

No. 815,960.

PATENTED MAR. 27, 1906.

S. E. KUHN.  
GAME BOARD.

APPLICATION FILED DEC. 11, 1905.

Fig. 1.

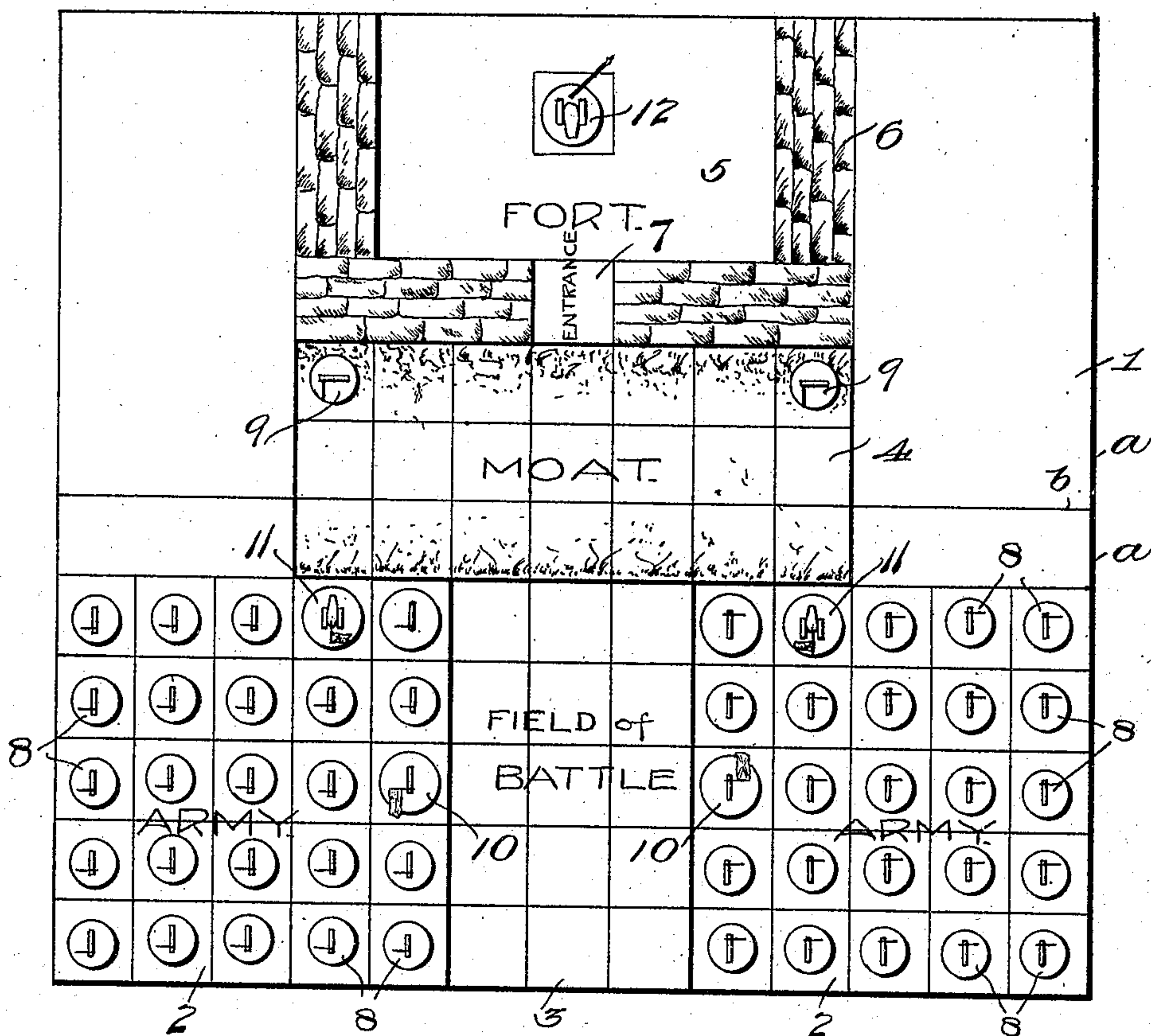


Fig. 2.

