United States Patent

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[72] Inventor **Joseph J. Wetherell**
New York, N.Y.

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[73] Assignee **Mattel, Inc.**
Hawthorne, Calif.

[54] **THREE-DIMENSIONAL BOARD GAME APPARATUS**
2 Claims, 4 Drawing Figs.

[52] **U.S. Cl.** ..... **273/130 R,** 273/130 B, 273/136 C, 273/137 AD
[51] **Int. Cl.** **A63f 3/00**
[50] **Field of Search** 273/130, 131, 136, 137

[56] **References Cited**

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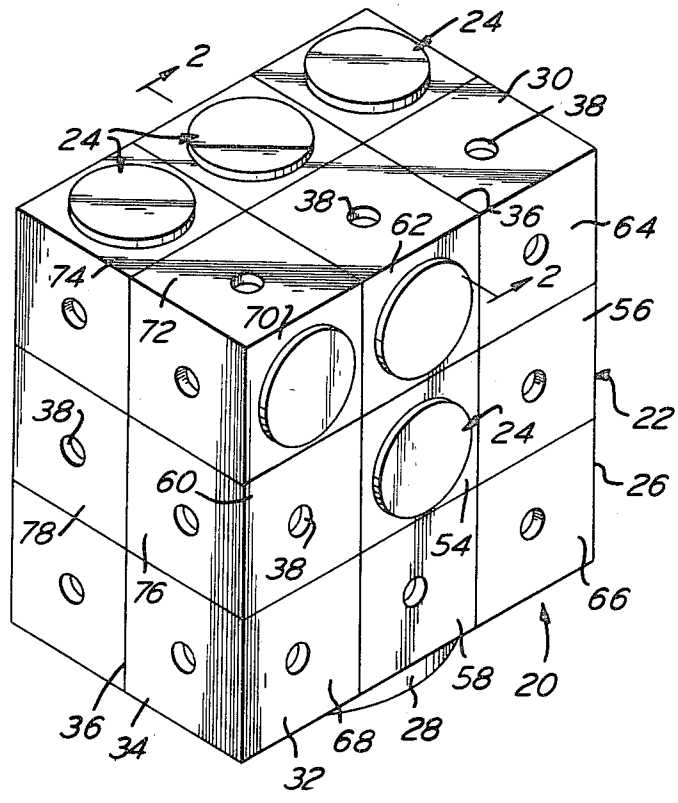
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Primary Examiner—Delbert B. Lowe
Attorney—Seymour A. Scholnick

ABSTRACT: A game apparatus for playing a three-dimensional game with a plurality of game pieces. The game pieces are divided into a plurality of groups of similar number, each of the groups being a different color. Each game piece comprises a flat disc having a stem which extends transversely to one of the flat surfaces of the disc at the center thereof. The apparatus also includes a support member which is a rectangular, hollow, transparent member having five rectangular playing surfaces, four of which are disposed vertically and depend from the four edges of the periphery of the fifth of the surfaces which is horizontally disposed. Each of the surfaces includes a plurality of squares which are disposed in aligned rows and columns. The rows of each of the four vertically disposed surfaces are aligned with the rows of the other vertical surfaces. The columns of each of the four vertical surfaces are aligned with the rows and columns of the horizontal surface. Each of the squares has an opening at the center thereof so that any one of the discs may be removably secured to the square by insertion of the stem of the disc in the opening. The support member has a bore formed in its sixth surface, said bore rotatably receiving a projection carried by a base member.



