United States Patent [19]

Puglis

[11] **3,918,715**

[45] **Nov. 11, 1975**

[54] **BOARD GAME APPARATUS**

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[22] Filed: **Sept. 20, 1973**

[21] Appl. No.: **399,068**

[52] **U.S. Cl.** ..... **273/131 AB;** 273/131 L; 273/131 KN; 273/137 R

[51] **Int. Cl.**[2] **A63F 3/00**

[58] **Field of Search** 273/131, 137

[56] **References Cited**

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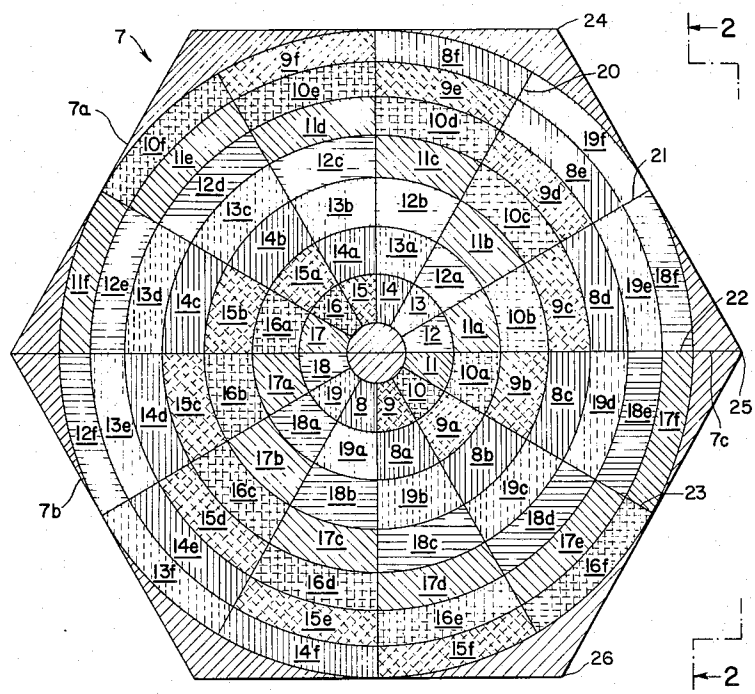
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Primary Examiner—Delbert B. Lowe

[57] **ABSTRACT**

The game board consists of a plurality of concentric circles defining playing spaces therebetween and with the spaces subdivided into sub-divisions on which sub-divisions the play takes place between typically two or more players of different pieces such as two players one having the black forces and the other having the white forces, the object being to capture and convert to one's own forces the forces of the opponent. Pieces of different color are each assigned direction capability according to color. Similarly, differently colored spaces differ in potential capability of moving up to a prescribed predetermined number of serially consecutive moves per turn, no piece being able to land on or pass a space on which its own kind is located and thereby being blocked possibly against a maximum number of moves in a given direction unless there is no other move available, and an opponent piece being capturable and thereby convertible and immediately movable as a continuance of the present move by virtue of a piece landing on a subspace on which the opponent piece is located, vertical and diagonal movement being in a radially optionally outwardly or inwardly direction and each diagonal and horizontal move being in only one direction, a vertical move being continuable in a same vertical subdivision column during a move when spaces run out for a particular vertical move, the move continuing by starting again from the central area, the preferred different capabilities of subspaces being indicated by differences in color, and preferably a playing piece being convertible to an opponent playing piece by merely inverting the same when captured.

