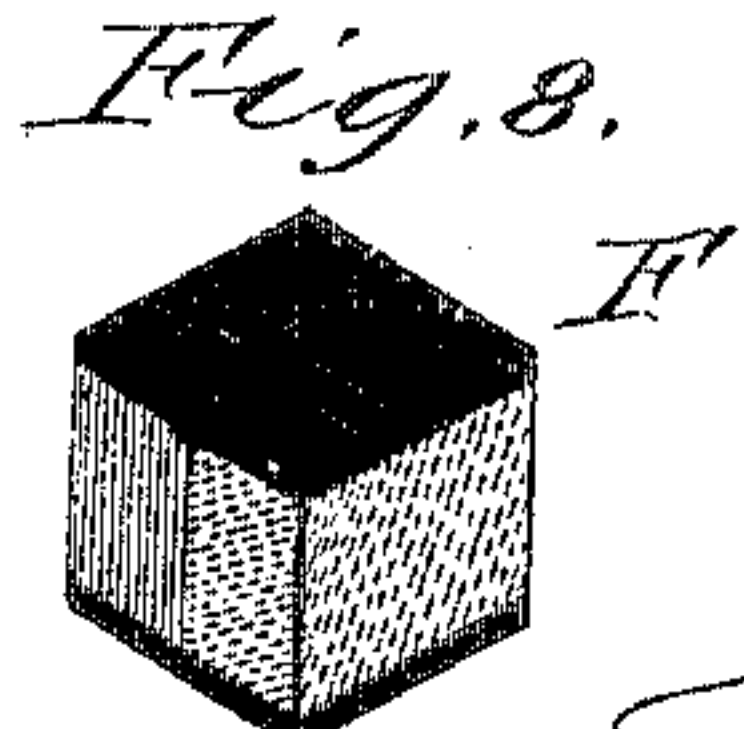
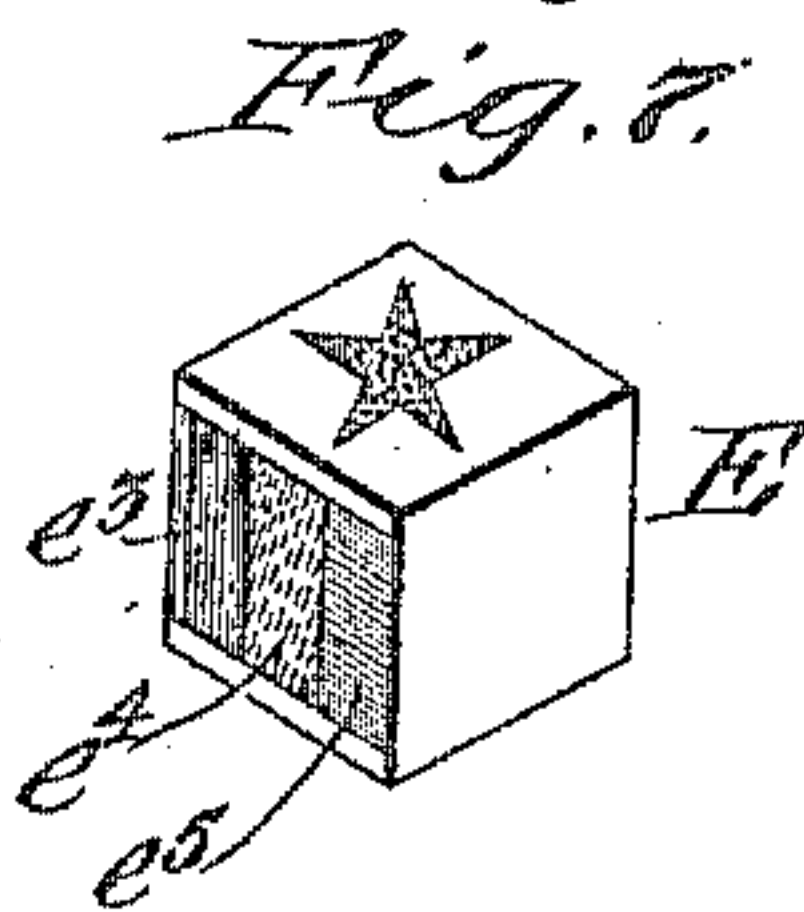
