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(54) **BOARD FOR A BOARD GAME TO BE PLAYED BY ONE PERSON**

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Description

[0001] The invention relates to a board for a board game to be played by one person, comprising a flat first panel, of which a surface intended as upper side is subdivided into squares by rows and columns.

[0002] Examples of such a surface subdivided into squares are the chessboard and the draughtboard.

[0003] A known game that can be played by one person on a chessboard is the eight queens problem. The object of this game is to place eight queens on a chessboard in a manner such that the queens are not attacking each other. The object is, in other words, to place eight pieces on the board in a manner such that no two pieces stand on the same row, column or diagonal. It is known that the eight queens problem has twelve solutions, wherein identical solutions which are obtained by the mathematical operations of rotation and reflection are not counted. If the game is played with fewer than eight queens, or on more than 8x8 squares, the number of solutions increases. The number of solutions can be limited by a limitation self-imposed beforehand of not placing any pieces on squares on the same row, column or diagonal as one or more pre-marked squares. It is known for instance that when three squares are marked in this way on a chessboard, the problem of placing five queens which are not attacking each other has three mathematically different solutions.

[0004] Although it is possible in principle to play the eight queens problem and variations thereof on a chessboard or draughtboard, these boards are in practice less suitable for this purpose, particularly when used during travelling. Known pocket-size chess and draughtboards make use of loose pieces which must be placed on the board in mechanical or magnetic manner.

[0005] Playing with loose pieces is perceived under some circumstances as a reason for not making use of such a game.

[0006] An inherent drawback of a chess or draughtboard in use as game board for a puzzle for one person is the absence of playing instructions.

[0007] NL1001773 C1 discloses a board for a board game (car bingo) to be played by one person, according to the preamble of claim 1. According to the invention the operating element extends through the second panel. This allows the first panel to have a tidier appearance since the operating element is not visible.

[0008] The object of the invention is to provide a board for a board game to be played by one person, which is free of loose components, is compact, can be provided with playing instructions in simple manner and can be manufactured at low cost.

[0009] This object is achieved with a board of the type stated in the preamble, wherein according to the invention one square in each column can be marked as desired by means of at least one marking means coupled fixedly to the board.

[0010] The marking means is a mechanical marking

means.

[0011] A board provided with a mechanical marking means according to the invention comprises a second panel arranged against the underside of the first panel, wherein the at least one marking means comprises a plate-like marker element which, by means of an operating element extending through the second panel, is displaceable between a first position in which the marker element is not visible and a second position in which the marker element is visible on the upper side of the board behind a window formed in a square.

[0012] The ability to mark the squares by means of a marking means coupled to the board renders unnecessary the use of loose pieces, draughts, or a separate operating means, so that the board is always complete and ready to use. The eight queens problem is for instance played on such a board with 8x8 squares by marking a first square in a first column, marking a second square in a second column, wherein the first and the second square may not be situated in the same row or diagonal, and so forth.

[0013] In one embodiment the at least one square can be marked as desired by a first or a second marking means coupled fixedly to the board. According to such an embodiment the problem of the eight queens is for instance played on a board with 8x8 squares by marking a first square in a first column and a second square in a second column, each with a first marking means, wherein the first and the second square may not be situated in the same row or diagonal and the first marking means have the function of marking the first and second square, and subsequently marking a third square in a third column and a fourth square in a fourth column with a second marking means, wherein the first, second, third and fourth square may not be situated in the same row or diagonal, and so on.

[0014] In such a board the second panel is preferably provided with longitudinal grooves extending parallel to the columns and corresponding with these columns for the purpose of receiving therein the operating element of the at least one plate-like marker element, and more preferably with second windows corresponding with each of the respective squares for the purpose of displaying on the underside of the board a marker element visible on the upper side of the board through a first window.

[0015] In another embodiment of a board according to the invention the side of this board intended as underside is provided with information symbols which serve for instance as playing instructions.

[0016] The squares ordered in rows and columns in a board according to the invention can in principle have any shape, but preferably have a square shape.

[0017] The number of rows and columns in a board according to the invention amounts to for instance at least 4 of each, and this number preferably amounts to 8 of each.

