July 28, 1959 A. ROSTI ET AL 2,896,950

BOARD GAME

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FIG. 1.

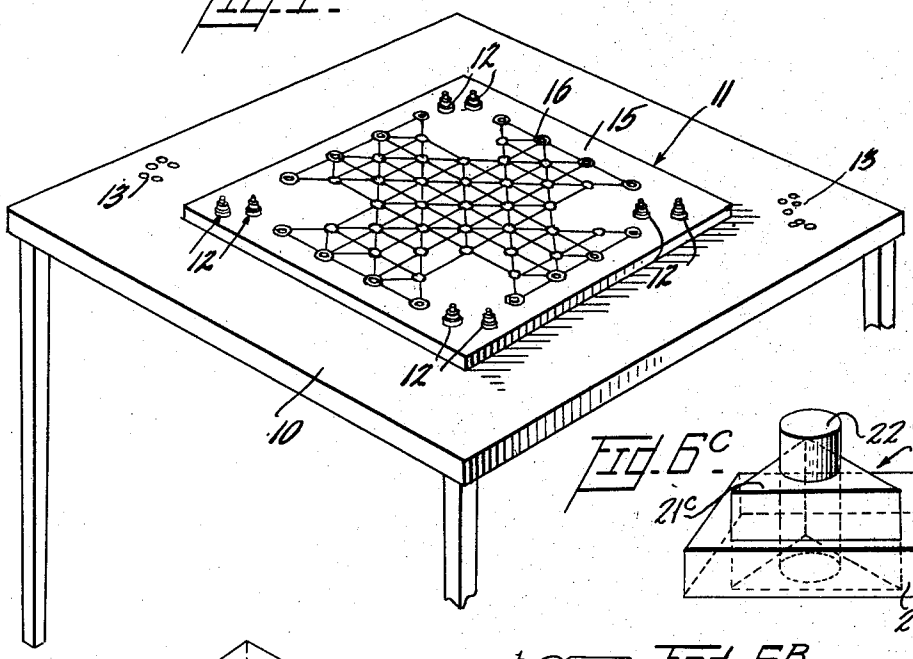


FIG. 6C.

FIG. 6A.

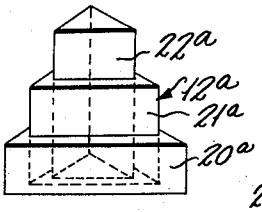


FIG. 6B.

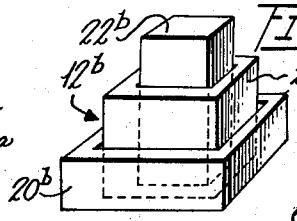


FIG. 5.

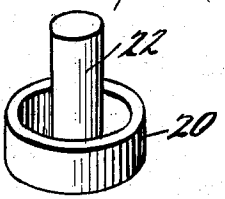


FIG. 3.

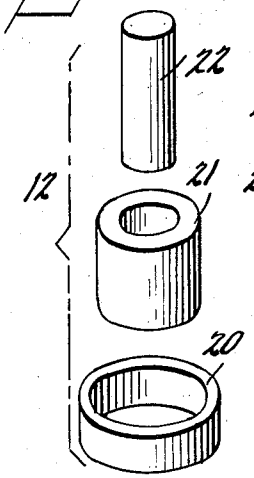


FIG. 2.

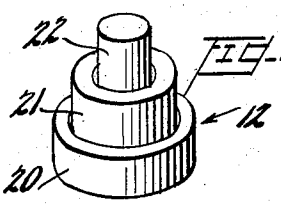


FIG. 4.

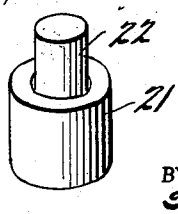
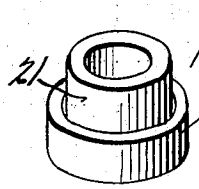


FIG. 6.



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FIG. 7.

