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Feldman

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[54] **BOARD GAME APPARATUS**

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[51] **Int. Cl.²** **A63F 3/00**

[58] **Field of Search** ..... 273/130 R, 130 H, 131 AB, 273/134 AD, 134 C, 135 R, 135 AC, 135 B, 152 R, 152.41

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[57] **ABSTRACT**

A game apparatus comprising a plurality of decks of playing cards, a plurality of sets of chips which are identified on their faces as to the player to whom they belong, and a game board having a field defining a plurality of playing stations upon which the cards are played. The field has an even-numbered plurality of sequentially-numbered outer stations arranged in the form of a closed loop, plus a central playing station, said outer stations being connected together in groups of three adjoining stations, and said central station being connected by a plurality of radial brackets to each pair of diametrically opposite outer stations. Chips are placed face-down on stations selected by the players, and then face-up cards are played sequentially on the stations by the players. Each card is placed on the lowest-numbered station that is not already covered by a previously played card, and when certain winning two-card or three-card combinations are formed on any one of said connected groups of stations, the player completing the combination picks up the cards of that combination, and is paid one chip for each of his opponents' chips that were covered by those cards. Free-play bonuses are provided by certain winning combinations, and penalties are provided for errors. The first player who plays his last card upon an open station on the board wins the game.

4 Claims, 4 Drawing Figures

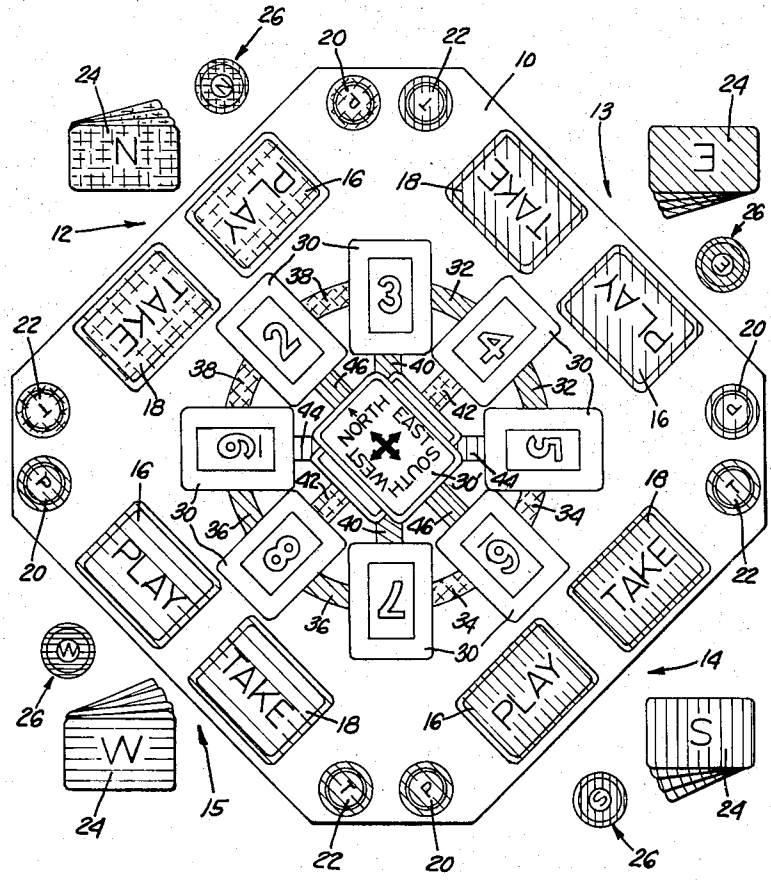


FIG. 1.

