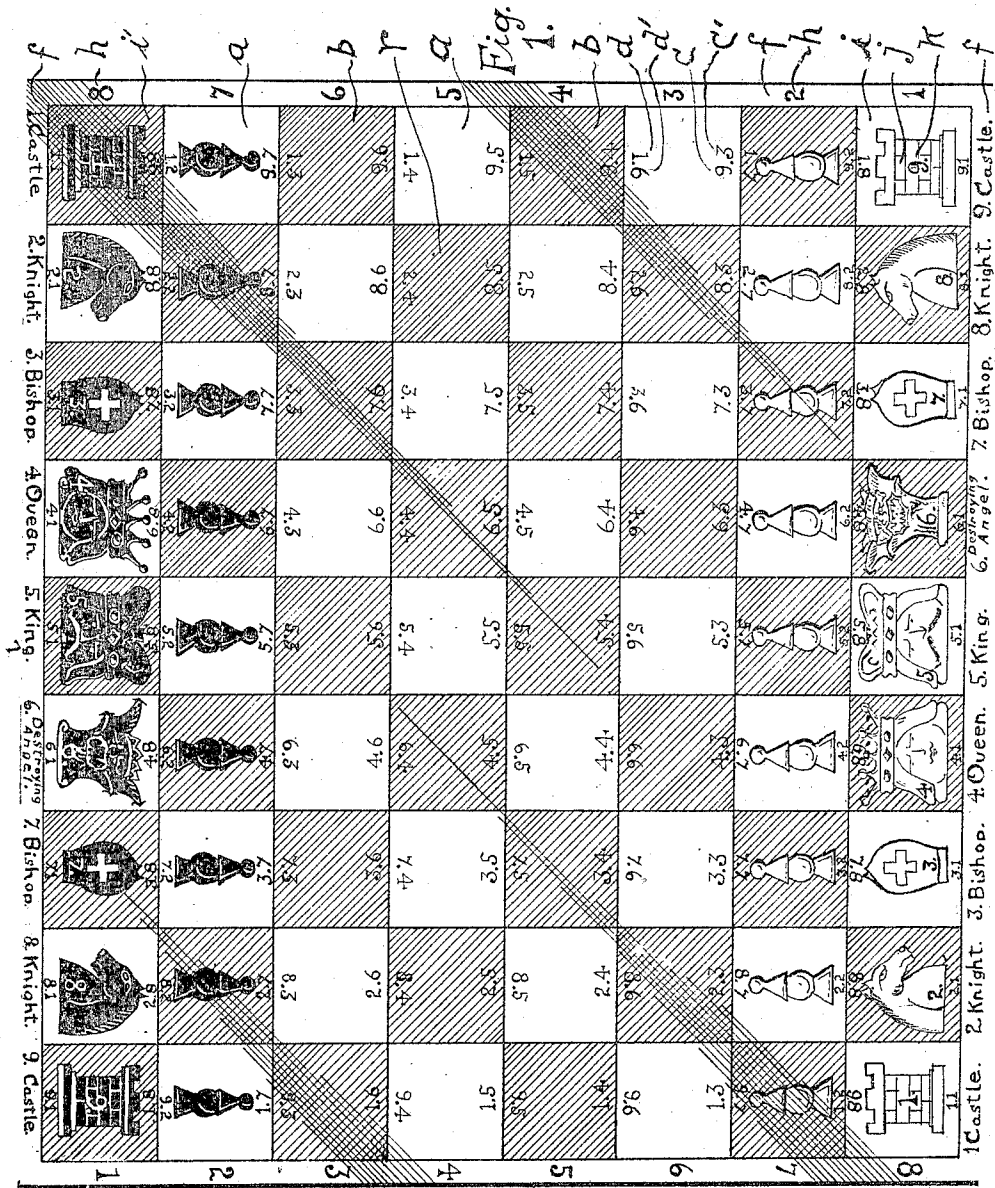


L. P. D'AUTREMONT.
 GAME BOARD.
 APPLICATION FILED DEC. 29, 1914.

1,141,909.

Patented June 1, 1915.



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Fig. 2.

UNITED STATES PATENT OFFICE.

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GAME-BOARD.

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To all whom it may concern:

Be it known that I, LOUIS PAUL D'AUTREMONT, a citizen of the United States, residing in the city of Duluth, in the county of St. Louis and State of Minnesota, have invented certain new and useful Improvements in Game-Boards, of which the following is a specification.

The invention relates to game-boards, and particularly to game-boards comprising a plurality of squares in checker formation, as in the well known checker-board or chess-board; and has as its primary aim to provide an improvement in the well known chess-board, on which improved board a game of chess, better balanced, and superior to the well known game of chess may be played.

A further aim of the invention is to provide an improvement in chess-boards of such a character that the game may be more easily learned, and games played more easily recorded, and games recorded more easily played thereon, than on the well known chess-board.

Another aim of the invention is to provide an improvement in the well known chess-board, on which improved board a game of chess may be played which offers greater opportunity for the exercise of ingenuity and intellectual power, than the game played on the well known chess-board.