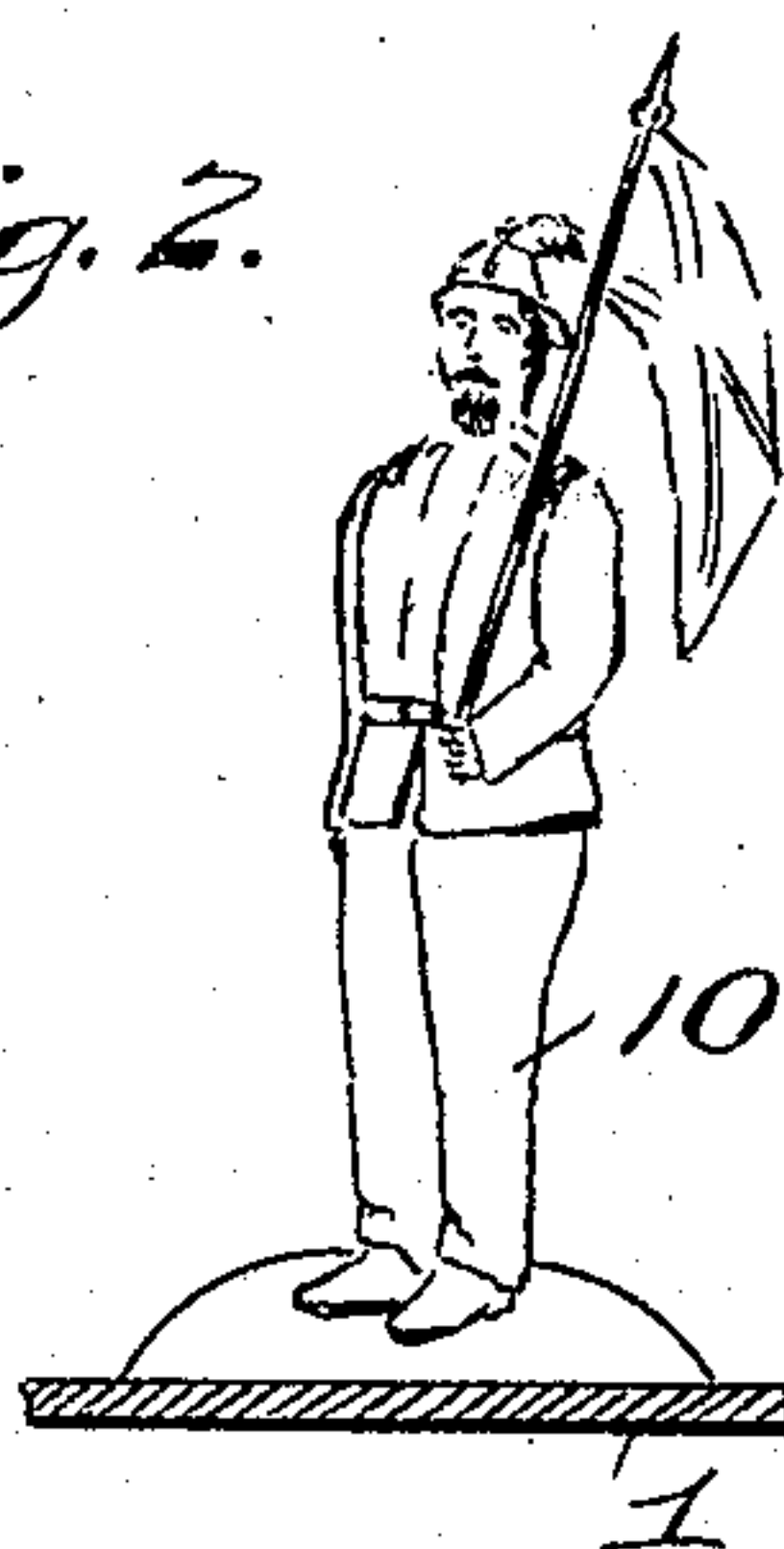


Fig. 3.