[0018] The invention will be elucidated hereinbelow on the basis of exemplary embodiments, with reference to

the drawings.

[0019] In the drawings

Fig. 1 shows an exploded view of an embodiment of a board according to the invention,

Fig. 2 is a perspective view of a marker element for a board as shown in fig. 1,

Fig. 3 is a bottom view of the board shown in fig. 1, and

Fig. 4 is a top view of the board shown in fig. 1.

[0020] Corresponding components are designated in the figures with the same reference numerals.

[0021] Fig. 1 shows a board 10 which is assembled from an upper panel 1 which is provided with a downward directed peripheral edge 3, in which edge a lower panel 2 is clamped in the ready-to-use state. The top side of upper panel 1 is subdivided by 8 rows and 8 columns into 64 squares 4, in each of which a window 5 is arranged. Lower panel 2 is provided with longitudinal grooves 6 which correspond with and extend parallel to the respective columns in upper panel 1. Protruding through grooves 6 are operating tongues of respective tabs (shown in fig. 2), of which a plate-like part 9, 9' is received between lower plate 2 and upper plate 1. Displaceable along each groove 6 are two plates 9, 9', which in rest position are placed in the outer ends of grooves 6 and there concealed from view by respective edge zones 11, 11' of the first panel. The plates 9 at the one end of grooves 6 are of the same colour, but differ in colour from plates 9' at the other end of grooves 6, which are likewise of the same colour. The figure further shows windows 12 in lower plate 2 under each of the squares 4 in upper plate 1.

[0022] Fig. 2 shows a tab 8, 8' with plate 9, 9' and an operating tongue 7, 7' extending transversely thereof.

[0023] Fig. 3 shows board 10 in bottom view, with lower panel 2 and grooves 6 through which protrude operating tongues 7, 7' of the respective tabs 8, 8'. The numbers 1 to 25 are arranged on the underside of board 10 at positions corresponding with the 64 squares on the upper side, wherein numbers 1-3 occur four times, numbers 4-11 three times and numbers 12-25 twice. These numbers correspond with game problems of increasing degree of difficulty, wherein a tab of a first colour has to be placed at the relevant square. In the shown example tabs are placed at the numbers 13, whereby plates 9' have become visible through windows 12 under these numbers.

[0024] Fig. 4 shows board 10 in top view in the situation described in fig. 3, with upper panel 1, in two columns of which the plates 9' have become visible through windows 5. The object of the game is to mark a square 4 in each of the other columns by sliding the tabs 8, wherein a plate 9 appears behind each window in each column, in a manner such that no squares are marked which are situated in the same row, column or diagonal as one or more pre-marked squares. In order to enhance convenience of

use, it can be stated on the underside, adjacently of the problem numbers 1-25, in a different, for instance smaller, font how many different solutions the relevant problem has.

[0025] It is noted that games for two or more persons can also be played on the above described board game for one person.

10 Claims

1. Board (10) for a board game to be played by one person, comprising a flat first panel (1), of which a surface intended as upper side is subdivided into squares (4) by rows and columns, wherein one square (4) in each column can be marked as desired by means of at least one mechanical marking means (8, 8') coupled fixedly to the board (10), the board (10) comprising a second panel (2) arranged against the underside of the first panel (1), and the at least one marking means (8, 8') comprises a plate-like marker element (9, 9') which, by means of an operating element (7, 7'), is displaceable between a first position (11, 11') in which the marker element (9, 9') is not visible and a second position (5) in which the marker element (9, 9') is visible on the upper side of the board (10) behind a window (5) formed in a square (4), **characterised in that** the operating element extends through the second panel (2).
2. Board (10) as claimed in claim 1, **characterized in that** the at least one square (4) can be marked as desired by a first (8) or a second (8') marking means coupled fixedly to the board.
3. Board (10) as claimed in either of the claims 1-2, **characterized in that** the second panel (2) is provided with respective longitudinal grooves (6) extending parallel to the columns and corresponding with these columns for the purpose of receiving therein the operating element (7, 7') of the at least one plate-like marker element (9, 9').
4. Board (10) as claimed in claim 3, **characterized in that** the second panel (2) is provided with second windows (12) corresponding with each of the respective squares (5) for the purpose of displaying on the underside of the board (10) a marker element (9, 9') visible on the upper side of the board through a first window (5).
5. Board (10) as claimed in any of the claims 1-4, **characterized in that** the side thereof intended as underside is provided with information symbols.
6. Board (10) as claimed in any of the claims 1-5, **characterized in that** the squares have a square shape.

