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[54] **CHESS GAME**
 3 Claims, 7 Drawing Figs.

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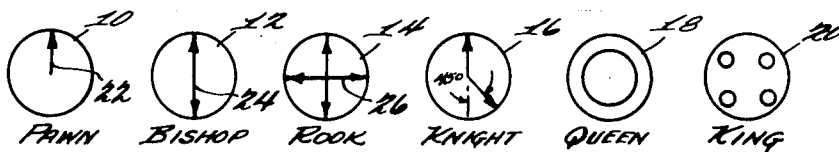
[50] Field of Search..... 273/131,
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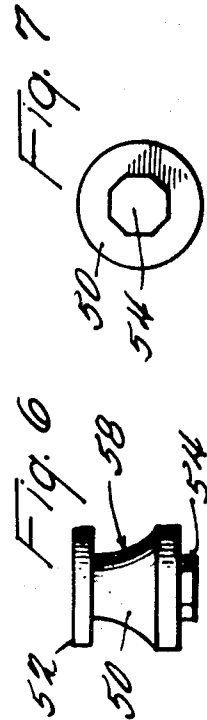
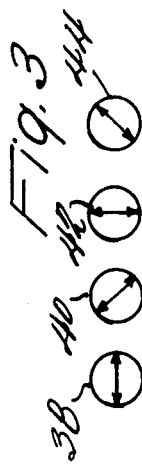
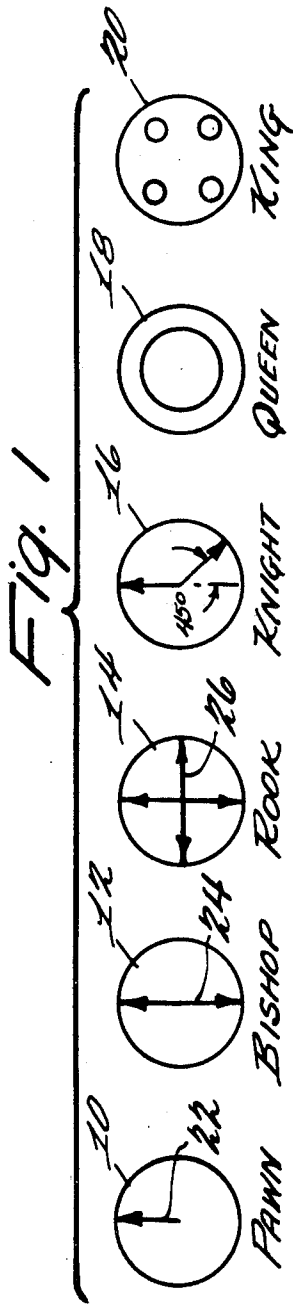
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ABSTRACT: A chess game wherein the pawn, bishop, and rook pieces are typically circular in shape and have an arrowlike designation on the top face thereof, which indicates the permissible direction or directions in which the piece can be moved. One feature of the game is that in addition to being able to move a piece from the square which it is currently occupying, it is also possible to execute a rotational move only with one of the above pieces. In one form the rotational pieces have octagonal projections engaging octagonal recesses on the board. In a simpler form, the weight of the piece holds it in its rotated position.





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CHESS GAME

BACKGROUND OF THE INVENTION

This invention relates to an improved Chess game, and, in particular, to a Chess game wherein the strength of the pawns, bishops, and rooks is increased.

Heretofore, the conventional game of Chess has usually taken players a long time to play. In fact, the length of time is such that many people find that they do not have time to play the game even though they know the game and enjoy it.

Hence, it is an object of this invention to provide an improved Chess game wherein the strength of the weaker pieces is increased thereby tending to lessen the length of time it normally takes to play the game.

Further, as is known to those who play Chess, there are certain pieces whose strength is relatively weak, and thus, quite often these pieces do not fulfill a particularly interesting role in effecting the overall game strategy or a particular tactical maneuver. Thus, quite often, these pieces tend to detract from rather than add to the interest of the game.

Hence, it is a further object of this invention to provide an improved Chess game wherein the strength of the relatively weaker pieces is increased with respect to the strength of the stronger pieces.

It is a further object of this invention to provide an improved Chess game wherein certain rotational pieces may undergo rotation only or may be moved from the square which they are currently occupying in the direction of an arrowlike designation thereon.

