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(54) **PYRAMID BUILDERS BOARD GAME**

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(57) **ABSTRACT**

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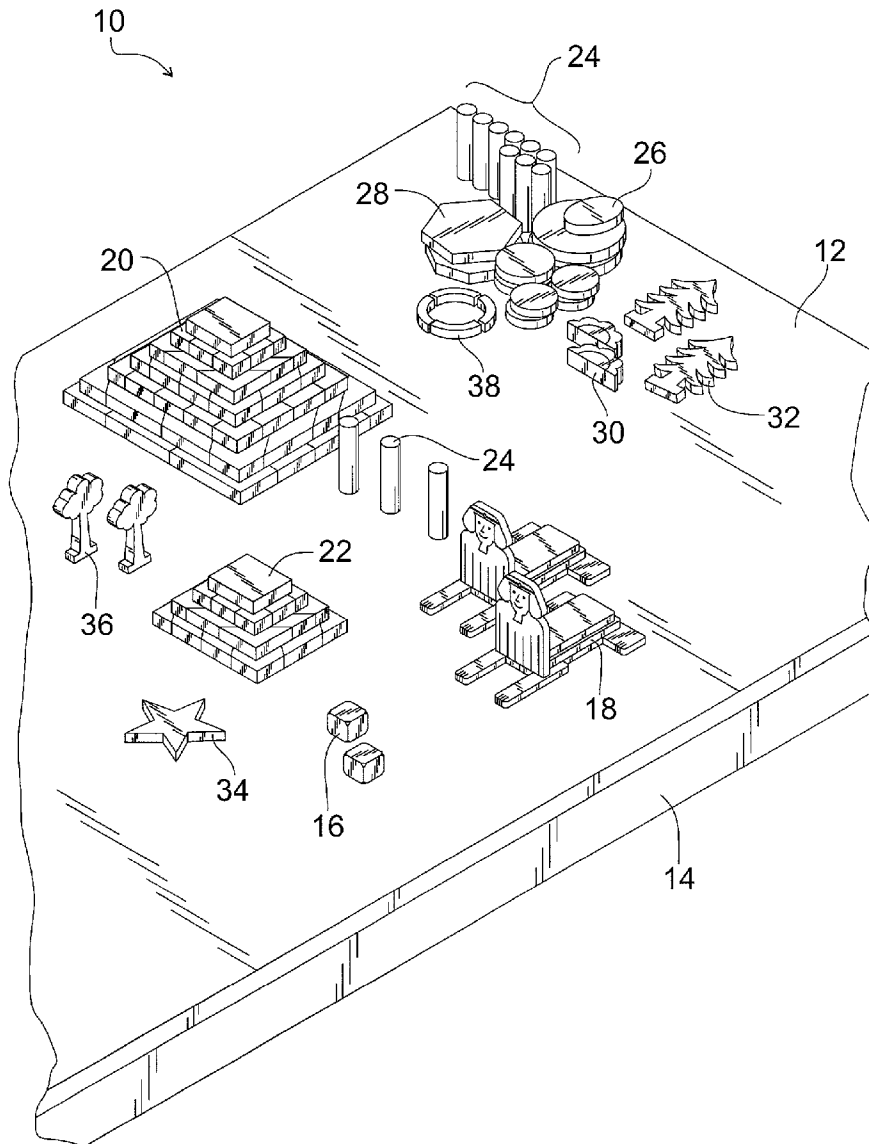
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A board game device is defined by a rectangular or circular raised edge placed on a flat surface. Within the borders of the raised edge, a plurality of game pieces, such as mounds, rings or goals are deployed in a random or symmetrical pattern as desired by the participants. Participants propel target balls at the game pieces using paddles or air devices to urge the target balls in the desired directions. Optionally an octagon may be superimposed on the flat surface with a plurality of brightly colored segments to visually separate the playing area into distinct smaller areas.