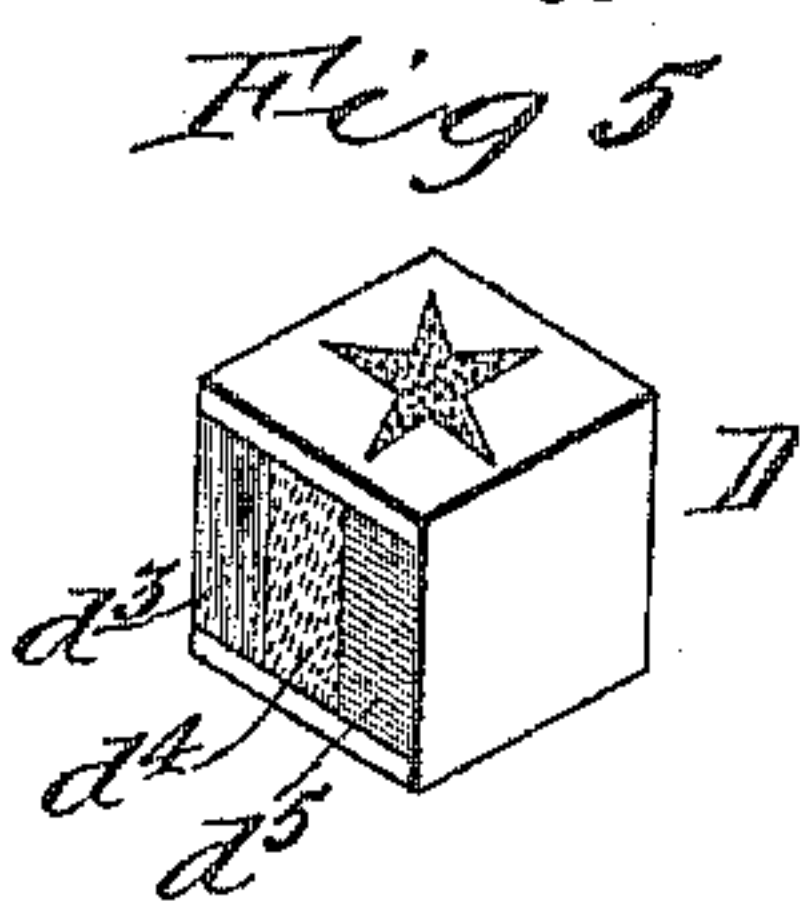
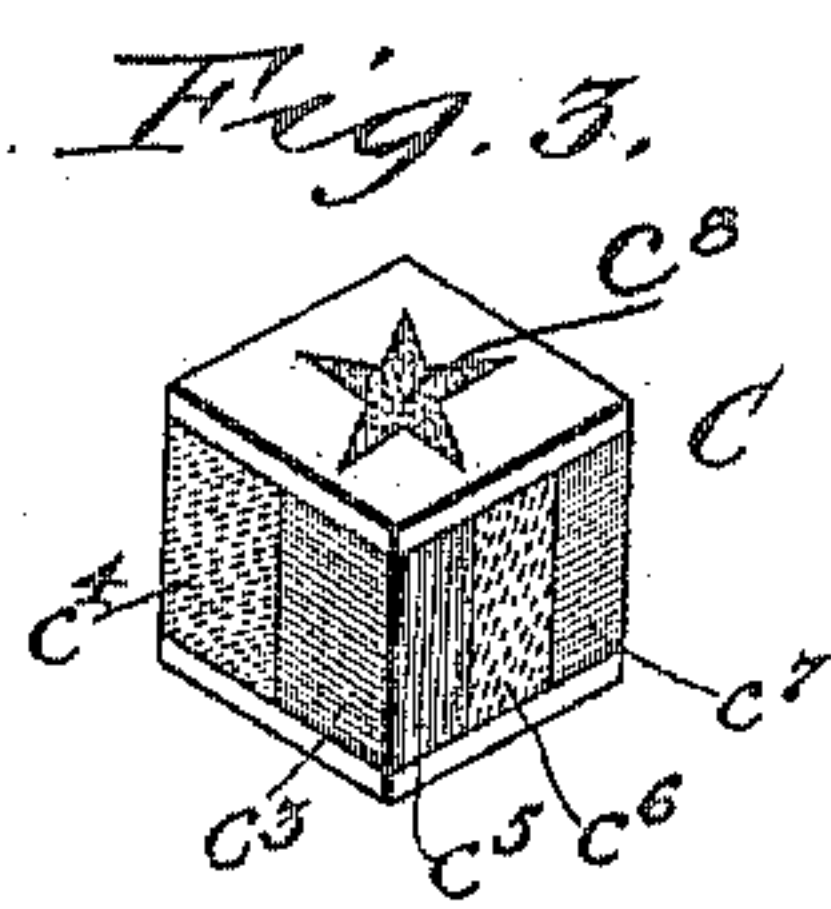
