

731(A)

(A)

(No Model.)

J. L. DIBBLE.

GAME BOARD.

No. 283,868.

Patented Aug. 28, 1883.

Fig 1

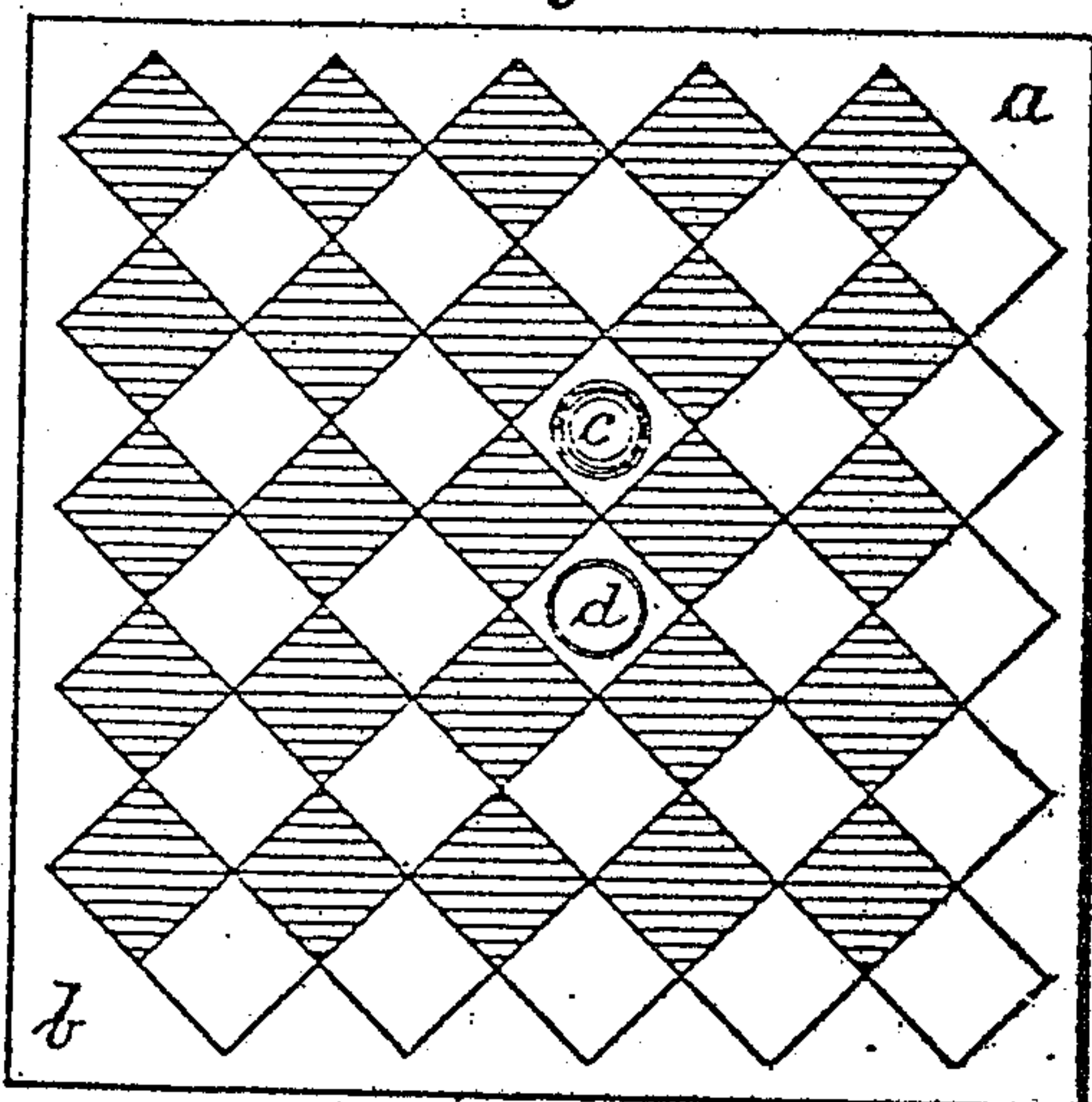
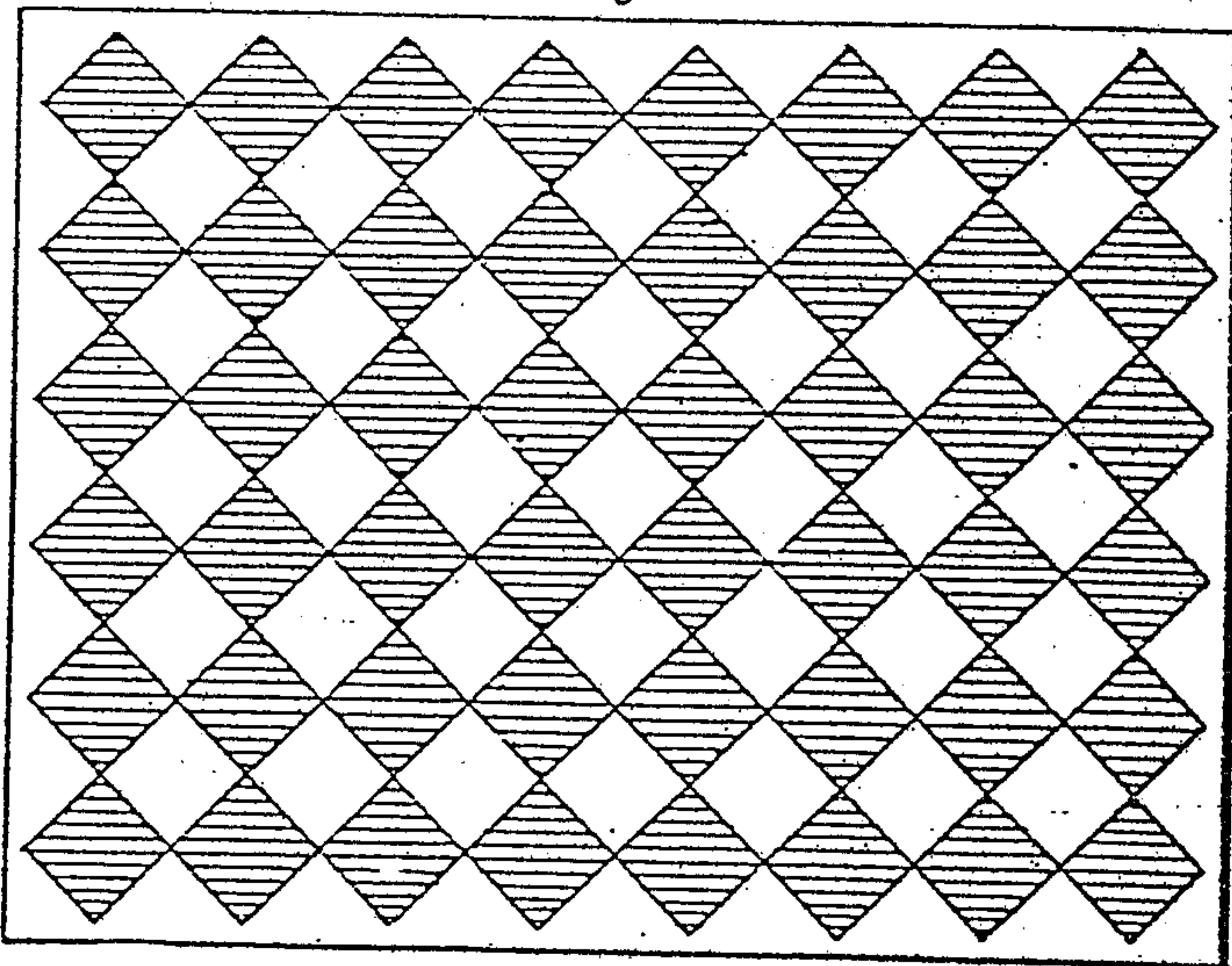


