The various embodiments herein provide a Sudoku gaming board having a plurality of square grids. A plurality of chambers is provided in each square grid and a Sudoku gaming part is placed in each chamber. The Sudoku gaming part is made based on a visual sense, an olfactory sense, a hearing sense, a somatic sense and a taste sense of an individual. The Sudoku gaming parts comprises one of the oval shaped objects, cartoon characters, symbolic objects and round shaped objects. The Sudoku gaming parts help in preventing various nervous disorders and improve a brain activity of the individual.
SUDOKU GAMING BOARD

SPONSORSHIP STATEMENT

[0001] The present invention is sponsored by Iranian National Science Foundation for international filing.

BACKGROUND

[0002] 1. Technical Field
[0003] The embodiments herein generally relates to a board games. The embodiments herein particularly relates to Sudoku gaming board and more particularly relates to gaming parts associated with the Sudoku gaming board.

[0004] 2. Description of the Related Art
[0005] The use of Sudoku puzzles is known in the prior art. To solve Sudoku puzzles, it is essential for the player to keep an accurate list of potential numbers, for each empty square. Sudoku puzzles are widely available in printed form, including newspapers, magazines, and books. However, they are often printed as small grids, which make them difficult to play. Therefore, it is desirable to play Sudoku on a larger format. Recently, Sudoku board games have appeared in the art, consisting of familiar, expected and obvious structural configurations.

[0006] Several Sudoku board games in the related art consist of an erasable playing board which provides dry erase markers for writing candidate numbers or dots in the squares. The drawback of such method is that it is difficult to erase candidate numbers or dots without erasing adjacent numbers or dots. Also the process of dry erasing creates an unwanted dust. The player should also write numerals in correct position to avoid confusion. Yet in another scheme Sudoku board games are provided with small game pieces with numerals printed on them for keeping track of the players. The quantities of small game pieces provided by these games are usually nine which is insufficient to keep track of all the players. Another drawback is that the numerals are printed only on one side of the small game pieces, making them difficult to spot in a pile, especially if they are turned upside down.

[0007] Moreover, our world is constructed based on perception of one's own senses. Further any kind of disability and limitation of perception of human senses will confuse the scope of our consciousness and awareness. In light of foregoing discussion there exists a need to provide a Sudoku gaming board which keeps brain of an individual active. Also there exists a need to provide a Sudoku gaming board desirable to play Sudoku on a larger format by an individual.

[0008] The abovementioned shortcomings, disadvantages and problems are addressed herein and which will be understood by reading and studying the following specification.

OBJECTS OF THE EMBODIMENTS

[0009] The primary object of the embodiments herein is to provide a Sudoku gaming board having Sudoku gaming parts made based on one or more of a visual sense, an olfactory sense, a hearing sense, a somatic sense and taste sense of an individual.

[0010] Another object of the embodiments herein is to provide a Sudoku gaming board with gaming parts desirable to play Sudoku on a larger format by an individual.

[0011] Yet another object of the embodiments herein is to provide Sudoku gaming parts which increases capacity of auditory memory, auditory sensitivity and auditory sequence among individuals.

[0012] Yet another object of the embodiments herein is to provide Sudoku gaming parts which works as a tool for evoking human senses and cause brain of an individual to function as per structural changes in the brain.

[0013] Yet another object of the embodiments herein is to provide Sudoku gaming parts which aids in preventing development of cerebral disorders such as multiple sclerosis and Alzheimer.

[0014] Yet another object of the embodiments herein is to provide Sudoku gaming parts which aids in improving potential of a brain of an individual and curing various nervous disorders.

SUMMARY

[0015] These and other objects and advantages of the present disclosure will become readily apparent from the following detailed description taken in conjunction with the accompanying drawings.

[0016] The various embodiments herein provide a gaming board provided with a plurality of square grids. The gaming board includes a plurality of chambers provided in each of the square grids and a gaming part adapted to be placed in each of the chambers. The gaming part is made based on one or more of a visual sense, an olfactory sense, a hearing sense, a somatic sense and taste sense of an individual. The Sudoku gaming parts provided herein aids in preventing various nervous disorders and improve brain activity of the individual.

