

No. 689,137.

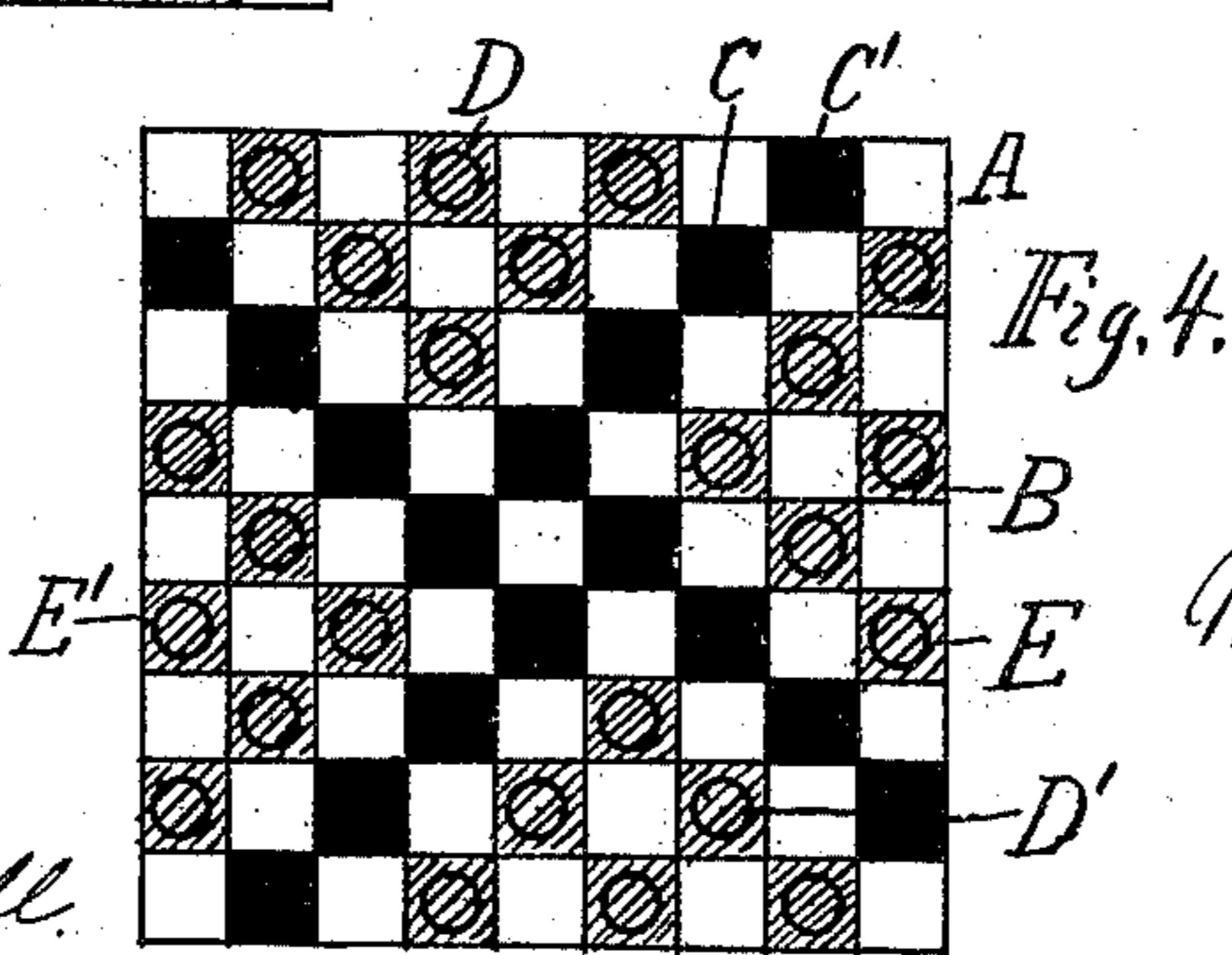