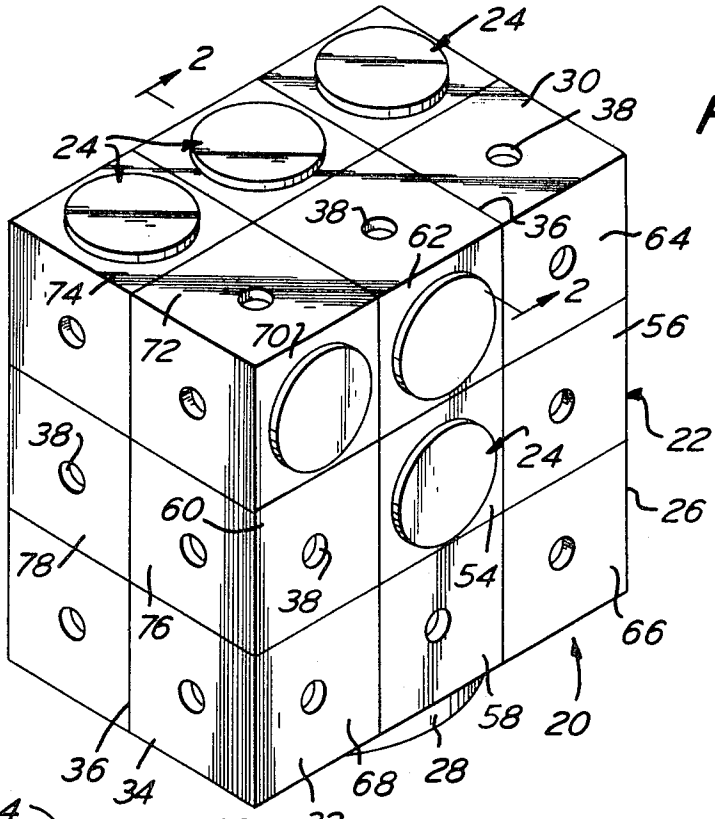


FIG. 1

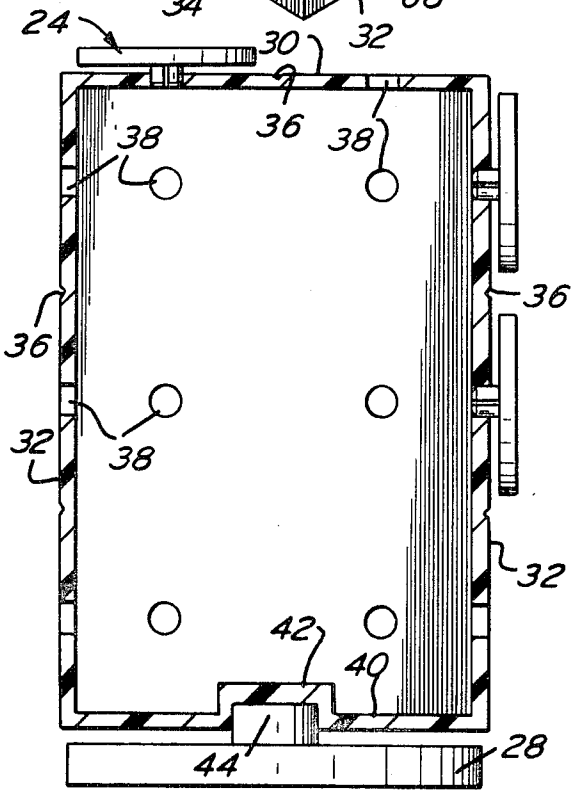


FIG. 2

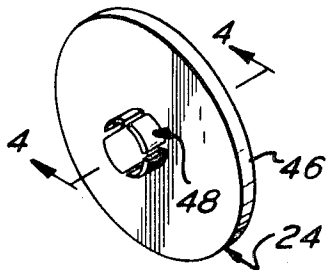


FIG. 3

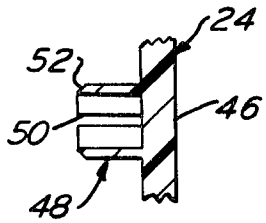


FIG. 4

INVENTOR
JOSEPH J. WETHERELL
BY
Caesar, Rivise, Bernstein & Cohen
ATTORNEYS.

THREE-DIMENSIONAL BOARD GAME APPARATUS

This invention relates generally to games and more particularly to a three-dimensional game apparatus.

Various three-dimensional games are available wherein two or four players may compete against each other. Normally, the games have as their object one side or the other winning. For example, in the three-dimensional games of the tic-tac-toe type, the game may be played either by two players or by two teams of two players. While these tic-tac-toe games are an intriguing test of skill between sides, they are not adapted to be played by three players. Similarly, when the tic-tac-toe type of game is played by four players, the players must be paired and teamed, thereby preventing an individual test of skill between all of the players.

It is therefore an object of the invention to overcome the aforementioned disadvantages.

Another object of the invention is to provide a new and improved three-dimensional game apparatus which may be played by two, three or four players which are individually competing against each other.

Another object of the invention is to provide a new and improved three-dimensional game, the object of which is to complete a straight row of five discs of five different colors.

Still another object of the present invention is to provide a new and improved three-dimensional game apparatus, the object of which is to be the last player to stay in a game wherein each player is eliminated when he has completed a straight row of five different colors of discs.

Another object of the invention is to provide a new and improved game apparatus which includes a three-dimensional support member which is hollow and transparent.