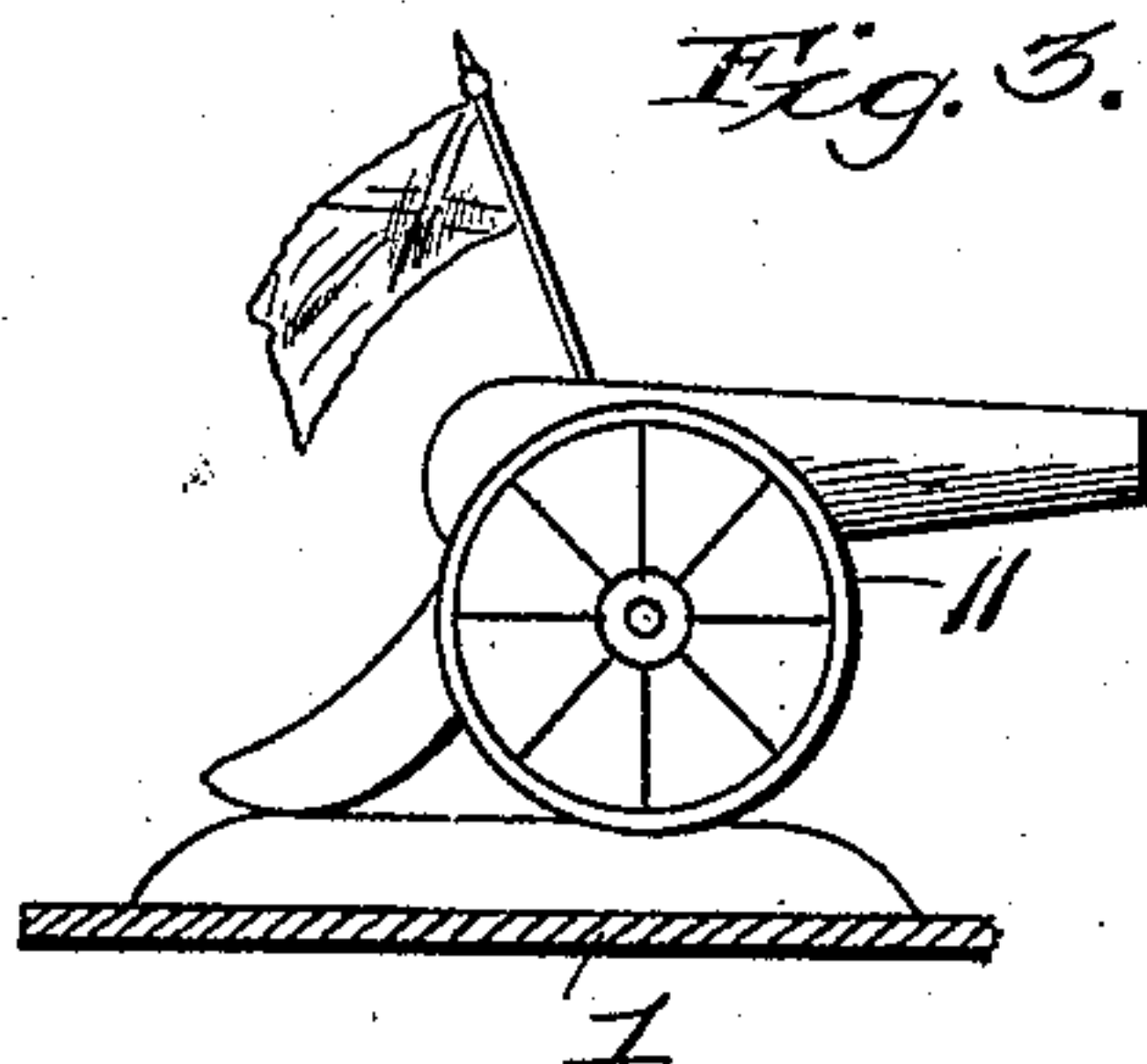
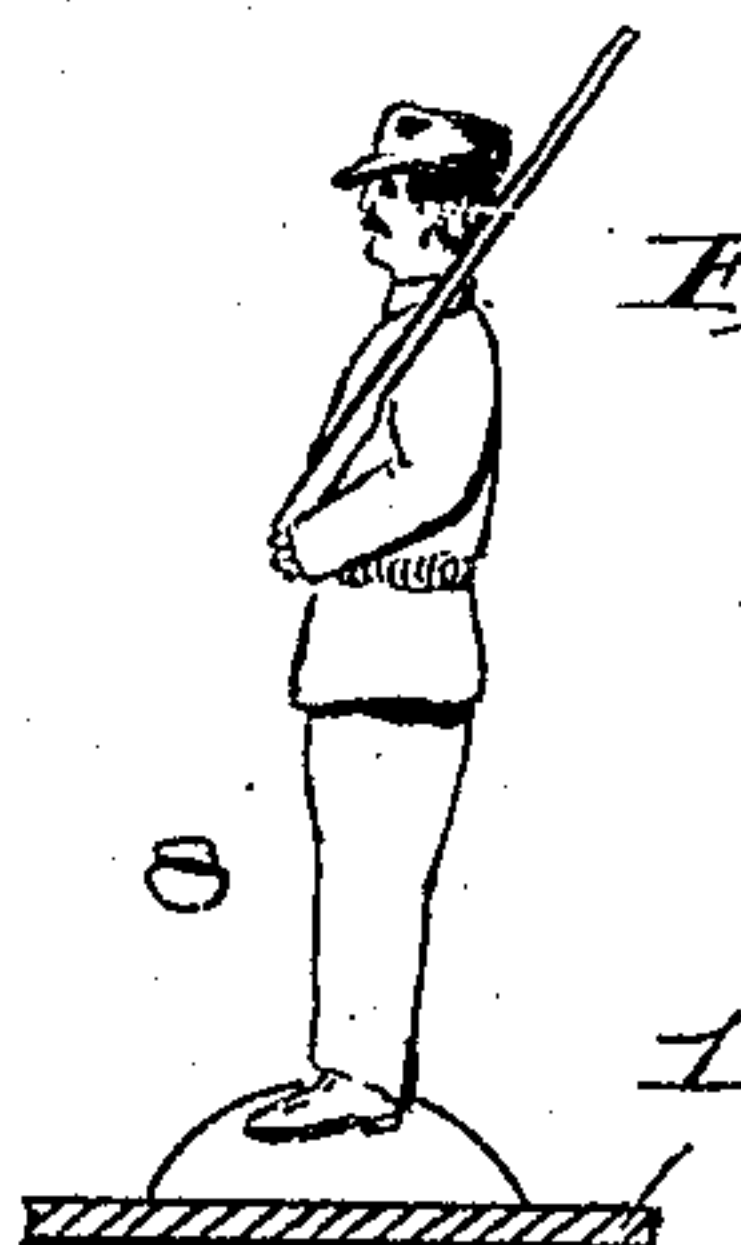


