United States Patent

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[54] **GAME BOARDS WITH PATTERN-CHANGING MEANS**
2 Claims, 3 Drawing Figs.

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[51] Int. Cl. A63f 3/00
[50] Field of Search ..... 273/130, 134, 137 (Cursory)

[56] **References Cited**

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ABSTRACT: A game board having three concentric, rotatable rings, forming a part of the playing surface, each of which can be locked in any one of four equally angularly spaced positions. Four identical "Tic-Tac-Toe" patterns are formed by this alignment of the rings. The arrangements of playing pins or markers placed in the individual patterns are altered by rotation of the rings.

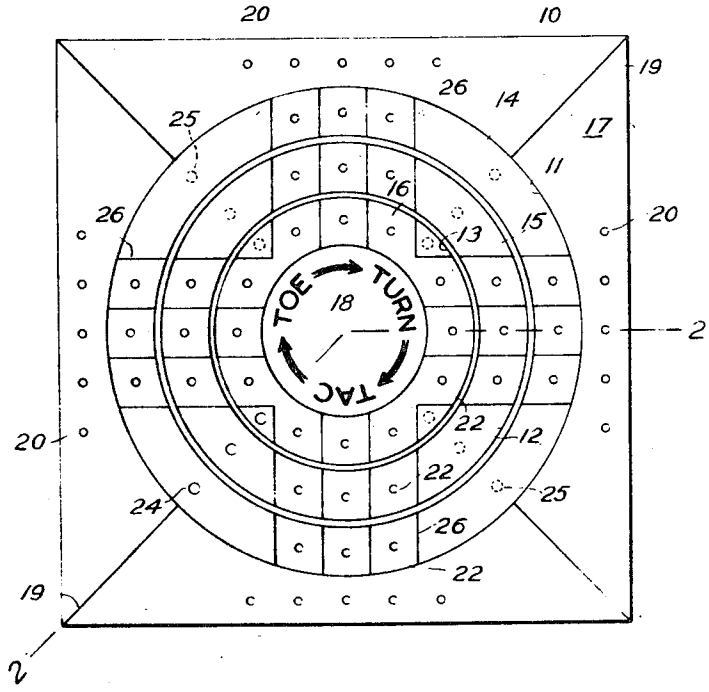


Fig. 1

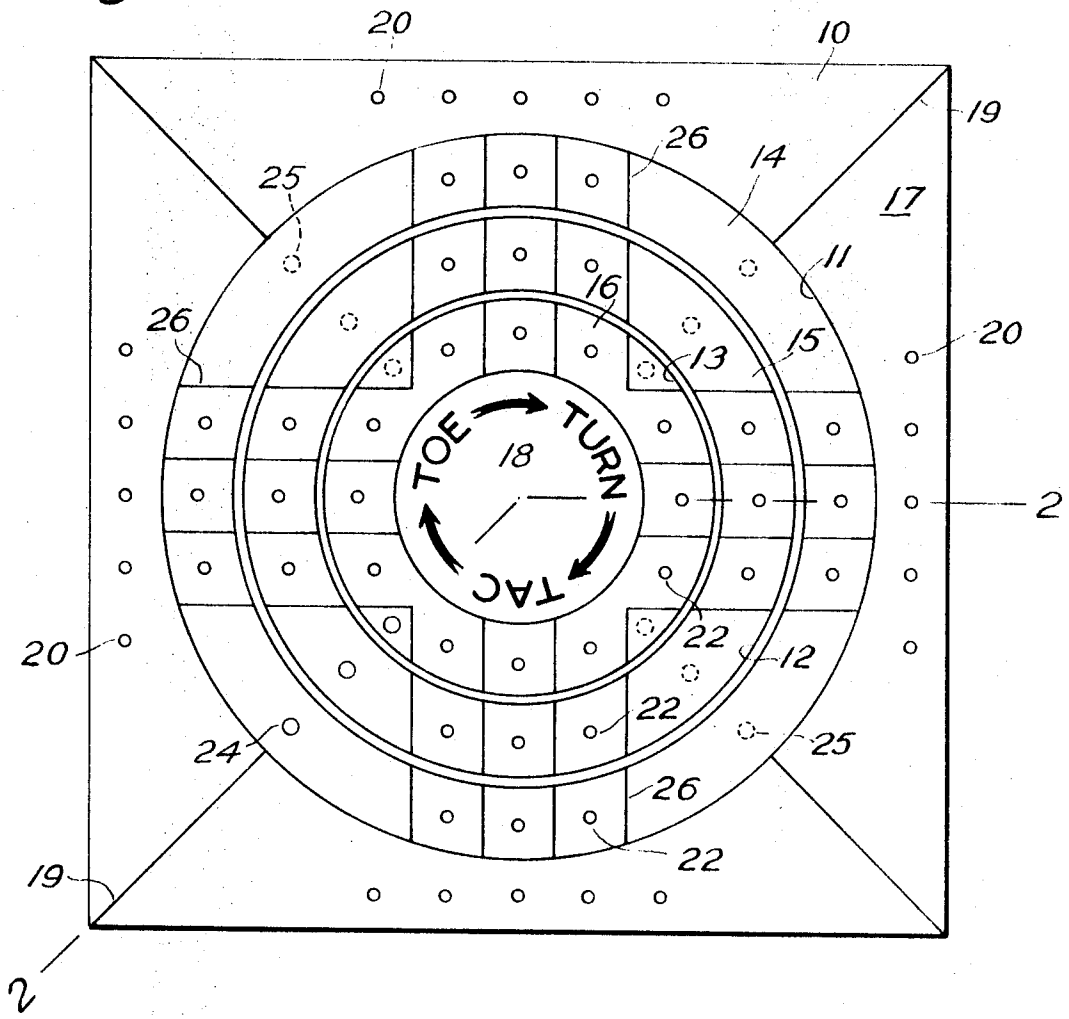


Fig. 2

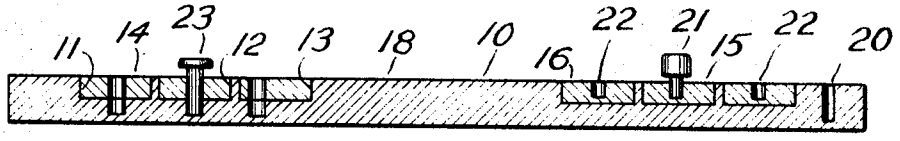
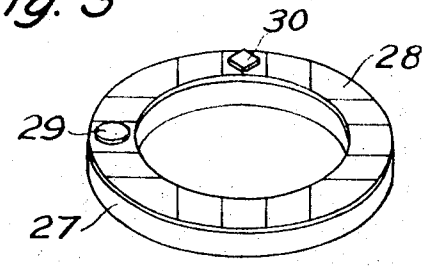


Fig. 3



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GAME BOARDS WITH PATTERN-CHANGING MEANS

This invention, which I have named TURN-TAC-TOE, relates to games, and more particularly to the type of games which feature the placing of playing pieces or markers upon a board, the object of the game being to arrange the pieces in a particular pattern.

A further object of the invention is to provide a game which, while affording a means of recreation, will also create an additional interest by the introduction of an element of strategy due to manipulation of sections of the playing surface of the board during the game.

Another object of the invention is the provision of an indoor game which can be enjoyed by a number of persons without disturbance to nonparticipants who may be present during the course of a game or games.

A still further object of the invention is the provision of a game which is simple in construction, compact in form, and which can be stored with little effort in a minimum of space.

These and other objects of the invention will become apparent during the course of the following description and appended claims, taken in connection with the accompanying drawing forming a part hereof, and in which:

FIG. 1 is a plan view of the playing board.

FIG. 2 is a section taken on line 2–2 of FIG. 1.

FIG. 3 is a perspective view of one of the annular members of the board, showing a modification.

