ABSTRACT: This disclosure is directed to a game board for playing a puzzle-type game. The game board comprises essentially a board, defining a pair of half sections, each being marked with similar complementary playing surfaces. Each section or surface is partitioned into a plurality of spaces, each being identified by suitable indicia means to distinguish one space from the others. A set of complementary playing tokens are randomly positioned on the spaces of the respective half sections, the number of tokens being equal to essentially one less than the number of spaces on the corresponding half sections. Each token of the set of tokens is also provided with an identifying means corresponding with the identifying indicia of each space of the complementary half section.
PUZZLE GAME BOARD

In one embodiment, a wild token is provided, i.e., a token which can be moved in a different manner during the play of the game, from that of the other tokens. A means of chance is provided in another form of the invention for effecting the play of the game by randomly determining the number of moves a particular player may have during play.

The object of the game is for one player to effect displacement of the respective set of tokens from its randomly placed position on the half section to an orderly placed position either on the same section, or on the other half section.

PROBLEM IN THE ART

Efforts are constantly being made to conceive new games for one's amusement. In the past, many varieties of games, more particularly board type games, have been conceived. Generally such games are such that they are directed to a particular class of person, e.g., preschoolers, young children, older children, adults, etc., depending upon the particular objects and/or rules of the game. For these reasons most of the known board games held particular fascination to only a particular age group for which the game was conceived. Often the known games of this type required specially constructed game boards and pieces and/or structure which renders the game difficult to manufacture and/or renders the product readily expensive. Oftentimes solutions to puzzle games of the type to which this invention relates are mathematically impossible for certain arrangements.

OBJECTS

An object of this invention is to provide a board-type game which can be played either as a solitaire type of game or can be played with an opponent. Another object is to provide a board game which is amusing and fascinating to play and which will provide the player with challenged concentration. Another object is to provide a game which can be amusingly played by more than one set of rules. Another object is to provide a game board which is relatively simple in construction, positive in operation and relatively inexpensive to manufacture. Another object is to provide a puzzle-type game comprising a game board with associated tokens arranged to be manipulated between a randomly placed position and a predetermined orderly position on the game board in a manner in which a solution is rendered possible every time. Another object is to provide a puzzle board game having a construction in which the applicable rules of play can be varied to meet the abilities of various age groups.

BRIEF SUMMARY OF THE INVENTION

This invention is directed to a game having a game board divided into two half sections which may be either integrally constructed or made of two hinged sections. In either event each divided section has a playing surface subdivided into a plurality of squares or spaces, e.g., sixteen spaces. Each space, except one, is identified by suitable indicia on each of the half sections. The game also contemplates two sets of game pieces, each set being made up of pieces equal to one less than the number of spaces on a given half section. The game pieces of the respective sets are likewise marked with suitable identifying indicia to correspond with the identifying indicia of the corresponding squares or spaces of the respective half sections.

In one form of the invention a special token designated as a wild token is provided to occupy one of the undesignated spaces. During the play of the game the wild token may be moved between any two unoccupied spaces. In this embodiment the pieces are moved at the will of the player. Play is continued until one player has advanced one of his game pieces to the corresponding space on his opponents half section. Then the next player advances his token to a correspond-
or the like, having the respective playing surface 21A, 22A partitioned into a plurality of playing or spaces 23. It will be understood that the lines partitioning the playing surfaces 21A, 22A of the respective half-sections may be either imprinted directly onto the backing member or the playing surface or they may be marked off on a layer of covering material, as for example, paper or the like, which may be adhesively secured or otherwise bonded to the upper surface of the rigid backing members 21C, 22C.

In the form of the invention illustrated in FIG. 1, the partitioning or sectioning means comprises a series of perpendicular intersecting lines 24 for dividing each of the respective half-sections 21, 22 into a series of playing squares or spaces 23. Preferably each section 21, 22 is provided with sixteen spaces or squares 23. Each of the respective spaces 23 of each half section 21, 22 is provided with identifying indicia. In the illustrated form of the invention the identifying indicia means comprises the numerical numbers 1 to 15, each square 23 being numbered consecutively. It will be noted that the respective spaces on each half section are numbered 1–15 consecutively with the last space being unnumbered.

