Sept. 14, 1926. 1,600,190

E. A. MAGNAT

LIBERTY GAME

Filed Dec. 18, 1925

Fig. 1.

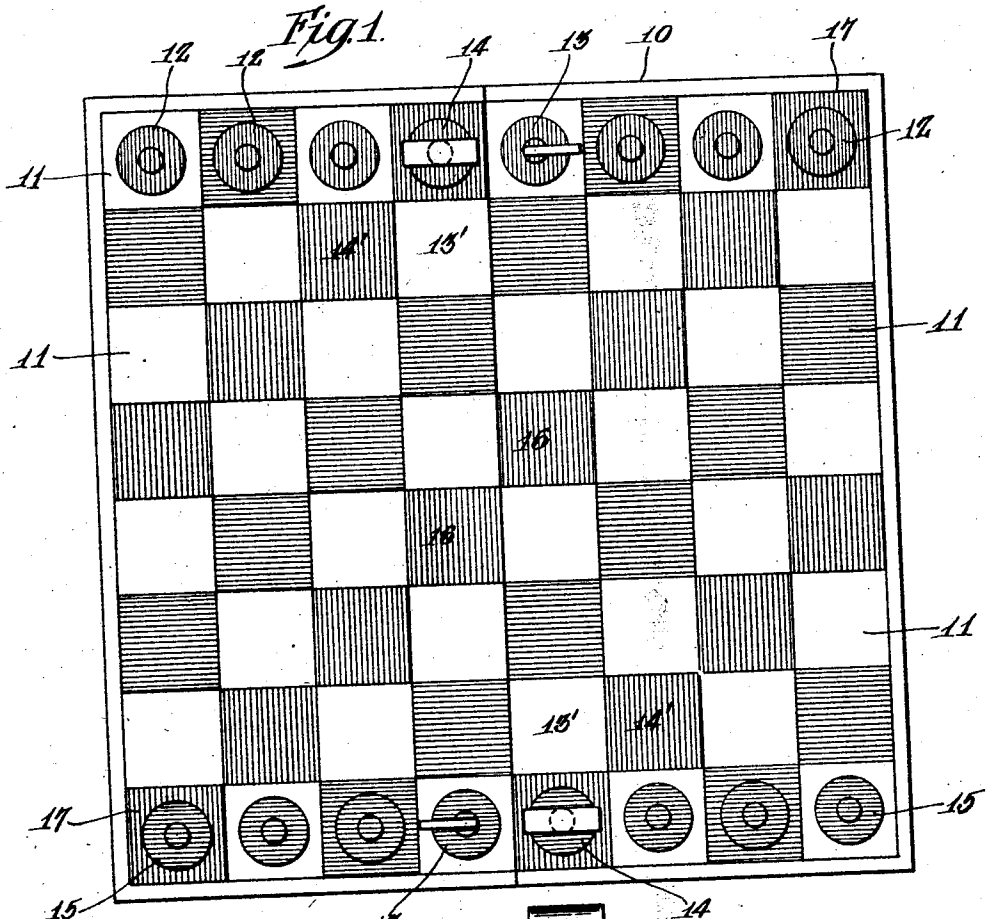


Fig. 2.

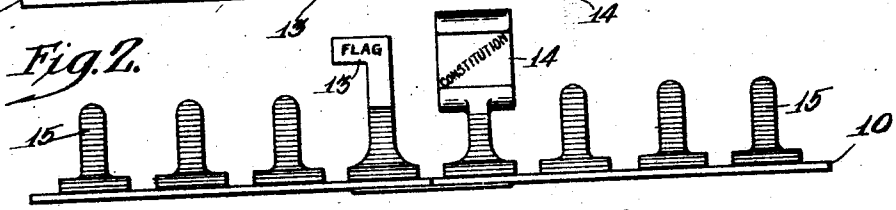
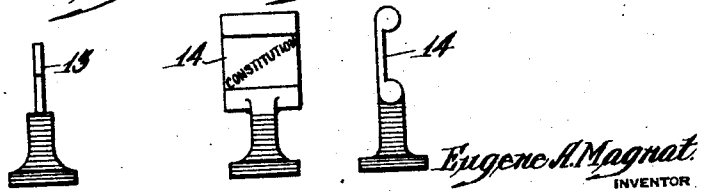


Fig. 3 Fig. 4.



Eugene A. Magnat.
INVENTOR

BY Victor J. Evans
ATTORNEY

Walter Chism.
WITNESS:

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UNITED STATES PATENT OFFICE.

EUGENE A. MAGNAT, OF CLEMENTON HEIGHTS, NEW JERSEY.

LIBERTY GAME.

Application filed December 18, 1925. Serial No. 76,321.

This invention relates to games, and more particularly to a game board which comprises a plurality of squares in checker formation, and colored red, white, and blue in the order of rotation named. For playing a patriotic game thereon by means of a plurality of movable objects, half of said objects being colored red, and the other half blue, and two of the objects of each color side having a respective formation thereon, of the flag and the Constitution.

The principal object of the game is to provide a game board as specified, which will stimulate and promote patriotic interest in the flag and Constitution, and provides the desired objective of the game for carrying the flag to victory, and upholding the Constitution.

