, only three end points 126 are labeled in FIG. 2 by reference numerals 126a, 126b, and 126c for purposes of clarity. The end points 126, the star points 114, and the star point transitions 116 are defined by a plurality of the hexagonal playing spaces 120. Each of the hexagonal playing spaces 120 making up the end points 126 have four of their six flat hex sides 122 on the outside of the star shaped game board 112. Each of the other hexagonal playing spaces 120 making up the star points 114 of the star shaped game board 112 have two of their six flat hex sides 122 positioned on the outside of the star shaped game board 112. Further, each of the hexagonal playing spaces 120 of the star point transitions 116 have one of their six flat hex sides 122 positioned on the outside of the star shaped game board 112.

[0030] Referring now to FIG. 3, shown therein is the player setup area 28, 30, 32, and 120 showing a chess piece set disposed thereon. The chess piece set includes various playing pieces 210-226. In one embodiment of the present invention, the playing pieces include all the playing pieces of a traditional chess piece set, which includes a King 210, a Queen 212, two Rooks 214 and 216, two Bishops 218 and 220, two Knights 222 and 224, and eight Pawns 226, only three of which are labeled in FIG. 3 by reference numerals 226a, 226b, and 226c for purposes of clarity. It should be understood and appreciated that the chess piece sets can include any number and any type of playing pieces included in the traditional chess piece set.

[0031] In one embodiment of the present invention, each player setup area 28, 30, 32, and 120 is comprised of the 16 hexagonal playing spaces 26 and/or 118 upon which the playing pieces 210-226 are disposed prior to starting a chess match. The playing pieces 210-226 set up as shown in FIG. 3 provides the King 210 with a position that is extremely defensible. Five of the eight Pawns 226 shown in FIG. 3 are positioned on a single row referred to as a pawn starting row 228. It should be understood and appreciated that the playing pieces 210-226 can be setup in any configuration and in any position.

[0032] The movement of the playing pieces 210-226, described herein, across the hexagonal playing spaces 26 and/or 118 is dictated by the different playing piece to be moved, the position of the other playing pieces on the board, and each player's intent.

[0033] In FIG. 4, the moves of the Pawns 226 are shown. Note that in the present invention, Pawns 226 are not limited to a single direction as they are in traditional chess. Similar to traditional chess and in accordance with the present invention, Pawns 226 have a first move option and an in-game move option. Pawns 226 are allowed to move backwards, forwards, and sideways subject to the limitation that they cannot move rearward behind the pawn starting row 228 unless they are making a capture of another player's playing piece. On the first move option (initial move of any of the Pawns 226), Pawns 226 are allowed to move through any one or two flat hex sides 34 and 122, examples of potential first moves are indicated by reference numerals 230, 232, and 234, and on subsequent moves, they are allowed to move through one flat hex side 34 and 122, as indicated by reference numerals 236, 238, and 240. A Pawn's 226 progress can be blocked by moving a playing piece onto an adjacent space. Pawns 226 cannot directly attack the playing piece used to block the Pawn's 226 movement unless responding to a capture of any player's playing piece by the playing piece used to block the Pawn's 226 movement. If an opposing player's piece is moved onto an adjacent space to block the movement of a Pawn 226 in that direction, then the Pawn 226 can move (or circle) the opposing player's piece and attack the opposing player's piece if the opposing player's piece is not moved. If a Pawn 226 is placed into an adjacent space to an opposing player's piece, then the Pawn 226 can attack that piece if the opposing player's piece is not moved. If a Pawn 226 reaches another player's King's starting position in the course of play, then it may be exchanged for any other playing piece.

[0034] In FIG. 5, the moves of the Knights 222 and 224 are shown. The Knights 222 and 224 of the present invention retains its characteristic L-shaped movement. The Knights 222 and 224 can move two hexagonal playing spaces 26 and/or 118 across two flat hex sides 34 and/or 122 in any direction from a pre-move hexagonal playing space 236 to an inter-move hexagonal playing space 238. The Knights 222 and 224 can then move one hexagonal playing space 26 and/or 118 across one flat hex side 34 and/or 122 in any direction from the inter-move hexagonal playing space 238 except in the same or opposite direction the Knights 222 and 224 traveled from the pre-move hexagonal playing space 236 to the inter-move hexagonal playing space 238. Examples of the available movements of the Knights 222 and 224 are labeled by reference numerals 240 and 242. Similar to the traditional chess game, the Knights 222 and 224 are allowed to leap, or jump over, any friendly or unfriendly intervening pieces in its path.

[0035] In FIG. 6, the movement of the Bishops 218 and 220 is shown. The Bishops 218 and 220 are subject to blockage by friendly or opposing player's pieces and they travel across the hex corners 36 and/or 124 in a diagonal manner shown by arrows indicated by reference numerals 244. Thus, as in traditional chess, the Bishops 218 and 220 are limited to the colored (or patterned or textured) hexagonal playing spaces 26 and/or 118 that they originally began on.

[0036] In the traditional chess game, each player has a bishop for each playing space color, which it is limited to for the entirety of the game. In accordance with the present invention, each player will have at least one hexagonal playing space 26 and/or 118 color in common with at least one other player.

