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(71) Applicant: Solimène, Albéric

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(72) Inventor: Solimène, Albéric

2011 KP Haarlem (NL)

(74) Representative: Van Assen, Jan Willem Bernard

Octrooibureau van Assen,

Assenpatent B.V.,

Postbox 1029,

Verbeekstraat 8

2332 CA Leiden (NL)

(54) Game apparatus comprising a game board and figure game pieces

(57) EXTRACT

A game apparatus for two or more players, comprising a game board (A) and a number of figure play pieces (C), in which the game board (A), shaped as a matrix, carries a number of play fields (B), whereas the play pieces (C) are provided on the side surface (D) on at least one of the sides with one or more figures (E).

The game board (A) has on a number of fields (B) the figures (T) which give a number of different bonuses to the game figure (X) which is formed on the field (B) in question.

The general rules of play prescribe that the players in turn may place a number of play pieces (C) on a number of adjacent fields (B) on the game board (A), when the figures on the play pieces (C) form a game figure (X) to be further determined.

A preferential embodiment of the rules of play prescribes, that

a first, separate game of chance (H) determines the starting figure (I) of the game figure (X) in question;

a second, separate game of chance (J) determines the second figure (K), that gives the number of figures of the game figure (X) in question;

a third, separate game of chance (M) determines the third figure (N), of which the game figure (X) in question should form a multiple.

+10				x4				+10				x4				+10
		x2	2					x2						x2		
		3	6	6	4											
				5												
				x5				+5						+5		
		3		3												
		5		6				x3								
P0	8	7	4	5	6	3	2	4								P
	4															
+10	6			+5		x3		+5		x3		+5		+5		+10
	7															
P								x3								P
				+5				+5						+5		
		x2						x2						x2		
+10				x4				+10				x4				+10

X 1 = 9 8 7 4 5 6 3 2 4

Z 1 = 9+8+7+4+5+6+3+2+4 = 48

X 2 = 3 5 8 4 6 7

Z 2 = 3+5+8+4+6+7 = 33

X 3 = 2 6 5 8 3 6 5

Z 3 = 2+6+8(+5)+3+6+5 = 35

X 4 = 3 6 6 4

Z 4 = 3+6+6+4 = 19

EP 0 773 049 A1

Description

The invention relates to a game apparatus comprising means representing a board, on which a number of fields in the shape of a matrix has been applied, and a number of play pieces of a shape corresponding with that of the fields, the side surfaces of the play pieces being provided on at least one side with one or more markings, whereas the rules prescribe that the or each player in turn may place number of play pieces on the game board, which play pieces can be placed on the fields in such a way, that the markings on the adjacent fields have a certain meaning.

Such game devices are known in many different embodiments and serve for forming words and word combinations by means of the play pieces, which usually carry letters.

The object of the invention is providing a game device with play pieces carrying figures, with which game figures can be formed that should comply to a number of arithmetic conditions which are determined at random by games of chance.

This object is reached by the invention, in that the play pieces each carry on one or both side surfaces one or more figures, after which by a first, separate game of chance the first figure of the game figure to be formed each time, is determined, whereas by a second, separate game of chance a second figure is determined, which determines the number of figures of the game figure that should be formed on the board, after which by a third separate game of chance a third figure is determined, of which the game figure to be formed each time, should form a multiple.

It is remarked that US-A-2.824.741 shows a game, without a board however, but only with play pieces which should be arranged on a support of each player. These play pieces carry on the upper side letters and on the lower side figures and/or plus-, minus- and equal signs. On the support of each player the above letters should form words and at the same time the underlying figures and symbols should form sums. Thereafter the letter/figure combination is checked by all players. The player in question receives a number of points according to a certain system. The sums on the supports are one-dimensional because of the lack of a two dimensional game board and are strongly dependable on the word that has to be formed at the same time. Furthermore no conditions are set at the sums to be formed, by means of separate games of chance, such as decks of cards.

The invention will now further be elucidated referring to the accompanying drawing of an embodiment.

The drawing shows a plan view for a game board for use on a table, on which as an example a number of game figures X 1. ... X 4 have been formed.

According to the drawing the game device comprises the game board A shown. This game board A has been sub-divided into a number of fields B by a number of mutually perpendicular separating lines U and V,

extending with equal mutual spacing.

In the preferred embodiment there are 2 x 22 lines U and V, such that there are in total $21 \times 21 = 441$ fields B. These fields B stand in the shape of a matrix and have the shape of adjoining squares. On certain fields of the game board the letter P is indicated in the drawing. Two are indicated at the left outer edge and two at the right outer edge of the game board A. These are so called starting fields P, on which the first game figures X should start. Furthermore a number of fields B that are divided over the game board A, are indicated with a figure with an adding or multiplication sign. These are the so called bonus figures T, with which the figure is added or multiplied of the game figure X standing on this field. The game device also comprises a number of preferably flat play pieces C having the same shape and size of the fields B. The side surfaces D of the play pieces C are on at least one side provided with one or more figures E. These play pieces C carry the figures E of 0 through 9, whereas also some are not numbered or blank. There are each time ten play pieces with figures 1 through 9 and four blanks. These last mentioned blank play pieces C can be used as joker. Also according to a preferred embodiment the games of chance are formed by three decks of playing cards, from ace, which has the value of 1 through 9.

