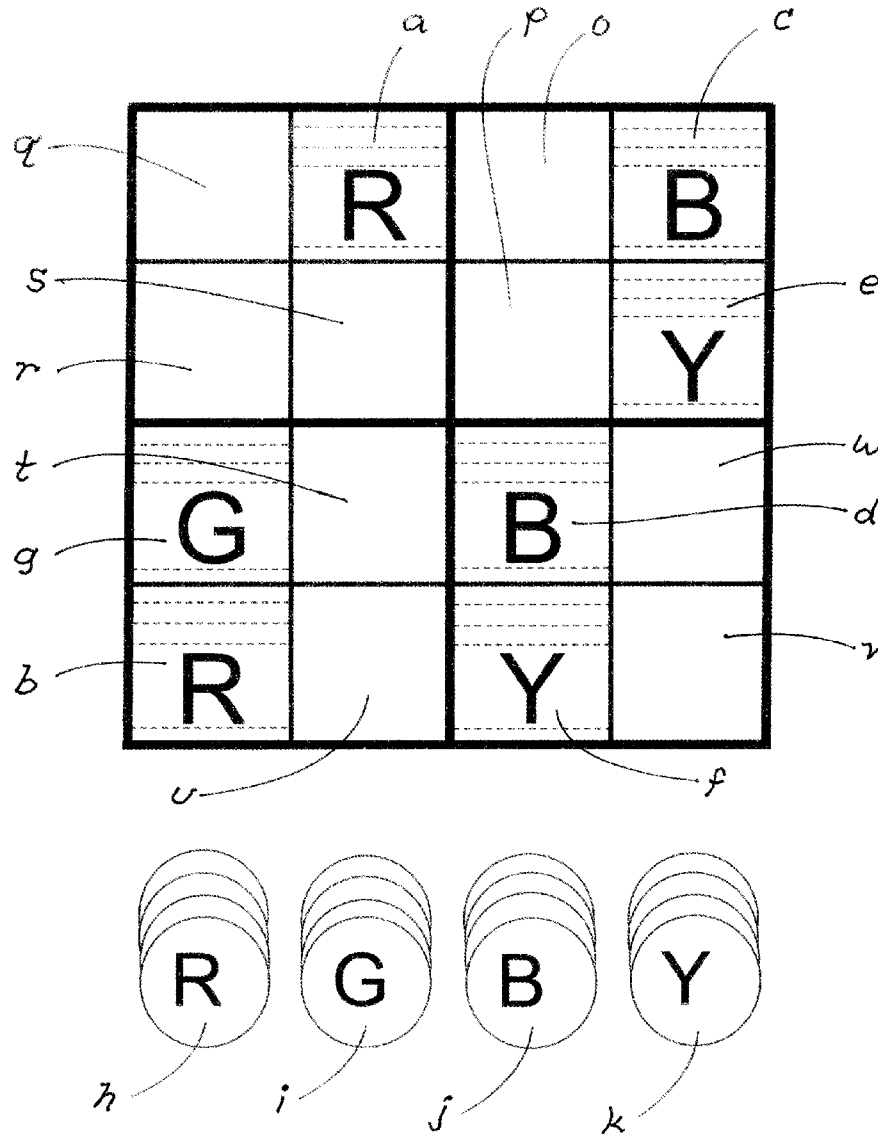




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(19) **United States**(12) **Patent Application Publication**
Hampton(10) **Pub. No.: US 2012/0292852 A1**(43) **Pub. Date: Nov. 22, 2012**(54) **QUATRO-A MULTIPLE BOARD AND CHIP GAME**(52) **U.S. Cl. 273/236**(76) **Inventor: Gordon Preston Hampton,**
Hampstead, NC (US)(21) **Appl. No.: 13/469,336**(22) **Filed: May 11, 2012****Related U.S. Application Data**(60) **Provisional application No. 61/519,038, filed on May 17, 2011.****Publication Classification**(51) **Int. Cl.**
A63F 3/00 (2006.01)(57) **ABSTRACT**

