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(54) **BOARD GAME**

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(57)

ABSTRACT

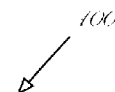
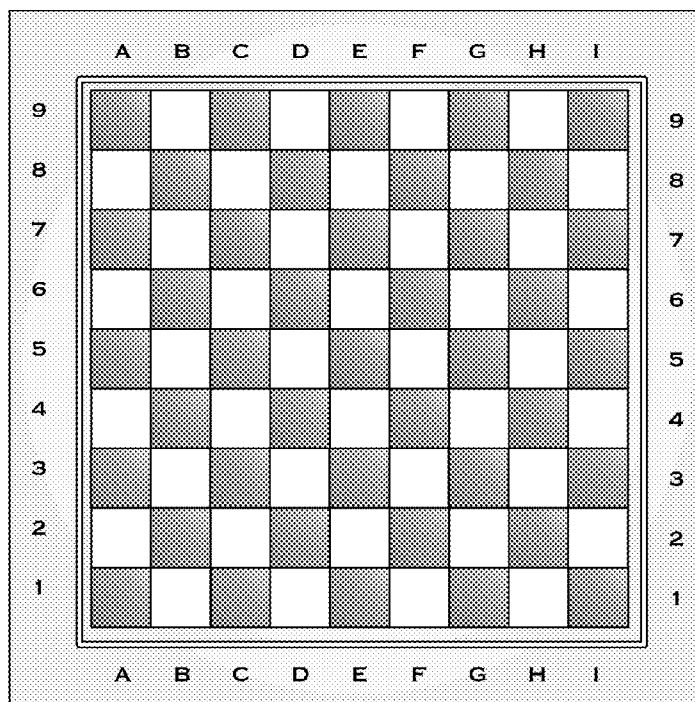
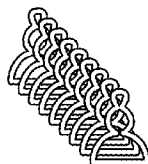
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Publication Classification

A Method for playing a Board Game includes providing a board and a Flag Figurine, providing a set of instructions for playing, and providing a Prince. This Board Game is used for the purpose of providing a competitive game testing a person's strategic and tactical analytical abilities.

(51) **Int. Cl.**
A63F 3/02

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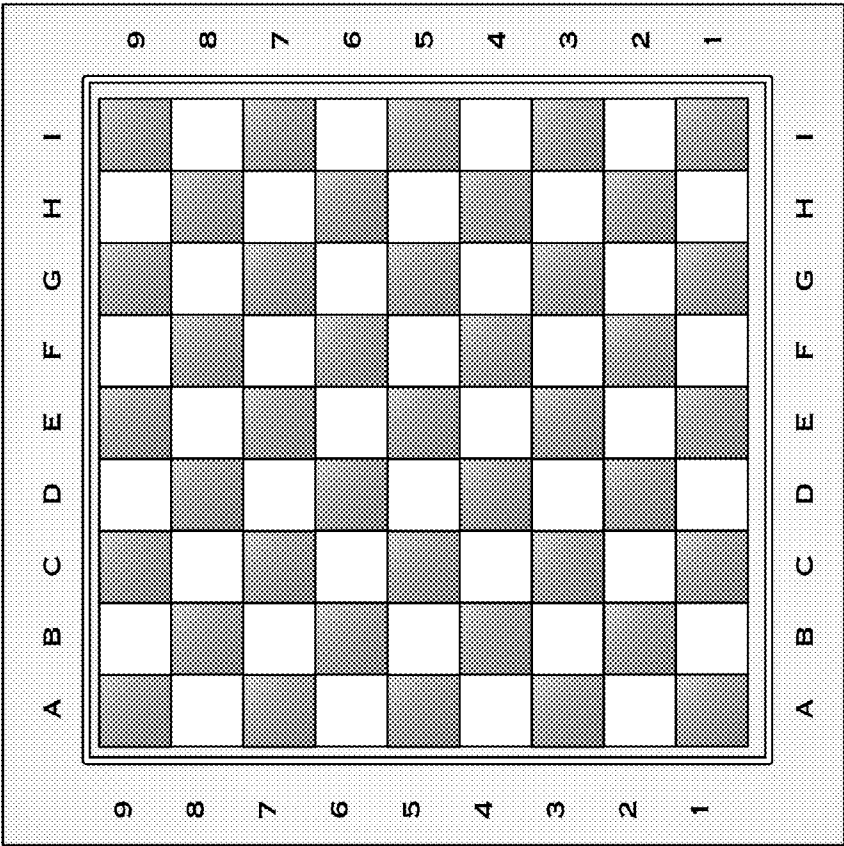
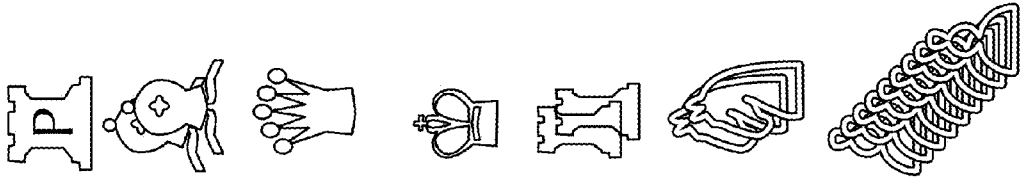