Another object of the invention is to provide a new and improved game apparatus which includes a rectangular support member which is pivotably mounted to a base so that the support member may be rotated to enable a visual inspection of the entire playing surface by each player.

These and other objects of the invention are achieved by providing a game apparatus for playing a three-dimensional game with a plurality of games pieces. The game pieces comprise a plurality of discs which are divided into a plurality of groups of similar number. Each group of discs is a different color. Each of the discs includes a stem which extends transversely to one of the flat surfaces of the disc at the center thereof. The apparatus includes a three-dimensional support member comprised of a rectangular member having five rectangular playing surfaces. Four of the playing surfaces are vertically disposed and depend from the four edges of the periphery of the fifth of the surfaces. The fifth surface is horizontally disposed. Each of the surfaces has a plurality of squares which are disposed in aligned rows and columns. The rows of each of the four vertically disposed surfaces are aligned with the rows of the other vertical surfaces. The columns of each of the four vertical surfaces are aligned with the rows and columns of the horizontal surface. Each of the squares has an opening at the center thereof so that any one of the discs may be removably secured to the square by insertion of the stem of the disc in the opening.

Other objects and many of the attendant advantages of this invention will be readily appreciated as the same become better understood by reference to the following detailed description when considered in connection with the accompanying drawings wherein:

FIG. 1 is a perspective view of a game apparatus embodying the invention;

FIG. 2 is a sectional view taken along the line 2—2 in FIG. 1;

FIG. 3 is a perspective view directed at the bottom of one of the discs utilized as a playing piece; and

FIG. 4 is a fragmentary enlarged sectional view taken along the line 4—4 in FIG. 3.

Referring now in greater detail to the various figures of the drawing wherein similar reference characters refer to similar parts, a game apparatus embodying the invention is shown generally at 20 in FIG. 1.

The game apparatus 20 basically comprises a support member 22 and a plurality of playing pieces 24. The support member 22 basically comprises a hollow, transparent rectangular member 26 and a cylindrical base 28. As best seen in FIGS. 1 and 2, the rectangular member 26 includes five playing surfaces which include a horizontally disposed top surface 30, a pair of vertically disposed side surfaces 32 and a pair of vertically disposed end surfaces 34. The four vertical surfaces 32 and 34 depend from the four edges of the periphery of the horizontally disposed top surface 30.

Each of the playing surfaces 30, 32 and 34 include a plurality of score lines 36 which are etched into the outer surface of the playing surfaces. These score lines 36 are provided parallel to the edges of the rectangular playing surfaces and divide each of the surfaces into a plurality of squares which are aligned in rows and columns. As best seen in FIG. 1, each of the rows of squares of each of the vertically disposed playing surfaces is aligned with the rows of squares of the other vertically disposed surfaces. Similarly, each of the columns of squares in the vertically disposed surfaces are aligned with the rows and columns of the squares in the horizontally disposed surface 30.

As best seen in FIG. 1, the squares of the top surface 30 are disposed in two columns and three rows. The end surfaces 34 have the squares disposed in two columns and three rows also. Each of the side surfaces 32 have the squares thereon disposed in three columns and three rows.

Each of the squares on each of the playing surfaces 30, 32 and 34 include an opening 38 at the center thereof. The bottom wall 40 of the rectangular member 26 includes a cylindrical integral upwardly extending cup 42 at the center thereof. The base member 28 of support member 22 is cylindrical and includes a cylindrical projection 44 which is disposed centrally of the base member 28 and extends upwardly therefrom. The projection 44 fits into the inner bore of the cup-shaped projection in bottom wall 40 and is journaled therein so that the rectangular member 26 may pivot around the vertically extending axis through cylindrical projection 44. The pivotal mounting between the rectangular member 26 and the base 28 enables each player to rotate the rectangular member so that a complete view of all of the playing surfaces may be obtained.

As best seen in FIG. 3, each of the discs 24 includes a circular planar member 46 and a stem 48. As best seen in FIG. 4, stem 48 extends perpendicular to the disc at the center thereof and comprises a tubular member having a plurality of longitudinally extending slits 50 which separate the solid portions of the tubular stem 48. The stem 48 is tapered at 52 so that it can be easily inserted into the openings 38 for securement of the disc 24 to a square.

The slits 50 enable the stem to be resiliently compressed as the disc 24 is pressed against the square, thereby causing a tight frictional engagement between the stem and the edge of the opening 38.

