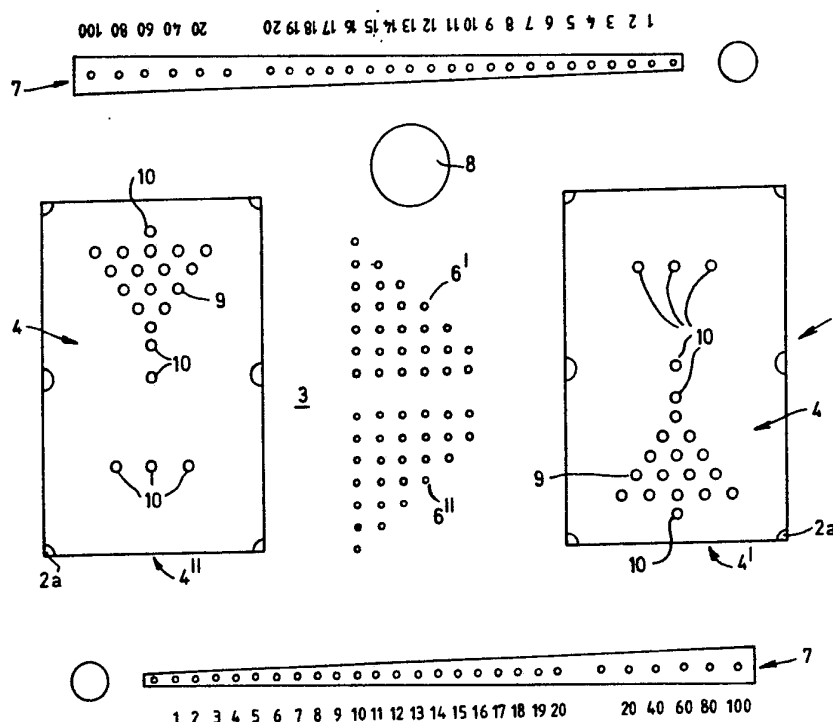




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(54) Title: BOARD GAME APPARATUS**(57) Abstract**

Game board apparatus (1) comprising a generally rectangular board (2), having a playing surface (3), a plurality of discrete securing means (4) of the board, a plurality of removable marker means in the form of pegs (5) which can be removably secured by a respective securing means (4) of the board (2), and a plurality of separate information means in the form of separate question and answer cards (not shown) which are associated with the marker means for determining the order in which marker means is or are removed from the board.

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BOARD GAME APPARATUS

The invention relates to board game apparatus, particularly one which in playing reflects or simulates the game of snooker.

According to one aspect of the invention there is provided board
5 game apparatus, comprising a board, a plurality of discrete
securing means of the board, a plurality of removable marker means
which marker means can be removably secured by a respective
securing means of the board, and a plurality of separate
information means associated with the marker means for determining
10 the order in which marker means is or are removed from the board.

The discrete securing means may comprise a plurality of holes in
the playing surface of the board.

The removable marker means may comprise pegs which can be mounted
in and removed from the holes.

15 The holes may be laid out in an array corresponding to the
positions of the game balls in a game of snooker.

The holes may be laid out in an array corresponding to the
positions of the game balls at the start of a game of snooker.

There may be two identical sets of holes spaced apart over the
20 playing surface, so that two players can each have a set of
removable marker means.

The apparatus may include a further plurality of markers
corresponding to particular ones of the removable marker means.

There may be two identical arrays of securing means on the playing
25 surface of the board for receiving the further plurality of
markers.

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The securing means may comprise holes in the playing surface and the further plurality of markers may comprise removable pegs.

The board may include scoring means whereby the score of a player or players of a game using the apparatus can keep a tally of their score.

The scoring means may comprise a series of numbered holes in the playing surface, and a peg which is inserted in a particular hole to represent a particular score.

The holes may be arranged as two converging rows to simulate the shape of a cue.

The board may comprise a receptacle for removed marker means.

The board may be rectangular and there may be a plurality of receptacles positioned to simulate pockets of a snooker table.

The board may comprise plastics material.

15 The board may be made in one piece by injection moulding.

According to a second aspect of the invention there is provided a simulated board game apparatus, comprising a simulated board, a plurality of simulated discrete securing means, a plurality of simulated marker means which can be removable from a respective simulated securing means, and a plurality of simulated separate information means associated with the marker means for determining the order in which the marker means is or are removed from the board.

