

[54] **BOARD GAME APPARATUS**

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[58] Field of Search ..... 273/131

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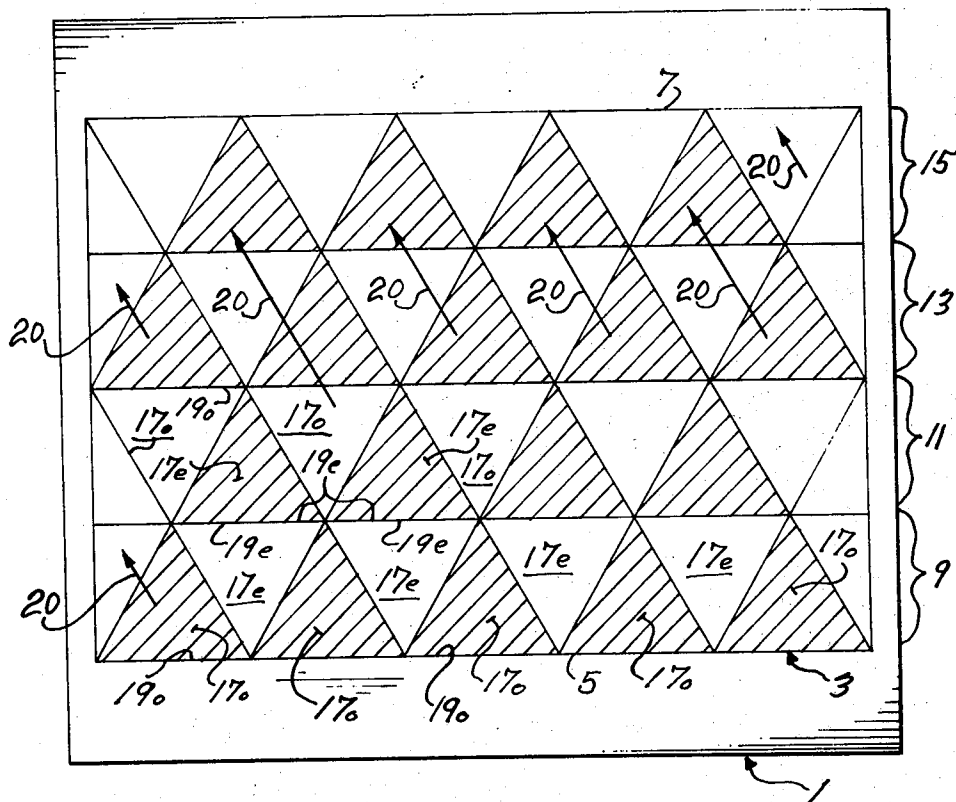
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*Primary Examiner*—Delbert B. Lowe

[57] **ABSTRACT**

A game patterned on achieving success in life. To this end, the game has a playing surface divided, between opposed sides, into stages leading to a successful goal. Two sets of playing pieces are provided. Each piece in each set symbolically represents a human characteristic involved in achieving success.

