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(54) **BOARD GAME**

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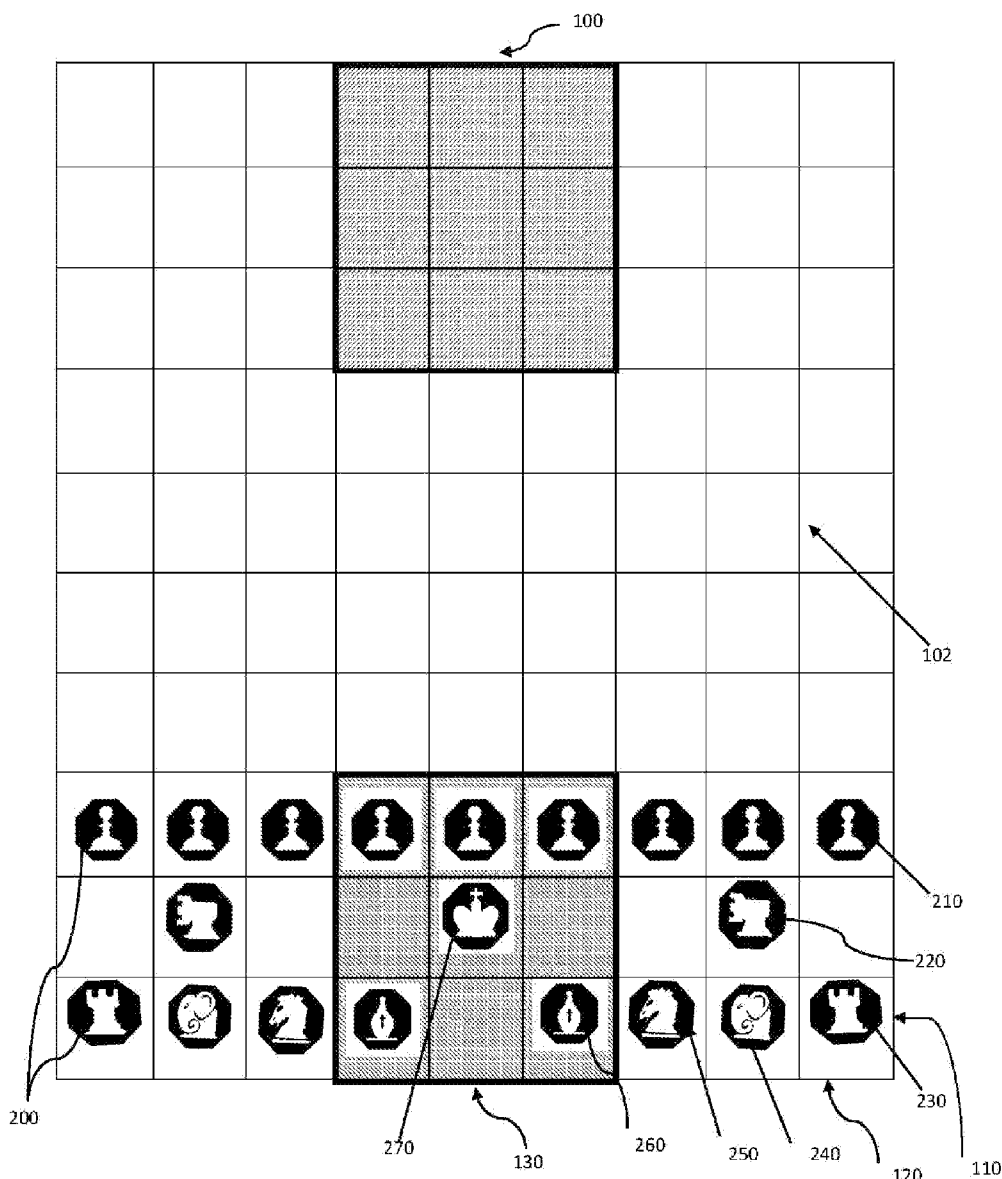
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(57) **ABSTRACT**

Related U.S. Application Data

(60) Provisional application No. 61/439,992, filed on Feb. 7, 2011.

A board game comprises a grid-like game board having ten rows of nine squares and two sets of game pieces. Each of the set of game pieces includes nine pawns, two canons, two rooks, two elephants, two knights, two guards, and a king. Two players alternate moving one game piece from a corresponding one of the sets of game pieces until one of the players has force captured the opposing king.