[0017] According to one embodiment of the present disclosure, the gaming board provided is a Sudoku gaming board. Each of the square grids in the Sudoku gaming board is provided with a plurality of cavities extending into the gaming board. Further, the gaming part is adapted to be placed in each of the cavities. The gaming board is provided with nine-by-nine square grids and each of the square grids consists of nine chambers arranged in a three-by-three matrix. Also according to one embodiment herein, the gaming board is provided with four-by-four square grids and each of the square grids consists of four chambers arranged in two-by-two matrix. Further, according to one embodiment the gaming board is provided with six-by-six square grids and each of the square grids consists of nine chambers arranged in three-by-three matrix.

[0018] In various embodiments herein, the gaming parts includes one of oval shaped objects, cartoon characters, symbolic objects and round shaped objects. Further, each of the gaming parts is provided with one of an essence. Examples of the essence include but are not limited to a Rose Essence, a Daiflodi Essence, a Mint Essence, a Sage Essence, a Carnation Essence and a Clove Essence. Also each of the gaming part is provided with different colors. Examples of the colors include but are not limited to red, green, orange, purple, lavender, yellow, black, brown, sky blue, sapphire, and navy blue.

[0019] Examples of the cartoon characters include but are not limited to Tom Cat as the First Ball, Jerry Mouse as the Second Ball, Goofy as the Third Ball, Miki Mouse as the Fourth Ball; and Pink Panther as the Fifth Ball. Further examples of symbolic objects include but are not limited to flower in orange color, star in golden color, Irregular forms in pink color, hexagon in phosphorous color, foursquare in dark
green color, circle in blue color, month in yellow color, triangle in lilac color and heart in red color.

[0020] According to an embodiment of the disclosure, a circular part is provided within each of the oval shaped objects. Further, one side of the circular part has color of the oval shaped object and the other side of the circular part is black in color. Each of the oval shaped objects is divided into triplex group and each of the triplex group consists of at least three small balls, at least five small balls and at least seven small balls respectively for creating different sounds in the oval shaped objects. Yet in one embodiment of the disclosure each of the gaming part is provided with different touch quality.

[0021] In various embodiments herein, the Sudoku gaming parts increases capacity of auditory memory, auditory sensitivity and auditory sequence among individuals. Also the Sudoku gaming parts works as a tool for evoking human senses and cause brain of an individual to function as per structural changes in the brain. The Sudoku gaming parts aids in preventing development of disorders such as multiple sclerosis and Alzheimer. Furthermore the Sudoku gaming parts aids in improving potential of a brain of an individual and curing various nervous disorders.

[0022] These and other aspects of the embodiments herein will be better appreciated and understood when considered in conjunction with the following description and the accompanying drawings. It should be understood, however, that the following descriptions, while indicating preferred embodiments and numerous specific details thereof, are given by way of illustration and not of limitation. Many changes and modifications may be made within the scope of the embodiments herein without departing from the spirit thereof, and the embodiments herein include all such modifications.

BRIEF DESCRIPTION OF THE DRAWINGS

[0023] The other objects, features and advantages will occur to those skilled in the art from the following description of the preferred embodiment and the accompanying drawings in which:

[0024] FIG. 1 illustrates a top view of a Sudoku game board according to an embodiment of the present disclosure.

[0025] FIG. 2 illustrates a perspective top view of a Sudoku game board according to an embodiment of the present disclosure.

[0026] FIG. 3 illustrates a side view of a Sudoku game board according to an embodiment of the present disclosure.

[0027] FIG. 4 illustrates a back side view of a Sudoku game board according to an embodiment of the present disclosure.

[0028] FIG. 5 illustrates a top perspective view showing the chambers of a Sudoku game board according to an embodiment of the present disclosure.

[0029] FIG. 6 illustrates Sudoku game balls of various sizes according to an embodiment of the present disclosure.

[0030] FIG. 7 illustrates Sudoku game characters and the characters placed on a Sudoku game board according to an embodiment of the present disclosure.

[0031] FIG. 8 illustrates Sudoku game symbols and the symbols placed on a Sudoku game board according to an embodiment of the present disclosure.

