

[54] **GEOMETRIC PATTERNED BOARD GAME**

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[56] **References Cited**

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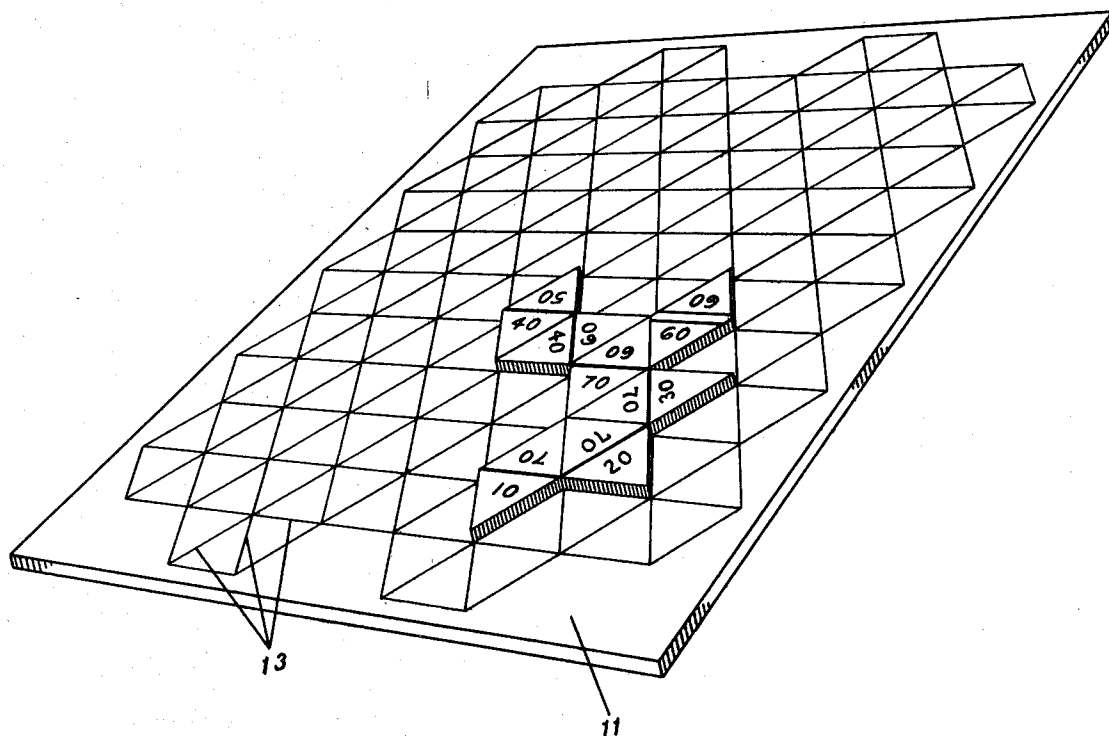
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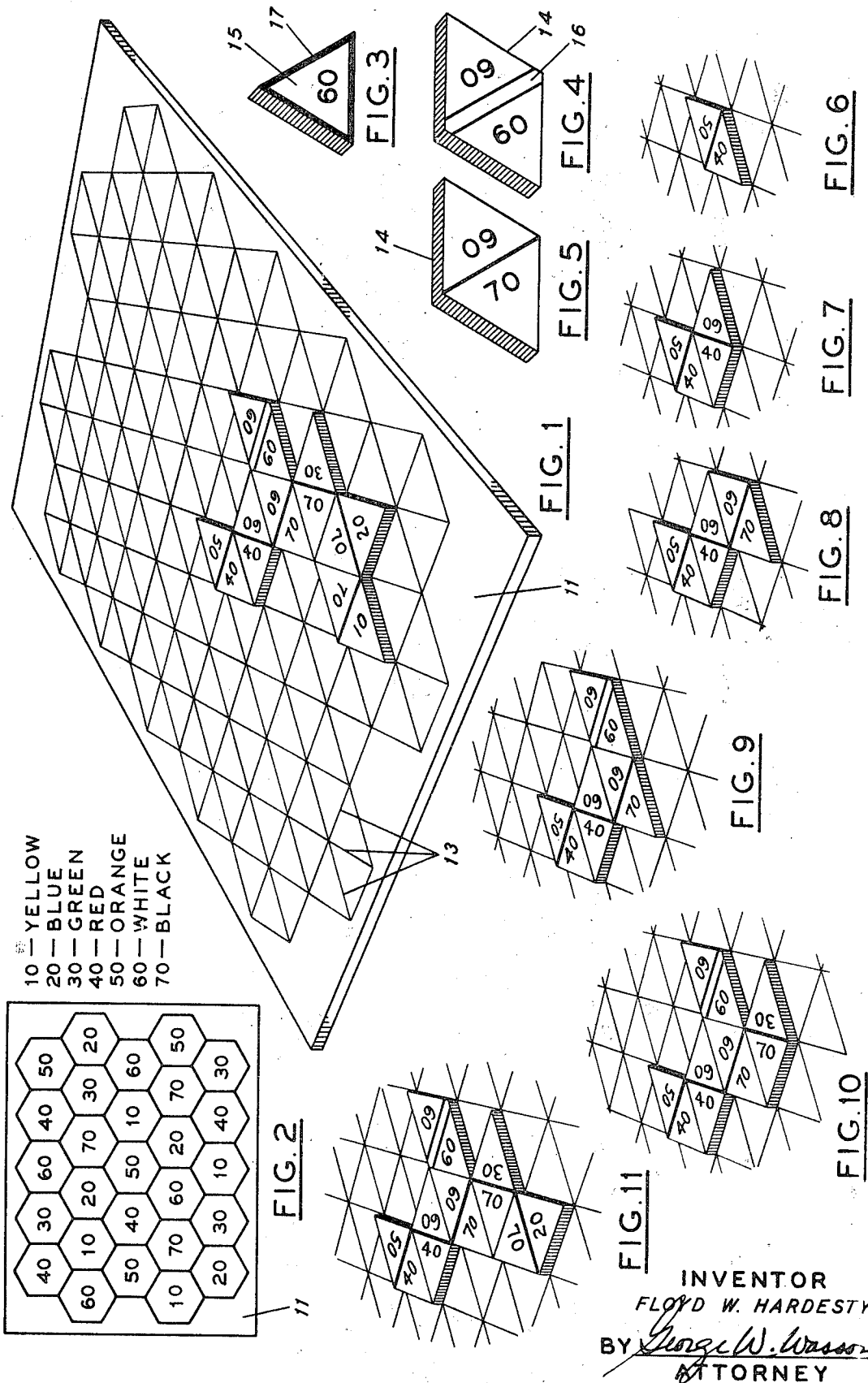
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[57] **ABSTRACT**