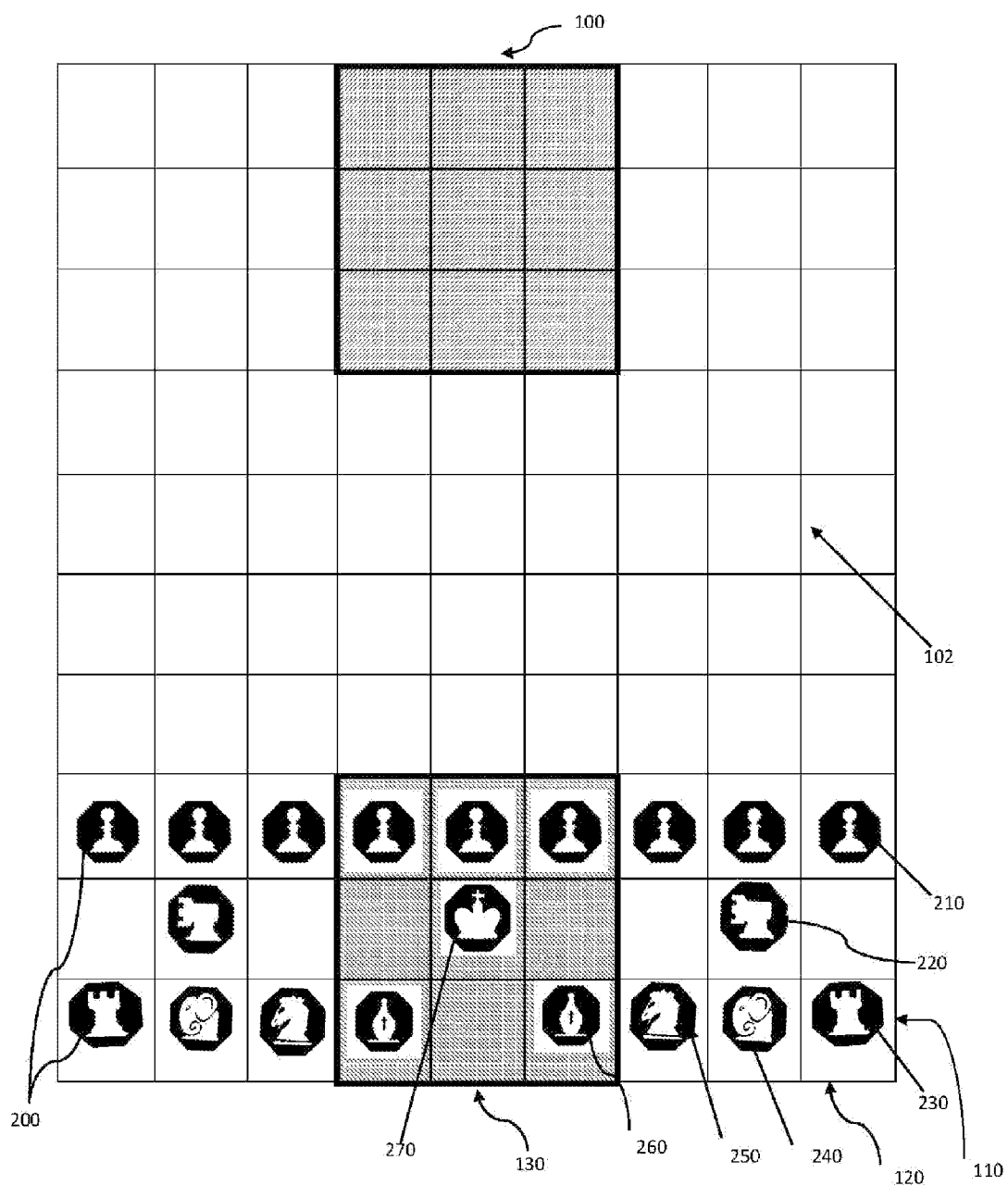
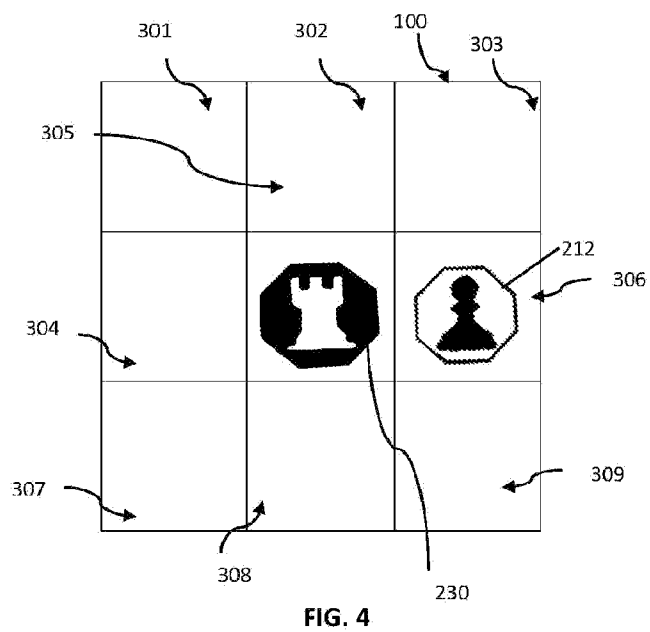
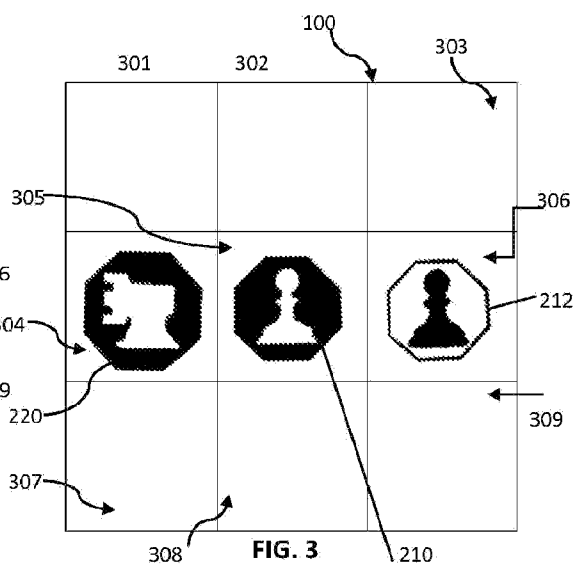
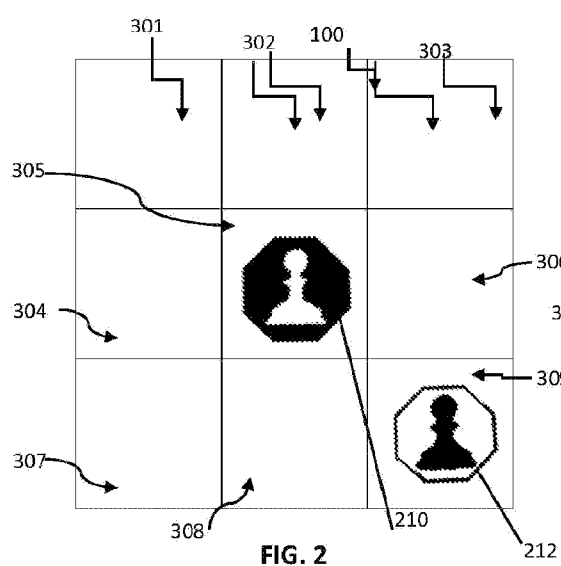


