July 3, 1945. J. J. VOLLMER 2,379,465

CHECKER GAME

Filed July 29, 1943 2 Sheets-Sheet 1

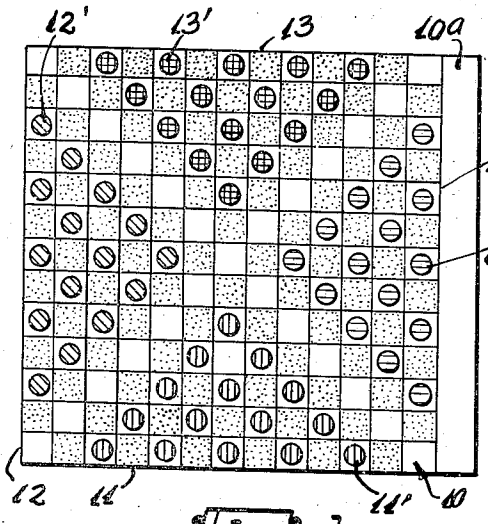


Fig. 1.

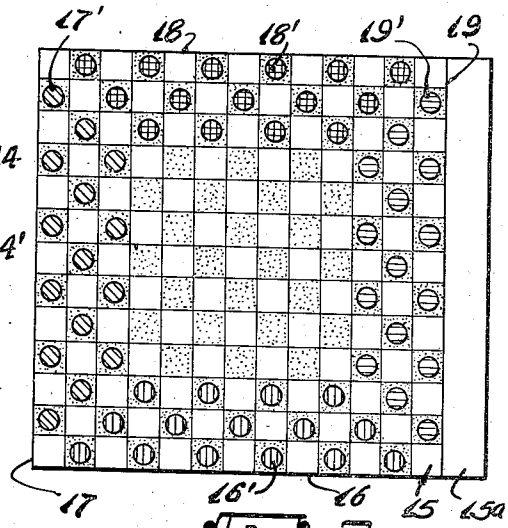


Fig. 2.

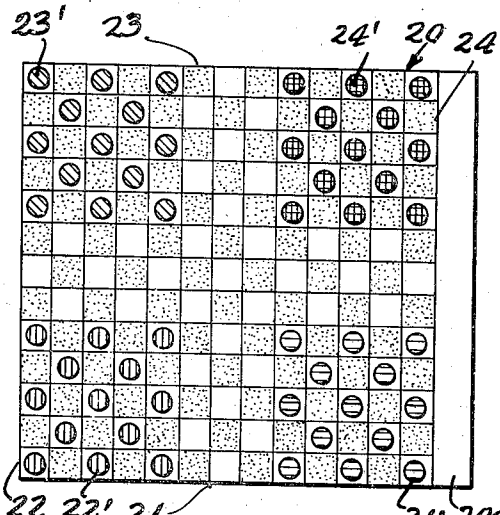


Fig. 3.

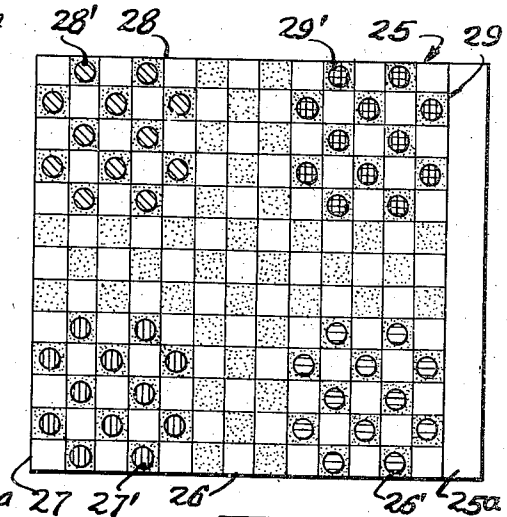


Fig. 4.

