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(54) Board game

(57) Apparatus for a board game having a space war theme comprises a board 1 marked with areas 2 in a spiral pattern with a target 3 at the centre, a counter (12, Figures 3, 4) for each player which is moved on the areas 2 according to a random chance selector (dice) 9, sets of cards 4 and 6 with questions/instructions whereby counters are armed/disarmed with e.g. lasers,

As shown and particularly described counters are in form of starships to be armed with lasers and each player has a control box 10 to indicate the states of lasers for each of four starships for each player. To win the game a player 'fires' his lasers at the PLANET EATER/meteorite target 3 when he lands on or on area next to target 3, ten lasers being required to destroy the target.

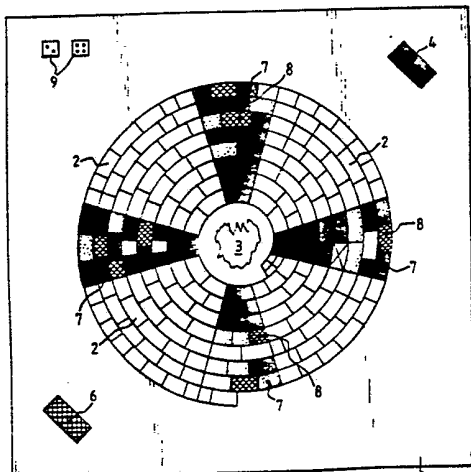


FIG. 1.

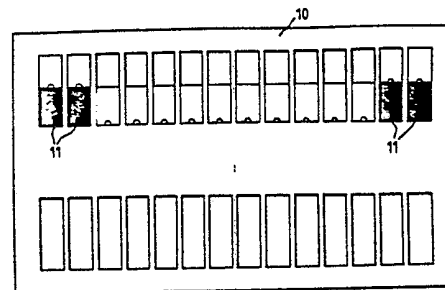


FIG. 2.