Fig. 1



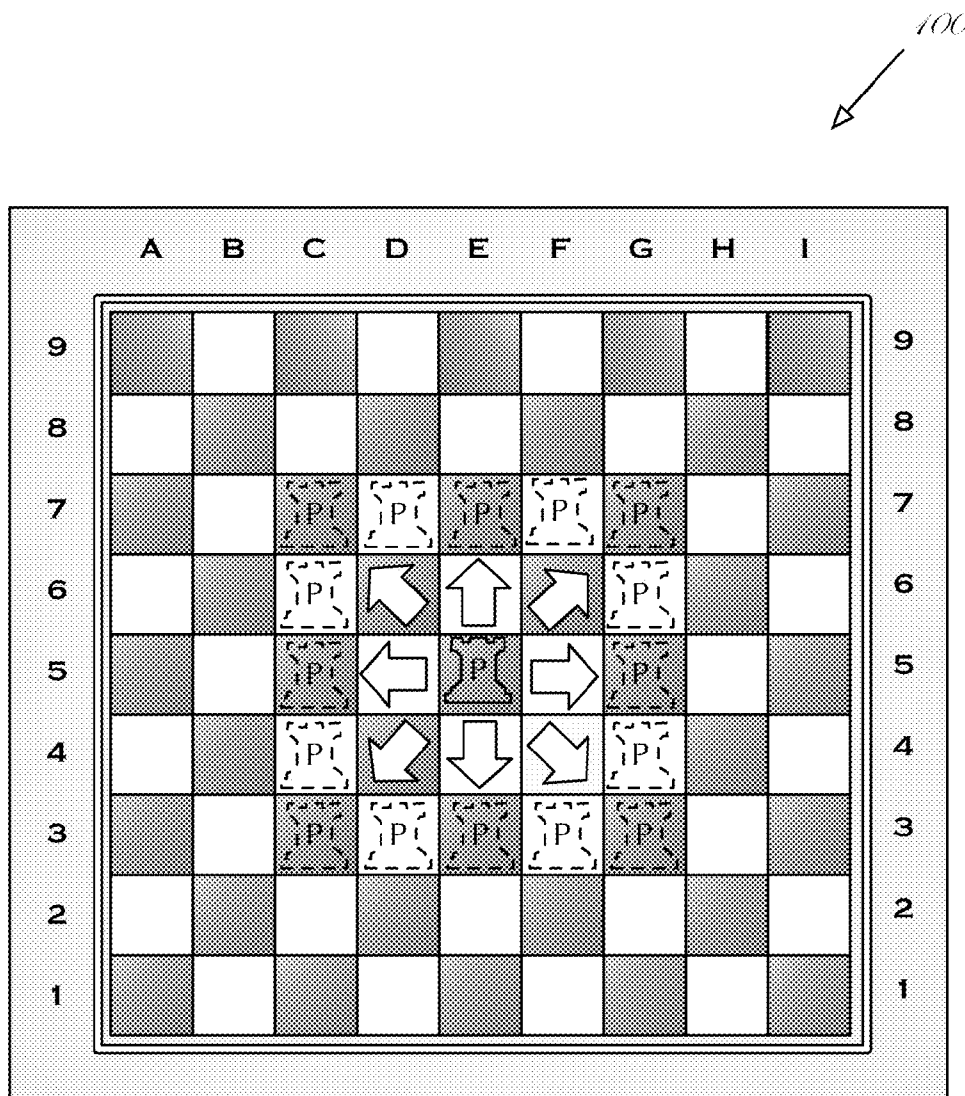


Fig. 2

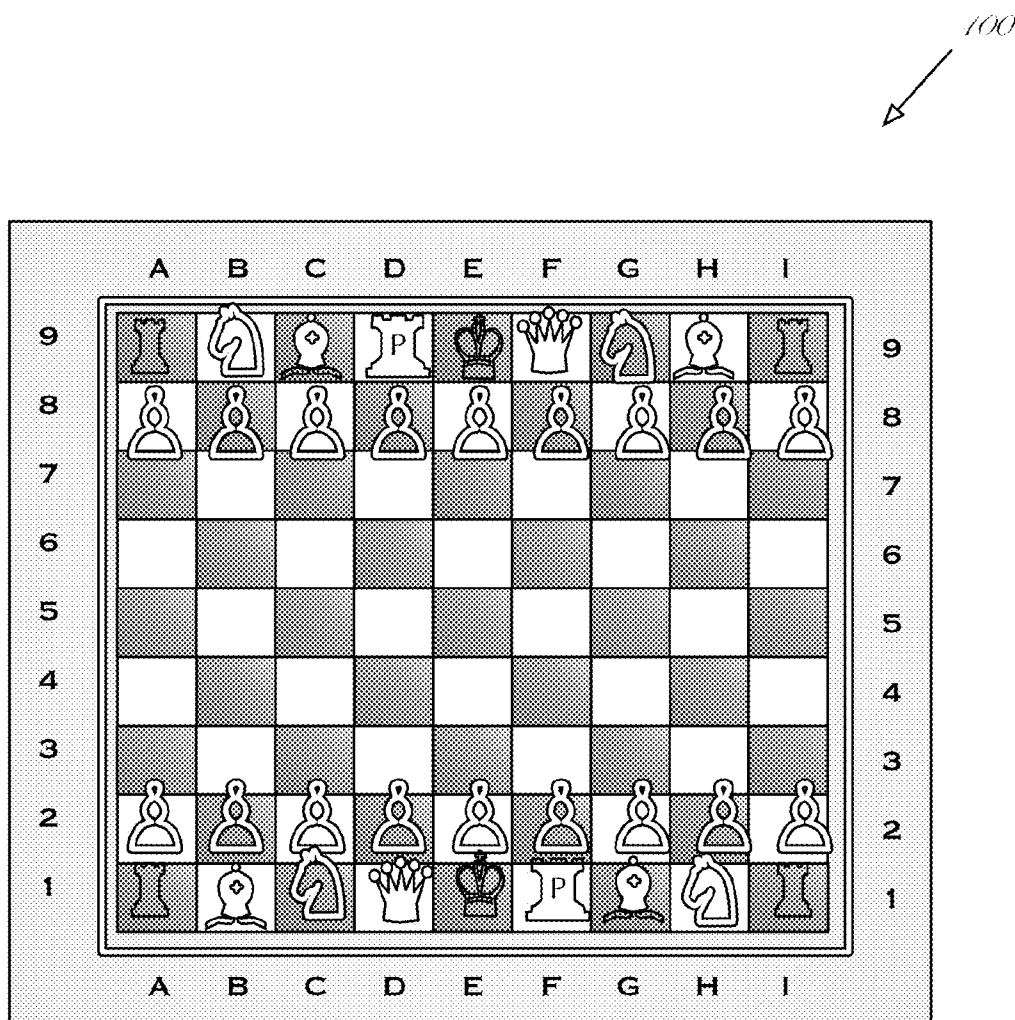


Fig. 3

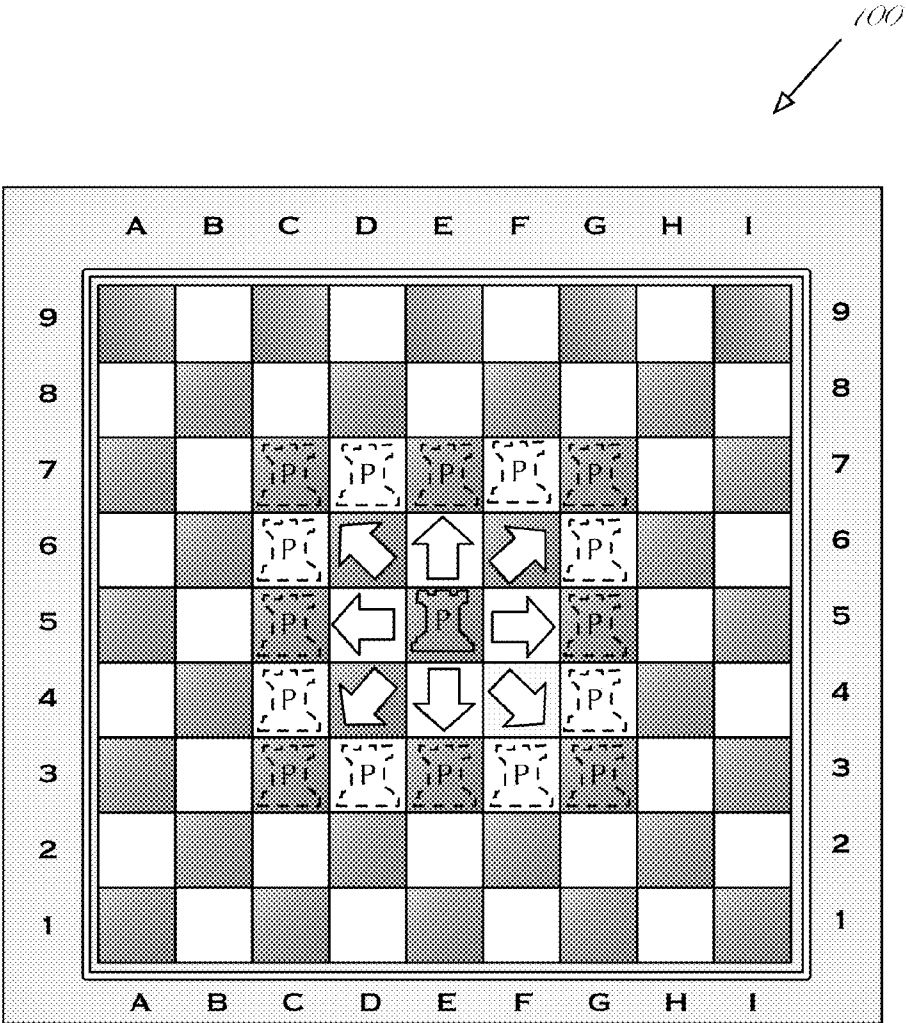


Fig. 4

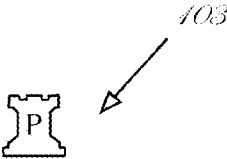


Fig. 5

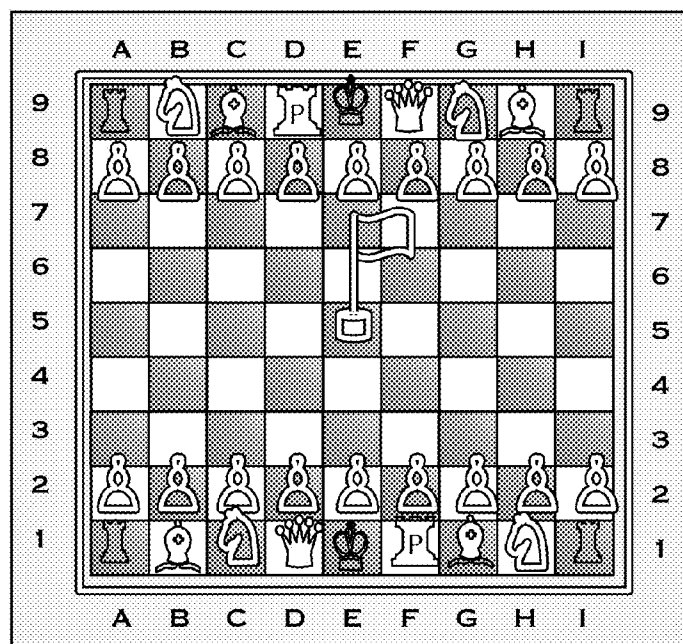


Fig. 6

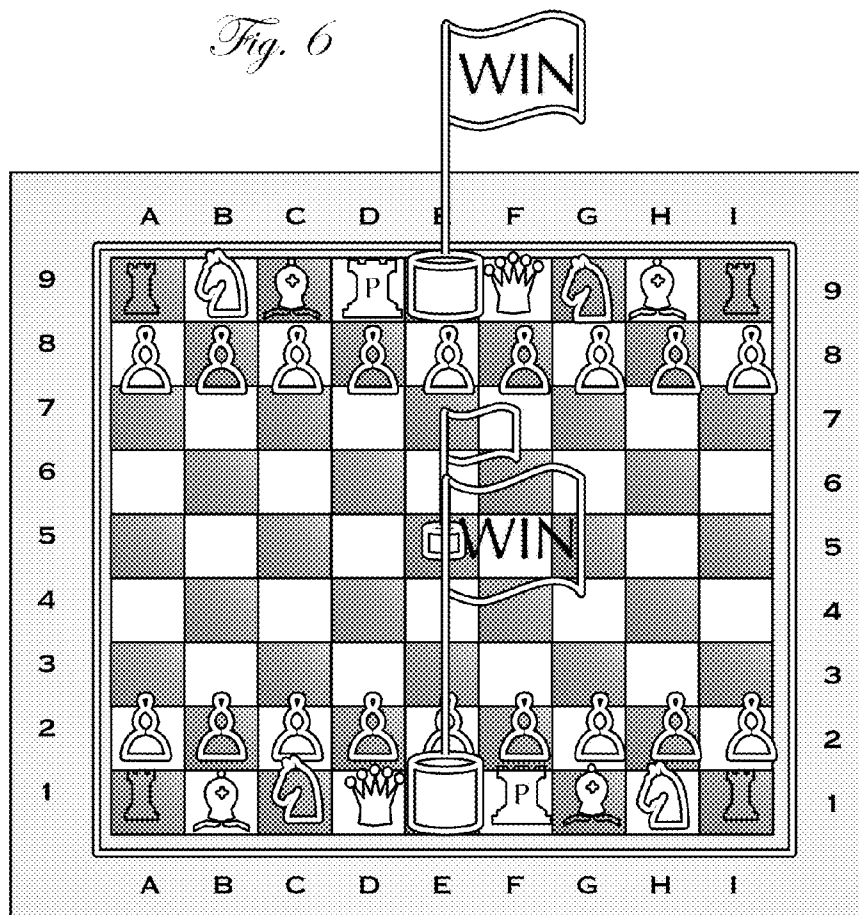


Fig. 7

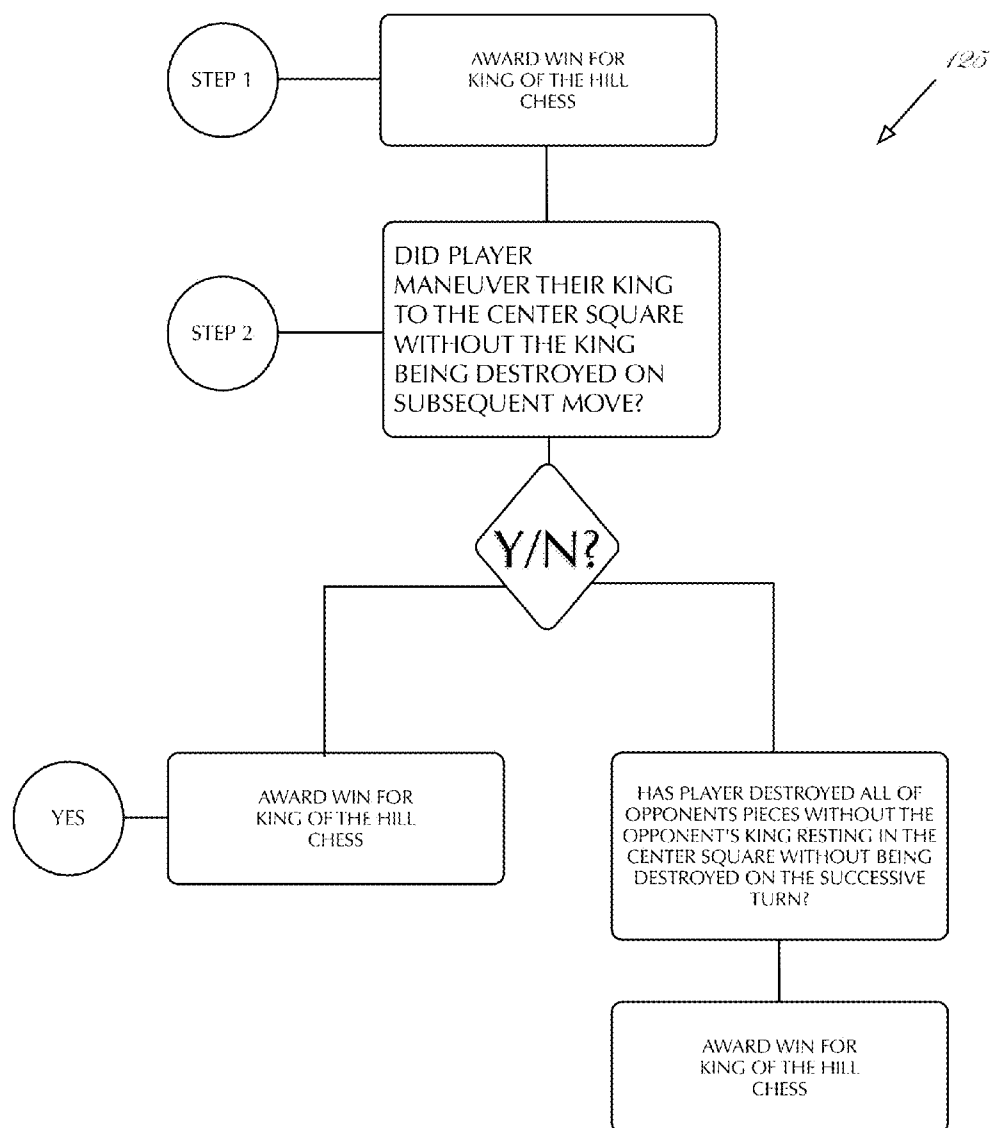


Fig. 8

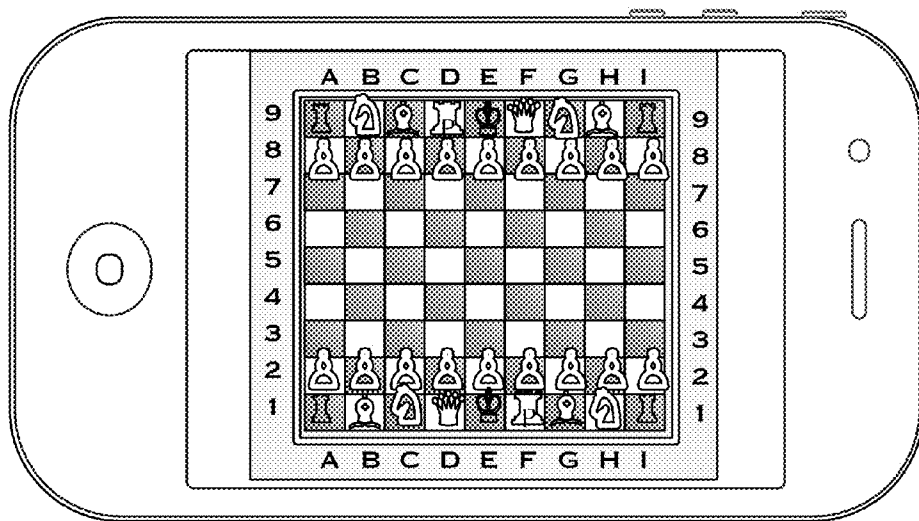


Fig. 9

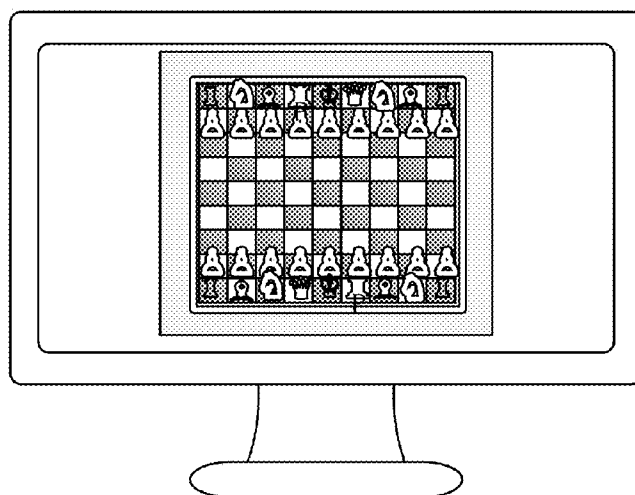


Fig. 10

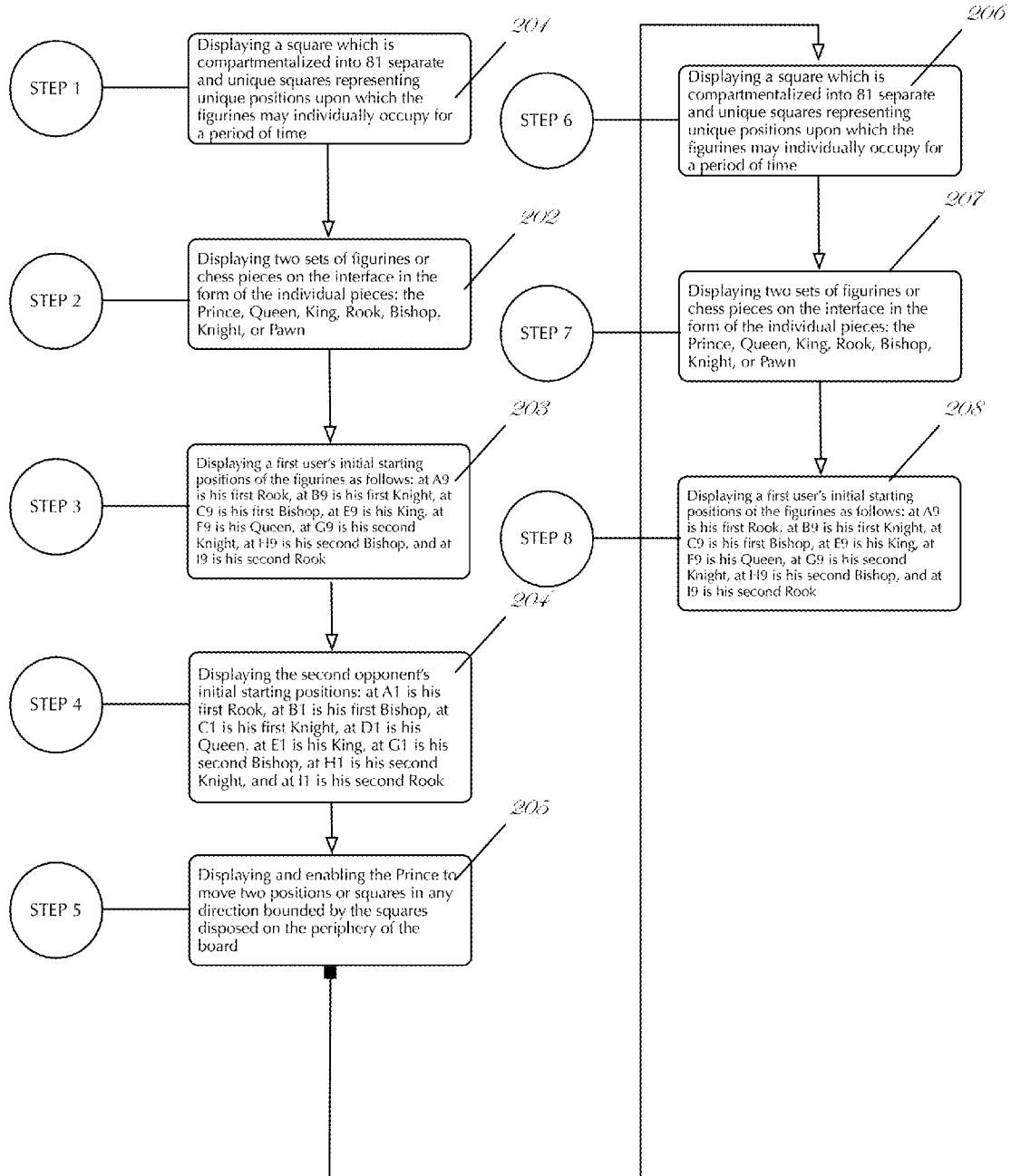


Fig. 11

BOARD GAME

FIELD OF THE INVENTION

[0001] The present invention is in the area of Recreational games and more particularly pertains to a Board Game for providing a competitive game testing a person's strategic and tactical analytical abilities.