DETAILED DESCRIPTION OF THE DRAWING

FIG. 1 illustrates the various Chess pieces and illustrative designations for use therewith in accordance with the invention.

FIG. 2 illustrates the permissible angular positions of a pawn in accordance with the invention.

FIG. 3 illustrates the permissible angular positions of a bishop in accordance with the invention.

FIG. 4 illustrates the permissible angular positions of a rook in accordance with the invention.

FIG. 5 illustrates a typical alignment of the pieces in accordance with one aspect of the invention.

FIGS. 6 and 7 respectively illustrate side and bottom views of an illustrative piece which may be used in accordance with the invention.

DETAILED DESCRIPTION OF A PREFERRED EMBODIMENT OF THE INVENTION

Referring to FIG. 1 there are shown the conventional pieces normally used in the game of Chess—that is, a pawn 10, a bishop 12, a rook 14, a knight 16, a queen 18, and a king 20. Of course, for each color—that is, black and white, there are provided 8 pawns, 2 bishops, 2 rooks, 2 knights, a queen, and a king. The knight, queen and king are moved in exactly the same manner as these respective pieces are moved in conventional Chess. Thus, the designations shown on these pieces have no bearing on their movements. However, the pawn, bishop, and rook are moved in accordance with the designations indicated on the face of these pieces, the designation for the pawn being indicated at 22, for the bishop at 24, and for the rook at 26.

The designation 22 for the pawn comprises a single pointer while the bishop designation 24 comprises two oppositely directed pointers and the designation 26 for the rook comprises two pair of pointers, the pointers of each pair being oppositely directed and the first pair being orthogonally disposed with respect to the second pair as shown in FIG. 1.

One novel feature of the game of this invention is that the pawn, bishop or rook may be moved not only off the square or playing space which they are currently occupying but they may also be rotated on the square which they occupy. Thus, referring to FIG. 2, which illustrates the permissible rotational moves or angular positions of the pawn, the pawn can be

rotated from any one of the positions shown in FIG. 2 to any other one of the FIG. 2 positions. These positions are respectively indicated at 28–36. Hence, one permissible rotational move of the pawn would be to rotate it from the position shown at 28 to the position shown at 36. Of course, as stated above the pawn could be rotated to any of the positions 30–34 from the position 28 also. The only restriction on the rotational moves of a pawn is that it cannot be pointed or moved backward, as is indicated at FIG. 2.

Referring to FIG. 3, there are shown the permissible rotational moves or angular positions of a bishop. Once again, the bishop may be rotated from any one of the positions 38–44 to another one of the FIG. 3 positions. In FIG. 4, there are shown the permissible rotational positions or angular positions of the rook, these positions being indicated at 46 and 48. In FIGS. 2–4, it is to be understood that the direction in which a pointer points is intended to be in alignment with a playing space. Thus, in these figures, it is assumed that the piece is positioned on one of the playing spaces and that the pointer (or pointers) is (or are) directed to one another (or other ones) of the playing spaces, which may be disposed in front of, to either side of, or on forward or backward diagonals with respect to the playing space being currently occupied.

As stated above, any rotational move of a piece, whether it be a pawn, bishop, or rook constitutes a move—that is, a rotational move may not be combined with a move off the square currently occupied by the piece. Thus, the player must make a decision as to whether to execute a rotational move and remain on the currently occupied square or move off of the currently occupied square.

The rotational pieces—that is, pawn, bishop, or rook, can capture only in the direction of the arrow or pointer designation thereon. Hence, in order to threaten a particular piece, it will quite often be necessary to rotate a desired piece such that its arrow points toward the piece to be threatened. It can be seen that this capability greatly enhances the operational power of each side.

In FIG. 5, there is shown an alignment of the pieces which corresponds to the alignment which is used in conventional Chess. However, in the game of this invention, all rotational pieces may be initially set in any of the permissible positions shown in FIGS. 2–4. This, of course, lends greater flexibility to the game of the subject invention and further enhances interest in the game.

Preferably the opening procedure is as follows:

1. A match or draw is effected to determine preference of color—that is, choice of white or black pieces;
2. Black then makes a back row alignment of his pieces;
3. White then makes a back row alignment of his pieces;
4. White then makes a front row alignment of his pieces;
5. Black then makes a front row alignment of his pieces;
6. Black then makes one back row change in his pieces;
7. White then makes one back row change in his pieces;
8. Black then make one front row change in his pieces; and
9. White then makes one front row change in his pieces.