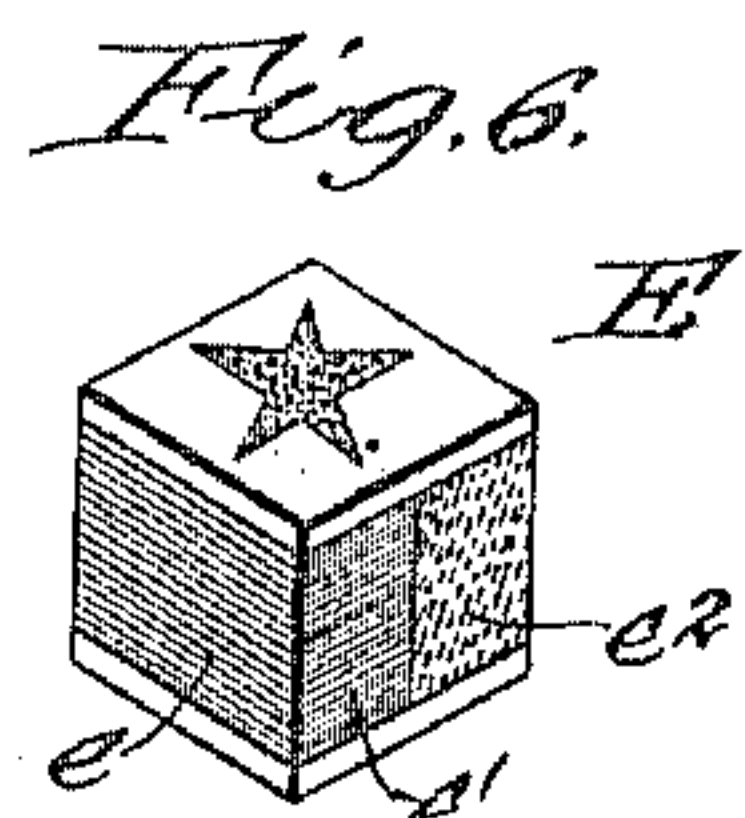
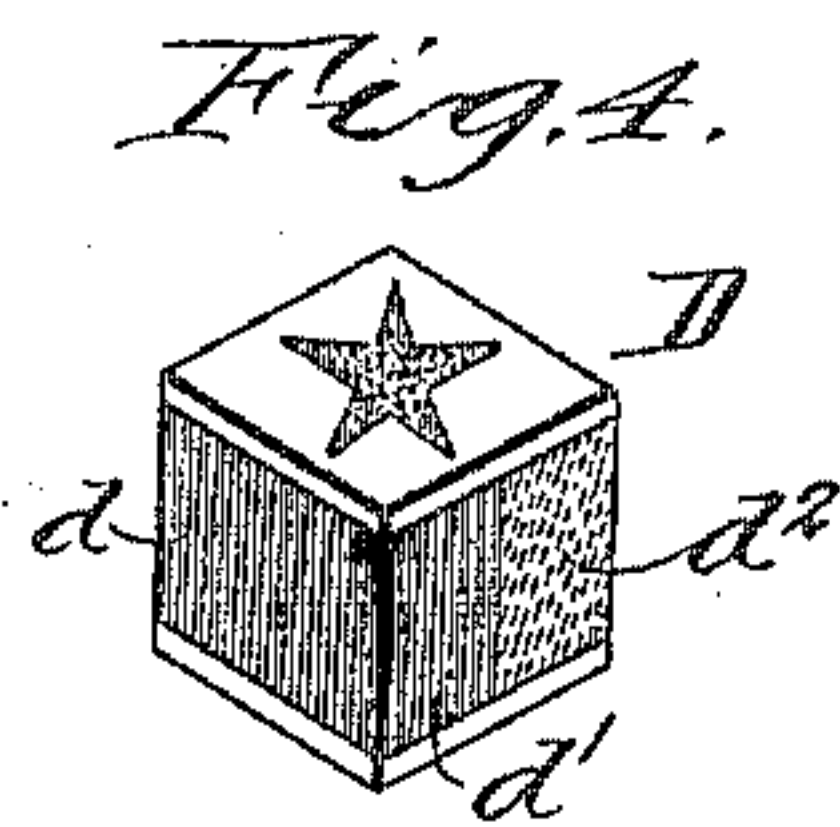
