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(54) **MILITARY CHESS AND PLAYING METHOD FOR SAID GAME**

(57) The group of the invention relates to table games using the playing board of two levels, the lower one being made in the form of a chessboard. The upper level of the playing board is formed by individual supports for each piece in the form of aviation combat equipment models, each support being configured for placing the base thereof on the periphery of the lower level square of the playing board. The method for playing the game is **characterized in that**, in the case when the upper level piece is attacking the lower level piece, the former being taken off the support thereof and placed onto the latter's place. The game is convenient in maintenance and use; it is compact in storing and easily in handling.

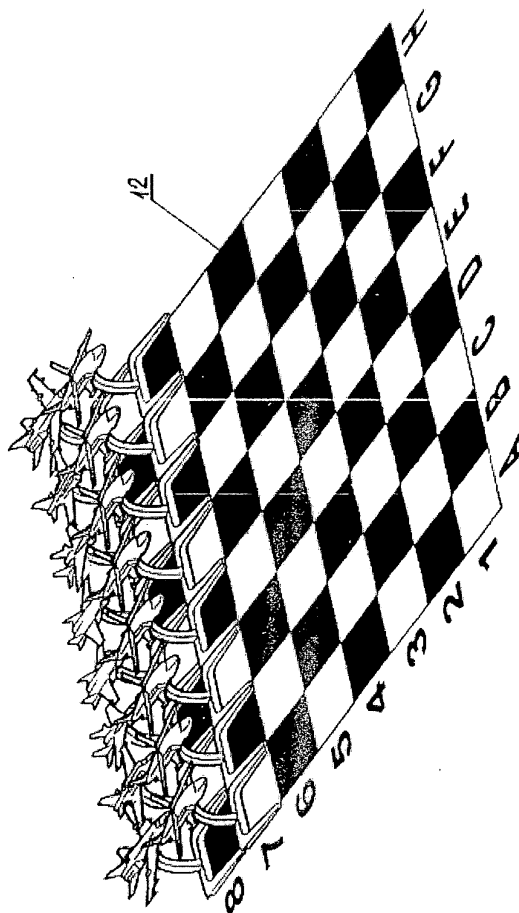


Fig. 13

Description

Field of the Invention

[0001] The group of the invention relates to the field of table games, and particularly to the game apparatus of spatial two-level military chess and to the method thereof.

[0002] Classic chess were created as the reflection of a real battle onto the flat chessboard.

[0003] The armament and arm of service suitable for that time, i.e., infantryman, cavalry, elephants, etc., had been transformed at a chess board into pawns, knights, bishops, rooks, etc. In those days, participants of terrestrial battle moved only by land, they could not fly; therefore, it is natural that the classic chessboard is two-dimensional.

Background of the Invention

[0004] Known are methods for playing spatial chess, wherein chessmen are moved in a playing board consisting of several game levels parallel each other. King is moved one square in all directions both within one level and with transition into another (lower or higher) level; Queen is moved in all directions of the King, but any number of squares; Knight is moved by L-shaped move, within one level or with transition into one or two adjacent game levels. Other chessmen of the spatial chess are moved similarly. A disadvantage of the known method is in decreasing the entertaining level due to the impossibility to analyze the total game situation, since the game levels overlap each other, and it is necessary to pull out game levels in order to analyze the situation.

[0005] RU 2123371 C1 describes the method for playing chess and the apparatus for embodying thereof.

[0006] The aforementioned method for playing military chess is in arranging at the playing board having the chess surface the chessmen (pieces) reflecting participants of the modern battle, and in moving the chessmen in accordance with the rules of the game, wherein the chessmen reflecting the ground or sea forces being moved only in their game level without transition into the adjacent one, the chessmen reflecting the military aviation or any other airships being moved in their game level and transitioned into levels occupied with the ground or sea forces, and returned back with or without combat, i.e., defeating an opponent chessman or transferring onto chessmen reflecting the military aviation and not moving within a game level occupied with the ground or sea forces, and they could be defeated in that level by any ground or sea chessman according to rules of the classic chess, each player moving, in one move, one-by-one two his/her chessmen reflecting various arms of service in any sequence.

[0007] This method is chosen as the closest analogue of the proposed one.

