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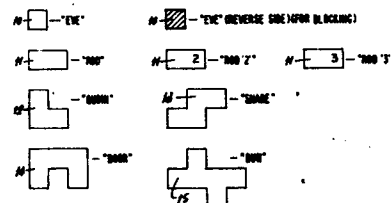
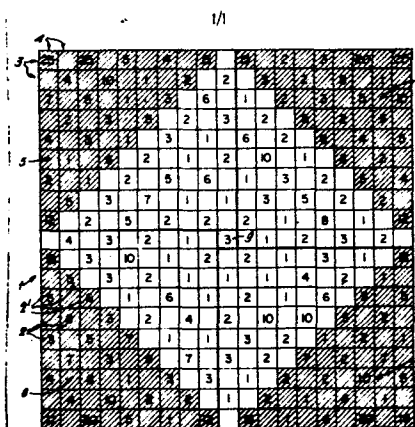
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(54) **Board game.**

(57) The invention relates to board game apparatus which comprises a surface (1) which is provided with a playing area having an array of playing positions (2) arranged regularly with respect to one another. At least some of the playing positions (2') have one of a number of surface characteristics inscribed thereon. A plurality of playing pieces (10-15) are used to play the game, each playing piece (10-15) having one of a different number of shapes each arranged so as to cover, substantially exactly, a whole number of playing positions (2) on the playing surface (1).



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- 1 -

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BOARD GAME.

The invention relates to a board game to be played by two or more players.

- Existing board games generally fall into one of three broad categories. Firstly, there are those games which are of the "Monopoly" (Registered Trade Mark) type, that is to say those which include a marked board and a number of counters which are moved around the board, usually in response to a number thrown, for example; on dice. Secondly, there are those "tactical" games such as chess, draughts, checkers etc. Thirdly, there are those games such as "Scrabble" (Registered Trade Mark) where counters have to be placed in particular orders in order to score points aggregated from the points shown on the counters.
5. According to the present invention apparatus for playing a board game comprises a surface provided with a playing area having an array of playing positions arranged regularly with respect to one another, at least some of the playing positions having one of a number of surface characteristics inscribed thereon; and a plurality of playing pieces, each playing piece having one of a different number of shapes each arranged so as to
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cover, substantially exactly, a whole number of playing positions on the playing surface.

Preferably, the playing positions are arranged in a series of rows and columns and alternate playing positions in each row and

5. column have a number inscribed thereon. The playing surface may be square and the playing positions made up of smaller squares. In order to provide a central, starting position it is advantageous if each row and column contains an odd number of playing positions.
10. Alternatively, a hexagonal array of playing positions could be provided, each playing position having a hexagonal outline and the playing positions nesting together in bee-hive cell fashion to cover completely the playing surface. Likewise, the
15. playing surface might comprise a triangular array of triangular playing positions. The playing pieces may be arranged in different shapes each comprising one or more portions each substantially the same area as the area of each of the individual playing
20. positions. In the case of a square board with square playing positions the playing pieces would each be made up of a number of squares and similarly with a hexagonal, triangular or other shape board. Whilst the surface characteristics are preferably
25. numbers it may be possible to allocate different playing positions different colours or other characteristics.

- To play the game the playing pieces are divided between the players and they play in turn,
30. positioning their pieces over the playing positions so that each playing piece covers the playing position in the same row or column (when played on a square or rectangular board as is preferred). The playing pieces are preferably not allowed to be
 35. positioned to cover only a diagonally adjacent

playing position and each player scores in accordance with numbers on the playing positions which he or she covers with his or her playing pieces and the object of the game is to score the highest total when all the playing pieces have been played.

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Preferably, each of the playing pieces has two playing faces, either of which can be placed on the playing surface. The two faces of each playing piece may be different in order to distinguish them, and when one of the faces is played that piece can be used to block the opponent's next move, preventing him from playing off that particular playing piece for one or more moves. Advantageously, the playing pieces comprise a number of sets, the individual playing pieces of a given set having the same shape. Preferably, the shape of playing pieces in each set is different so that each set covers a differing number of playing positions on the playing surface and in a different configuration.

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The playing area may be divided into an inner and an outer arena, by means of the playing positions having a different surface characteristic such as colour to distinguish the two arenas. It is a further advantage if the numerals on the playing positions in given sectors of the playing area total the same amount. For example, with a square or rectangular board the playing positions in each quarter of the playing area would be arranged to total the same. Preferably, the numbers within each quarter of the inner arena also total the same amount and the game can be made more interesting if the numbers are not arranged on the playing positions symmetrically, thus ensuring that each quarter of the playing area has a different layout although the same

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overall total. When the total number of playing positions is odd the central playing position can be considered as being included in all or none of the four quarters for the purpose of the total of the numbers in each quarter,

5. As an alternative it is envisaged that the arrangement of numbered playing positions on the board could be varied from the above alternate one so that, for example, there might be groups of playing positions having numbers, interspaced by
10. groups of playing positions without numbers, whereby a competitor would have to reach one of these groups of numbered playing positions by non-scoring moves before he could score at one of these groups of numbered playing positions. Of
15. course, every playing position on the playing surface could be numbered, but this we have found tends to make the game less interesting as there is less skill involved in selecting high scoring positions for the playing pieces. Furthermore,
20. with some of the playing pieces a very large number of numbers can have to be added together thus making the game more complicated for younger players.