FIG. 1



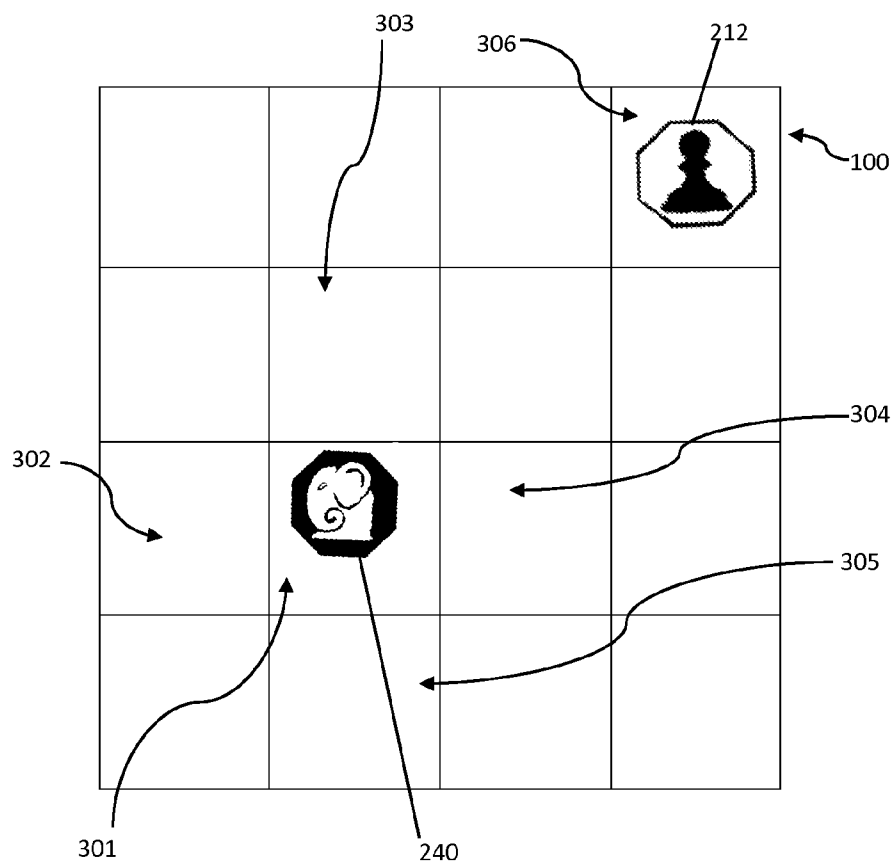


FIG. 5

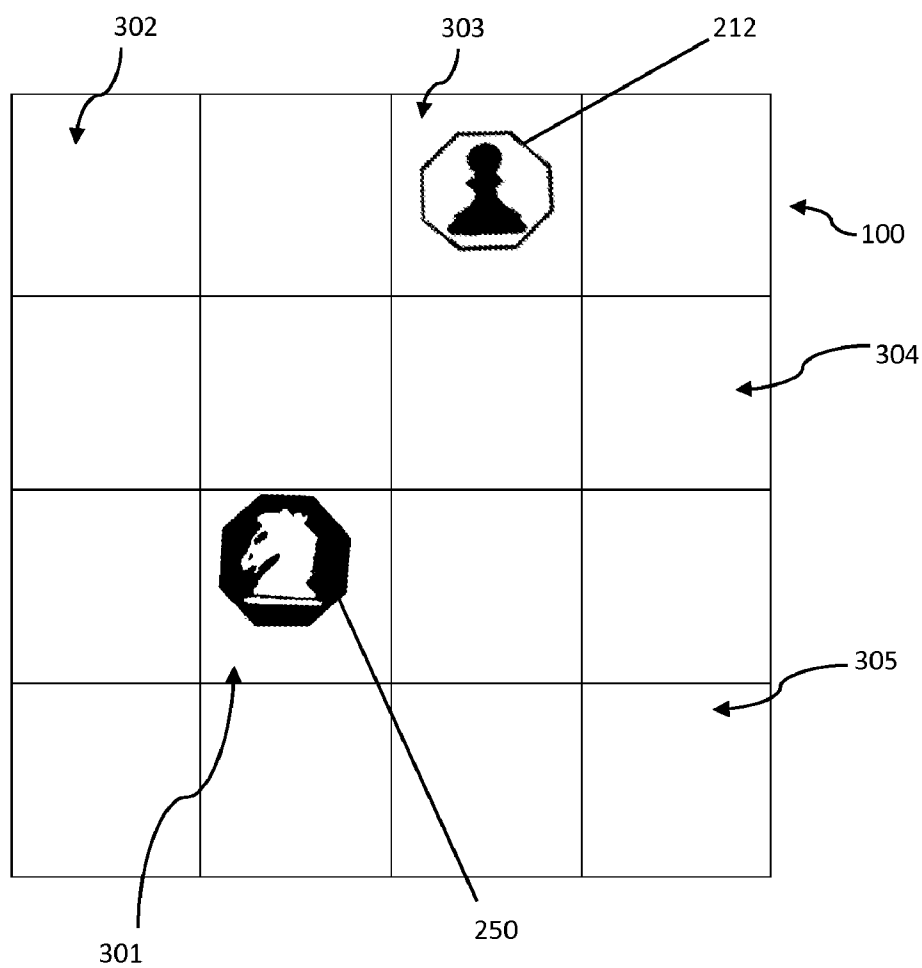


FIG. 6

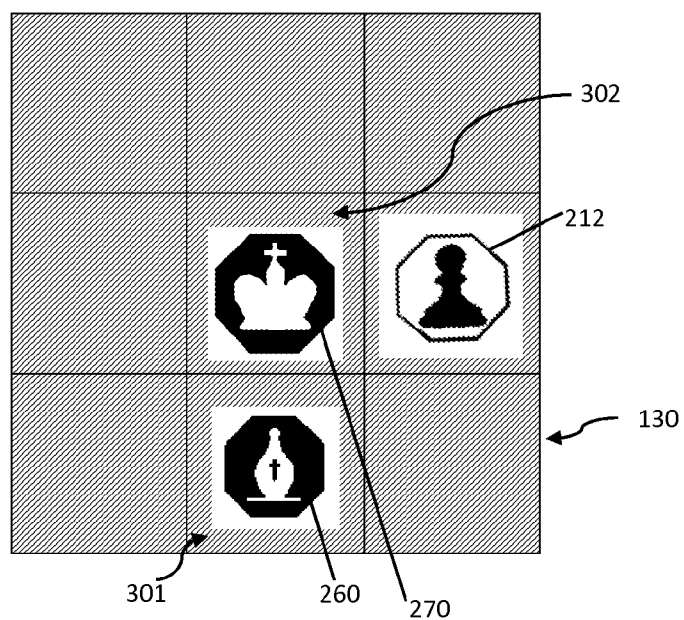


FIG. 7

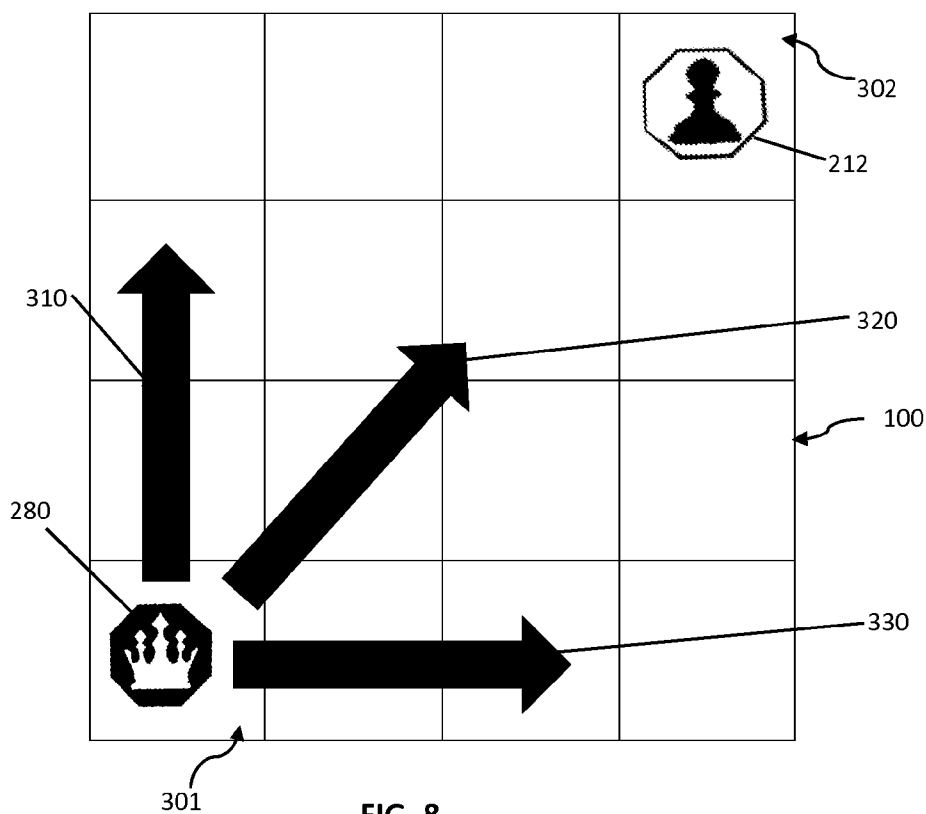


FIG. 8

BOARD GAME

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] This application claims the benefit of U.S. Patent Application Ser. No. 61/439,992 filed on Feb. 7, 2011.

BACKGROUND OF THE INVENTION

[0002] 1. Field of the Invention

[0003] This invention is related to a system and method of playing a board game. More particularly, this invention is related to a game board, game pieces, playing rules and method of playing a board game.