Another object of the invention which I have termed "Liberty game"—is to provide a game board as specified, which is highly instructive, equally interesting to young and old alike, and one which will awaken and stimulate the spirit of patriotism.

Other objects of the invention will appear in the following detail description, and in the accompanying drawings, wherein:

Figure 1 represents a top plan view of the game board with the movable objects in their respective places thereon.

Figure 2 represents an end elevation of the game board.

Figures 3 and 4 represent a detail view of two of the four objects simulating the flag and Constitution respectively.

Referring more particularly to the drawings, the Liberty game comprises a rectangular board 10 which is provided with sixty-four (64) squares thereon in checker formation, and are indicated by the reference character 11. These squares are colored red, white, and blue, in successive rotation, and in the order named. They are adapted for movable placement thereon, of eight (8) objects indicated at 12, which are colored red, and constitute one player's side. Two of the said eight objects differ from the remaining six objects, in that the said two objects have an additional formation thereon, which represents the flag piece 13 and the Constitution piece 14. The objects for the opposing side which are indicated at 15, are identically the same except that they are colored blue.

Referring again to the colored checker board, it is to be observed that the two squares 16 on the center line of the board, and at each playing end 17 thereof, which will always present a red square at the player's left, are red and white respectively, and are provided for placement thereon of the flag piece 13 on the white square 13′, and the Constitution piece 14 on the red square 14′. The remaining objects or pieces 12 are placed to each side of the center pieces 13 and 14, and parallel therewith. The red and blue objects or pieces now being in position in parallel formation at each playing side 17, and with the flag piece 13 and Constitution piece 14, in the center of each of the two playing sides represented by the red and blue objects or pieces, the game may now be played.

Assuming that the checker board is in proper position, with the corner red square indicated at 14, to the left of each player, either player may start the game by moving any one of his objects or pieces toward the opposing player's side in color sequence. For example. If the particular object or piece which it is desired to move, is located on a red square at the starting or playing side 17, it is moved to the next immediate white square; further, if the object or piece to be moved is on a blue square, it must be moved to a red square, causing the intervening white square in this one movement, due to the necessity of following the colors in sequence, red, white, and blue.

The playing objects or pieces for this game may be moved forward, backward transversely, or obliquely, the only condition being that they must be moved in the hereinstated color sequence. Each object is moved to its next succeeding color in the desired direction, providing there is no object between the object to be moved, and the next color square. The players are not compelled to move their respective objects if their path is so blocked. In taking an opponent's object off of the board, the player must land on a same colored square from which he has moved. For example, if a player has one of his objects on a red square and his opponent has his object on a red square, or a blue square, the player jumps over his opponent's object to the next red square and returns his opponent's object off of the board. Similarly, one or more objects may be retired simultaneously in this manner.

Referring particularly to the two objects

representing the flag and Constitution, and indicated as at 13 and 14, it is to be noted, that these pieces or objects cannot be taken off of the board but can be retired to their original stations or color squares 16, if they have been placed in a position in which any of the other objects can be forced off of the board. This is also counted a move.

When the object 14 representing the Constitution has been successively moved across the board to its respective red colored station, or square 14′ on the opponent's side, the Constitution has then been upheld and ceases to play. Similarly when the object 13 representing the flag, has been moved across the board to its respective white color square 13′, it has been carried to victory and ceases to play. In all other respects, the hereindescribed game closely follows the manner of playing the popular and well known game of "Checkers," and it is to be observed, that while I have shown and described one practical embodiment of my invention, I do not limit myself thereto, except as set forth in the claims appended hereto.

What I claim is:

1. A game board including a checkered surface comprising a plurality of colored squares including four objective squares, a plurality of common pieces, two pair of representation pieces, said first and last named pieces equally divided for placement in a horizontal row on the squares contiguous to the outer playing edge and movable from said playing edge across said checkered surface to the last row of squares contiguous to the opposite playing edge of said game board.

2. A game board including a checkered surface comprising a plurality of colored squares including four objective squares, a plurality of common pieces, two pair of representation pieces, said first and last named pieces equally divided for placement in a horizontal row on the squares contiguous to the outer playing edge and movable from said playing edge across said checkered surface to the last row of squares contiguous to the opposite playing edge of said game board, said representation pieces provided for final placement on the squares provided therefor in the center of said last row of squares for terminating said game.

3. A rectangular game board including a checkered surface comprising sixty-four squares including four objective squares, said squares providing eight squares from left to right, eight squares from front to back, a plurality of common pieces, two pair of representation pieces, said first and last named pieces equally divided for placement in a horizontal row on the squares contiguous to the outer playing edge for intermittent movement from said playing edge across said checkered surface to the last row of squares contiguous to the opposite playing edge of said game board.

4. A rectangular game board including a checkered surface comprising sixty-four squares including four objective squares, said squares colored red, white, and blue, said objective squares of red and white color, a red and white objective square forming part of and in the center of the front row of squares, the other red and white objective square forming part of and in the center of the back row, a plurality of common pieces, two pair of representation pieces for final placement on said objective squares, said common pieces equally divided for placement in a row from left to right on the squares contiguous to the front playing edge, said common pieces and said representation pieces adapted for intermittent movement from said front edge across said checkered surface to the opposite playing edge for terminating said game.

In testimony whereof I affix my signature.

EUGENE A. MAGNAT.