

N.J. Vander Weyde,

Game.

No. 104,379.

Patented June 14, 1870.

Fig. 1

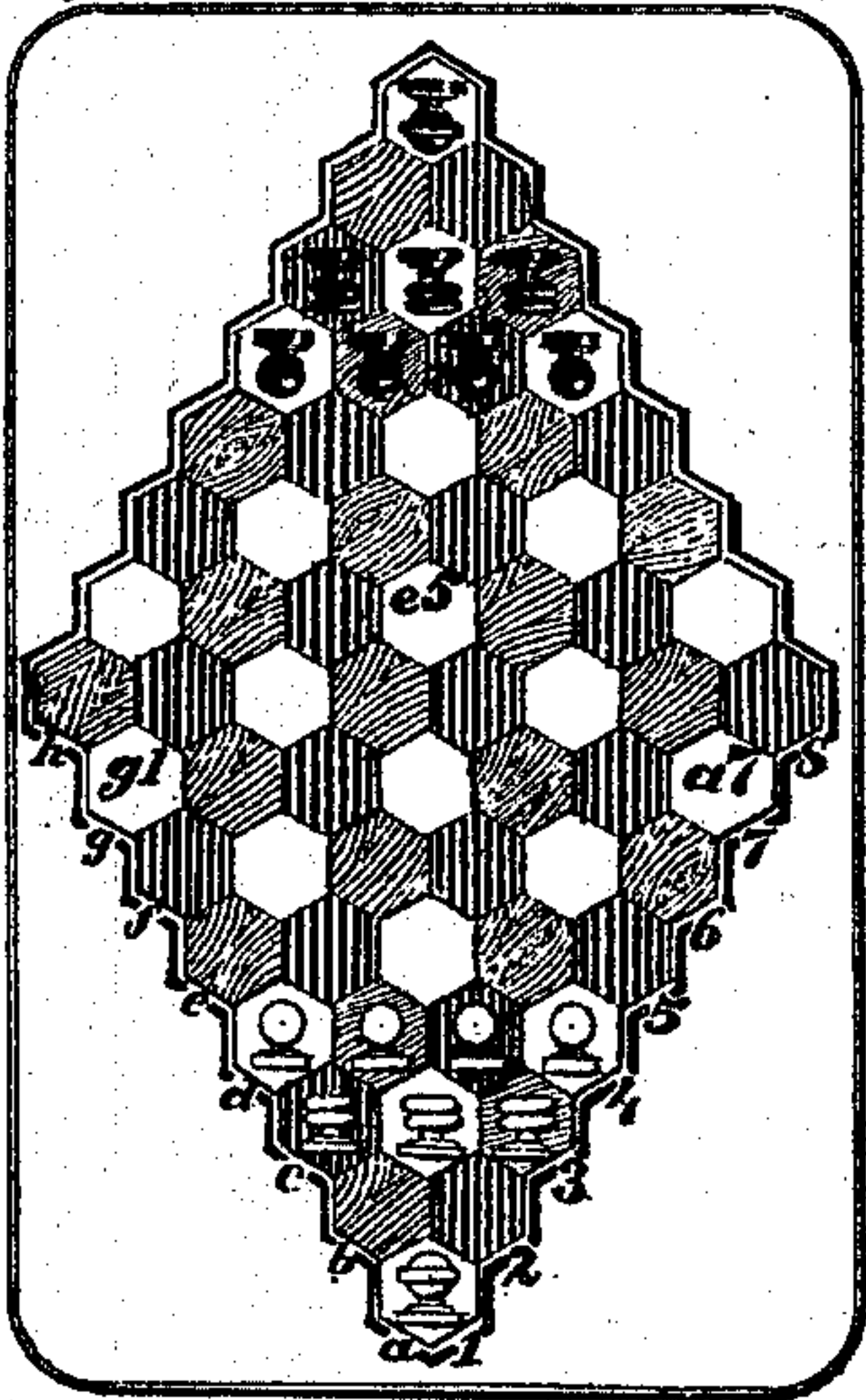


Fig. 2