- Instead of numbers, playing positions
25. may be coloured and the object of the game in that case might be to cover and thereby capture certain numbers of certain colours. Each playing position captured might be represented by a small coloured counter so that by capturing certain numbers of
30. certain colours it would be possible to build up, separately from the board, a winning pattern on a separate coloured chart for example; that is to say every time a piece covers say a blue square then a blue counter may be placed on the coloured chart
35. at a suitable position and the first person to

complete the colour chart would be the winner.

Alternatively, the playing positions might include representations of animals, fruit, etc. This would be useful for a game for very young children where the object might be to build up a pattern

5. or scene with the playing positions captured, the pattern or scene being built up with cards or counters corresponding to the positions captured.

- One example of the apparatus of the present invention will now be described with reference to the
10. accompanying drawing which shows a playing surface and one of each of a number of different sets of playing pieces for use in the game.

- The playing surface 1 is preferably provided on a flat square board as is well known and comprises
15. 361 square playing positions 2 arranged in 19 rows and columns 3 and 4 respectively. Alternate squares 2' in each row and column contain a number, so that the numbered playing positions are diagonally adjacent one another. The board can be considered
20. in four quarters 5, 6, 7 and 8 each containing nine rows or columns and ten columns or rows respectively to make a total of 90 square playing positions. The centre playing square 9 is excluded.

- Additionally, the playing area has a generally
25. square inner arena and four separate parts of an outer arena. The inner arena is distinguished from the outer arena by the square playing positions having different surface characteristics, such as colour as shown.

30. Each quarter of the inner arena includes playing positions the numbers on which total the same amount and the same is true of the quarters 5, 6, 7 and 8 of the whole playing area.

- The playing pieces 10 - 15 are composed of
35. six sets each of six different shapes, the shapes being

- 6 -

shown in the drawing with the names by which they are preferably known. The playing pieces or shapes are plain on one side and ribbed on the other, although, of course, the two sides may be distinguished in other ways.

5. Two of each set of playing pieces 10-15 of the same shape may be completely blank on both faces, two further sets may have a first number provided on each face and the final two sets may have a second number provided on each face. The
10. reason for this will become apparent as the playing of the game is described. The example shown is suitable for playing by any number from two to six players although, this will change, depending on the number of playing positions and the number of
15. playing pieces which are provided in any given case.

- Prior to the start of the game each player receives 18 pieces, preferably of a single colour to distinguish them from his opponents pieces, that
20. is three of each shape. One of each of the pieces of each shape is unmarked one is marked with a "2" and one with a "3". The commencing playing can be chosen by the toss of a coin or by one player concealing an "Eye" 10 in one or other of his hands.
25. A correct guess means that the guessing player starts.

- The commencing player selects any one of his 18 pieces 10 - 15 and places it, right side up, on the playing area, covering the centre square 9. The players continue to play in turn, placing each
30. shape adjacent to any shape already played, the placings must be made adjacent to, but not diagonally adjacent to, any shape already played.

The player normally scores the total of any numbers on the playing positions which he covers by

- 7 -

the shape 10 - 15 which he plays, but in addition, the shapes with "2" or "3" printed on them are able to score more as, when the "2" or "3" covers a numbered square on the playing area that number is multiplied by the "2" or "3" respectively.

5. Any other number or numbers covered by the same shape 10 - 15 are added to this total at face value. An unmarked shape 10-15 therefore scores all its numbers at face value.

10. Each player is constrained to play within the inner arena until he has scored 75 points. He can then move into the outer arena where it can be seen that, in general, the numbers on the playing squares are higher than those of the squares within the inner arena.

15. At any time during the game a player may use his turn to block his opponent's next move. He cannot prevent his opponent from playing altogether but, he can prevent his opponent from playing off the piece which he himself has just played.

20. He achieves this by placing his shape or playing piece 10 - 15 ribbed side up on the playing area. His opponent may not, for one turn only, place one of his shapes adjacent to the blocking shape.

25. Blocking is obviously not permitted at the beginning of the game as the first player would win automatically. The playing of a blocking shape scores for the player in the same way as shapes placed right side up and includes the doubling or tripling of a number covered with the "2" or "3"

30. on the shape. However, in order to offset the advantage of the block the player's score is halved. Any odd number score is halved by taking off the additional $\frac{1}{2}$ score after halving.