The game consists of several boards, containing a large square divided into 16 smaller squares, in a 4×4 pattern. The result being: 4 columns, 4 rows and 4 quadrants of 4 squares. Included are several 4 different colored chips. Each board has some squares precolored. The remaining blank squares only have one possible way to satisfy the playing requirements of all 4 colors in each row, column and quadrant. The chips define the color of each of the remaining blank squares. The game can be played by any number of players who compete to complete their board first and thus score a point. If any other player believes the board is not correct he may challenge. If the challenger was correct he gets a point. Some boards are easier to complete then others. As a player's score goes up he must choose more difficult boards.



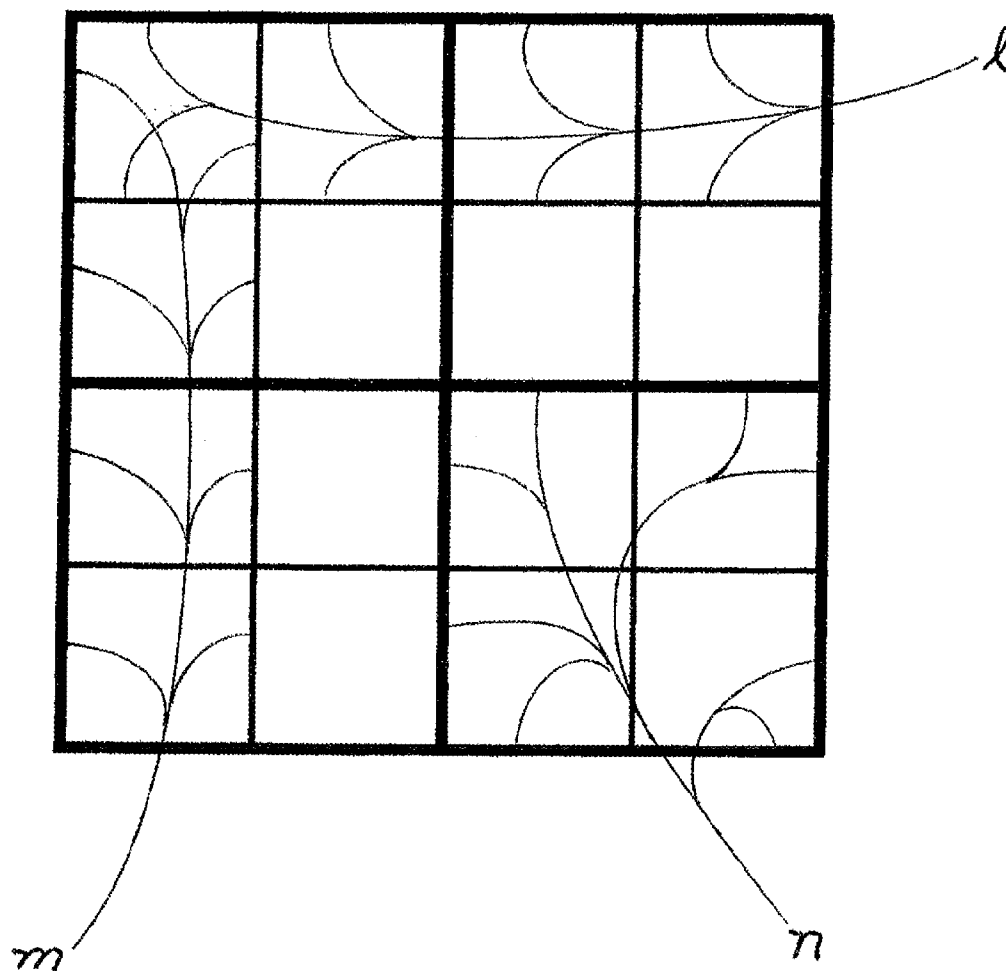