[0004] 2. Related Art

[0005] Board games typically include a game board; several game pieces, such as pawns, charms, tokens or the like; and a set of rules that govern how the game pieces are placed on, moved around and removed from the game board. Typically, the game board will include one or more delimited positions for placing a game piece, either initially or while being moved from another position on the game board. Such placements and movements are governed by the rules of the particular board game and dictate the method of playing the board game.

[0006] The method of playing a board game typically includes an end goal or objective. The achievement of the goal or objective often signifies the completion of the game and designates a winner. In many such board games, two or more players compete by moving the game pieces around the game board, as governed by the playing rules, in an attempt to be the first player to achieve the goal or objective; thereby winning the game.

[0007] One such example of a known board game is checkers, also referred to as draught, American checkers or straight checkers. In checkers, the game board consists of a grid having eight rows and eight columns of alternating colored squares. Two players alternate moves of their game pieces (typically colored discs, with the discs of each player being a different color) from one square to a diagonally adjacent square. If the diagonally adjacent square is occupied by a game piece of the player's opponent, the player may "jump" or "capture" the opponent's piece provided that the square immediately adjacent to the jumped square in the same direction is unoccupied. Additional rules may allow for multiple jumps, required jumps and other playing rules.

BRIEF DESCRIPTION OF DRAWINGS

[0008] Various exemplary embodiments of the systems and methods according to this invention will be described in detail, with reference to the following figures, wherein:

[0009] FIG. 1 illustrates a game board that has been populated with one player's game pieces for the beginning of a game of One Chess according to an exemplary embodiment;

[0010] FIG. 2 illustrates an exemplary embodiment of a pawn playing piece on a portion of the exemplary game board shown in FIG. 1;

[0011] FIG. 3 illustrates an exemplary embodiment of a canon playing piece on a portion of the exemplary game board shown in FIG. 1;

[0012] FIG. 4 illustrates an exemplary embodiment of a rook playing piece on a portion of the exemplary game board shown in FIG. 1;

[0013] FIG. 5 illustrates an exemplary embodiment of an elephant playing piece on a portion of the exemplary game board shown in FIG. 1;

[0014] FIG. 6 illustrates an exemplary embodiment of a knight playing piece on a portion of the exemplary game board shown in FIG. 1;

[0015] FIG. 7 illustrates exemplary embodiments of a guard and a king playing pieces on a portion of the exemplary game board shown in FIG. 1;

[0016] FIG. 8 illustrates an exemplary embodiment of a queen playing piece on a portion of the exemplary game board shown in FIG. 1;

DETAILED DESCRIPTION OF DISCLOSED EMBODIMENTS

[0017] One Chess is a variation of board games that involve two players alternately moving their own game pieces around a board game according to defined types of movements for each type of game piece. In various exemplary embodiments, the players and their respective game pieces may be differentiated by a different color utilized on the players' game pieces. For example, in various exemplary embodiments, one player may be designated as the "red" player and may use game pieces that are at least partially colored red while a second player may be designated as the "blue" player and may use game pieces that are at least partially colored blue. It should be appreciated that any suitable known or later developed method may be used to differentiate the game pieces of one player from the game pieces of another player, such as, for example, use of any two distinct colors or styles of game pieces. For example, the players may use game pieces made out of different materials, such as for example wood, stone, metal, ceramic, plastic or any other suitable material. In various exemplary embodiments, one of the players is designated as the first player and will move one of his game pieces to start the game. In various exemplary embodiments, this player is designated as the "red" player as outlined above.

[0018] As shown in FIG. 1, the playing conditions of One Chess include a game board 100 and game pieces 200. For simplicity, FIG. 1 shows the game board 100 populated with one set of game pieces 200. That is, all of the game pieces shown in FIG. 1 are controlled by the same player. Before beginning play, the game board 100 would be populated with a second set of game pieces 200 provided at the top (as shown in FIG. 1) of the game board 200 in a symmetrical fashion to those shown. In various exemplary embodiments, the game pieces 200 are planar, disc shaped pieces with insignia on one or more faces of the disc to designate the type of game piece 200. In some such exemplary embodiments, the game pieces 200 of each player will have separate colors, designs, or other insignia to designate which player controls that game piece. For example, in various exemplary embodiments, each game piece may consist of an octagonal shaped disc or chip with a colored insignia on one or more faces of the disc to designate the type of game piece 200 and which player controls that game piece 200. In such exemplary embodiments, the game pieces 200 controlled by one player may be one color, such as, for example, red; while the game piece of the other player may be another color, such as, for example, blue. It should be appreciated that in various exemplary embodiments, the game pieces 200 may alternatively be designed as three dimensional figurines representing the type of game piece and may be made of different colored materials to designate who controls that particular game piece.

[0019] The game board **100** consists of ninety squares **102** arranged in a ten-by-nine grid having ten ranks, or horizontal rows, **110** and nine files, or vertical columns, **120**. The ranks may be designated “1” through “10” and the files may be designated “a” through “i” to facilitate easy reference of a single square by designating its rank and file in a manner similar to a Cartesian coordinate system (e.g., (a,1) or (1,a) to designate the lower left corner square as seen in FIG. 1).

[0020] Additionally, in the embodiment shown in FIG. 1, the game board **100** includes a designated palace **130** for each player. In various exemplary embodiments wherein the ranks **110** are designated “1” through “10” and the files **120** are designated “a” through “i,” the palace **130** of one player, such as, for example, a “red” player, will be the squares **102** at ranks “d” through “f” and files “1” through “3,” while the palace **130** for the other player, such as, for example, a “blue” player, will be the squares **102** at ranks “d” through “f” and files “8” through “10.” In various exemplary embodiments the squares **102** within each palace **130** may be outlined in a different color, shaded with a different color, or otherwise differentiated from the rest of the squares **102** of the game board **100**. In some such exemplary embodiments the color used to outline, shade, or otherwise differentiate the palace **130** may correspond to a color of each player’s game pieces **200**, such as for example, red for one player and blue for the other player.

[0021] In various exemplary embodiments, each player begins the game with twenty game pieces **200**: nine pawns **210**; two cannons **220**; two rooks **230**; two elephants **240**; two knights **250**; two guards **260**; and a king **270**. As shown in FIG. 1, the pawns **210** of one player are placed in each square **102** of the third rank **110** from the bottom of the game board **200**. In various exemplary embodiments, this rank may be designated “3”. Additionally, the pawns **210** of the other player would be placed in each square **102** of the third rank **110** from the top (as shown in FIG. 1) of the game board **200**. In various exemplary embodiments, this rank may be designated “8”. Additionally, as shown in FIG. 1, the two cannons **220** and king **270** of the first player are placed in the second rank **110** from the bottom at the second, eighth, and fifth square from the left, respectively. In various exemplary embodiments, this rank **110** is designated “2” and the files **120** are designated “b,” “h” and “e” respectively. Finally, the two rooks **230**, elephants **240**, knights, **250** and guards **260** of the first player are placed in the bottom rank **110**, at the first and ninth square, second and eighth square, third and seventh square, and fourth and sixth square, respectively. In various exemplary embodiments, this rank **110** may be designated “1” and the files designated “a” and “i”; “b” and “h”; “c” and “g”; and “d” and “f”, respectively. Additionally, the game pieces of the opposing player would be placed in a mirrored or symmetrical fashion at the opposite end of the game board **100** in the top three ranks **110**. In various exemplary embodiments, these ranks **110** are designated “8,” “9” and “10.”