2 Claims, 7 Drawing Figures



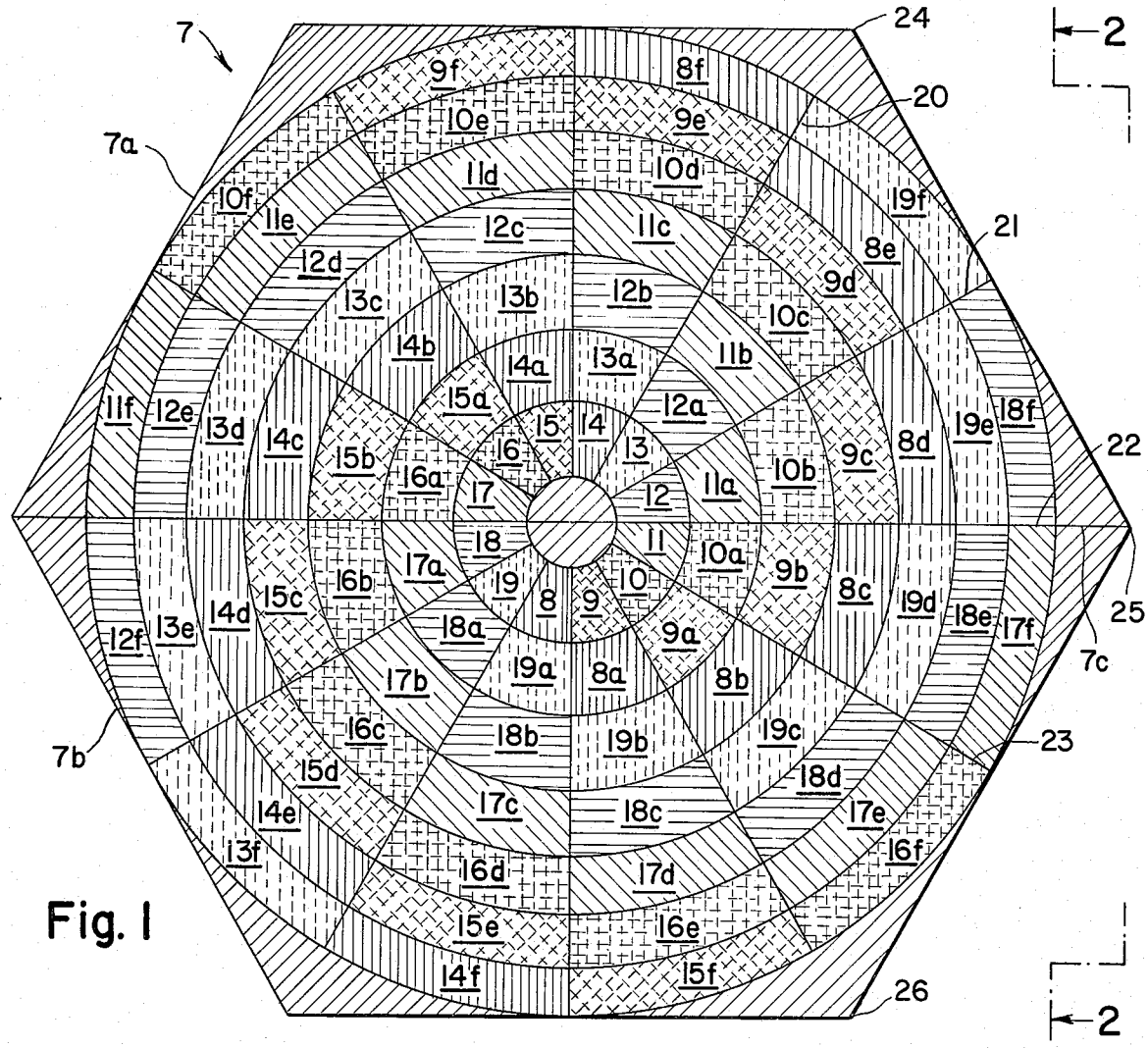


Fig. 1

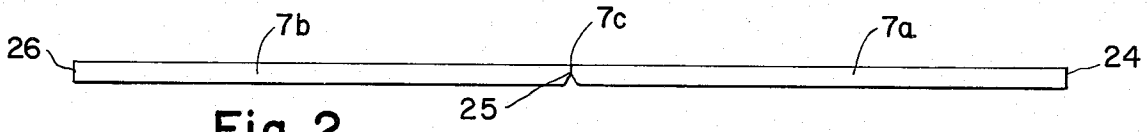


Fig. 2

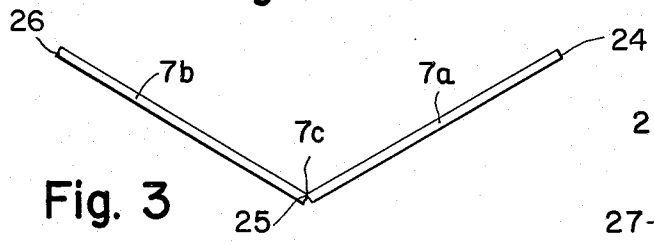


Fig. 3

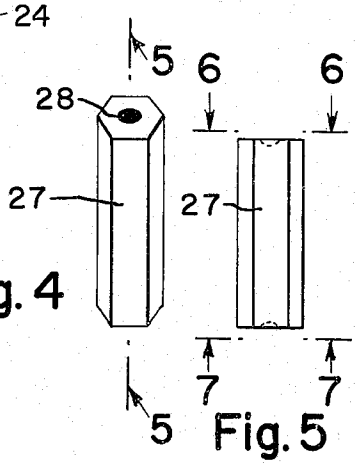


Fig. 4

Fig. 5

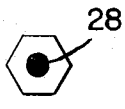


Fig. 6

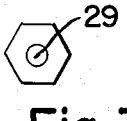


Fig. 7

BOARD GAME APPARATUS

This invention is directed to a game device typically for parlor play.

BACKGROUND OF THE INVENTION

There is no game known to the present inventor which approaches the combination of elements and theory of the present invention.

Since the development of human activity in the actual world of interaction between individuals, corporations, business, pleasure and the like, is always a continuous process, the world can be viewed as a circular movement cyclically in nature of forces under transitional states of tension which excite activity directed toward its release. The release of this tension and its manner of expression is characterized by the unceasing struggle for power over the minds and actions of others; a phenomenon to be found whenever human being live in social contact with one another is thus simulated by the present game. The desire for power and supremacy is an element of all human associations from the family on through to the state, thereby creating an endless spiral of conflict and social disorder.

SUMMARY OF THE INVENTION DISCLOSURE

Accordingly, it is an object of the present invention to playfully simulate and to gain the impetus of these interacting forces for entertainment and/or tension-releasing therapy purposes, by giving inner satisfaction to innate human emotions and tensions arising from the arising of barrier-problems and the necessity throughout real life to meet these problems head-on or otherwise be dominated.

The primary object of this invention is to provide a game board and/or playing elements which are colored RED, ORANGE, YELLOW, VIOLET, BLUE and GREEN, having universal significance in representing physiological and psychological states of tension within the human organism, directly influencing the mobility of said elements.

Other objects become apparent from the preceding and following disclosure.

One or more objects of the present invention are obtained as defined herein.

Broadly the invention includes a playing board having an upwardly facing surface or surfaces on which the playing pieces are played by two or more opposing players, preferably two opposing players employing separately identifiable opposing pieces, and the playing board being divided into a number of spaces adjacent to one another side-by-side as would appear substantially horizontally and adjacent to one another side-by-side as would appear substantially vertically and adjacent to one another as would appear substantially diagonally, for example each playing space in effect having adjacent playing spaces above, below, to the right, to the left, and diagonally at all four corners, thereby making for typically eight adjacent playing spaces surrounding each playing space but preferably the so-called horizontal spaces extending circularly or hexegonally or octagonally or the like around a central area location concentric to all of the playing spaces, the term "circularly" broadly intended to include any configuration substantially circumscribing the concentrically located central area location, such as the above-noted hexagonally or octagonally or other circumscribingly-shaped board. The playing board of the circular

