United States Patent

Breslow

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[54] **BOARD GAME APPARATUS**

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[52] **U.S. Cl.**.....**273/135 B**, 273/130 R, 273/135 AA, 273/136 R, 273/136 K

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

[58] **Field of Search**.....273/130, 135, 136, 12, 134

[56] **References Cited**

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[57] **ABSTRACT**

A game apparatus including a game board having playing piece receiving areas in the form of a finite number of openings arranged in rows with generally frustoconical pockets depending from the openings and terminating in a reduced neck. The pockets have upright slits therein so that the walls defining the pockets are yieldable. The game apparatus further includes a chance device for determining the location of a playing piece and playing pieces of a size and shape slightly larger than the terminal end of the pockets so that they may be held therein but may be pushed through the yieldable walls of the pocket responsive to a force applied to a playing piece.

2 Claims, 4 Drawing Figures

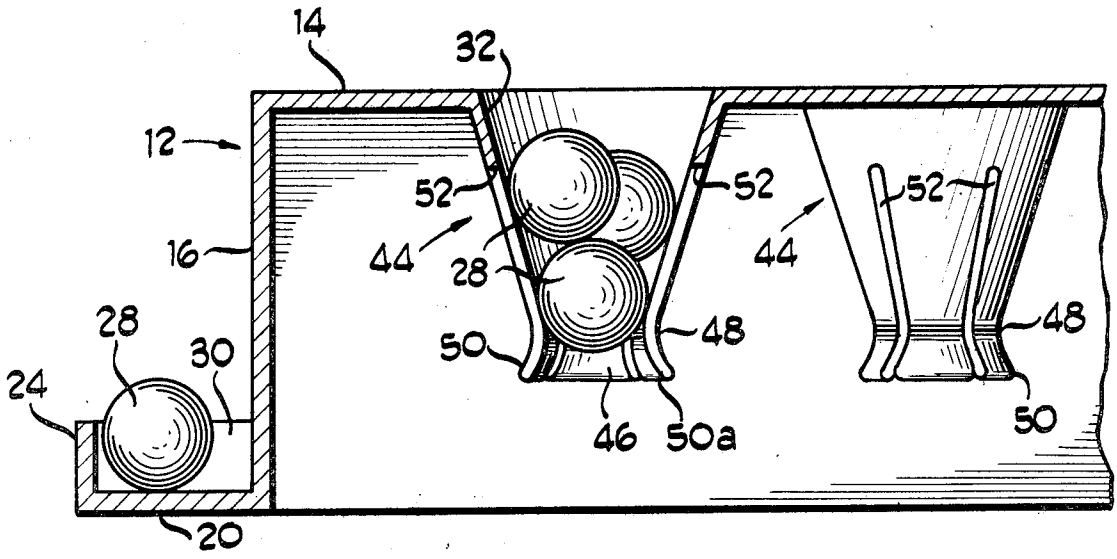
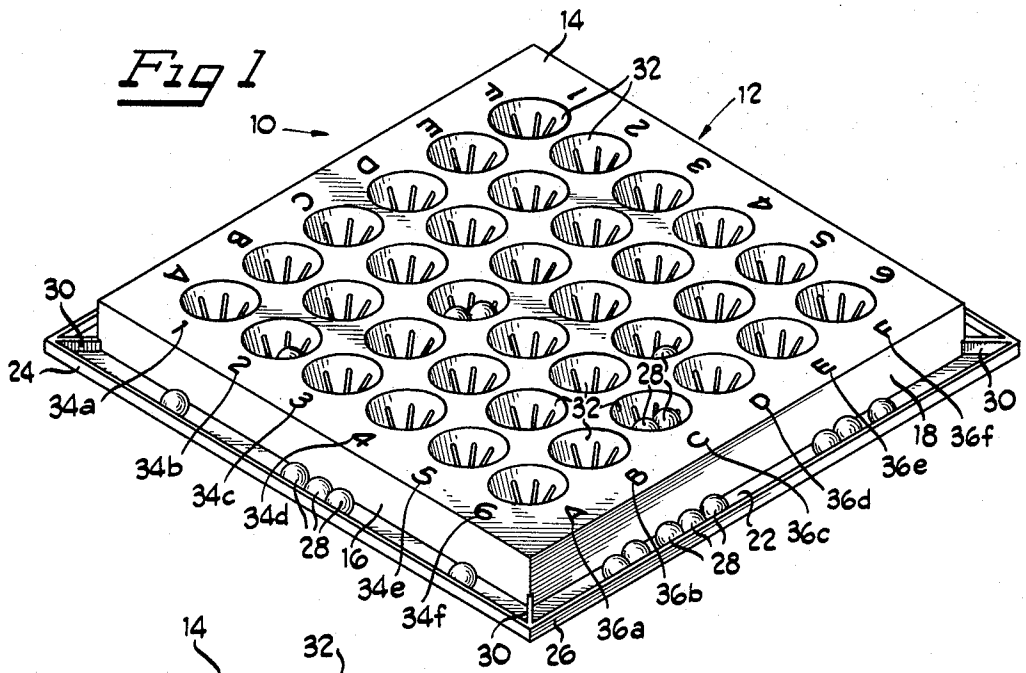


