SPACE GAME WITH PIECE AND DISTANCE DETERMINING CHANCE MEANS

ABSTRACT: A game utilizing game pieces simulating space ships and movable by chance, relative to a playing surface having holes therein in regular rows, which holes are to receive and hold the game pieces. The pieces of each player's group are divided into red, white and blue subgroups. A color die and a number die indicate respectively the piece to be moved and the number of spaces. The pieces are so dimensioned that they touch when in adjacent holes and pointing toward each other.
This invention relates to improvements in games and particularly to games that simulate movement through space, adapted to be played by multiple players.

One object of the invention is to improve games and to obtain effects therewith which have not resulted from games in use heretofore.

These objects may be accomplished, according to one embodiment of the invention, by utilizing a playing surface, such as a game board having holes therein spaced at regular intervals over the surface of the board, adapted to position movable game pieces simulating space ships and which are movable from point to point. The game pieces are preferably in groups, with each group differently numbered from the other groups and the groups made up of the same number of differently colored pieces.

Chance devices are utilized to determine the respective movements and the extent thereof. For this purpose, I prefer to use a numbered dice to indicate the extent of movement of a game piece and a second member, such as a cube with variously colored sides, can be utilized to indicate the color of the game piece to be moved. Various combinations of maneuverability and skill can be utilized with this combination of parts.

This embodiment of the invention is illustrated in the accompanying drawings, in which:

FIG. 1 is a top plan view of a game board which may be used with this invention;
FIG. 2 is a perspective view of one of the game pieces;
FIG. 3 is a perspective view of a pair of chance devices utilized in determining the movements of the game pieces;
FIG. 4 is a cross section through the game board, showing game pieces in place thereon;
FIG. 5 is a plan view of a portion of a game board, showing a starting position for one of two players;
FIG. 6 is a similar view, showing a starting position of one of three or four players;
FIG. 7 is a detail plan view of a portion of a game board, showing one position of game pieces thereon;
FIG. 8 is a similar view, showing another position of game pieces in contacting relation;
FIG. 9 is a similar view, showing aligned position of game pieces on the game board; and
FIG. 10 is a similar view, showing a nonaligned relation of the game pieces.

Referring to FIGS. 1 and 4 particularly, the game board is illustrated generally by the numeral 1. This game board may be formed of any suitable or desired material and should be sufficiently light to be readily handled. It may be plywood, fiberboard or other suitable rigid material having the desired characteristics for the purpose.

The game board 1 is preferably square and formed with holes 2 in the surface thereof, which holes may extend partly or entirely through the board, as illustrated in FIG. 4. These holes are disposed substantially over the entire area of the board, as shown in FIG. 1, and are arranged in regular rows of an equal number, both longitudinally and transversely. The area between the holes, except for that which extends around the outside portion of the board, is laid off in squares, indicated generally at 3, having diagonal lines 4 as well as the boundary lines of the squares 3, to indicate the direction of play in movement of the game pieces between the holes longitudinally, transversely or diagonally of the game board. The row of holes around the outside edge of the board, which have no such squares or lines connected thereto, represent a starting line for the initial positioning of the game pieces, as hereinafter described.

Game pieces are indicated generally at 5, as shown in FIG. 2. Each of the game pieces 5 is preferably formed of wood or plastic or other suitable material, with a flat body portion 6 having a depending prong 7 that is shown as tapered, to be inserted into one of the holes 2, as illustrated in FIG. 4, with a relatively tight fit therein. An upstanding vane 8 on the rearward end of the body 6 enhances the space ship appearance of the game piece.

As shown in FIG. 4, the length of the body portion 6 from the prong 7 to the pointed end of the body portion is slightly less than the distance between two of the spaced holes 2. Thus, two game pieces 5 that are not in adjacent holes will not contact each other, even though pointed toward each other, but they will make contact if they are in adjacent holes.

The movement of the game pieces is controlled by chance devices 9 and 10 which are in the form of dice. The cube 10 may be similar to an ordinary dice having markings to represent numbers from 1 to 6 so as to indicate the number of positions of movement of a game piece.

The device 9 has two sets of faces, preferably opposite faces colored the same. For example, if red, white and blue colored pieces are used, there will be two sets of faces with those sets colored red, white and blue on the device 9. A standard sized game would include 24 game pieces, with an equal number of the respective colors, as for example, red, white and blue. Each numbered group would include the same number of colored pieces. For example, one group would have two red, two white and two blue colored game pieces. The various colors in effect divide the groups into red, white and blue subgroups.

RULES FOR TWO PLAYERS

One player takes one group of the space ships numbered 1 and 2; the other player takes the other group of the space ships numbered 3 and 4. Each player, facing each other, places his group of ships on the space board starting on the right-hand corner by putting a red ship in the first hole, skipping a hole, then placing a white ship, skipping a hole, then a blue ship. This is done again with red, white and blue space ships, until all twelve space ships in the first row are utilized (FIG. 5).

Each player throws the numbered dice. The player throwing the highest number starts the game. For example, if the red side of one dice is up and the other is number 5, he may move any of his red space ships five spaces. The red, white and blue dice tell what color space ship may be moved. The numbered dice tells how many spaces he may move.

The space ships may be moved in any direction along the lines of the space board (forward, backward, sideways, or at an angle, diagonally).

There are two ways to capture the other player's space ships. The safe way is to move a space ship until it touches one of the other player's space ships. A player may capture any colored space ship with any colored space ship of that player by touching. He can capture only one space ship on each throw. For example, if he throws a 6 and needs only one move to capture the other player's space ship, he cannot on to capture another space ship. However, he may use the other five moves to escape or get to a better place for his next move.

