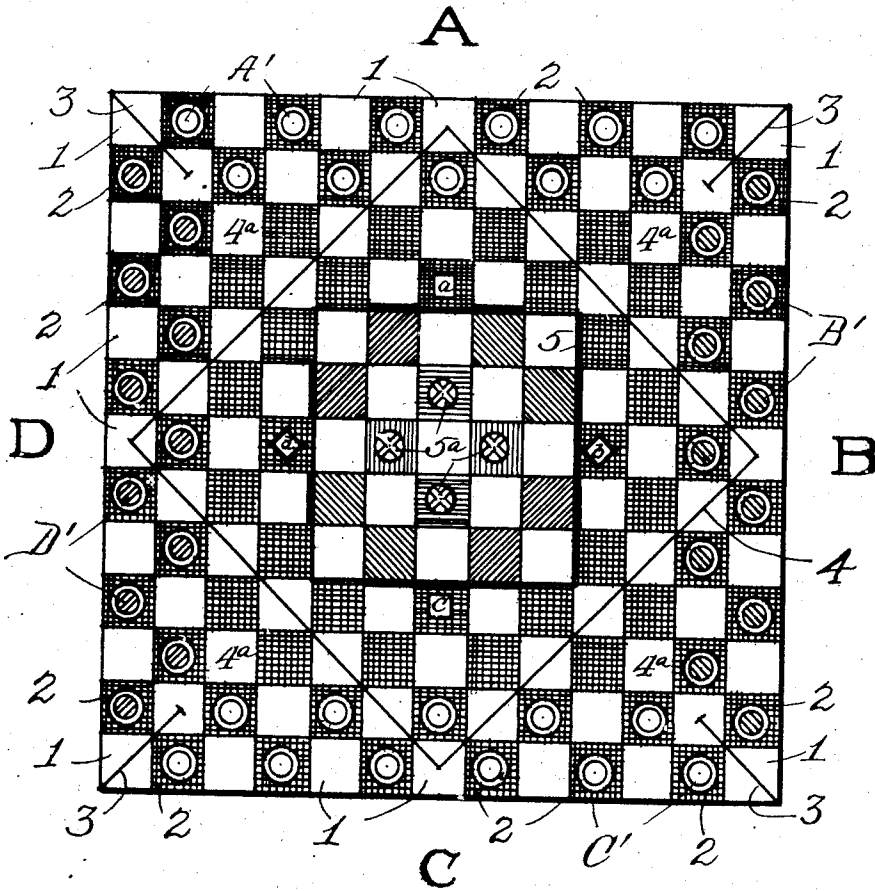


1,329,355.

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UNITED STATES PATENT OFFICE.

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GAME DEVICE.

1,329,355.

Specification of Letters Patent.

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To all whom it may concern:

Be it known that I, ALFRED B. ANDREWS, a citizen of the United States, residing at Evanston, in the county of Cook and State of Illinois, have invented certain new and useful Improvements in Game Devices, of which the following is a specification.

The present invention relates to a game device, comprising a board or table, the surface of which is sub-divided into uniform squares, or other suitably formed stations, of contrasting appearance, alternated in position, and with like stations or squares diagonally related so that disks or other play-pieces may be placed thereon and moved thereover step by step or by jumping, after the manner of checkers or drafts.

The object of the invention is to provide a game device of this general type, with plottings or demarcations, whereby its stations or squares are grouped into zones or areas, the boundaries of which are to be observed in directing the moves of the play-pieces, and which thus become a means of limiting, or defining within limits, the courses of the several groups of play-pieces belonging to the several players, so that the movements and the course of the game in general will typify opposing military forces contending simultaneously for a "citadel" or vantage point; and to so design these zones or areas over which the play takes place as to necessitate the men of each player passing before the base of the contending player in a manner to subject the invading player to enfolding attack.

While some features of the game exist in the arbitrarily established rules governing the play, and will therefore be disclosed as "directions" for the use of the game device, the device itself wherein the invention resides is of such form as to insure or assist in insuring the prescribed plays, and will now be particularly described.

An illustrative form of such a device is shown in plan in the accompanying drawing.