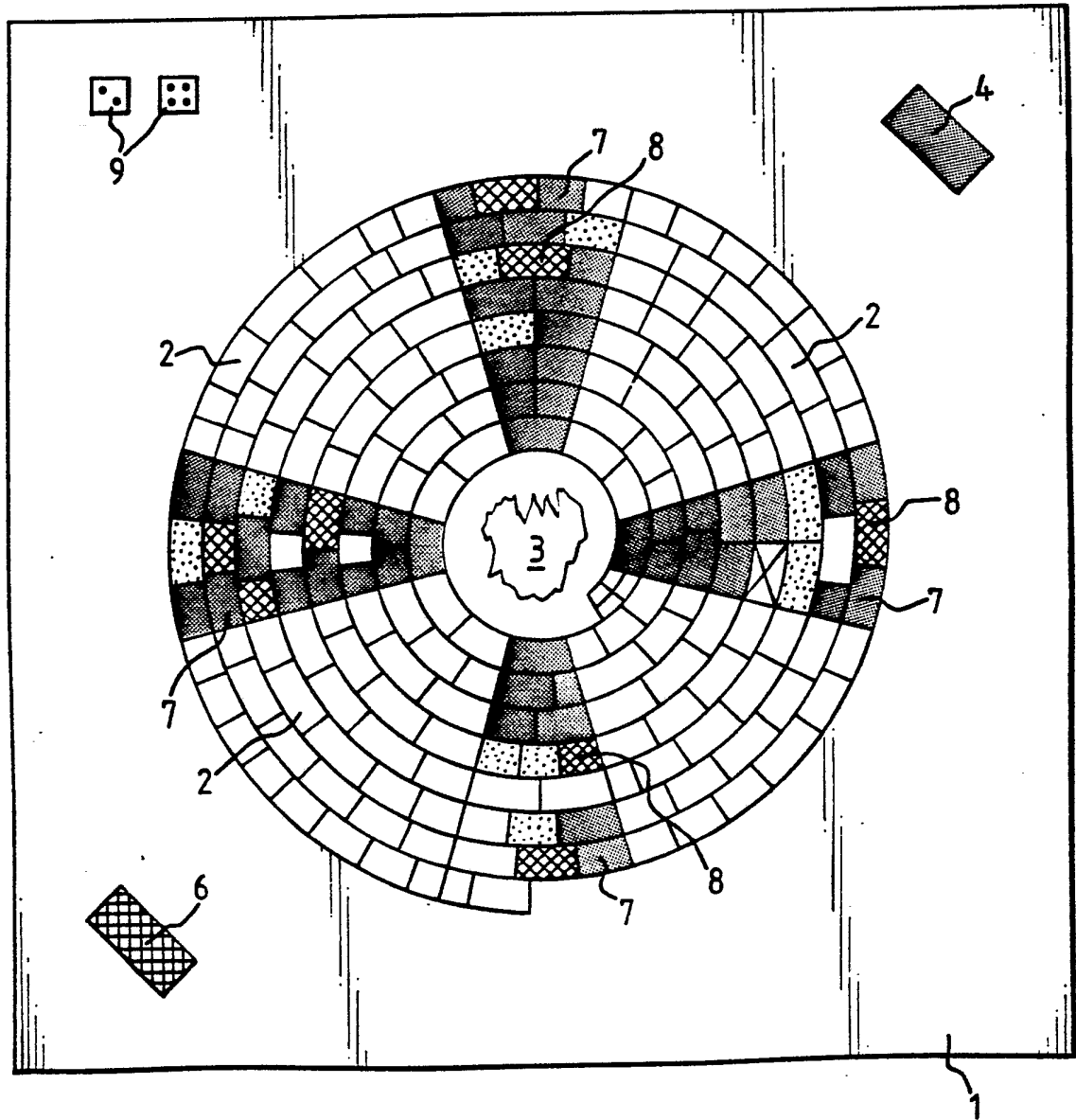


FIG. 1.

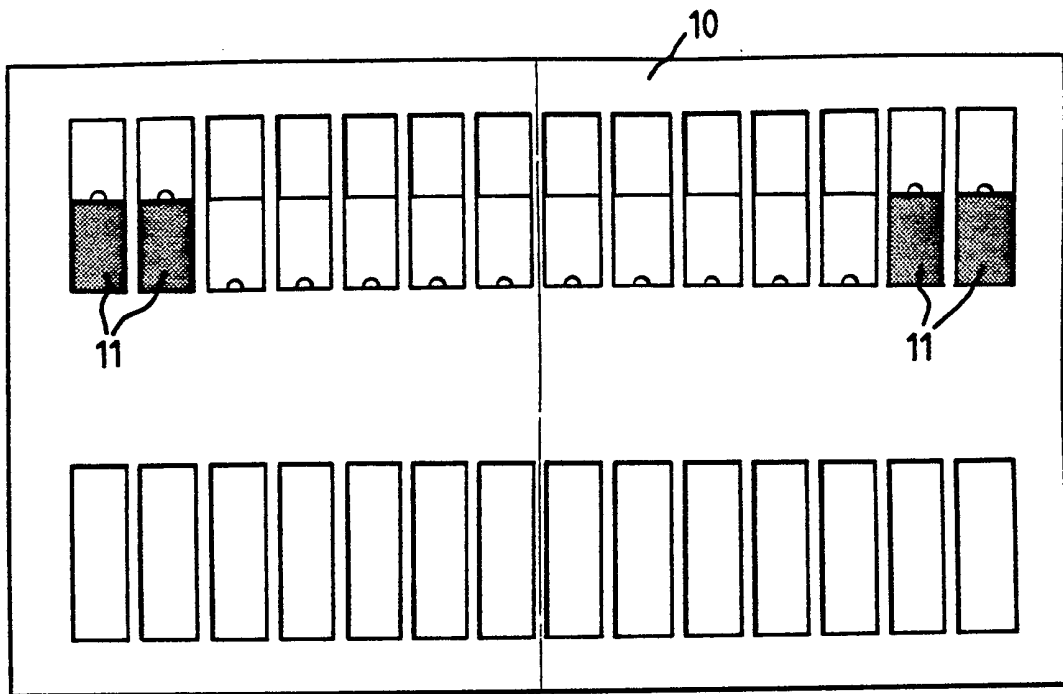


FIG. 2.

