What is disclosed is a novel board game that is fun and enjoyable to play.
BOARD GAME METHOD AND APPARATUS

TECHNICAL FIELD

[0001] The presently disclosed and claimed inventive concepts generally relate to an apparatus and method for playing a game, and more particularly to a board game and an apparatus of playing a board game.

BACKGROUND

[0002] Board games are very popular in today’s society. There are many different board games that exist in society. These games have rules and varying game board setups that involve a variety of different pieces and rules. The Applicant, through this application discloses a novel board game that is enjoyable to play.

SUMMARY OF THE DISCLOSURE

[0003] The purpose of the Summary is to enable the public, and especially the scientists, engineers, and practitioners in the art who are not familiar with patent or legal terms or phraseology, to determine quickly from a cursory inspection, the nature and essence of the technical disclosure of the application. The Summary is neither intended to define the inventive concept(s) of the application, which is measured by the claims, nor is it intended to be limiting as to the scope of the inventive concept(s) in any way.

[0004] Disclosed is a board game having a game board that, in a preferred embodiment, has two columns that intersect generally perpendicular and form the shape of an X. The X shape has four leg extensions that form the X with a center where the four leg extensions meet. Each of the leg extensions has three rows of spots that are configured for a game board piece to be placed. Each of these columns has a first outer row, an inner row, and a second outer row. The inner row is between the first outer row and the second outer row. Around the perimeter of the X is a path for game board pieces to be placed along. This perimeter follows the outside perimeter of the X shape. Along the inside row, generally excluding the furthest out game board piece playing spot, is a finish row.

[0005] The leg extensions generally intersect at a rectangular series of game board playing piece spots that are overlapping between the columns. In the very center of the intersection of the legs is generally a blank spot that is not configured for a game board piece to be played on.

[0006] The game is to be played with four sets of game pieces, each of which has a marker that corresponds to one of the markers in the start areas. The game also includes a set of action cards. In a preferred embodiment, the action cards have a front and a back, the front having an action statement directing the player to move a piece a certain distance. The game board markers and game board piece can have a variety of different corresponding markers that indicates to a player were his or her game board pieces are going to start and finish. Additionally, the game board home areas each correspond to a set of markers. These markers can include a variety of shapes, colors, or other indicators that can be used to correspond to a game board piece to a certain area.

[0007] The game board action cards can come in a variety of different shapes or different styles. These include standard poker playing cards or can include playing cards in any general format. The standard playing cards can be played without the joker. In a preferred embodiment, each of the different playing cards directs a player to move a different number of spaces. In a preferred embodiment, the action cards include an ace, king, queen, jack, and cards 2-10, as found in a standard playing card deck. In this embodiment, the ace has a dual meaning. It can be used for starting a card or for moving a card one space. The king is used for starting a players piece from the home area to the start, a queen can be used for starting or as a twelve, a jack can be used to trade a players piece with another players piece, a three is used to move players piece three spaces backwards, and all other cards are used to move a players piece the number of spaces shown on the card.

[0008] The board game can be made with a variety of different embodiments that are configured for a players playing piece to be played on. For example, these can include peg and hole embodiments, spaces for placement of a players playing piece, or male receptacles on to which a female playing piece is placed. The peg and hole combination is an example of what can be included in a male playing piece and a female receptacle on the playing board.

[0009] In a preferred embodiment, the game board is used by starting each players playing pieces in the home area. The first set of cards is dealt to each player. When three or four players are playing the board game, five action cards are generally dealt in the first group to each player. After each player places the five action cards, sets of four action cards are dealt until all cards are played. Then deal generally shifts to the second player who shuffles the cards and deals. This is a preferred embodiment only and is not required that the number of cards dealt are set at five and four or that the deal shifts after a first player deals all of the cards. In a preferred embodiment, when two players are playing the board game five of the action cards are dealt in the first group to each player and after the first set of cards have been played a second set of five cards are dealt in a second group to each player. After all the cards are dealt, the player shuffles the cards and proceeds with further card dealing, preferably matching the first round of dealing.

[0010] Action cards, as stated above, allow a player to move the number of spaces shown on the card in a first direction around a path. Several of the cards are directed such that they are played to allow a player to proceed one game piece from the home area to the start area. A series of other cards are played to allow a player to exchange the location of one of the players game pieces with one of a second players game pieces. The cards also involve a card that is played to allow a player to start or move twelve spaces in a first direction. A second series of cards allows a player to move a piece three spaces in the second direction around the perimeter of the X shaped path.

