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GAME APPARATUS

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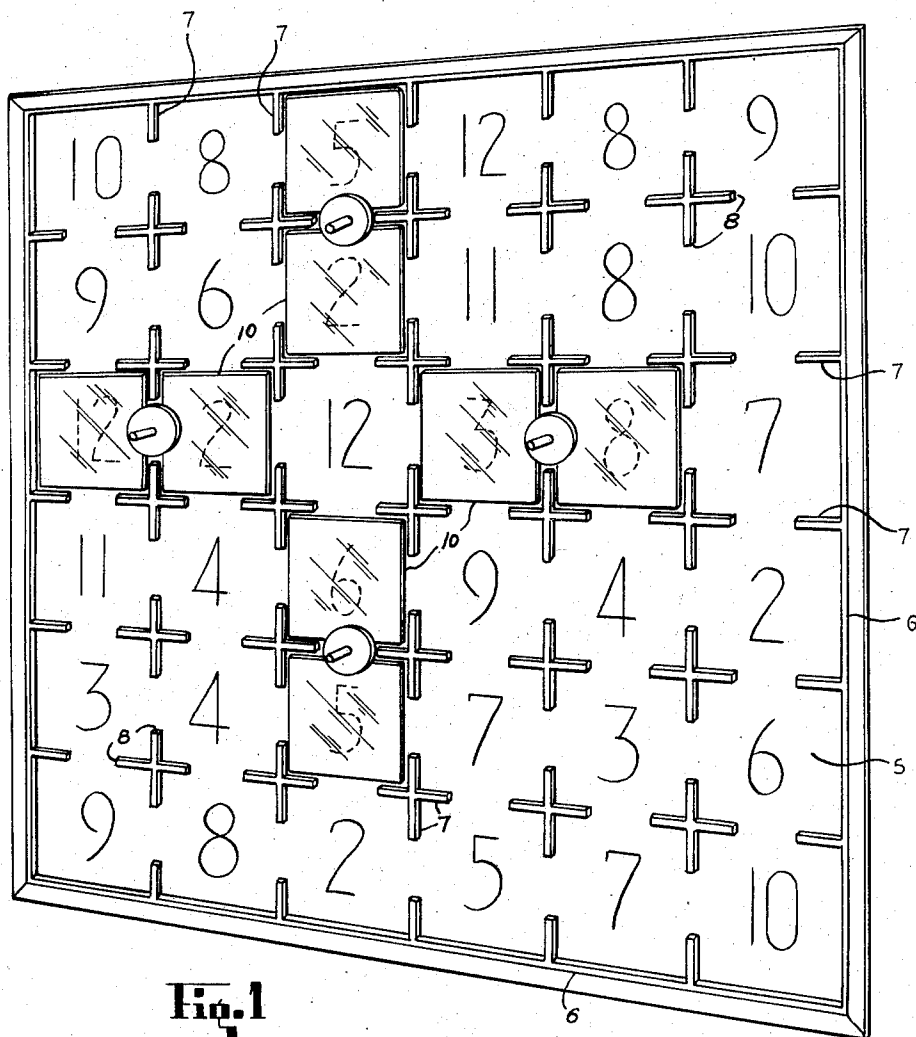


Fig. 1

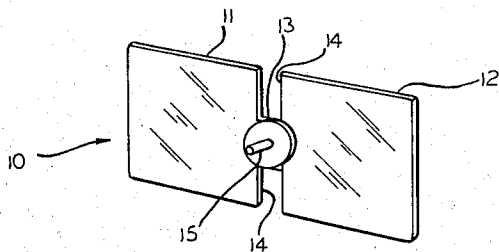


Fig. 2

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GAME APPARATUS

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4 Claims. (Cl. 273-135)

This invention relates to a game apparatus of the type in which any number of players may participate, and the move that can be made by each player depends on a number he obtains by chance as determined by a roll of the dice, a spinner or the like.

The invention provides an entertaining game which requires alertness of all the players whether or not it is their turn to play. The game requires perceptiveness of the players and may end abruptly by means of a "jackpot" move.

The invention further provides a novel playing board on which the movable cover pieces used by the players can easily be inserted in place and yet cannot accidentally be moved from their intended position.

Other objects and advantages will appear hereinafter, reference being had to the accompanying drawings in which:

Figure 1 is a perspective view of a game board made in accordance with this invention; and

Figure 2 is a perspective view of one of the covers used with the board shown in Figure 1.