Board game apparatus embodying the invention is hereinafter described, by way of example, with reference to the accompanying drawings.

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Fig. 1 is a schematic plan view of a playing surface of a board of the apparatus according to the invention;

Fig. 2 is a perspective view of an embodiment of game board incorporating the lay out of Fig. 1;

5 Fig. 3 is a detail of Fig. 2;

Fig. 4 shows a schematic perspective view of a second embodiment of game board apparatus according to the invention; and

Fig. 5 is a perspective view of a practical example of game board apparatus embodying the invention.

10 In the drawings, like parts are referred to by like numerals.

Referring to the drawings, there is shown game board apparatus 1 comprising a generally rectangular board 2, having a playing surface 3, a plurality of discrete securing means 4 of the board, a plurality of removable marker means in the form of pegs 5 which
15 can be removably secured by a respective securing means 4 of the board 2, and a plurality of separate information means in the form of separate question and answer cards (not shown) which are associated with the marker means for determining the order in which marker means is or are removed from the board.

20 The board 2 itself is suitably injection moulded in one piece from plastics material, the securing means 4 being in the form of holes which are formed during the moulding process in the playing surface 3. The holes 4 are laid out in an array simulating the position of the game balls (that is excluding the cue ball) at the
25 start of a game of snooker. The game board has two sets of securing means 4' and 4". Between them is a further array of securing means in the form of two sets of identical holes 6' and 6", each set comprising six rows corresponding to the 'colours' (i.e. non-red) balls in snooker. The board also includes marker

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means in the form of a series of holes 7, each one being numbered, to simulate a score. The surface of the board also has a well 8, and pockets 2a which act as feet too.

The removable marker means are pegs, such as plastic pegs, which 5 can be inserted in and removed from the holes 4. The pegs 9 in each set are red, simulating red balls, the pegs 10 are respectively yellow, green, brown, blue, pink and black, simulating those colour balls of snooker. In the further array 6', 6" there are yellow, red, green, brown and black pegs, the 10 number increasing from two (yellow) to seven (black).

The well 8 contains a number indicator such as a cup and dice. The cards are arranged in sets to determine a subject, for example General Knowledge, Music, Art and Literature, Entertainment, Sport, History, Geography, six in all to correspond with the six 15 colours. There are categories of difficulty within each set, from 1 to 6, so that a question of tariff 6 is harder than a question of tariff 1.

In use to play the game, which can be played by two people or two teams of players, the board 2 is laid out so that all the red 20 markers 9 in both sets of holes 4 are in position, and the coloured pegs 10 are in their respective positions too. The further pegs are in position in their holes 6', the adjacent array of holes 6" being vacant.

The question cards are shuffled, the first player or team is 25 selected by suitable random choice indicator means such as the highest throw of the dice, or a toss of a coin.

The first player throws the dice to determine the subject (1, General Knowledge, 2 Music, Art and Literature, 3 Entertainment, 4 Sport, 5 History, 6 Geography) and if the question is answered 30 correctly scores a red. The player then throws the dice again to determine the next subject. He then selects a colour which rises

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in degree of difficulty and value from yellow up to black. If answered correctly the player throws again for a red and continues the break in snooker fashion until a wrong answer is given.

Within each single break the number of times a colour can be selected after a successful red equates to the value of that colour e.g. a yellow question can be selected only twice.

If a question is answered incorrectly the break comes to an end and the opposing team try for a red.

After all the reds have been potted the questions then relate to the colours in snooker sequence and value.

As each red is potted it is placed in a pocket 2a. As each colour is potted after a red the appropriate colour peg is taken and placed in the receiving holes to act as a counter towards the maximum number of times each colour can be potted within each break. At the end of the break the pegs are returned to their original position to act as a counter for the opposing team. A which mark peg is placed at the appropriate one in the series of holes 7 to mark the score of the "break".

Once all the reds have been potted the colours are attempted in sequence and on each successful answer the appropriate peg is placed in the pocket. When one team/player has potted all the colours the game is finished and the winner is the one who has scored the highest, the score being indicated by moving the peg along the score 'board'.