[0022] To play One Chess, the players alternate moving one of their game pieces **200** according to the defined rules for movement of that game piece **200**. A player may only move one game piece **200** per turn, after which, his opponent will move one of his own game pieces **200**.

[0023] FIG. 2, illustrates an exemplary embodiment of a pawn **210** and an opponent’s pawn **212** on a portion of the game board **100** shown in FIG. 1. As shown in FIG. 2, the pawn **210** is currently located at a given square **305** of the game board **100**. It should be appreciated that the pawn **210**

may be in its current position because it was initially placed there as outlined above or because it was previously moved from another position on the game board **100**. The rules that govern the movement of the pawn **210** allow it to move one square “forward” or to “capture” an opponent’s piece in a diagonally adjacent square in the direction of the pawn **210**’s movement. As shown in FIG. 2, the pawn **210** is controlled by a player positioned to the top of the game board in the orientation shown in FIG. 2. As such, the pawn **210** may move “forward” to the square **308** or may “capture” the opponent’s pawn **212** in the diagonally adjacent square **309**. When an opponent’s game piece, such as the opponent’s pawn **212** shown in FIG. 2 is “captured” by the pawn **210**, the opponent’s game piece is removed from the game board and the pawn **210** takes the position on the game board **100** previously occupied by that opponent’s game piece. By capturing and removing an opponent’s game pieces, a player can gain a tactical advantage over his opponent. The pawn **210** cannot move “sideways” e.g., along a rank **110** shown in FIG. 1 or “backwards.” As such, in the configuration shown in FIG. 2, the pawn **210** cannot move to the squares **301**, **302**, **303**, **304**, **306**, or **307**. However, it should be appreciated that the pawn **210** could move to square **307** if it were capturing an opponent’s game piece located at that square.

[0024] Additionally, any pawn, such as the pawn **210**, can be promoted if it is moved, through successive legal moves, to the opposing end rank on the game board **100** (e.g., the referred to as “1” in the discussion of FIG. 1 for pawns that began the game in the rank referred to as “8” in the discussion of FIG. 1; and the rank referred to as “10” in the discussion of FIG. 1 for pawns that began the game in the rank referred to as “3” in the discussion of FIG. 1). When a pawn is promoted, it becomes a queen **280** as shown in FIG. 8. In various exemplary embodiments, the pawn game pieces may be planar disc shaped pieces with an insignia on one face that designates it as a pawn. In various ones of these exemplary embodiments, the pawn may have an opposing face that includes an insignia that designates it as a queen. In such exemplary embodiments, the pawn game piece may be flipped over when the pawn is promoted such that it can be recognized as a queen game piece. In various other exemplary embodiments, when a pawn is promoted, it may be removed from the game board and replaced with a different game piece that is recognized and/or designated as a queen. In yet other exemplary embodiments, additional game pieces may be added to the pawn game piece to change its appearance and designate it as a queen. For example, two game pieces may be stacked on top of each other to designate a queen. It should be appreciated that any known or later developed method of changing the insignia or other identifying characteristics of the pawn may be used to change its designation to a queen when the pawn is promoted.

[0025] FIG. 3, illustrates an exemplary embodiment of a cannon **220**, a pawn **210** and an opponent’s pawn **212** on a portion of the game board **100** shown in FIG. 1. As shown in FIG. 3, the cannon **220** is currently located at a given square **304** of the game board **100**. It should be appreciated that the cannon **220** may be in its current position because it was initially placed there as outlined above or because it was previously moved from another position on the game board **100**. The rules that govern the movement of the cannon **220** allow it to move any number of squares orthogonally provided that there are no game pieces in the intervening squares. Additionally, the cannon **220** may capture an opponent’s game piece by moving orthogonally to the square occupied by

that game piece provided that the cannon 220 also “jumps over” one other game piece. That is, the cannon 220 may move along its present rank 110 or file 120, both shown in FIG. 1, in either direction. In the exemplary configuration shown in FIG. 3, the cannon 220 may move to the squares 301, 305, 306, or 307, and any additional squares beyond and in the same direction as squares 301, 305, 306, or 307, as well as in the opposite direction of squares 305 and 306, not considering the presence of another game piece on any particular square. In the configuration shown in FIG. 3, without considering the ability to capture discussed below, the cannon 220 is prevented from moving in the direction of square 305 due to the presence of the pawn 210 in square 305.

[0026] The cannon 220 can also be used to capture an opponent’s piece and thereby remove it from the game board 100. The cannon 220 captures an opponent’s game piece, such as, for example, the opponent’s pawn 212 shown in FIG. 3, by “jumping” over one other game piece while traveling orthogonally to the square occupied by the opponent’s game piece. As such, to capture the opponent’s pawn 212 with the cannon 220, the player would move the cannon 220 to square 306, “jumping over” the pawn 210 on the way. It should be appreciated that, while the game piece which is jumped over (e.g., pawn 210) and the game piece which is captured (e.g., the opponent’s pawn 212) are shown in FIG. 3 directly adjacent to the canon and each other respectively, any number of unoccupied squares may be located between the canon 220 and the game piece which is jumped over (e.g., between squares 304 and 305 as shown in FIG. 3) as well as between the game piece which is jumped over and the game piece which is captured (e.g., between squares 305 and 306 as shown in FIG. 3).

[0027] FIG. 4, illustrates an exemplary embodiment of a rook 230 and an opponent’s pawn 212 on a portion of the game board 100 shown in FIG. 1. As shown in FIG. 4, the rook 230 is currently located at a given square 305 of the game board 100. It should be appreciated that the rook 230 may be in its current position because it was initially placed there as outlined above or because it was previously moved from another position on the game board 100. The rules that govern the movement of the rook 230 allow it to move any number of squares orthogonally provided that the intervening squares are unoccupied. That is, the rook 230 may move along its present rank 110 or file 120 in either direction until it encounters another game piece. In the exemplary configuration shown in FIG. 4, the rook 230 may move to the squares 302, 304, 306, or 308, not considering the presence of any other game pieces on any particular square, as well as to any squares in the direction of squares 302, 304, 306, or 308 if that square and the intervening squares are unoccupied.

[0028] The rook 230 may also be used to capture an opponent’s piece and thereby remove it from the game board 100. The rook 230 captures an opponent’s game piece, such as, for example, the pawn 212 shown in FIG. 4, by moving orthogonally as described above and into the square occupied by the opponent’s piece. As such, to capture the pawn 212 with the rook 230, the player would move the rook 230 to square 306 and remove the pawn 212. It should be appreciated that the pawn 212 need not be adjacent to the rook 230 for the rook 230 to be used to capture the pawn 212. Rather, the rook 230 can be used to capture any opponent’s piece that is positioned orthogonally to the rook 230 provided the intervening squares are not occupied. Rooks cannot move diagonally. As such, in

the configuration shown in FIG. 4 the rook 230 cannot be moved from square 305 directly to squares 301, 303, 307, or 309.