FIG. 1

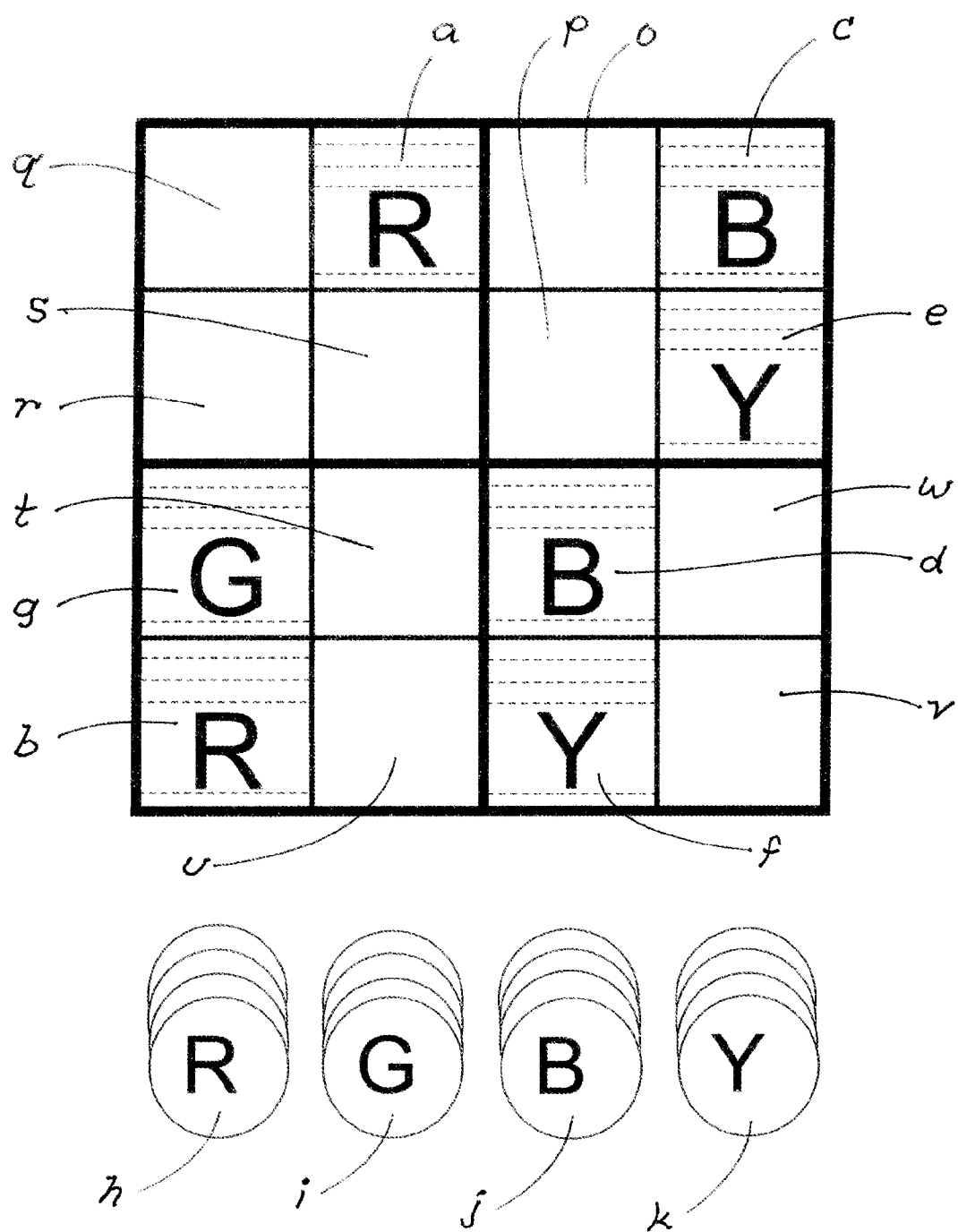


FIG. 2

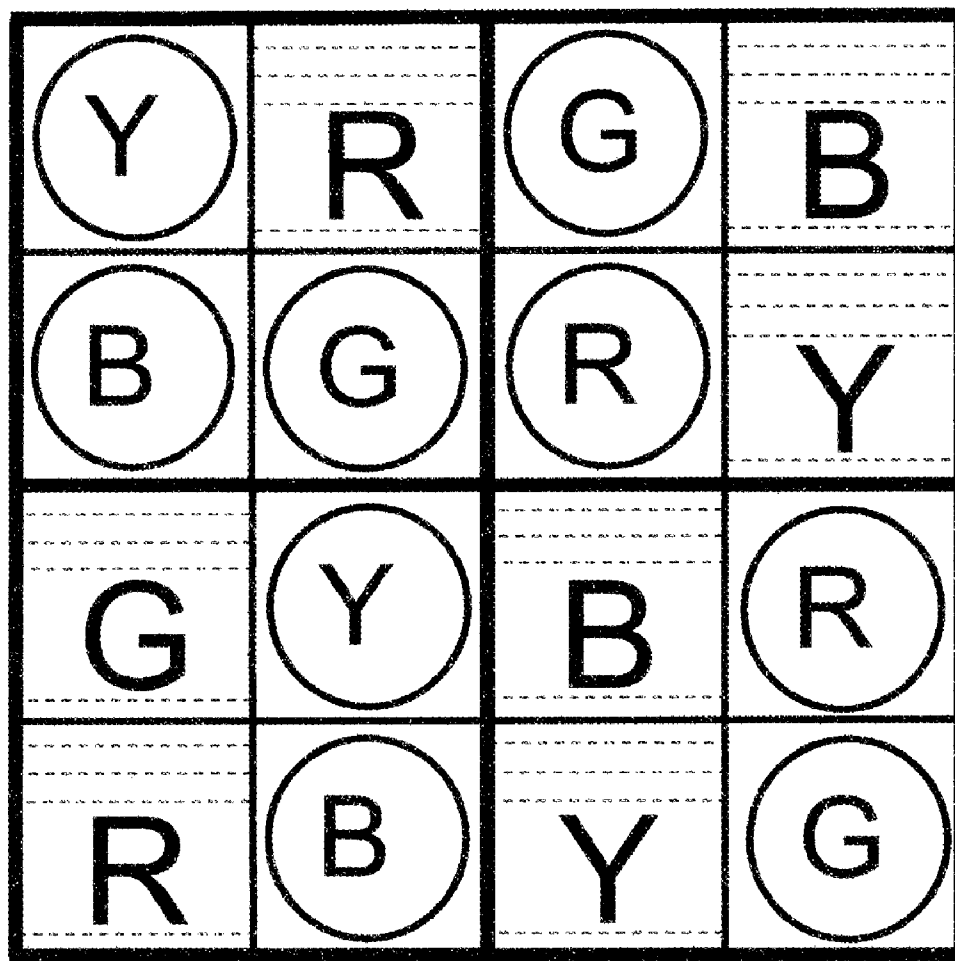


FIG. 3

QUATRO-A MULTIPLE BOARD AND CHIP GAME

[0001] This Utility patent application is based on the Provisional Patent No. 61/519,038, with a filing date of May 17, 2011. The inventor is myself: Gordon Preston Hampton. I claim this provisional patent date as the date for this Utility Patent.

BACKGROUND OF THE INVENTION

[0002] 1. Field of the Invention

[0003] The present invention relates to a multiple of individual game boards containing 16 squares and a plurality of 4 different colored chips wherein players use one board each to place chips of the 4 different colors on blank spaces to complete a color pattern of 4 colors in each row, each column and each quadrant of the board layout with the first to complete this task being the winner of that hand. Each board has 4 squares precolored so that there is only one pattern of colors that will meet the requirements of all 4 colors in each row, column and quadrant. There are variations in the precolored squares that make solutions of some boards more difficult then others providing for higher skill level requirements to complete these boards in a timely manner.

[0004] 2. Description of the Prior Art

[0005] The use of board games is known in the prior art. More specifically, board games heretofore devised and utilized for the purpose of entertainment are known to consist basically of familiar, expected, and obvious structural configurations, notwithstanding the myriad of designs encompassing by the crowded prior art which has been developed for the fulfillment of countless objectives and requirements.