BACKGROUND OF THE INVENTION

[0002] The most popular board game of all time is indisputably chess. Chess has weathered the test of time spanning many centuries. Part of its allure is drawn from its challenge to players to think strategically several steps ahead, and to tactically adapt their plans accordingly. Another part of its appeal is in the drama, which takes place between the warring psychologies of the players.

[0003] However, as fascinating as the game of chess may be, there are times when players desire to experiment with permutations of the centuries old game. Just as with Poker, there are permutations of card games such as Texas Hold'em, Joker's Wild, etc. Even the game of pool has a well-known permutation of 8-ball. And surprisingly, the game of chess has even been combined with an unlikely sport: boxing. In this strange, yet fascinating marriage, boxers literally fight each other in a boxing ring, and after each round, find a table and square off against each other in front of a chess board. It has been reported that both brothers Vitali Klitschko, and Wladimir Klitschko are fans of the new hybrid sport. Both fighters holding PhD's have laid to rest the intellectual capabilities of professional fighters.

[0004] Therefore, what is clearly needed in the art is a method which enables various permutations of the game of chess.

SUMMARY OF THE INVENTION

[0005] It is an object of the present invention to provide various permutations of the game of chess. In one permutation, an alternative form of chess is provided which is called Prince Chess. In another embodiment, the game of King of the Hill Chess is provided. And in another embodiment, the game of Capture the Flag Chess is provided. In one aspect of an embodiment, the board or playing field upon which the figurines operate will be compartmentalized or partitioned into a 9x9 board comprised of 81 distinct squares which indicates a unique position upon which the figurines may rest.

[0006] Embodiments described and enabled herein are provided in the form of a physical board game in one aspect of an embodiment. In another aspect of an embodiment, the board game permutations may be embodied in a computer game to be played in smart phones, laptops, etc. via internet, or other modalities of data transfer.

BRIEF DESCRIPTION OF THE DRAWING FIGURES

[0007] FIG. 1 is a plan view of an embodiment of the present invention.

[0008] FIG. 2 is a plan view of an embodiment of the present invention.

[0009] FIG. 3 is a plan view of an embodiment of the present invention.

[0010] FIG. 4 is a plan view of an embodiment of the present invention.

[0011] FIG. 5 is a plan view of an embodiment of the present invention.