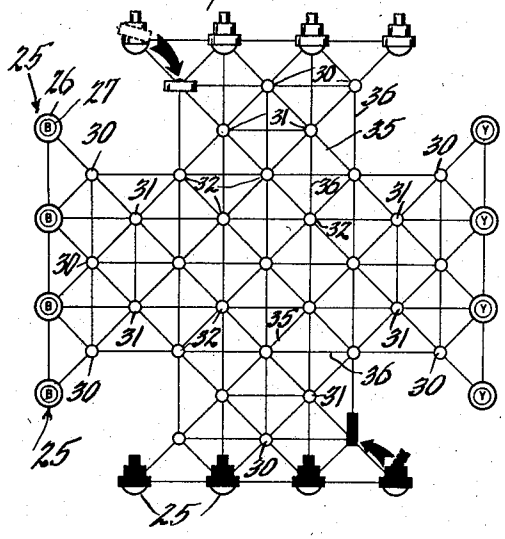


FIG. 8.

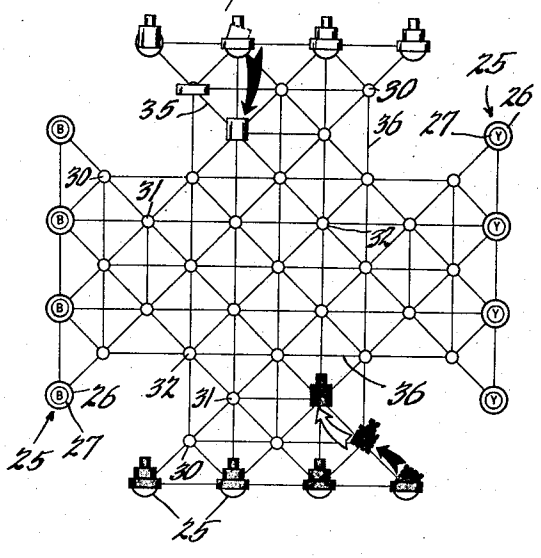


FIG. 9.

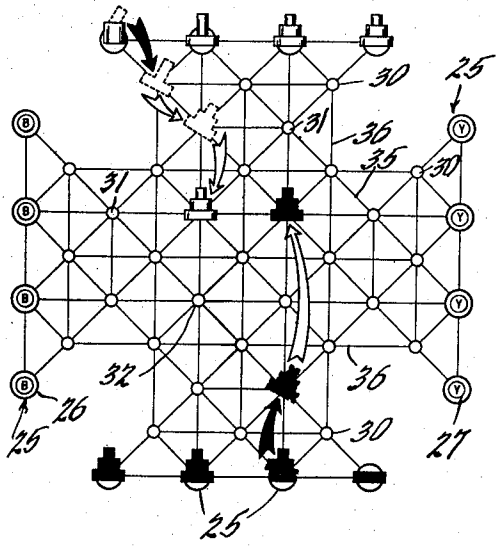
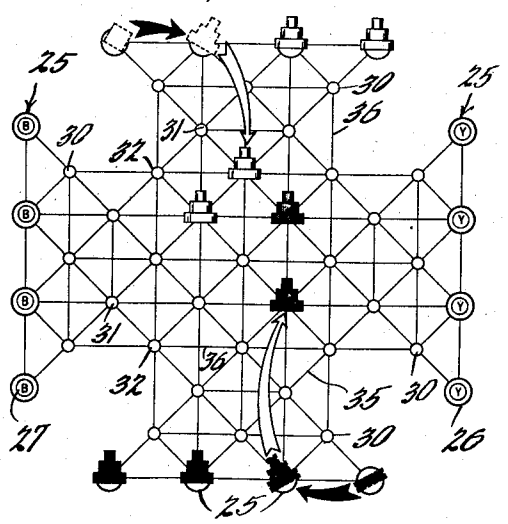


FIG. 10.



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FIG. 11.