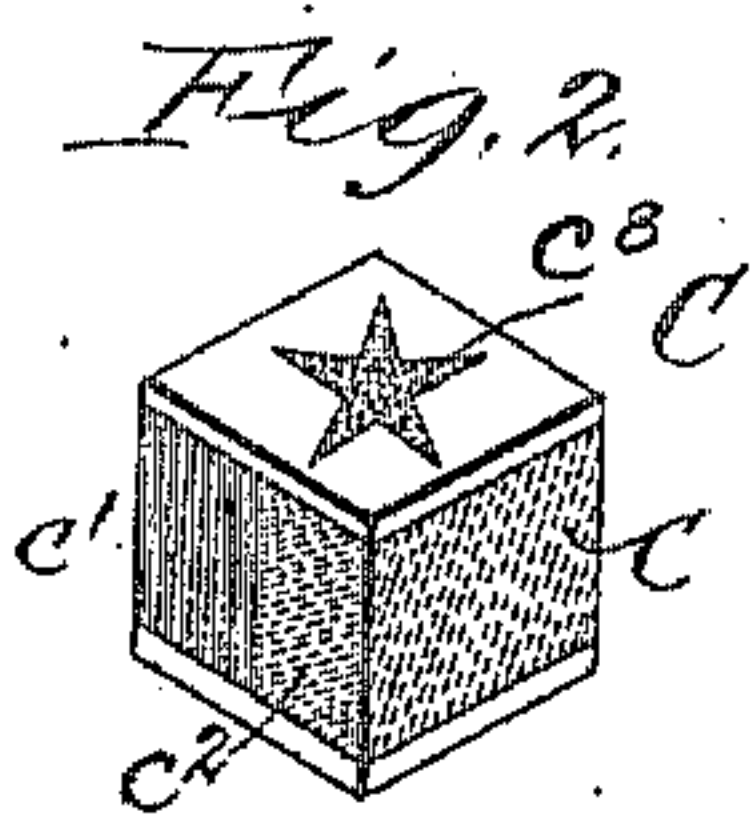
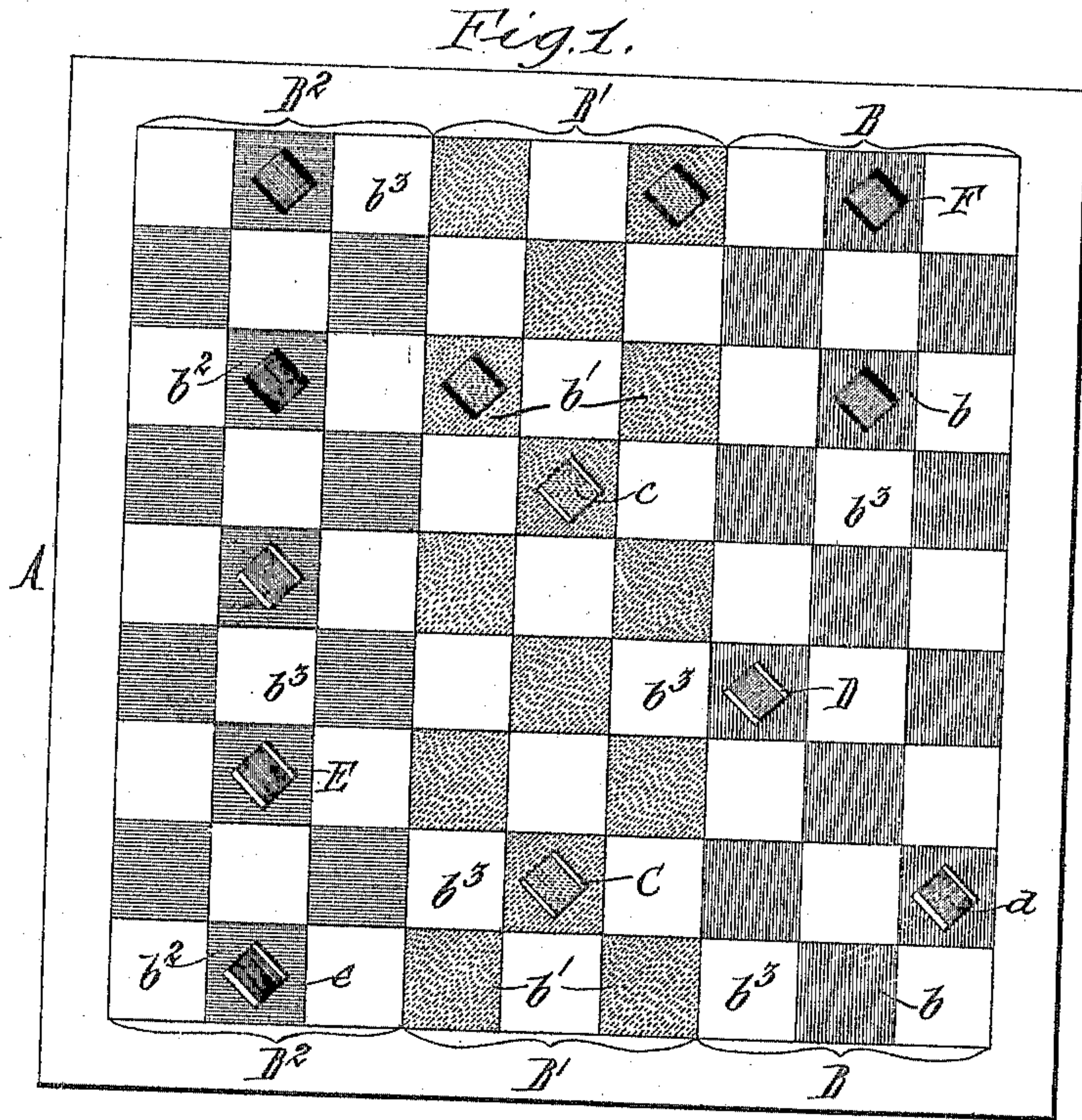