Since there are 36 squares provided on the five playing surfaces, 36 discs 24 are provided. The 36 discs are comprised of six groups of six different colors.

The six different colors are preferably red, purple, orange, yellow, blue and green. However, it should be understood that any combination of six colors will suffice. The hollow rectangular member 26 preferably comprises a transparent plastic such as methyl methacrylate or polystyrene, or phenolic resins or Lucite. The base member 28 and playing pieces 24 are also preferably comprised of one of the aforementioned plastics. The plastic in the base and discs is pigmented, in accordance with the colors desired for each. The transparency of the hollow rectangular member 26 enables a player to determine at a quick glance whether playing pieces have been placed in the squares of a surface which would not be visible if member 26 were opaque.

The object of the game when two players compete is to be the first player to place five discs of five different colors in a straight line in five consecutive spaces on the playing surface of the supporting member 22.

The rules of the game are as follows: Each player takes an alternate turn. On each turn a player places one dot of any color anywhere on the playing surface of the supporting member **22**. There is an exception that no disc may be placed adjacent to a disc of the same color. This does not extend to diagonal rows but only to rows and columns. For example, if a disc **24** is placed in square **54** of vertical surface **32** as shown in FIG. **1**, a disc of the same color may not be placed in any of squares **56, 58, 60** or **62**. However, a disc of the same color as the disc in square **54** may be placed in one of squares **64, 66, 68** and **70** which are diagonally located with respect to square **54**.

If a player finishes a row by mistakenly putting a disc next to another disc of the same color, the opponent wins automatically. Once a dot is placed on the playing surface, it may not be moved again for the rest of the game. Each player may add a disc to another's row of discs. A row of five different-colored discs can win in either a straight up and down direction or in a straight across direction. That is, a row of discs that can win can be placed in squares **68, 60, 70** of surface **32** and extend into the squares **72** and **74** of the top surface **30**. Similarly, a row of five may also be made by placing five different-colored discs in squares **56, 54, 60** of surface **32** and squares **76** and **78** of surface **34**.

Diagonal rows of discs do not count. Thus, a row of five different-colored discs in squares **66, 54** and **70** of surface **32** and squares **72** and **74** of surface **30** would not count. It should be noted that a full row of five discs will bend around at least one corner of adjacent surfaces. It should also be noted that a row of five discs also counts even if it turns around two corners.

When played by three or four players, the object of the game is to be the last player to stay in the game. In order to be the last player to stay in the game, the object is to avoid completing a straight row of five discs of five different colors. The rules for three or four players are otherwise similar to the rules for two players. As soon as the next to last player makes a row of five discs of five different colors, the last player to stay in the game wins.

It can therefore be seen that a new and improved three-dimensional game apparatus has been provided. The game is specifically adapted to enable either two, three or four players to play individually against each other and provides great variation in combinations which must skillfully be taken into consideration in order to win the game.

Without further elaboration the foregoing will so fully illustrate my invention that others may, by applying current or future knowledge, readily adapt the same for use under various conditions of service.

What is claimed as the invention is:

1. A game apparatus for playing a three-dimensional game, said apparatus comprising a plurality of game pieces, said game pieces comprising a plurality of discs, said discs being divided into a plurality of groups of similar number, each group of said discs being a different color, each of said discs including a stem which extends transversely to one of the flat surfaces of the disc at the center thereof, said apparatus including a three-dimensional support member comprised of a rectangular member having five rectangular playing surfaces, four of said playing surfaces being vertically disposed and depending from the four edges of the periphery of the fifth of said surfaces, said fifth surface being horizontally disposed, each of said surfaces having a plurality of squares which are disposed in aligned rows and columns, the rows of each of said four vertically disposed surfaces being aligned with the rows of the other vertical surfaces, the columns of each of said four vertical surfaces being aligned with the rows and columns of said horizontal surface, each of said squares having an opening at the center thereof, so that any one of said discs may be removably secured to said square by insertion of said stem of said disc in said opening, said apparatus including a base having a projection, said rectangular member including a sixth surface having a bore for rotatably receiving said base projection thereby allowing players to rotate said rectangular member with respect to said base for a view of all of the playing surfaces.

2. The game apparatus of claim **1**, wherein each of said stems comprises a tubular projection having a plurality of longitudinally extending slits, said stem being tapered at the end thereof to permit easy entry of said stem in one of said openings, said slits enabling the stem to be resiliently compressed for a tight friction securement of said stem in said opening; and said rectangular member comprises a hollow transparent member.

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