Fig. 4.



Witnesses

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# UNITED STATES PATENT OFFICE.

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## GAME-BOARD.

No. 815,960.

Specification of Letters Patent.

Patented March 27, 1906.

Application filed December 11, 1905. Serial No. 291,308.

*To all whom it may concern:*

Be it known that I, SARAH E. KUHN, a citizen of the United States, residing at Washington, in the District of Columbia, have invented new and useful Improvements in Game-Boards, of which the following is a specification.

This invention relates to games and game apparatus, and has special reference to an improved form of game-board designed specially for playing a game with movable game pieces or figures which are manipulated over a checkered surface in a manner somewhat similar to the games of checkers and chess, but embodying principles of movement in connection with a peculiarly-designed playing-surface whereby great interest and zest is given to the game.

To this end the invention primarily contemplates a game-board of the checkered type embodying means in connection with the movable game-pieces for playing what may be characterized as a "war" game, representing a battle of opposing forces for the position of an objective, such as a fort. In this connection the invention has in view a novel arrangement of stations for the opposing forces or armies in connection with a field of battle and an obstruction-field or moat over which the pieces or men may be moved checker fashion, according to certain prescribed rules before entrance into the objective or fort can be had. The novel arrangement of checkered fields on the playing-surface of the board in connection with the single objective or fort provides a game representing what may be properly termed a "siege," such, for instance, as the siege of Port Arthur or the like.

The essential features of the invention involved in the novel arrangement of checkered fields is susceptible to structural modification without departing from the scope of the invention, but a preferred embodiment thereof is shown in the accompanying drawings, in which—

Figure 1 is a plan view of a game-board embodying the present invention. Figs. 2, 3, and 4 are sectional views of fragments of the game-board, showing thereon game pieces or figures of the type preferably employed in carrying out the invention.

Like references designate corresponding parts in the several figures of the drawings.

In carrying out the present invention the body portion 1 of the game-board is of the

common type usually employed in connection with the games of checkers, chess, parcheesi and the like and is usually made in separate sections *a a*, hinged together, as at *b*, on a suitable fold-line for convenience in handling. The present invention contemplates laying off the playing-surface of the board 1 into a plurality of fields, certain of which are divided up into regular rows of squares, thereby forming checkered fields which preserve a certain definite relation for the purposes of the game which is played thereon. The right-angulantly intersecting lines forming all of the checkered fields are so arranged that there is a continuity of the rows of squares from one checkered field into another, thus admitting of the movement of the game-pieces from one field into another according to the rules of the game.