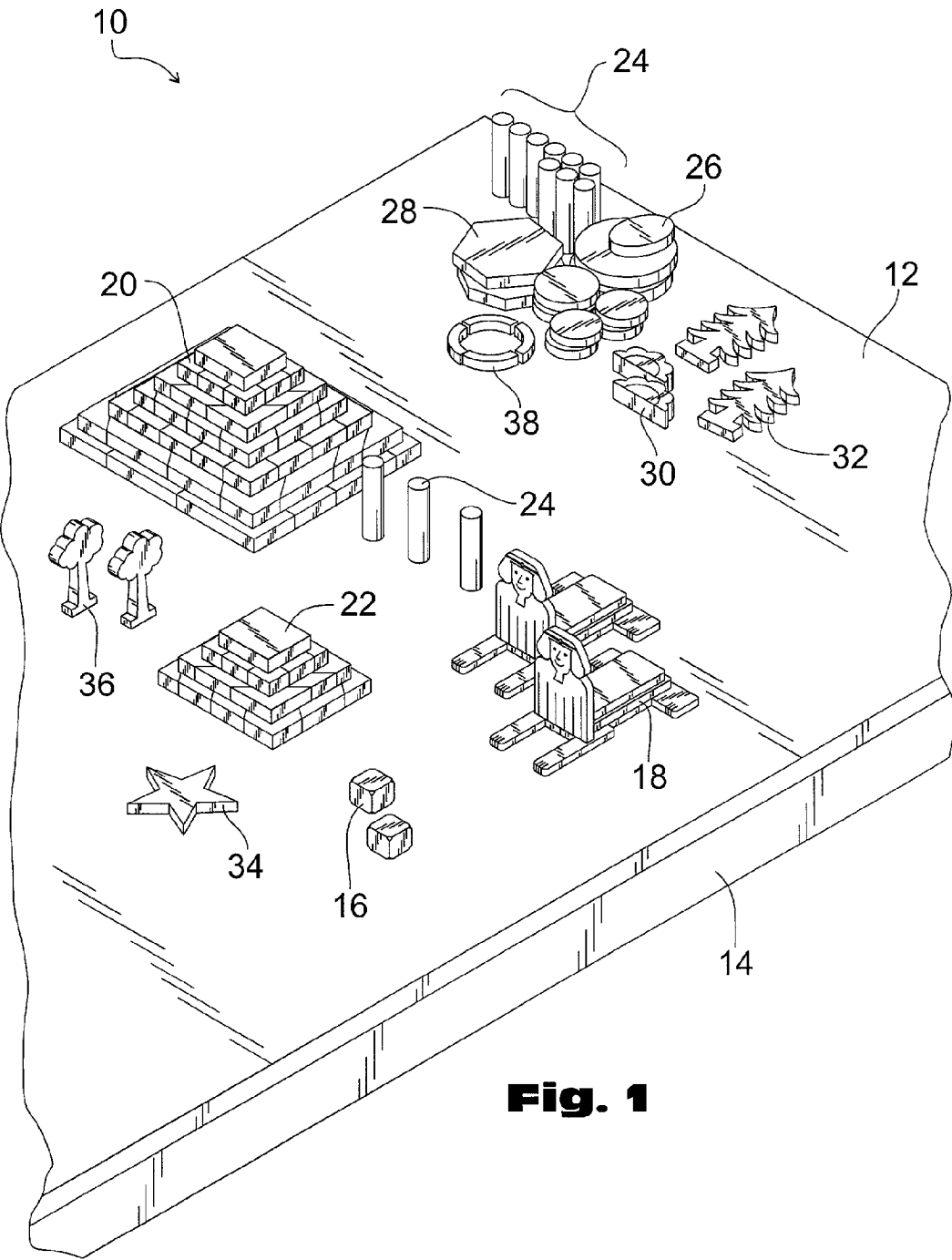


Fig. 1

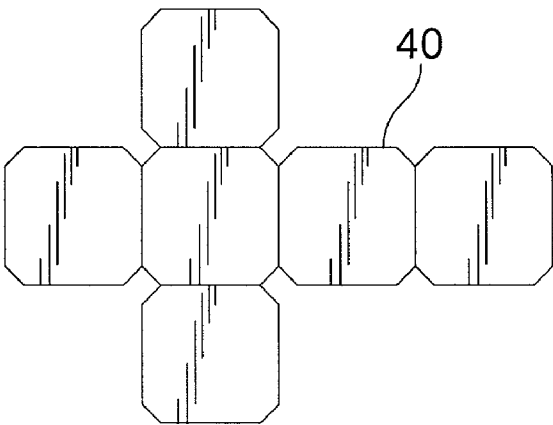


Fig. 2

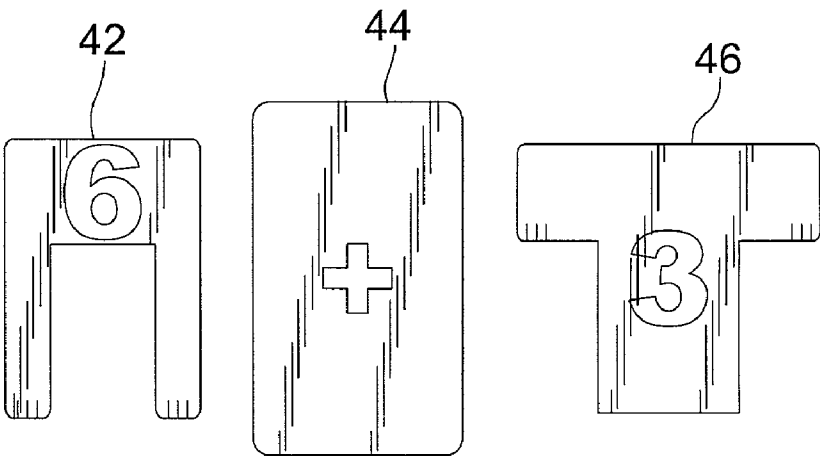


Fig. 3

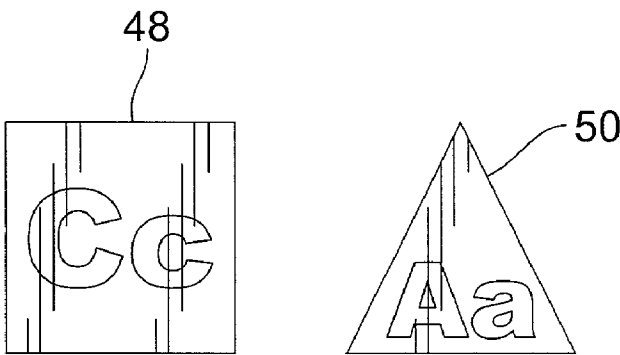


Fig. 4

PYRAMID BUILDERS BOARD GAME

FIELD OF THE INVENTION

[0001] This invention relates to board games, and more particularly to board games having ancient Egyptian them pieces, such as pyramids and sphinx, pillars, hexagons and circles.

BACKGROUND OF THE INVENTION

[0002] A number of board games are well known for simulating contests such as billiards, baseball, disc hockey, and the like. Some of these employ magnetic boards on which to affix the game pieces so as to be temporarily fixed.

SUMMARY OF THE INVENTION

[0003] The game comprises the following:

[0004] Eight (8) colorful Pyramids which include:

[0005] Four (4) seven-level Pyramids, each made up of 22 multi-colored pieces.

[0006] Four (4) four-level Pyramids, each made up of 11 multi-colored pieces.

[0007] Eight (8) Pyramid Bases

[0008] Four (4) Sphinx, each a different color and made up of 7 pieces

[0009] Two (2) multi-colored dice;

[0010] Four (4) Sphinx Bases [also used as decorative/educational Pieces];

[0011] Thirty-seven (37) decorative/educational pieces;

[0012] The Pyramid and Sphinx Pieces are used to play the game "Pyramid Builders" or "Sphinx Builders". The Pyramid and Sphinx pieces can be used together to play a game and there are variations of the game that can be played. The players can also create their own games.

[0013] The Decorative/Educational pieces comprise of the following:

[0014] Two (2) large Circles;

[0015] Two (2) medium Circles;

[0016] Four (4) small Circles;

[0017] One (1) Octagon, One (1) Hexagon, and (1) Star

[0018] Twelve (12) "Pillars";

[0019] Four (4) "Trees";

[0020] Four (4) Arcs (the arcs can be joined to form circles)

[0021] Two (2) "Flower" pieces: and

[0022] One (1) Oval.