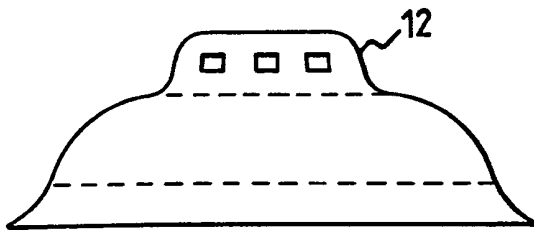


FIG. 3.

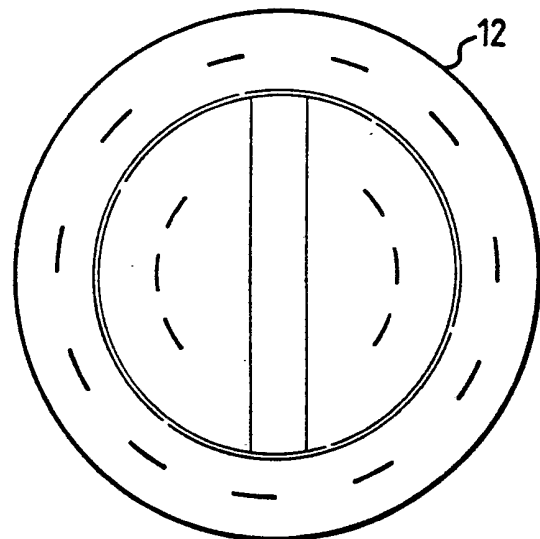


FIG. 4.

BOARD GAME

This invention relates to apparatus for a board game having a space war theme.

The object of the game is to destroy a target using space ships which are armed according to questions answered by the players of the game.

According to the present invention there is provided a board game comprising a board marked with a consecutive set of areas in a spiral pattern with a target represented at the focal point of the spiral; a counter for each player which is moved on the areas of the board according to a random chance selector, a set of cards used to arm or disarm the counter according to the answer to a question on a card.

Some of the areas on the board are preferably marked with different colours to indicate different functions. Each counter is preferably in the shape of a space craft or starship. The starship may, for example, be in the shape of a flying saucer.

Each player preferably has a control box which is used to indicate how each starship is armed. Each starship may be armed with one or more hypothetical weapons such as lasers. The indication that a starship is armed may be made by slides which may be used to cover or reveal representations of lasers or missiles.

The random chance selector is preferably provided by one or more die.

The board is preferably made from cardboard and may be folded. The starships and the control boxes are preferably made from coloured moulded plastics material.

A card may be picked up by a player when the player's starship moves onto an area which has been designated as such. The cards of the first set or of a second set may be used to move the starship to different areas on the board.

When a starship is armed it may be used to attack the target. The target is preferably represented as a meteorite or "planet eater".

There are many variations for the rules of the game. A preferred set of rules is outlined for four players each having four starships positioned initially at the outer most area on the spiral, as follows:

1. Each player throws two dice and the player having the highest score starts.
2. The starting player throws the die and moves his starship the corresponding number of areas on the board.
3. If a double is thrown the player has another go. If three doubles are thrown in succession the player must return to the start.
4. Each star ship is given initially five lasers, which can be lost or gained by picking up a card (ten lasers are required to destroy the 'PLANET EATER', although the players can decide on a different number of lasers at the beginning of the game). The amount of lasers that are gained or lost are noted by the players on their own control boxes allocated to them at the start of the game.