Another aim of the invention is to provide an improvement in the well known chess-board, on which improved board a game of chess may be played, in which game a superior player can more quickly defeat an inferior player, than in the game played on the well known chess-board.

Another aim of the invention is to provide an improvement in the well known chess-board, on which improved board a game of chess may be played in which game the player sooner reaches the thick of the game, and which game is of greater interest and of an average shorter duration or length than the game played on the well known chess-board.

Referring to the following description and accompanying drawing: Figure 1 is a plane view of the chess-board embodying the present invention. Fig. 2 is plane view of two of the game-pieces, viz. number one the castle to be placed on the first square at the left, and number six the destroying angel or prime minister to be placed on the

sixth square from the left on the lower horizontal row.

Corresponding and like parts are referred to in the following description and indicated in all the views of the accompanying drawing by the same reference characters.

In the drawing the central portion of the board, which is divided into rows of squares, is indicated in general by the letter *r*, certain of the squares indicated by the letter *a*, corresponding to the red squares of the ordinary chess-board, and others indicated by the letter *b*, corresponding to the black squares of the ordinary chess-board, which squares as in the ordinary checker or chess-board are arranged in checker formation. There are preferably eight rows of squares from the front to the back of the portion *r* and nine rows of squares from the left side to the right side of the portion *r*. Certain of the numbers near the front of the squares and facing the front of the board are indicated by the letters *c c'*, *c* indicating the first digit of the number which digit corresponds to the number below the vertical row of squares in which the square is located, and *c'* indicating the second digit of the number which digit corresponds to the number at the right of the horizontal row of squares in which the square is located. Certain of the numbers near the back of the squares and facing the back of the board are indicated by the letters *d d'*, *d* indicating the first digit of the number which digit corresponds to the number at the top of the vertical row of squares in which the square is located, and *d'* indicating the second digit of the number which digit corresponds to the number at the left of the horizontal row of squares in which the square is located. The portion exterior to the portion divided into squares is indicated in general by the letter *f*, and certain of the consecutive numbers on said portion are indicated by the letter *h*. It will be observed that in respect to the numbers on the board the board represents the same aspect when viewed from the front of the board as when viewed from the back of the board. The first and last horizontal rows of squares are indicated by the letters *i* and *i'*, on which rows are indicia having consecutive numbers, certain of which indicia are indicated by the letter *j*, and certain of which consecutive numbers on said indicia are indicated by the letter *k*. It will be observed that each indicia has one

number and that the numbers run consecutively from the left to the right beginning with the indicia farthest to the left on the first row, and from the left to the right on the last row when viewed from the back of the board.

In Fig. 2 certain of the game-pieces corresponding to the indicia on the first horizontal row of squares are indicated by the letter *l*, and the numbers on the game-pieces are indicated by the letter *p*, which numbers correspond to the numbers on the numbered indicia on which indicia the pieces bearing corresponding numbers are to be initially placed. The game-pieces may be expressed by the numbers on them in playing and recording games, which numbers distinguish between otherwise similar game-pieces as between the left and right castle Nos. 1 and 9, the left and right knight No. 2 and No. 8, and the left and right bishop Nos. 3 and 7. The numbers also distinguish between otherwise similar indicia having numbers corresponding to those of their respective game-pieces.

It will be observed from Fig. 1 that the numbers on the squares and at the ends of the vertical and horizontal rows of squares designate the position of the separate squares and that of any game-piece placed in them, the numbers facing the front of the board giving the precise location and movement of a player's pieces from the front of the board, and the numbers facing the back of the board giving the precise location and movement of the opponent's pieces from the back or opponent's side of the board, thus piece No. 6 moved from square 61 to square 73, expressed 6 f. 61—73, means that game-piece No. 6 has been moved from the square at the junction of the sixth vertical row of squares from the left and first horizontal row of squares to the square at the junction of the seventh vertical row of squares from the left and third horizontal row of squares from the front, and a similar move made by the opponent would be expressed the same, 6 f. 61—73, but if the opponent moved his piece over the same squares of the first player the opponent's play would be expressed 6 f. 48—36, which means that his game-piece No. 6 has been moved from the square at the junction of the fourth vertical row of squares from the left of his side of the board and the eighth horizontal row of squares from his front of the board to the square at the junction of the third vertical row of squares from his left of the board and sixth horizontal row of squares from his front of the board. In this way the numbers on the game-board together with the numbers on the game-pieces may be used in recording games played and in playing games recorded as shown by the illustrative chess game recorded below, and

which numbers may be also used in working various new chess problems and chess puzzles adapted to be solved on the game-board.

The game-pieces comprise eighteen black pieces and eighteen light colored pieces, the pieces of each color comprising nine pawns and nine superior pieces, which pieces are the same as those used in the ordinary game of chess with the addition to the pieces of each color of an extra pawn and a new superior piece called the destroying angel, and with the exception that the game-pieces other than the pawns bears numbers. The game-pieces corresponding to those of the ordinary set of chess men have the same moves over the board as they have; the new game-piece No. 6, the destroying angel, combines the moves of the queen and the knight, that is for any given move the destroying angel can move as the queen moves or as the knight moves. It thus combines in itself the movement of every piece on the board, and is by far the most powerful of the pieces, adding a new and predominating feature to chess games and chess problems.