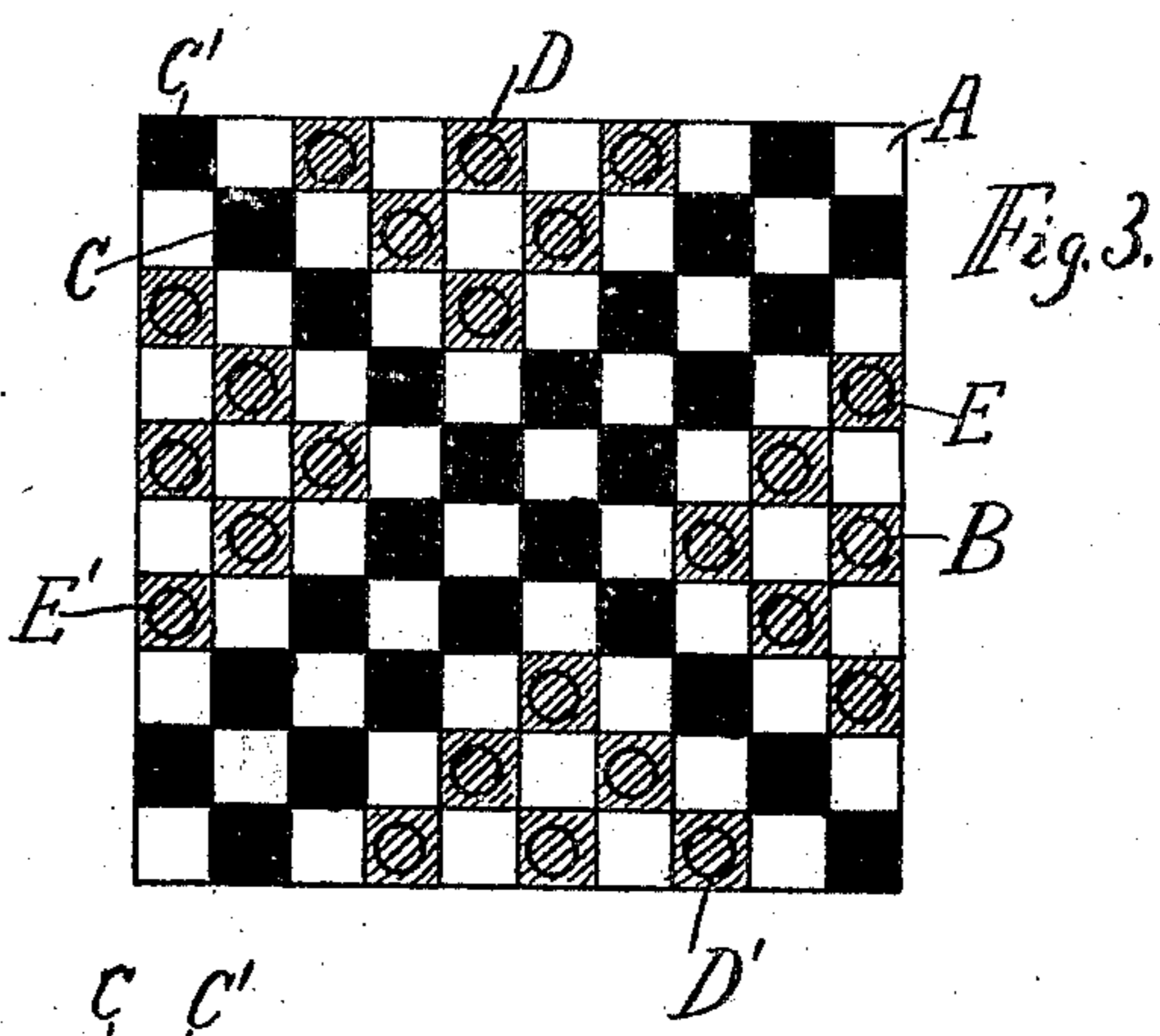