[0032] FIG. 9 illustrates a side perspective view of a Sudoku game board and Sudoku game balls placed on the Sudoku game board according to an embodiment of the present disclosure.

[0033] Although the specific features of the present invention are shown in some drawings and not in others. This is done for convenience only as each feature may be combined with any or all of the other features in accordance with the present invention.

DETAILED DESCRIPTION OF THE EMBODIMENTS

[0034] In the following detailed description, a reference is made to the accompanying drawings that form a part hereof, and in which the specific embodiments that may be practiced is shown by way of illustration. These embodiments are described in sufficient detail to enable those skilled in the art to practice the embodiments and it is to be understood that the logical, mechanical and other changes may be made without departing from the scope of the embodiments. The following detailed description is therefore not to be taken in a limiting sense.

[0035] The various embodiments herein provide a gaming board provided with a plurality of square grids. The gaming board includes a plurality of chambers provided in each of the square grids and a gaming part adapted to be placed in each of the chambers. The gaming part is made based on one or more of a visual sense, an olfactory sense, a hearing sense, a somatic sense and taste sense of an individual. The Sudoku gaming parts provided herein aids in preventing various nervous disorders and improve brain activity of the individual.

[0036] According to one embodiment of the present disclosure, the gaming board provided is a Sudoku gaming board. Each of the square grids in the Sudoku gaming board is provided with a plurality of cavities extending into the gaming board. Further, the gaming part is adapted to be placed in each of the cavities. The gaming board is provided with nine-by-nine square grids and each of the square grids consists of nine chambers arranged in a three-by-three matrix. Also according to one embodiment herein, the gaming board is provided with four-by-four square grids and each of the square grids consists of four chambers arranged in two-by-two matrix. Further, according to one embodiment the gaming board is provided with six-by-six square grids and each of the square grids consists of nine chambers arranged in three-by-three matrix.

[0037] In various embodiments herein, the gaming parts includes one of oval shaped objects, cartoon characters, symbolic objects and round shaped objects. Further, each of the gaming parts is provided with one of an essence. Examples of the essence include but are not limited to a Rose Essence, a Daffodil Essence, a Mint Essence, a Sage Essence, a Carnation Essence and a Clove Essence. Also each of the gaming part is provided with different colors. Examples of the colors include but are not limited to red, green, orange, purple, lavender, yellow, black, brown, sky blue, sapphire, and navy blue.

[0038] Examples of the cartoon characters include but are not limited to Tom Cat as the First Ball, Jerry Mouse as the Second Ball, Goofy as the Third Ball, Miki Mouse as the Fourth Ball; and Pink Panther as the Fifth Ball. Further examples of symbolic objects include but are not limited to flower in orange color, star in golden color, Irregular forms in pink color, hexagon in phosphorous color, foursquare in dark green color, circle in blue color, moon in yellow color, triangle in lilac color and heart in red color.

[0039] According to an embodiment of the disclosure, a circular part is provided within each of the oval shaped object. Further, one side of the circular part has color of the oval shaped object and the other side of the circular part is black in
color. Each of the oval shaped objects is divided into triplex group and each of the triplex group consists of at least three small balls, at least five small balls and at least seven small balls respectively for creating different sounds in the oval shaped objects. Yet in one embodiment of the disclosure each of the gaming part is provided with different touch quality.

In various embodiments herein, the Sudoku gaming parts increases capacity of auditory memory, auditory sensitivity and auditory sequence among individuals. Also the Sudoku gaming parts works as a tool for evoking human senses and cause brain of an individual to function as per structural changes in the brain. The Sudoku gaming parts aids in preventing development of disorders such as multiple sclerosis and Alzheimers. Furthermore the Sudoku gaming parts aids in improving potential of a brain of an individual and curing various nervous disorders.

FIG. 1 illustrates a top view of a Sudoku game board 101 according to an embodiment of the present disclosure. With respect to FIG. 1, the Sudoku game board includes nine-by-nine square grids. Each of the square grids consists of nine chambers 102 arranged in a format of three-by-three matrix. The chambers 102 are adapted to be attached and detached in accordance with the interest of the players. Each of the chambers is provided to receive Sudoku gaming parts 601, 701, and 801 (as shown in FIGS. 6, 7 and 8).