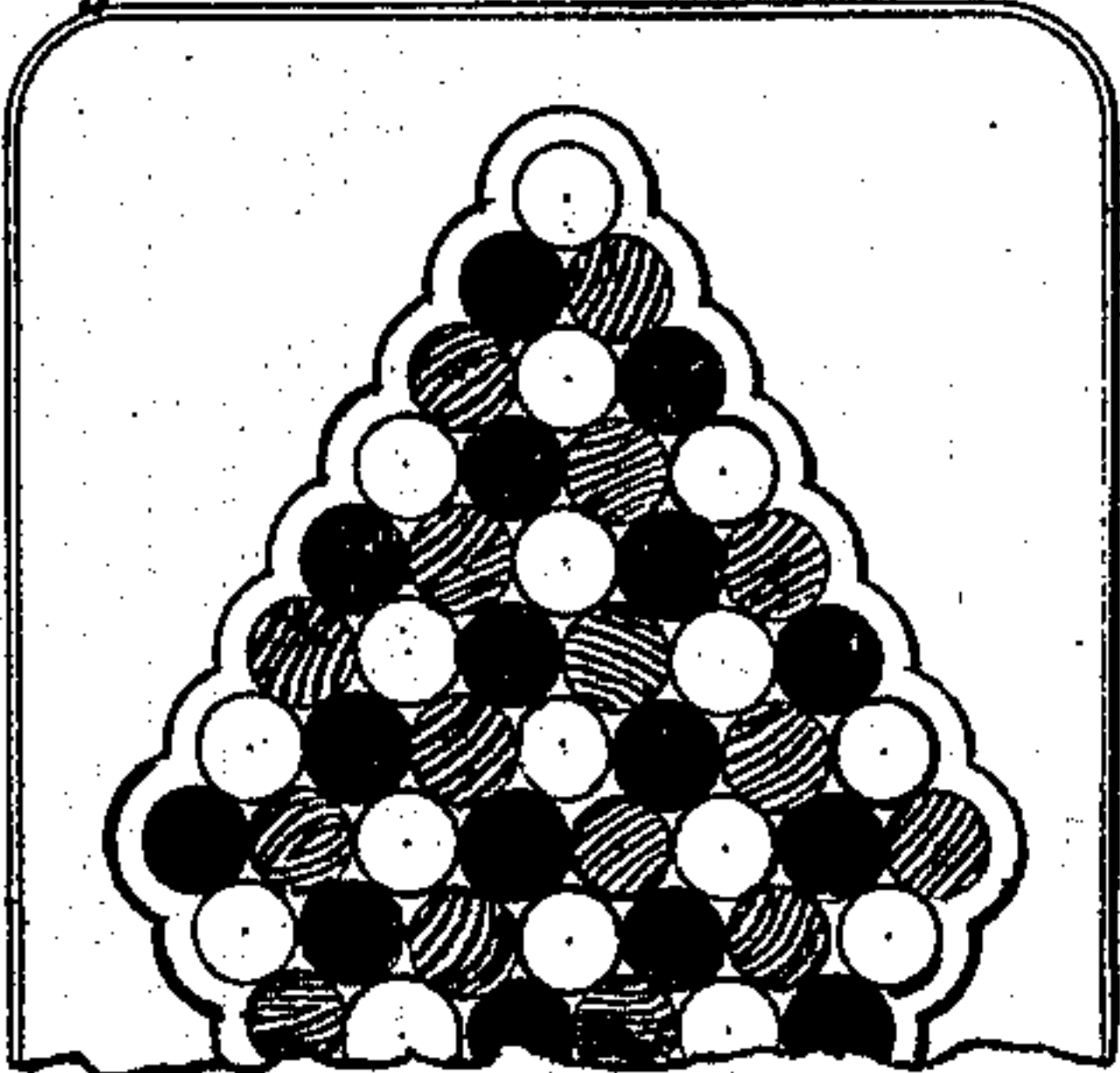


Fig. 3

