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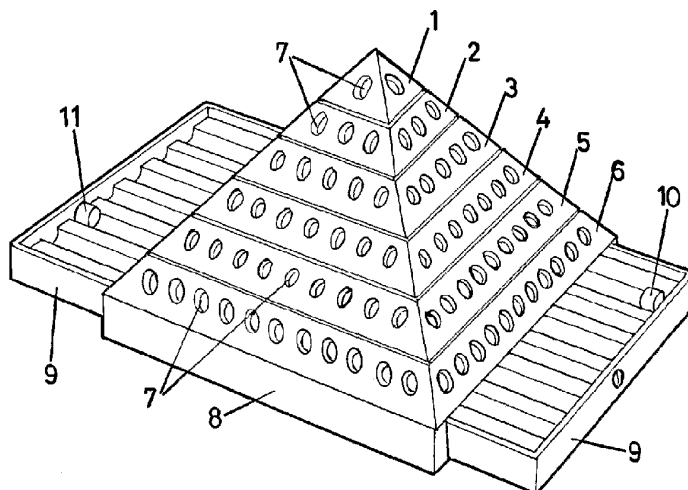
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(54) Title: STRUCTURE FOR TABLE GAME

(54) Título: ESTRUCTURA PARA JUEGO DE SOBREMESA



(57) Abstract: The invention relates to a structure for a table game, comprising a body with a regular geometric shape and a vertical symmetry axis. The aforementioned body is sub-divided horizontally into independent layers (1 to 6) which can rotate on the symmetry axis of the body. The lateral surface of said layers is provided with recesses (7) in which same-shaped pieces (10-11) can be positioned.

[Continúa en la página siguiente]

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Para códigos de dos letras y otras abreviaturas, véase la sección "Guidance Notes on Codes and Abbreviations" que aparece al principio de cada número regular de la Gaceta del PCT.

(57) **Resumen:** Estructura para juego de sobremesa, constituida por un cuerpo de configuración geométrica regular, con eje vertical de simetría. Este cuerpo está subdividido horizontalmente en pisos independientes (1 a 6), giratorios sobre el eje de simetría del cuerpo y disponen en la superficie lateral de rehundidos (7) en los que pueden acoplarse fichas de igual contorno (10-11).

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STRUCTURE FOR A BOARD GAME

The present invention relates to a structure for a board game. Preferred embodiments of the invention allow the development of highly attractive game, with the participation of two competing players.

5 The structure is designed in particular, though not necessarily solely, for the development of a game with simple rules, which can be played by anyone, and which at the same time constitutes a game allowing each player to apply developmental techniques to achieve, on one hand, the highest possible score, and on the other, to obstruct or create barriers for the other player, to prevent the
10 attainment of points.

According to the invention, there is provided a structure for a board game, comprising a body with a pyramidal shape having a regular quadrangular base and with a vertical axis of symmetry, which body is horizontally subdivided into independent levels, which are rotatable about a shaft coinciding with the vertical
15 axis of symmetry, each of said levels having four side surfaces and having, in said side surfaces, a plurality of equal recesses, in each one of which recesses a game piece of an equal contour can be coupled,

wherein:

an uppermost one of the levels which constitutes the vertex of the body
20 ("the upper level") has one recess in each of its side surfaces; and
each one of the other levels has recesses on its side surfaces;
the number of recesses on each side surface of each level varies increasing from the upper level, to the lower level; and
each side surface of the lower level has 11 recesses.

25 In accordance with a preferred embodiment of the invention, the game comprises a support having a plurality of recesses dimensioned for housing in each one of them a game piece, the game being based on the placement by the player of the largest number of game piece alignments, in a preset number, for example four.

30 Preferably all the levels will be of equal height, and the recesses will be arranged in horizontal alignment on the side surface thereof. The side surface of

each level will be of a height slightly exceeding the diameter of the recesses, such that on each level there is a horizontal alignment of recesses.

In accordance with a preferred embodiment of the invention, the body forming the support of the game can be extended in the lower portion, under the
5 lower level, into a base or hollow pedestal which laterally opens to the exterior through opposing surfaces, through which two extractable drawers are coupled which are intended for containing the game pieces.

As indicated, according to preferred embodiments of the invention the game is based on achieving the alignment of the preset number of game pieces, for
10 example four, the greatest amount of times possible, this alignment being able to run horizontally, vertically or diagonally. Rather than this alignment, the game can consist of creating a certain geometric drawing by means of the game pieces. At the same time that each player tries to achieve the greatest possible number of combinations, he or she must try to prevent the opponent from being able to
15 achieve such alignments or drawings.

In order to be able to distinguish the game pieces of either player, these game pieces may have two different colors, each player choosing one of these colors. Furthermore, each game piece can include on one of its sides an indication corresponding to the score obtained by placing this game piece and completing an
20 alignment or the geometric drawing to be made therewith.

In some embodiments each player will place the game pieces such that he or she can achieve the alignment or geometric drawing sought after. On the other hand, he or she must try to arrange his or her game pieces such that they block the other player from obtaining an alignment of consecutive game pieces.

25 The game can be played under different rules and introducing different levels of difficulty, which can further be increased by means of the rotational possibility of each level, with regard to the adjacent rotations, once certain conditions have been complied with, the rotational possibility of each level furthermore being variable.

30 In order to more easily understand the constitution of the structure according to embodiments of the invention, as well as the possibilities of the development of play therewith, a more detailed description of the structure will be

made below with the aid of the attached drawings, in which a non-limiting embodiment is shown.

In the drawings:

FIG. 1 shows a perspective view of a structure for a board game,
5 constituted according to an embodiment of the invention.

FIG. 2 shows a vertical sectional view of the structure of FIG. 1.