The exciting way to capture a space ship is by taking a chance. He may capture the same colored space ship anywhere on the board if it is directly in line with the same colored space ship of the other player. However, to do this he gives the other player the first chance (or shot) at himself. For example, if he moves one of his white space ships in line (forward, backward, sideways, or diagonally) with a white space ship of the other player, the other player has the first turn to fire an imaginary rocket along the line to capture his space ship. The other player does this by pointing his spacecraft directly at the other. He throws the dice. If the white side on the colored dice turns up, he fires an imaginary rocket along the line and removes the white space ship. When the player captures a space ship this way, he doesn't move his space ship,
even though he has thrown the numbered dice. If red or blue turns up, the other player would have to move those space ships, giving him a chance to throw white. However, he could block his chance by moving a different colored spacecraft in front of his white one. This makes the game exciting because the player can capture another space ship all the way across the board by taking a chance.

The player should try both ways in order to figure out the best strategy or best way to capture all of the other players' space ships.

The first row of holes is the home base and the players' space ships are safe and cannot be captured until they are moved into the playing area. It is a good idea, though, to move them in as soon as possible because they cannot be used until they are on the playing area.

There are two ways to capture the other players' space ships: one, by touching with any color; and two, by lining up the same colors and throwing that color on the next turn.

RULES FOR THREE AND FOUR PLAYERS

When there are three or four players, the same rules are followed. However, to start the game, the groups of the space ships are placed on the corners (see FIG. 6). Place the space board down, with a corner in front of each player. Each player has six space ships when more than two are playing. If three are playing, leave the space ships numbered 4 out. Each player takes all of the same number so that they each have two red, two white and two blue space ships.

The hole in the corner is left empty and a red space ship is placed on each side. Then skip a space and place the whites; skip a space and place the blues.

Even two players might like to try playing from opposite corners as a change to make the play of the game different.

One of the two ways of capturing space ships is by touching. Therefore, as the maneuvered space ships are on the board, they should be turned away from the other players' closest ship, as in FIG. 7, whereas in FIG. 8 the space ship could be captured with one less move. Once the hand is taken off of the space ship, it cannot be moved again until it is the players' turn. This is another part of the strategy of the game. As long as he has the dice he may change the direction of any of his space ships, but after has has taken his hand off from his last move, his ships cannot be moved. So, as a command pilot, he should check all space ships before throwing.

The other way to capture a space ship is by lining up the same colors and throwing that color on the next turn. The same color space ships must be lined up (pointed at each other as in FIG. 9) before the imaginary rocket can be fired. If the other player does not see that the player has lined up with him (as in FIG. 10), he cannot capture the player unless he has pointed his spaceship in the players' direction. He has to do this before he throws. This is what makes the game exciting because the players should be alert or they will be outmaneuvered.

If the player throws the dice and he does not have any space ships left of the color that he has thrown, the next player takes his turn. This happens towards the end of the game when most of the space ships have been captured. However, it add to the excitement of seeing what color will turn up on the dice.

The game gives the impression of space and complete freedom of maneuverability. It is the unique maneuverability and skill involved in the playing of the game which creates a realistic illusion of space flight that has been unobtainable in other games and makes this interesting as a game of skill as well as amusement.

While the invention has been illustrated and described in one embodiment, it is recognized that variations and changes may be made therein without departing from the invention as set forth in the claims.

1. A space game comprising a game board having indicia thereon representing a plane in a parallel area with regularly disposed playing positions spaced apart in rows longitudinally and transversely of the playing area, a plurality of visually different groups of playing pieces, each group including a plurality of different pieces of like physical dimensions and having means for visually distinguishing pieces of each group from others in the group, means for anchoring the playing pieces to the board at the respective playing positions, and a plurality of chance devices one of which has means for indicating the respective visual distinguishing means of the pieces to be moved and the other having means for indicating the extent of movement of the respective pieces to be moved.

2. A space game according to claim 1, wherein the respective pieces of each group have different colors for distinguishing the same one from others in the group, and the first-mentioned chance device has means for indicating the respective colors of the playing pieces in each group to be moved.

3. A space game according to claim 1, wherein the playing pieces of each group are elongated to be aligned respectively with playing pieces of the opposite group, the length of each of the pieces in each group causing a piece of one group to contact a piece of the other group when located in alignment at adjacent playing positions and out of contact with each other when the playing pieces are in parallel relation.

4. A space game according to claim 1, wherein the playing pieces of each group are of equal size and of respective pieces of different colors and corresponding in color with the respective pieces of the other group, the chance devices comprising cubes one of which has different faces with colors thereon corresponding with the colors of the playing pieces of both groups.

5. A space game according to claim 1, anchoring means wherein the anchoring means comprise peg holes at the playing positions in the playing area of the game board, and pegs on the playing pieces insertable in the holes for anchoring the playing pieces at the respective playing positions.

6. A space game comprising a game board having indicia thereon representing a plane area with regularly disposed playing positions spaced apart in rows longitudinally and transversely of the playing area, a plurality of visually different groups of elongated playing pieces, each group including a plurality of different pieces of like physical dimensions, all of the playing pieces of one group being divided into subgroups having respectively different colors and of the same colors as the playing pieces of the other group, means for anchoring the playing pieces to the board at the respective playing positions and for movement of the pieces of one group for alignment with correspondingly colored pieces of the other group or to positions out of alignment therewith, and a pair of dice one of which has differently colored sides corresponding with the different colors of the playing pieces of each group to indicate the respective pieces thereof to be moved, and the other dice having indications thereon of the extent of movement of the playing piece indicated for movement.