Fig 2



WITNESSES  
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# UNITED STATES PATENT OFFICE.

JOHN L. DIBBLE, OF BROOKLYN, NEW YORK.

## GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 293,868, dated August 28, 1883.  
Application filed July 23, 1883. (No model.)

*To all whom it may concern:*

Be it known that I, JOHN L. DIBBLE, a citizen of the United States, residing at Brooklyn, in the county of Kings and State of New York, have invented a new and useful Improvement in Game Boards or Tables for use in Playing the Game of Checkers, of which the following is a specification.

The object of my invention is to provide a game board or table upon which the well-known game of checkers (or draughts) may be played without modification of its customary rules, except as to placing of the checkers at the opening, and which will also permit a greater variety of moves of the checkers or playing-pieces, thus affording new combinations of attack and defense, and which will further permit of all the playing-spaces on the board being utilized for the purposes of the game, instead of using only alternate spaces, as is usual in the game of checkers.

The checker-board in common use has usually sixty-four square playing-spaces arranged in a quadrangular group, the sides of the playing-spaces being parallel with the sides of the group.

My improvement consists in arranging the playing-spaces in a quadrangular group, with the diagonal diameters of the playing-spaces parallel to the sides of the group.

Figure 1 represents a plan of the improved board or table. Fig. 2 represents a modification of the same.