The board 20 shown in Fig. 4 is similar to that shown in Figs. 1-3, and includes in addition receptacles such as slots 21 in which used game question cards can be placed.

It will thus be understood that the invention provides a snooker based game, the easier red questions must be answered correctly before a player can select a more valuable but more difficult

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question.

The actual value of each colour is the same as in snooker:-

	Red 1 point
	Yellow 2 points
5	Green 3 points
	Brown 4 points
	Blue 5 points
	Pink 6 points
	Black 7 points

- 10 The player must correctly answer a red question before selecting a colour and the break continues until a wrong answer is given. At that stage the opposing player takes his turn. It will be understood that having answered a red question correctly to start their "break"; before proceeding to answer relatively more
- 15 difficult colour questions the player must throw the dice to select the next category of question in order to attempt to answer the colour question of his choice from the relatively easy yellow questions to score two points or the relatively very difficult black questions to score seven points. The degree of difficulty of
- 20 the question to be answered will be based on the individual players' knowledge of the selected subject.

In all the embodiments the board game apparatus can be simulated electronically in all its aspects to be presented televisually on a television screen.

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CLAIMS

1. Board game apparatus, comprising a board, a plurality of discrete securing means of the board, a plurality of removable marker means which marker means can be removably secured by a
5 respective securing means of the board, and a plurality of separate information means associated with the marker means for determining the order in which the marker means is or are removed from the board.
2. Apparatus according to Claim 1, the discrete securing means
10 comprising a plurality of holes in the playing surface of the board.
3. Apparatus according to Claim 2, the removable marker means comprising pegs which can be mounted in and removed from the holes.
- 15 4. Apparatus according to Claim 3, the holes being laid out in an array corresponding to the positions of the game balls in a game of snooker.
5. Apparatus according to Claim 3, the holes being laid out in an array corresponding to the positions of the game balls at the
20 start of a game of snooker.
6. Apparatus according to Claim 4 or Claim 5, in which there are two identical sets of holes spaced apart over the playing surface, so that two players can each have a set of removable marker means.
- 25 7. Apparatus according to Claim 6, including a further plurality of markers corresponding to particular ones of the removable marker means.
8. Apparatus according to Claim 7, there being two identical

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arrays of securing means on the playing surface of the board for receiving the further plurality of markers.

9. Apparatus according to Claim 8, the securing means comprising holes in the playing surface and the further plurality of markers comprising removable pegs.

10. Apparatus according to any preceding Claim, the board including scoring means whereby the score of a player or players of a game using the apparatus can keep a tally of their score.

11. Apparatus according to Claim 10, the scoring means comprising a series of numbered holes in the playing surface, and a peg which is insertable in a particular hole to represent a particular score.

12. Apparatus according to Claim 11, the holes being arranged as two converging rows to simulate the shape of a cue.

13. Apparatus according to any preceding Claim, the board comprising a receptable for removed marker means.

14. Apparatus according to Claim 13, the board being rectangular and there being a plurality of receptacles positioned to simulate pockets of a snooker table.

15. Apparatus according to any preceding Claim, the board comprising plastics material.

16. Apparatus according to Claim 15, the board being made in one piece by injection moulding.

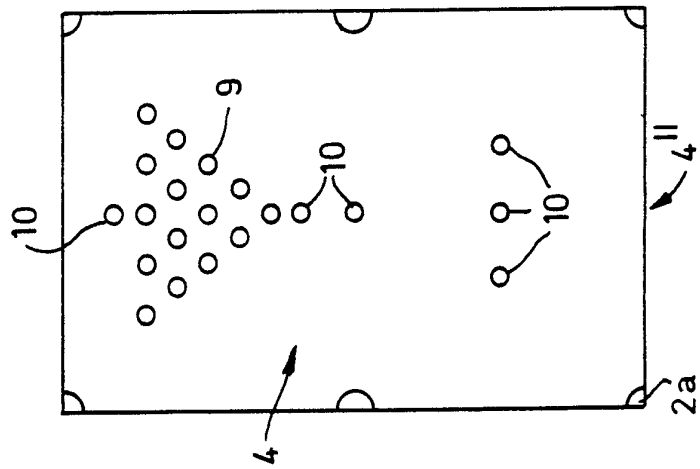
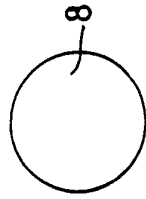
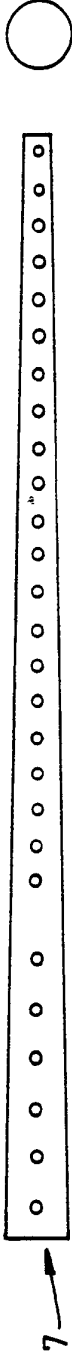
17. Simulated board game apparatus, comprising a simulated board, a plurality of simulated discrete securing means, a plurality of simulated marker means which can be removable from a respective simulated securing means, and a plurality of simulated