Thus without jacks, queens or kings but with three different back sides, such as for example red, blue and yellow. Other games of chance can be also used instead of decks of cards such as e.g. roulette or dice.

The game is played by two to four persons. Each player receives a limited number of play pieces C, according to the preferred embodiment nine play pieces until the supply is exhausted. The players form each in turn figures on the game board A, by placing according to the game rules their play pieces C on the fields B of the game board A. The figures E on the adjacent side surfaces D of the play pieces C on the adjacent fields B should have a certain meaning, such as a game figure X. For each player the figures of this game figure are added and totalized. The winner is the person having the most points if all game pieces C have been played, thus have been placed on the fields B of the game board A.

EXAMPLE OF THE RULES OF PLAY:

a) The 104 play pieces C, with the figure turned downwards, are placed on the left side of the game board A, and the three decks of cards H, J and M are placed on the right side.

b) The players each choose nine play pieces C without looking at the figures and place the play pieces C thereafter in such a position, (such as in a support not shown) that the figures are invisible for the opponent(s).

c) The players take a card from e.g. the stack of red

playing cards H. The player that draws the card with the highest number begins and the one that draws the card with the lowest number plays last.

d) The first player again takes a card from the stack of red playing cards H. The card drawn gives the first figure I with which the game figure X to be formed should start.

e) The player then takes a card from the stack of blue cards J. The card gives the number of K figures/playpieces of the game figure X.

f) Thereafter the player takes a card from the stack of yellow playing cards M. This card gives the figure N of which the game figure X should be a multiple O.

g) Based on the rules d), e) and f) the first player can now form his game figure X with help from his play pieces C. He places the game figure X horizontally or vertically on the game board, starting from one of the starting fields P.

h) The sum of the figures of the game figure X, increased with the bonuses mentioned on the fields that the player covers with his figure, forms the number of points attributed to the player.

i) If the player cannot comply to the rules d), e) and f), he misses one turn.

j) The next player follows the same rules of play and can finally place his game figure X 2 only on the game board A if his game figure X 2 connects to one of the game figures X 1...n lying on the game board A. The game figure X 2...n can only touch or cross with the other game figure X 1 with one play piece C. If this player cannot form or place a game figure X 2 he should pass his turn.

k) The points of this player are determined according to the rules of h).

l) After each game the players resupply their game pieces C to 9 pieces.

m) All game figures X 1...n should cross each other on the game board A. It is impossible to place a game figure X 1...n at random on the game board A, even the first game figure X 1 of the first player should start on a starting field P.

n) The game is finished when one of the players has no more play pieces and there are no more play pieces C in supply.

o) The winner is the player that scores the highest number of points as sum of all points determined by

rule h).

The drawing shows an example of some game figures X1...4. The first game figure X1, must start by drawing a card

according to rule d) starting with figure 9,

according to rule e) of 9 figures and

according to rule f) a multiple of 6.

$$X1 = 9\ 8\ 7\ 4\ 5\ 6\ 3\ 2\ 4 = (16457605 \times 6)$$

This first game figure X1 is places with the first figure 9 on the upper left starting field P.

Of all figures the sum $Z1 = 9+8+7+4+5+6+3+2+4 = 48$

The second game figure $X2 = 3\ 5\ 8\ 4\ 6\ 7 = (119489 \times 3)$ starting with 3, having 6 figures and being a multiple of 3

$$Z2 = 3+5+8+4+6+7 = 33$$

The third game figure $X3 = 2\ 6\ 5\ 8\ 3\ 6\ 5 = (513673 \times 5)$ starting with 2, having 7 figures and being a multiple of 5

$$Z3 = 2+6+5+8+3+6+5 = 35$$

The fourth game figure $X4 = 3\ 6\ 6\ 4 = (458 \times 8)$ starting with 3, having 4 figurs and being a multiple of 8.

The next game figures x5...n are formed the same way until no more play pieces C are left.

Claims

1. A game apparatus comprising means representing a board (A), on which a number of fields (B) in the shape of a matrix has been applied, and a number of play pieces (C) of a shape corresponding with that of the fields (B), the side surfaces (D) of the play pieces (C) being provided on at least one side with one or more markings (E), whereas the rules of play prescribe that the or each player in turn may place number of play pieces (C) on the game board (A), which play pieces (C) can be placed on the fields (B) in such a way, that the markings (E) on the adjacent fields (D) have a certain meaning (F), characterized in that, the play pieces (C) each carry on one or both side surfaces (D) one or more figures (G), after which by a first, separate game of chance (H) the first figure (I) of the game figure (X) to be formed each time, is determined, whereas by a second, separate game of chance (J) a second figure (K) is determined, which determines the number (L) of figures of the game figure that should be formed on the board (A), after which by a third separate game of chance (M) a third figure N is determined, of which the game figure (X) to be formed each time, should form a multiple (O).