7. Board (10) as claimed in any of the claims 1-6, **characterized in that** the number of rows and columns amounts to at least 4 of each.
8. Board (10) as claimed in claim 7, **characterized in that** the number of rows and columns amounts to 8 of each.

Patentansprüche

1. Brett (10) für ein von einer Person zu spielendes Brettspiel, umfassend ein flaches erstes Paneel (1), dessen eine als Oberseite bestimmte Fläche durch Reihen und Spalten in Felder (4) unterteilt ist, wobei in jeder Spalte ein Feld (4) wahlweise durch mindestens ein fest mit dem Brett (10) verbundenes mechanisches Markiermittel (8, 8') markierbar ist, welches Brett (10) ein gegen die Unterseite des ersten Paneels (2) angebrachtes zweites Paneel (2) umfasst, und das mindestens eine Markiermittel (8, 8') ein plattenförmiges Markierelement (9, 9') umfasst, das durch ein Bedienelement (7, 7') zwischen einer ersten Position (11, 11'), in der das Markierelement (9, 9') nicht sichtbar ist und einer zweiten Position (5), in der das Markierelement (9, 9') an der Oberseite des Brettes (10) hinter einem in einem Feld (4) gebildeten Fenster (5) sichtbar ist verschiebbar ist, **dadurch gekennzeichnet, dass** sich das Bedienelement durch das zweite Paneel (2) erstreckt.
2. Brett (10) nach Anspruch 1, **dadurch gekennzeichnet, dass** das mindestens eine Feld (4) durch wahlweise ein erstes (8) oder ein zweites fest mit dem Brett verbundenes Markiermittel (8') markierbar ist.
3. Brett (10) nach einem der Ansprüche 1-2, **dadurch gekennzeichnet, dass** das zweite Paneel (2) mit sich parallel zu den Spalten erstreckenden und mit diesen Spalten korrespondierenden jeweiligen Längsrillen (6) für das darin Aufnehmen des Bedienelements (7, 7') des mindestens einen plattenförmigen Markierelements (9, 9') ausgestattet ist.
4. Brett (10) nach Anspruch 3, **dadurch gekennzeichnet, dass** das zweite Paneel (2) mit mit jedem der jeweiligen Felder (5) korrespondierenden zweiten Fenstern (12) für das an der Unterseite des Brettes (10) sichtbar machen eines durch ein erstes Fenster (5) an der Oberseite des Brettes (10) sichtbaren Markierelements (9, 9') ausgestattet ist.
5. Brett (10) nach einem der Ansprüche 1-4, **dadurch gekennzeichnet, dass** die als Unterseite vorgesehene Seite davon mit Informationszeichen ausgestattet ist.
6. Brett (10) nach einem der Ansprüche 1-5, **dadurch**

gekennzeichnet, dass die Felder quadratisch sind.

7. Brett (10) nach einem der Ansprüche 1-6, **dadurch gekennzeichnet, dass** die Anzahl der Reihen und Spalten jeweils mindestens 4 beträgt.
8. Brett (10) nach Anspruch 7, **dadurch gekennzeichnet, dass** die Anzahl der Reihen und Spalten jeweils 8 beträgt.