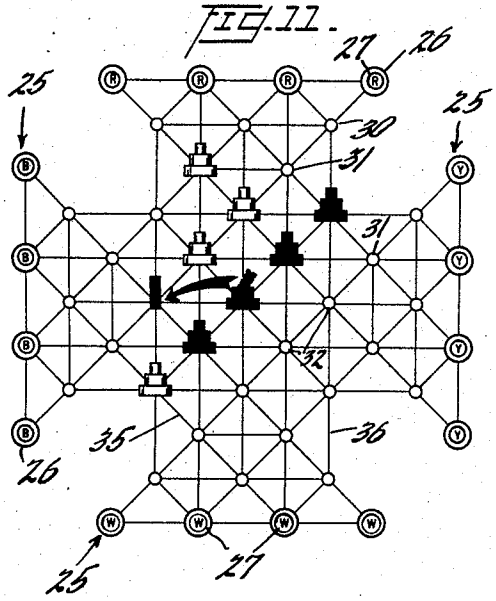


FIG. 12.

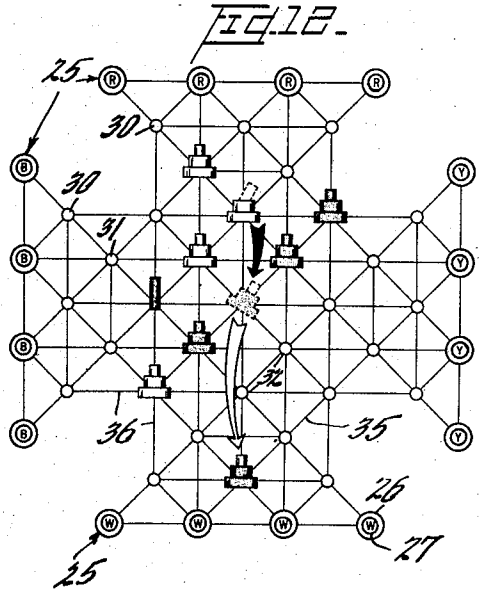


FIG. 13.

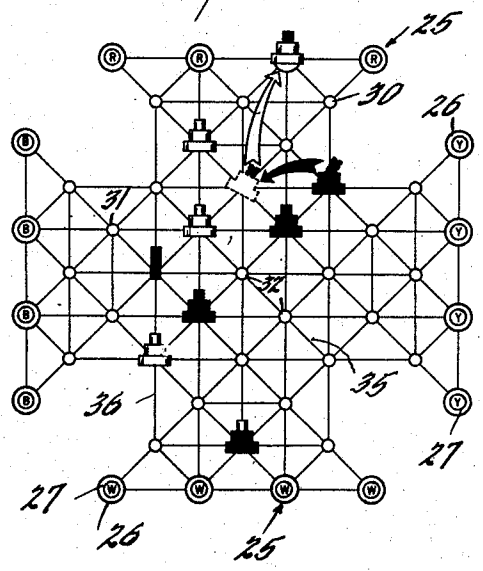
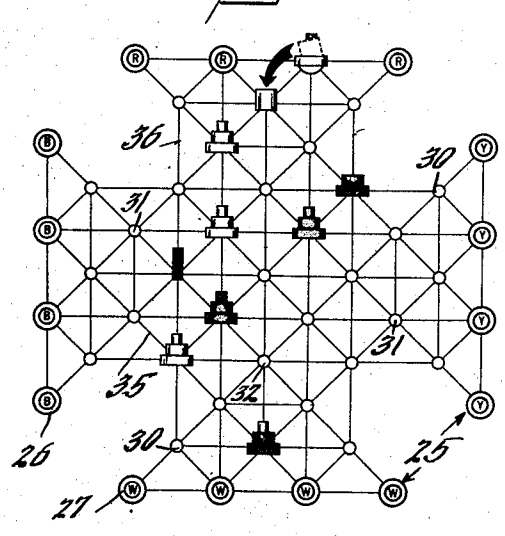


FIG. 14.



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United States Patent Office 2,896,950 Patented July 28, 1959

2,896,950

BOARD GAME

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Application August 24, 1956, Serial No. 606,022

8 Claims. (Cl. 273—131)

This invention relates to games and more particularly to board games in the pursuit of which playing pieces are moved in turn by the participants step-by-step across the playing board from a base position nearest a given contestant to an oppositely situated goal position, the encountering of one player's piece by those of another during play giving rise to certain penalties or rewards according to the circumstances and as covered by the particular rules of play.

The general object of the invention is to provide a novel and improved game of this class which by means of the complications introduced by the presence of subdivided playing pieces, affords a greater interest and incentive to play.

