A. SCHMITTNER.

GAME BOARD.

APPLICATION FILED APR. 6, 1909.

949,007. Patented Feb. 15, 1910.

Fig. 1.

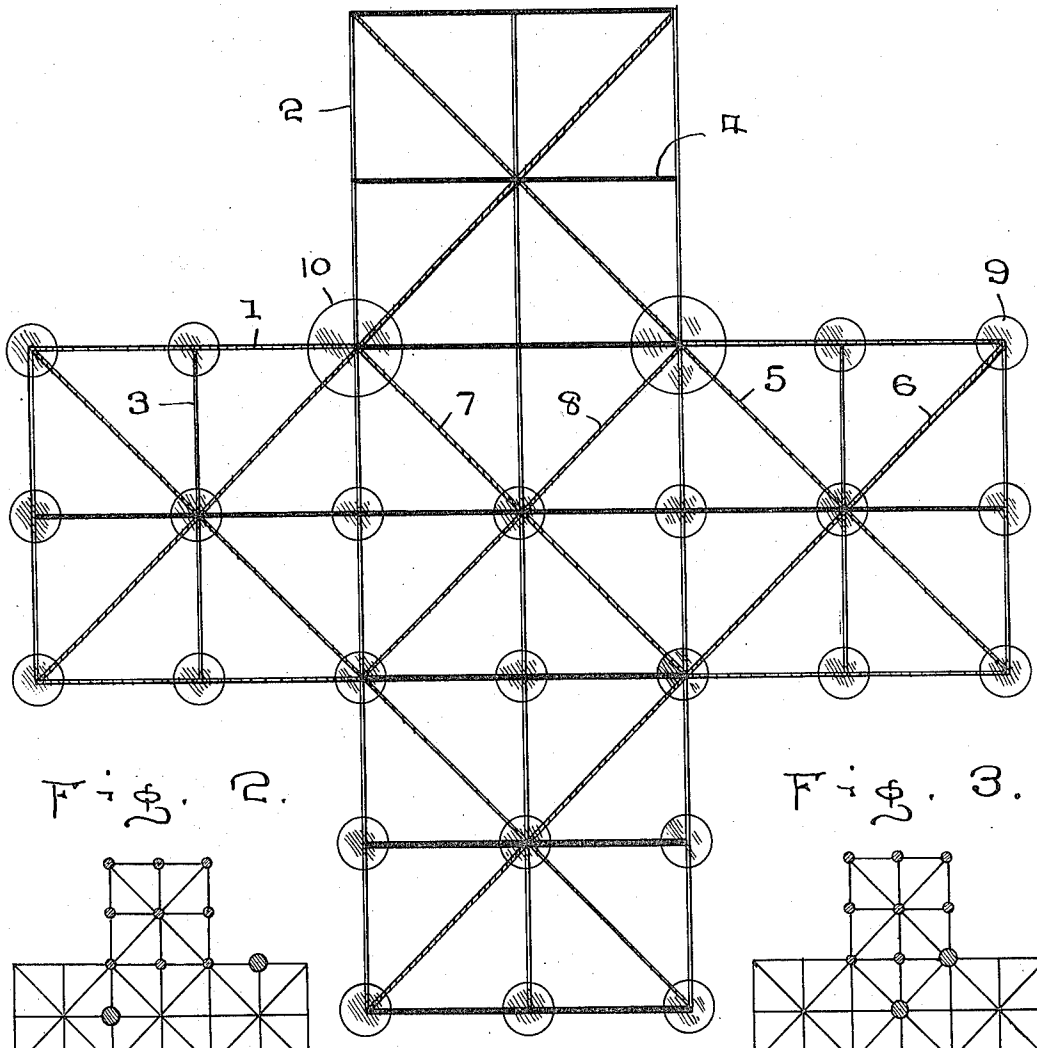

Fig. 2.

Fig. 3.

WITNESSES:

Thos. W. Riley

M. A. Newcomb.

INVENTOR

A. Schmittner

BY

W. J. FitzGerald & Co

Attorneys

UNITED STATES PATENT OFFICE.

ALOIS SCHMITTNER, OF DUNKIRK, NEW YORK.

GAME-BOARD.

949,007. Specification of Letters Patent. Patented Feb. 15, 1910.

Application filed April 6, 1909. Serial No. 488,195.

To all whom it may concern:

Be it known that I, ALOIS SCHMITTNER, a subject of the Emperor of Austria-Hungary, residing at Dunkirk, in the county of Chautauqua and State of New York, have invented certain new and useful Improvements in Game-Boards; and I do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same.