No. 817,233.

PATENTED APR. 10, 1906.

J. V. EMMERLING.
GAME APPARATUS.
APPLICATION FILED OCT. 30, 1905.



Witnesses:
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UNITED STATES PATENT OFFICE.

JOHN V. EMMERLING, OF BUFFALO, NEW YORK.

GAME APPARATUS.

No. 817,233.

Specification of Letters Patent.

Patented April 10, 1906.

Application filed October 30, 1905. Serial No. 284,978.

To all whom it may concern:

Be it known that I, JOHN V. EMMERLING, a citizen of the United States, residing at Buffalo, in the county of Erie and State of New York, have invented a new and useful Improvement in Game Apparatus, of which the following is a specification.

This invention relates to an improved checker-game; and its object is to provide a modified form of the game which affords a greater variety of moves or plays than ordinary checkers, thus rendering the game more interesting.

In the accompanying drawings, Figure 1 is a plan view of the game-board. Figs. 2 and 3 are perspective views showing different faces of one of the light pieces belonging to the central or white field of the game-board. Figs. 4 and 5 are similar views of such a piece belonging to the red field. Figs. 6 and 7 are similar views of such a piece belonging to the blue field. Fig. 8 is a perspective view of one of the dark pieces.

Similar letters of reference indicate corresponding parts throughout the several views.

A indicates the game-board, which instead of bearing the ordinary single field of squares is divided into a plurality of fields, preferably three, which are designated B B' B², respectively, in the drawings. The squares b b' b² of the respective fields on which the game is played are of different colors, preferably red, white, and blue, to represent the national colors of the United States, while the intermediate or background squares b³ are of a shade or color contrasting with the squares b b' b².

C, D, E, and F are the men or pieces of the game apparatus, which preferably have the form of cubes or rectangular blocks. The pieces of each player consist of three sets or groups, one for each field of the board. Each of the pieces C corresponding to the white field B' has one face c colored white, this being its main face and denoting the set and field to which it belongs. On another face each of these white pieces has a red stripe c' and a white stripe c², as shown in Fig. 2, on a third face it has a blue stripe c³ and a white stripe c⁴, Fig. 3, and on a fourth face it has red, white, and blue stripes c⁵, c⁶, and c⁷. On one of the remaining two faces it has the representation of a star c⁸ or other suitable mark, which face when turned up indicates that the piece has the power or value of a king. Each of the pieces D corresponding to the red field

B has one face d colored red, denoting the set to which it belongs. On another face it has a red stripe d' and a white stripe d², Fig. 4, on a third face it has red, white, and blue stripes d³ d⁴ d⁵, Fig. 5, and on a fourth face the representation of a star, as shown. Each of the pieces E corresponding to the blue field B² has a face e colored blue to denote the set to which it belongs. On another face it has a blue stripe e' and a white stripe e², Fig. 6, on a third face it has red, white, and blue stripes e³, e⁴, and e⁵, Fig. 7, and on a fourth face the representation of a star.