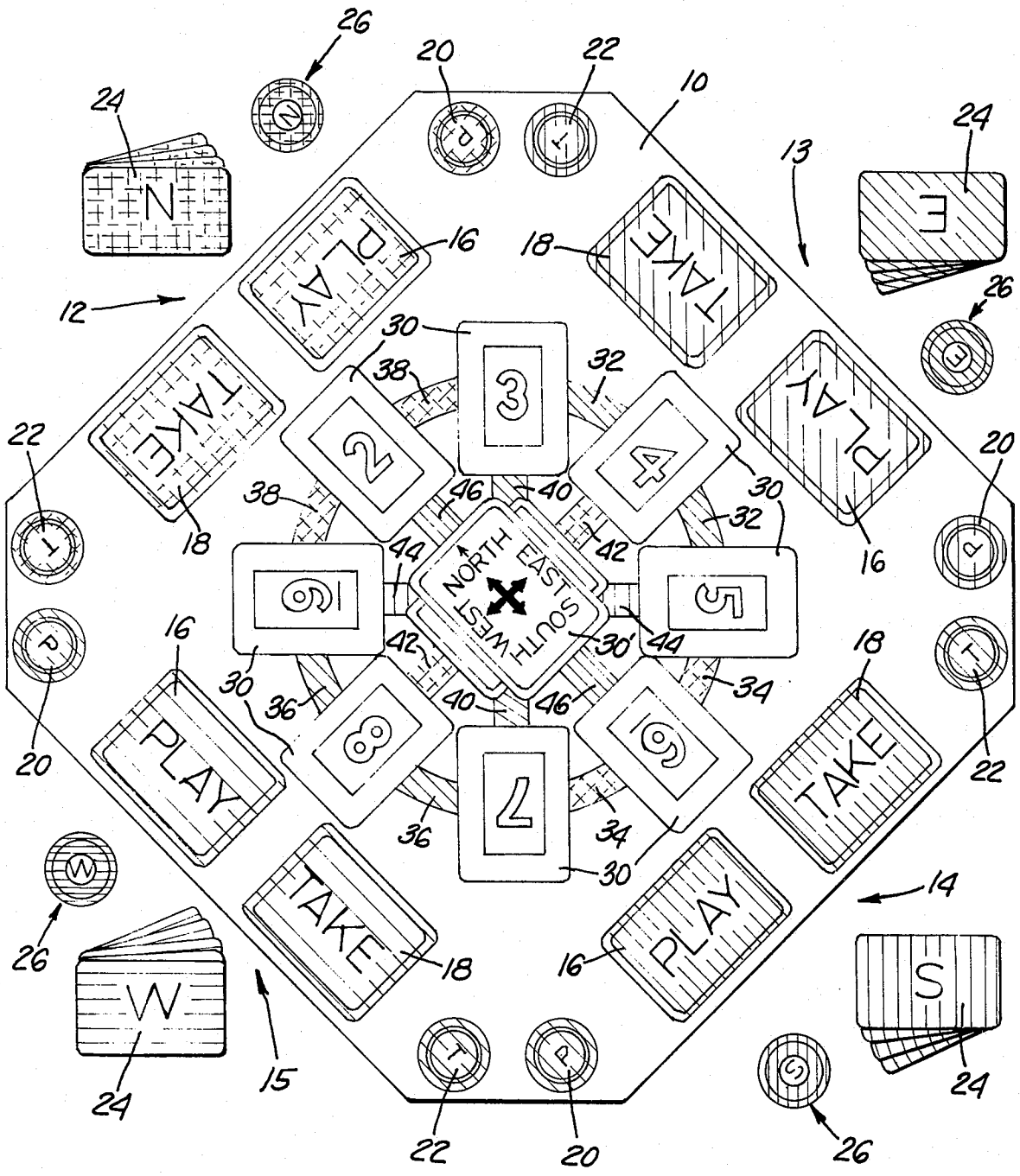

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FIG. 2.