For beginning the game the game-pieces are placed on their corresponding indicia on the board, the black pieces on the side having five black squares on the king row and the light colored pieces on the side having five light colored squares on the king row, and the game-pieces bearing numbers on the indicia having corresponding numbers. The players then mobilize their men, (to place in readiness for active service in war), for this they are permitted ten moves, never more than ten, to arrange their men in any desired position within the first four horizontal rows of squares, which is their own territory. The player losing the toss is to mobilize first and after mobilizing may send an ultimatum to his opponent requiring him to mobilize within a time limit previously agreed upon, or if not complete within the time limit to sacrifice the remainder of the ten moves allowed. The player to mobilize first moves first after the mobilization of his opponent. Playing the game starting with the pieces on their initial positions on the indicia without mobilizing is adapted for blindfolded play, in which blindfolded playing the moves of the pieces may be stated if desired by means of the numbers facing but one side of the board. Besides the above methods of play the game-board, game-pieces and numbers there on are adapted for playing games and working problems which involve several other new departures in chess but which need not be described here.

The following recorded chess game played as described above with the mobilization, illustrates the use of the numbers on the board and game-pieces in recording games,

in which method of recording the probability of making mistakes is reduced to a minimum.

5	<i>White.</i>	<i>Black.</i>
	Mobilizes first.	
	<i>Mobilization.</i>	<i>Mobilization.</i>
	1. 2-33	1. 4P-44
	2. 5-73	2. 6P-63
10	3. 8 f. 72-54	3. 8P-83
	4. 4P-43	4. 2-42
	5. 6P-63	5. 2 f. 42-54
	6. 3-42	6. 8-62
	7. 7-62	7. 7-35
	8. 4-31	8. 6-53
	9. 1P-13	9. 2P-23
	10. 6P-63	10. 1P-14
	Moves first.	
15	1. 6P-64	1. 2-35
	2. 8P-83	2. 4P takes 8
	3. 8P takes 2	3. 4P takes 4P
	4. 3P takes 4P	4. 8 f. 62-74
	5. 6P-65	5. 8 f. 74-66 takes 3P check
	6. 5-41	6. 6 f. 53-86 check
	7. 4 f. 31-32	7. 8 takes 2P check
20	8. 5 f. 41-51	8. 6 takes 4 checkmate

It will be observed from an inspection of the drawings that the game-board with the game-pieces placed on their indicia will present a well balanced form having a central vertical row with the kings at each end, and an equal number of rows on each side of the central vertical row, the rows at equal distance from the central vertical row having corresponding pieces except the queen and destroying angel; and it will be observed that the simplicity of the numbering enables a person to learn plays from a printed text, to record games, play games recorded, and place recorded problems on the board with considerable ease and the least probability of making mistakes; and it is apparent that the destroying angel, the larger number of squares, and new methods of play offer considerable opportunity for the exercise of ingenuity; and it will be observed from a slight study of the game that it has many interesting features, and that a person well familiar with the game has considerable in his favor for winning, in a comparative short space of time, against a less skilled opponent.

Having thus described my invention, what I claim as new is:

1. In a game apparatus, a game-board having a portion of its surface divided into a number of squares, each of the squares having two numbers of two digits each, one of the numbers near the front of the square and facing the front of the board, and one of the numbers near the back of the square

and facing the back of the board, a portion exterior to the portion divided into squares containing sets of consecutive numbers, one number located at each end of the vertical and horizontal rows of squares, the numbers below the vertical rows of squares corresponding to the first digit of the numbers facing the front of the board on the squares of their respective rows, and the numbers at the right of the horizontal rows of squares corresponding to the second digit of the numbers facing the front of the board on the squares of their respective rows, and the same with the numbers facing the back of the board when the board is turned around; certain of the squares having indicia, certain of the indicia having consecutive numbers, a number of game-pieces adapted for movement over the board and corresponding to the indicia on the squares, certain of the game-pieces bearing numbers corresponding to the numbers at the ends of the vertical rows of squares and to the numbers on the numbered indicia.

2. In a game apparatus, a game-board having a portion of its surface divided into seventy two squares, nine squares from left to right and eight squares from front to back, each of the squares having two numbers of two digits each, a portion exterior to the portion divided into squares containing sets of consecutive numbers, one number located at each end of the vertical and horizontal rows of squares and corresponding to certain digits of the numbers on the squares of their respective rows; indicia on the first and last row of squares having consecutive numbers, a number of game-pieces bearing numbers corresponding to the numbers at the ends of the vertical rows of squares and to the numbers on the indicia on the first and last rows of squares, the numbers on the indicia and at the ends of the vertical rows of squares indicating by corresponding numbers the squares on which the game-pieces corresponding to the indicia and having corresponding numbers are to be initially placed.

This specification signed and witnessed this 21st day of December A. D. 1914.

LOUIS PAUL D'AUTREMONT.

Signed in the presence of—
OLIVER S. ANDRESEER,
H. B. CANT.