[0011] The game is typically played by each player playing a card and moving a game board piece. Play then moves to the next player to play. In a preferred embodiment a player can pass on playing by laying down an action card and not moving any pieces. In a preferred embodiment a player cannot pass using any card that is chosen to move a players pieces three
spaces in the second direction. The player wins the game by getting all of the player’s pieces into the home area.

[0012] In a preferred embodiment, when a player’s piece lands on the piece of another player, that player that landed on the other player’s piece is returned to the home area. A player can pass by laying his or her cards face up on the table and stating that he or she passes. Generally this occurs by a player laying down one of his cards and waiting until the next series of cards is played.

[0013] In a further embodiment of the invention, the game can be played with teams of two players. Generally, in this embodiment, players on opposite sides of the board game are in teams and each plays its own game board pieces until they are all in the finish area. When this occurs, the player whose pieces have all reached the home area is allowed to use his or her cards to advance his or her teammates cards. Once both members of the team get all of their pieces into a home area the game is over. In a preferred embodiment, when a player has multiple game board pieces on the continuous path, the player’s pieces are not allowed to pass his or her own pieces or his or her partner’s pieces.

[0014] Still other features and advantages of the presently disclosed and claimed inventive concept(s) will become readily apparent to those skilled in this art from the following detailed description describing preferred embodiments of the inventive concept(s), simply by way of illustration of the best mode contemplated by carrying out the inventive concept(s). As will be realized, the inventive concept(s) is capable of modification in various obvious respects all without departing from the inventive concept(s). Accordingly, the drawings and description of the preferred embodiments are to be regarded as illustrative in nature, and not as restrictive in nature.

BRIEF DESCRIPTION OF THE DRAWINGS

[0015] FIG. 1 illustrates an embodiment of the invention with a first player having a player piece in a starting area.

[0016] FIG. 2 is a top view of a preferred embodiment of the game board.

[0017] FIG. 3 is a top view of an embodiment of a game board having a first player’s piece in a start area.

[0018] FIG. 4 is a top view of a player completing the game.

DETAILED DESCRIPTION OF THE EXEMPLARY EMBODIMENTS

[0019] While the presently disclosed inventive concept(s) is susceptible of various modifications and alternative constructions, certain illustrated embodiments thereof have been shown in the drawings and will be described below in detail. It should be understood, however, that there is no intention to limit the inventive concept(s) to the specific form disclosed, but, on the contrary, the presently disclosed and claimed inventive concept(s) is to cover all modifications, alternative constructions, and equivalents falling within the spirit and scope of the inventive concept(s) as defined in the claims.

[0020] FIG. 1 illustrates a preferred embodiment in which a player has begun playing the board game. The illustration provides for a game board 2 with four series of player pieces 6, 16, 24, and 28. First player 6 has begun playing by playing an action card that allows the player to start by placing a first player piece in the start zone 8. The remaining of the player pieces 6 are in the player’s home area 7. The start area is designated by the player piece location 10. Also depicted is the first player 6 finish area 12. The remaining players 24, 16, and 28 remain in the player’s home area 23, 15, and 27. Each of the players has a series of action cards as represented by one series 14 of the playing cards. Also depicted is the endless track around the X 22 that is interrupted by the starting areas including starting area 10.

[0021] FIG. 2 is a view from the game board from above. As illustrated each of the player pieces has a start area 8, 18, 30, 36. As depicted each of the player pieces has a different color including yellow, red, green and blue that corresponds, in a preferred embodiment, to the player’s home area, start area and finish area.

[0022] FIG. 3 illustrates the first player, player 8, having a green player piece and having one green player piece in the player start area and the remaining four pieces in the player’s home area.

[0023] FIG. 4 illustrates when a player has won the game. FIG. 4 illustrates that the yellow player has finished the game. The yellow player has pieces 32 in the finish area. The player 38 has four pieces in the finish area but had not completed the game. FIG. 4 illustrates a blue piece in the endless track proceeding toward the players finish area.

