United States Patent

[11] 3,633,913

[72] Inventor **Americo J. Solimene**
107-28 76th Ozone Park, Queens, N.Y. 11417

[21] Appl. No. **72,584**
[22] Filed **Sept. 16, 1970**
[45] Patented **Jan. 11, 1972**

[54] **PUZZLE GAME BOARD**
17 Claims, 10 Drawing Figs.

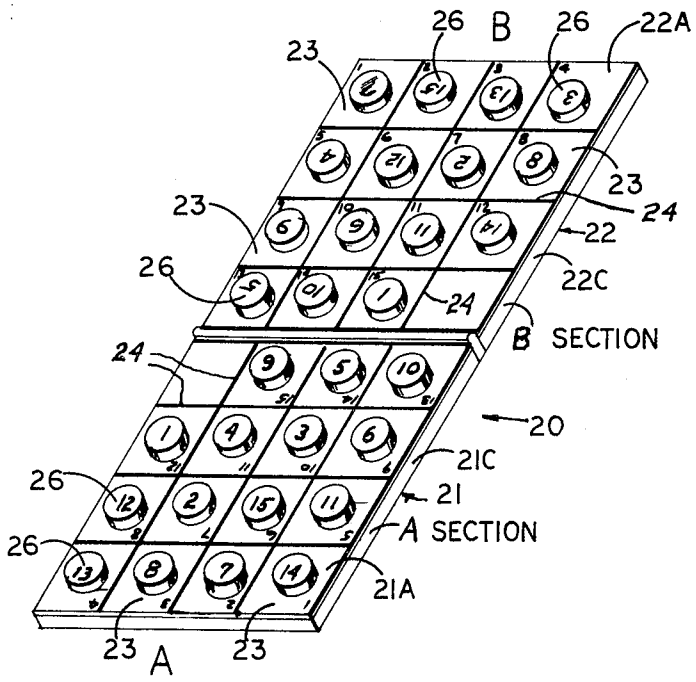
[52] **U.S. Cl.** ..... **273/132,** 273/136 R, 273/136 D
[51] **Int. Cl.** **A63f 3/02,** A63f 3/00
[50] **Field of Search** 273/131, 132, 133, 134, 136, 153

[56] **References Cited**
UNITED STATES PATENTS

552,721	1/1896	Schofield	273/132
771,514	10/1904	Wehner	273/132
1,617,250	2/1927	Haughton	273/153 S UX

Primary Examiner—Delbert B. Lowe
Attorney—Arthur T. Fattibene

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.



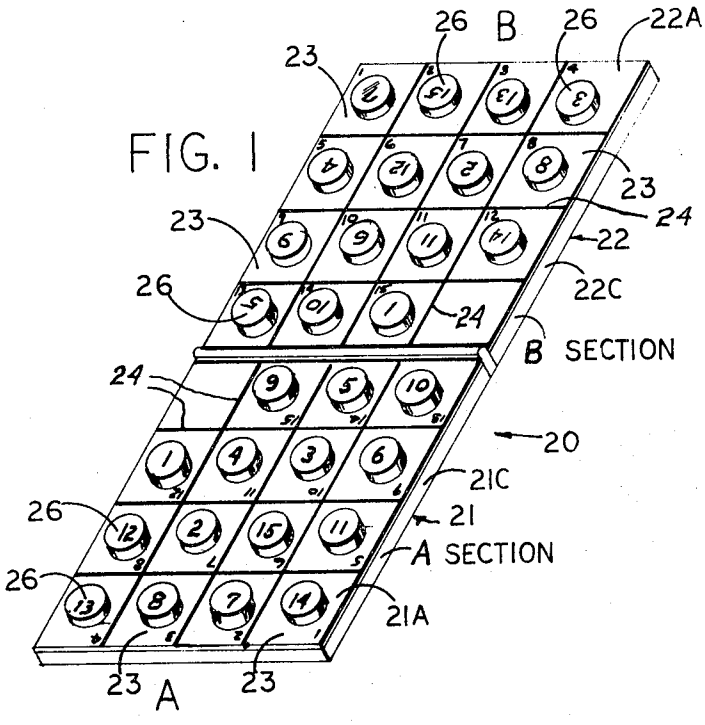
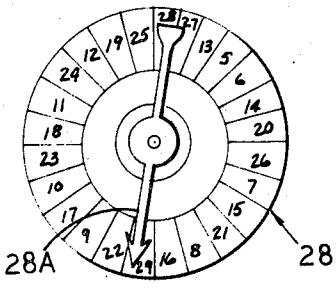