The special relation occupied by the several checkered fields is plainly shown in Fig. 1 of the drawings. Referring to this figure, it will be observed that the board is provided on opposite portions of its playing-surface with the diametrically opposite station-fields 2, constituting army stations or army positions for the movable game-pieces representing the opposing armies which are supposed to battle for the possession of an objective in the shape of a fort. The opposite fields 2 are made up of any desired number of squares, according to the size of the opposing forces, and directly between and adjoining the said fields 2 the playing-surface of the board is formed with a checkered battle-field 3, which is the common field of battle for both forces. A distinctive feature of the invention resides in providing on the playing-surface of the board a checkered field 4, which may properly be termed an "obstruction-field," inasmuch as the same is intended to represent a moat lying between the station-fields and field of battle and an unchecked objective field 5, which is preferably placed in an extreme position at one side or one end of the playing-surface of the board. The checkered obstruction field or moat 4 is arranged across one end of the battle-field in the line of advance of the game-pieces and also overlaps the contiguous corner portions of the army positions or stations 2, as plainly shown in the drawings. The objective field is arranged to represent an unchecked space inclosed within an outline or border 6, representing the wall of a fort which is interrupted at one point by a single square or



space 7, constituting a projection from the checkered field 4, and such single square space provides a position which may be occupied by one of the game-pieces or men as a step to complete entrance into the fort or otherwise utilized, as may be prescribed by the rules.

In the preferable form of game played on the board each of the opposing forces consists of a plurality of movable game-pieces 8 representing privates carrying guns, one game-piece representing a sharp-shooter 9, one game-piece 10 representing a general or flag-bearer carrying a flag, one game-piece 11 representing a cannon with a flag, while within the fort is intended to be arranged a game-piece 12, representing a cannon with a flag-staff only. It will be observed that it is preferable in carrying out the game to place the cannon 11 of each side in a square of the station-fields 2, overlapped by the obstruction-field 4, and to arrange a sharp-shooter 9 for each side in one end of the obstruction-field or moat 4. It is the object of each of the opposing forces by alternate moves to take possession of the field or fort 5 by marshaling the greater number of men within the fort and planting its flag in the flagstaff of the piece 12. Hence it is the aim of the general to lead his men toward and into the fort and to carry the flag to the flagstaff.

Various rules may be provided for the movement of each of the different pieces to render it more or less difficult for the opposing forces to reach positions where entrance can be effected to the field 5; but ordinarily each private may be moved one square or block forward or backward in the direction of the moat, but after reaching the moat of obstruction-field 4 he is compelled to follow the blocks or squares of the obstruction-field in any direction except back toward the battle-field. Each piece representing a private may capture any piece of the enemy by jumping. The piece 9 representing the sharp-shooter of each army moves entirely within the area of the field or moat 4 without entering the field or fort 5. Special moves are as-

signed to the general or flag-bearer 10 and also to the cannon, so that the general object may be carried out of protecting the men and flags from capture, while at the same time aiming to capture the men and flags of the opposing forces and making moves with the constant aim of effecting an entrance into the fort from the single square or block 7. Without further reference in detail to each of the large number of possible moves for each of the pieces it is thought that the essential features of the game-board and game will be readily understood without further description.

What I claim is—

1. A game-board of the class described provided on its playing-surface with diametrically opposite spaced checkered station-fields representing positions for movable game-pieces, a common checkered field lying between and adjoining said station-fields, a checkered obstruction-field arranged across and adjoining one end of the said common field, and an objective field arranged at one side and adjoining the obstruction-field and including a single square representing an entrance thereto.

2. In a game of the class described, the combination of the game-board having on its playing-surface diametrically opposite checkered fields, a common checkered battle-field between the station-fields, a checkered obstruction-field arranged across one end of the battle-field and overlapping the contiguous corners of the station-fields, and an unchecked objective field representing a fort and including a single square representing an entrance from the obstruction-field; movable game-pieces arranged for movement on the station-fields and movable into the field of battle and across the obstruction-field, and single game-pieces movable entirely within the obstruction-field.

In testimony whereof I affix my signature in presence of two subscribing witnesses.

SARAH E. KUHN.

Witnesses:

D. P. WOLHAUPTER,  
A. M. PARKINS.