[0008] The aforementioned apparatus for playing military chess comprises the playing board having the chess sur-

face, and two players' chessmen (pieces) of different colors. The playing board is configured for pivoting movement, has a multifaceted surface, and comprises two game levels each of which consists of parallel playing facets shifted relative to each other in one direction along the axis perpendicular to the facets at the width of one square. A projection of the parallel playing facets onto the parallel plane is a plane consisting of 64 light and dark squares, which colors are different in various playing levels, both players' chessmen being configured for fixing them at playing board squares and including, for each player, 32 chessmen reflecting various arms of service and having different colors.

[0009] The known method and apparatus allow analyzing the game situation simultaneously in several playing levels; however, the game is rather difficult for perception, cumbersome and heavy because of the multifaceted element of the playing board and the necessity to provide every chessman and the playing board with magnets in order for their holding at mutually transverse planes.

[0010] US 1418409 describes the game including the playing board in the form of the chessboard with chessmen denoting ground, sea and aviation technical battle means mounted on supports. When on the playing board, the chessman support occupies the whole square of the playing board, thereby reducing the number of the game situations.

[0011] The closest design to the proposed one is the military game described in US 1877154. This game comprises chess playing boards of two parallel levels. At the lower level, usual chessmen are disposed, and at the upper level, chessmen in the form of various airplanes are disposed. The upper playing board is mounted on the lower one using four supporting legs placed at opposite ground edges. This game allows creating more game situations than the game of the US 1418409, however, this game is also cumbersome, and chessmen disrupt the impression of the military game. Moreover, the lower level chessmen are difficult to access for moving.

Summary of the Invention

[0012] The proposed game meets the integrity requirement for components included therein and corresponding to the military topics and stylistics. Moreover, the game differs in its compactness, since the playing board is a foldable map, and supports forming the upper game level are made dismountable; therefore, there is no need for using cumbersome structures including packing ones. At the same time, the game ensures a great number of the game situations promoting to increase the game attractiveness.

[0013] The above advantages composing the technical result of the invention are achieved by the following set of features.

[0014] A military chess game comprises a playing board in the form of chessboard forming the lower level,

and game pieces, which portion are made in the form of aviation combat equipment models mounted on means forming the upper playing level, the means forming the upper playing level being made in the form of replaceable supports for every game piece made in the form of the aviation combat equipment. Said support is configured for placing its base on the periphery of the lower level square of the playing board.

[0015] The support is made from two dismountable elements: a U-shaped base and a leg which one end is configured for connecting to the central part of the middle base shelf and another end is configured for connecting to the piece.

[0016] In the preferable embodiment of the invention, the support is made of transparent polymer material, but it could be done of any material suitable for that purpose, e.g., of wood or metal.

[0017] The chessboard is made in the form of a foldable map and includes 64 dark and light squares.

[0018] The game includes four game piece sets of different colors for two players, each of sets consisting of 32 figurines, 16 of which are made in the form of infantrymen and models of the ground combat equipment including a command staff, and 16 figurines are made in the form of models of aviation combat equipment.

[0019] The game pieces of one set, related to the aviation combat equipment, are made in the form of eight figurines of helicopters, two heavy fighters, two fighters, two strike fighters, and two bombers.

[0020] Another portion of the game pieces are made in the form of models of the ground combat equipment: two tanks, two armored motor cars, two gun motor carriages, and one rocket launcher.

[0021] A portion of game pieces of the set are made in the form of eight figurines of infantrymen.

[0022] One game piece in one set is made in the form of star having a flag that symbolizes the command staff.

[0023] The method for playing the military chess using the above apparatus is in arranging, at the playing board made like chessboard and forming the lower playing level, two sets of game pieces, each set having different colors and including models of ground combat equipment and infantrymen, and a figurine of star with a flag symbolizing a command staff; and mounting, over those models on supports forming the upper playing level, two another sets of game pieces, each set having different color and including models of aviation combat equipment, wherein pieces of the upper and lower levels being moved, while playing, in accordance with the rules of the classic chess, and in the case when the upper level piece is attacking the lower level piece, the former is taken off its support and placed onto the latter's place.

[0024] The rules of the classic chess are worked out long ago and have shown their validity when playing at two-dimensional white-and-black board having 64 squares, therefore, such a system for moving pieces and the playing rules have been accepted herein for playing within each playing level in the proposed invention.

[0025] In the modern ground battle, tactical aviation destroys ground targets, and ground forces destroy enemy airplanes and helicopters, therefore, while rebuffing these actions at both levels of the playing board, a system for moving pieces from one playing level to another and backward taking into account the differences and characteristics of those pieces.