A board or table, preferably square, has its entire surface divided into stations, such for instance as squares 1, 2, of contrasting colors, with the stations of similar colors related diagonally so that disks or game devices representing men, placed thereon, can be moved, step by step, or by jumping from one diagonally related space to an-

other, substantially as in the game of checkers or drafts. The groups of marginal rows, A, B, C, D, of these stations on the four sides of the board, preferably two rows in each group, will constitute bases upon which to set up the men at the start of the game. There will preferably be thirteen stations on each side, with the corner stations left vacant, and the alternating inner stations, six in number, on the outer row, and five on the second row, occupied by the men which constitute the playing force of the player for that particular base. A short diagonal line 3 extending through each corner station and into the next diagonally related station constitutes a barricade to prevent movement of men from the first line of one base directly into an adjacent base, or without first moving outwardly.

Delineated upon the board and in diagonal relation thereto is an area 4, preferably square, of a size which locates its corners in the middle stations of the respective outer base lines of the board. This area 4 marks off a triangular or substantially triangular space or zone 4^a at each corner of the board, entrance upon which, by a play-piece from either of the bases remote therefrom, puts that piece out of action. Entrance of this space or zone 4^a will be enforced under certain conditions, as, for instance, the compulsory jumping brought about by an opponent placing one of his own men in relation to be jumped by the player in a direction that brings the player's man into said zone. In the play, this eliminating space or zone will preferably be designated "No-Man's Land," and both of the spaces 4^a of this designation, lying remote from each base, would be the "No-Man's Land" for the play pieces of that particular base.

Located at the center of the board and occupying a suitable number of stations (preferably five in each direction) is a square 5 with its sides normal to the sides of the board, and this constitutes the goal or area to be reached by the players in the course of the contest. This central goal will preferably be called the "citadel," in simulation of a vantage point to be captured and retained. Its capture and retention will end the game by pronouncing victory for the player or pair of cooperating players first to attain certain stations in it. It embraces a sufficient number of stations to ad-

mit of entrance into and withdrawal from it without reaching the final position of victory, if the fortunes of the strife should so result. For instance, the position of victory will be that represented by two stations 5^a on opposite sides of the center one, these to be attained by either pair of players; but in addition to these there will be playing stations within the "citadel" upon which a man may be moved and from which he may be withdrawn either voluntarily, by way of a move of strategy, or compulsorily, as by enforced jumping, or presentation of an opposing man in relation to be jumped by him in a direction that will carry him out of the "citadel" and into outside playing space (either the space from which he entered, and from which he may try to enter again) or into the eliminating space or "No-Man's Land," which, however, will not put the piece out of the game, since it has once achieved entry into the "citadel" and been honored or commissioned by being crowned. The sides of this "citadel" area also serve to define the course of play-pieces, in that the area may be entered only by crossing one of its two sides contiguous to the bases of the opposing players. This insures the enfilading encounter which is an important feature of the game. A play-piece entering the "citadel" will be honored or crowned, and may thereafter move backward as well as forward, either within or without the "citadel." A¹, B¹, C¹, D¹ represent the four sets of play pieces.

In addition to the areas described, there will preferably be between the "citadel" and each base, and occupying the middle station immediately outside of the "citadel" wall, an arbitrary designation, *a*, *b*, *c*, *d*, that will prevent the play-pieces from the adjacent base moving upon that station, and thus control the course of the players from that base in a manner to cause certain of the men on either side of the middle line of that base, in their sally movements, to assume a course that will cause them to seek that wall of the "citadel" and encounter the enfilading attack of that one of the adversaries located on their own half of the board. This feature of enfilading encounter greatly adds to the interest and affords increased opportunity for individuality and strategy of the player in directing plays. These single marked middle stations will preferably be termed "shell holes." Each will be a barrier only to the men from the base toward which it lies. It will be open to occupancy by the men from either of the remote bases and by virtue of its status relatively to an adjacent base, may even become a means of protection to be availed of as against men from the base to which it corresponds.

While I have used the terms "stations," "squares," "triangles," etc., herein, I desire

it understood that any desired geometrical form may be used for the stations or spaces occupied by individual pieces, and the squares, triangles, or areas defining their status, so long as the general relationship of these several elements can be maintained.

From the foregoing it will be seen that the game is a military game. It represents a battle-field with an eminence or hill in the center for which the armies are contending. To do this they must pass through hardship and danger. Many will fall by the wayside. Some will get lost in "No-Man's Land," a few will go over the top into the "citadel" only to be driven back, but finally, one side or the other will get to and maintain the central points of vantage and will win the contest. To do this, however, with the least loss of man-power, the contending forces must be well officered. The players are the officers, and ample opportunity is afforded for exercise of strategy in the moves.