**3 Claims, 3 Drawing Figures**



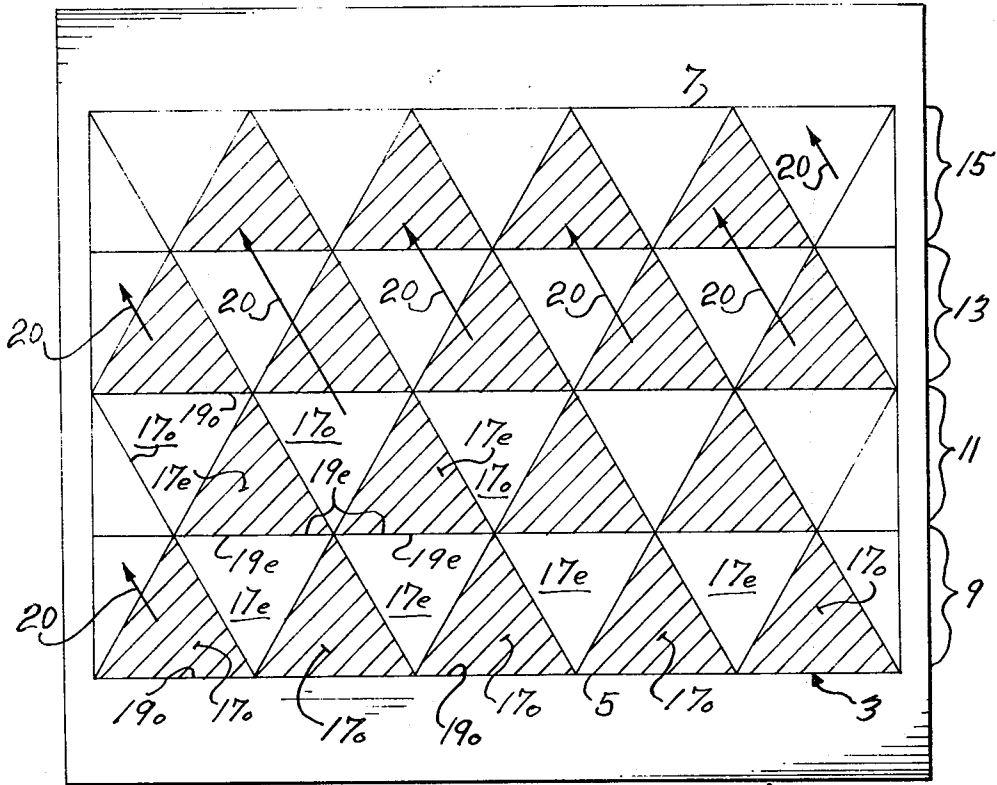


Fig - 1

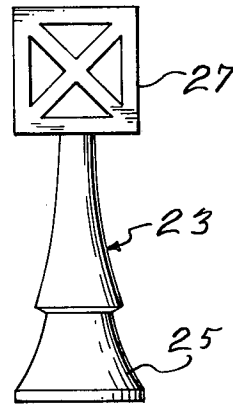


Fig - 2

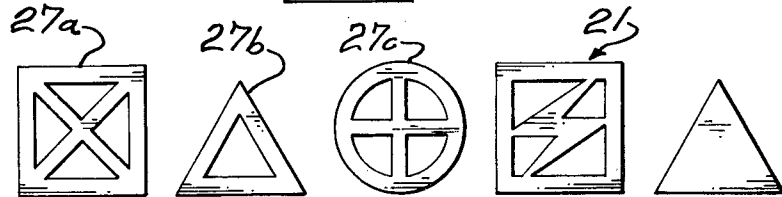


Fig - 3



## BOARD GAME APPARATUS

This invention relates to a game.

The invention is more particularly directed toward a game which simulates theories or philosophies related to life, and particularly to success in life.

Known games, employing game boards and playing pieces for two players, such as chess for example, encourage learning processes, but only in a somewhat abstract manner. The known games are difficult to relate to life experiences.

It is a purpose of the present invention to provide a game, which through the arrangement of its playing surface and its playing pieces, permits a game to be played, according to rules provided for the game, which more closely relate to life experiences.

The game playing surface and playing pieces are particularly arranged to simulate the philosophy of success as it relates to life. In life, to be considered successful, it is necessary to set and achieve a goal. The goal is achieved by planning, and then properly initiating and executing the plan, to realize the plan. The achievement of the goal does not however always follow according to plan, particularly when it conflicts with someone else's goal and then trial and error methods may be required to supplement or replace the original plan. The manner in which the goal is achieved, if it is achieved, is dependent on the personality characteristics of the person.

The game provides a goal. The playing surface is arranged to provide stages or phases leading toward the attainment of the goal. The playing pieces provide traits or characteristics which relate to the attainment of the goal.

The invention is more particularly directed toward a game having a playing surface positioned between two opposed sides. The surface is divided into four rows designating different phases of the game with the rows extending substantially parallel to the opposed sides. Each row adjacent a side has a goal.

The game includes two sets of playing pieces, each set having ten playing pieces, each playing piece of each set having a different symbol.

The invention will now be described in detail having reference to the accompanying drawings, in which:

FIG. 1 illustrates a playing board;

FIG. 2 is a front elevation view of a playing piece; and

FIG. 3 are illustrations of symbols used on one set of playing pieces.

The game has a game board 1 with a playing surface 3, as shown in FIG. 1. The playing surface 3 is between two opposed sides 5, 7 which are preferably parallel. The surface 3 is divided into four sections or rows 9, 11, 13, 15, each row having nine triangles 17. The rows 9, 11, 13, and 15 are parallel to sides 5, 7. The first row 9, adjacent side 5, has the five odd triangles 17<sub>o</sub> arranged with their bases 19<sub>o</sub> touching and, in effect, forming side 5. Every second triangle, or even triangle 17<sub>e</sub>, in the row 9 is inverted and their bases 19<sub>e</sub> touch. The odd triangles 17<sub>o</sub> in row 9 are all of one color, black for example, and the even triangles 17<sub>e</sub> in row 9 are all of another color, white for example.