[0026] In accordance with the proposed game, ground equipment piece could strike at aviation equipment piece only when the latter is taken off its support and is at the lower level square.

[0027] The pieces of the aviation equipment could be returned to the upper level at any of succeeding moves of the player, if those pieces are not defeated during attack from opponent's ground equipment pieces.

[0028] In so doing, while returning to the upper level, these pieces could defeat opponent's pieces being at the upper level.

Preferred Embodiments of the Invention

[0029] The invention is explained by drawings, where Fig. 1 to 6 depict pieces of the lower playing level set; Fig. 7 to 11 depict pieces of the upper playing level set; Fig. 12 shows the lower level playing board with corresponding pieces (perspective view); Fig. 13 shows the upper level playing board with corresponding pieces (perspective view); Fig. 14 depicts an upper playing level piece placed on the support (perspective view); Fig. 15 and 16 show the exploded support.

[0030] Each player possesses 32 game pieces reflecting various arms of service and distinguished by colors in different playing levels, the lower level set consists of 16 mono-colored pieces including infantrymen figurines 1 depicted in Fig. 1 to 6 and corresponding to pawns in the classic chess, models of: two gun motor carriages (GMC) 2 corresponding to rooks; two armored motor cars (AMC) 3 corresponding to knights; two tanks 4 corresponding to bishops; one rocket launcher (Multiple Launch Rocket System, MLRS) 5 corresponding to queen, and one figurine of the command staff 6 (a star with a flag) corresponding to king.

[0031] Over the set of the lower playing level pieces having the single color, the set of the upper playing level pieces are mounted on supports, this another set consisting also of 16 pieces having the same color and including pieces shown in Fig. 7 to 11, namely: eight helicopters 7 corresponding to pawns in the classic chess; two figurines of strategic bomber 8 corresponding to rooks; two figurines of strike fighters 9 corresponding to knights; two figurines of fighters 10 corresponding to bishops; and two figurines of heavy fighters 11 corresponding to queen and king.

[0032] The playing board 12 consists of 64 light and dark chequerwise squares and has the notation of Latin letters from A to H in a row and the notation of figures from 1 to 8 in a column.

[0033] Pieces of both players are, like in the classic

chess, placed in the beginning of the play in two first rows at opposite ground sides, the bases (supporting portions) of the upper level piece supports encircle the lower level squares (Fig. 13) whereon are disposed respective pieces of ground combat equipment, infantrymen, and command staff (Fig. 12).

[0034] Every support 13 for each model of aviation combat equipment (Fig. 14) is made dismountable and consists of the base 14 (Fig. 15) that has, in the preferred game embodiment, a U-shaped form and stepwise flute 15 made in the central (middle) part of the horizontal shelf of the base 14 for connecting with the attachment section 16 (Fig. 16) of the arc-wise leg 17, the section 16 being reciprocal in its form to the flute 15, and at the other end of the leg 17 a projection 18 is made intended for connecting with a socket (not shown) formed in the lower part of the aviation model figurine.

[0035] In the modern ground battle, participate ground forces and tactical purpose aviation for supporting thereof. The main participants of the ground forces are infantry, armored motor cars, artillery, tanks, rocket launchers, etc. The tactical purpose aviation supports military advance or defense of the ground forces by destroying ground and air enemy targets. The main participants of the tactical aviation are combat helicopters, bombers, strike fighters, fighters, and heavy fighters.

[0036] By associating the main participants of the modern ground and air battle with the chessmen, the Applicant came from the importance of the gun power and behavior pattern of the "battle unit" in the modern battle, and gave the certain movement system and game rules depending on combat characteristics of that "battle unit", as it is done in the classic chess.

[0037] In the proposed game, the following system for moving pieces in the two-level playing board exists. Pieces in the form of command staff 6 figurine, like the king in the classic chess, are moved one square in all directions at the lower playing level. The piece in the form of rocket launcher 5 model at the lower level and two pieces in the form of heavy fighter 11 models at the upper level are moved, like the queen, any number of squares in all directions. Two pieces in the form of tank 4 models at the lower level and two pieces in the form of fighter 10 models at the upper level are moved, like the bishop, any number of squares diagonally. Two pieces in the form of armored motor car 3 models at the lower level and two pieces in the form of strike fighter 9 models at the upper level are moved, like the knight, similar to letter L. two pieces in the form of gun motor carriage 2 models at the lower level and two pieces in the form of bomber 8 models at the upper level are moved, like the rook, one square forward, backward and sideward.

