# United States Patent

**Katzman**

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## [54] BOARD GAME APPARATUS


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[73] Assignee: **Marvin Glass & Associates**



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[52] **U.S. Cl.**.....**273/135 AC**, 35/9 H, 273/157 A

[51] **Int. Cl.**.....**A63f 3/00**

[58] **Field of Search**.....273/130, 135, 153, 156, 157, 273/152, 131; 35/26



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*Primary Examiner*—Delbert B. Lowe

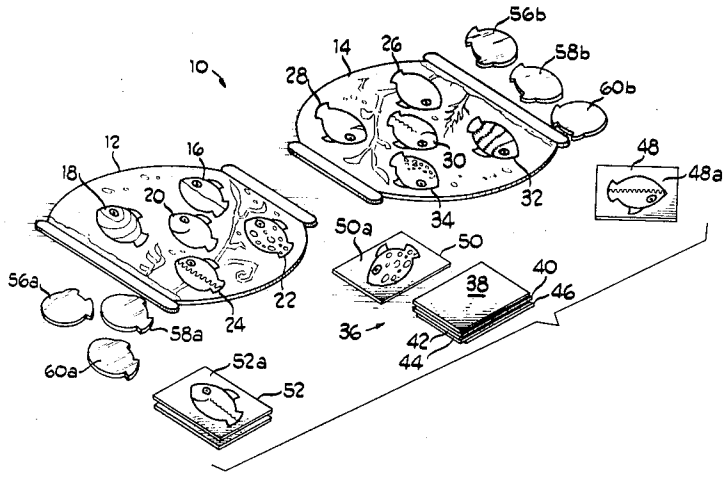
*Attorney*—Hofgren, Wegner, Allen, Stellman & McCord



[57] **ABSTRACT**

A color transformation recognition game characterized by the provision of a game board with figures thereon, having different color patterns, and plural game cards each showing a desired color pattern for one of the several figures of the game board. Color filter means are provided for superposing on one of the figures of the game board to achieve the desired color pattern of one of the several game cards.