[0006] By way of example, U.S. Pat. No. 1,564,746 to W. G. Barnard discloses a single game board using chips for multiple players. U.S. Pat. No. 5,601,288 to Daniel and Elaine White discloses another board game using chips and cards. U.S. Pat. No. 1,558,690 discloses a board game using a board and cards. U.S. Pat. No. 1,871,247 to H. Trost discloses a board game using cards.

[0007] While these devices fulfill their respective objectives, the aforementioned patents do not describe a required visual and mental skill required to arrange the colored chips to meet the requirements of interaction of many colors in overlapping and related patterns.

[0008] In this respect, the color matching of predesignated patterns using various guide patterns on individual boards with speed being the object to win according to the present invention substantially departs from the conventional concepts and designs of prior art.

[0009] Therefore, it can be appreciated that there exists a continuing need for new and improved games that stimulate the mind and improve the skill level of players. In this regard, the present invention substantially fulfills this need.

SUMMARY OF THE INVENTION

[0010] The present invention requires the use of logic to accomplish the completion of the game rather than the luck of the draw and should be a means to improve a player's skill level, a learning method for young players and a known deterrent for Alzheimer's in elderly people.

[0011] To attain this, the present invention provides boards of 16 squares in a 4x4 pattern with 3 different groupings of 4

squares: the 4 horizontal rows, the 4 vertical columns and the 4 corner quadrants. By providing certain precolored squares that define only one possible pattern for the entire 16 squares it becomes a game of logic to identify the remaining blank squares using colored chips as the means. All rows, columns and quadrants must have all 4 colors with no duplicate colors. There are many different precolored square patterns on the boards with no two boards being the same. The designation of the placement and quantity of precolored squares makes the solution to the board more or less difficult. The boards are grouped into 3 different difficulty levels with Level 1 being the easiest, Level 2 being next in difficulty and Level 3 being the most difficult.

[0012] The game is usually played by 2 to 6 people, around a table, though any number may play in any type of configuration. The boards of each level are mixed or shuffled together with the playing side down and out of sight but kept in separate piles for each level. Each player picks a board from the top of the pile from Level 1, starting from the left of the person who shuffled the boards and continuing around to the left until all players have a board. Each player is given 4 each of the colored chips: 4 red chips, 4 green chips, 4 blue chips and 4 yellow chips. The shuffler asks if everyone is ready to play and if so says "Start". The players then must analyze the precolored squares and determine where to place the chips in order to satisfy the requirements of each row, column and quadrant having all 4 colors with no duplicates. Players do not have to cover precolored squares and will therefore have some chips left over after completing the board. The first player to accomplish this says "QUATRO" and places his board in the center of the table. Now about 15 seconds is allowed for any other player to challenge the Quatro caller. If someone thinks the chips are not properly placed he says "CHALLENGE". He then points out what is wrong.

[0013] If the play is not challenged the player calling Quatro gets 1 point. If the play is challenged and the challenge is good, the chips are not properly placed, then the challenger gets 1 point. If the play is challenged and the chips are determined to be correct, then the quatro caller gets 2 points. Points can be kept with a pencil or pen and a piece of paper by writing the players names across the top and keeping the score in columns below each name or any similar method.

[0014] The play continues as above choosing new boards for each player for each hand from the Level 1 pile. When a player's score is 3 or above he must then take boards from the pile designated Level 2, other then that the play remains the same. When a player's score is 6 or more he must then choose boards from the pile designated Level 3. The first person reaching 9 wins the game.

[0015] The standard features of the game have been described above to provide the operation of the basic game. This does not preclude the use of alternate procedures such as when players are of different skill levels, such as when a child might play against an adult. The higher skilled level player could then use Level 3 boards only while the lesser skilled person used level 1 boards for the whole game.

[0016] Another alternative which would add luck to the game would be to mix all levels of boards together and then pick from the top. This method would add the luck of getting an easy to complete board while another player may have a very difficult to complete board.