Revendications

1. Plateau (10) pour un jeu de plateau se jouant seul, comprenant un premier panneau plat (1), dont une surface faisant office de côté supérieur est subdivisée en carrés (4) par des rangées et des colonnes, dans lequel un carré (4) dans chaque colonne peut être marqué comme on le souhaite au moyen d'au moins un moyen de marquage mécanique (8, 8') qui est couplé de façon fixe au plateau (10), le plateau (10) comprenant un deuxième panneau (2) agencé contre la face inférieure du premier panneau (1), et ledit au moins un moyen de marquage (8, 8') comprenant un élément de marquage en forme de plaque (9, 9') qui, à l'aide d'un élément de commande (7, 7'), peut être déplacé entre une première position (11, 11'), dans laquelle l'élément de marquage (9, 9') n'est pas visible, et une deuxième position (5), dans laquelle l'élément de marquage (9, 9') est visible sur la face supérieure du plateau (10) derrière une fenêtre (5) qui est formée dans un carré (4), **caractérisé en ce que** l'élément de commande s'étend à travers le deuxième panneau (2).
2. Plateau (10) selon la revendication 1, **caractérisé en ce qu'**au moins un carré (4) peut être marqué comme on le souhaite par un premier (8) ou un deuxième (8') moyen de marquage qui est couplé de façon fixe au plateau.
3. Plateau (10) selon la revendication 1 ou 2, **caractérisé en ce que** le deuxième panneau (2) présente des rainures longitudinales respectives (6) qui s'étendent parallèlement aux colonnes et de façon correspondante avec ces colonnes dans le but de recevoir en elles l'élément de commande (7, 7') d'au moins un élément de marquage en forme de plaque (9, 9').
4. Plateau (10) selon la revendication 3, **caractérisé en ce que** le deuxième panneau (2) présente des deuxième fenêtres (12) qui correspondent à chacun des carrés respectifs (5) dans le but d'afficher sur la face inférieure du plateau (10) un élément de marquage (9, 9') qui est visible sur la face supérieure du plateau à travers une première fenêtre (5).

5. Plateau (10) selon l'une quelconque des revendications 1 à 4, **caractérisé en ce que** le côté de celui-ci faisant office de face inférieure est pourvu de symboles d'information. 5
6. Plateau (10) selon l'une quelconque des revendications 1 à 5, **caractérisé en ce que** les carrés ont une forme carrée. 10
7. Plateau (10) selon l'une quelconque des revendications 1 à 5, **caractérisé en ce que** le nombre de rangées et de colonnes est d'au moins 4 chacune. 15
8. Plateau (10) selon la revendication 7, **caractérisé en ce que** le nombre de rangées et de colonnes est de 8 chacune. 20