The second row 11 is arranged somewhat similarly to row 9. However, each triangle is inverted so that the four even triangles 17<sub>e</sub> have their bases 19<sub>e</sub>, which touch, facing toward side 5 and thus abutting the bases 19<sub>e</sub> of the even triangles 17<sub>e</sub> in row 9. The five odd tri-

angles 17<sub>o</sub>, being inverted, have their bases 19<sub>o</sub> touching and facing away from side 5. In addition, the odd triangles are now the same color as the even triangles 17<sub>e</sub> in row 9 and the even triangles 17<sub>e</sub> in row 11 are the same color as the odd triangles 17<sub>o</sub> in row 9.

The triangles 17 in row 13 are arranged the same as row 9 relative to side 5 and the triangles 17 in row 15 are arranged the same as row 11 relative to side 5. Thus, the playing area 3, as viewed from side 5, the "black" side, has four rows of triangles with five, four, five and four black triangles in each row progressing from side 5. The playing area 3, as viewed from side 7, the "white" side, has four rows of triangles with five, four, five and four white triangles in each row progressing from side 7.

The triangles 17 on the surface 3 form slanting columns as shown by arrows 20. For notational purposes, the rows can be designated alphabetically and the columns can be designated numerically so that each triangle can be located by a combined alphabetical-numerical notation.

The game includes two different colored sets 21 of players 23. Each player 23, as shown in FIG. 2, has a base 25 and a symbol 27 mounted on the base 25. Each set 21, as shown in FIG. 3, comprises ten playing members 23, each with a different symbol 27<sub>a</sub>, 27<sub>b</sub>, 27<sub>c</sub>, etc. The pieces of each set each symbolically represent a principle necessary to achieve success such as, for example, attitude, knowledge, personality, etc. According to rules for the game of success, the pieces will move in different ways about the playing surface.

The white set 21 is played from the black side 5 and the black set 21 is played from the white side 7. One piece 27<sub>a</sub> of each set is designated as the goal or target. At the beginning of the game, this goal piece 27<sub>a</sub> is placed on the middle or fifth triangle of the first row on each respective side. Eight of the other nine pieces of each set are then placed on the other eight triangles of the first row on each respective side. These other pieces are placed alternatively by the players in whichever triangle they wish. The ninth piece which is not placed at this time is always the same piece.

The placing of the pieces on the first row constitutes the first phase of the game, the planning phase. The pieces are then moved alternately by the players according to the rules of the game with the objective being in trying to be the first to move their goal across the board onto the triangle from which the other goal starts. The other pieces clear a path for, and protect, the goal as it moves across the board.

When the goal is moved to the second row, the game moves from the planning phase to the execution stage whereby execution of the plan is initiated.

When the goal piece moves to the third row, the game moves to the elaboration phase, that is, elaboration of the execution of the plan.

When the goal piece moves onto the fourth row, the game moves into the last phase, the realization phase, realizing success of the plan.

Throughout the game, each player must continually revise his initial plan for success depending on the situation as determined not only by the player but by his opponent as well. To succeed, it may be necessary for the player or players to resort to trial and error methods. During the game one player may stop the other player's goal, thus ending the game. The players may capture other pieces of their opponents. During the

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course of the game, one player may "capture" an opponent's piece. When a player loses his first piece, the ninth piece can then be placed on any empty triangle on the playing surface.

The game thus simulates, in a general manner, what leads to achieving success in life, and further teaches that success is not always achieved at the first trial, even from the best plans.

I claim:

1. A game comprising a game board and playing pieces, said game board having a playing surface positioned between a pair of parallel opposite sides and divided into four rows designating different phases of the game and arranged in spaced parallel relationship relative to each other and to said opposite sides, each of said rows including a first series of an odd number of triangles and a second series of an even number of triangles interposed between said triangles of the first series and having their base facing toward the other of said sides, the first series of triangles in the row adjacent each of said sides having their bases aligned along

the corresponding side and including a center triangle defining a laterally centered goal place triangle, said playing pieces including two distinct sets each having a number of distinct playing pieces equal to the total of said odd and even numbers of triangles in one row, and originally positioned on the triangles of the one of said rows which is adjacent one of the sides, and each of said two distinct sets including a single goal marking playing piece originally positioned on one of said centered goal place triangles and marking a goal upon reaching the other of the latter.

2. A game as claimed in claim 1, wherein each row is subdivided into nine triangles, and the second row nearest one side having the triangles arranged oppositely to the triangles in the first row relative to the first side.

3. A game as claimed in claim 2, wherein the odd triangles in the first and third rows and the even triangles in the second and third rows are all the same color.

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