[0023] The Decorative pieces are not part of the Pyramid/Sphinx game. They are used to teach time, the cardinal points, about the seasons, the alphabet, etc. and placed upright to build structures and create various designs. They are also used to broaden and enhance the creative options of the users.

[0024] It is envisaged that the various pieces (including the Pyramid and Sphinx pieces) will be fitted with magnetic strips to enable them to be placed on a vertical Magnetic Board. It is recommended that each of the pieces be approximately three quarters of an inch thick in order that they may be stable when placed upright. The Pyramid bases are made from cardboard.

[0025] Uses of the Pieces

[0026] To play a variety of Pyramid/sphinx games.

[0027] As a mathematical teaching aid to teach about geometric shapes (squares, triangles, rectangles, circles, etc.).

[0028] To teach the concept of fractions.

[0029] The concept of numbers and counting

[0030] To perform mathematical operations (addition, subtraction, multiplication, division)

[0031] Letters of the alphabet

[0032] Use of letters to form words and simple sentences

[0033] Spelling aid

[0034] To make size comparison

[0035] To teach about colors (9 different colors)

[0036] To help develop the concept of arranging in sequence in respect of size and color

[0037] To teach time

[0038] Facilitates development or enhancement of creativity by allowing children or users to create various designs and create their own games

[0039] Makes learning fun through the use of various shapes and brilliant colors to stimulate and excite the mind

[0040] In addition to the above, the pieces can also be used to play the games "Tottering Tower" and "Crashing Pillars".

[0041] "Tottering Tower"—In this game the players take turns stacking the pieces one on top of the other until the "Tower" begins to totter and eventually crashes. The player who causes the tower to crash goes out of the game and the remaining players resume play until there is left one player who does not cause a crash. The last remaining player wins the game.

[0042] "Crashing Pillars"—in this game the 12 "pillars" are placed in an upright position on the floor and the players take turns rolling one of the small circles towards them. A small ball may also be used for this purpose. The players must be at least six feet away from the "Pillars". Each player gets to keep the "Pillars" he/she "crashes" or knocks down with the ball or circle. The player who "crashes" the most "pillars" wins the game.

[0043] The various games may be played indoors or outdoors.

[0044] It is an object of the present invention to provide a game comprising a variety of different game pieces in order to teach children about historical figures of ancient Egypt.

[0045] A further object of the present invention is to provide a game with a variety of colorful game pieces to provide attractive, enjoyable entertainment.

[0046] Another object of the present invention to provide a versatile magnetic game board format to allow children and adults to associate various geometric figures to learn mathematical relationships.

[0047] Yet another object of the present invention is to provide a versatile and portable game apparatus with a plurality of interchangeable and variable game pieces.

[0048] Another object of the invention is to provide another means for development of hand eye coordination and improvement thereof.

DESCRIPTION OF THE DRAWINGS

[0049] **FIG. 1** is a fragmentary isometric view of the game pieces arranged about a rectangular board surface;

[0050] **FIG. 2** is a plan view of game tiles arranged in a crisscross pattern;

[0051] **FIG. 3** illustrates unassembled portions of a sphinx;;

[0052] **FIG. 4** illustrates a pair of geometric game pieces with alphabet characters displayed thereon;

DETAILED DESCRIPTION

[0053] Referring now to **FIG. 1**, The game **10** comprises the following parts:

[0054] A playing surface **12** with a peripheral rail **14** defining the outside boundaries. Surface **12** preferably includes ferromagnetic properties to allow for removable attachment and arrangement of game pieces.

[0055] Eight (8) colorful Pyramids **20,22** which include:

[0056] Four (4) seven-level Pyramids **20**, each made up of twenty-two (22) multi-colored pieces.

[0057] Four (4) four-level Pyramids **20**, each made up of eleven (11) multi-colored pieces.