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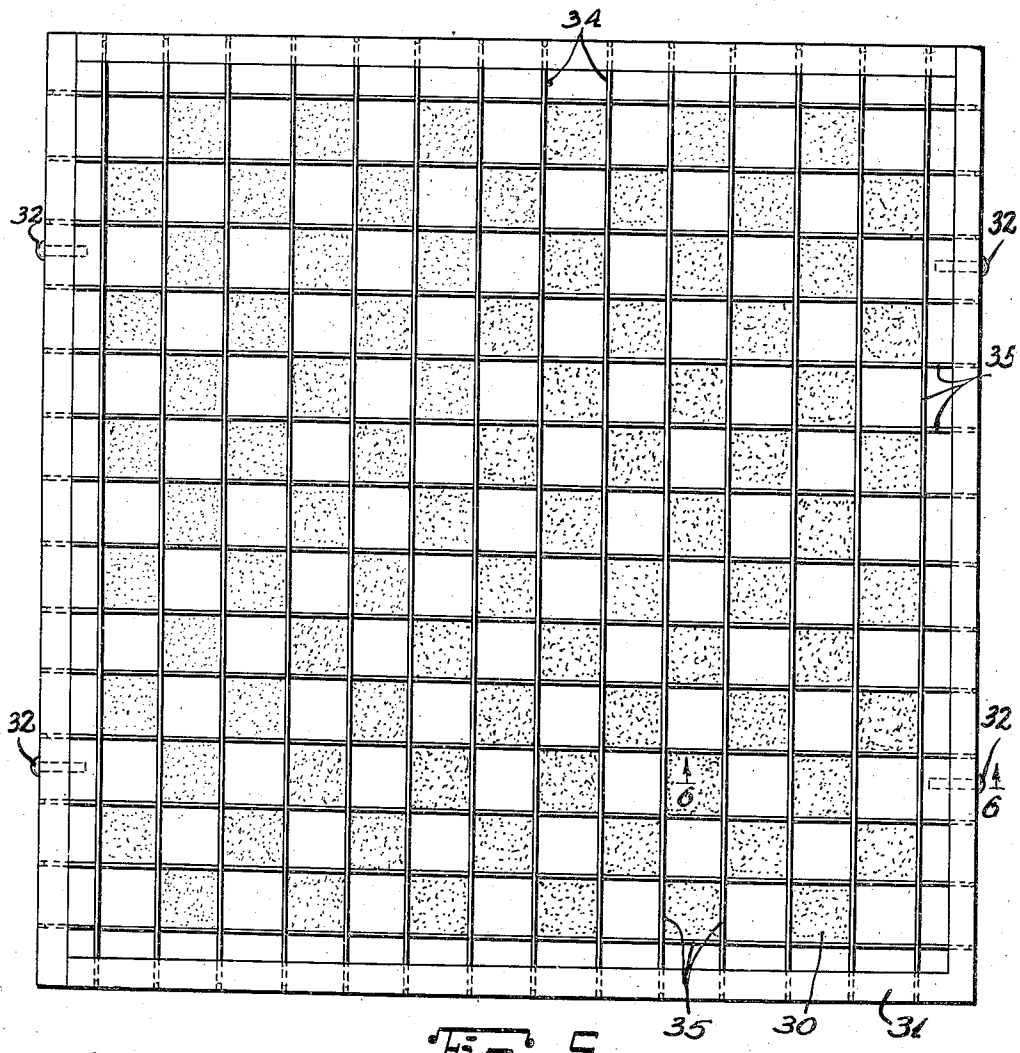


Fig. 5.

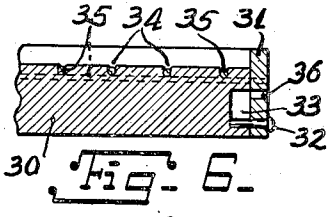


Fig. 6.

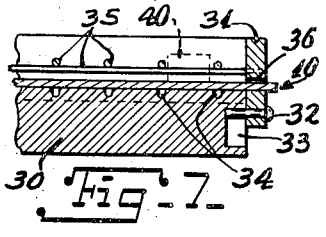


Fig. 7.