[0029] FIG. 5, illustrates an exemplary embodiment of an elephant 240 and an opponent’s pawn 212 on a portion of the game board 100 shown in FIG. 1. As shown in FIG. 5, the elephant 240 is currently located at a given square 301 of the game board 100. It should be appreciated that the elephant 240 may be in its current position because it was initially placed there as outlined above or because it was previously moved from another position on the game board 100. The rules that govern the movement of the elephant 240 allow it to move two squares diagonally provided the intervening squares are not occupied or one square orthogonally provided the orthogonal square is unoccupied. In the exemplary configuration shown in FIG. 5, the elephant 240 may move to the squares 302, 303, 304, or 305 by moving orthogonally or may move to square 306, and similar squares in mirrored directions, by moving diagonally.

[0030] The elephant 240 may also be used to capture an opponent’s piece and thereby remove it from the game board 100. The elephant 240 may only capture an opponent’s game piece when the elephant is moved diagonally as outlined above. As such, to capture the pawn 212 with the elephant 240, the player would move the elephant 240 to square 306 and remove the pawn 212. Likewise, the elephant 240 could be used to capture an opponent’s game piece in any similar square in mirrored directions (e.g. diagonally up and to the left; down and to the left; and down and to the right in the orientation shown in FIG. 5).

[0031] FIG. 6, illustrates an exemplary embodiment of a knight 250 and an opponent’s pawn 212 on a portion of the game board 100 shown in FIG. 1. As shown in FIG. 6, the knight 250 is currently located at a given square 301 of the game board 100. It should be appreciated that the knight 250 may be in its current position because it was initially placed there as outlined above or because it was previously moved from another position on the game board 100. The rules that govern the movement of the knight 250 allow it to move two squares in any first orthogonal direction and one square perpendicular to that direction (e.g., in an “L-shaped” pattern). In the exemplary configuration shown in FIG. 6, the knight 250 may move to the squares 302, 303, 304, or 305. Additionally, the knight 250 could move in like manners in the opposite directions provided there is room on the game board.

[0032] The knight 250 may also be used to capture an opponent’s piece and thereby remove it from the game board 100. The knight 250 may capture any opponent’s game piece that is located in a square that the knight 250 can legally move to as outlined above. As such, to capture the pawn 212 with the knight 250, the player would move the knight 250 to square 303 and remove the pawn 212. Likewise, the knight 250 could be used to capture an opponent’s game piece in any of squares 302, 304, or 305 or in the corresponding squares to the opposite directions. It should also be appreciated that any game pieces, whether an opponent’s game pieces or the players own game pieces, located along the path but not at the final destination of the knight 250 will not affect the ability of the knight 250 to make a legal move. That is, the knight 250 could still move to squares 302, 303, 304, or 305 if another game piece were located at any of the other squares shown in FIG. 6.

[0033] FIG. 7, illustrates an exemplary embodiment of a palace 130 of the game board 100 and exemplary embodi-

ments of a guard **260** and a king **270**. As shown in FIG. 7, the guard **260** is currently located at a given square **301** of the game board **100** and the king is located at a given square **302** of the game board **100**. It should be appreciated that the guard **260** and/or king **270** may be in their respective current position because they were initially placed there as outlined above or because they were previously moved from another position on the game board **100**. The rules that govern the movement of the guard **260** allow it to move any one square in any direction within the palace **130**. Likewise, the king **270** may move any one square in any direction within the palace **130**. Neither the guard **260** nor the king **270** can ever move outside of the palace **130**. Further, the king **270** can never be positioned in the same file as the opponent's king without another game piece of either player being positioned between the kings on that file. Notwithstanding the above-outlined rules of the other game pieces, any move that would place the king **270** in the same file as the opponent's king without an intermediate square being occupied by another game piece is not allowed. In the exemplary configuration shown in FIG. 7, either the guard **260** or the king **270** may move to any of the surrounding eight, or fewer as confined by the limits of the palace **130**, squares (e.g., in any orthogonal direction or in any diagonal direction) relative to that piece. The guard **260** or the king **270** may also be used to capture an opponent's piece and thereby remove it from the game board **100**. The guard **260** and the king **270** can each be used to capture an opponent's game piece that is located in any of the respective surrounding eight or fewer squares. For example, in the exemplary configuration shown in FIG. 7, the king **270** can move to any of the squares within the palace **130** and can capture the opponent's pawn **212**. Similarly, the guard **260** can move to any of the adjacent squares, in this configuration there are five of them, and can likewise be used to capture the opponent's pawn **212**.

[0034] FIG. 8, illustrates an exemplary embodiment of a queen **280** (e.g., a pawn that has been promoted as described above with relation to FIG. 2) and an opponent's pawn **212** on a portion of the game board **100** shown in FIG. 1. As shown in FIG. 8, the queen **280** is currently located at a given square **301** of the game board **100**. It should be appreciated that the queen **280** may be in its current position because it was initially placed there during the promotion of a pawn as outlined above or because it was previously moved from another position on the game board **100**. The rules that govern the movement of the queen **280** allow it to move any number of squares orthogonally or any number of squares diagonally, provided that any intervening squares are unoccupied. That is, the queen **280** may move along its present rank **110** or file **120** (both shown in FIG. 1) in either direction or in any diagonal direction until it encounters another game piece. In the exemplary configuration shown in FIG. 8, the queen **280** may move to any of the squares along the lines **310**, **320**, or **330**, if that square and the intervening squares are unoccupied. It should be appreciated that the queen **280** may also move in directions opposite to the lines **310**, **320** and **330**, provided there is room on the game board **100** and the intervening squares are unoccupied.

[0035] The queen **280** may also be used to capture an opponent's piece and thereby remove it from the game board **100**. The queen **280** captures an opponent's game piece, such as, for example, the pawn **212** shown in FIG. 8, by moving orthogonally or diagonally, as described above, into the square occupied by the opponent's piece. As such, to capture

the pawn **212** with the queen **280**, the player would move the queen **280** to square **302** and remove the pawn **212**. It should be appreciated that the queen **280** can be used to capture any opponent's piece that is positioned orthogonally or diagonally to the queen, provided that the intervening squares are not occupied.

[0036] In various exemplary embodiments, the main objective of playing One Chess is to force a capture of an opponent's king. To force such a capture, a player moves one of his game pieces according to any of the above outlined rules for moving each type of game piece such that it is in position to capture his opponent's king on the next available turn. For example, a player may move a rook into the same rank or file as his opponents king with no game pieces between the rook and the king such that, if the rook could be immediately moved, it could capture the king. In various exemplary embodiments, if a player moves one of his game pieces to a position that threatens capture of his opponent's king but that also leaves at least one possible move whereby his opponent can avoid the capture of his king, the moving player should orally declare "Check" to his opponent to indicate the threatened nature of his opponent's king.