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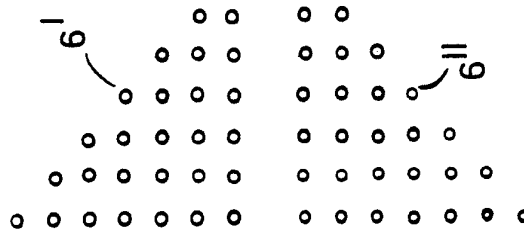
separate information means associated with the marker means for determining the order in which the marker means is or are removed from the board.

18. Game board apparatus, substantially as hereinbefore
5 described with reference to the accompanying drawings.

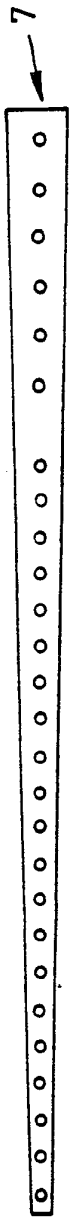
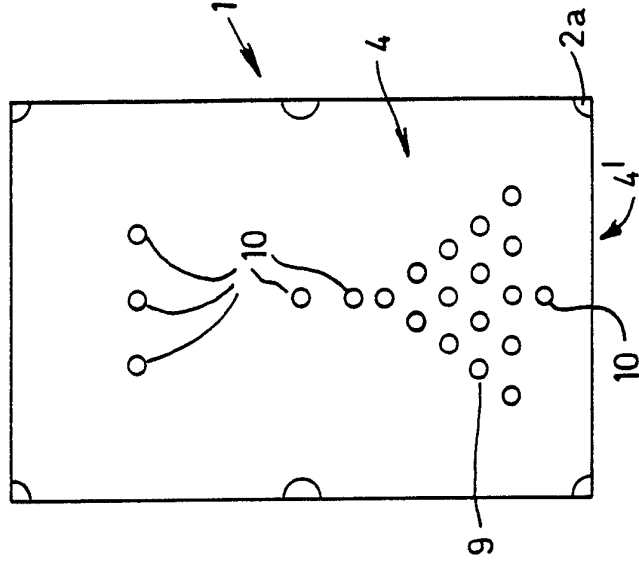
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 20 40 60 80 100