The above alignment and changes of single pieces are preferably restricted to rotational moves of the rotational pieces—that is, pawn, bishop, or rook, and the relative positions of pawns, rooks, knights, bishops, king, and queen must be the same as that employed in conventional Chess. The significant difference is that the bishops, rooks, and pawns can have their pointers oriented in such a manner as to optimize the attack position of the respective black and white pieces. Any of the alignment or change of single piece moves mentioned above may or may not be executed depending upon the strategy employed. Further, although a particular opening procedure has been described above, it is to be understood that no particular opening procedure is necessary or another opening procedure may be employed by the players. However, it has been found that the opening procedure described above is particularly advantageous when employed with the rotational pieces of this invention.

The game normally starts with White making the first move. All rules of Chess from that point on apply with the exceptions described hereinbefore and certain optional exceptions to be described now.

Pawns on leaving the pawn row—that is, on their first move, may elect to move two spaces but only in the direction of the arrow; however, if the movement is lateral in the pawn row, the move is restricted to one space. Further, since pawns may capture in the direction of their arrow, this enables them to capture on a horizontal or vertical line which is different from that of a conventional Chess in that in conventional Chess pawns capture on the diagonal only.

FIGS. 6 and 7 respectively illustrate side and bottom views of an illustrative piece 50 which may be used in accordance with the invention. The top portion 52 is typically circular and contains the designations distinguishing the various pieces as indicated in FIG. 1. As indicated in FIG. 7, the bottom portion 54 is typically octagonal in shape and the board could also typically contain octagonal holes 56, only one of which is indicated on the board shown in FIG. 5, it being understood that each of the playing spaces would include such a hole. Of course, in lieu of the octagonal portion 54 and hole 56, other means could also be employed to facilitate the positioning increments of 45° (or integral multiples thereof) illustrated in FIGS. 2-4 for the rotational pieces. Further, in some instances, it would not be necessary to have the octagonal portion 54 and hole 56 as the pieces would be maintained in a particular orientation in accordance with the mass of the piece. Of course, the heavier the body 58 of the piece, the greater the tendency for the piece to remain in a particular angular position or orientation. However, it is preferred that means such as portion 54 and hole 56 be employed to thereby provide a secure positioning of the pieces in the particular orientation.

Numerous modifications of the invention will become apparent to one of ordinary skill in the art upon reading the foregoing disclosure. During such a reading it will be evident that this invention provides an improved Chess game for accomplishing the objects and advantages herein stated.

I claim:

1. In an improved chess game comprising (1) a playing

board including a matrix of playing spaces, and (2) playing pieces consisting of for each side eight pawns, two rooks, two knights, two bishops, a queen, and a king, the improvement comprising

said pawns, bishops, and rooks each having a designation thereon indicating the permissible direction or directions in which the piece can be moved from one of said playing spaces to another one of said playing spaces and means for maintaining said piece on said one playing space in any selected one of a plurality of permissible angular positions on said playing board, said designation including a pointer in alignment with said another one of said playing spaces when said piece is in said one angular position

where the designation of each pawn includes one and only one pointer indicating that said pawn can be moved from said one space to said another space where said another space is pointed to by said pointer,

where the designation of each bishop includes two and only two oppositely directed pointers indicating that said bishop can be moved from said one space to said another space where said another space is pointed to by one of said two pointers, and

where the designation of each rook includes two and only two pairs of pointers, the pointers of each pair being oppositely directed and the first pair being orthogonally disposed with respect to the second pair, indicating that the said rook can be moved from said one space to said another space where said another space is pointed to by one of said pointers of said two pairs of pointers.

2. The improvement of claim 1 where said means for maintaining said piece in said one angular position comprises an octagonal portion connected to said piece and an octagonal hole disposed in said one playing space whereby said octagonal portion mates with said octagonal hole to permit only 45° positioning increments or an integral multiple thereof.

3. The improvement of claim 1 where said means for maintaining said piece in said one angular position comprises the body of said piece whereby the mass of said body maintains said piece in said one angular position.

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