A playing piece or tokens 26 are required for effecting the play of the game. The game tokens 26 may comprise any suitable member which can be readily moved over the playing surface of the respective half-sections. As seen in FIG. 6 the playing pieces or tokens 26 may comprise a set of discs or round objects 26 sized so as to be accommodated within the boundaries of the respective squares, as indicated.

Two sets of game tokens or pieces 26 are required for effecting the play of the game when two players are opposing each other. Each set of tokens or game pieces 26 comprises fifteen elements. One surface or side of each token 26 is provided with an identifying indicia as seen in FIG. 6. Accordingly, each piece 26 of each set is numbered, for example 1 to 15. To distinguish tokens of one set from tokens of the second set, the respective tokens have different colors. For example, one set of tokens may be black and the tokens of the other set may be white or any other suitable color.

During the play of the game, each player is provided a set of 15 tokens of the same color, numbered 1–15 consecutively. Thus the tokens of one particular set will correspond to the numbered spaces formed on one of the half-sections 21, 22.

In the play of the game, the respective half-sections 21, 22 are disposed in adjoining position or folded to open operative position as illustrated in FIG. 1. Player A and player B are thus disposed opposite one another as indicated.

To initiate the play of the game player A places his game tokens 26 on half-section 21 on the board so that the number designating horizontal or respective tokens are faced downwardly; that is, not visible to the players.

Player B also places his game tokens 26 on section 22 of the game board also with the number designations of his set faced downwardly. The A player thereafter at random shuffles down faced tokens of B in any manner desired and places each of B's tokens on one of the numbered squares on B's section 22. Likewise B shuffles A's face down tokens 26 on section 21 of the game board so that each numbered square on section 21 has one of A's game tokens 26 thereon.

After the tokens of the respective players have been shuffled, each player then turns up his respective set of tokens so that the identifying indicia 26A thereon are rendered readily visible to the players. At this point during the game, each player has a specific token 26 bearing a definite designation located on each numbered square of his respective half-section 21, 22.

The object of the game now is for the respective players to advance their random arrays of tokens located on the numbered spaces of their respective sections to the corresponding numbered spaces on the opponent's half-section, so that at the game's end the tokens of one player are orderly arrayed on the opponent's half-section so that the numbers of the token designations correspond with the numbers or identifying indicia of the respective spaces on the opponent's half-section.

To effect this displacement of tokens from one half-section to the opponent's half-section, respective game tokens 26 must be moved by the respective players in accordance with a predetermined order of movement, so that no more than one token will occupy any given space at any given time. The number of tokens a player may have is determined by a chance means.

In the illustrated form of the invention the chance means may comprise either a spinner 28, as illustrated in FIG. 9, or a series of dice 29 as evidenced in FIG. 8. The recommended number of dice to effect the play of the game is five. Each die, of course, comprises a six-faced cube, with each face being provided with numbers or indicia 1–6 respectively. Accordingly, if five dice are used as the chance means, the number of moves which a player may take is determined by the sum or total of the respective die designations.

If the spinner 28 is used as a chance means, the player spinning the spinner will receive the number of moves as indicated by the pointer 28A of spinner 28. To effect the play of the game, the first player to move effects the throw of five dice or the operation of the spinner, depending on the specific chance means employed. Accordingly, the sum of the dice thrown, or the spinner pointer, will indicate the number of moves to be made by the first player.

Assuming that the sum or total designation of the five dice or the spinner is 20, made by player A, then player A is permitted to make 20 moves of any of the tokens on the respective half-section. A move comprises moving a token from an occupied space to a next adjacent unoccupied space, a token being permitted to be moved only one space, or jump as will be hereinafter described. Accordingly, two spaces of the game board always remain unoccupied, and only a token next to an unoccupied space can be moved thereinto. Consequently, A, assuming he has rolled 20 with the dice or spinner on the start of the game will move his first token into the vacant space on the opposing section 22. Now, it will be seen from FIG. 10 that the designation of the vacant space was indicated as 20. In effecting the moves the object is always to advance one's tokens onto his opponent's section so that the designation of one's token will correspond to the matching designation on the opponent's section.