[0017] The above description of the game provides the details of the basic game invention. This does not preclude the other embodiments that may be carried out in other ways. The

invention is capable of other embodiments. Also it is to be understood that the phraseology and terminology employed herein are for the purpose of descriptions and should not be regarded as limiting.

[0018] As such, those skilled in the art will appreciate that the conception, upon which this disclosure is based, may readily be utilized as a basis for the designing of other structures, methods and systems for carrying out the several purposes of the present invention. It is important, therefore, that the claims be regarded as including such equivalent constructions insofar as they do not depart from the spirit and scope of the present invention.

[0019] It is therefore an object of the present invention to provide a new and improved game using individual boards and colored chips that require logic and a skill level to complete which has all the advantages of the prior art board and chip games and none of the disadvantages.

[0020] It is another object of the present invention to provide a new and improved individual board and chip game which may be efficiently manufactured and marketed.

[0021] An even further object of the present invention is to provide a new and improved individual board and chip game which is susceptible of a low cost of manufacture with regard to material and labor, and which accordingly is then susceptible of low prices of sale to the consuming public, thereby making such a game economically available to the buying public.

[0022] Another object of the present invention is to provide a game which could be established in software to be played in a like manner on a computer using a mouse, touch screen or other control to place chips on displayed boards.

[0023] Lastly, it is an object of the present invention to provide a new and improved individual board game with boards having 16 squares in a pattern of 4 rows, 4 columns and 4 quadrants and with some squares precolored to limit the marking of the other blank squares to only one possible pattern. The requirement being to have all 4 colors in each row, column and quadrant. The different precolored marking for each board makes it easier or more difficult to complete. Included are a plurality of red, green, blue and yellow chips that are positional on the blank squares to identify the color of these squares.

[0024] These together with other objects of the invention, along with the various features of novelty which characterize the invention, are pointed out with particularity in the claims annexed to and forming a part of this disclosure. For a better understanding of the invention, its operating advantages and the specific objects attained by its uses, reference should be had to the accompanying drawings and descriptive matter in which there is illustrated preferred embodiments of the invention.

DESCRIPTION OF THE PREFERRED EMBODIMENT

[0025] Specifically, the present invention includes several individual game boards, made from paper or cardboard, with a water resistant surfaces to increase the useful life. Each board has printed lines to divide it into 16 squares in a pattern of 4 by 4. Also each board is printed with wider lines around the outside and down the center in both the horizontal and vertical center to outline the quadrants. Each board will have different precolored squares that will allow only one possible arrangement of chips to meet the requirements of the game. These precolored spaces will vary on every board and some

will be placed and in a quantity to take less skill to complete than other boards. The present invention will group these boards into 3 groups and be identified by board color or a printed name designating each board as to its difficulty to complete by specifying the board as a Level 1, 2, or 3 with increased difficulty as the number increases.

[0026] Also included in the present invention is a plurality of circular chips made of a durable material, such as plastic, and colored to represent the 4 colors used in this invention and made a size that is compatible with the squares they will be placed on during the game.

[0027] Play begins by first shuffling or mixing the boards in each level group, game face down and placing the 3 stacks of boards of different levels on the table between players. The player to the left of the shuffler takes the top board from the Level 1 stack. The next player to the left takes the next board and so on until all players have a board. The shuffler asks if everyone is ready and if so says "Start". At this point each player turns his board over and must analyze his board or try to place chips on the board to accomplish the object of the invention which is to have all 4 colors represented in each row, column and quadrant. The first player to complete his board says "QUATRO" and places his board in the center of the table. The other players then have 15 seconds to examine the board for correctness. If another player thinks the board is not properly completed he can say "CHALLENGE" and point out the error. There can only be one challenger: that being the first player to say "challenge". If the player calling QUATRO is not challenged then he gets 1 point. If he is challenged and the challenge is valid then the challenger gets 1 point and the player calling QUATRO get nothing. If there is a challenge and the challenger is wrong and the caller of QUATRO was correct then the caller of QUATRO gets 2 points. The score is kept by one of the players by listing all players names across the top of a piece of paper and keeping a running total of each players score in a column under his name. This completes the first hand of the game.