The method of using the game device will best be explained by briefly stating the rules or directions to be observed in playing the game:

1. The men are advanced diagonally or zigzag away from the player. A man can never be moved backward until he has gained the "citadel" and has been "honored" or "crowned."

2. The "citadel" cannot be entered from the side next the player. It can only be entered from the sides next the enemy or opponents. Thus, A can enter only from the sides B or D; B can only enter from the sides facing A and C. This being the case, the opposing men have to cross the enemy's territory which immediately becomes a battle-ground.

3. While men can never move backward or retreat until after they have entered the "citadel" and been honored, yet a man who has gotten onto enemy's territory bounded by the triangular area at either side next the enemy, and at the side of the citadel, may make a diagonal retrogressive move toward the citadel or into it, as advancing toward the citadel is always a move forward.

4. A player cannot place his man on the shell hole lying next him. Thus, A cannot place a man on the space with the small interior square. He can, however, cross his enemy's shell hole, indicated by the diamond. Thus, the player can often approach the enemy's shell hole with impunity for the enemy cannot jump the player's man by placing his own on the shell hole. This leaves this space on the enemy's side always open except when occupied by one's own man or by one of the enemy's which has been "honored".

5. Upon entering the citadel a man is "honored", or "crowned", as in checkers. This at once gives him the same freedom as

is enjoyed by a king in checkers. He may move diagonally in any direction, and in or out of the citadel.

6. In moving one is compelled to jump in his turn whenever an opportunity is presented. He may jump a man at the same time landing within the citadel. If honored, he will have to jump men in any direction either in or out of the citadel. One never jumps his ally or partner.

7. In the center of the citadel are four spaces or stations, indicated by a small "x". These are the objective points for which the men are fighting. To occupy one or more of these terminates the game. In the regular or standard game a player either alone or with his ally must occupy two stations, and these must be the ones in direct line with himself and his partner. The fact that the opponents might, by their next move, in turn, occupy their stations, or by the next move might be able to jump, would make no difference, for the game is already won. Neither does it make any difference which of the partners occupies the two stations in question. Either or both may. Also A may place his man on the station next to his partner C if it so happens, and vice-versa. (If a longer game is desired it may be agreed to have all four center stations occupied. If a shorter, but one station, the one away from the player. If the game is played by four persons separately not as partners but each for himself, the one gaining the opposite station of the four center stations away from himself wins the game.) In their effort to gain the center of the field, men may cross and recross these center stations, jumping and removing men from the board as opportunity is afforded. Often times when the enemy is about to gain the winning space of the citadel, a player by making him jump and sacrificing a man or men, may give his partner an opportunity to creep up as he gets the move, and thus gain the goal. Men are often so placed as to guard the entrance of the citadel, or by mass play block the opponent.

8. If a man is forced to jump or move into "No-Man's Land", he must be removed

from the board. The opposite side of the board from each player beyond the two diagonals of the large square is "No-Man's Land".

9. Should a man by any chance, which is rare, get into the triangular space just beyond the citadel and next his partner's side, he cannot move back but remains there wounded or incapacitated until jumped or moved into "No-Man's Land".

10. Partners must be on the lookout for the welfare of their allies, thus as in war they may advise together. Partners may talk freely when it is the turn of either to play. They must cease talking about anything pertaining to the contest, however, the moment they have made their move. After a move has been made and the hand lifted from the man, it cannot be taken back.

I claim:

A game device having its area laid off as a rectangular field, subdivided throughout into stations and intervening spaces of contrasting appearance, with the stations diagonally related in series to permit movement of the game pieces from one to another thereof; said rectangular field having marked thereon a rectangular figure in position diagonal to the field and delineating by its sides forwardly and laterally extending paths of movement to be followed by the pieces from the respective players' places, and providing triangular groups of stations at the corners of the rectangular field definitive of the status of pieces entering the same; and said field having a central rectangular demarcation placed normal to the rectangle of the field but diagonal to the said rectangular figure, and including within it a group of stations constituting a goal and leaving outside of it, but within the corners of said rectangular figure, triangular groups of stations that are also definitive of the status of play pieces entering the same.

Signed at Chicago, county of Cook, State of Illinois, this 18th day of April, A. D., 1918.

ALFRED B. ANDREWS.