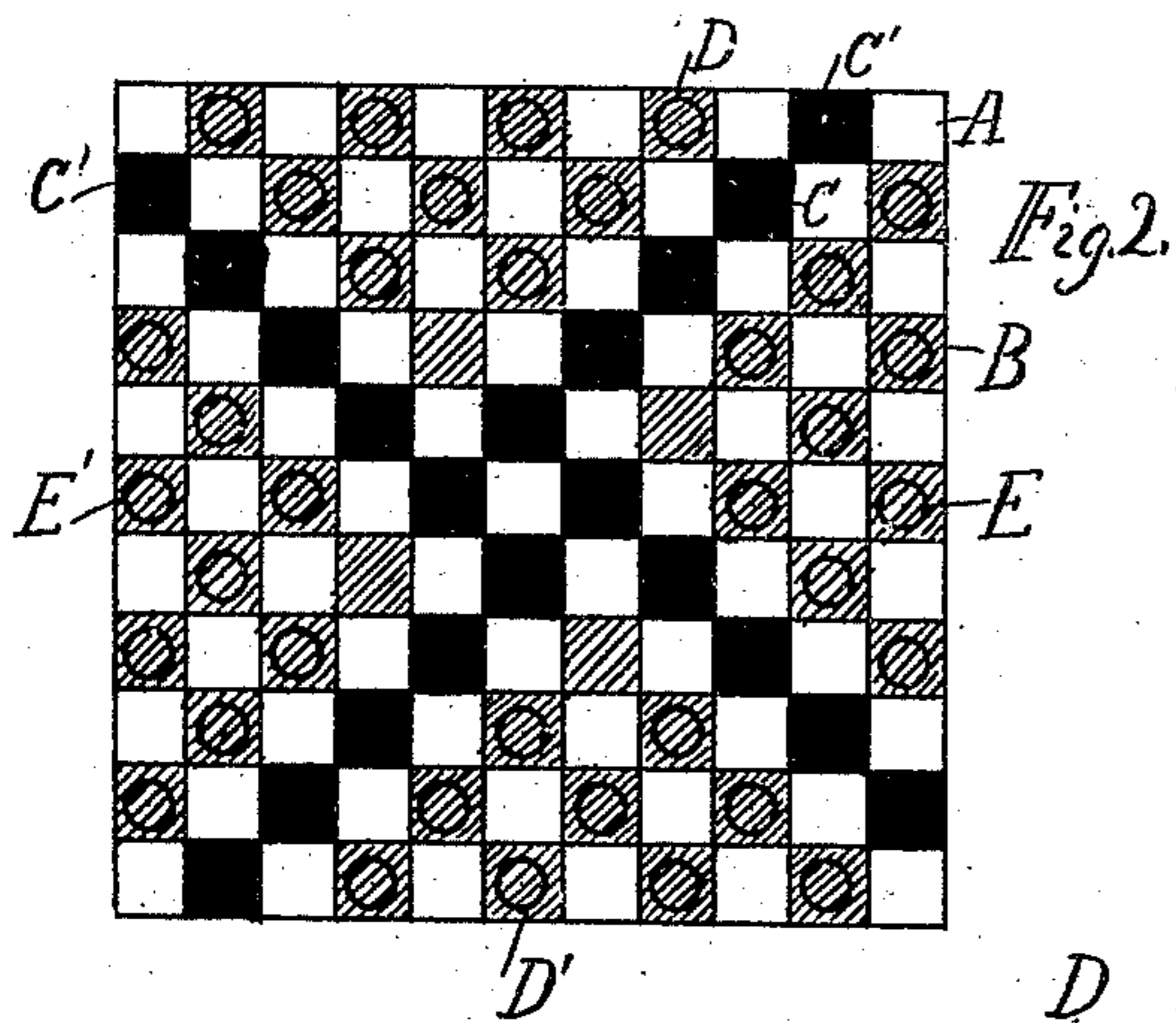