[0037] If the opposing player cannot prevent the capture of his king by moving any of his own game pieces according to the above-outlined rules (e.g., by moving one of his game pieces to block the capture of his king, by moving his king into a square where it cannot be captured in the current configuration, or by capturing the game piece that would otherwise force the capture of his king), then the king is forced into a capture and the capturing player wins. In various exemplary embodiments, when a player moves one of his game pieces to a position that assures capture of his opponent's king (e.g., does not provide a move whereby his opponent can avoid the capture of his opponent's king), then the moving player should orally declare "Checkmate" to his opponent to indicate that the player has won the game.

[0038] Additionally, in various exemplary embodiments, the game may end in a draw if one player is positioned such that his king is not currently in a would-be captured position but wherein he has no legal moves. Further, in various exemplary embodiments, the game may end in a draw if one player is left with his king as his only non-captured game piece and his opponent is left with either an elephant, a knight or a cannon in addition to his king. Furthermore, in various exemplary embodiments, a game may end in a draw if the players have repetitively made the same moves three times in a row unless one player is forced into such a move to prevent the forced capture of his king each time, in which case the forcing player would lose. Finally, in various exemplary embodiments, the game may end in a draw by mutual agreement of both players.

[0039] It should be appreciated that the opponent's pawn **212** shown in the above-outlined exemplary configurations may be any other opponent's game piece. As such, the above outlined rules of capturing game pieces apply to each of an opponent's game pieces. It should also be appreciated that any suitable known or latter developed method of designating the game pieces as the desired types of game pieces (e.g., as a pawn, an elephant, a knight, etc.) may be utilized to differentiate the game pieces. In various exemplary embodiments, the game pieces may be three dimensional game pieces that are designed to designate the various types of game pieces. In various exemplary embodiments, the game pieces may have different relative sizes to designate their relative value, sig-

nificance, or worth within the game. In various exemplary embodiments, one or more of the above-outlined players may be a human player. In various exemplary embodiments, one or more of the above-outlined players may be a computer or artificial player. In various such exemplary embodiments, one or more human players may physically move the game pieces for the computer or artificial player.

[0040] It should also be appreciated that while the above-outlined embodiments are directed toward a game including a physical game board and game pieces, in various exemplary embodiments, the game board and/or game pieces may be electronic representations. For example, in various exemplary embodiments, the game is an electronic or computer game and the game board and game pieces are graphics, pictures, icons or the like generated by a computer, video game system or the like. In various ones of these exemplary embodiments, the game board and/or game pieces may be animated.

1. A board game to be played by a first and a second player comprising;

a game board, the game board comprising a series of ninety squares arranged in a grid pattern having ten rows and nine columns and having two series of adjacent squares designated as a first and a second palace; and

a first and a second set of game pieces, each set corresponding to one of the two players and comprising nine pawns, two cannons, two rooks, two elephants, two knights, two guards and a king, each game piece being placed on one of the ninety squares of the game board;

wherein the game board and the first and second set of game pieces are useable by the first and the second player to alternately move one game piece from the first and the second set of game pieces, respectively, wherein:

each pawn in the first set of game pieces may be moved to an adjacent square along a column in a direction away from the first palace if that adjacent square is unoccupied or may be moved to a diagonally adjacent square away from the first palace if the diagonally adjacent square is occupied by a game piece in the second set of game pieces;

each cannon in the first set of game pieces may be moved to any destination square within the same column or row as its present location if that destination square and all intervening squares are unoccupied or may move to the destination square if the destination square is occupied by a game piece in the second set of game pieces and one of the intervening squares is occupied by any other game piece;

each rook in the first set of game pieces may be moved to any square within the same column or row as its present location if all intervening squares are unoccupied or may move to a next occupied square within a column or row if the next occupied square is occupied by a game piece in the second set of game pieces;

each elephant in the first set of game pieces may be moved to a destination square that is located two squares diagonally or one square orthogonally from its current location if the destination square is unoccupied or may move to a destination square that is located two squares diagonally from its current location if that destination square is occupied by a game piece in the second set of game pieces;

each knight in the first set of game pieces may be moved to a destination square that is located two squares

away in any orthogonal direction and one square perpendicular to that orthogonal direction if the destination square is unoccupied or is occupied by a game piece in the second set of game pieces;

each guard in the first set of game pieces may be moved to any adjacent square if that square is not occupied or is occupied by a game piece in the second set of game pieces; and

the king in the first set of game pieces may be moved to any adjacent square if that square is not occupied or is occupied by a game piece in the second set of game pieces.

2. The board game of claim 1, wherein:

each pawn in the second set of game pieces may be moved to an adjacent square along a column in a direction away from the second palace if that adjacent square is unoccupied or may be moved to a diagonally adjacent square away from the second palace if the diagonally adjacent square is occupied by a game piece in the first set of game pieces;

each cannon in the second set of game pieces may be moved to any destination square within the same column or row as its present location if that destination square and all intervening squares are unoccupied or may move to the destination square if the destination square is occupied by a game piece in the first set of game pieces and one of the intervening squares is occupied by any other game piece;

each rook in the first set of game pieces may be moved to any square within the same column or row as its present location if all intervening squares are unoccupied or may move to a next occupied square within a column or row if the next occupied square is occupied by a game piece in the first set of game pieces;

each elephant in the second set of game pieces may be moved to a destination square that is located two squares diagonally or one square orthogonally from its current location if the destination square is unoccupied or may move to a destination square that is located two squares diagonally from its current location if that destination square is occupied by a game piece in the first set of game pieces;

each knight in the second set of game pieces may be moved to a destination square that is located two squares away in any orthogonal direction and one square perpendicular to that orthogonal direction if the destination square is unoccupied or is occupied by a game piece in the first set of game pieces;

each guard in the first set of game pieces may be moved to any adjacent square if that square is not occupied or is occupied by a game piece from the first set of game pieces; and

the king from the second set of game pieces may be moved to any adjacent square if that square is not occupied or is occupied by a game piece from the first set of game pieces.

3. The board game of claim 2, wherein each guard in the first set of game pieces and each guard in the second set of game pieces can only be moved to squares within the first and the second palace, respectively.

4. The board game of claim 2, wherein the king in the first set of game pieces and the king in the second set of game pieces can only be moved to squares within the first and second palaces respectively.

5. The board game of claim 2, wherein a first game piece is removed from the game board if a second game piece is moved onto a square occupied by the first game piece.

6. The board game of claim 2, wherein no game piece may be moved in a manner that would place the king from the first set of game pieces and the king from the second set of game pieces in the same column on the game board without another game piece from either the first or second sets of game pieces being placed between the kings.

7. The board game of claim 2, wherein the first player and the second player alternate moving one game piece from the first set of game pieces and second set of game pieces, respectively, until either the first player or second player is unable to move a game piece without the second player or first player, respectively, being able to capture the king of the first or second set of game pieces respectively on the following turn.

8. The board game of claim 2, wherein a pawn from the first set of game pieces that is moved into a square in an end row of the game board is promoted to a queen.

9. The board game of claim 8, wherein the queen may be moved to a destination square located within the same column or row as the queen or located diagonally from the queen if any intervening squares are unoccupied and the destination square is either unoccupied or occupied by a game piece from the second set of game pieces.

10. The board game of claim 2, wherein a pawn from the second set of game pieces that is moved into a square in an end row of the game board is promoted to a queen.