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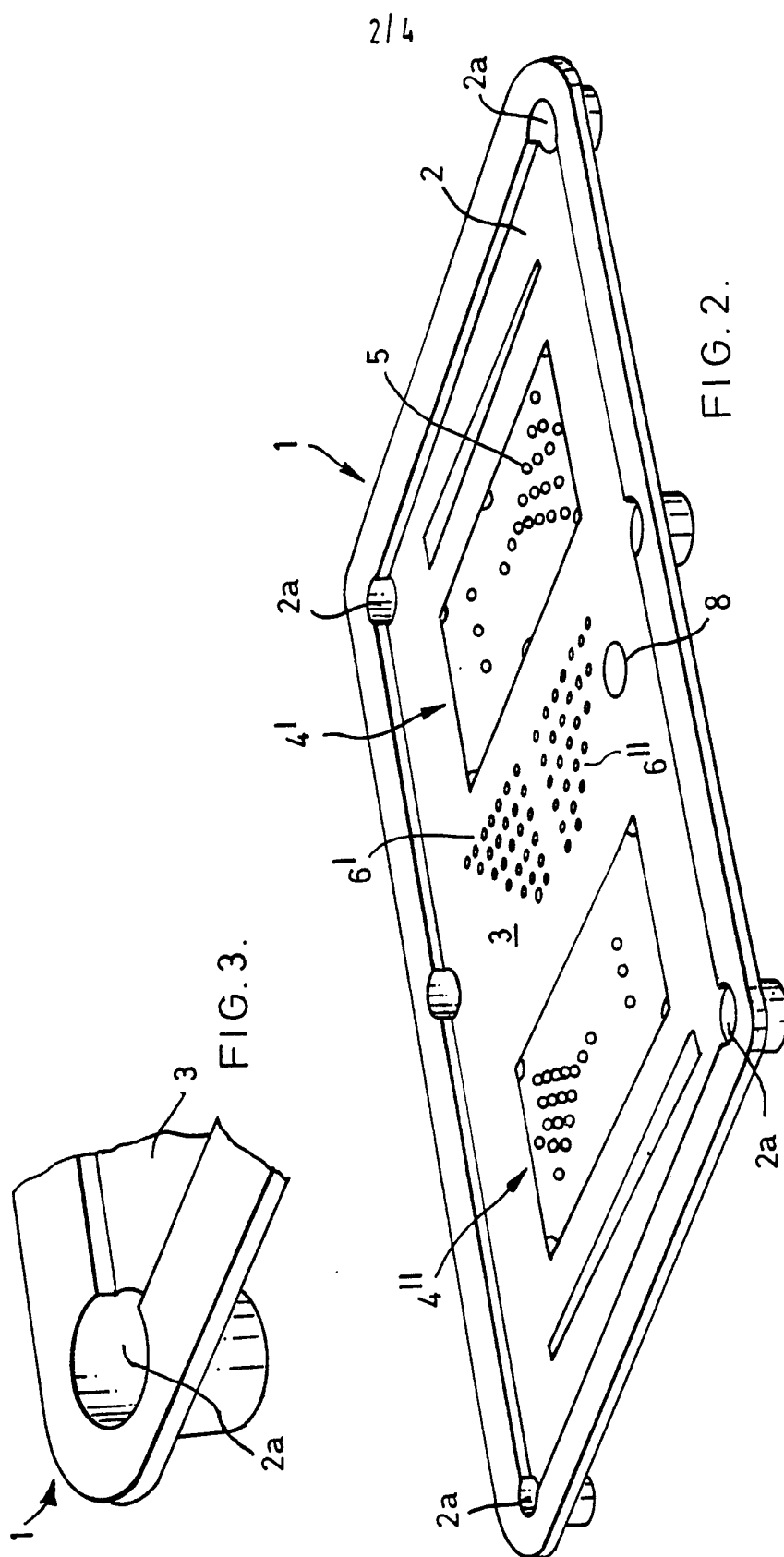