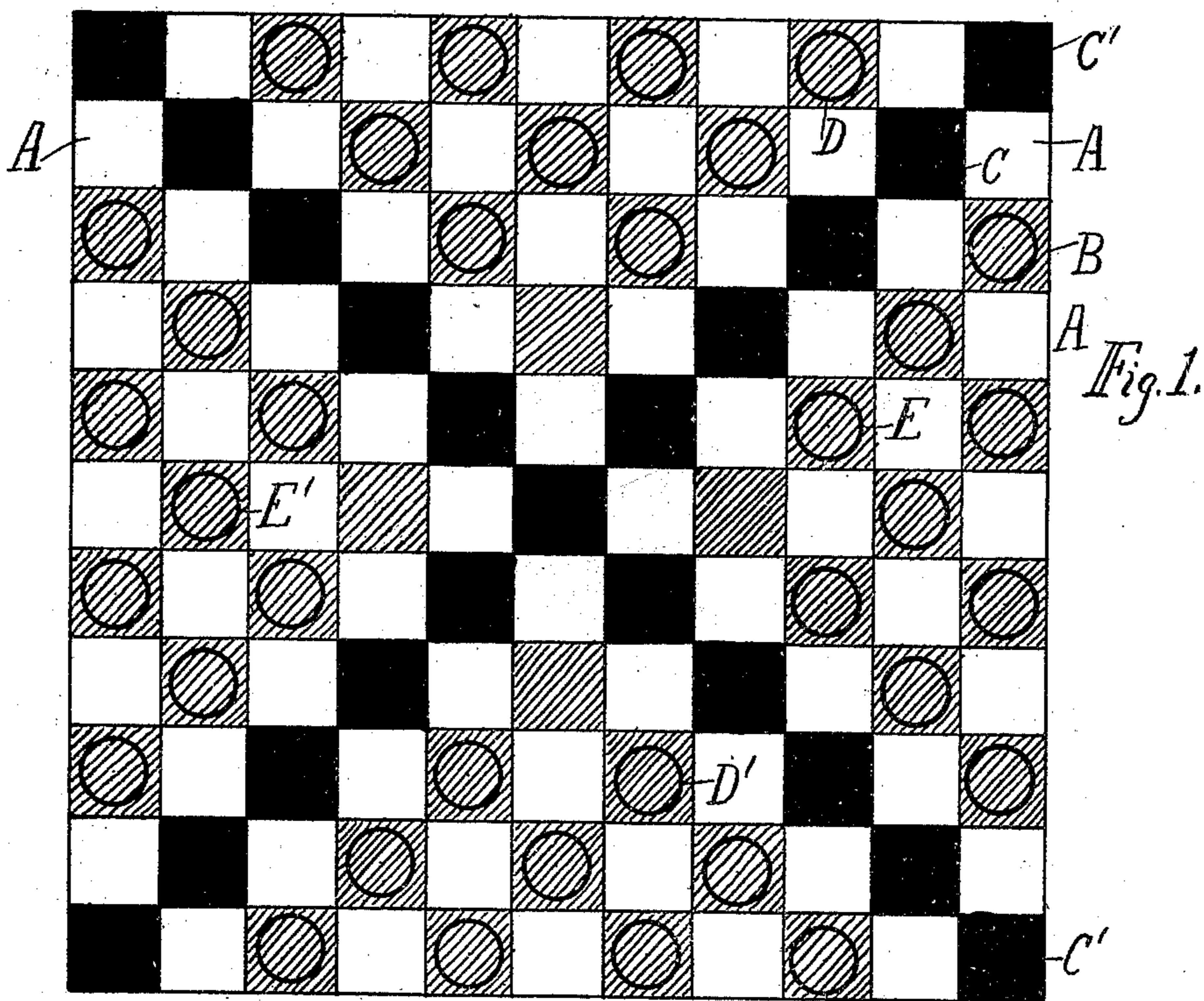
Patented Dec. 17, 1901.