FIG. 2 illustrates a top perspective view of a Sudoku game board 101 according to an embodiment of the present disclosure. With respect to FIG. 2, the Sudoku game board includes nine-by-nine square grids and each of the square grids consists of nine chambers 102 arranged in format of three-by-three matrix. Each of the chambers is provided to receive Sudoku gaming parts 601, 701, and 801 (as shown in FIGS. 6, 7 and 8). The chambers 102 are bulged inwards as shown in the figure for receiving the gaming parts.

FIG. 3 illustrates a side view of a Sudoku game board 101 according to an embodiment of the present disclosure.

FIG. 4 illustrates a back side view of a Sudoku game board according to an embodiment of the present disclosure. With respect to FIG. 4, the Sudoku game board includes nine-by-nine square grids and each of the square grids consists of nine chambers 102 arranged in a three-by-three matrix. Each of the chambers 102 is provided to receive Sudoku gaming parts 601, 701, and 801 (as shown in FIGS. 6, 7 and 8). The chambers 102 are bulged inwards as shown in the figure for receiving the gaming parts.

FIG. 5 illustrates a top perspective view of a Sudoku game board according to an embodiment of the present disclosure. With respect to FIG. 5 the Sudoku game board 101 includes nine-by-nine square grids and each of the square grids consists of nine chambers 102 (as shown in FIG. 4) arranged in format of three-by-three matrix of Each of the chambers is shaped to receive Sudoku gaming parts 601, 701, and 801 (as shown in FIGS. 6, 7 and 8).

FIG. 6 illustrates Sudoku game balls of various sizes according to an embodiment of the present disclosure. With respect to FIG. 6 the game balls 601, 601a, 601b, 601c and 601d are of different sizes. The game ball 601 is oval in shape and whereas the balls 601b, 601c and 601d are round in shape. The ball 601 is adapted to be placed in chambers 102 (as shown in FIG. 1) of the Sudoku game board for playing Sudoku game. In various embodiments, the balls 601, 601a, 601b, 601c and 601d are of different colors and each of the balls 601a, 601b, 601c and 601d are provided with different essences. Examples of the essence include but are not limited to a Rose Essence, a Daffodil Essence, a Mint Essence, a Sage Essence, a Carnation Essence and a Clove Essence. Examples of the colors include but are not limited to red, green orange, purple, lavender, yellow, black, brown, sky blue, sapphire, and navy blue.

Yet in one embodiment of the disclosure the ball 601 has a circular part. Further, one side of the circular part has color of the ball 601 and the other side of the circular part is black in color. Further, the game ball 601 is divided into triplex group and each of the triplex group consists of at least three small balls (601a or 601b or 601c or 601d), at least five small balls (601a or 601b or 601c or 601d) and at least seven small balls ((601a or 601b) or 601c or 601d) respectively. The small balls (601a or 601b or 601c or 601d) are provided in the game ball 601 for creating different sounds. Yet in one embodiment of the disclosure the game ball 601 is provided with different touch quality. For example, the ball 601 is provided with a harsh touch including three different senses namely a tough sense, a medium sense, and a soft sense. Also, the ball 601 is provided with a medial touch including three different senses namely a tough sense, a medium sense, and a soft sense. Further the ball 601 is provided with a soft touch including three different senses namely a tough sense, a medium sense and a soft sense.

FIG. 7 illustrates Sudoku game characters and the characters placed on a Sudoku game board according to an embodiment of the present disclosure. With respect to FIG. 7, the Sudoku game characters 701 are placed in chambers of the Sudoku game board 101. With respect to the FIG. 7 the Sudoku game characters include various exercise positions of an individual.