In its preferred embodiment, the invention contemplates the provision of a playing surface upon which markings appear dividing the surface preferably into two or four base portions interconnected across the area of the playing surface by a network of paths affording opportunities for movement either forwardly, laterally, or diagonally, or in some cases, backwardly. From the base points (preferably, although not necessarily, four in number) a player moves his pieces progressively along the intersecting paths toward the directly opposite side of the playing surface, where the opponent's base points become the goal points of the first named player.

One of the novel features of the invention is the provision of compound playing pieces consisting of two or more separable parts, each of which may be moved independently of the others which comprise any given set of playing pieces, or two or more elemental pieces moved in unison under certain conditions within the rules of play. Each participant's particular sets of playing pieces are preferably colored or otherwise marked for identification and differentiation from the playing pieces or elements under the control of the other contestants. It is contemplated that the several parts of the sets of compound playing pieces may be combined with the complementary parts of other sets, regardless of the color or control by a contestant, certain pieces or combinations of pieces thus being susceptible of "capture" by the introduction or combination therewith of a playing element moved by another contestant.

Certain playing board arrangements of base points, goal points, and network ramifications, adapted for the fixed control of play, also constitute important factors in the invention.

Other objects and features of novelty will be apparent from the following specification when read in connection with the accompanying drawings in which one embodiment of the invention is illustrated by way of example.

In the drawings:

Figure 1 is a view in perspective of a practical embodiment of the game apparatus or equipment constituting the essential features of the invention; the equipment, including game board and playing pieces being supported upon a table;

Figure 2 is a perspective view of a fully assembled compound playing piece used in playing the game;

Figure 3 is an exploded view of the full combination playing piece illustrating the individual component elements;

Figure 4 is a view in perspective of a subcombination playing piece consisting of the innermost or central element and the intermediate element;

Figure 5 is a similar view of another subcombination consisting of the innermost element and the outermost element;

Figure 6 is a similar view showing the subcombination consisting of an intermediate element and an outer element;

Figures 6A, 6B and 6C are perspective views of certain alternative embodiments of the playing pieces capable of being used in connection with the present invention; and

Figures 7–14 inclusive are diagrammatic plan views of the playing board showing the elemental playing pieces and various combinations thereof disposed upon the board, and exemplifying certain aspects of one method of playing a board game involving the novel equipment.

Upon the table **10** in Figure 1 is disposed a board **11** which may be of any suitable or conventional physical construction either in the form of a single flat piece or adapted to be folded in the middle.

Disposed at random upon the board and table are the compound playing pieces **12** which will be described in detail presently, and the small chips or counters indicated generally at **13**. The playing surface **15** of the board **11** has imprinted or otherwise imposed thereon a network of markings **16** of a general pattern somewhat resembling a Maltese cross. For a somewhat better impression of the markings, reference is made to Figures 7–14 of the drawings where the arrangement is shown in plan view rather than in perspective. The markings of the playing surface and suggested methods of play, exemplifying the utility of the equipment comprising the present invention, will be described after the description of the nature of the playing pieces.

A typical example of the compound playing piece **12** is shown in assembled form in Figure 2 of the drawings and in disassembled array in Figure 3. It will be readily seen that the elements composing the compound playing piece are a rather large cylindrical annulus or ring of moderate height designated **20**; a somewhat taller annular or tubular element of an external diameter adapted to fit fairly loosely within the ring **20**, and designated by the reference numeral **21**; and a third, centrally disposed element **22** in the form of a cylindrical peg or post still taller than the element **21** and adapted to fit loosely within the hollow interior of element **21** when the parts are assembled as shown in Figure 2. These elements may be made of any suitable material including metal, plastic, and wood; and they are preferably painted or otherwise colored so as to identify the pieces belonging to any given contestant, such colors also corresponding to certain colored portions of the playing surface where the pieces of a particular contestant have their base points and goal points.