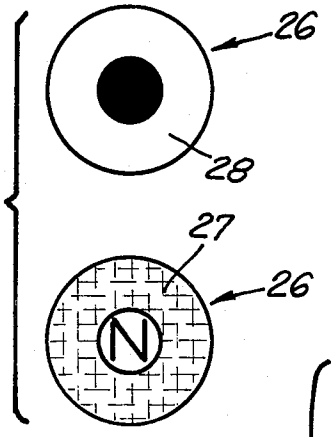
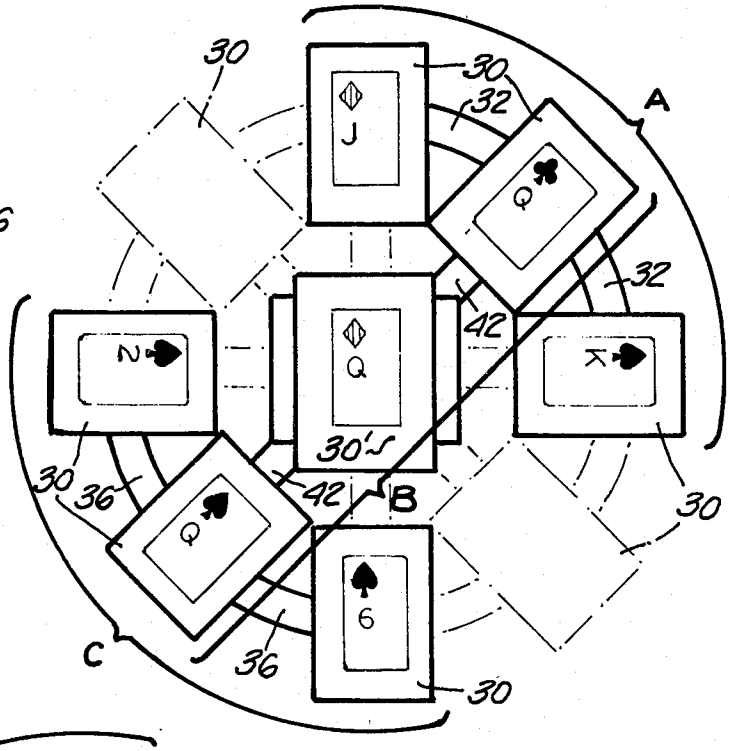


FIG. 3.



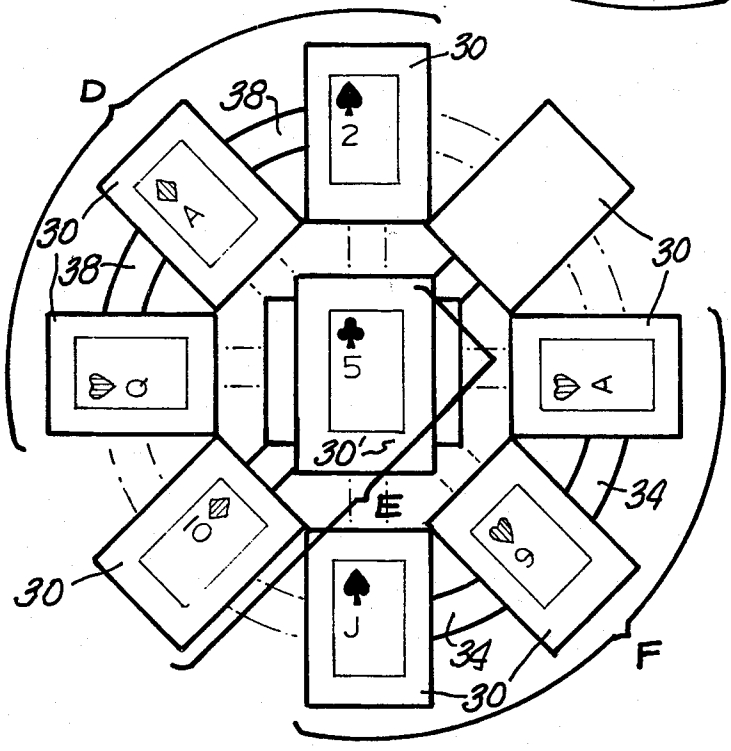


FIG. 4.

BOARD GAME APPARATUS

SUMMARY OF THE INVENTION

The present invention pertains to a board game apparatus, and more particularly to a game utilizing a plurality of decks of playing cards, a plurality of sets of chips having indicia on their faces indicating the player to whom they belong, and a playing field on the board comprising an even-numbered plurality of sequentially-numbered outer playing stations arranged in the form of a closed loop, plus a central playing station, said outer stations being connected together in groups of three adjoining stations, and said central station being connected by radial brackets to pairs of diametrically opposite outer stations, to form other groups of three.

The object of the game is to make wagers by placing chips on certain selected playing stations at the start of the game, and then to play the cards on the stations, seeking to build certain 2-card or 3-card winning combinations on the interconnected groups of stations. Some of the winning combinations are analogous to winning poker combinations, while others are combinations that add up to 15 or 21. Each winning combination allows the player to pick up the cards and collect from his opponents whose chips are covered by the winning combinations. Certain winning combinations have free-play bonuses, and the first player to play his last card on an open station wins the game.