The pieces illustrated in Figs. 2 to 7, inclusive, belong to one side or player and their top and bottom faces are light, there being thirteen of such pieces, while the corresponding faces of the pieces belonging to the other side, of which one is shown in Fig. 8, have dark or black top and bottom faces, there being also thirteen of these pieces.

In setting the pieces the white ones C are placed on the corresponding squares b' with their white faces c upward, the red pieces D are placed on the corresponding squares b with their red faces d upward, and the blue pieces E are placed on the squares b² with their blue faces e upward, as shown in Fig. 1. The players move alternately, as in ordinary checkers. Ordinarily each piece can be advanced on its own field only; but when the opportunity offers to jump an opponent's piece it may land on either of the other fields. In that case it adds to its own power the power of moving upon that field to which the jumped piece belonged and also the field upon which it lands. To indicate this additional power, that face is turned upward which bears the three stripes corresponding to the color of its own field and those of the other two. For example, if a white piece jumps a red one it has the power to move upon the red and the white fields B B' and its face bearing the two red and white stripes c' c² is turned upward to indicate its changed character. If the same piece then jumps a blue piece, it acquires the further power of moving upon the blue field B² and its face with the red, white, and blue stripes c⁵ c⁶ c⁷ is turned upward, indicating that it may move upon all the fields. Should, for instance, a white piece jump a red piece located on the white field and land upon the blue field, it acquires the power of thereafter moving upon the red and blue fields as well as its own white field. When a player's piece reaches

a square in the first row of his opponent's end of the board, it becomes a king, with power to move forward or backward, as in ordinary checkers, and the face bearing the star is turned upward to indicate that power. If a piece jumps a star-piece, it becomes a king or star-checker itself. It will thus be seen that the various changes in the power of the pieces in moving across the board render the game more intricate than the ordinary game of checkers, enhancing its interest accordingly.

I claim as my invention—

1. A game apparatus, comprising a board divided into a plurality of fields each subdivided into squares or spaces, alternating squares of each field being of the same color but distinguished by different colors from those of the other field or fields, and a set of pieces for each field, the pieces of each set being provided on one portion thereof with a mark corresponding to the companion field and on other portions thereof with marks corresponding to their own field and one or more of the other fields, substantially as set forth.
2. A game apparatus, comprising a board divided into a plurality of fields each subdivided into squares or spaces, alternating squares of each field being of the same color but distinguished by different colors from those of the other fields, and a set of pieces for each field, the pieces of each set each having one face colored to match the squares of the corresponding field, another face provided with stripes corresponding to its own field and the other fields, and a third face bearing stripes corresponding to its own field and one of the other fields, substantially as set forth.
3. A game apparatus, comprising a board divided into a plurality of fields each subdivided into squares or spaces, alternating squares of each field being of the same color but distinguished by different colors from those of the other fields, and a set of pieces for each field, the pieces of one set each having a face colored to match the squares of the corresponding field, another face provided with stripes corresponding to its own field and the other fields, and two additional faces

each bearing a stripe corresponding to the field to which the piece belongs and a stripe corresponding to one of the other fields, the pieces of the other sets each having one face colored to match the squares of the corresponding field, another face provided with stripes corresponding to its own field and the other fields and a third face bearing stripes corresponding to its own field and one of the other fields, substantially as set forth.

4. A game apparatus, comprising a board divided into a plurality of fields each subdivided into squares or spaces, alternating squares of each field being of the same color but distinguished by different colors from those of the other fields, and a set of pieces for each field, the pieces of each set each having one face colored to match the squares of the corresponding field, another face provided with stripes corresponding to its own field and the other fields, a third face bearing stripes corresponding to its own field and one of the other fields, and a fourth face bearing the representation of a star, substantially as set forth.

5. A game apparatus, comprising a board divided into three fields each subdivided into a plurality of squares or spaces, alternating spaces of each field being of the same color but distinguished by different colors from those of the other fields, a set of pieces for the middle field each having a face colored to match the squares of said field, another face provided with stripes corresponding to the middle field and both of the other fields, and two additional faces each bearing stripes corresponding to the middle field and one of the other fields, the pieces belonging to the side fields each having one face colored to match the squares of the corresponding field, another face having three stripes corresponding to the respective fields, and a third face bearing stripes corresponding to its own field and the middle field, substantially as set forth.

Witness my hand this 25th day of October, 1905.

JOHN V. EMMERLING.

Witnesses:

C. F. GEYER,
E. M. GRAHAM.