The rules of the game necessitate that the tokens can be moved only in a vertical or horizontal direction and not in a diagonal direction. Also, a player is permitted to jump another token if the receiving space is unoccupied. However, in accordance with the rules of the game, the token which is permitted to jump another token must be the one that is designated to be the next in the order of sequence to be located on its corresponding designated square on the opponent's section. For example, if player A has his number 1 token positioned on the number 1 square of B's section 22, and player A is moving his number 2 token toward the number 2 square on B's section, then A is permitted to jump with his number 2 token only if the receiving square is unoccupied. Consequently player A would not be able to jump with any other token. When player A has completed his number of moves, player B then is permitted to effect his chance to determine the number of moves he may take. Accordingly, B then attempts to advance his array of tokens onto A's playing section 21 in an effort to place B's tokens on those squares corresponding in designation thereto. The game continues back and forth until one player has been successful in positioning his complete set of tokens in an orderly array so that the designations thereof correspond to the designations of the squares 23 on his opponent's section.

The play of the game can be rendered more fascinating if particular rules are followed. For example, it may frequently
occur that one player's section is completely occupied with
tokens, so the other half-section will have two empty spaces.
In such situations the player, whose turn it is to advance his
token toward the section having the two empty spaces is
required to first fill the unoccupied space which can be occu-
pied in the least number of moves. If the player does not first
occupy the space which requires the least number of moves,
and his opponent observes the error, then the player making
the error would be penalized a predetermined number of
moves. Consequently, by being penalized, the player will lose
the predetermined number of moves and is therefore hand-
dicapped accordingly.

In the event the penalty moves exceed the number of moves
which the penalized player has remaining on his turn, then the
difference between the remaining moves and the total penalty
would be deducted from the penalized player's next roll of the
dice or chance selection.

If the two empty spaces on a given section can be filled by
the same number of moves, then the player may have the op-
tion to determine which of the spaces he desires to first fill.

If the player, during his turn, moves any token which is not the
designated or corresponding token to be next placed on
the next consecutive corresponding square to be next filled, then
such token may not be permitted to jump over another
token.

In the event that one player has finished a line, that is, wherein the player has positioned his designated tokens on
corresponding squares disposed in a line on his opponent's
section, as for example, if the line containing squares 1, 2, 3,
and 4 has been completed, then the player will roll one less
dice, when dice are used as the chance means. That is he will
roll four dice instead of five to determine his next number of
moves. The other player who has not yet completed any lines
will still be permitted to roll five dice.

When a player has completed two lines in an orderly array,
as for example, when lines containing squares 1, 2, 3, 4 and
squares 5, 6, 7, 8, have been marked with corresponding
designated tokens, then this player will be permitted to roll
only three dice. However in the event that a completed line is
broken up, then the player who had completed the line will be
permitted to roll the additional die for each line so broken on
his next roll. If the opponent breaks up one of these made lines
by moving one of the tokens, then that player will be penalized
a predetermined number of moves. Accordingly, the object of
the game is for one player to place all of his respective tokens
on his opponent's squares so that the designations thereof
correspond with the designations of his opponent's squares 23.
Experience has shown that the play of the game offers con-
siderable amusement and entertainment for the respective
players in which both elements of skill and chance are evident.

If desired, the game may be played with an identifying indicia
to correspond with the designations of the respective squares.
Thus the solitary player attempts to move one set of

tokens from one half-section of the board to the other half-
section in a manner described and in a predetermined number
of moves.

FIGS. 2–5 illustrates a modified board construction. 30. In
this form of the invention the board 30 is specifically con-
structed so that it may be folded between an operative playing
position and a stowed inoperative wherein the board 30
functions as a container or case for containing the other
pieces of the game apparatus. Also in this embodiment a
means is provided whereby the designations of the respective
squares 31 of each half-section 32, 33 may be varied as desired.

Referring to FIG. 2, it will be noted that the game board 30
comprises two half-sections 32, 33 which are hinged count-

cained by a suitable hinge means 34, as for example, a piano
hinge. Thus the respective half-sections 32, 33 may be folded
between an operative and an inoperative position as illustrated
in FIG. 5.