configuration is typically formed by spaced apart concentric circles all substantially identically subdivided, preferably by radially extending lines not intersecting one another, dividing each circle and the spaces defined between the circle lines into a predetermined number of separate sub-spaces which are the playing spaces for the respective opposing pieces. The plurality of playing pieces and/or spaces are divided into several classes of differing means insofar as being indicative of the possible choice of direction of move and/or the number of serially consecutive playing spaces possible per turn-move for a player. The object is to land on the space occupied by an opponent playing piece to thereby convert that opponent playing piece into one's own piece, and the converted piece as governed by the imparted capability from the space on which it was captured continues the move (for that same turn of the player) to move one of the possible choices of direction of move and number of playing spaces of move in an attempt to capture another piece, and the capturing and conversion process per turn of play continuing until no further capture (and conversion) is possible and the finalizing move for that turn is the final-moving piece to stop at a most-advantageous playing space — in the opinion of that player — preparatory for the next play and/or defensively against the play of the opponent player. Preferably the different classes of playing pieces and/or spaces are indicated by their respective color or shade of color, each class differing in color from other classes, and each class indicating the possibilities of move direction and/or maximum number of possible spaces to be moved in preferably solely a linear line of direction per move of a playing piece. Preferably different colored playing spaces differ in the meaning of the number of spaces that may be moved ranging from one to a predetermined maximum for that color, and a different maximum for a different other color and a still different maximum for still another different color, and the like, and similarly preferably different colors differ from at least some of the remaining colors in indicating alternative possibilities from which the playing piece has to choose. For example a green piece and/or space may indicate that any playing piece located on a space may move solely diagonally, but a green piece and/or a piece on the green space may move two spaces per turn of move, while the blue piece and/or space indicates that the vertical move may extend to one space. In like manner, a violet piece and/or space indicates typically that a piece located on a space at the initiation of a move may move vertically or horizontally to adjacent serially consecutive spaces relative to any beginning space; a violet space permits a number of spaces ranging from one to three per move; a yellow piece indicates either horizontal or diagonal directions; a yellow space permits one to four possible spaces of move per turn; an orange piece indicates alternative vertical or diagonal moves; an orange space permits one to five spaces per move; and a red piece indicates an alternative horizontal, vertical or diagonal move; a red space permits one to six spaces per move. The playing piece, whichever one is chosen by the player to be moved that turn, must move in the designated assigned direction (one of the possible directions) regardless as to where the initial beginning square or playing space is located. An element making a vertical or diagonal move does not have to stop at the inner or outer edge of the board, but may at the option of the player con-

tinue (or if desired, the rules may compel the player to continue) its move after transferring to the other line colored square within the same vertical sector (or alternatively, if the rules so indicate, to a next adjacent vertical sector), providing it is not occupied by another element; similarly, all playing pieces except one playing piece may never pass one of its like kind, and is compelled to capture an opponent piece in the path of move and to terminate the move upon the capture and conversion but the move continuing by the converted piece for that same turn of move in a direction indicated by the color(s) of the piece and/or space of the converted piece, this being a preferred embodiment of the invention, but the converted piece (by other possibly desirable different rules) not necessarily having to continue during that turn of move.

Typically to prepare the game for play, the board is arbitrarily divided into two opposing camps of play initially, with black pieces occupying the outer playing spaces on one side and with the white pieces occupying the outer playing spaces on the other side of the playing board. Preferably, elements may not jump over playing spaces, except (1) if an element (playing piece) is completely blocked by like elements from making its required move through successive reaction, which was explained above, it may make the absolute minimum number of jumps in a possible direction for that initial space and/or piece, in order for the piece to occupy a different playing space, or (2) more than one element may not remain on any playing space, except during the process of successive reaction, or (3) a player whose turn it is to move can adjust one or more elements upon their squares, provided he first warns his opponent, otherwise any touched playing piece (firsttouched) has to be moved that turn or move, or (4) other variations, this being representative of a preferred embodiment. Variations of the rules of move are possible, such as permitting movement in either of opposite directions, and/or at the edge of the board permitting the direction of move to be changed if the initial square gave an option of more than one possible direction of move, and/or the like.

Accordingly, the same board with its playing pieces constitutes a behavioral environment with mobility being determined preferably by colors, but also or alternatively by numbers, symbols, or the like, determining the distance and/or direction(s) of move from that particular space or a particular playing piece. Also, it is possible to include varied rules where playing pieces differ in appearance and accordingly alter further the capability -- such as for example certain playing pieces being able to jump their own like-player-side kind in order to reach an opponent-player-side piece, or the like.

THE FIGURES

FIG. **1** illustrates in elevation plan view a preferred playing board for the present game of this invention.

FIG. **2** illustrates a view as taken along lines **2—2** of FIG. **1**, being an elevation side view.

FIG. **3** illustrates a further view in elevation side view of the embodiment of FIG. **2**, except illustrating a preferred folding nature of the board along a crease line thereof for advantageous folding for storage.