In Figure 6A of the drawings an alternative form of playing piece is designated **12*a*** and comprises a triangular hollow outer element **20*a***, a similarly shaped but taller intermediate element **21*a*** and a post of triangular, horizontal section designated **22*a***. In Figure 6B the playing piece **12*b*** comprises a hollow square outer member **20*b***, a hollow square member **21*b*** and a square inner post member **22*b***. A variegated playing piece **12*c*** is shown in Figure 6C of the drawings and comprises an outer member **20*c*** having a square or rectangular outer contour and a triangular inner contour surrounding the opening therein. Within this triangular opening is

disposed the intermediate piece **21***c* which has a triangular outer contour and a cylindrical inner contour, within which is disposed the cylindrical post **22***c*.

Under certain conditions of play, the several playing piece elements **20**, **21**, and **22** may be moved individually and in uncombined condition; under other circumstances they may be moved in all possible combinations of two and three elements. Figure 2 has already been described as showing the complete assembly of three elements. In Figure 4, elements **21** and **22** are shown in combination; in Figure 5, elements **20** and **22** are combined; and in Figure 6, elements **20** and **21** are used in combination.

From this point forward, reference may be had exclusively to Figures 7–14 of the drawings in which the initial positions of the various playing pieces are shown and also certain possible moves of the playing pieces suggested.

In these figures, the play is represented as taking place between only two contestants whose pieces have been indicated for purposes of example as being colored white and red. The method of play involving three or four contestants is substantially the same as that which will be described in connection with two players, and these other contestants may have their pieces colored blue and yellow as indicated by the lettering on the playing board.

The four larger spots **25** along each side of the playing pattern comprise an outer circle **26** and an inner spot or circle **27** and it is suggested that the outer circle be colored to correspond with the color of the pieces which are based upon these spots at the start of play, and that the inner spot **27** be colored to correspond with the color of the set of pieces which start at the opposite side of the board and approach the given set of spots as their goal points. Thus, in Figure 11 of the drawings the outer circles **26** of the spots **25** at the far side of the board would be colored white and the inner circles **27** would be colored red. This would indicate that those four spots constitute the base points for the four white playing pieces and the goal points for the four red playing pieces. Similarly at the near side of the board the spots **25** will have their outer rings **26** colored red and the inner spots **27** colored white and would constitute the base points for the red pieces and the goal points for the white pieces. In similar fashion the lateral sets of spots are colored blue and yellow for the same purposes.

With a board providing for four contestants, with twelve playing elements of each of four colors, the pieces are arranged in four sets. In one preferred embodiment of the game the piece **22** is designated a Tower, the piece **21** is called a Wall, the piece **20** is referred to as a Moat, and the complete assembly of three playing pieces or elements all of one color, is called a Castle.

The particular configuration and arrangement of the network of paths and base and goal positions of the board were developed for a particular utilitarian purpose affecting the nature of play, and it was found that the provision of three points **30** in the next row to the base row and only two points **31** in the third row from the base line is of particular advantage in controlling the game. It will be noted that all of the playing spots **25**, **30**, **31** and **32** form the corners of the small elemental canted squares whose sides **35** and diagonals **36** constitute paths of movement of the playing pieces. Viewing the playing area as a whole, the several spots **30**, **31** and **32** may be said to be quincunxially arranged.

Initially, in the case of two contestants, as illustrated in Figure 7, the respective sets of playing pieces designated Castles are lined up on the four base points at opposite sides of the playing surface; in this case Red has the near base points and White the opposite or remote base points. The aim of course is for each contestant to move his playing elements across the board toward his goal points and reassemble them at such points, the contestant first to do so being the winner. Scoring of the game is accomplished by the exchange of the chips **13**. Chips are won by assembling complete Castles on a contestant's goal points and also whenever pieces of opposing colors are captured.

A single move (moves being taken in turn by the contestants) is made by selecting any one elemental playing piece whether a Tower, a Moat, or a Wall and moving it along one of the paths **35** or **36** to the next point **30**, **31**, or **32**, the moves being made forwardly, sideways, or diagonally, but preferably not backwardly.

Obviously, an elemental piece cannot be moved to a point already occupied by a similar piece, but it may be moved to a point occupied by one or more elements of different character, independently of the color thereof, and when this occurs, the pieces to which the moving piece is applied are considered to be captured.