35. The players continue to play in turn until they have played all their pieces 10 - 15 and the

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winner is the player with the highest score. The scoring is done openly so that the players know each others total at any time during the game and at all times the players should be permitted to have sight of their opponents's remaining shapes.

5. The playing shape may be formed of wood, plastics or any other suitable material appropriately coloured or profiled.

- To play the game with four players in pairs each pair receives 18 pieces as in the game for two
10. players, but these are divided between the players in each pair so that the first player receives 1 Gun unmarked, 1 Gun marked "2", 1 Door marked "3", 1 Snake unmarked, 1 Snake marked "2", 1 Quoin marked "3", 1 Rod marked "2", 1 Rod unmarked, and 1 Eye marked
15. "3". His partner receives the remaining shapes. Additionally, there should be no consulting between pairs during the game and the blocking shape remains in force for one turn only so that the partner of the player who first blocks may play the blocking shape.
20. The partners should sit opposite one another.

- In games for three, four (playing individually), five and six players a blocking move remains in force until the blocking player receives his or her next turn. In the game for four players playing individually
25. the pieces are the same as in the game for four players playing in pairs. In the game for three players each player receives 12 pieces, that is two of each shape and the shapes count as unmarked, that is to say
30. there is no doubling or tripling of playing position numbers. In the game for five or six players each player receives one of each shape and again the shapes count as unmarked.

- It can be seen from the drawing that each of the differently shaped pieces has an area corresponding to a
35. number of squares between 1 and 6. This fact can be

- 9 -

used to enable a simpler game to be played using a die. The die is thrown by each player in turn who then has to play one of his pieces having the number of squares shown by the number on the die. For young children this eliminates much of the skill of the game making it easier to play, but retaining the essential characteristics and enjoyment.

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- It will be appreciated that the game can be played at many levels and that the skill of a player will increase as he plays more often as he becomes conversant with various ploys etc. The game is restricted to the inner arena initially in order to prevent the players reaching the higher numbers in the corners too quickly. Also, it increases the skill required to play the game at its highest levels because whilst it is relatively easy to score 75 in the inner arena using ones shapes marked "2" and "3", scores in the outer arena will then be limited if the player has no marked shapes left and has to use the unmarked shapes.
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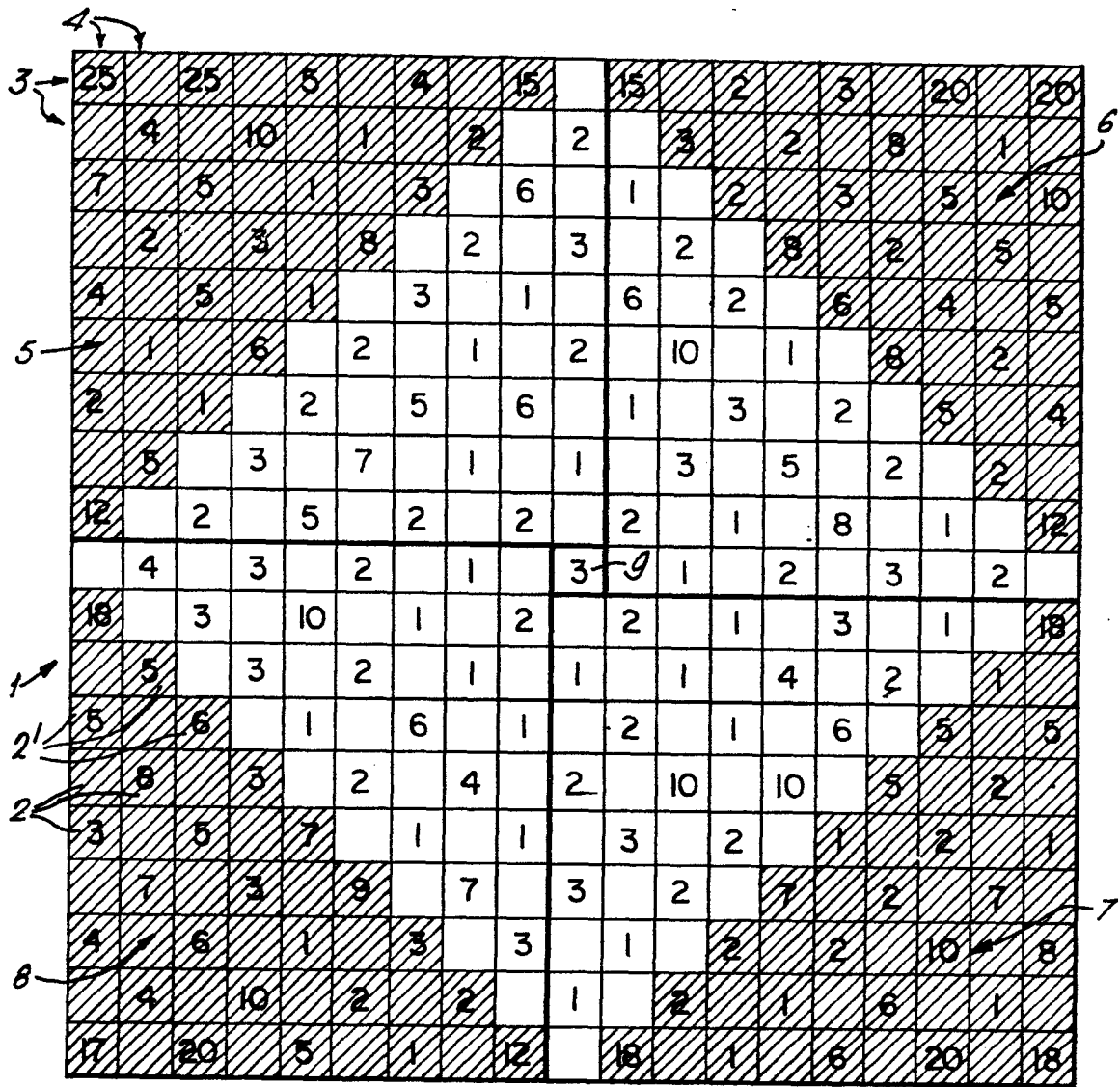
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CLAIMS.