5. A player picks up a card when he lands on an area corresponding to the set of cards, by colour.

6. A player can have only 2 starships on the board at any one time.

7. To win the game each player will requires ten lasers to destroy the PLANET EATER.

8. A player "fires" his lasers at the PLANET EATER when he lands on the PLANET EATER or on the area next to the PLANET EATER.

9. When a starship has fired its lasers at the PLANET EATER it may return to the start of the game, and be re-armed with another five lasers.

An embodiment of the apparatus of the invention will now be described by way of example with reference to the accompanying drawings in which:-

Fig 1 shows a plan view of a board;

Fig 2 shows a plan view of a control box;

Fig 3 shows a side view of a starship; and

Fig 4 shows a plan view of Fig 3.

A board 1 in Fig. 1 is marked into areas 2 which converge in a spiral to the centre of the board 1. At the centre of the board is a target represented as a planet eater 3. Two sets of cards 4,6 are positioned on the board at two of the corners. Some of the areas are marked in such a way that when a player's counter 12 (see Figs 3 and 4) in the form of a starship falls on that area a certain instruction according to the rules of the game should be carried out. The shaded areas 7 indicate that a player

should pick up a card from the set 4. If the player answers the question on the card correctly his starship is armed with one or more lasers or the starship is be moved forward towards the planet eater 3. If the answer is incorrect the starship loses lasers or goes backwards. The areas 8 marked with a cross-hatch indicate that a player should pick up a card from the set 6. A card from this set is used to arm the player's starship with one or more lasers or to go forwards.

Further alternatives include using a card from the set 6 to cancel an instruction from a card from set 4 so that a question does not have to be answered or for one player to destroy another player's starship according to the instruction on a card, or for a starship to be sent to special areas such as that marked with a diagonal cross, where the starship is safe from attack from another player's starship, or the starship may be sent to the last area next to the planet eater. Each player plays the game in turn by throwing the die 9 to move along the board towards the target 3.

A control box 10 is used, as shown in Fig.2, to indicate the states of seven lasers 11 for each of four starships for each player. A slider 12 is moved up or down in a slot to show whether or not a starship is armed with a laser 11.

A starship 12 is shown in Figs. 3 and 4. The starship 12 is in the form of a flying saucer, and is small enough to allow at least two starships 12 to be positioned within an area 2 on the board 1.

The object of the game is to get enough starships, which together can have at least ten lasers, onto the last area closest to the planet eater to be able to land on the planet eater with the next throw of the die.

Further different coloured areas may be designated for different purposes. For example, when a starship lands on a certain area it may be free from attack from other starships, alternatively the starship may be destroyed if it lands on another area, or the starship may be automatically armed. Furthermore, areas may be designated in which a starship moves automatically a certain number of areas towards or away from the target.



CLAIMS:

1. Apparatus for a board game comprising a board marked with a consecutive set of areas in a spiral pattern with a target represented at the focal point of the spiral, a counter for each player which is moved on the areas of the board according to a random chance selector, a set of cards used to arm or disarm the counter according to the answer to a question on a card.
2. Apparatus according to claim 1, in which some of the areas on the board are marked with different colours to indicate different functions.
3. Apparatus according to claims 1 or 2, in which each counter is in the shape of a space craft.
4. Apparatus according to any of claims 1,2 or 3, in which each counter is armed with one or more hypothetical weapons such as lasers.
5. Apparatus according to claim 4, in which each player has a control box which is used to indicate how each counter is armed.
6. Apparatus according to claim 5, in which the indication that a counter is armed is made by slides which are used to cover or reveal representations of the hypothetical weapons.
7. Apparatus according to any preceding claim, in which the random chance selector is provided by one or more die.
8. Apparatus according to any preceding claim, in which the board is made from foldable cardboard.
9. Apparatus according to any preceding claim, in which the counters and the control boxes are made from coloured moulded

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plastics material.

10. Apparatus substantially as hereinbefore described with reference to any one or more of the accompanying drawings.