[0024] In a preferred embodiment, the game board is used by starting each player’s playing pieces in the home area. The first set of cards is dealt to each player. When three or four players are playing the board game, five action cards are generally dealt to each player. Each player has five action cards, each set of four action cards are dealt until all cards are played. Then deal generally shifts to the second player who shuffles the cards and deals. This is a preferred embodiment only and is not required that the number of cards dealt are set at five and four or that the deal shifts after a first player deals all of the cards. In a preferred embodiment, when two players are playing the board game five of the action cards are dealt in the first group to each player and after the first set of cards have been played a second set of five cards are dealt in a second group to each player. After all the cards have been dealt, a player shuffles the cards and proceeds with further card dealing, preferably matching the first round of dealing.

[0025] Action cards, as stated above, allow a player to move the number of spaces shown on the card in a first direction around a path. Several of the cards are directed such that they are played to allow a player to proceed one game piece from the home area to the start area. A series of other cards are played to allow a player to exchange the location of one of the player’s game pieces with one of a second player’s game pieces. The cards also involve a card that is played to allow a player to start or move twelve spaces in a first direction. A second series of cards allows a player to move a piece three spaces in the second direction around the perimeter of the X shaped path.

[0026] The game is typically played by each player playing a card and moving a game board piece. Play then moves to the next player to play. In a preferred embodiment a player can pass on playing by laying down an action card and not moving any pieces. In a preferred embodiment a player cannot pass using any card that is chosen to move a players pieces three spaces in the second direction. The player wins the game by getting all of the player’s pieces into the home area.

[0027] In a preferred embodiment, when a player’s piece lands on the piece of another player, the player that landed on the other player’s piece returns the other player’s piece to his home area. A player can pass by laying his or her cards face up
on the table and stating that he or she passes. Generally this occurs by a player laying down one of his cards and waiting until the next series of cards is dealt.

**[0028]** In a further embodiment of the invention, the game can be played with teams of two players. Generally, in this embodiment, players on opposite sides of the board game are in teams and each plays its own game board pieces until they are all in the finish area. When this occurs, the player whose pieces have all reached the home area is allowed to use his or her cards to advance his or her teammates cards. Once both members of the team get all of their pieces into a home area the game is over. In a preferred embodiment, when a player has multiple game board pieces on the continuous path, the players pieces are not allowed to pass his or her own pieces or the pieces of his or hers partner.

**[0029]** While certain exemplary embodiments are shown in the Figures and described in this disclosure, it is to be distinctly understood that the presently disclosed inventive concept(s) is not limited thereto but may be variously embodied to practice within the scope of the following claims. From the foregoing description, it will be apparent that various changes may be made without departing from the spirit and scope of the disclosure as defined by the following claims.

What is claimed is:

1. A board game, the board game including a board game having two columns intersecting generally in the shape of an x, wherein said columns of said x comprise four leg extensions of said x, wherein each of said columns consists of three rows of piece spots configured for a board game piece to be placed at, wherein said columns consists of a first outer row, an inner row, and a second outer row, wherein said inner row is located between said first outer row and said second outer row, wherein said game board comprises four home areas configured for placement of a series of game pieces, wherein each of said four home areas is configured with a different marker corresponding with the marker of a series of game pieces, wherein said rows of said intersecting columns are configured such that the perimeter of said leg extensions is configured to be in a marker different from said four home areas and designate an endless path of spaces designated for game piece travel, wherein each of said leg extensions comprises a starting point for one of said four series of game board pieces on said path, wherein each of said starting points comprises an interruption in said continuous path, wherein the middle of said intersecting columns comprises a space without any indicator, wherein each of said leg extensions of said x comprise a home area for said game pieces, wherein each of said leg extensions comprises a home area for a set of game pieces wherein said home areas comprise 5 spaces, wherein each of said home areas extends from said continuous path inward to said open space, wherein there are no chance spots and no roll spots;

2. The board game of claim 1 wherein said game board comprises a deck of playing cards.

3. The board game of claim 1 wherein said markers comprise colors.

4. The board game of claim 1 wherein said markers comprise geometric shapes.

5. The board game of claim 1 wherein said piece spots comprise a female receptacle, wherein said game board pieces comprise a male protrusion configured to fit within said female receptacles.

6. The board game of claim 1 wherein said piece spots comprise a male protrusion, wherein said game board pieces comprise a female receptacle configured for placement on said male protrusion.