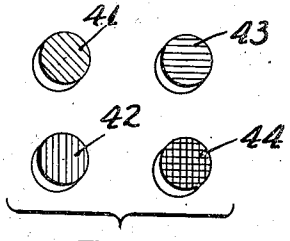


Fig. 8.

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Patented July 3, 1945 2,379,465

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2,379,465

CHECKER GAME

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Application July 29, 1943, Serial No. 496,526

3 Claims. (Cl. 273—131)

This invention relates to new and useful improvements in a checker game.

More particularly, the invention proposes a new checker game which may be played by four players. The invention contemplates several diagrams for initially setting up the checkers for starting the game.

Still further the invention proposes means for facilitating the setting up the new checker game.

For further comprehension of the invention, and of the objects and the advantages thereof, reference will be had to the following description and accompanying drawings, and to the appended claims in which the various novel features of the invention are more particularly set forth.

In the accompanying drawings forming a material part of this disclosure:

Fig. 1 is a plan view of a diagram sheet showing the set up for a four player checker game, in accordance with this invention.

Fig. 2 is a plan view of a diagram sheet showing a modified form of checker game.

Fig. 3 is a plan view of a diagram sheet showing still another modified arrangement.

Fig. 4 is another plan view of a diagram sheet showing still another arrangement.

Fig. 5 is a plan of a modified form of checker board provided with means for facilitating setting up the checkers to start a four player game, in accordance with this invention.

Fig. 6 is a fragmentary vertical sectional view taken on the line 6—6 of Fig. 5.

Fig. 7 is a sectional view similar to Fig. 6 but illustrating certain parts in a different position.

Fig. 8 is a perspective view of four checker pieces of different colors such as are used in this game.

In Fig. 1 a diagram sheet 10 for a four player checker board game is shown. This diagram sheet 10 is printed with squares. The sheet 10 has four side portions 11, 12, 13 and 14. Positions for groups of different colored checkers 11', 12', 13' and 14' are respectively imprinted along said four sides. These groups of checkers are shown arranged in pyramid fashion. The sheet 10 has a side tap portion 10a.

In Fig. 2 another diagram sheet 15 is disclosed having four side portions 16, 17, 18 and 19. Each of the side portions is provided with positions for groups different colored groups of checkers 16', 17', 18', and 19', respectively imprinted thereon. These checkers are set up in substantially trapezoidal formations. The sheet 15 has a tab portion 15a at one side.

In Fig. 3 another diagram sheet 20 is disclosed having side portions 21, 22, 23 and 24. The corners of this sheet 20 are imprinted with positions for groups of different colored checkers 21', 22', 23' and 24', respectively. These groups of checkers are set up in square formations. The diagram sheet 20 is provided with a side tab portion 20a.

In Fig. 4 still another diagram sheet 25 is illustrated having four side portions 26, 27, 28 and 29. Positions for groups of checkers 26', 27', 28' and 29' of different colors are imprinted in the four corners of this sheet. Each of these groups is arranged in substantially octagonal design. This sheet is also provided with a side tab 25a.

In Figs. 5 to 7 a checker board 30 is illustrated surrounded by a square frame 31 which is vertically slidably mounted on the edge portions of the checker board. Several pins 32 from the frame 31 engage into vertical slots 33 in the edge portions of the checker board for limiting vertical sliding of the frame 31. The checker board 30 is imprinted with the usual white and colored boxes.

The face of the checker board is formed with grooves 34 along the lines forming its boxes. Strings 35 are mounted across opposite sides of the frame 31 and normally rest in the grooves 34 when the frame 31 is in the lowered position. When the frame 31 is raised, as illustrated in Fig. 7, the strings 35 are located above the top face of the board 30. The frame 31 is formed with a slot 36 along one side. This slot 36 is located above the top face of the board 30 when the frame 31 is in its elevated position. Any one of the diagram sheets illustrated in Figs. 1 to 4 may be slipped through the slot 36 to assume a position on the top face of the board 30. The sheet 10 is so illustrated in this position in Fig. 7. The checkers may then be placed upon the sheet 10 corresponding in color arrangement and formation as imprinted on the sheet.