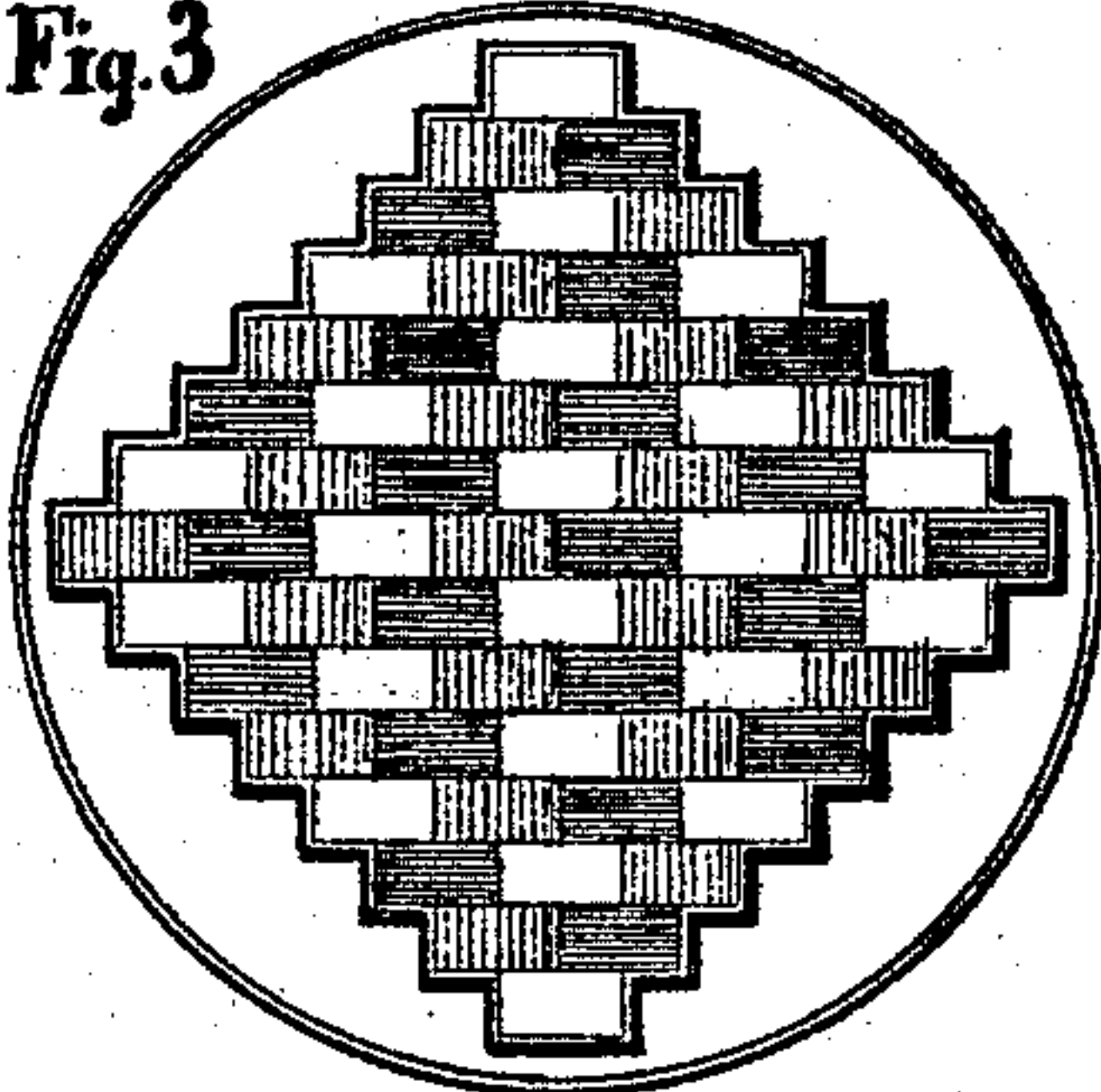
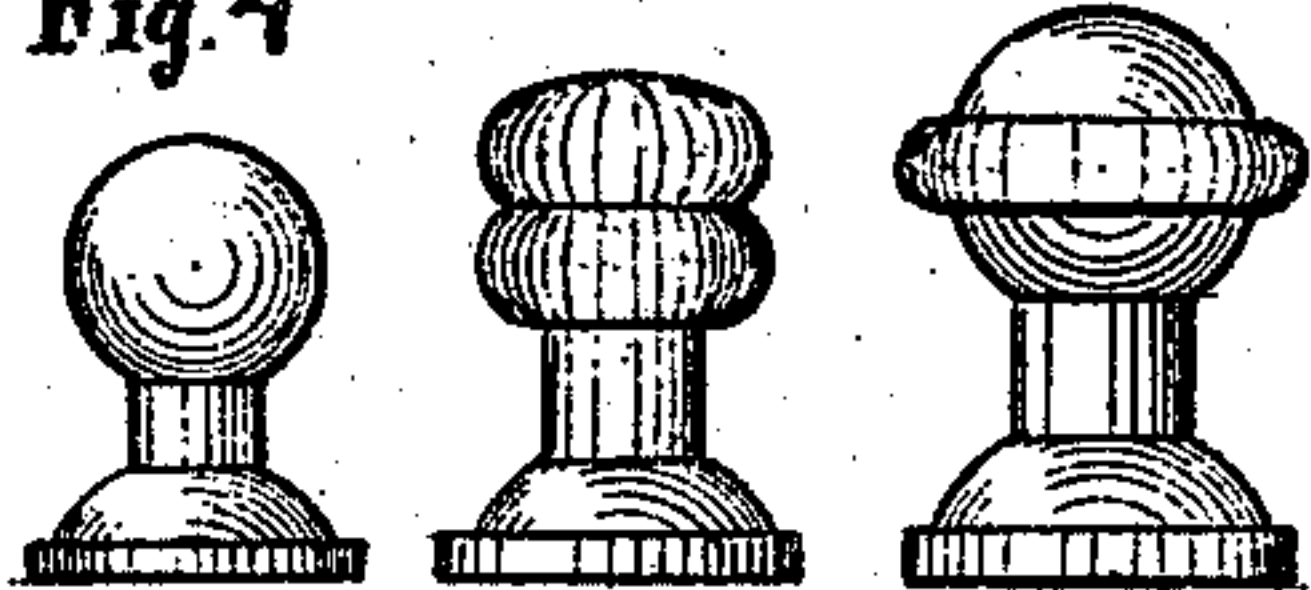