**5 Claims, 5 Drawing Figures**



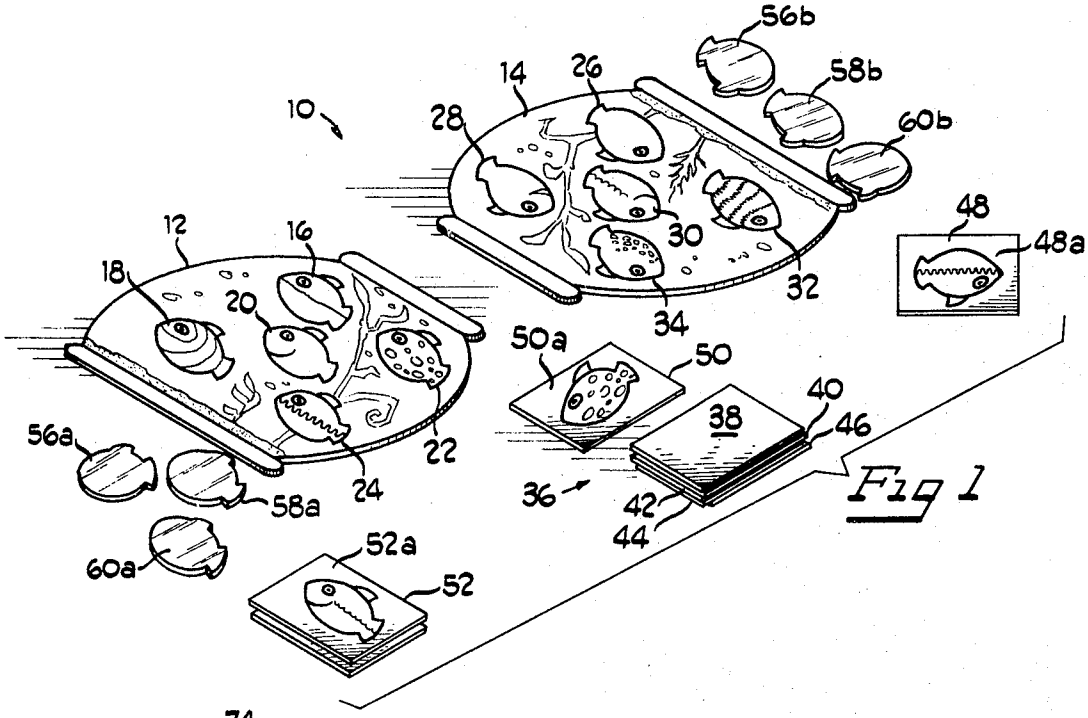



Fig 1

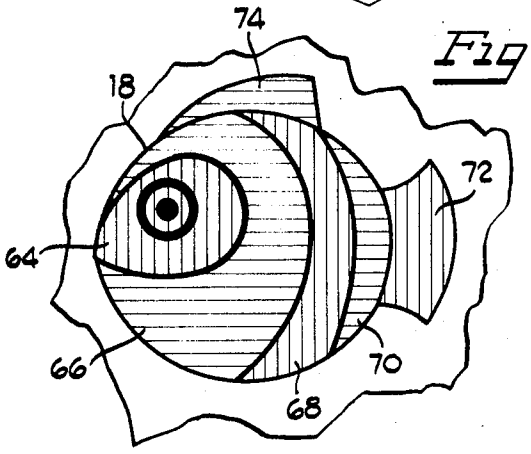



Fig 2a

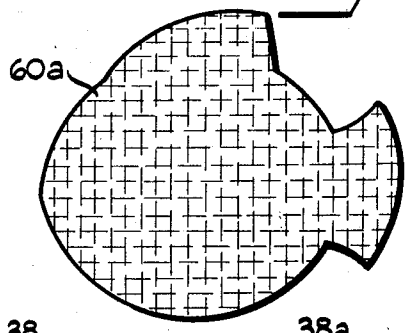



Fig 2b

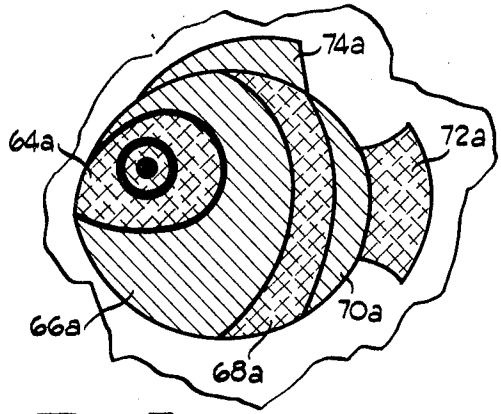



Fig 2c

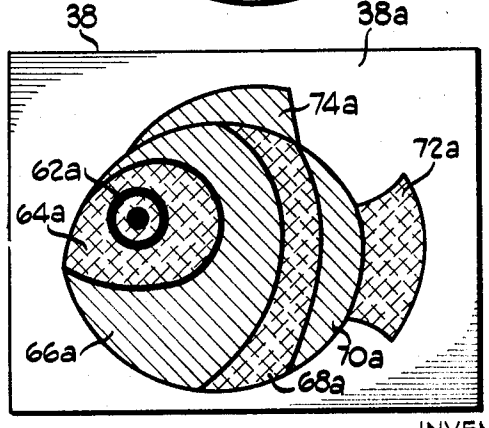



Fig 3

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# BOARD GAME APPARATUS

## BACKGROUND OF THE INVENTION

1. Field of the Invention

This invention relates to game devices.

2. Brief Description of the Prior Art

There are many forms of children's games or activity sets which involve pattern or color recognition, or both. Such games are well received in that the concept of the game may be easily understood by the participants. Furthermore, such games may usually be executed in a relatively short period of time which is desirable in view of the typical short attention span of especially younger children.

In many of the graphic arts, including photography, design and the like, as well as in lighting techniques, the use of filter mediums is prevalent. Such filter mediums may dramatically transform the color and pattern of the figure or object being visualized.

This invention is directed towards providing an improved children's pattern and color recognition game, wherein successful play of the game involves color and/or pattern transformation through the use of a filter medium.

## SUMMARY OF THE INVENTION

The best mode currently contemplated for carrying out the invention includes the provision of a game board having patterns or graphical designs thereon. The game further includes a plurality of cards indicating a desired color pattern or design of the figures shown on the game board. Filter means of different colors are also provided with the superposition of selected filters on one of the several figures of the game board being capable of transforming that figure to the color design or pattern as shown on one of the cards.

## BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a perspective view of the elements of the game of this invention;

FIG. 2*a* is a typical simulated figure from one of the game boards;

FIG. 2*b* is a plan view of one of the filter elements of this invention;

FIG. 2*c* is a figure representing the result of the superposition of the filter element shown in FIG. 2*b* on the figure shown in FIG. 2*a* and;

FIG. 3 is a plan view of one of the game cards shown in FIG. 1, the pattern and color of which match the figure with the filter thereon as shown in FIG. 2*c*.

While this invention is susceptible of embodiment in many different forms, there is shown in the drawings and will herein be described in detail a specific embodiment therefor, with the understanding that the present disclosure is to be considered as an exemplification of the principles of the invention and is not intended to limit the invention to the embodiment illustrated.

## BRIEF DESCRIPTION OF THE PREFERRED EMBODIMENT

The game **10** of this invention includes game boards **12** and **14** shown herein in the form of a simulated representation of a fish bowl. Each of the game boards includes simulated fish thereon, such as the simulated fish patterns **16**, **18**, **20**, **22**, and **24** on game board **12** and the simulated fish patterns **26**, **28**, **30**, **32**, and **34** on game board **14**. Each of the fish on each game board is of a different color and pattern, thereby providing areas of different graphic representation on each of the game boards.