[0058] Eight (8) Pyramid Bases

[0059] Four (4) Sphinx **18**, each a different color and made up of 7 pieces

[0060] Two (2) multi-colored dice **16**;

[0061] Four (4) Sphinx Bases [also used as decorative/educational Pieces];

[0062] Thirty-seven (37) decorative/educational pieces comprising the following:

[0063] Twelve (12) pillars **24**, nine (9) circular discs **26**, four (4) arc segments **38**, two (2) trees **32**, two (2) hexagons **28**, two each of fir trees **32**, leaf trees **36**, sunbursts **30**, and one (1) star;

[0064] The Pyramids **20,22** and Sphinx **18** pieces are used to play the game "Pyramid Builders" or "Sphinx Builders". The Pyramids **20,22** and Sphinx **18** pieces can be used together to play a game and there are variations of the game that can be played. The players can also create their own games.

[0065] The Decorative/Educational pieces comprise of the following:

[0066] Two (2) large Circles;

[0067] Two (2) medium Circles;

[0068] Four (4) small Circles;

[0069] One (1) Octagon, One (1) Hexagon, and (1) Star

[0070] Twelve (12) "Pillars";

[0071] Four (4) "Trees";

[0072] Four (4) Arcs (the arcs can be joined to form circles)

[0073] Two (2) "Flower" pieces: and

[0074] One (1) Oval.

[0075] The Decorative pieces are not part of the Pyramid/Sphinx game. They are used to teach time, the cardinal points, about the seasons, the alphabet, etc. and placed upright to build structures and create various designs. They are also used to broaden and enhance the creative options of the users.

[0076] It is envisaged that the various pieces (including the Pyramid and Sphinx pieces) will be **5** fitted with magnetic strips to enable them to be placed on a vertical Magnetic Board. It is recommended that each of the pieces be approximately three quarters of an inch thick in order that they may be stable when placed upright. The Pyramid bases are made from cardboard.

[0077] Uses of the Pieces

[0078] The pieces may be used to play a variety of Pyramid/sphinx games;

[0079] as a mathematical teaching aid to teach about geometric shapes (squares, triangles, rectangles, circles, etc.);

[0080] to teach the concept of fractions, the concept of numbers and counting, and to perform mathematical operations (addition, subtraction, multiplication, division);

[0081] to teach the letters of the alphabet;

[0082] to teach the use of letters to form words and simple sentences;

[0083] as a spelling aid;

[0084] to make size comparison; to teach about colors (9 different colors);

[0085] to help develop the concept of arranging in sequence in respect of size and color to teach time.

[0086] The game facilitates development or enhancement of creativity by allowing children or users to create various designs and create their own games. The game also makes learning fun through the use of various shapes and brilliant colors to stimulate and excite the mind

[0087] In addition to the above, the pieces can also be used to play the games "Tottering Tower" and "Crashing Pillars".

[0088] "Tottering Tower"—In this game the players take turns stacking the pieces one on top of the other until the

“Tower” begins to totter and eventually crashes. The player who causes the tower to crash goes out of the game and the remaining players resume play until there is left one player who does not cause a crash. The last remaining player wins the game.

[0089] “Crashing Pillars”—in this game the 12 “pillars” are placed in an upright position on the floor and the players take turns rolling one of the small circles towards them. A small ball may also be used for this purpose. The players must be at least six feet away from the “Pillars”. Each player gets to keep the “Pillars” he/she “crashes” or knocks down with the ball or circle. The player who “crashes” the most “pillars” wins the game.

[0090] The various games may be played indoors or outdoors.

[0091] According to the provisions of the patent statutes, we have explained the principal, preferred construction and mode of operation of my invention and have illustrated and described what we now consider to represent its best embodiments. However, it should be understood within the scope of the appended claims, the invention may be practiced otherwise than as specifically illustrated and described.

I claim:

1. An educational board game having a plurality of game pieces comprising:

Eight (8) colorful Pyramids including

Four (4) seven-level Pyramids, each made up of 22 multi-colored pieces.

Four (4) four-level Pyramids, each made up of 11 multi-colored pieces.