The respective half sections 32, 33 are formed so that a cir-
cumscribing ridge 32A, 33A extends about three sides to
define a recessed playing surface 35. The adjacent edge por-
tions of the respective playing sections 32, 33 are devoid of
the ridge, so that an unobstructed playing surface is provided
between adjacent sections 32, 33. Each of the respective half
surfaces is partitioned or marked off to define a plurality of
squares 31. In the illustrated form of the invention, the means
defining the squares 31 may be shallow perpendicularly
disposed grooves 36 formed on the playing surface 35. Par-

cular reference is made to FIG. 4.

Fifteen of the respective 16 squares 31 on each of the play-
sing surfaces of each section 32, 33 are provided with a small
hole 37 adapted to receive an identifying peg 38. As seen in
FIG. 7, the peg may comprise a dowel which has a number
designation 39 thereon, each peg being differently designated,
e.g., 1 to 15. Accordingly, the arrangement is such that the
identifying peg 38 may be inserted into any hole 37 of the
respective squares so that each square is identified by a
designation of the peg inserted thereat. It will be understood
that the pegs 38 may be randomly placed in the holes 37 of the
respective half sections or they may be disposed in an orderly
array similar to the square designations as illustrated in FIG. 1.

As best seen in FIG. 3, the under surface of each half-
section 32, 33 is also recessed with a recessed section
32A, 33A surrounds the under surface of the respective half-
sections on each side thereof. Accordingly, in the folded posi-
tion of the game board, as indicated in FIG. 5, a chamber or
compartment 40 is defined wherein the game tokens 41
and/or pegs 38 may be stored during the stowed position of
the game.

A suitable latch or catch 43 may be provided for maintain-

ing the respective half-sections 32, 33 in their folded position.

The play of the game with the modified board construction
is similar to that hereinabove described. However, in this form
of the invention the play of the game is rendered more ver-
satile in that the opponent's squares 31 may be randomly
designated by shuffling the pegs 38 so that the squares 31 on a
player's half-section need not necessarily be numbered con-
secutively. Accordingly, during the play of the game, in the
event the opponent's squares 31 are not designated consecu-
tively, then the opposing player must advance his tokens 41 so
that at the end of the game his designated tokens correspond
to the designated numbers of the pegs of the opponent's par-
ticular squares. For example, by randomly positioning the
identifying pegs 38 on the respective half-sections 32, 33, it
may be that the upper row as viewed in FIG. 5, may be num-
bered 12, 1, 13, 2. The other spaces of the half-section would
be similarly randomly numbered by the remainder of the
designated pegs. In such event, player A will then have to ad-
vance his tokens so that his number token will finally end up
on the opponent's square correspondingly marked. It is con-
vinced that this arrangement of numbering of the squares will further
enhance the play value of the described game to further add to
the fascination and amusement of the game.

In all other respects the play of the game is similar to that
hereinbefore described.

FIG. 10 illustrates another embodiment of the invention. In
this form of the invention the game board 50 may be con-
structed similarly to that hereinbefore described, or it may
comprise simply a rigid backing member 51 to which there is
secured or laminated a top layer or laminate 52 to define a
playing surface. As illustrated, the playing surface or laminate
52 is partitioned into two half-sections 52A and 52B. Each
half-section, 52A and 52B, is further subdivided into a plurality
of spaces 53 and 54, respectively. In this embodiment each
half-section 52A and 52B is subdivided into 16 spaces, 53, 54,
respectively.

Spaces 53 and 54 of the respective half-sections 52A and
52B are identified by suitable indicia, as for example, by num-
bers 1–15 respectively. Thus, each half-section is provided
with an unnumbered space 55 and 56 respectively.