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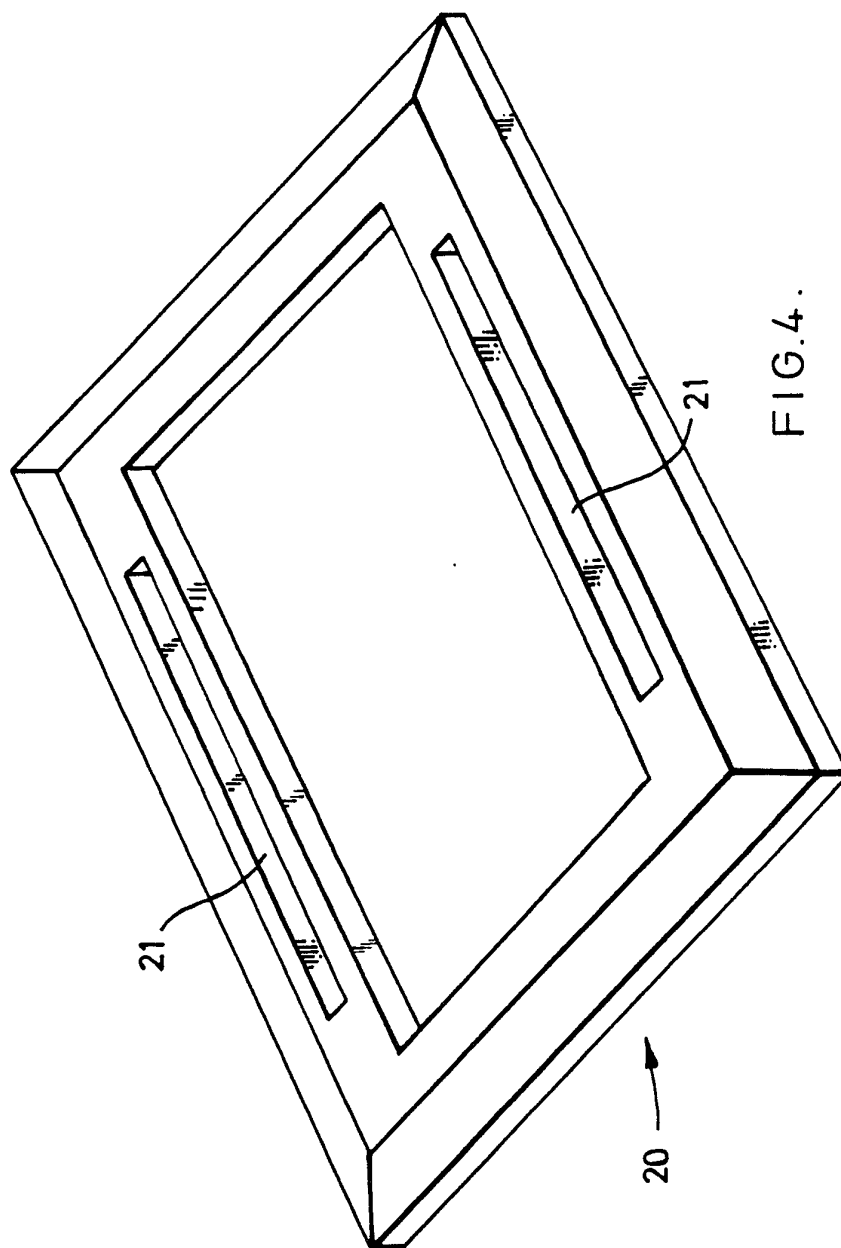


1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 20 40 60 80 100

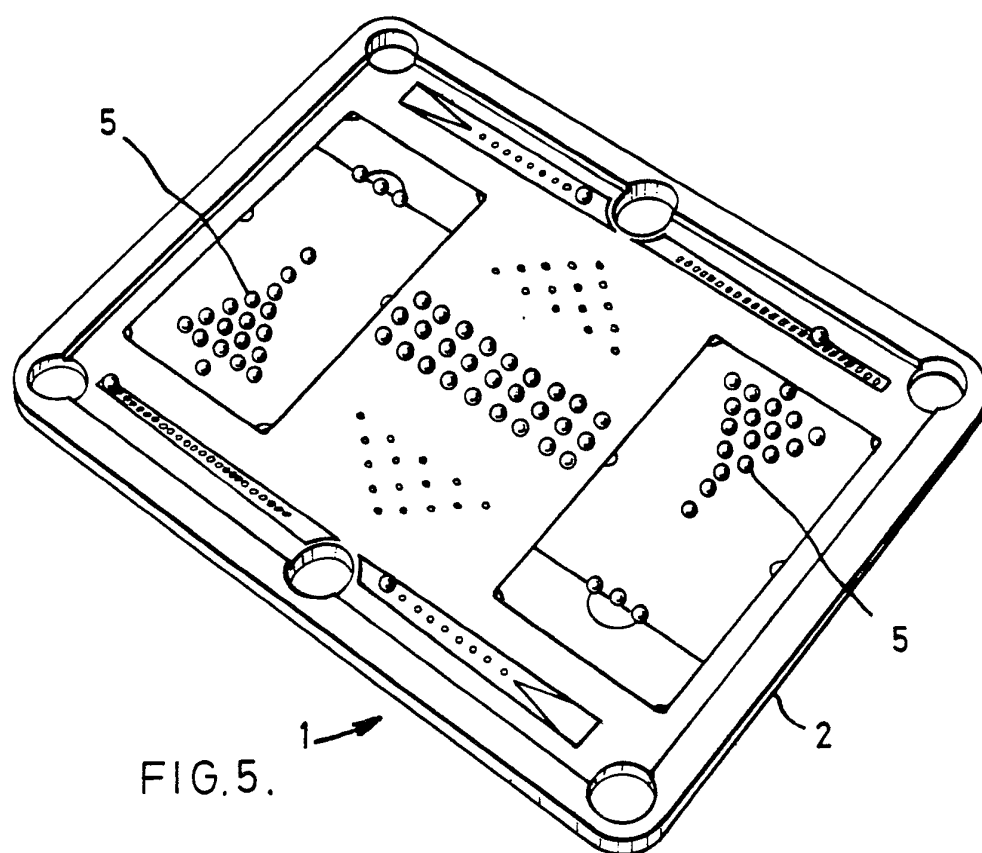
FIG.1.