FIG. 1

FIG. 9



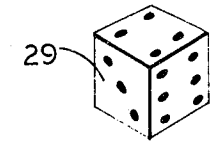


FIG. 8

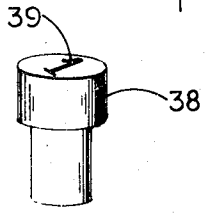


FIG. 7

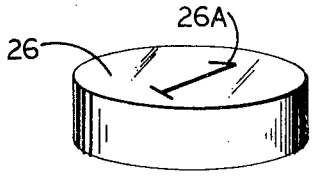


FIG. 6

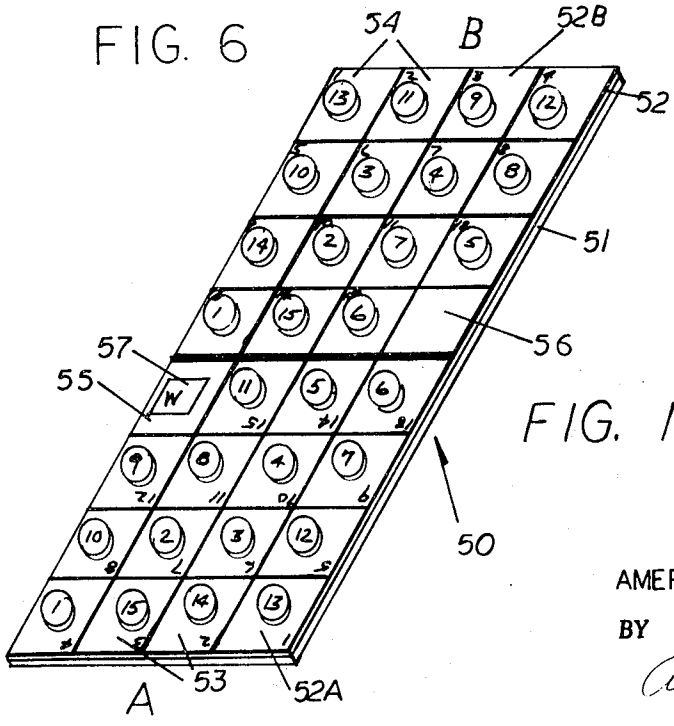


FIG. 10

INVENTOR.
AMERICO J. SOLIMENE
BY
Arthur F. Fattibene
ATTORNEY

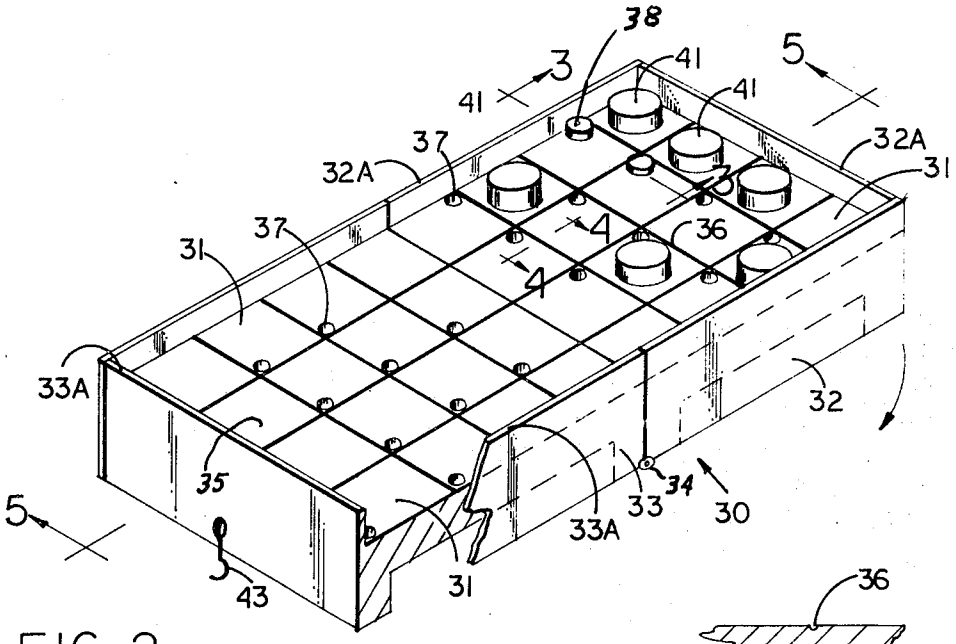


FIG. 2

FIG. 4

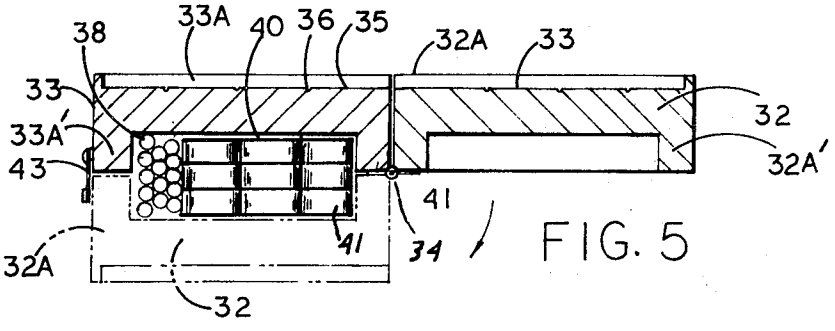


FIG. 5

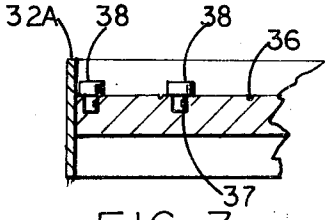


FIG. 3

INVENTOR.
AMERICO J. SOLIMENE
BY
Arthur F. Fattibene
ATTORNEY

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 corresponding position on his opponent's half section. The player who advances all of his pieces to define the orderly array in the least number of moves is declared the winner.

In another embodiment a means of chance, as for example, a spinner, top or die is provided for indicating the number of moves a player is to receive during the play of the game.

In the play of the game, the respective players advance or move their particular set of game pieces, randomly arrayed on the squares of one half section, in sequence to form an orderly array on the opponent's half section of the board so that the indicia of the player's playing pieces correspond to the indicia of the spaces on the opponent's half section of the board. This is attained by effecting displacements of the respective game pieces in accordance with the number of moves indicated by the chance means.

FEATURES

A feature of this invention resides in the provision of a game board divided into two half sections, each being subdivided into a plurality of spaces for use in combination with a plurality of game tokens wherein the number of game tokens equals at least one less than the number of spaces on a half section.

Another feature resides in the provision of a game board comprising a pair of symmetrically formed half sections adapted to be folded between an expanded operative position and a folded stowed position.

Another feature of this invention resides in the provision of a game board constructed so as to receive and store the game pieces in the stowed position.

Another feature resides in the provision of a wild" token, that is a token which is distinguishable from the others, which is free to be moved at the will of the players from one unoccupied space to another.

Another feature resides in the provision wherein the "wild" token enables a solution to be attained in every random setup of the game pieces.