2. A game apparatus according to claim 1., characterized in that by a fourth, separate game of chance the highest number (R) and a lowest number (S) is determined that gives the first and the last player respectively.

3. A game apparatus according to claim 1. or 2. characterized in that the addition of the figures of a game figure (X) formed by a player in question, with the addition of or multiplication with possible bonus figures (T), determined by a place on the board (A) is credited by the total number of points made by this player in question. 5
4. A game apparatus according to one or more of the claims 1. to 4., characterized in that the play pieces (C), carry numbers (G) from 0 through 9, while a few of them are blank. 10
5. A game apparatus according to one or more of the claims 1 through 4, characterized in that the first game of chance (H) is a deck of cards with aces, that count for one, and the cards 2 through 9, but without tens, jacks, queens or kings, from which each time a card is drawn, from which the figure determines the first figure (I), that forms the starting figure of the game figure (X) each time to be formed. 15
6. A game apparatus according to one or more of the claims 1 through 5 characterized in that, the second game of chance (J) is a deck of cards with aces, that count for one, and the cards 2 through 9, but without tens, jacks, queens or kings, from which each time a card is drawn, from which the figure determines the second figure (K), that determines the number of figures of the game figure (X) each time to be formed. 20
7. A game apparatus according to one or more of the claims 1 through 6, characterized in that the third game of chance (L) is a deck of cards with aces, that count for one, and the cards 2 through 9, but without tens, jacks, queens or kings, from which each time a card is drawn, from which the figure determines the third figure (M), of which the game figure (X) has to be a multiple. 25
8. A game apparatus according to one or more of the claims 1 through 7, characterized in that the fourth game of chance (Q) is a deck of cards with aces, that count for one, and the cards 2 through 9, but without tens, jacks, queens or kings, from which each time a card is drawn, from which the figures (R,S) determines the sequence of play for the players. 30
9. A game apparatus according to one or more of the claims 1 through 8, characterized in that the game board (A) is bearing figures (T) on a number of fields, which give different bonuses to the game figures (X) formed on them. 35
10. A game apparatus according to one or more of the claims 1 through 9, characterized in that the game board (A) is bearing letters (P) on a number of fields which indicate a starting field for the game figure (X) to be formed each time. 40
11. A game apparatus according to one or more of the claims 1 through 10, characterized in that the reverse sides of the cards wear different colors such as red, yellow and green. 45
12. A game apparatus according to one or more of the claims 1 through 11, characterized in that the play fields (B) are shaped in the way of adjoining squares, while the game pieces (C) are also squares identical in shape to the play fields (B). 50
13. A game apparatus according to one or more of the claims 1 through 12, characterized in that the game board (A) is sub divided in a number of square fields (B) by a number of mutually perpendicular, equally spaced extending separation lines (U,V). 55
14. A game apparatus according to one or more of the claims 1 through 13, characterized in that there are 2 x 22 lines (U,V), so that there is a total of 21 x 21 = 441 fields (B), that are arranged in a matrix and are shaped as adjoining squares. 60

+10				x4					+10				x4				+10
		x2		2					x2						x2		
		3	6	6	4												
				5													
				6					+5					+5			
	3			3													
	5			6					x3								
p9	8	7	4	5	6	3	2	4									p
	4																
+10	6			+5		x3			+5		x3		+5				+10
	7																
p																	p
									x3								
				+5					+5				+5				
		x2							x2						x2		
+10				x4					+10				x4				+10

$$X 1 = 9 8 7 4 5 6 3 2 4$$

$$Z 1 = 9+8+7+4+5+6+3+2+4 = 48$$

$$X 2 = 3 5 8 4 6 7$$

$$Z 2 = 3+5+8+4+6+7 = 33$$

$$X 3 = 2 6 5 8 3 6 5$$

$$Z 3 = 2+6+8(+5)+3+6+5 = 35$$

$$X 4 = 3 6 6 4$$

$$Z 4 = 3+6+6+4 = 19$$



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EUROPEAN SEARCH REPORT

Application Number
EP 95 20 3060

DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (Int.Cl.6)
A	GB-A-2 216 811 (LLOYD) * page 6; figure 5 * ---	1	A63F3/04
A	GB-A-1 377 832 (TURNER) * the whole document * ---	1	
A	US-A-2 752 158 (BRUNOT AT AL.) * the whole document * ---	1	
A	GB-A-2 121 692 (UNSWORTH) * the whole document * ---	1	
A	GB-A-2 258 620 (LYONS) * the whole document * -----	1	
The present search report has been drawn up for all claims			TECHNICAL FIELDS SEARCHED (Int.Cl.6)
			A63F
Place of search	Date of completion of the search	Examiner	
THE HAGUE	3 April 1996	Raybould, B	
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