The game is to be played with a suitable number of checkers of the usual well-known form. Referring to Fig. 1, the checkers of one player are to be arranged on the three rows of spaces nearest one side of the board, and the checkers of the opposing player are to be arranged on the three rows of spaces nearest the opposite side. The players, playing alternately, are privileged to move one checker one space, either directly or obliquely forward toward the opposite side, it being understood that when a player captures one or more of his opponent's checkers by "jumping," as is customary in the game, the jumping move must be made in an oblique direction or directions. This privilege of moving the checkers either directly or obliquely forward makes many new combinations of attack and

defense possible, and affords the players additional opportunity for the exercise of their skill. One advantage of the arrangement of the playing-spaces may be here shown. (See Fig. 1.) *c* and *d* represent two checkers, one of each of the players, in the position as shown; the two pieces mutually hold each other in check, it being impossible for either to be moved without its risking capture by its opponent's next move. With the board as ordinarily arranged, and the privilege of moving the checkers either directly or obliquely forward, as described, being granted, it would be impossible for the player to successfully resist the advance of one of his opponent's checkers with a single checker of his own set.

It will be manifest to those skilled in the game of checkers that by omitting the privilege of the players moving the checkers directly forward toward their opponent's side and confining the play to moves in a diagonal direction the game may be played substantially in accordance with the customary rules.

I do not fix arbitrarily the number of playing-spaces or the number of checkers to be used. The number of spaces or the number of checkers may be increased or diminished, care being taken that the number of checkers be so proportioned to the total number of playing-spaces that when they are placed in position on opposite sides of the board there be sufficient number of unoccupied spaces between the two groups to permit of opening moves at the beginning of the game.

In arranging the spaces in a quadrangular group it is not necessary that the group be in the form of a square. Fig. 2 shows a board with an oblong group of spaces. As shown in this figure, the board is adapted to be played upon with a set of forty-eight checkers, twenty-four being assigned to each player, one player occupying with his checkers the three rows of spaces on one of the longer sides of the board, and the other player occupying the three rows of spaces on the opposite side of the board.

I consider this form of the board most advantageous when a large number of checkers are used, for if the spaces be arranged in an equilateral group the checkers must either be massed together in such manner that many of them cannot be used until the game is well



advanced, or the unoccupied space between the players will be so great as to make the opening of the game tedious.

I attach especial importance to the form shown in Fig. 1, consisting of fifty playing-spaces arranged in rows of five spaces each, and as the three rows nearest to either of the sides of the board upon which would be placed the checkers of one of the players at the opening of the game contain fifteen playing-spaces, the board is thus best adapted to be played upon with a set of thirty checkers—fifteen to each player. The common sets of checkers in general use, and which are extensively sold in sets of thirty pieces, (fifteen of each of two contrasting colors,) are therefore adapted for use upon the board in this form: and, further, as the common form of checker-board has sixty-four playing-spaces, the economy of space in the arrangement of the spaces, as herein described, is apparent.

It will be seen in Fig. 1 that in each of the corners *a* and *b* there are two playing-spaces, and that in each of the other corners there is but one playing-space; and in Fig. 2 it will be seen that there is but a single playing-space in each of the four corners. On further comparison of the two figures, it will be seen that in Fig. 1 there is an even number of spaces, and that in Fig. 2 there is an odd number of spaces. Whenever an odd number of spaces is chosen for the board, and they are arranged in a quadrangular group, there will be but a single playing-space in each of the four corners of such group. Whenever an even number of spaces is chosen for the board, and they are arranged in a quadrangular group, there will be two playing-spaces in two of the corners of the group and but a single playing-space in the other two corners: or there will be two playing-spaces in each of the four corners of such group. Either form may be used;

but I consider the arrangement resulting in the two double-spaced corners, as in Fig. 1, preferable, inasmuch as both the double and single corners may be used to advantage in playing the game, as will be well understood by those skilled in the art.

Similar results to those obtained by this invention may also be obtained by a board having a group of hexagonal playing-spaces. Such a board I have described in my application for Letters Patent for an "improvement in game-boards and appurtenances thereto," filed March 7, 1883; but the board herein described I regard as an improvement upon that invention, inasmuch as when it is desirable to make the playing-spaces of different-colored woods inlaid or glued upon its surface, or by attaching pieces of differently-colored leather, the simpler form of the spaces permits the material to be cut to better advantage, and the board may be produced at less cost.

Having fully described my invention, what I desire to claim and secure by Letters Patent is—

1. A checker-board having a quadrangular group of adjoining quadrangular playing-spaces arranged with their diagonal diameters parallel to the sides of the group, substantially as described.

2. A checker or game board having a quadrangular group of fifty adjoining quadrangular playing-spaces arranged with their diagonal diameters parallel to the sides of the group and in such manner that there be two playing-spaces in two of the corners of the group, and but a single playing-space in the remaining two corners of the group.

JOHN L. DIBBLE.

Witnesses:

C. H. PATTERSON,  
DEPUTY JUDGE.