Other features and advantages will become more readily apparent when considered in view of the drawings and specifications in which:

In the drawings:

FIG. 1 illustrates a perspective view of an action board-type game contemplated by this invention.

FIG. 2 illustrates a perspective view of a modified game board construction.

FIG. 3 is a fragmentary sectional view taken along line 3—3 on FIG. 2.

FIG. 4 is a fragmentary sectional view taken along line 4—4 on FIG. 2.

FIG. 5, in the solid line showing, is a sectional view taken along line 5—5 on FIG. 2, and in the dotted line showing thereof, a sectional view of the board in the stowed inoperative position.

FIG. 6 is a perspective view of a typical game piece.

FIG. 7 is a perspective view of an identifying means for the respective spaces of the game board of FIG. 2.

FIG. 8 is a showing of a die chance means to be used in the playing of the game.

FIG. 9 illustrates a spinner which may be utilized as the chance means during the play of the game.

FIG. 10 illustrates another form of the invention.

Referring to the drawings, there is shown in FIG. 1, the game board 20 of the game to be herein described. The game board 20 is formed of two identical or symmetrical half-sections or parts 21, 22 which may be integrally connected, hinged for folding or separately formed as individual playing cards or sections. In the illustrated form of the invention the two half-sections are shown as being integrally connected by means of a suitable hinge construction so that the respective half-sections 21, 22 may be folded into overlying relationship in the stowed position of the game.

Each half-section 21, 22 is formed of a rigid backing material, 21C, 22C, as for example, cardboard, wood, metal, plastic

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 perpendicularly 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 plurality of game 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 15 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 sets may be differently colored. 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 indicated 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 of the board so that the number designations of his 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 moves 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 noted that all the spaces on B's board 22 will be occupied with tokens. Consequently in order to make room for moving additional A tokens to B's section 22, it will be necessary to effect the displacement of one of the tokens on B's section 22 onto A's section 21 to provide another space on B's section 22. A will continue to effect the displacement of the tokens until he has utilized his predetermined number of moves which hereinbefore 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 never 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 15 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 occupied 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 handicapped 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 option 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.

Also 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 matched 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 considerable amusement and entertainment for the respective players in which both elements of skill and chance are evident.

If desired, the game may be played as a solitaire. That is, the game may be played by one player in the manner hereinabove described. Thus the solitaire 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 constructed so that it may be folded between an operative playing position and a stowed inoperative position 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 hingedly connected 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 circumscribing ridge **32A, 33A** extends about three sides to define a recessed playing surface **35**. The adjacent edge portions 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**. Particular reference is made to FIG. **4**.

Fifteen of the respective 16 squares **31** on each of the playing 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 so that the circumscribing ridge $32A^1$, $33A^1$ surrounds the under surface of the respective half-sections on each side thereof. Accordingly, in the folded position 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 maintaining 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 versatile in that the opponents'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 consecutively. Accordingly, during the play of the game, in the event the opponent's squares **31** are not designated consecutively, 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 particular 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 numbered 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 advance his tokens so that his number token will finally end up on the opponent's square correspondingly marked. It is submitted that this random 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 constructed 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 numbers 1–15 respectively. Thus, each half-section is provide d with an unnumbered space **55** and **56** respectively.

As hereinbefore described, two sets of game tokens are provided. Each set comprises 15 tokens, each of which is provided with an identifying indicia to correspond with the identi-

fying 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 distinguished 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 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 arrayed 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 correspondingly designated spaces on his opponent's half-section. The player who does complete 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 tow 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 necessitated to complete the moves is recorded. Then the next player resets the tokens 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 ending the 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 without adversely affecting 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,

two sets of playing pieces,

each set of playing pieces including a plurality of game tokens adapted to be received in the spaces of the respective half-sections,

the number of tokens in each set of playing pieces being equal to at least one less than the number of spaces formed on each half-section, and

token indicia 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 surface,
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 corresponding 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 indicia 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 partitioning 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 specially 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 identification of said spaces.

* * * * *