[0012] FIG. 6 is a plan view of an embodiment of the present invention.

[0013] FIG. 7 is a plan view of an embodiment of the present invention.

[0014] FIG. 8 is a block diagram of an embodiment of the present invention.

[0015] FIG. 9 is a plan view of an embodiment of the present invention.

[0016] FIG. 10 is a front elevation view of an embodiment of the present invention.

[0017] FIG. 11 is a block diagram of an embodiment of the present invention.

DETAILED DESCRIPTION

[0018] According to an embodiment of the present invention, a unique Board Game is provided for the purpose of providing a competitive game testing a person's strategic and tactical analytical abilities. In this unique Board Game, three additional permutations of the traditional game of chess are added: The Prince Chess, Capture the Flag, and King of the Hill Chess. The present invention is described in enabling detail below.

[0019] For the purposes of the detailed description of the embodiments, it should be understood that the permutations of the game described herein may be manifested in both an analog as well as a digital version. In other words, the permutations of the games may be embodied in a physical board game. In other embodiments, the permutations of the games may be embodied in a digital version wherein players execute the game through smartphones, laptop computers, or similar technologies through the use of well known mediums such as Wi-Fi, blue tooth, various internet connections, near field technologies, and other media or conduits.

[0020] For the purpose of the present invention, it should be understood that in various embodiments, the board, or digital playing field upon which the figurines operate will be partitioned or compartmentalized into 81 distinct squares or positions. In other words, the games will utilize a 9x9 board, instead of the traditional 8x8 board of traditional chess games.

[0021] For the purpose of the following embodiments, the term "Castling" shall hereinafter mean or refer to a maneuver between the King and the Rook. In order to perform a castling move two conditions must be met: 1.) the King and the Rook participating in the maneuver may not have been moved in any prior turns and 2.) there may be no pieces in between the King and the Rook.

[0022] If these two conditions are satisfied, the King may move two squares horizontally in the direction of the Rook. The Rook is then placed adjacent to the King on the side opposite his starting position. FIGS. 1-8 illustrates that the Board Game 100 includes a Providing a board 101, a Providing a set of instructions for playing 102, and Providing a Prince piece for playing 103 as well as a Flag Figurine 125 for playing the game, Capture the Flag. In one embodiment, the board game will also include the typical figures for playing chess such as the bishops, knights, pawns, queens, rooks, as well as a king and a prince for each respective opponent.

[0023] FIG. 1 also illustrates that in one embodiment, the board is partitioned by indicia delineating 81 separate positions or squares, which are organized by nine vertical rows and nine horizontal columns. Each square, as in chess, rep-

resents a position upon which a figurine (eg. Prince, Queen, King, Rook, Bishop, Knight, or Pawn) may rest. The respective movements by each individual figurine is governed by the instructions.

[0024] FIG. 5 illustrates that the Prince is the only unique playing figurine (other than the flag) which rounds out the typical lineup of figurines. And FIG. 4 illustrates that the set of instructions promulgate the movement paths of the Prince. As per the instructions, the rules requires the Prince to move two positions or squares in any direction bounded by the squares disposed on the periphery of the board. In other words, the set of instructions prohibits the Prince from moving only one square at a time, or more than two squares at a time. The set of instructions enables the Prince to jump over other pieces. The set of instructions enables the Prince to be afforded the same movements of a Knight. Moreover, the instructions dictate the respective initial starting positions of each respective prince: in positions D9, and F1. The other figurines follow the traditional movement patterns of chess.

[0025] FIG. 3 illustrates in one embodiment that the set of instructions also promulgate the starting initial positions of the other pieces as well. The first opponent's set of pawns are all lined up in row 8, whereas the other opponent's set of pawns are lined up on row 2. The first opponent's row lists the initial starting positions of the figurines as follows: at A9 is his first Rook, at B9 is his first Knight, at C9 is his first Bishop, at E9 is his King, at F9 is his Queen, at G9 is his second Knight, at H9 is his second Bishop, and at I9 is his second Rook.

[0026] The second opponent has the following initial starting positions: at A1 is his first Rook, at B1 is his first Bishop, at C1 is his first Knight, at D1 is his Queen, at E1 is his King, at G1 is his second Bishop, at H1 is his second Knight, and at I1 is his second Rook.

[0027] The set of instructions promulgates the rules upon which three additional games are added as permutations of the typical rules of chess. They are: Prince Chess, King of the Hill Chess, and Capture the Flag Chess. In the Prince Chess game, the only difference is the addition of the Prince piece.

[0028] As illustrated in FIG. 8, the King of the Hill game makes modifications to the objectives whereby a player can win in one of two ways. The instructions dictate that the first way in which a player can win is to maneuver his King into the Center Square E5, and remain there without having his King destroyed by the opponent on the opponent's successive move.

[0029] Or, in the alternative, a player whose king has been destroyed may win by destroying the rest of the figurines of their opponent, and by preventing the opponent's King from occupying the Center Square without destroying the King on the successive move.