11. The board game of claim 10, wherein the queen may be moved to a destination square located within the same column or row as the queen or located diagonally from the queen if any intervening squares are unoccupied and the destination square is either unoccupied or occupied by a game piece from the first set of game pieces.

12. A method of playing a game comprising:

arranging a first set of game pieces on a game board, the game board comprising a series of ninety squares arranged in a grid pattern having ten rows and nine columns and having two series of adjacent squares designated as a first and second palace, the first set of game pieces being associated with the first palace and comprising nine game pieces designated as pawns, two game pieces designated as cannons, two game pieces designated as rooks, two game pieces designated as elephants, two game pieces designated as knights, two game pieces designated as guards and a game piece designated as a king;

arranging a second set of game pieces on the game board, the second set of game pieces being associated with the second palace and comprising nine game pieces designated as pawns, two game pieces designated as cannons, two game pieces designated as rooks, two game pieces designated as elephants, two game pieces designated as knights, two game pieces designated as guards and a game piece designated as a king; and

alternating turns between a first player and a second player wherein the first player can move any game piece of the first set of game pieces and the second player can move any game piece of the second set of game pieces; wherein

the game pieces designated as pawns can be moved to an adjacent square along a column in a direction away from the palace associated with that pawn if that adjacent square is unoccupied or may be moved to a

diagonally adjacent square away from the palace associated with that pawn if the diagonally adjacent square is occupied by a game piece associated with the palace not associated with the pawn;

the game pieces designated as cannons may be moved to any destination square within the same column or row as its present location if that destination square and all intervening squares are unoccupied or may move to the destination square if the destination square is occupied by a game piece associated with the palace not associated with the cannon and one of the intervening squares is occupied by any other game piece; the game pieces designated as rooks may be moved to any square within the same column or row as its present location if all intervening squares are unoccupied or may move to a next occupied square within a column or row if the next occupied square is occupied by a game piece associated with the palace not associated with the rook;

the game pieces designated as elephants may be moved to a destination square that is located two squares diagonally or one square orthogonally from its current location if the destination square is unoccupied or may move to a destination square that is located two squares diagonally from its current location if that destination square is occupied by a game piece associated with the palace not associated with the elephant;

the game pieces designated as knight may be moved to a destination square that is located two squares away in any orthogonal direction and one square perpendicular to that orthogonal direction if the destination square is unoccupied or is occupied by a game piece associated with the palace not associated with the knight;

the game pieces designated as guards may be moved to any adjacent square within the palace the guard is associated with if that square is not occupied or is occupied by a game piece that is not associated with that palace; and

the game pieces designated as kings may be moved to any adjacent square within the palace the king is associated with if that square is not occupied or is occupied by a game piece that is not associated with that palace.

13. The method of claim 12, wherein alternating turns between a first player and a second player comprises alternating turns between a first player and a second player until either the first player is unable to make an allowable move without the second player being able to capture the king of the first set of game pieces on the next turn or the second player is unable to make an allowable move without the first player being able to capture the king of the second set of game pieces on the next turn.

14. The method of claim 12, further comprising:

replacing a game piece designated as a pawn with a game piece designated as a queen and associated with the same palace as the game piece designated as a pawn when the game piece designated as a pawn is moved to an end row of the game board.

15. The method of claim 14, wherein alternating turns between a first and a second player comprises alternating turns between a first and a second player wherein a game piece designated as a queen can be moved to any destination

square in the same row or column as the queen or located diagonally from the queen provided that any intervening squares are unoccupied and the destination squares is either unoccupied or occupied with a game piece that is associated with a palace not associated with the queen.

16. The method of claim 12, further comprising tracking a first cumulative time between the end of each move made by the first player and the end of each move of the second player, and

tracking a second cumulative time between the end of each move made by the second player and the end of each move wherein the first player.

17. The method of claim 16, further comprising: declaring the first player a winner if the first cumulative time exceeds a first desired time limit; and declaring the second player a winner if the second cumulative time exceeds a second desired time limit

18. The method of claim 17, wherein the first desired time limit and the second desired time limit are the same.

19. A method of playing a board game comprising:

arranging a first set of game pieces on a game board on a first end of the game board adjacent a first palace of the game board;

arranging a second set of game pieces on the game board on a second end of the game board adjacent a second palace of the game board;

a first player selecting a move from a group of legal moves consisting of: moving a pawn of the first set of game pieces, moving a cannon of the first set of game pieces, moving a rook of the first set of game pieces, moving an elephant of the first set of game pieces, moving a knight of the first set of game pieces, moving a guard of the first set of game pieces, moving a king of the first set of game pieces, and moving a queen of the first set of game pieces;

a second player selecting a move from a group of legal moves consisting of moving a pawn of the second set of game pieces, moving a cannon of the second set of game pieces, moving a rook of the second set of game pieces, moving an elephant of the second set of game pieces, moving a knight of the second set of game pieces, moving a guard of the second set of game pieces, moving a king of the second set of game pieces, and moving a queen of the first set of game pieces; and

repeating the selection by the first player and the second player until either the first player or the second player have no legal moves to select from, wherein

moving a pawn comprises moving the pawn to an adjacent square along a column in a direction away from the end the pawn was initially placed on if that adjacent square is unoccupied or moving the pawn to a diagonally adjacent square away from the end the pawn was initially placed on if the diagonally adjacent square is occupied by a game piece that is not a part of the same set of game pieces as the pawn;

moving a cannon moving the cannon to any destination square within the same column or row as the cannon if that destination square and all intervening squares are unoccupied or moving the cannon to the destination square if the destination square is occupied by a game piece that is not a part of the same set of game pieces as the cannon and one of the intervening squares is occupied by any other game piece;

moving a rook comprises moving the rook to any square within the same column or row as the rook if all intervening squares are unoccupied or moving the rook to a next occupied square within the same column or row as the rook if the next occupied square is occupied by a game piece that is not a part of the same set of game pieces as the rook;

moving an elephant comprises moving the elephant to a destination square that is located two squares diagonally or one square orthogonally from the elephant's current location if the destination square is unoccupied or moving the elephant to a destination square that is located two squares diagonally from the elephant's current location if that destination square is occupied by a game piece that is not part of the same set of game pieces as the elephant;

moving a knight comprises moving the knight to a destination square that is located two squares away in any orthogonal direction and one square perpendicular to that orthogonal direction if the destination square is unoccupied or is occupied by a game piece that is not a part of the same set of game pieces as the knight;

moving a guard comprises moving the guard to any adjacent square if that square is not occupied or is occupied by a game piece that is not a part of the same set of game pieces as the guard;

moving a king comprises moving the king to any adjacent square if that square is not occupied or is occupied by a game piece that is not a part of the same set of game pieces as the king;

moving a queen comprises moving the queen to any destination square in the same row or column as the queen or located diagonally from the queen provided that any intervening squares are unoccupied and the destination squares is either unoccupied or occupied with a game piece that is not a part of the same set of game pieces as the queen;

no game piece can be moved if a resulting configuration of game pieces places the king of the first set of game pieces and the king of the second set of game pieces in the same column without a game piece located at any intervening squares between the king of the first set of game pieces and the king of the second set of game pieces.

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