W. H. SNYDER.

GAME BOARD.

(Application filed Sept. 9, 1899.)

(No Model.)



Witnesses.

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GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 689,137, dated December 17, 1901.

Application filed September 9, 1899. Serial No. 730,035. (No model.)

To all whom it may concern:

Be it known that I, WARD H. SNYDER, a citizen of the United States, residing at the city of Kalamazoo, in the county of Kalamazoo and State of Michigan, have invented certain new and useful Improvements in Game-Boards, of which the following is a specification.

This invention relates to improvements in game apparatus.

The object of this invention is to provide an improved construction of game-board whereby a game somewhat similar to checkers can be played by as many as four players, either playing as partners or independently, although the game in itself is a distinct improvement over the old game of checkers on account of the increased possibilities for situations and combinations of the men or pieces.

I accomplish the object of my invention by the devices and means illustrated in the accompanying drawings, forming a part of this specification, in which—

Figure 1 is a plan of my improved game-board in its preferred form. Fig. 2 is a slight modification of the same. Fig. 3 is a still further modification, and Fig. 4 is still another modification.

In the drawings similar letters of reference refer to similar parts throughout the several views.

Referring to the lettered parts of the drawings, in Fig. 1 it will be observed that the board is square and is divided into squares which are varied in their appearance. Each alternate square A is light, and the squares extending diagonally from corner to corner of the board are black, colored, or otherwise marked to distinguish them from all of the remaining squares, and the board is thus divided into four fields. The remaining squares B, which alternate with the light squares, are made of a different color or are still further distinguished from the squares A and C. The squares C' in the corners or at the outer ends of the diagonal rows C are what is known as the "king-spot" squares. Each player places nine pieces on the board in front of him, as indicated by the rings D E D' E', the opposite players or the players holding the pieces D D' being partners and the players holding the pieces E E' being partners. The pieces D D',

I preferably color red and yellow and the pieces E E', I color, respectively, black and blue, although they may be otherwise distinguished. It will thus be seen that one side has dark colors and the opposite side light colors and that the pieces of each player are distinguished.

In playing the game after the checkers or pieces have been placed as indicated in the various figures one party, determined by agreement or lot, leads in the game. The movements are the same as in the game of checkers, except when the piece or man is moved on the specially-distinguished diagonal lines C, when the player, instead of moving a single square at a time, is entitled to move entirely across the board provided the line of squares is unobstructed. The men or pieces become "kings" as fast as they can be moved onto the king-spots opposite the player, the same rules applying as to the kings as in the ordinary game of checkers, the kings being allowed to move in any direction on the squares, whereas the men or pieces before they become kings can only move in a forward direction.

I have described the game particularly in connection with the illustration appearing in Fig. 1; but, as is very clear, the diagonals can be varied in their position, the number of squares can be increased or diminished, and the game be indefinitely varied. In Figs. 2 and 4 the diagonals do not run entirely across the board. In Fig. 3 I show a double row of diagonals, in which instance I prefer to have but a single king-spot on each side, occurring in the single corners, although squares on the opposite side might be designated as king-spots, if the players so choose.

I have chosen to indicate the position of the men in the game only by circles, no further illustration being deemed necessary. The squares and men may be distinguished from each other by any suitable means, as by difference in the coloring or shading or by difference in characters or other decorations placed upon them. The particular form of the spots on the board is not material.

I desire to remark that the rules for playing the game may be varied and will no doubt develop. The entire rows of diagonal squares, for instance, may be designated as "king-

rows" and the pieces be restricted in their movement to a single square in each instance. These are merely regulations or rules and do not affect the form and characteristics of the apparatus. The board is not necessarily restricted to a square board, but may be in various geometrical forms. The lines of distinguished squares are along the line of squares of the same color corresponding to the squares arranged corner to corner on a checker-board.

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

1. A game-board square in formation with the spots alternately varied, and king-spots with diagonal rows of spots extending from the corners toward the center, suitably distinguished from the remaining spots and dividing said board into four fields for the arrangement of pieces; and sets of pieces suitably distinguished from each other to be placed within the said fields on said board for use as specified.

2. A game-board, square in formation, with the spots alternately varied, and king-spots with diagonal rows of spots extending from the outside of said board toward the center, suitably distinguished from the remaining spots and dividing said board into four fields for the arrangement of pieces; and sets of

pieces suitably distinguished from each other to be placed within the said fields on the board for use as specified.

3. A game-board having a checkered surface with the spots alternately varied, and king-spots with diagonal rows of spots extending from the corners toward the center, suitably distinguished from the remaining spots and dividing said board into four fields for the arrangement of pieces; and sets of pieces suitably distinguished from each other to be placed within the said fields on said board for use as specified.

4. A game-board, having a checkered surface, with the spots alternately varied, and rows of spots, the spots arranged in such rows, corner to corner, extending from the outside toward the center, suitably distinguished from the remaining spots, and dividing said board into four fields for the arrangement of pieces; and sets of pieces suitably distinguished from each other to be placed within the said fields on the board for use as specified.

In witness whereof I have hereunto set my hand and seal in the presence of two witnesses.

WARD H. SNYDER. [L. S.]

Witnesses:

OTIS A. EARL,

CASSA M. CHAPPELL.