Fig. 4

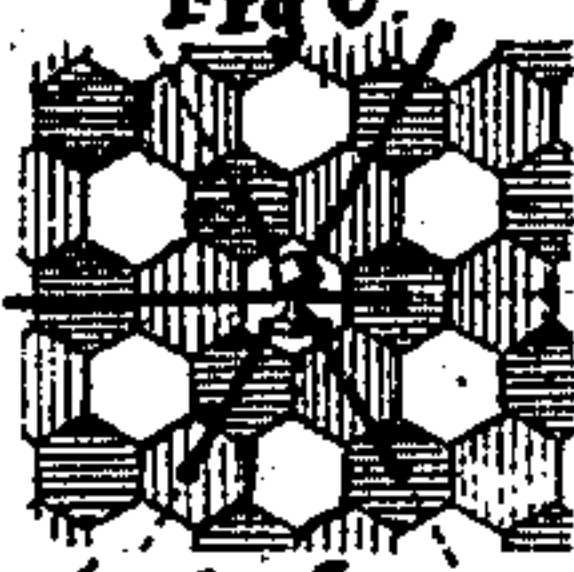


Captain, Commode, Admiral.

Fig. 5

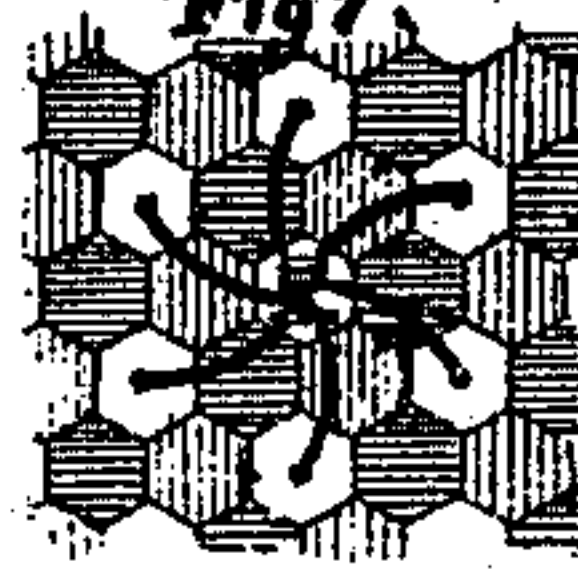


Fig. 6



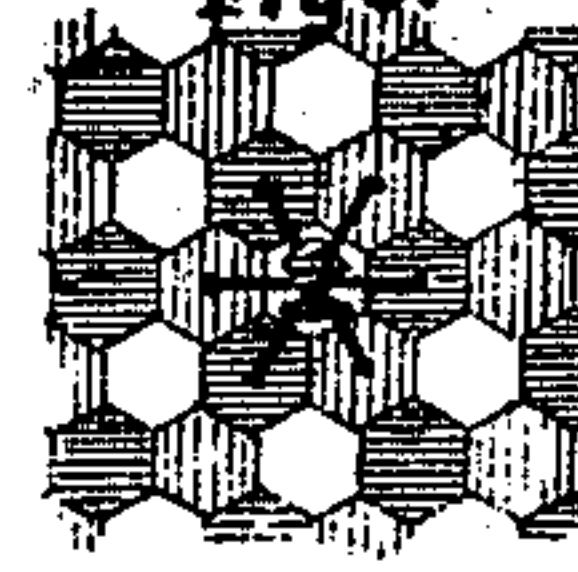
of the Captain,

Fig. 7



Commode,

Fig. 8



& Admiral.

Witnesses-
C. M. Birmingham
Alfred H. Schultz

Inventor.
N.J. Vander Weyde.

United States Patent Office.

NICHOLAS J. VANDER WEYDE, OF NEW YORK, N. Y.

Letters Patent No. 104,379, dated June 14, 1870; antedated June 3, 1870.

GAME.

The Schedule referred to in these Letters Patent and making part of the same.

To all whom it may concern:

Be it known that I, NICHOLAS JOSEPH VANDER WEYDE, of the city, county, and State of New York, have invented a new and entertaining Game, which I have named "Blockade, or Naval Chess;" and I do hereby declare that the following is a full and exact description thereof, reference being had to the accompanying drawing making a part of this specification, in which—

Figures 1, 2, and 3, represent three different forms or styles of board on which the game is to be played.

The simplest form of blockade board, fig. 1, consists of hexagons so placed together as to have a honey-comb appearance.

In fig. 2, circles are used instead of hexagons; this gives the board more of an ornamental appearance, while it does not in the least change the relative position of the spaces.

Squares or rectangles may be used, as in fig. 3, which gives it the appearance of bricks or stones in a wall of regular masonry.

These three forms of board have all six lines of motion, instead of four, as in chess, or two, as in draughts. If opposite or retrograde moves are counted separately, these numbers should be doubled.

On inspection of the drawing it will be seen that this game is somewhat similar to chess or draughts, being, like them, played with pieces on a board, and, in fact, an intermediate game as far as the difficulty of learning to play, and playing the game, is concerned, much more varied than the monotonous game of draughts, yet less intricate than that of chess. It is superior to either in regard to its entertaining qualities when its simplicity is taken into consideration.

In blockade, each player has eight pieces; in chess he has sixteen. In the former no pieces are captured; in the latter all the pieces but one are subject to capture. Consequently, in blockade, or naval chess, a player can give all his attention to his plan of attack or defense, and is not continually annoyed by the loss sundry pieces, as is the case in the old game of chess.