Fig 1



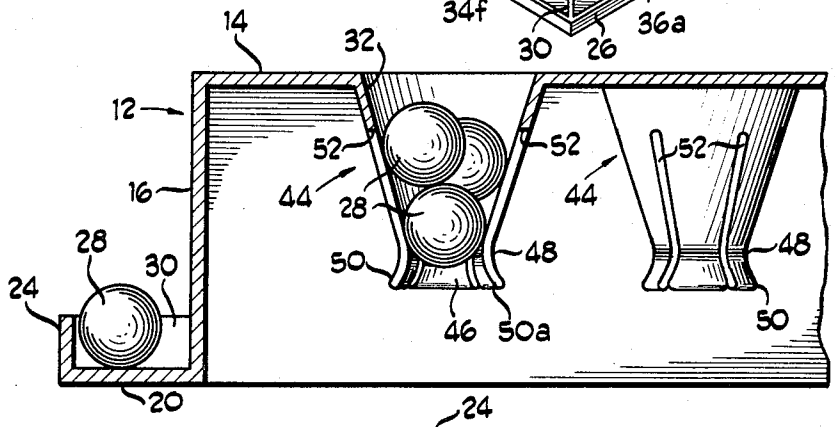


Fig 2

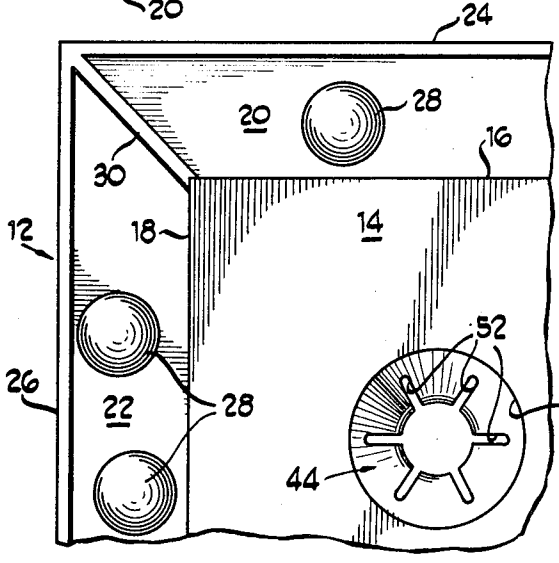
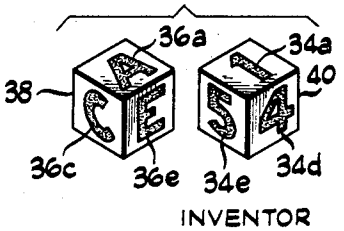


Fig 3

Fig 4



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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 types of games in the art which require the alignment of playing pieces or markers in a given row for the successful play or the completion of the game. One of the best known versions of this type of game is that commonly referred to as "Tic-Tac-Toe". Another version of this type of game is the well known game of "Bingo".

In the typical play of such games, playing pieces or markers are arranged responsive to the dictates of some chance device. When the sought after alignment of the playing pieces is reached, then one of the participants is either victorious or has successfully completed one stage of the game. Few, if any, of these types of games utilize the concept of the removal or displacement of a playing piece or marker from the area assigned to it as a result of a chance device as an element of the game. This invention is directed to providing an alignment type wherein the playing piece or marker may be displaced from its assigned area during the play of the game.

SUMMARY OF THE INVENTION

This invention is directed, in brief, to the provision of an improved game of the type wherein the playing pieces or markers are to be aligned in a given row responsive to the dictates of a chance device.

The best mode currently contemplated for carrying out the invention includes the provision of a game board having a plurality of openings arranged in rows across the game board. Each opening has a depending frustoconical pocket with longitudinal slits therein, and terminates in a reduced neck or opening. Preferably, the reduced opening of the pocket is slightly smaller than the intended preferred marble-like playing piece to be used therewith. A chance device is provided for determining the location of the playing pieces on the game board as the game progresses. During the play of the game, the playing pieces may be displaced outwardly through the bottom of the pocket responsive to pressure applied thereto which causes the sides of the pocket to yield and permit the playing piece to pass through the expanded open end of the pocket.

DESCRIPTION OF THE DRAWINGS

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

FIG. 2 is a fragmentary enlarged section view through a portion of the game board of this invention;

FIG. 3 is an enlarged fragmentary top plan view of a portion of the game apparatus of this invention; and

FIG. 4 is a view of the chance device utilized with the game apparatus of this invention.

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.

DESCRIPTION OF THE PREFERRED EMBODIMENT

The game **10** of this invention includes a game board generally indicated **12**. Preferably, the game board is formed of a suitably rigid material, such as a hard plastic or the like. Game board **12** includes a top **14** and depending side walls, such as **16** and **18**, which hold the top **14** elevated relative to a supporting surface. The side walls **16** and **18** terminate at a horizontally outwardly extending leg-like portion, such as **20** and **22**, which combine with upstanding flanges **24** and **26**, respectively, to form a playing piece or ball receiving channel.