Under the preferred method of play, for each piece which is captured by the movement of a playing piece, the contestant (during the same turn) moves the set of pieces one additional point. A captured piece of a different color than the moving piece remains under the control of the capturing player only during the capturing move. In subsequent turns it may be moved by its own player or captured again by an opponent. Preferably, when a capturing move is played, the player must continue and complete the moves called for upon capture of one or more pieces, and the player cannot legally capture his own or opposing pieces if the position of other pieces upon adjacent points blocks completion of the additional moves in accordance with these rules. The only exception to this requirement might be when the capturing piece reaches one of its goal points.

Other special rules governing play, which may be adopted, would provide that if any piece reaches one of its own goal points before completing a capturing move, the player may elect to continue the move sideways to another goal point or to terminate the move at the first goal point touched. Also, that a piece which has come to rest on one of its own goal points may not be moved or captured, which would not prevent an opposing player from moving pieces of different character to the same point, but such a move does not constitute capture nor earn additional moves or the transfer of chips. Additionally, if all four of the players' goal points are completely filled with a combination of his own and his opponent's pieces, he may require his opponent to move a piece out before that opponent makes any other move, and this may apply both to pieces that the opponent left at their base points and to pieces that were carried back by capture.

In scoring the play, it may be stipulated that when a player captures an opposing piece he receives a given number of chips from the owner of each piece captured. Similarly, it may be a rule that whenever a player completes a Castle on one of his own goal points he should receive from each other player a certain number of chips for his first Castle, a further number for his second Castle and so on. Of course, other rewards and penalties may be established in adopting rules for the playing of the game.

One specific example of certain successive plays will now be described in connection with Figures 7–14 of the drawings.

In Figure 7 there are illustrated initial moves by White and Red, Red having moved his Tower one space diagonally from the right-hand Castle, and White having moved his Moat one space from the Castle upon his right hand.

In Figure 8 of the drawings there is illustrated how White has made a second move by moving the Wall one space directly forwardly from his Castle which is next to the right-hand end of his base line. However, Red has captured his right-hand Tower with his Wall from the same Castle, and has moved forward one space as a result of that single capture.

In Figure 9 there is illustrated a situation involving compound captures. The Red Moat from the next to the right-hand Castle has captured the Tower and Wall combination in front of it and as a reward has gained two moves forwardly for the reassembled Castle. As White's next move, the Tower from his right-hand piece has captured the Moat in the next row and moved forward one space, whereupon the Wall in the third row has been captured and a single rewarding move earned which brings White's reassembled Castle to the same transverse line as Red's Castle.

Still further supposing additional play, by reference to Figure 10, it will be seen that White's right-hand Wall has captured his Tower and Moat combination to the left of the right-hand position and being a double capture, the assembled pieces have been moved two spaces, first diagonally and then forwardly to the position indicated in Figure 10. Red's next move, as shown in Figure 10, he has used his right-hand Moat to capture the next adjacent Tower and Wall combination and has moved the assembled Castle two spaces forwardly.

Breaking the continuity of play exemplified by Figures 7–10, it will be assumed that the players have reached the stage indicated at Figure 11 and Red, in order to invite engagement, has moved the Tower from one of his Castles one space to the left to create an opening for a capturing move by White. In Figure 12 White has responded by moving the Tower from one of his centrally disposed Castles to capture the Wall and Moat from which Red has just removed the Tower, and the combined variegated Castle has moved forward two spaces to the row next to the goal row for White. At the same time, of course, White collects the designated number of chips from Red.

Further, considering Figure 13 of the drawings, it will be seen that Red has moved a Tower to its goal by counter-attacking the Wall and Moat combination which had been left in a vulnerable position by White. He then regains the chips from White.

In a further move as shown in Figure 14, White, in moving away from capture, has moved one of his walls from its base point after it had been carried back there by Red's Tower.

Play is, of course, continued until one of the contestants has reassembled his Castles, all of his own color, at the goal points opposite his base or starting line.

It is understood that various changes and alterations may be made in the embodiment illustrated and described herein without departing from the scope of the invention as defined by the subjoined claims.