My invention relates to new and useful improvements in game boards and particularly to that class in which disks are employed and requiring two persons to play the game and my object is to so arrange the disks as to require great skill on the part of each player to win the game.

Other objects and advantages will be hereinafter referred to and more particularly pointed out in the claim.

In the accompanying drawings forming part of this application, Figure 1 is a plan view of the board, showing the disks in position to begin the game. Fig. 2 is a similar view showing the position of the disks when one of the players has won the game, and, Fig. 3 is a similar view showing the position of the disks when the other player has won the game.

In carrying out the intentions of the game, I provide a board with right angled crossing lines 1 and 2, respectively on its surface, there being preferably a set of three of the lines 1 and a set of three of the lines 2, each set of lines extending a distance beyond the other set of lines, the general outline of the board when so arranged, being substantially in the form of a cross.

In addition to providing the lines 1 and 2, the spaces between said lines are divided into squares by extending lines 3 across that portion of the lines 1 extending beyond the lines 2 and similar lines 4 across the lines 2 extending beyond the lines 1 and the squares thus formed are divided into triangular spaces by means of lines 5 and 6, which extend at an angle to the lines 1 and 2, while the squares between the lines 1 and 2 at their point of crossing are subdivided by the lines 7 and 8.

The short lines 4 are preferably colored black for a purpose to be hereinafter set forth, while the central line 1 is made black throughout its length, the remainder of the lines being preferably colored red.

In playing the game, one of the players is provided with small disks 9, which are twenty-four in number, while the other player is provided with larger disks 10, which are two in number, the object of the game being for the player who has the twenty-four disks to place nine of the disks in the position shown in Fig. 2, while the object of the player using the disks 10 is to prevent the other player from placing the nine disks on that portion of the board beyond the lines 1, in which event the player with the two disks wins the game, as shown by the diagram in Fig. 3.

In starting the game, the disks are placed on the board as shown in Fig. 1, and the player having the disks 9 makes a move to place nine of the disks in the position shown in Fig. 2, while the player having the disks 10 endeavors to prevent the first player from accomplishing this result. It will be understood the moves are made alternately, as between the players.

The direction in which the disks 9 may be moved, is governed by the red lines and said disks can only be moved forwardly, while the disks 10 can move in either direction and over any of the lines.

The player playing with the disks 9 can also win the game by a move that will block both of the disks 10, which will be found difficult to accomplish as both of the disks 10 must be blocked simultaneously and further, in view of the fact that the disk 10 can jump the disk 9 and when so jumped, the disk 9 is removed from the board.

If the player with the disk 10 fails to make a jump at any point, the other player can remove the disk 10 which could have made such jump and this disk remains out of play until the other disk 10 succeeds in jumping one of the disks 9, when the disk 10 so removed is again placed on the board at any vacant point near that portion of the board being guarded by the disks 10. This, however, is not true of the disks 9, as when one or more of them is jumped by the disk 10, they are removed entirely from play until the next game.

It will further be noted that if the player using the disks 9 should happen to block one of the disks 10 and not the other, he loses the

game and if he succeeds in placing nine of his disks on the corners as shown in Fig. 2, he wins the game, but should the player using the disks 10 succeed in jumping a sufficient number of the disks 9 to reduce the number of said disks below nine, or should eight of the disks occupy the corners as shown in Fig. 3, and the disks 10 be positioned as shown in this figure, the player with the disk 10 wins the game.

When the game has been won, the players exchange disks so as to give an equal chance to each player of winning the game. By providing the black lines upon which the disks 9 are not to move, it will be readily appreciated the difficulty of placing nine of the men in the section of the board necessary to win the game, thus providing an interesting game or puzzle for the players.

The section of the board above the horizontal lines may be called a fortress, the disks 10 serving to guard the fortress while the disks 9 are to capture the same.

What I claim is:

A device of the character described, comprising two sets of three lines, each, said sets of lines crossing each other, centrally and at right angles, each set of lines extending a certain distance beyond the other set of lines, the same thus forming a cross, additional lines dividing the spaces between the lines included in the arms of said cross into squares, diagonal lines crossing each other centrally and at a right angle within the arms of said cross, and additional diagonal lines centrally crossing each other at the center of the cross, the central line of one of the first referred to sets of lines and the lines extending parallel therewith being black and the remaining lines being red, two movable disks appropriated to, and identified with said red lines, and 24 movable disks appropriated to, and identified with said black lines.

In testimony whereof I have signed my name to this specification in the presence of two subscribing witnesses.

ALOIS SCHMITTNER.

Witnesses:
H. B. HILL,
ALEX. KIRCHNER.