As hereinbefore described, two sets of game tokens are pro-
vided. Each set comprises 15 tokens, each of which is pro-
vided with an identifying indicia to correspond with the identi-
flying indicia of the spaces 53, 54 of respective half-sections 52A and 52B of the playing board 50. This form of the invention also contemplates the use of a specially designated token 57 formed so as to be readily distinguishable from each of the tokens of the respective two sets of tokens. For example, the specially designated token 57 may be differently shaped and/or colored. As illustrated token 57 is rectangularly shaped and marked with a W to designate it. As will be hereinafter described, token 57 will be referred to as the "wild" token. Thus, as seen in FIG. 10, each of the respective spaces 53 and 54 of each half-section 52A and 52B, during the play of the game, with the exception of two, is always occupied by one of the game pieces or tokens. Depending upon the rules of play to be followed, the "wild" token 57 will occupy one of the remaining two spaces.

As hereinbefore described the play of the game is started by having each of the respective players position his respective set of tokens, face down, i.e., with its identifying indicia face down, on the spaces of the half-section 52A and 52B. In order to distinguish the tokens of one player from those of his opponent, it will be understood that the respective sets of game pieces may be colored differently, as for example red and black. Also, the means designating the spaces 53, 54 on each of the respective half-sections may be color coded correspondingly to the respective set of tokens. For example, the spaces 53 in section 52A may be designated as black spaces and the spaces 54 on section 52B may be designated as red spaces.

To start the play of the game, the black tokens are randomly positioned face down on the black spaces and the red tokens placed face down on the red spaces of half-section 52B. While the colors black and red have been specified, it will be readily understood and appreciated that any contrasting colors may be utilized to distinguish the playing field and/or tokens of one player from that of another. After each of the players has positioned his respective set of tokens face down on his particular section of the board, the respective tokens are shuffled at random as hereinbefore described. After shuffling of the respective sets of tokens, the tokens of each player are then turned face up so that the indicia thereon is rendered readily visible to the players. Accordingly all the spaces but spaces 55 and 56 are occupied by a game token.

The object of the game is for each player in turn to advance his set of tokens, one at a time, from the random array located on one half-section to an orderly array, i.e., to move the token to a space on the other half-section having the same identifying indicia as the corresponding token in a minimum number of moves.

Preferable the play of the game is started by the player who has the highest numbered token located in the number one space position on his respective half section 53, 54. In the event that each player comes up with the same numbered token in his respective number one space position, then the start of the game is commenced by the player who has the highest numbered token in the number two space position of his respective half-section. In the illustrated form of the embodiment it will be noted that player A will move first since he has the highest numbered token in the number two space position, and each player has the same numbered token in the first space position.

If the wild token 57 is to be used, the player first to move then places the wild or unnumbered token 57 in one of the vacant spaces on the board, e.g., space 55. The object of the game is for one player to move his tokens in sequential order from the position the respective tokens randomly occupy at the start of the game on one section of the board to an orderly array on the other section of the board, wherein the numbered tokens are successively moved to the space on the other half-section of the board having the identifying indicia corresponding to that of the token. Accordingly, at the start of the game player A will effect the movement of the token designated as token 1 to the space designated number 1 on the opposite section in a minimum number of moves. The token being moved is thus designated the King token, and the space to which it is intended to be moved is termed the home base station. To effect the movement of the token from its randomly disposed position at the start of the game to its orderly array position on the other half-section, a player must effect displacement of the necessary tokens from space to space to provide a path of movement for the king token from its initial position on one section to its designated home base position, on the other section. In doing so the player will keep a record of the number of tokens moved to effect advancement of each king token from its initial position of play to its home base station. The rules of the game provide that the tokens may be moved only forward or backwards and left or right. The tokens may not be moved diagonally from one square to another. Also the rules of the game permit the wild designated token 57 to be moved to any vacant space no matter where the vacant space may be found. The rules of the game also provide that during the advancement, only the token designated as the king token is permitted to jump another token. It has been discovered that by utilizing a token designated as a wild token 57, that can jump between the unoccupied spaces, it is possible to always advance the tokens of the respective tokens sets to achieve an orderly array on their respective half-sections for any random setup of the game pieces.

In the absence of a wild designated token 57, it will be understood, that upon certain random setups of the tokens, a game could not always be completed as there would result impossible game situations. When a player has successfully advanced his so called king token, i.e., the token next in the order to be moved, to the corresponding home base space, the player ends his play and the next player commences to advance his next designated king token to its corresponding home base. During the play of the game each player keeps track of the number of moves necessitated to effect the transfer of the king token from its initial position of play to its respective home base. The play of the game is alternately continued between players in this manner until each player has moved each of his set of tokens to their corresponding designated spaces on his opponent's half-section. The player who completes his orderly array in the minimum number of moves is declared the winner.