Preferably, the playing pieces utilized with the game of this invention are marble-like elements **28**. At the several corners of the game board, the panels defined by the leg portions, such as **20** and **22**, and the flanges **24** and **26**, may be divided by an upstanding diametrically extending rib **30**.

The game board has a plurality of openings **32** thereon, with the openings arranged in rows extending in two directions, generally perpendicular to each other. The edges of the top **14** of the game board **12** adjacent the walls **16** and **18** are provided with indicia for specifically identifying each of the holes **32** in the game board. For example, on the edge adjacent the wall **16** there are provided numerical indicia **34***a*, **34***b*, **34***c*, **34***d*, **34***e*, **34***f*, being the numerals **1** through **6**, respectively. Similarly, along the edge of top **14** adjacent wall **18**, there are provided letter indicia **36***a*, **36***b*, **36***c*, **36***d*, **36***e*, and **36***f*, being the letters A through F. Thus, each opening in the game board can be positively identified by means of the grid system established by the indicia **34***a* through **34***f* and **36***a* through **36***f*.

Chance means are provided for determining the specific opening into which a playing piece **28** is to be deposited. As shown in FIG. **4**, in the preferred embodiment, the chance means take the form of a die **38** and a die **40**. The die **38** has letters thereon, including the letters indicated at **36***a*, **36***c* and **36***e*, corresponding to the letters A through F. Similarly, the die **40** has numerals thereon, including the numerals **34***a*, **34***d* and **34***e*, corresponding to the numerals **1** through **6** respectively. The other letters and numerals on the die **38** and die **40**, respectively, are shown on the other facets thereof, not illustrated in FIG. **4**.

Each of the openings **32** has pocket means **44** depending therefrom. In the illustrated embodiment, the pocket means is shown as being substantially rigid and being generally frustoconical in shape, depending from the underside of the top **14**. Each of the pockets **44** includes a substantially closed bottom **46** defined by the reduced neck portion **48**. In other words, the neck portion **48** is slightly smaller in cross section than the diameter of the playing pieces **28** so as to normally hold the playing pieces **28** within the pocket.

Each pocket **44** further terminates in a downwardly and outwardly diverging skirt portion **50** having an open end **50***a*. The frustoconical side walls of the pockets, including the diverging skirt portion, are provided with longitudinally extending slits **52** so as to make the side walls of the pocket yieldable. This provides a means for enlarging the area of the reduced neck **48** so as to permit the playing pieces **28** to pass therethrough. The pockets are of lesser vertical extent

than the side walls **16** and **18** so that the bottoms of the pockets are spaced above a supporting surface on which the game board rests.

To play the game, each of the players is provided with a specific number of playing pieces **28** and may deposit the same in the tray area adjacent the side of the board. Players take turns throwing the pair of dice **38** and **40** and depositing the playing pieces through the opening **32** dictated by the throw of the dice **38** and **40**. The object of the game is for the players to get a specific number of their own playing pieces located in a row. To aid in the play of the game, the playing pieces for each of the players may be of different colors. If a player deposits his playing piece in a wrong opening, then that playing piece is forfeited and pushed on through the pocket **44** by pressing down on the playing piece **28** to cause the side walls of the pocket to spread apart and permit the egress of the playing piece **28** through the opening **50**a.

If the throw of the dice indicates that a playing piece is to be deposited in an opening in which one playing piece has already been deposited, the game may take one of two variations. One variation is that the later designated playing piece is entitled to the occupation of the pocket **44** and that the earlier deposited playing piece is thus forced outwardly through the bottom of the pocket by pressing downwardly on the playing piece, thereby causing the side walls of the pocket to diverge and permit deposit of the later playing piece. Another variation is that the second or later designated playing piece is not entitled to occupy the pocket occupied by the previously designated playing piece.

Thus, the game of this invention is an unusual variation of a row-type alignment game, providing the additional element of displacement of one of the playing pieces positioned during the play of the game. The structure provided for accomplishing this displacement is capable of temporary retention of the playing piece until such displacing action is imparted to the playing piece.

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 plurality of generally spherical playing pieces having a diameter; a game board including a playing piece receiving area, depending side walls having a bottom for supporting the game board elevated relative to a supporting surface, a plurality of playing piece receiving pockets depending from said board in said playing piece receiving area, said pockets being aligned with openings formed in the board and arranged in transverse and vertical rows, each pocket opening and each board opening being larger than the diametral dimension of said playing pieces and said pockets tapering to a reduced neck smaller than the diametral dimension of said playing pieces, said neck being yieldable to permit the passage of said playing pieces therethrough responsive to force applied to playing pieces, said pockets terminating a distance above the bottom of said side walls.

2. The game device of claim **1** wherein said playing piece receiving area is provided with one set of indicia for the vertical rows of pockets and a second set of indicia for the horizontal rows of pockets and wherein the game device further includes chance means having one set of indicia corresponding to one set of indicia on said game board and another set of indicia corresponding to the other set of indicia on the game board.

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