7. The board game of claim 2 wherein said deck of cards does not include the jokers.

8. A method of playing a board game for at least two players, said game playing method comprising the following:

- providing a game board having two columns intersecting generally in the shape of an x, wherein said columns of said x comprise four leg extensions of said x, wherein each of said columns comprises three rows of piece spots configured for a board game piece to be placed at, wherein said columns comprise a first outer row, an inner row, and a second outer row, wherein said inner row is located between said first outer row and said second outer row, wherein said game board comprises four home areas configured for placement of a series of game board pieces, wherein each of said four home areas is configured with a different marker corresponding with the color of a series of game pieces, wherein said rows of said intersecting columns are configured such that the perimeter of said leg extensions is configured to be in a marker different from said four home areas and designate an endless path of spaces designated for game piece travel, wherein each of said leg extensions comprises a starting point for one of said four series of game board pieces on said path, wherein each of said starting points comprises an interruption in said continuous path, wherein the middle of said intersecting columns comprises a space without any indicator, wherein each of said leg extensions of said x comprise a home area for said game pieces, wherein each of said leg extensions comprises a home area for a set of game pieces wherein said home areas comprise 5 spaces, wherein each of said home areas extends from said continuous path inward to said open space, wherein there are no chance spots and no roll spots;

- providing four sets of game pieces, wherein each set of game pieces comprises a marker corresponding to one of said markers of said home areas and said home areas;

- providing a plurality of action cards, each card having a front and a back, wherein the front has an action statement;

- wherein the game board is played by starting each player's pieces in the starting area, wherein a first set of cards is dealt to each player, wherein said number of cards in said first set of cards is configured such that all set of cards can be dealt out of said cards without having to reshuffle said cards, wherein said entire deck is dealt to players of the game;

- wherein when a player plays one of said action cards, said player moves one of said player's pieces the number of spaces shown on the card in a first direction around said path, wherein when a player plays another of said action cards said player proceeds one of said player's game pieces from said home area to said start area, wherein when a player plays another of said action cards said player exchanges the location of one of said players game pieces with one of a second player's game pieces, wherein when a player plays another of said action cards
said player either moves a piece to said start area or moves one of said player’s pieces twelve spaces in said first direction, wherein when a player plays one of said action cards said player moves a piece three spaces in said second direction; wherein a first player plays one of said action cards to begin play by moving a piece to said start area, wherein said players move said pieces around said path by playing action cards, wherein a player passes on any turn by laying down an action card and not moving any pieces except a player may not pass any card that causes a piece to move three spaces in said second direction, wherein after a players turn the next player plays a card, wherein when a player gets all of said player’s pieces into said home area said player wins said game, wherein after each of said cards from said all sets are played, the cards are shuffled and dealt again; wherein when said pieces are traveling on said path a player’s pieces are not allowed to pass pieces of the same marker, wherein when a player plays an action card that causes said player’s piece to land another player’s piece, the other player’s pieces is returned to his or her start area, wherein if a player has no pieces out of the start area and no action cards to allow the player to move out of the start area said players turn is passed, wherein when all the cards have been played from a shuffle and dealing the cards are reshuffled and play continues until one player gets all of said players pieces into the home area.

9. The method of playing a board game of claim 8, wherein said action cards comprise at least one deck of cards, wherein when a player plays an Ace moves a piece to the start area or moves a piece one space, wherein when a player plays a King the player only moves a piece to the start area, wherein when a player plays a Queen the player moves a piece to the starting area or moves a piece twelve spaces, wherein when a player plays a Jack the player trades a players piece with another players piece, wherein when a player plays a three the player moves a piece three spaces backwards, wherein all other cards are used to move forward the number of space shown on the card.

10. The method of playing a board game of claim 8, wherein said game ends after a first player wins said game by getting all of the pieces of said first player to said home area.

11. The method of playing a board game of claim 8, wherein said board game is played by teams of two players, wherein said team of two players defines a first partner and a second partner, wherein said players are positioned on opposite legs of said x, wherein said two players play until all of a first partners pieces are in said first partners home area, wherein after said first partners pieces are in said first partners home area said first partner plays cards to move pieces of said second partner toward said home of said second partner.

12. The method of playing a board game of claim 8, wherein when three or four players are playing said board game, five of said action cards are dealt in a first group to each player, wherein after the first set of cards have been played cards are dealt out in sets of four until all the cards are used.

13. The method of playing a board game of claim 8, wherein when two players are playing said board game, five of said action cards are dealt in a first group to each player, wherein after the first set of cards have been played cards are dealt out in sets of four until all the cards are played.

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