A board game comprising a board divided into a multiplicity of contiguous equal sized hexagonal areas marked in a variety of colors and playing members in the form of different subdivisions of the board's hexagonal areas also marked in the same colors, the playing members comprising triangular members and diamond-shaped members, some of the latter being of one color and others of two colors. The board areas and playing members are matched in shape and color in a sequence of plays among opposing players.

7 Claims, 11 Drawing Figures





GEOMETRIC PATTERNED BOARD GAME

This invention relates to a board game and, more particularly, to a game played with playing members of diamond and triangle shape on a board having a multiplicity of marked divisions that may be covered by various combinations of the playing members.

The object of the present invention is a board game that may be played by two or more players, competing against each other or as partners. Competitive games include games such as checkers or chess where playing members have set or limited courses through a game board and games such as many card games where variations in play may be made by preference of the player. The present invention has elements of the checker and chess like games where certain limitations are placed on members that may be played and elements of the card games where playing strategy is an element of the game. The game of the present invention is played on a board having a geometric pattern of colored hexagons, and the playing members are of diamond and triangle shape in the same colors. When played singly on the board, the playing members cover portions of the matching colored hexagon patterns on the board.

Individual playing members are valued differently with the value and color being related and identified on the members. Furthermore, diamond-shaped members may be solidly one color or divided in color so that many different values are obtainable with only two geometric shapes.

While the object of the game, for the individual player, is to place all of his playing members on the board before his opponent has played his playing members, the competitive aspect of the game is to accomplish the complete disposition of all playing members, scoring the maximum of individual points and causing the opponent to sustain the maximum of penalty.

Further objects and features of the invention will be readily apparent to those skilled in this art from the specification and appended drawings illustrating a certain preferred embodiment wherein:

FIG. 1 is a perspective view of the elements of the present invention including the game board and a few of the playing members positioned on the game board.

FIG. 2 is a plan view of the game board indicating by number the value of the hexagonal areas in accordance with the preferred embodiment of the present invention.

FIG. 3 is a triangular-shaped playing member with numbered value.

FIG. 4 is a diamond-shaped playing member having equal value for each half portion thereof.

FIG. 5 is a diamond-shaped playing member having unequal values for the half portions thereof.

FIGS. 6 through 11 and part of FIG. 1 illustrate a sequence of plays of the playing members onto the game board, resulting in the game condition as illustrated in FIG. 1.