During the play of the game it is preferred that a given player may never have more than two of his tokens, excluding king tokens, on the opponent's half-section at any given time during his play. For example, the black player may have not more than two of his black tokens in the red area of the board at any given time, excluding, of course, the king tokens. Conversely the red player may not have more than two of his red tokens located in the black field of play, excluding the king tokens. Thus it is imperative during the play of the game that a player move any tokens in excess of two, that have not been kinged, out of the playing area or be penalized therefor. A sample type of penalty is that a player may be penalized a given number of moves, as for example, 15 for each token he may have in the opposing player's section in excess of two.

In the event one of the players during the play of the game is required to move his own kinged tokens out of their home base, then it is imperative that the player return the king tokens to their respective home bases before his play is terminated. The rules of the game provide that an opponent cannot move his opponent's king men out of their respective home base. In other words a player can only move his king men and not those of his opponent, if necessary to complete the move of a game piece to its orderly array.

For young players, e.g., in the age groups 9-12, it is preferred that the rules of the game provide that when the players have completed or kinged the first three rows of home bases, that is, when spaces 1-12 have been occupied by correspondingly identified tokens, no further jumping be allowed. Also the rule limiting two tokens to the opponent's side of the board may be disregarded. Also the wild designated token 57 may be taken off the board so that the players may then be provided with two vacant spaces. The rules further provide for
each player to complete the last row, namely, spaces 13, 14 and 15, before giving up the play. Then the next player will rearrange his last three tokens so that they will correspond with the home base 13, 14 and 15. The opponent's last three kinged tokens, viz., 13, 14 and 15, need not be in their home base. The player with the least number of moves is determined the winner.

To render the game more difficult in completing the last row of home bases, that is, the row containing spaces 13, 14 and 15, the rule of jumping is eliminated as hereinbefore described, but the wild token 57 is retained on the board for movement, if desired, between vacant or unoccupied spaces. Also the rule of extra tokens in opponent's playing area likewise may be disregarded. In finishing the game in accordance with this set of rules, the respective players effect the completion of their last three positions, i.e., spaces 13, 14 and 15, as hereinbefore described. This modified rule for completing the last three spaces is applicable for players in a higher age group, e.g., the teens.

A still more difficult way of effecting the ending of the game after the first three rows have been completed as described is to include the further rule that tokens can no longer jump at this state and that the wild designated token 57 cannot jump. However, the rule of excess tokens in the opponent's area may be disregarded. In ending the game in accordance with these rules, it is necessary for one player to write down or record exactly the position of each token including the position of the wild token 57. The first player then completes the game by advancing the remaining tokens to occupy spaces 13, 14 and 15 of both the red and black areas. When a player has completed these two rows, he ends his play. The number of moves necessary to complete the moves is recorded. Then the remains of the tokens are returned to their original places as recorded before the other player completed his play, and the second player proceeds to complete his play in the same manner. The total number of moves required by each player throughout the game are then added, and the player with the lowest number of moves is considered the winner. It will be understood that the games illustrated in FIG. 10 may also be played as solitaire where the player seeks to establish the orderly array with the least number of moves.

In this embodiment the arrangement is such that the play of the game may be attained without a means of chance to determine a player's number of moves. During the play, each player upon commencing his moves, continues to move until he has advanced a particular designated token from its initial position to its corresponding base or home position. The number of moves required in each turn is thus recorded, and the player with the lowest total is deemed the winner of the particular game.

As described the rules may be modified to vary the degree of difficulty one may encounter to effect the finish of the game. In this way the structure defined can be adapted to the interest and amusement of players of different capabilities. As between players of different capabilities, the play may be equalized by having the respective players terminate the game by following those rules compatible with the particular player's capability. In this manner players of unequal ability may be more evenly matched, e.g., between a parent and child. In such event the older player may be required to complete his play by following the more difficult rules in this game while the younger player would be permitted to follow the more lenient manner in finishing the play of the game as herein described.