[0038] The example of the implementation of the proposed game method.

1st movement of the first player:

The AMC makes the movement G1-H2 (like the knight).

1st movement of the second player:

The fighter moves F1-D6 (like the bishop).

5 2nd movement of the first player:

The bomber moves A1-A4 (like the rook).

2nd movement of the second player:

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The fighter moves D6-H2 and defeats the AMC (which piece is removed from the play); the fighter is taken off the support and disposed onto the AMC place.

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3rd movement of the first player:

The bomber moves A4-A7, defeats the infantryman, is taken off its support and disposed onto that infantryman's place.

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3rd movement of the second player:

The fighter is placed onto its support and moves H2-D6.

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Claims

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1. A military chess game, comprising a playing board in the form of chessboard forming a lower playing level, and game pieces, part of which being made in the form of aviation combat equipment models being adapted to be mounted on means forming an upper playing level, **characterized in that** the means forming the upper playing level being made in the form of replaceable supports for every game piece made in the form of the aviation combat equipment, said support being configured for placing a base thereof on the periphery of the lower level square of the playing board.

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2. The game according to claim 1, **characterized in that** the support being made dismountable from two elements: a U-shaped base and a leg one end of which being configured for connecting to the base and another end of which being configured for connecting to the piece.

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3. The game according to claim 2, **characterized in that** the support being made of transparent polymer material.

4. The game according to claim 2, **characterized in that** the support being made of wood or metal.

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5. The game according to claim 1, **characterized in that** the chessboard being made in the form of a

foldable map and including 64 dark and light squares.

6. The game according to claim 1, **characterized in that** the game including four game piece sets of different colors, each of the sets consisting of 32 figurines, 16 of which being made in the form of infantrymen and models of the ground combat equipment including a command staff, and 16 figurines being made in the form of models of aviation combat equipment. 5
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7. The game according to claim 6, **characterized in that** the game pieces of one set, related to the aviation combat equipment, being made in the form of eight figurines of helicopters, two heavy fighters, two fighters, two strike fighters, and two bombers. 15
8. The game according to claim 6, **characterized in that** game pieces of one set, related to the ground combat equipment, being made in the form of eight figurines of infantrymen, one figurine of a command staff in the form of a star with a flag, one rocket launcher, two tanks, two gun motor carriages, and two armored motor cars. 20
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9. A method for playing military chess game using the apparatus according to any of claims 1 to 8, comprising steps of: arranging, at the playing board made in the form of the chessboard and forming the lower playing level, two sets of game pieces, each set having different color and including models of ground combat equipment and infantrymen, and figurines of command staffs in the form of stars with flags; and mounting, over those models on supports forming the upper playing level, two another sets of game pieces, each set having different color and including models of aviation combat equipment, wherein the pieces of the upper and lower levels being moved, while playing, along the squares together with their supports, and in the case when the upper level piece is attacking the lower level piece, the former being taken off the support thereof and placed onto the latter's place. 30
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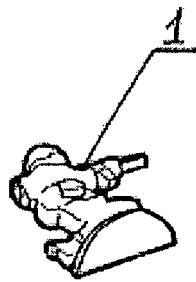