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SUBSTITUTE SHEET

INTERNATIONAL SEARCH REPORT

International Application No PCT/GB 87/00707

I. CLASSIFICATION OF SUBJECT MATTER (if several classification symbols apply, indicate all) *		
According to International Patent Classification (IPC) or to both National Classification and IPC		
IPC ⁴ : A 63 F 3/00		
II. FIELDS SEARCHED		
Minimum Documentation Searched ⁷		
Classification System	Classification Symbols	
IPC ⁴	A 63 F 3/00; A 63 F 9/00	
Documentation Searched other than Minimum Documentation to the Extent that such Documents are Included in the Fields Searched *		
III. DOCUMENTS CONSIDERED TO BE RELEVANT *		
Category *	Citation of Document, ¹¹ with Indication, where appropriate, of the relevant passages ¹²	Relevant to Claim No. ¹³
X	GB, A, 2133704 (MOULDED PLASTICS LTD) 1 August 1984, see claims 1-5,14-17; page 1, line 113 - page 2, line 32; abstract; figure 1	1-5,10,11, 13-16
A	--	9
P,X	EP, A, 0216400 (SYPAL) 1 April 1987, see claims 1,2,4,6-8,14; figure 1A	1
X	GB, A, 2070944 (SMITH) 16 September 1981, see claims 1-3; figures 1-3	1-3,10
A	--	6,9
Y	GB, A, 2163663 (HOLLOWAY) 5 March 1986, see claims 1,6-10; abstract	1-3
Y	GB, A, 2172513 (PEGG) 24 September 1986, see claims 1,5; figure 1	1-3
X	EP, A, 0085483 (WELLS) 10 August 1983, see claims 1,2,6	17
X	EP, A, 0065862 (VIDEO COMPUTER SYSTEMS LTD) 1 December 1982, see claim 1; abstract	17
<div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <p>* Special categories of cited documents: ¹⁰</p> <p>"A" document defining the general state of the art which is not considered to be of particular relevance</p> <p>"E" earlier document but published on or after the international filing date</p> <p>"L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)</p> <p>"O" document referring to an oral disclosure, use, exhibition or other means</p> <p>"P" document published prior to the international filing date but later than the priority date claimed</p> </div> <div style="width: 45%;"> <p>"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention</p> <p>"X" document of particular relevance: the claimed invention cannot be considered novel or cannot be considered to involve an inventive step</p> <p>"Y" document of particular relevance: the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art.</p> <p>"&" document member of the same patent family</p> </div> </div>		
IV. CERTIFICATION		
Date of the Actual Completion of the International Search		Date of Mailing of this International Search Report
15th January 1988		22 FEB 1988
International Searching Authority		Signature of Authorized Officer
EUROPEAN PATENT OFFICE		P.C.G. VAN DER PUTTEN

**ANNEX TO THE INTERNATIONAL SEARCH REPORT
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GB 8700707
SA 18993

This annex lists the patent family members relating to the patent documents cited in the above-mentioned international search report. The members are as contained in the European Patent Office EDP file on 08/02/88
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Patent document cited in search report	Publication date	Patent family member(s)	Publication date
GB-A- 2133704	01-08-84	None	
EP-A- 0216400	01-04-87	AU-A- 6099886 JP-A- 62101273	12-03-87 11-05-87
GB-A- 2070944	16-09-81	None	
GB-A- 2163663	05-03-86	None	
GB-A- 2172513	24-09-86	None	
EP-A- 0085483	10-08-83	GB-A- 2113956 AU-A- 1028783 US-A- 4504055 DE-A- 3373869	10-08-83 21-07-83 12-03-85 05-11-87
EP-A- 0065862	01-12-82	AU-A- 8379782 JP-A- 58025183	25-11-82 15-02-83