Eight (8) Pyramid Bases;

Four (4) Sphinx pieces, each said piece being distinguishable from the other said pieces by its color and comprised of 7 sub-pieces;

Two (2) multi-colored dice;

Four (4) Sphinx Bases [also used as decorative/educational Pieces];

Thirty-seven (37) decorative/educational pieces;

wherein said Pyramid and Sphinx Pieces are used to play the game “Pyramid Builders” or “Sphinx Builders”, such that the Pyramid and Sphinx pieces can be used together to play a plurality of games.

1. The educational board game as set forth in claim 1, wherein also comprising that players can also create their own games.

2. The educational board game as set forth in claim 1, wherein also comprising a plurality of decorative and educational pieces comprise of the following:

Two (2) large Circles;

Two (2) medium Circles;

Four (4) small Circles;

One (1) Octagon, One (1) Hexagon, and (1) Star

Twelve (12) “Pillars”;

Four (4) “Trees”;

Four (4) Arcs (the arcs can be joined to form circles)

Two (2) “Flower” pieces: and

One (1) Oval.

Such that the Decorative pieces are not part of the Pyramid/Sphinx game, but are used to teach time, the cardinal points, about the seasons, the alphabet, etc. and placed upright to build structures and create various designs so as to broaden and enhance the creative options of the users who are preferably children.

3. The educational board game as set forth in claim 1, wherein said game will include a magnetic board positioned vertically, as in being hung on a wall, and it is envisaged that the various pieces (including the Pyramid and Sphinx pieces) will be fitted with magnetic strips to enable them to be placed on a vertical Magnetic Board. It is recommended that each of the pieces be approximately three quarters of an inch thick in order that they may be stable when placed upright. The Pyramid bases are made from cardboard.

4. The educational board game as set forth in claim 3, wherein said game will include a magnetic board positioned vertically, as in being hung on a wall, and it is envisaged that the various pieces (including the Pyramid and Sphinx pieces) will be fitted with magnetic strips to enable them to be placed on a vertical Magnetic Board. It is recommended that each of the pieces be approximately three quarters of an inch thick in order that they may be stable when placed upright. The Pyramid bases are made from cardboard.

5. The educational board game as set forth in claim 1, wherein the pieces are used to play a variety of Pyramid/sphinx games.

6. The educational board game as set forth in claim 1, wherein the pieces are used as a mathematical teaching aid to teach about geometric shapes (squares, triangles, rectangles, circles, etc.).

7. The educational board game as set forth in claim 7, to also teach the concept of fractions.

8. The educational board game as set forth in claim 8, wherein the pieces are used to teach the concept of numbers and counting

9. The educational board game as set forth in claim 9, wherein the pieces are also used to perform mathematical operations (addition, subtraction, multiplication, division)

10. The educational board game as set forth in claim 9, wherein the pieces are also used to teach letters of the alphabet.

11. The educational board game as set forth in claim 9, wherein the pieces are also used to Use of letters to form words and simple sentences

12. The educational board game as set forth in claim 9, wherein the pieces are also used as a spelling aid.

13. The educational board game as set forth in claim 9, wherein the pieces are also used to make size comparisons.

14. The educational board game as set forth in claim 9, wherein the pieces are also used to teach about colors up to 9 different colors.

15. The educational board game as set forth in claim 9, wherein the pieces are also used to help develop the concept of arranging in sequence in respect of size and color.

16. The educational board game as set forth in claim 9, wherein the pieces are also used to teach time.

18. The educational board game as set forth in claim 9, wherein the pieces are also used to play the games “Tottering

Tower” and “Crashing Pillars”, comprising the following sets of rules: “Tottering Tower” in which the players take turns stacking the pieces one on top of the other until the “Tower” begins to totter and eventually crashes, and one said player who causes the tower to crash goes out of the game and the remaining players resume play until there is left one said player who does not cause a crash, said last remaining player being the winner of the game; and “Crashing Pillars”—in which the 12 “pillars” are placed in an

upright position on the floor and the players take turns rolling one of the small circles towards the mand a small ball may also be used for this purpose, so that the players must be at least six feet away from the “Pillars”, each said player getting to keep the “Pillars” he/she “crashes” or knocks down with the ball or circle, wherein the player who “crashes” the most “pillars” wins the game.

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