Referring to the drawing in detail, a playing board **10** has, formed on the upper or playing surface thereof, three concentric, annular recesses **11**, **12** and **13**. These recesses are provided for the reception of rotatable, annular members **14**, **15** and **16**, respectively, the upper surfaces of which are coplanar with the outer margin **17**, and an inner boss portion **18** of the board **10**. With the annular members in their respective channels or recesses, the board presents a perfectly flat and unbroken playing surface. The outer marginal area **17**, and the central boss area **18** being intended to remain stationary, while the annular members or rings of the assembly can be rotated as will be further described herein.

While I have described a board which provides an individual recess for each ring, it will be obvious that a single wide recess or channel could be utilized to receive rings each of a predetermined diameter and width to fit into such channel, and to operate in similar fashion.

As shown in FIG. 1, the outer marginal area **17** is divided by diagonals **19** into four playing areas, each of which is provided with a number of apertures **20** for the reception of playing pins or pieces **21**. A detail of a design of playing pin is indicated on FIG. 2. Apertures **20** are merely a means of making the playing pins readily accessible during play. Similar apertures **22**, adapted to establish playing piece positions, are provided in each of the rings, being arranged in four angularly spaced groups of three each. An approximately square pattern of nine holes in symmetrical alignment with each of the playing areas, and being in the familiar "Tic-Tac-Toe" relationship, is thus formed, as is clearly illustrated.

During the course of the game, the rings are required to be partially rotated in steps of 90°, and a locking pin **23** is furnished for each ring in order to maintain it in fixed position between moves. Apertures **24** and **25** have been provided in the rings **11**, **12** and **13**; and the board **10** respectively, as

shown, for the reception of the locking pins **23**. From the foregoing it will be obvious that movement of any or all of the rings to a new position has no effect on the basic pattern. The lines **26**, as shown on FIG. **1**, appearing on the rings further define the playing piece positions similar to the squares as on "Tic-Tac-Toe." The spaces they enclose can be of different color, which will enable the rules of the game to be further expanded as imagination may suggest.

FIG. **3** shows a modified type of ring **27**, having a lamination **28** of ferrous material. Magnetized playing pieces **29** and **30** are furnished with this type of construction. The distinguishing features of the playing pieces can be provided by color differences, or variation of shape as indicated.

A complete game set comprises a playing board and three rotatable rings, two sets of 10 playing pieces, each set differing distinguishably from the other, and three locking pins.

RULES OF THE GAME

The object of Turn-Tac-Toe is the same as that of "Tic-Tac-Toe;" to place three playing pins of the same kind in a row, horizontally, vertically or diagonally.

When played by four people, they are paired off as partners, the partners being seated opposite one another. Each player is furnished with five playing pieces of the same color or shape as those of his or her partner.

The game is started by a player placing a pin in position in one of the spaces immediately in front of him, and then rotating one of the rings a quarter of a turn in a clockwise direction. The others then proceed in turn, placing a pin and rotating a ring. As soon as three pins of one set are aligned, as in "TIC-TAC-TOE," the game is ended. If all pins are placed before attaining the required alignment, the result is considered a draw.

Two players may compete, each one playing the diagram in front of him and the one directly opposite alternately as in partnership play.

From the foregoing it will be apparent that I have provided a game which, while affording a means of recreation, will further stimulate interest by the introduction of an element of strategy, and while I have illustrated and described a preferred embodiment of my game board and appurtenances, it should be understood that further modification may be made within the scope of the appended claims.

I claim:

1. A game board, three annular members of progressively decreasing diameter recessed into the surface of said board in concentric relationship, each of said annular members having indicia designating four groups of playing piece positions quadrantally arranged, each of said groups consisting of three adjacent individual playing positions, the center opposite positions of each annular member being in diametrical alignment, and the flanking opposite positions of each annular member being in chordal alignment relative to the circles formed by said annular members; and locking means adapted to index each of said annular members in one or another of four equally spaced angular alignments, while maintaining the said diametrical and chordal alignments of said individual playing positions.

2. A board as in claim **1** wherein said indicia are apertures for the reception of playing pins.