As illustrated in the above-described drawings, the invention comprises a rectangular board 11 having a geometric pattern of hexagonal divisions or areas defined thereon. In FIG. 2 the geometric pattern as shown constitutes five rows of hexagonal areas 12 parallel to the longer dimension of the board. The parallel rows from bottom to top contain five, six, five, six, and five touching hexagonal areas, totaling 27 areas. Each hexagonal area touches at least three other hexagonal areas with the interior areas touching other areas on all sides.

Markings on FIG. 2 within the hexagonal areas identify a value applicable to each of the areas. As shown by the numbers within the hexagons, there are four areas of each of the values 10, 20, 30, 40, 50, and 60 and three areas of the value 70, so as to produce the total of 27 areas.

In a preferred form of the invention, the hexagonal areas are further distinguished in color according to the following list: combinations of the above-listed colors. In the preferred embodiment of the invention, there are four members colored the same on both halves in each of the colors yellow, blue, green, red, orange, and white and two members colored black on both halves. Each of the solid colored members are

distinctly identified in some manner, such as the separating band 16 as shown in FIGURE 4. The need for this distinction will be evident during the description of playing steps of the game herein described. There are also two diamond-shaped members divided in color in each of the combinations of the seven different colors as listed above. For example, there are two members having yellow on one end and blue on the other, two with blue on one end and green on the other, etc., for each of the possible combinations.

In the triangle-shaped playing members, there are two of each of the seven colors, making a total of 14 members. These members are distinctly identified in some manner, such as the heavy border markings 17 as shown in FIG. 3. The need for this distinction will be evident as the play of the game is described.

The following is a chart listing of the available playing members:

	Number of Members	Shape	Color	Value
	2	Diamond	Yellow-Blue	10-20
	2	Diamond	Yellow-Green	10-30
	2	Diamond	Yellow-Red	10-40
	2	Diamond	Yellow-Orange	10-50
	2	Diamond	Yellow-White	10-60
	2	Diamond	Yellow-Black	10-70
	2	Diamond	Blue-Green	20-30
	2	Diamond	Blue-Red	20-40
	2	Diamond	Blue-Orange	20-50
	2	Diamond	Blue-White	20-60
	2	Diamond	Blue-Black	20-70
	2	Diamond	Green-Red	30-40
	2	Diamond	Green-Orange	30-50
	2	Diamond	Green-White	30-60
	2	Diamond	Green-Black	30-70
	2	Diamond	Red-Orange	40-50
	2	Diamond	Red-White	40-60
	2	Diamond	Red-Black	40-70
	2	Diamond	Orange-White	50-60
	2	Diamond	Orange-Black	50-70
	2	Diamond	White-Black	60-70
	2	Triangle	Yellow	10
	2	Triangle	Blue	20
	2	Triangle	Green	30
	2	Triangle	Red	40
	2	Triangle	Orange	50
	2	Triangle	White	60
	2	Triangle	Black	70
45	45	45	45	45
	82			150

Of the 82 playing members, 14 are triangle shaped and 68 are diamond shaped, having the equivalent of 136 triangle areas. The total triangle areas of player members is, therefore, 155. The board has 27 hexagonal areas, having the equivalent of 162 internal equilateral triangle areas. It is therefore evident that the board is not fully covered when all members have been played. Because of this difference in available spaces and playing members, there are many possible combinations of plays that may be made to cover different portions of the game board. Particular plays may be made to block future combinations of playing members.

It should be readily apparent that the game board and playing members as described lend themselves to many combinations of game possibilities. The underlying principle of any game played with the board and playing members here shown requires a sequence of plays by at least two players. The playing members should be matched in color to the colors of the areas on the board. Subsequent plays must involve a member placed adjacent to a played member, matching the color of the board area and joining an already played member. It should be evident that one player may block another player's possible plays by controlling certain shapes or colors of playing members.

One of the possible games that may be played with the board and members of the present invention involves a series of plays as illustrated in FIGS. 6-11 and FIG. 1. To follow the play there illustrated, the play of a red and orange diamond-shaped member is shown in FIG. 6. The player playing that

member scores 90 points (40+50). The next player may match either the red or the orange edge and, as shown in FIG. 7, the player matches a member to the played member so that edges of red touch each other. With the (red-white) diamond member played, the player scores 100 points. With the second member played, there is now a possibility of play of three colored members (red, orange, and white), but only certain combinations of these colors can be played because of the color identification of the adjacent hexagonal areas on the board. FIG. 8 illustrates one possible play of a diamond-shaped member of white and black totaling 130 points. This play adds another possible color for the next player.