While the game has been described with respect to play according to particular sets of rules, it will be understood that the rules of the game may be varied as desired. However, the structure of the game is such that the rules can be readily changed to suit the interest, fascination and/or play value of the game. Also when numbers have been used to designate the tokens and squares, it will be understood that any symbol or letter may be used instead.

While the instant invention has been described with respect to a particular embodiment thereof, variations and modifications may be made without departing from the spirit or scope of the rules.

What is claimed is:
1. A game comprising a playing board, means dividing said playing board into two half-sections, means partitioning each said half-section into a plurality of spaces, whereby each half-section has an equal number of spaces, indicia means for identifying all but one of the respective spaces on each said half-section, tokens means for identifying each token of the respective sets of playing pieces, whereby the identifying indicia of the respective set of tokens correspond to the identifying indicia of the spaces formed on a corresponding half-section.
2. The invention as defined in claim 1 wherein said spaces are disposed in columns and rows on each half-section.
3. The invention as defined in claim 2 wherein said partitioning means include intersecting lines imprinted on said board to define rectangular spaces.
4. The invention as defined in claim 2 wherein said partitioning means include a plurality of spaced intersecting grooves formed in said board to define rectangular spaces.
5. The invention as defined in claim 4 and including means for hingedly connecting the respective half-sections whereby said half-sections are rendered readily foldable between an expanded operative playing board, and a folded stowable board.
6. The invention as defined in claim 5 wherein the respective half-sections include a recessed playing surface circumscribed on three sides by a raised circumscribing wall and a recessed under surface to define in the folded position a closed pocket adapted for containing said game pieces in the stowable position of said board.
7. The invention as defined in claim 4 wherein all but one space in each half-section have a hole formed therein, and said indicia means for identifying spaces include a peg adapted to be fitted in said hole, and said peg having an identifying symbol for identifying the corresponding space.
8. The invention as defined in claim 1 and including means of chance adapted to be operated by a player to determine the number of moves of said player.
9. The invention as defined in claim 8 wherein said chance means includes a plurality of dice.
10. A game board comprising a pair of half-sections, said half-sections being substantially identical, means for hingedly connecting the respective half-sections along their adjacent edge portions whereby said half-sections may be folded between an extended operative position and a folded stowable position, said half-sections each having a recessed playing surface to define a circumscribing ridge about the remaining edge portions thereof, at least one of said half-sections having a recessed bottom portion defined by a circumscribing ridge about the entire periphery thereof, said recessed bottom portion defining a chamber in the folded position of said game board, means for partitioning the respective playing surfaces of said half-sections into a plurality of spaces, the number of spaces on each half-section being equal, indicia means for identifying all but one of said spaces on each half-section,
two sets of playing pieces,
each set including a plurality of tokens adapted to be
received and moved about the spaces on said playing sur-
face,
the number of tokens in each set being equal to at least one
less than the number of spaces on said half-sections,
identification means for distinguishing one game token from
another whereby the identifying indicia of each game
token corresponds with the indicia means of a cor-
responding space,
and a means of chance adapted to be operated by a player
to determine the play of the game.
11. The invention as defined in claim 10 wherein said in-
dicia means for said spaces comprises
a hole formed within each of said spaces,
and a peg means adapted to be inserted in said hole,
said peg having identifying means for distinguishing one
space from another.
12. The invention as defined in claim 11 and including
means for securing said half-sections in the stowable position
whereby said game tokens may be housed within the chamber
defined between the stowable half-sections.
13. The invention as defined in claim 12 wherein said parti-
tioning means include a plurality of spaced intersecting
grooves formed on said playing surface to define said spaces.
14. The invention as defined in claim 10 where each section
is partitioned into 16 squares, and each set of tokens consists
of 15.
15. The invention as defined in claim 8 wherein said chance
means includes a spinner.
16. The invention as defined in claim 1 and including a spe-
cially designated token.
17. The invention as defined in claim 1 and including means
whereby said indicia means for identifying said spaces are
rendered readily detachable from said board so that they may
be randomly placed on said spaces so as to vary the identifica-
tion of said spaces.