FIG. **4** illustrates a perspective top-side view of a preferred playing piece of the present invention, and

FIG. **5** illustrates a side view of the piece as taken along lines **5—5** of FIG. **4**.

FIGS. **6** and **7** respectively taken along lines **6—6** and **7—7** of FIG. **5** illustrate the opposite ends of the piece, one end in FIG. **6** indicating the black dot for the black-player side and the FIG. **7** for the other end indicating the white dot for the white-player side.

DETAILED DESCRIPTION OF THE INVENTION

In further reference to the Figures, FIG. **1** illustrates a preferred playing board for a preferred method of play of the game, disclosing board **7** having connected but foldable halves **7***a* and **7***b* foldable along crease line **7***c*, and having printed or otherwise designated on the upper face thereof playing spaces as defined between space-apart concentric circles with all circles and defined spaces therebetween being further subdivided by radial lines such as lines **20, 21, 22, 23,** and the like, extending radially outwardly from a central non-play area at a vertex of the lines and the center of the concentric circles. Accordingly, between adjacent radially-outwardly extending lines are defined sub-spaces which are the playing spaces such as — from the center outwardly — a red space, a purple space, a blue space, a green space, a yellow space, an orange space, and preferably another red space, while preferably the next adjacent begins at an inner space with an orange space, and moving radially outwardly a red space, next a purple space, a blue space, a green space, a yellow space, and another orange space, and the next vertically adjacent sector beginning with an inner yellow space, an orange space, a red space, a purple space, a blue space, a green space, and another yellow space. For the preceding example, the sector beginning with red as the inner playing space is identified as **8,** the next outwardly occurring space as **19***a*, the next as **18***b*, 17*c*, **16***d*, 15*e*, and **14***f*, the next vertically adjacent example given above being inner orange space **9,** the next outer therefrom being **8***a*, the next **19***b*, 18*c*, 17*d*, 16*e*, and **15***f*, and the next vertically adjacent example given above being inner yellow space **10,** next outer space **9***a*, 8*b*, 19*c*, 18*d*, 17*e*, and **16***f*, and the like for the next consecutively occurring vertical radially extending sectors. In effect, for convenience of following the preferred color pattern, and the different colors, as circumscribing the inner circle spaces, the sequence is red space **8,** orange space **9,** yellow space **10,** green space **11,** blue space **12,** purple space **13,** red space **14,** orange space **15,** yellow space **16,** green space **17,** blue space **18,** and purple space **19,** while extending radially outwardly the circle-defined spaces are further designated *a* (for the second outer space from the center), *b*, *c*, *d*, *e*, and *f*; in this preferred board embodiment, as might be noted, the order of sequence for each vertical column is identical to others, but off-set by one, such that diagonally for each color there is consecutive sequence of that color, such as a diagonal red sequence, a diagonal orange sequence, and the like — these two red and orange diagonal sequences thus being respectively identified on the Figure as **8, 8***a*, 8*b*, 8*c*, 8*d*, 8*e*, and **8***f*, and as **9, 9***a*, 9*b*, 9*c*, 9*d*, 9*e*, and **9***f*.

As an example of the object of the game, when one or more of Blacks elements (playing pieces) are able to approach and occupy the squares (or playing spaces) of one or more of Whites elements, White's thereby captured elements are inverted, thereby exposing and thus converting them to a black-dot piece of Black's el-