FIG. 9 illustrates a play of a diamond-shaped member of a solid color white. Note the dividing band on the played member. This play may score a possible 120 points. Note also that one more play of a solid colored member of white would complete the white hexagon. One possible game-scoring scheme awards a player a score only when a play completely covers a hexagon area. It should be apparent that blocking plays may be made to prevent an opponent from completing a hexagon area.

FIG. 10 illustrates another play in the series of plays with a member of black and green played for a value of 100. FIG. 11 illustrates another diamond-shaped member played having colors black and blue and scoring 90 points. FIG. 1 demonstrates one further play in the game, a member of black and yellow, and illustrates the played members on the playing board 11. Note that to this point in the play none of the players has completely covered a hexagon with any of the plays, although both the white (60) and the black (70) hexagons could be completed with the play of one solid colored member. It should not be difficult to imagine possible combinations where the player of a single diamond-shaped member could complete the coverage of two adjacent hexagonal areas and result in an award of a particularly large score to the player.

While not here illustrated, several of the demonstrated plays could have been partially accomplished by playing triangle-shaped playing members. In that case, fewer points would be scored and less area of the board would be covered. In one possible game scheme, each player draws from the supply of playing members a certain number of diamond- and triangle-shaped members. These members are played by the players, in sequence, so long as the player has a possible playing member to play. Thus, the diamond and triangle members are played with diamonds probably being played first because of the higher value. It is probable that a player may not have a playing member that can be played in the available color combinations produced as the game has progressed. When that occurs, that player must return to the supply of playing members and draw new members, one at a time, until a usable playing member is drawn. Various rules of play may be developed, but one such set of rules may require that a player drawing new playing members must draw diamond-shaped members unless there is an immediate possible play for a triangle-shaped member. Then the player may draw one triangle-shaped member. Again, various rules may apply to play, such as, if the drawn triangle member cannot be played, the player loses his turn and must keep the triangle-shaped member.

It should now be apparent that the game board and playing members of the present invention provide a challenging and intriguing combination of competitive game possibilities. The combination of hexagonal shape, dividable into diamond and triangle shapes, and the mixture of color and point value make for many possible game rules and scoring possibilities. While

one preferred form of board and playing member color scheme has been described, the invention is not limited to that one form; other combinations will be readily apparent. Furthermore, a complete set of playing rules has not been described because many possible rules can be devised. The demonstrated play of FIGS. 6-11 and FIG. 1 is merely representative of other possible plays. The invention is not to be limited by the combination or selection of colors or by the demonstrated play as obvious variations will be apparent, and the invention is to be given its broadest possible interpretation within the terms of the following claims.

I claim:

1. A board game comprising:

1. a board having a surface,
2. said board surface being divided by connected line markings on said board surface defining 27 hexagonal areas, all areas being of equal size and being contiguous on at least three sides with at least three others of said areas,
3. said areas being marked in seven distinguishable surface markings, with contiguous areas having different markings of said distinguishable surface markings,
4. a multiplicity of playing members of two distinct geometric configuration groups, said members constituting geometric subportions of said hexagonal areas,
5. said playing members being marked in the same said seven distinguishable surface markings,
6. one of said groups of distinct subportion geometric configurations of playing members including at least two members of each distinct surface marking,
7. the other of said groups of distinct subportion geometric configurations of playing members including (a) four members of a single marking of each of six of said distinct surface markings, and (b) two members of a single marking of said remaining one of said seven distinct surface markings, and (c) two members of equally divided distinct marking for each possible combination of said distinct surface markings and each having two different markings of said seven distinct surface markings,
8. said playing members being positionable on said board surface so as to cover and conform to said board game areas and so as to conform to the playing members' distinguishable surface markings with the distinguishable surface markings of said areas of said board.

2. The board game of claim 1 wherein said playing members include diamond-shaped and triangular-shaped playing members.

3. The board game of claim 1 wherein said playing members include triangular-shaped playing members as equilateral triangles and diamond-shaped playing members being the size of two of said triangular-shaped playing members joined along one common side.

4. The board game of claim 1 wherein said distinguishable surface markings are seven distinguishable colors.

5. The board game of claim 1 wherein the seven distinguishable colors are red, green, white, orange, blue, black and yellow.

6. The board game of claim 1 wherein there are 68 diamond-shaped playing members and 14 triangular-shaped playing members.

7. The board game of claim 1 wherein said 27 hexagonal areas are marked in said seven distinguishable surface markings so that there are four hexagonal areas of six of said seven distinguishable markings and three hexagonal areas of the remaining one of said seven distinguishable markings.

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