The principles and salient features of the invention will become apparent to those skilled in the art from the following detailed description of the preferred embodiment thereof, with reference to the accompanying drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. **1** is a plan view of one form or arrangement of board or playing field for the game, together with four sets of playing cards and four sets of chips, the lettering on the respective places or areas being clearly represented, and the distinctive colors being indicated thereon according to the chart for draftsmen in the Patent Office Rules of Practice;

FIG. **2** shows the face and reverse sides of one of the chips used in the game;

FIG. **3** is a schematic representation of the board, showing three interconnected groups of 3 stations covered by three different 3-card winning combinations that are analogous to poker winning combinations, the three interconnected stations of each group being shown in heavy solid lines, while the unrelated portions of the playing field are shown in dot-dash lines; and

FIG. **4** is another schematic representation of the board, showing three interconnected groups of 3-stations covered by three different 2-card or 3-card winning combinations that add up to totals of 15 or 21.

It should be noted here that the three winning combinations shown in each of FIGS. **3** and **4** are merely illustrative of the way that the combinations are formed, and a few representative combinations of cards that constitute winning combinations. In playing the game, only one winning combination could be formed at a time, as the winning combination of cards is picked up immediately after it has been formed by the player.

DESCRIPTION OF THE PREFERRED EMBODIMENT

The present game, which I have named "ANOMALY" can be played by two, three or four players, and prvoides a delightful and enjoyable entertainment for children and adults. The board is designated in its entirety by the reference numeral **10** and is preferably square with beveled corners, as shown in FIG. **1.** On the four sides of the board are four individually marked and colored player stations, or positions, **12, 13, 14** and **15,** each of which has its own cards and chips that are colored to match. The player's stations and their colors are as follows: Station No. **12** is "North", and is colored yellow; Station **13** is "East" and is colored green; Station **14** is "South" and is colored red; and Station **15** is "West" and colored blue. Each station has designated placemarks **16,** marked "Play", upon which the cards to be played are placed face-down. Also at each station is another placemark **18,** marked "Take" upon which cards that are picked up from the board are place face-up. On opposite sides of the placemarks **16, 18** are other circular placemarks **20** and **22,** marked "P" and "T", respectively, upon which the chips are placed. The chips with which the player starts the game are placed face-down on placemark **20,** while chips that are won from the other players during play are placed face-up on placemark **22.**

Each of the players has a full deck of playing cards **24,** the backs of which are colored with the same colors as the player's stations, and also bear the letters "N", "E", "S", and "W", to show they belong to North, East, South and West players, respectively. The cards **24** are conventional playing cards, the faces of which are marked with the four playing suits: Spades, Diamonds, Hearts and Clubs, and numbered from 2 –10, with Jack, Queen, King and Ace. Each of the players also has a set of chips **26** which, as shown in FIG. **2,** have a face **27** on one side and a back **28** on the other. The backs **28** of all chips used in the game are the same, while the faces **27** are colored with the same colors used for the four player's stations, and in addition are marked "N", "S", "E" and "W", to aid in identifying the player to whom they belong.

The game board **10** is provided with a playing field comprising an even-numbered plurality (preferably eight) outer playing stations **30** arranged in a circle or other loop configuration, plus a central playing station **30'**. The center station **30'** is numbered "1" and the other stations **30** are sequentially numbered from "2" to "9", in clockwise order.

The outer stations **30** are connected together in groups of three by arcuate colored bands **32, 34, 36** and **38** which, together, form a circle. Bands **32** are colored red; bands **34** are colored yellow; bands **36** are colored red; and bands **38** are colored yellow.

The center station **30'** is connected to diametrically opposite pairs of outer stations **30** by colored radial bars **40, 42, 44** and **46.** Bars **40** on opposite sides of the center station **30'** are both colored green, and these two bars join outer stations numbered "3" and "7" with the center station "1" to form a group of three. Bars **42** are colored yellow, and join outer stations numbered "4" and "8" with the center station to form a group of three. Bars **44** are colored blue and join outer stations numbered "5" and "9" with the center station to form a group of three. Bars **46** are colored red and join outer stations numbered "**6**" and "**2**" with

the center station to form a group of three. Thus, groups of three interconnected stations are formed around the outer periphery of the playing field or diametrically across the center of the playing field, and it is upon these groups of interconnected playing stations that the players attempt to place a winning combination of cards, as will now be described.

Prior to the start of the game, each player is given a deck of cards **24** and a set of chips **26** corresponding to his player's station **12, 13, 14** or **15.** The cards **24** are placed face-down on placemark **16,** and the chips are stacked on placemark **20.** The playing stations **30, 30'** are numbered for the purpose of controlling sequence of play only. All cards must be played face-up on the playing station having the lowest number exposed (i.e., having no card lying on top of it). Failure to play one's card on the lowest-numbered station is an error, and the player making the mistake is subject to a penalty, to be described presently.