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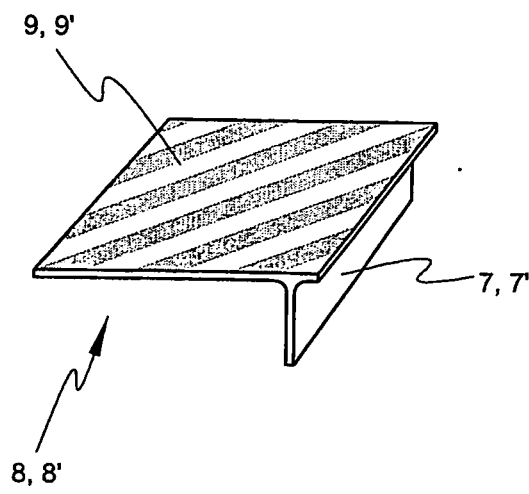
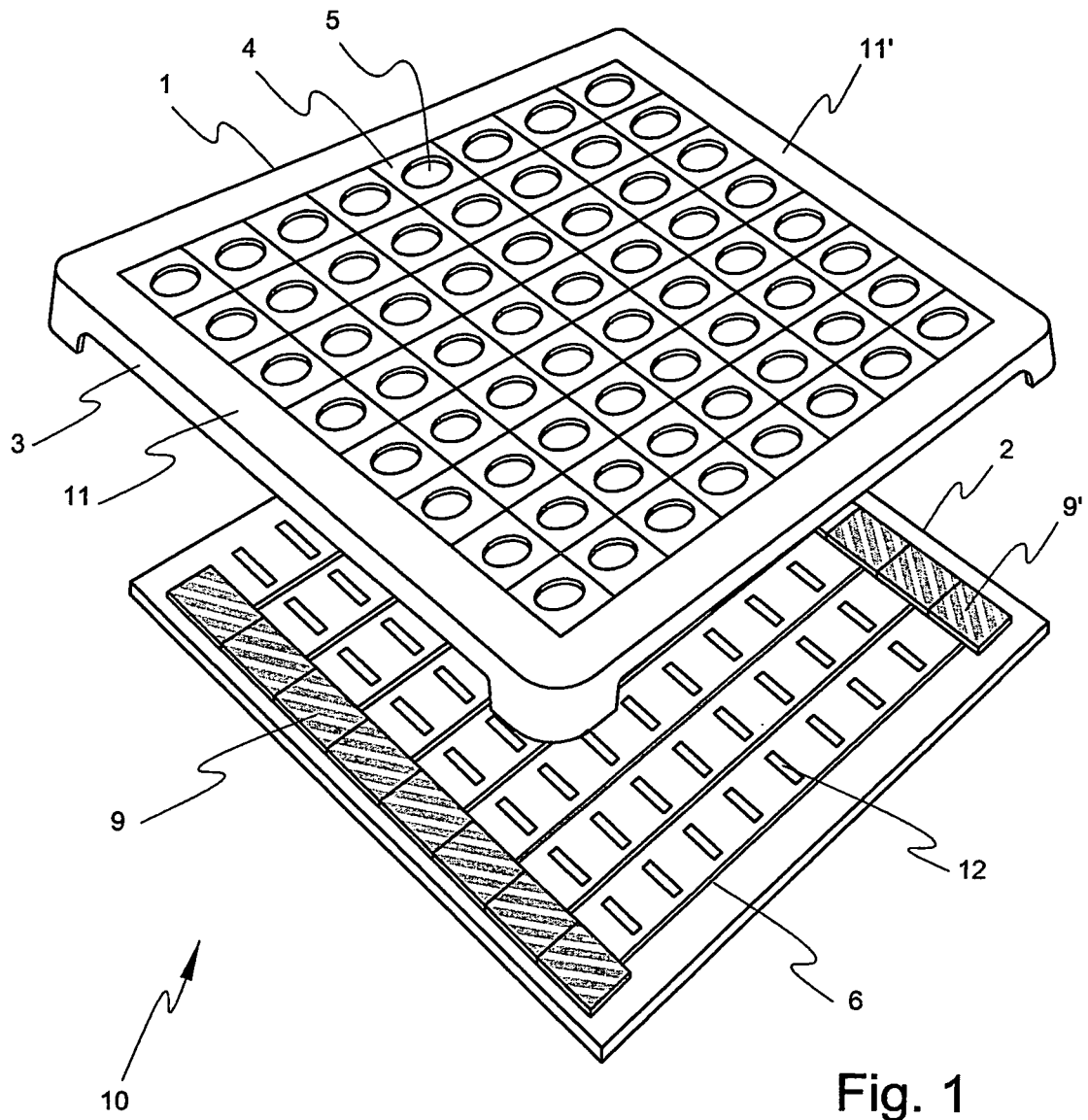
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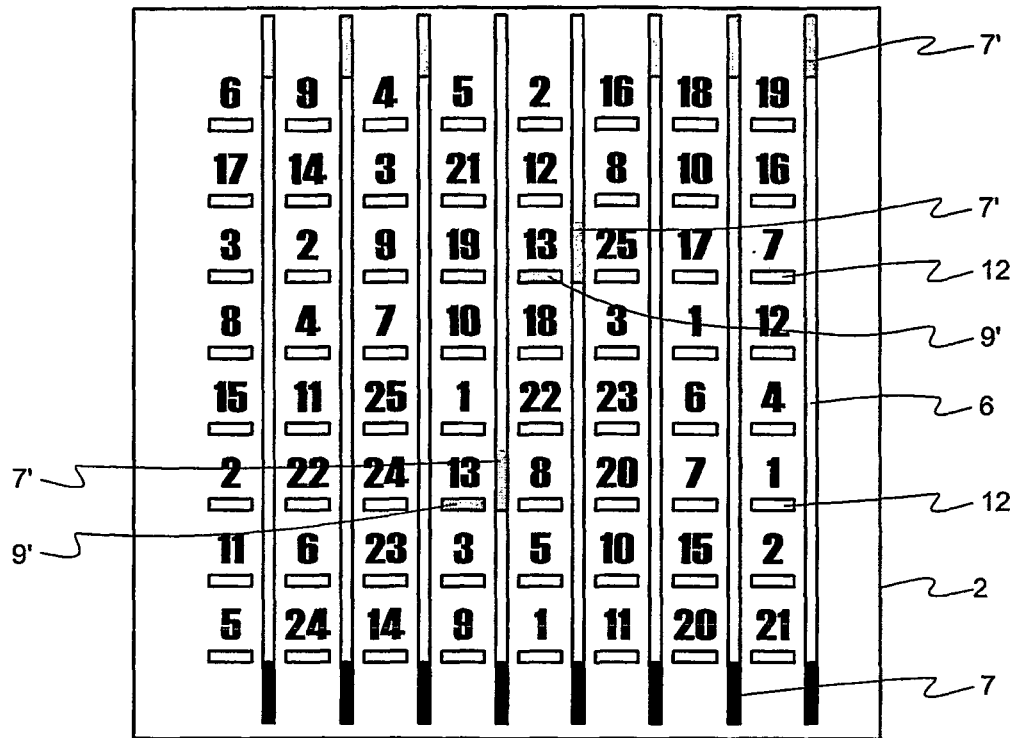