[0028] The game continues by each player putting the first board aside and selecting a new board from the Level 1 pile starting with the next player to the left of the player that started first in the previous hand, and repeating the procedure as described above. This procedure is continued until a player has a score of 3 or more at which time he must select a board from the Level 2 pile while those with scores below 3 still select from the Level 1 pile. As players scores reach and exceed 3 they must then choose boards from the Level 2 pile. The game continues until a player's score reaches 6 at which time that player must then select boards from the Level 3 pile. The game is over when a player's score reaches 9 at which time that player is declared the winner of that game.

[0029] This invention is a game of logic and requires skill to complete the boards in a timely manner though just guessing and moving chips until the board is correctly filled will work, it is very beneficial to understand the logic in order to do well at the game, especially when using the most difficult boards.

[0030] With reference to FIG. 1, each board is laid out into 4 rows, 4 columns and 4 quadrants as previously detailed and named as a means of identifying areas of the board.

[0031] With reference to FIG. 2, 7 squares are predesignated as to their color on this particular board. The object of the game is for the player with this typical board to fill in the other squares with colored chips to represent the color by positioning said chip on a square. The present invention

requires that the placement of the chips be made so as to provide 4 different colors in each row, column and quadrant.

[0032] It should be understood that each board will have a different set and placement of precolored squares and therefore will use a different pattern of colored squares than this example. It should also be understood that these precolored squares will be laid out in a different pattern on each board so that the difficulty to complete the board will vary.

[0033] With respect to the above description then, it is to be realized that the optimum dimensional relationships for the parts of the invention, to include variations in size, material, shape, form, function and manner of operation, assembly and use, are deemed readily apparent and obvious to one skilled in the art, and all equivalent relationships to those illustrated in the drawings and described in the specifications are intended to be encompassed by the present invention.

[0034] Therefore, the foregoing is considered as illustrative only of the principles of the invention. Further, since numerous modifications and changes will readily occur to those skilled in the art, it is not desired to limit the invention to the exact construction and operation shown and described, and accordingly, all suitable modifications and equivalents may be resorted to, falling within the scope of the invention.

DESCRIPTION OF THE DRAWINGS

[0035] The invention will be better understood and objects other than those set forth above will become apparent when consideration is given to the following detailed description thereof. Such description makes reference to the annexed drawings wherein:

[0036] FIG. 1 is a view of a typical game board showing the horizontal row 1 represented by the letter (l). For clarity the other rows are not marked but should be understood to be rows 2, 3 and 4 progressing down the board from top to bottom below row 1. Also in this view is shown column 1, represented by the letter (m). Again for clarity the other 3 columns are not marked but should be understood to be columns 2, 3 and 4 respectively from left to right after column 1. A quadrant is a group of 4 squares in a 2x2 square pattern and the lower right quadrant is represented by the letter (n). Again only one quadrant is marked for clarity but there are 4 quadrants which are designated as (upper left), (upper right), (lower left) and (lower right) whose location should be obvious from their description.

[0037] FIG. 2 is a view of the preferred embodiment of a typical individual board, though every board will have different predesignated colored squares. This board has 7 predesignated colored squares: 2 red ones, squares (a) and (b), 2 blue ones, squares (c) and (d), 2 yellow ones, squares (e) and (f), and 1 green one, square (g). Also in this view is a stack of 4 red chips represented by the circles (h) with an R designating the color red. Also in this view is a stack of 4 green chips represented by the circles (i) with a G designating the color green. Also in this view is a stack of 4 blue chips represented by the circles (j) with a B designating the color blue. Also in this view is a stack of 4 yellow chips represented by the circles (k) with a Y designating the color yellow.