Referring in greater detail to the drawings, the game board 5 may be of any suitable material such as cardboard, wood, plastic or the like and is preferably square in shape. A wall or edge 6 surrounds the board. The upper surface of the board is divided into squares which are separated by the low thin walls 7. Part of walls 7 which adjoin each square are cut away to form guideways 8, the bottoms of which are substantially flush with the upper surface of the board.

A number is printed on the board within each square, the numbers varying from two to twelve so as to correspond with any combination thrown by a pair of dice.

Several covers or playing pieces 10 are provided for each player and each player's pieces are of a different color. These pieces can also be made of various materials, preferably transparent material through which the number below it can be readily seen. The pieces include two sections 11 and 12, each of which are of a size which substantially fills a square between the walls 7. The sections 11 and 12 are connected together by an integral neck portion 13 so thereby form slots 14 on either side of the neck and between the sections 11 and 12. A small knob-like handle 15 may be fastened to the center of the piece to afford a convenient means to pick up and position the piece. Thus the pieces can be placed on the board to cover any two squares, the slots 14 loosely engaging the walls 7 and the neck 13 fitting in the guideways 8. Once in position the pieces cannot be accidentally pushed out of their position, it being necessary to lift them by their handle 15 prior to moving them. These pieces may be placed on the board with their major axis extending in directions normal to one another.

The game is played by any desired number of players as follows. A pair of dice, a spinner or other chance means may be used by each player in turn to obtain a number. The player then takes one of his pieces and uses one of its sections to cover one of the numbers on

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the board which corresponds to the number obtained. The other section of that piece can be turned in any direction to also cover an adjoining number. In effect, therefore, the player can "pivot" his piece to any one of a maximum number of four positions to cover a number adjoining the one he obtained.

The object of the game is to try to "surround" a square with the pieces, preferably surrounding the square with the higher numbers. In other words, the player who "captures" the square by placing the last piece in place to surround or enclose the number, receives credit for the amount of the number surrounded. As shown in Figure 1, the number 12 has been surrounded, and assuming the piece to the right had been played last, that player would receive a score of twelve points. When a player surrounds a square, he may have another turn at obtaining a number and making another play immediately without awaiting his turn.

If a player makes the final move in surrounding one square and he could have captured two non-adjointing squares instead by otherwise positioning his piece, the next player may remove that piece and place his own so as to surround the two non-adjointing squares himself and receive credit for the total of their numbers.

If four separated squares are surrounded and thus "captured" by a player placing a single piece, then the game automatically ends and the player making that "jackpot" move wins regardless of the score up to that point.

Ordinarily, however, the player with the highest total number of points wins when there are no squares left to surround. Credit may also be given a player at the rate of 1 point for every square covered by his pieces.

The player has a wide variety of positions in which to place his piece. Not only will there be more than one of each number on the board, but he can pivot his piece around any one of those numbers that are not already occupied. Furthermore, he must be aware of the possibility of surrounding four non-adjointing squares as well as only one square.

Variations of these rules may be used. For instance, the total number of pieces used by a player may be added to or subtracted from his total score. Partners may also be paired up to aid each other in capturing squares.

Various modes of carrying out the invention are contemplated as being within the scope of the following claims particularly pointing out and distinctly claiming the subject matter which is regarded as the invention.

I claim:

1. A game apparatus including, a game board having a plurality of substantially equal size areas thereon, said areas each having a numeral thereon, and a plurality of cover pieces placed on said board and each of a size and shape to indicate coverage of the numerals on any two adjoining areas.

2. In a game apparatus, a game board having a plurality of equal size squares thereon, said squares each having a numeral thereon, and a plurality of cover pieces for each player of the game, said pieces each of a size and shape so as to be placed on said board to indicate substantially complete coverage of any two adjoining squares.

3. In a game apparatus, a game board having a plurality of equal size squares thereon, said squares each having a numeral thereon, and a plurality of cover pieces for each player of the game, said pieces each being formed into two sections, each section of a size and shape so as to substantially cover a square whereby one piece is adapted to substantially cover two adjoining squares.

4. In a game apparatus, a game board having an upper surface, a plurality of intersecting walls on said upper surface to define equal size squares thereon, said walls each having a guideway adjacent each of said squares,

said squares each having a numeral thereon, and a plurality of cover pieces for each player of the game, said pieces each of a size and shape so as to indicate substantially complete coverage of any two adjoining squares, said pieces each having a central slot adapted to engage 5 said guideways so as to prevent accidental displacement of said pieces.

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