ements. Continuing this process as a successive reaction, the previously moved element is left along on the captured space and the newly dominated element is then moved to seek domination and conversion of another of White's elements. If successful, the process repeats itself until domination of White's elements can no longer take place during Black's turn to play. When this occurs, the last move made by Black should be of a tactical nature in preventing its domination by White. After Black completes his move or series of continuing moves, White's turn to move then thereafter next commences, White then seeking to dominate all or as many as possible of Black's elements. Taking alternate turns to move, the winner of the game will be the player who renders his opponent powerless and/or totally eliminated by total conversion by capture of all playing pieces by the other player. In FIGS. **4–7**, see piece **27** with black top dot **28** and bottom white dot **29.** In an example of play, in a preferred body of rules, a white/red playing piece (for example), initially (at the beginning of a turn of play for White) may move in any one of three different possible directions, namely, vertically, "horizontally" in a counterclockwise direction, or "diagonally" in a counterclockwise direction, and for any one of those directions that might be chosen, the White playing piece may move any number of spaces or squares — however one wishes to term it — up to six and as few as one provided (except when there is no other choice because of all possible White playing pieces being blocked for any other choice of movement) that the White piece does not pass over a space occupied by another White playing piece; a green playing piece (White) if on a green space initially at the beginning of a playing turn for White could move one space diagonally in a counterclockwise direction. In an alternative embodiment of rules the "vertical" play may be only inwardly radially or alternatively optionally either inwardly or outwardly radially on a vertical move, and similarly rules may vary as to which way or possibly optionally either way a playing piece may move on each of diagonal and horizontal moves. Also it is contemplated that some playing piece might be able to move part of its maximum number of spaces in one direction and the remainder in another direction as dictated by the color and/or a numeral and/or other designation on the initial space and/or a difference in that playing piece from other playing pieces. All such variations are clearly still wholly within the spirit of the game's principal object of capture and conversion of opposing pieces.

Similarly, although the board of play in a preferred embodiment of the invention is circular in nature as shown in FIG. **1,** it is entirely possible for the game device to be played with substantially the same rules with minor variations on a square or rectangular playing board in which when a playing move runs off one end of the board it merely continues at a prescribed point on the board for each of the diagonal, vertical, and/or horizontal moves.

It should be noted that the innermost circle is repeated at the outermost circle. With reference to FIG. **1,** if a yellow piece started in a radially outwardly diagonal move from yellow space **16***f* which allows a move up to four spaces from space **16***c*, it could move directly from the space **16***c* to the space **16***d* to the space **16***e* to the space **16***f*, this being a maximum move of four spaces on such a board.

A horizontal move is executed when an element is moved from space **15***c* to space **16***c* to space **17***c* to space **18***c*. A diagonal move is executed when an element is moved from space **15***c* to space **17***b* to space **19***a* to space **9** in an inward direction, of from space **18** to space **18***a* to space **18***b* to space **18***c* in an outward direction. A vertical move is executed when an element is moved from space **19***a* to space **18***b* to space **17***c* to space **16***d* in an outward direction, or from space **16***d* to space **17***c* to space **18***b* to space **19***a* in an inward direction.

Preferably, however, on the FIG. **1** illustrated board, when moving from a space **14***f* to a space **8,** such move does not count as a space move (or in an alternate embodiment it could count), and additionally preferably on such a transfer it is not possible to transfer or capture an opponent piece if an opponent piece is at that time on space **8** — further move in that direction thus being blocked.

With reference to FIGS. **4** through **7,** a typical preferred playing piece is shown in perspective view, side view, and each end thereof, it being apparent that by inversion the piece is converted from one to the other of White and Black possibilities.

It is within the spirit and scope of the invention to make obvious variations and substitution of equivalents.

I claim:

1. A game apparatus comprising in combination: a playing board having a playing pattern with color areas arranged substantially as shown in FIG. **1** of the drawing, and at least two separately identifiable sets of playing-pieces, each set having a plurality of separately identifiable playing-pieces.

2. The apparatus of claim **1,** in which all playing-pieces are each constructed to stand on either of opposite ends thereof and the opposite ends thereof are separately identifiable as being included in said at least two separately identifiable sets of playing-pieces.

* * * * *

UNITED STATES PATENT AND TRADEMARK OFFICE

CERTIFICATE OF CORRECTION

PATENT NO. : 3,918,715
DATED : November 11, 1975
INVENTOR(S) : George S. Puglisi

It is certified that error appears in the above-identified patent and that said Letters Patent are hereby corrected as shown below:

The surname of the inventor in the heading of the Patent is hereby corrected from "Puglis" to -- Puglisi -- .

Signed and Sealed this

sixteenth Day of *March 1976*

[SEAL]

Attest:

RUTH C. MASON
Attesting Officer

C. MARSHALL DANN
Commissioner of Patents and Trademarks