Winning plays, or tricks, are formed by combining the various values of two or three cards which have been played on any three adjoining playing stations, which are interconnected by colored bars **32, 34, 36, 38, 40, 42, 44** or **46.** Each group of three interconnected playing stations is called a "bracket". Tricks formed by two cards have no free play bonus value, but tricks by three cards give the player a free play bonus in addition to the chips that he wins by making the trick. Any player making a 2-card or 3-card trick takes and keeps the two or three cards involved, and is also entitled to the value of any chips that might have been uncovered by the play.

There are various values given to the cards, from which tricks can be formed. Any three cards of a single bracket that have the same value or character are known as basic 3-card tricks and have a bonus value of one free play. The cards have four basic attributes or characteristic features by which four different tricks can be formed. Any combination of two or three of these into a single 3-card trick, increases its basic bonus value. These tricks are known as single, double or triple tricks, which are good for one, two or three free plays, respectively. The four various types of tricks are as follows: (1) numerical tricks, consisting of 2- or 3-card combinations whose numerical value added together form the sums of 15 or 21; (2) three cards of the same suit, which is a "flush"; (3) three cards in numerical sequence, which is a "straight"; and (4) three cards of the same denomination, which is "three-of-a-kind". Thus, it is possible to form a 3-card winning combination which combines a "flush" with a "straight" and the numerical values of which add up to form 15 or 21. Such a combination would be entitled to three free plays. All bonus free plays must be taken at the time of their making.

In figuring numerical tricks, Jacks may be 10 or 11; Queens may be 10 or 12; Kings may be 10 or 13; and Ace may be 1 or 11. The Ace may also be used to form the high or low end of a 3-card straight.

If the first two cards played in any bracket have the numerical value of 15 or 21, the 2-card combination must be taken from the board by the player playing the second card. Any player discovering overlooked tricks may claim them by calling "Claim". Before picking up the cards he must point out the cards involved. He is also entitled to the cards, their free-play bonus value if any, and the equivalent of each chip uncovered.

The game commences with the player at "North" placing one of his chips **26** face down on any one of the numbered playing stations on the field. East then does likewise, followed by South and West. This procedure is again repeated, until each player has placed two or three chips apiece on the board.

After all the chips have been properly placed, North places his first card on No. 1 playing station **30'**, placing his card face-up. East then follows suit, by placing his card face-up on outer station No. 2. If the combined numerical values of the two cards amounts to 15 or 21, he has formed a 2-card numerical trick, and removes the cards and places them face-up on the placemark area **18** designated "TAKE". The winning player turns over the chips uncovered by the cards to note the ownership of such chips, and receives a duplicate chip from each of the respective owners. All of the chips placed on the playing board are left there, and fines are paid by the players from their stacks of chips on placemarks **20.** The player at South next places his card upon the vacant No. 1 station **30'**, and West places his card on No. 2. If this does not result in the formation of another 2-card numerical trick, player North then places his next card on station No. 3. If this does not form a trick, East plays his next card on No. 4, and the players continue in sequence. In each case, the card must be played on the lowest-numbered station **30', 30** that is uncovered. Upon completion of each play and after claiming any winning tricks that he is entitled to, the player relinquishes the board to the next player by declaring "Pass".

Winning combinations may be formed around the circle, or diametrically across, as shown in FIGS. **3** and **4.** FIG. **3** shows a bracket of three cards labeled "A", which comprises the Jack of Diamonds, Queen of Clubs, and King of spades. This combination forms a straight. A second bracket of three cards is shown at "B" which comprises the Queen of Spades, Queen of Diamonds, and Queen of Clubs, forming three-of-a-kind. A third group of three is enclosed by bracket "C", comprising the two of Spades, Queen of Spades, and six of Spades, forming a flush.