[0030] FIGS. 6-7 illustrate that in the Capture the Flag Chess Game, a Flag Figurine 125 is placed in its initial starting position at E5. The object of the game is to return the flag to the initial starting position of their respective King. When a figurine lands on the square in which the flag rests, that figurine captures the flag, and in the event that the flag is in the possession of a figurine, the figurine will capture the flag as well as destroy that figurine. Moreover, in one embodiment, the instructions dictate that when a pawn captures the flag, the pawn's successive movement will inexorably be directed backwards one square or position at a time. In addition, the rules will specify that the pawn will attack diagonally in a backwards direction by one square or position. Moreover, a pawn that is in possession of a flag in either rows 1 or 9 may

move horizontally one square or position until it reaches the center square, except when that pawn(s) are in either square E1 or E9.

[0031] FIGS. 9-10 illustrate that in another embodiment, the games may be embodied in a digital format. The games may be played through smart phones, computers such as desktops, laptops, or other similar devices. Players separated by thousands of miles may play each other via Wi-Fi, internet, or other mediums. In another aspect of an embodiment, two players with smartphones, tablets, computers, etc. may play each other through Bluetooth, or related technologies.

[0032] FIG. 11 illustrates that in this digital version, the game would be operated by 1.) displaying a square which is compartmentalized into 81 separate and unique squares representing unique positions upon which the figurines may individually occupy for a period of time, 2.) displaying two sets of figurines or chess pieces on the interface in the form of the individual pieces: the Prince, Queen, King, Rook, Bishop, Knight, or Pawn 3.) displaying a first user's initial starting positions of the figurines as follows: at A9 is his first Rook, at B9 is his first Knight, at C9 is his first Bishop, at E9 is his King, at F9 is his Queen, at G9 is his second Knight, at H9 is his second Bishop, and at I9 is his second Rook. 4.) displaying the second opponent's initial starting positions: at A1 is his first Rook, at B1 is his first Bishop, at C1 is his first Knight, at D1 is his Queen, at E1 is his King, at G1 is his second Bishop, at H1 is his second Knight, and at I1 is his second Rook. 5.) displaying and enabling the Prince to move two positions or squares in any direction bounded by the squares disposed on the periphery of the board 6.) displaying and enabling the Prince to jump over other pieces 7.) enabling a user to use the Prince to have the same movements of a Knight. 8.) displaying the initial starting positions of each respective prince: in positions D9, and F1.

[0033] It will be apparent to the skilled artisan that there are numerous changes that may be made in embodiments described herein without departing from the spirit and scope of the invention. As such, the invention taught herein by specific examples is limited only by the scope of the claims that follow.

What is claimed is:

1. A Board Game comprising the steps of:

providing a board for the purpose of enabling a positioning of a game piece;

providing a set of instructions for playing for the purpose of delineating a series of objectives, movements, and related information;

providing a Prince Game Piece for the purpose of providing a piece with which a player may achieve their primary objective;

the board is partitioned by indicia delineating 81 separate positions or squares which are organized by nine vertical rows and nine horizontal columns;

the set of instructions comprises information related to the initial starting positions of the respective pieces;

the set of instructions requires the Prince to move two positions or squares in any direction bounded by the squares disposed on the periphery of the board;

the set of instructions prohibits the Prince from moving only one square at a time, or more than two squares at a time;

the set of instructions enables the Prince to jump over other pieces.

2. The Board Game of claim 1 further comprising: providing instructions for a Game of Prince Chess; the instructions requires that an opponent must check mate a King in order to win the game.
3. The Board Game of claim 1 further comprising instructions for playing a game of King of the Hill; the instructions alternatively awards a win to the player who has maneuvered their respective king to the center square without an opponent destroying their King on the opponent's successive move; or in the alternative, the instructions awards a win to the player whose King has already been destroyed, yet destroys all of the opponent's pieces.
4. The Board Game of claim 1 further comprising a flag.
5. The Board Game of claim 4 further comprising instructions for playing a game of Capture the Flag; the instructions require that a Flag be initially placed in the center of the board; the instructions awards a win to the player that successfully captures the flag and returns the flag to the initial position of the King without being destroyed on the opponent's successive move.
6. The Instructions of claim 5 further comprising: instructions indicating that a piece which destroys a flag-bearing piece will successively take control of that flag.
7. The Instructions of claim 6 further comprising: instructions indicating that if a pawn captures the flag, the pawn will move in a reverse direction one square at a time to its initial position.
8. A Board Game Apparatus comprising: a board, a set of instructions, and a Prince; the board is partitioned by indicia delineating 81 separate positions or squares which are organized by nine vertical rows and nine horizontal columns;

the set of instructions comprises information related to the initial starting positions of the respective pieces;
 the set of instructions requires the Prince to move two positions or squares in any direction bounded by the squares disposed on the periphery of the board;
 the set of instructions prohibits the Prince from moving only one square at a time, or more than two squares at a time;
 the set of instructions enables the Prince to jump over other pieces.

9. The Board Game of claim 8 further comprising a flag.

10. A computer-readable storage medium storing computer-executable instructions for causing a computer to perform a method for a digital board game to a mobile device, the method comprising:

displaying a square shape indicia delineating 81 separate positions or squares which are organized by nine vertical rows and nine horizontal columns;
 providing a set of instructions for playing for the purpose of delineating a series of objectives, movements, and related information;
 providing a Prince Game Piece for the purpose of providing a piece with which a player may achieve their primary objective;
 the set of instructions comprises information related to the initial starting positions of the respective pieces;
 enabling a user to use a Prince to move two positions or squares in any direction bounded by the squares disposed on the periphery of the board;
 enabling a user to move a Prince only one square at a time, or more than two squares at a time;
 enabling a user to use a Prince to jump over other pieces.

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