Fig. 1

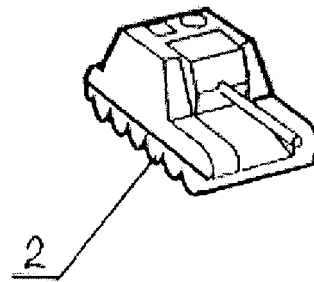


Fig. 2

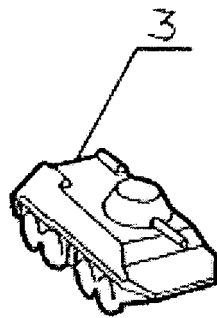


Fig. 3



Fig. 4

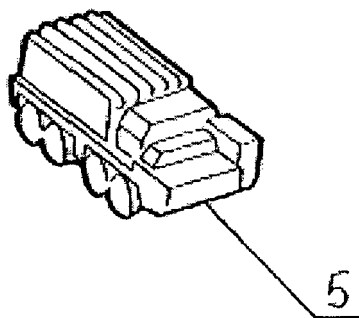


Fig. 5

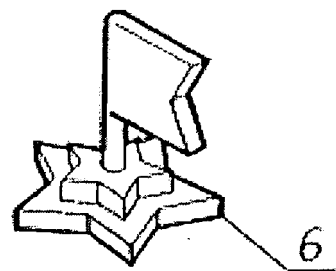


Fig. 6

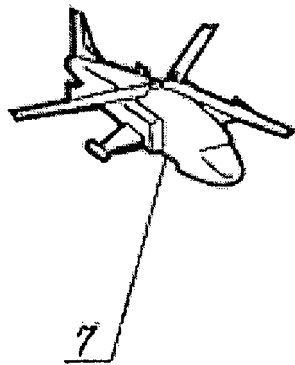


Fig. 7

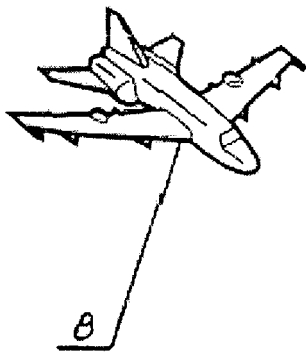


Fig. 8

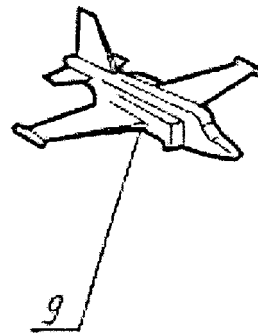


Fig. 9

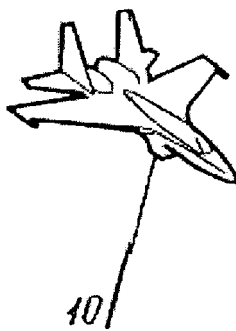


Fig. 10

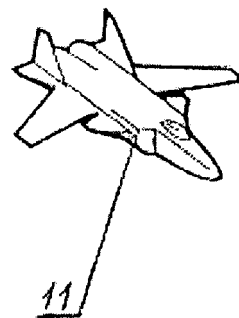


Fig. 11

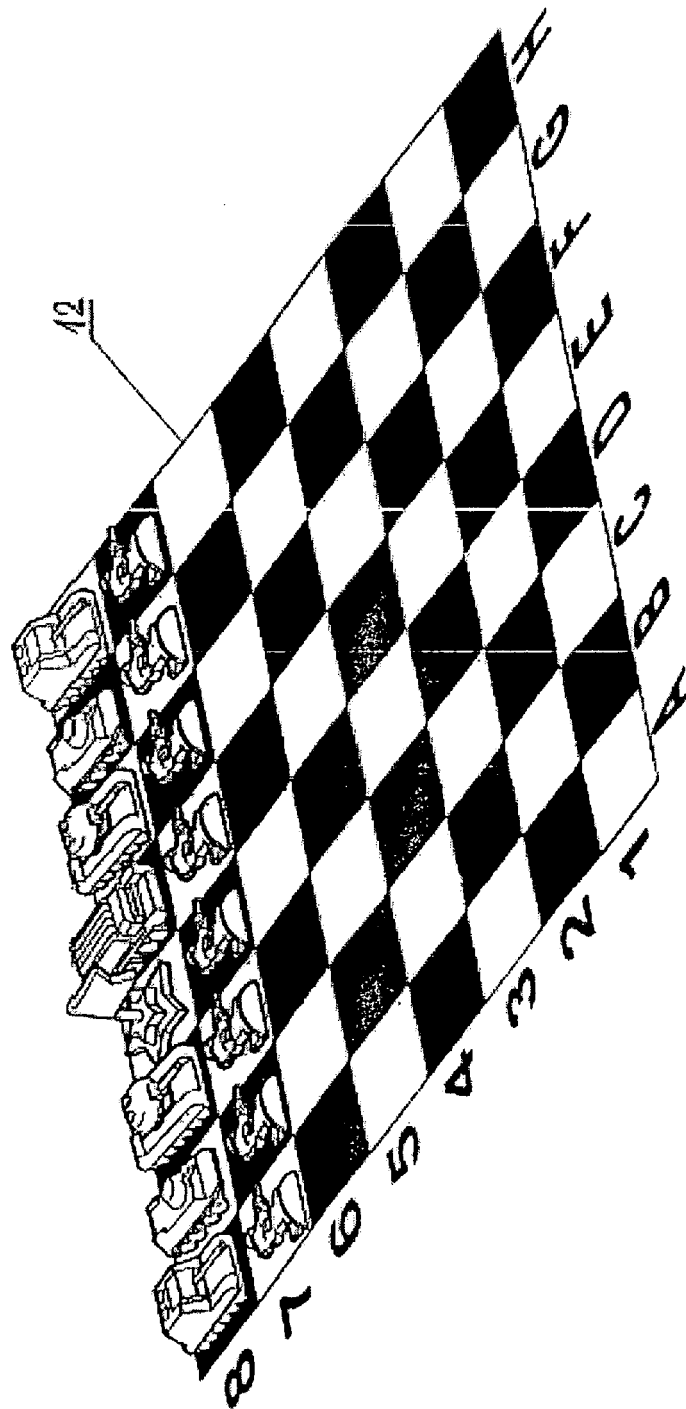


Fig. 12

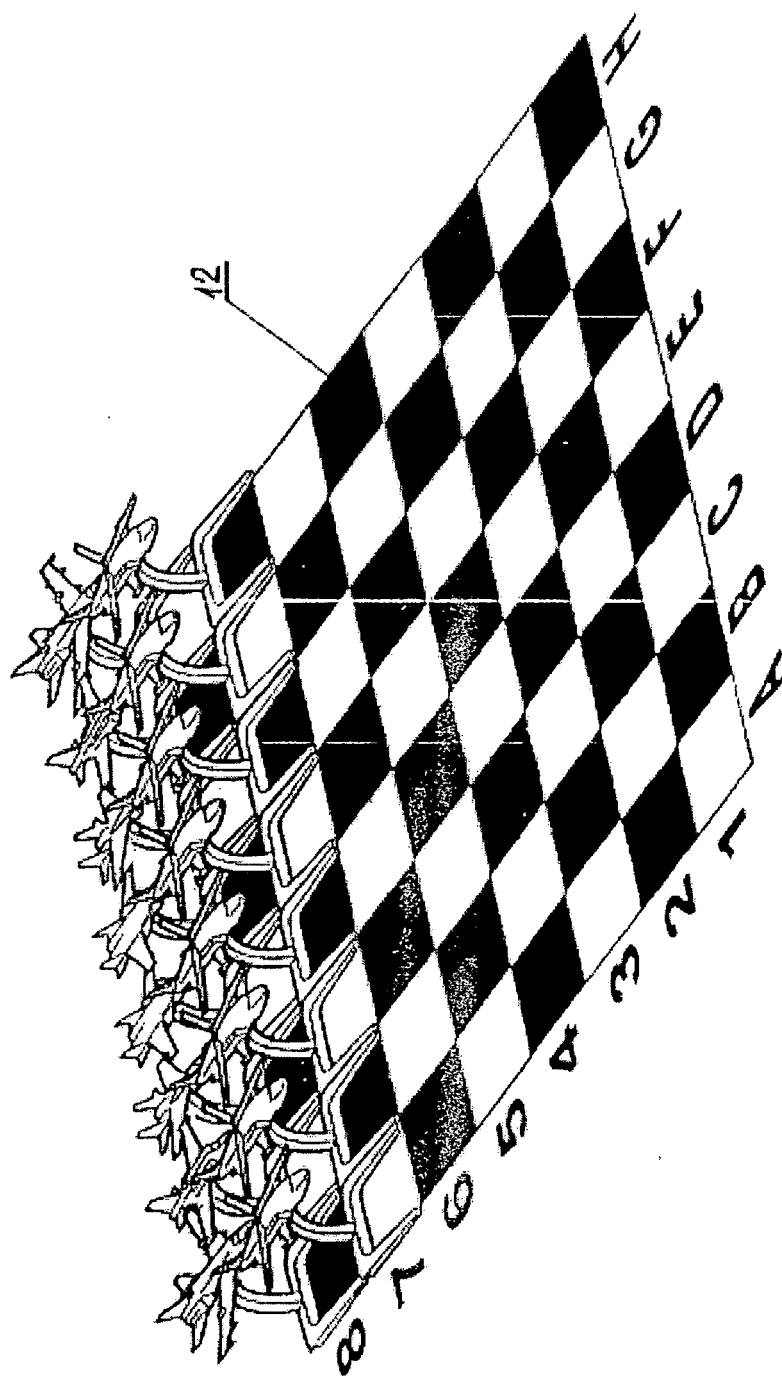


Fig. 13

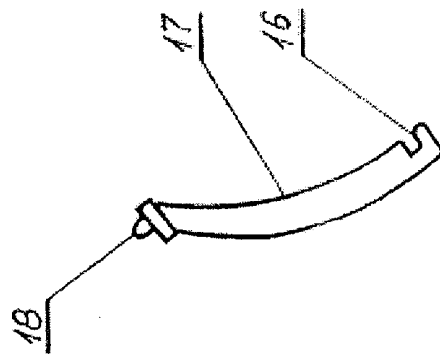


Fig. 16

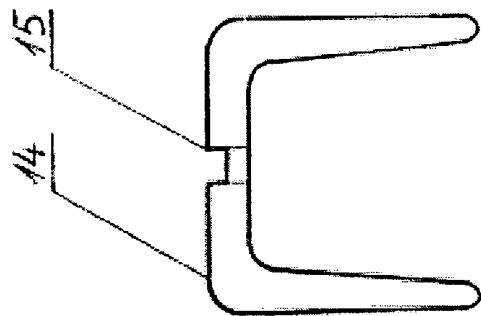


Fig. 15

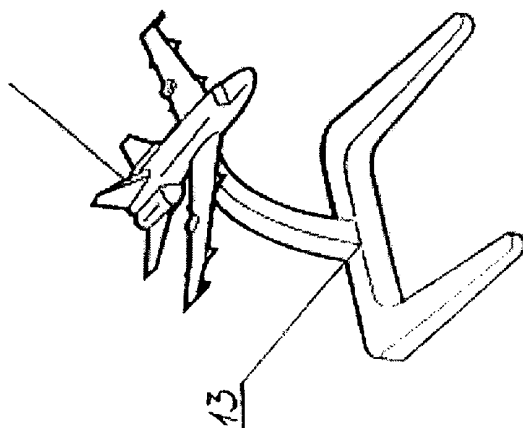


Fig. 14

INTERNATIONAL SEARCH REPORT

International application No.
PCT/RU2005/000257

A. CLASSIFICATION OF SUBJECT MATTER		
A63F 3/04 (2006.01) i		
According to International Patent Classification (IPC) or to both national classification and IPC 8:		
B. FIELDS SEARCHED		
Minimum documentation searched (classification system followed by classification symbols) 8:		