In FIG. **4,** a 3-card combination is enclosed by bracket "D", forming a numerical trick, the sum of which is 15. In this case, the Queen has the value of 12, Ace has the value of 1, and these, together with the 2, total 15. Bracket "E" encloses a 2-card numerical trick totaling 15. Bracket "F" encloses a 3-card numerical trick totaling **21,** in which Jack has the value of 11, and Ace has the value of 1, which, combined with the 9, total 21. Other 2-card combination numerical tricks totaling **21** might be: (10+J=21); (J+J=21); (K+8=21); etc. etc. Other 3-card numerical tricks totaling 21 might include: (9+7+5=21) (K+6+2=21) (4+7+10=21) etc. etc. 2-card combinations totaling 15 might include: (J+4=15) (J+5=15) (9+**6**=**15**) etc. etc. Other 3-card tricks totaling 15 might include (9+5+A=15) (2+2+J=15) (8+6+A=15) etc. etc.

Any player who catches another player in an error calls out "ZAP", and this entitles him to certain penalty payments by the player making the error. The errors for which a player can be "Zapped" are: (1) playing out of turn; (2) playing a card on the wrong station number; (3) declaring "Pass" when there is an overlooked winning trick on the board completed by the card he has just played; and (4) falsely accusing another of an error. The penalties for these errors are as follows: Any player who plays out of turn must take

back his card and give the other players two chips apiece; He also forfeits his present turn at play. Any player who falsely accuses another of a mistake is penalized 5 chips, which are given to the accused. The accuser also loses his next turn at play. Any player who fails to play his card on the lowest-numbered station that has no card upon it, must take back his card and pay each of the other players one chip each. He also loses his present turn. Any player who declares "Pass" when there is a winning trick on the board must pay his accuser 5 chips and loses his turn. Failure to claim the maximum-value winning trick (if more than one appear) is a major error, with a 5-chip penalty.

No player may take his turn at play without having sufficient chips to cover any losses may have in the game. He can segregate them from his winnings, if any, or buy them back from the players holding them. He can, however, by declaring "No Chips", proceed to play for cards only, and loses his chips on the board to the next player who uncovers them. Various other penalties may be given and explained in a book of instructions, or still others may be decided upon by the players, provided that the penalties are stated and agreed to at the start of the game.

It is possible for all of the playing stations **30'**, **30** to have cards upon them that do not form a winning trick. When this occurs, it is termed a "block" and the player placing his card on the last open station **30** is permitted to play another card on top of any one of the cards already on the board. This card becomes a "wild" card and can be used with any card other than the one on station **30'** (i.e., the station numbered "1",) to form a 2-card numerical trick. The player doing this is entitled to the cards and the value of any chips that are uncovered.

The game ends when one of the players plays his last card on an open station, or which forms a trick. The winner receives all of the cards and chips that remain on the playing field.

While I have shown and described in considerable detail what I believe to be the preferred form of my invention, it will be understood by those skilled in the art that various changes may be made in the shape and arrangement of the several parts thereof without departing from the broad scope of the invention as defined in the claims.

What I claim is:

1. A game to be played by two to four players, comprising, in combination:

a game having a playing field comprising an even-numbered plurality of sequentially-numbered outer playing stations spaced apart from one another and arranged in the form of a closed loop, plus a central playing station;

a plurality of pairs of peripheral colored bars connecting said outer playing stations together in groups of three adjoining stations, each group of three being connected by two bars of the same distinctive color, and the pairs of connecting bars joining other groups of three being of different distinctive colors;

another plurality of pairs of radial colored bars connecting said central playing station to pairs of diametrically opposite outer playing stations, each pair of radially extending bars on opposite sides of said central playing station having distinctive colors different from the colors of the other pairs of radial bars;

a set of chips for each player, each chip having indicia on one face only to identify the player to whom it belongs, said chips being placed face-down on selected stations by the players at the start of the game, so that the ownership of the chip is concealed; and

a plurality of decks of playing cards, one deck for each player, said cards being played successively by the players on said playing stations to build a 2-card or a 3-card winning combination on two or three adjoining playing stations that are interconnected by peripheral or radial bars of the same color.

2. A game apparatus as in claim **1,** wherein said board has a plurality of player locations around its outer edges, each player location having a first place mark upon which the player's deck of unplayed cards is placed face down, and a second place mark upon which played cards are placed face up.

3. A game apparatus as in claim **2,** wherein a third place mark is provided at each player location to receive the player's own chips, and a fourth place mark is provided to receive the chips won by the player.

4. A game apparatus as in claim **3,** wherein said first second, third and fourth place marks are all distinctively colored with the same color, and the backs of the playing cards and the face of the chips for that player location are correspondingly colored.

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