Having thus described the invention, what is claimed as new and desired to be secured by Letters Patent is:

1. Movable playing pieces for use in a game wherein such pieces are moved progressively across the playing surface of a game board from a startring position to a goal position, said pieces each comprising a series of coaxial, loosely nested component elements, each inner element being enclosed by the next outward one, the elements being easily separable by the withdrawal of any selected one of them in an axial direction with respect to the others, whereby they may be readily removed to individually progress across the playing board surface or the assembled playing pieces moved across the surface as a unit, each component element of a playing piece having unobstructed free passage axially of the others in either axial direction, and each element when in playing position resting independently on its own bottom upon the playing surface.

2. The playing pieces as set forth in claim 1 in which each playing piece comprises an outer enclosing element of relatively inconsiderable height, an intermediate element of somewhat greater height enclosed within said first named element, and an inner element of still greater height enclosed within said second named element.

3. The playing pieces as set forth in claim 2 in which the first and second named elements are annular and the third named element is a cylinder, whereby the whole compound playing piece simulates a castle, the central cylinder corresponding to a tower, the intermediate annular element of lesser height corresponding to a wall, and the outer and lowermost element corresponding to a moat.

4. The playing pieces as set forth in claim 2 in which each of the three elements has a polygonal outer contour in plan view.

5. The playing pieces as set forth in claim 2 in which the outer contour of the first named or outer element in plan is polygonal with a given number of sides, the inner contour of the outer element and the outer contour of the intermediate element are polygonal and of a different number of sides than that of the first mentioned contours, and the inner contour of the intermediate element and the contour of the last named or inner element are cylindrical.

6. A board game apparatus comprising, in combination, a game board having an imperforate playing surface upon which is disposed a network of spots representing positions to be occupied by certain playing pieces and one or more separable parts thereof during the progress thereof across the board, said spots on the major central portion of the board being quincunxially arranged and each connected to adjacent spots by rectilinear and diagonal lines indicative of the permissible paths of movement from position to position, certain of said spots at one side of the board constituting base positions from which the pieces of one player advance at the outset of the game, similar spots at the opposite side of the board constituting base positions for the playing pieces of an opponent, the base positions for the pieces of a given player also constituting goal positions for the pieces of the opposite opponent; a plurality of compound playing pieces, each of said compound pieces comprising a plurality of component playing elements loosely combined with and easily separable from the other components of such playing piece, each component element of a playing piece having unobstructed free passage axially of the others in either axial direction and each element when in playing position resting independently on its own bottom upon the playing surface, individually movable from position to position either diagonally or rectilinearly on the board, and also combinable with other component elements during play, each element of a given piece being of a different structural configuration, whereby only unlike pieces may be combined at any position.

7. A board game apparatus comprising, in combination, a game board having an imperforate playing surface of the shape of a Maltese cross upon which is disposed a network of spots representing positions to be occupied by certain playing pieces and one or more separable parts thereof during the progress thereof across the board, said spots on the major central portion of the board being quincunxially arranged and each connected to adjacent spots by rectilinear and diagonal lines indicative of the permissible paths of movement from position to position, a predetermined number of spots comprising the marginal rows at opposite sides of the board constituting base positions from which the pieces of one player advance at the outset of the game, a second row of spots immediately inward of each of said marginal rows, which spots of the second named row are fewer in number than those in the marginal base row to provide a constricted portion of the playing network between the base row and the general area of the central playing surface, the base positions for the pieces of a given player also constituting goal positions for the pieces of the opposite opponent; a plurality of compound playing pieces, each of said compound pieces comprising a plurality of coaxially loosely nested component playing ele-

ments, each inner element being enclosed by the next outward one, the elements being easily separable from the other components of such playing piece, individually movable from position to position either diagonally or rectilinearly on the board, and also combinable with other component elements during play, each element of a given piece being of a different structural configuration, whereby only unlike pieces may be combined at any position, each component element of a playing piece having unobstructed free passage axially of the others in either axial direction and each element when in playing position resting independently on its own bottom upon the playing surface.

8. The board game apparatus as set forth in claim 7 in which a third row of spots, next inwardly from said second named row, has still fewer spots than the second row, and constitutes the shortest row of all and the narrowest restriction of movement of the several elements of the playing pieces from the base row or to the goal row.

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