FIG. 3 shows a perspective view of the structure of FIG. 1, with the lower level rotated 90° with regard to the lower base and the adjacent upper level.

The structure of the preferred embodiment of the invention comprises a
10 vertical axis of symmetry which adopts a regular quadrangular pyramidal shape. This pyramidal body is horizontally subdivided into levels indicated with reference numbers 1 to 6, all of them being of the same height. As can be understood, the number of levels can be different, and the height can also vary among them.

Each one of these levels has recesses 7 on their side surface, the number
15 of these recesses on the surfaces of each level varying, increasing from the upper level 1, including only one recess, to the lower level 6, including eleven recesses. The side surface of each level will be of a sufficient height so that a horizontal alignment of recesses 7 can be arranged on each side.

The body with the described constitution can be assembled on a lower
20 hollow base or pedestal 8, open on two of its opposing sides, through which two drawers 9 can be coupled for placing the game pieces 10 and 11.

The game pieces 10 and 11 contained in the two drawers, each one of them intended for a player, can be of different colors. Furthermore, these game pieces can include an indication or score for the development of the game on one
25 of their sides or surfaces.

As can be seen in FIG. 2, the different levels 1 to 6 are assembled on a shaft 12, with independent rotation ability with regard thereto, this shaft 12 coinciding with the axis of symmetry of the pyramid. To allow the rotation, each one of the levels can include a bushing 13 and a washer 14, which will ensure the
30 successive support of the different levels through these components, such that the rotation of each level with regard to the adjacent levels can be easily carried out.

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The shaft 12 can be anchored at one of its ends to the upper level or apex 1 and fixed to the base 8 through a nut 15.

With this constitution, during the development of the game, any of the levels, for example the level with reference number 6 in FIG. 3, can be rotated a
5 certain angle, for example 90°, with regard to the base 8 and/or adjacent levels.

As has already been indicated, the described structure allows the development of a game in which the aim is to arrange a certain number of game pieces of each player forming a certain composition, which furthermore can be an impediment, in a certain path, for the formation of said composition by the
10 opposing player.

By means of numbering of the different surfaces, the rotational possibility of the levels, etc., different manners of development and degrees of difficulty in the game can be introduced.

While various embodiments of the present invention have been described
15 above, it should be understood that they have been presented by way of example only, and not by way of limitation. It will be apparent to a person skilled in the relevant art that various changes in form and detail can be made therein without departing from the spirit and scope of the invention. Thus, the present invention should not be limited by any of the above described exemplary embodiments.

20 Throughout this specification and the claims which follow, unless the context requires otherwise, the word "comprise", and variations such as "comprises" and "comprising", will be understood to imply the inclusion of a stated integer or step or group of integers or steps but not the exclusion of any other integer or step or group of integers or steps.

25 The reference in this specification to any prior publication (or information derived from it), or to any matter which is known, is not, and should not be taken as an acknowledgment or admission or any form of suggestion that that prior publication (or information derived from it) or known matter forms part of the common general knowledge in the field of endeavour to which this specification
30 relates.

THE CLAIMS DEFINING THE INVENTION ARE AS FOLLOWS:

1. A structure for a board game, comprising a body with a pyramidal shape having a regular quadrangular base and with a vertical axis of symmetry, which
 5 body is horizontally subdivided into independent levels, which are rotatable about a shaft coinciding with the vertical axis of symmetry, each of said levels having four side surfaces and having, in said side surfaces, a plurality of equal recesses, in each one of which recesses a game piece of an equal contour can be coupled, wherein:
 10 an uppermost one of the levels which constitutes the vertex of the body ("the upper level") has one recess in each of its side surfaces; and
 each one of the other levels has recesses on its side surfaces;
 the number of recesses on each side surface of each level varies increasing from the upper level, to the lower level; and
 15 each side surface of the lower level has 11 recesses.
2. A structure according to claim 1, wherein the levels are of an equal height.
3. A structure according to claim 1 or 2, further comprising a hollow base or
 20 pedestal(s) to which a lower portion of said body is coupled, which base or pedestal laterally opens to the exterior through two opposite surfaces, through which two extractable drawers containing the game pieces can be received.
4. A structure according to any of the preceding claims, wherein each level
 25 includes a bushing mounted around the shaft, the structure further including washers between the bushings to facilitate the rotation of each level with respect to the levels adjacent thereto.
5. A structure for a board game substantially as hereinbefore described with
 30 reference to the drawings and/or Examples.

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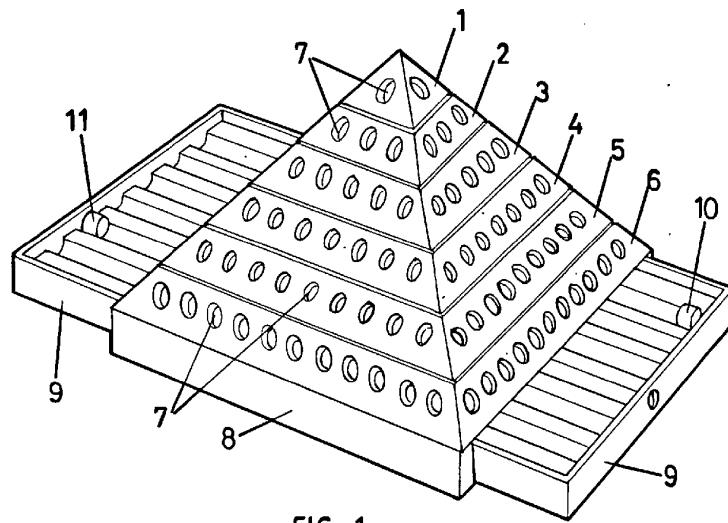


FIG. 1