1. Apparatus for playing a board game, the apparatus comprising a plurality of playing pieces (10-15) and a surface provided with a playing area (1) having an array of playing positions (2) arranged regularly with respect to one another, characterized in that at least some of the playing positions (2) have one of a number of surface characteristics (2') inscribed thereon, and each playing piece (10-15) has one of a different number of shapes each arranged so as to cover, substantially exactly, a whole number of playing positions (2) on the playing area.
2. Apparatus according to claim 1, wherein the playing positions are arranged in a series of rows (3) and columns (4).
3. Apparatus according to claim 2, wherein alternate playing positions (2') in each row (3) and column (4) have a number inscribed thereon.
4. Apparatus according to claim 2 or claim 3 wherein the playing surface is square and wherein the playing positions are also square.
5. Apparatus according to any one or claims 2 to 4, wherein each row and column contains an odd number of playing positions.
6. Apparatus according to claim 1, wherein the playing positions are arranged in a hexagonal array, each playing position having a hexagonal outline.

- 2 -

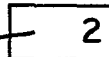
7. Apparatus according to claim 1, wherein the playing surface comprises a triangular array of triangular playing positions.
8. Apparatus according to any one of claims 1 to 7, wherein each playing piece (10-15) has two distinguishable playing faces.
5. Apparatus according to any one of claims 1 to 8, wherein the playing area (1) comprises an inner and an outer arena, the inner and outer arenas being distinguishable from one another.
10. 10. Apparatus according to any one of claims 1 to 9, wherein there are an equal number of playing pieces (10-15) of each shape.
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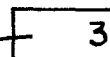


10  — "EYE"

10  — "EYE" (REVERSE SIDE) (FOR BLOCKING)

11  — "ROD"

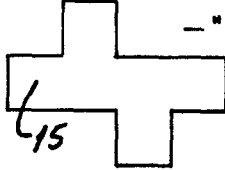
11  — "ROD '2'"

11  — "ROD '3'"

12  — "QUOIN"

13  — "SNAKE"

14  — "DOOR"

15  — "GUN"



DOCUMENTS CONSIDERED TO BE RELEVANT			CLASSIFICATION OF THE APPLICATION (Int. Cl. ³)
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	
X	<u>DE - U - 7 113 896</u> (SPEAR) * Claims 1,2; figures 1,2 *	1,2,4, 10	A 63 F 3/00
X	<u>DE - A - 1 603 058</u> (BONO) * Claims 7,8; page 5, lines 4-14; figures 2,3 * & US - A - 3 455 555	1,2,4, 6-8	
	<u>FR - A - 2 033 765</u> (BACHELLERIE) * Figure 1 *	3	TECHNICAL FIELDS SEARCHED (Int.Cl. ³)
	<u>FR - A - 2 279 436</u> (GOLDFARB) * Page 2, lines 6-7; figures 1,3 *	5,9	A 63 F 3/02 A 63 F 3/00
	<u>US - A - 3 938 808</u> (BOCKMON) * Figure 5 *	5	CATEGORY OF CITED DOCUMENTS
	<u>FR - A - 2 260 365</u> (MARTI) * Figures 1,2 *	9	
☒	The present search report has been drawn up for all claims		&: member of the same patent family, corresponding document
Place of search Berlin		Date of completion of the search 05-10-1978	Examiner BROCKMANN