The rules of the game are here appended, which will give a clearer idea of its peculiarities.

The board on which the game is played should consist of sixty-four hexagons, and so placed together as to have a diamond-shaped outline.

In counting the spaces from either end of the board, one in the extreme corner of each acute angle, then two side by side, three, four, and so on, until the middle cross-row is reached, in which there should be eight spaces, the end ones being in the obtuse angles at either side.

As every space is surrounded by six others, all their edges joining it and each other, it is necessary to use

three different colors or shades of colors, to distinguish them from each other and to indicate their relative position.

Position of the Pieces.

Each player has eight pieces on the board at the beginning, and all through the game, *i. e.*, one admiral, three commodores, and four captains.

The pieces of each player are, at the beginning of the game, placed respectively in the same position, and directly opposite each other, one set in each of the extreme corners of the board.

The position of the admiral at the beginning of the game is on the corner space of the acute angle. The next two spaces are at the beginning of the game unoccupied, so that the admiral can be moved in two ways. The three commodores occupy the three spaces which come next, and lie in one line parallel to the width of the board.

The four captains each occupy one of the four spaces next in line to the commodores.

The rest of the spaces are, at the beginning of the game, unoccupied.

Moves of the Pieces.

The pieces do not capture as in chess, draughts, and many other games, nor are any of them taken from the board in any way from the beginning to the end of the game.

The admiral is moved but one space at a time, and in any direction, backward, forward, and sideways, similar to the king in chess. It has six moves at its command if the adjacent spaces are unoccupied, and when it is away from the sides of the board, as shown in fig. 6. When a player is unable to move his admiral, he is not allowed to move any other piece, and he has lost the game; but he cannot be compelled to move his admiral unless he is unable to move any other piece.

The three commodores are each moved the distance of but two spaces at a time in any direction, over the corners of the spaces which they occupy, on to a space of the same color. Each commodore is thus always on the same colored space as it was at the beginning of the game, like the bishop in chess, but its move is more like that of the knight in chess. It has six moves at its command when away from the sides of the board. It is the only piece, which, like the knight in chess, may pass over other pieces.

The captain (each player having four) is moved in straight lines over the joining sides of the spaces any distance parallel to the sides of the board and across, being in six different directions, but it cannot pass over a piece which stands in its line of motion.

The move of this piece is similar to the castle or rook in chess. The captains have each twenty-one spaces to move to when on any space of the middle cross-row.

Winning of the Game.

Each player should try to blockade or hem in his opponent's admiral, so that he cannot be moved, for if he does this he wins the game, and he must prevent his opponent from blockading his admiral or he will lose the game.

The blockade may be effected by either player surrounding his opponent's admiral with his pieces, or the opponent's pieces may unintentionally help, or may entirely surround their own admiral, so that he cannot be moved.

When the admiral is on a space which is not a side space, it will take six pieces to blockade him; when on a side diagonal, it will take but four; when in an obtuse angle, it will take but three; and when in an acute angle, it will take but two.

A player cannot move any of his pieces if his admiral is unable to move; consequently, if he is blockaded when some of his own pieces help to blockade him, he cannot move those pieces to free his admiral, because his admiral is unable to move. If the admirals are within one or two spaces of each other, and

either player, say white, moves one of his pieces so as to blockade both admirals at the same time, he, white, is the victor, for although white's admiral is blockaded, it is not white's turn to move.

There is no way of preventing a player from so placing his pieces that it will be impossible for his opponent to get at the admiral; but his opponent, say white, under these or any other circumstances, may challenge black to place his admiral on any space of the three middle cross-rows; if black refuses, white may claim the game in ten moves, the moves of one player being here meant; but if black complies, he has the privilege of two additional moves after having changed the position of his admiral, as challenged. The player challenged has the privilege of placing his admiral on any space he may choose within the three middle cross-rows.

I claim—

1. The shape of the board, as specified.
2. The moves of the pieces on the board, as described.

N. J. VANDER WEYDE.

Witnesses:

ABY H. SCHULT,

ELLIOT SANDFORD.