The dot and dash lines 40 in Fig. 7 schematically illustrates one of the checkers in position on the sheet 10. After all the checkers are located in position the sheet 10 is pulled out by gripping the tab 10a to expose the squares on the board 30 with the checks in position thereon. However, the checkers will maintain their positions because the strings 35 hold them from shifting. The frame 31 is then lowered so that the strings 35 are again disposed within the grooves 34 freeing the top face of the board so the checkers may be moved thereover. The game may now be played in the usual way.

Fig. 8 discloses perspective views of four different colored checkers, indicated by reference numerals 41, 42, 43 and 44.

While I have illustrated and described the preferred embodiments of my invention, it is to be understood that I do not limit myself to the precise constructions herein disclosed and the right is reserved to all changes and modifications coming within the scope of the invention as defined in the appended claims.

Having thus described my invention, what I claim as new, and desire to secure by United States Letters Patent is:

1. A checker game having a game board imprinted with squares, a frame vertically slidably mounted on the side edges of said checker board, said game board being formed with grooves in its top face between the adjacent sides of the squares imprinted on said game board, guide strings mounted between the sides of said frame and disposed in said grooves in the down position of said frame, a diagram sheet the same size as said board and imprinted with the same number of squares the same size as the squares of said board and adapted to be superimposed on said board with its squares aligned with the squares of said game board and the representation of checkers at the start of a game in certain of said squares to be rested on said game board to act as a guide in placing the checkers on the game board, and a slot formed in one side of said frame beneath said strings, whereby when said frame is raised said strings and slot will be above said board so that said sheet may be slipped through said slot to a position on said board beneath said strings to have checkers placed on said sheet after which said sheet may be withdrawn with said strings acting to retain said checkers in position on said board.

2. A checker game having a game board imprinted with squares, a frame vertically slidably mounted on the side edges of said checker board, said game board being formed with grooves in its top face between the adjacent sides of the squares imprinted on said game board, guide strings mounted between the sides of said frame and disposed in said grooves in the down position of said frame, a diagram sheet the same size as said board and imprinted with the same number of squares the same size as the squares of said board and adapted to be superimposed on said board with its squares aligned with the squares of said game board and the representation of checkers at the start of a game in certain of said squares to be rested on said game board to act as a guide in placing the checkers on the game board, and a slot formed in one side of said frame beneath said strings, whereby when said frame is raised said strings and slot will be above said board so that said sheet may be slipped through said slot to a position on said board beneath said strings to have checkers placed on said sheet after which said sheet may be withdrawn with said strings acting to retain said checkers in position on said board, and means for limiting movements of said frame relative to said board preventing it from being completely disengaged from said board.

3. A checker game having a game board imprinted with squares, a frame vertically slidably mounted on the side edges of said checker board, said game board being formed with grooves in its top face between the adjacent sides of the squares imprinted on said game board, guide strings mounted between the sides of said frame and disposed in said grooves in the down position of said frame, a diagram sheet the same size as said board and imprinted with the same number of squares the same size as the squares of said board and adapted to be superimposed on said board with its squares aligned with the squares of said game board and the representation of checkers at the start of a game in certain of said squares to be rested on said game board to act as a guide in placing the checkers on the game board, and a slot formed in one side of said frame beneath said strings, whereby when said frame is raised said strings and slot will be above said board so that said sheet may be slipped through said slot to a position on said board beneath said strings to have checkers placed on said sheet after which said sheet may be withdrawn with said strings acting to retain said checkers in position on said board, and means for limiting movements of said frame relative to said board preventing it from being completely disengaged from said board, comprising pins extending from said frame and engaging complementary vertical slots formed in diametrically opposite sides of said board.

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