[0037] In FIG. 7, the movement of the Rooks 214 and 216 is shown. The Rooks 214 and 216 can move, limited by the

interference of other pieces on the board, across any number of flat hex sides 34 and/or 122 as the player wishes. The directions of movement of the Rooks 214 and 216 are shown by directional arrows indicated by reference numerals 246.

[0038] In FIG. 8, the movement of the Queen 212 is shown. The Queen 212 can move, limited by the interference of other pieces on the game board, across any number of flat hex sides 34 and/or 122 as the player wishes and across the hex corners 36 and/or 124 any number of hexagonal playing spaces 26 and/or 118 in a diagonal manner shown by directional arrows indicated by reference numerals 248. It should be understood and appreciated that, similar to the traditional chess game, the Queen's 212 movements are a combination of the movements of the Bishops 218 and 220 and the Rooks 214 and 216.

[0039] In FIG. 9, the movements of the King 210 are shown. The King 210 can move one adjacent hexagonal playing space 26 and/or 118 in any direction so long as the space 26 and/or 118 is not occupied by another playing piece or the King 210 could be put into check by another player's playing piece.

[0040] From the above description, it is clear that the present invention is well adapted to carry out the objects and to attain the advantages mentioned herein as well as those inherent in the invention. While presently preferred embodiments of the invention have been described for purposes of this disclosure, it will be understood that numerous changes may be made which will readily suggest themselves to those skilled in the art and which are accomplished within the spirit of the invention disclosed and claimed.

What is claimed is:

1. An apparatus for playing a three player game of chess, comprising:
 - a triangular shaped game board having three end points, three sides, and a plurality of hexagonal playing spaces contiguously disposed thereon, the triangular shaped game board having three player setup areas where players position their playing pieces prior to the start of a match;
 - the hexagonal playing spaces having three different designations, the hexagonal playing spaces designations being alternatively arranged such that no two adjacent hexagonal playing spaces are the same; and where
 - the hexagonal playing spaces are present on the triangular shaped game board in a predetermined number, each hexagonal playing space disposed at the end points of the triangular shaped game board have four of six sides exposed and each hexagonal playing space disposed at the three sides of the triangular shaped game board have two of six sides exposed.
2. The apparatus of claim 1 further comprising:
 - a plurality of chess piece sets for being set up on the player set up areas, each chess piece set having playing pieces including at least a king, a queen, two rooks, two bishops, two knights, and eight pawns.
3. The apparatus of claim 1 wherein the hexagonal playing space designations are chosen from the group consisting of contrasting colors and different patterns.
4. The apparatus of claim 1 wherein the predetermined number of hexagonal playing spaces is selected from the group consisting of 78 spaces, 91 spaces, 105 spaces, and 120 playing spaces.
5. The apparatus of claim 2 wherein the knights can move two hexagonal playing spaces in any direction through any flat hex side of a pre-move hexagonal playing space and one

hexagonal playing space in any direction through any flat hex side of an inter-move hexagonal playing space other than either flat hex side in the same or opposite direction the knights moved prior to landing on the inter-move hexagonal playing space.

6. The apparatus of claim 2 wherein the pawns have a first move option and an in-game move option.

7. The apparatus of claim 6 wherein the first move option of the pawns includes moving the pawns one or two hexagonal playing spaces in any direction, the two hexagonal playing spaces moved not restricted to the same direction.

8. The apparatus of claim 6 wherein the in-game move option of the pawns can be one hexagonal playing space in any direction.

9. An apparatus for playing chess with three or more players, comprising:

a star shaped game board having six star points, six star point transition areas where each one of the six star points transitions into another one of the six star points, and a plurality of hexagonal playing spaces contiguously disposed thereon, each of the six star points of the star shaped game board having an end point, the star shaped game board having six player setup areas where players position chess pieces prior to the start of a match; the hexagonal playing spaces having three different designations, the hexagonal playing spaces designations being alternatively arranged such that no two adjacent hexagonal playing spaces are the same; and where

the hexagonal playing spaces are present on the star shaped game board in a predetermined number, each hexagonal playing space disposed at the end point of each of the points of the star shaped game board have four of six

sides exposed, each hexagonal playing space disposed at the six joint areas of the star shaped game board have one of six sides exposed, and every other hexagonal playing space disposed on the star shaped game board have two of six sides exposed.

10. The apparatus of claim 9 further comprising:

a plurality of chess piece sets for being set up on the player set up areas, each chess piece set having playing pieces including at least a king, a queen, two rooks, two bishops, two knights, and eight pawns.

11. The apparatus of claim 9 wherein the predetermined number of hexagonal playing spaces is selected from the group consisting of 181 spaces, 253 spaces, and 337 playing spaces.

12. The apparatus of claim 10 wherein the knights can move two hexagonal playing spaces in any direction through any flat hex side of a pre-move hexagonal playing space and one hexagonal playing space in any direction through any flat hex side of an inter-move hexagonal playing space other than either flat hex side in the same or opposite direction the knights moved prior to landing on the inter-move hexagonal playing space.

13. The apparatus of claim 10 wherein the pawns have a first move option and an in-game move option.

14. The apparatus of claim 13 wherein the first move option of the pawns includes moving the pawns one or two hexagonal playing spaces in any direction, the two hexagonal playing spaces moved not restricted to the same direction.

15. The apparatus of claim 13 wherein the in-game move option of the pawns can be one hexagonal playing space in any direction.

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