FIG. 8 illustrates Sudoku game symbols and the symbols placed on a Sudoku game board according to another embodiment of the present disclosure. With respect to FIG. 8, the Sudoku game symbols 801 are placed in chamber of the Sudoku game board 101 respectively. With respect to the FIG. 8, the Sudoku game symbols 801 includes a flower shape, a star shape, an irregular form, a hear shape, a hexagon, a circle, a square and a triangle shape. In one embodiment of the disclosure, each of the Sudoku game symbols is provided with an essence. Examples of the essence include but are not limited to a Rose Essence, a Daffodil Essence, a Mint Essence, a Sage Essence, a Carnation Essence and a Clove Essence. Further each of the Sudoku game symbols is of different color. Examples of the colors include but are not limited to red, green orange, purple, lavender, yellow, black, brown, sky blue, sapphire, and navy blue.

FIG. 9 illustrates a side perspective view of a Sudoku game board 101 and Sudoku game balls 601 placed on the Sudoku game board according to an embodiment of the present disclosure. With respect to FIG. 9, the game balls 601 are placed in chambers provided in the Sudoku game board 101. Further, the game balls 601 can be of different color, sense, and touch quality.

The foregoing description of the specific embodiments will so fully reveal the general nature of the embodiments herein that others can, by applying current knowledge, readily modify and/or adapt for various applications such specific embodiments without departing from the generic concept, and, therefore, such adaptations and modifications should and are intended to be comprehended within the meaning and range of equivalents of the disclosed embodiments. It is to be understood that the phraseology or terminology employed herein is for the purpose of description and
not of limitation. Therefore, while the embodiments herein have been described in terms of preferred embodiments, those skilled in the art will recognize that the embodiments herein can be practiced with modification within the spirit and scope of the appended claims.

Although the embodiments herein are described with various specific embodiments, it will be obvious for a person skilled in the art to practice the invention with modifications. However, all such modifications are deemed to be within the scope of the claims.

It is also to be understood that the following claims are intended to cover all of the generic and specific features of the embodiments described herein and all the statements of the scope of the embodiments which as a matter of language might be said to fall there between.

What is claimed is:

1. A gaming board comprising:
   a plurality of square grids;
   a plurality of chambers provided in each of the plurality of square grids; and
   a gaming part adapted to be placed in each of the plurality of chambers,
   wherein the gaming part is made based on a sense of a human being and wherein a sense is selected from a group comprising of a visual sense, an olfactory sense, a hearing sense, a somatic sense and a taste sense of an individual human being.

2. The gaming board of claim 1, wherein the gaming board is a Sudoku gaming board.

3. The gaming board of claim 1, wherein each of the square grids includes a plurality of cavities extending into the gaming board.

4. The gaming board of claim 1, wherein the gaming part is adapted to be placed in each of the plurality of cavities.

5. The gaming board of claim 1, wherein the gaming board is provided with nine-by-nine square grids where each of the square grids comprises of nine chambers arranged in a three-by-three matrix.

6. The gaming board of claim 1, wherein the gaming board is provided with four-by-four square grids where each of the square grids comprises of four chambers arranged in a two-by-two matrix.

7. The gaming board of claim 1, wherein the gaming board is provided with six-by-six square grids where each of the square grids includes nine chambers arranged in a three-by-three matrix.

8. The gaming board of claim 1, wherein the gaming parts comprises one of at least one of oval shaped objects, cartoon characters, symbolic objects and round shaped objects.

9. The gaming board of claim 8, wherein each of the gaming part is provided with one of an essence material.

10. The gaming board of claim 8, wherein each of the gaming part is of a different color.

11. The gaming board of claim 8, wherein each of the oval shaped object is provided with a circular part and wherein one side of the circular part has a color of the oval shaped object and the other side of the circular part has black color.

12. The gaming board of claim 8, wherein each of the oval shaped objects is divided into triplex group and wherein each of the triplex group consists of a plurality of balls for creating different sounds in the oval shaped objects.

13. The gaming board of claim 8, wherein the plurality of the balls includes at least three small balls.

14. The gaming board of claim 8, wherein the plurality of the balls includes at least five small balls.

15. The gaming board of claim 8, wherein the plurality of the balls includes at least seven small balls.

16. The gaming board of claim 8, wherein each of the gaming part is provided with a plurality of touch qualities and wherein the plurality of touch qualities includes a hard touch, a soft touch and a medium touch.

* * * * *