Fig. 3

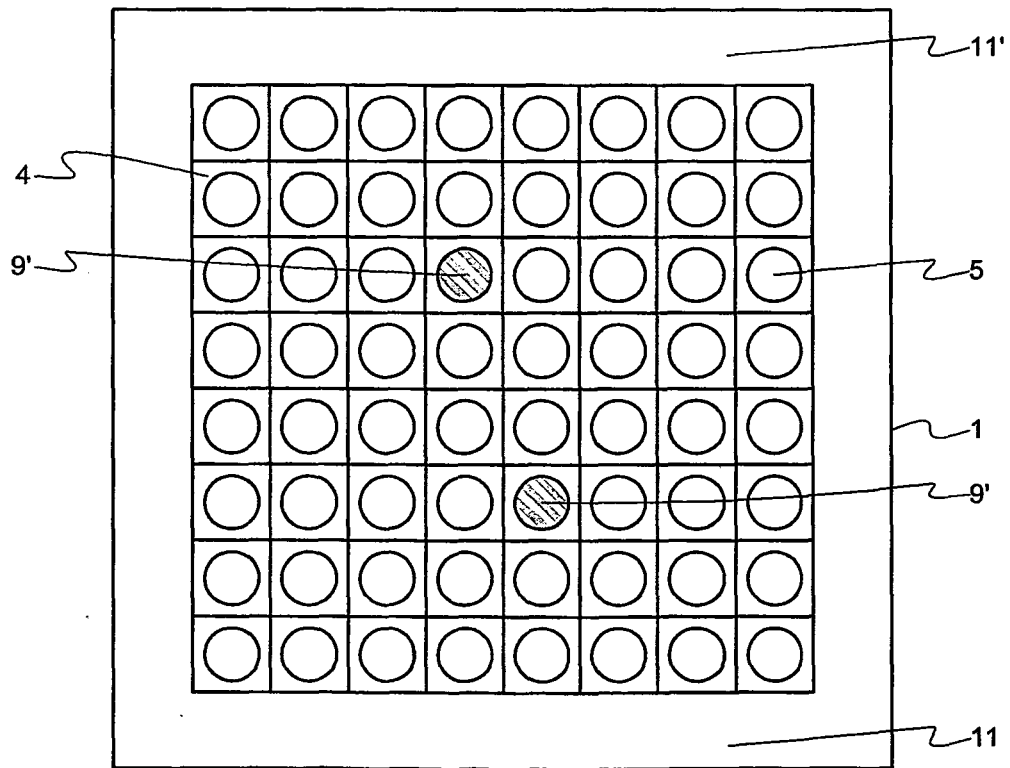


Fig. 4

REFERENCES CITED IN THE DESCRIPTION

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Patent documents cited in the description

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