The game **10** of this invention further includes a plurality of game cards shown partially stacked in a deck **36**. The game cards provide a means for selecting a desired graphical pattern representation of one of the figures on the game boards **12** and **14**. Several different cards are provided as represented by the cards **38**, **40**, **42**, **44**, **46**, **48**, **50** and **52**. Typically, the cards



have one plain or unadorned side with the other side having a graphical representation thereon, as shown with respect to the sides **38***a*, **48***a*, **50***a* and **52***a* of the cards **38**, **48**, **50** and **52** respectively. By this arrangement, each of the cards may be normally stacked face down, so that the players will not be aware of what is the desired graphical representation on the card to be selected from the deck. This adds an element of surprise to the game and limits the players' activities towards attempting to determine the proper action to be taken to that period of time immediately following selection of the next adjacent card in the deck **36**.

The game also includes a plurality of color transformation means or filters of different colors, such as the filters **56***a* and **56***b*, which are preferably blue; the filters **58***a* and **58***b*, which are preferably pink; and the filters **60***a* and **60***b*, which are preferably yellow. Typically speaking, these filters would be of a translucent plastic material or the like.

The object of the game is best shown with reference to FIGS. **2***a* through **3**. The deck of cards **36** is first shuffled and placed face down and one of the players turns over one of the cards, such as the card **38**, the face **38***a* of which is seen in FIG. **3**. Face **38***a* represents the desired color pattern for one of the simulated fish on one of the boards **12** and **14**. Immediately thereafter, all of the players try to match the selected card **38** by selecting a proper color filter to place on top of one of the fish on one of the boards **12** or **14**. It is to be understood that there may be more than two participants, such as four or six, or the like, and in such instances, more game boards would be provided.

A player may recognize that the simulated fish **18** on board **12** has a pattern similar to that shown on the card **38**. In particular, the simulated fish **18** has an eye surrounded by an oval red area **64** and located within the forward blue portion **66** of the body. A vertical red band **68** and a vertical blue band **70** complete the body. In addition, the tail **72** is red and the fin **74** is blue.

In similar pattern, but in different color, the representation **38***a* on card **38** includes an eye **62***a* within an oval orange area **64***a* situated in the forward green area **66***a* of the body. A vertical orange band **68***a* and vertical green band **70***a* complete the body. The tail **72***a* is orange and fin **74***a* is green. Superposing the yellow filter **60***a* over simulated fish **18** will produce the result shown in FIG. **2***c* which is substantially identical to the representation **38***a* on card **38**.

Turning to FIG. **2***a*, if the player has properly recognized that the fish representation **18** on game board **12** will, with the aid of a yellow filter, such as **60***a*, be transformed into the pattern **38***a* shown on card **38** by the superposition of filter **60***a* or **60***b*, both of which are yellow, over the representation **18** as shown in FIG. **2***c*, then he will have successfully executed the play of the game. Preferably, each player may have only one choice of color filter. The first player who has properly matched the filter over the fish figure is successful and gets to keep the card, such as the card **38**, which was drawn from the deck. If a player chooses an incorrect filter, he must forfeit one of the cards that he has previously successfully collected. If he has no cards, then there is no penalty for that player. The game continues until all cards have been played.

Thus, it can be seen that the game of this invention provides a unique deviation from the standard concept of children's color and pattern recognition games. Participants are exposed to the concept of color transforming another color or pattern representation and, thus, an additional dimension is added to the scope of the game. It is believed that the game is one which is capable of being relatively easily understood and played by even youthful participants and, thus, retains all of the beneficial aspects of typical color and pattern recognition games.

The foregoing detailed description has been given for clearness of understanding only, and no unnecessary limitations should be understood therefrom, as some modifications may be obvious to those skilled in the art.

I claim:

1. A game device comprising; a game board with figures thereon, said figures each having discrete areas which graphically differ from each other; a plurality of game cards each having figures with discrete areas relating to said game board figures and their discrete areas, with said game card figure discrete areas being graphically different from related areas on said game board figures, and a plurality of graphic transformation means superposable over the figures of the game board for changing the visual perception of the graphical representation on a game board figure to that on the related discrete areas of a game card figure, each one of said graphic transformation means being combinable with at least some of said game board figures to change the visual perception of the graphic representation thereof to that of one of the game card figures.



2. The game device of claim 1 wherein said graphic transformation means include color filter means of different colors.

3. The game device of claim 2 wherein a plurality of game boards are provided with the figures on all boards differing from each other.

4. The game device of claim 3 wherein the figures on the game boards include areas of different colors and different patterns.

5. The game device of claim 4 wherein each of the game cards also include areas of colors and different patterns with each one of the cards bearing a figure which is identical to one of the figures on one of the game boards when one of the color filter means is superposed over said figure.

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