A63F 3/00, 3/02, 3/04		
Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched		
Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)		
C. DOCUMENTS CONSIDERED TO BE RELEVANT		
Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
Y	US 1877154 A (WALTER REED WEAVER) 13.09.1932,	1-5, 9
A	the claims, figure 1	6-8
Y	US 4055346 A (MARCOS GARCIA-KUENZLI) 25.10.1977, figures 1, 3, 4	1-5, 9
Y	GB 2181961 A (KEVIN BURROWES) 07.05.1987, figure 4	2
Y	US 5083791 A (THOMAS W. COOMBES, JR.) 28.01.1992, column 4, lines 1-9	3
Y	SU 2523 A (A. A. FOLY) 31.03.1927, the claims, figure 2	5
A	US 3343841 A (DONALD P. AREND) 26.09.1967	1-9
A	US 6203017 B1 (MATTEL, INC.) 20.03.2001	1-9
A	US 5280913 A (MICHAEL W. SIRK) 25.01.1994	1-9
<input type="checkbox"/> Further documents are listed in the continuation of Box C. <input type="checkbox"/> See patent family annex.		
* Special categories of cited documents: "A" document defining the general state of the art which is not considered to be of particular relevance "E" earlier application or patent but published on or after the international filing date "L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified) "O" document referring to an oral disclosure, use, exhibition or other means "P" document published prior to the international filing date but later than the priority date claimed "T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention "X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone "Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art "&" document member of the same patent family		
Date of the actual completion of the international search		Date of mailing of the international search report
26 October 2005 (26.10.2005)		10 November 2005 (10.11.2005)
Name and mailing address of the ISA/		Authorized officer
Facsimile No.		Telephone No.

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REFERENCES CITED IN THE DESCRIPTION

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Patent documents cited in the description

- RU 2123371 C1 [0005]
- US 1418409 A [0010] [0011]
- US 1877154 A [0011]