[0038] FIG. 3 is a view of the same board shown in FIG. 2 but after it is covered by chips placed in the correct pattern to meet the object of the game. It should be noted that all 4 colors are represented in each row, each column and each quadrant per the object of the game. This is the only possible pattern that meets the object of the game with the predesignated colors shown in FIG. 2.

[0039] The same reference letters refer to the same parts in FIG. 1, FIG. 2, and FIG. 3.

[0040] The logic to complete this particular board is as follows: Looking at the square marked item (a), which is premarked as red, it become obvious that no other square in row 1 can be red to satisfy the game requirements of 4 colors in each row. This being the case square (o) can not be red. This leave only one possible place for a red chip in the upper right quadrant and that is in square (p) since squares (c) and (e) are already precolored blue and yellow. Once this is known the remaining square (o) must be green to satisfy the game requirement of all 4 colors in each quadrant. Using this same logic squares (q) and (r) can not be green because there is already a green square in the first column. This leaves only square (s) that can be green in the upper left quadrant. The yellow square, item (e) in row 2 precludes that square (r) can not be yellow and therefore square (q) must be yellow. To complete the upper left quadrant square (s) must therefore be green to satisfy the requirement of all 4 colors in each quadrant. This logic has completed the upper 2 quadrants also specified as the upper 2 rows. Using this same logic in the lower half, square (t) must be yellow since there is already a yellow square in row 4 and this is the only square left outside of row 4 in the lower left quadrant. The remaining square in the lower left quadrant, item (u) must then be blue. Since each row must have all 4 colors then square (w) must be red and square (v) must be green, completing the board. This example demonstrates the advantage of using logic to complete the board and provides a good example of the intent of the present invention game.

What is claimed as being new and desired to be protected by Patent is as follows:

1. individual game boards having printed surfaces containing a large square divided into 16 smaller squares, in a 4x4 pattern. Using wider line widths these squares are subdivided into 4 quadrants of 4 squares each in a 2x2 pattern in each of the 4 corners of the large square. The result being: 4 columns of 4 squares, 4 rows of 4 squares and 4 quadrants of 4 squares. Some of the squares will be predesignated for color by being fully colored in red, green, blue or yellow. The remaining squares will remain blank (with no color) for the player to add chips which will then designate the color of that square with the object of the game being to color all squares so that all 4 colors are used in each row, column and quadrant.

2. The predesignated colored squares, in claim 1, will be such that only one possible pattern of colors can be used to complete the board correctly using the colored chips. The placement of predesignated colored squares and the quantity of predesignated colored squares will vary with each board so as to make some boards easier to complete than other boards and these boards will be grouped into 3 categories designated as Level 1, 2 and 3 with the difficulty of completion increasing with the level number.

3. The predesignated colored squares as in claim 2, whereas the pattern of colors has more than one possible solution.

4. The predesignated colored squares as in claim 1, whereas the 4 colors are any 4 colors

5. The predesignated squares as in claim 2, whereas the squares are identified by something other than colors; such as pictures of animals, cars, people or any symbols that distinguish 4 different items.

6. A plurality of red circular chips, a plurality of green circular chips, a plurality of blue circular chips and a plurality

of yellow circular chips for positioning on the blank squares of the individual board, provided in claim 1, by the game player. The object of the game being to place chips of different colors in the blank squares so that each row, column and quadrant has all 4 colors with no duplicate colors.

7. A plurality of chips as provided in claim 5, whereas the colors are any 4 colors.

8. A plurality of chips as provided in claim 5, whereas the chips are any shape.

9. A plurality of any 4 objects other than chips as provided in claim 5, to be used with and being compatible with the boards provided in claim 4, such as statuettes of animals, cars and etc.

10. Sheets such as pads of paper having the patterns provided in claim 1 printed on them to be used as expendable items and once marked by pen, pencil or other marking mechanism may be discarded.

11. The predesignated squares provided in claim 2 where the number of levels of difficulty is other than 3 and the means of identifying the levels is other than numeric.

12. The name of QUATRO as the game specified by any one or all of the claims above.

13. A game provided by software to be used on a computer with substantially the same effect as playing on printed boards as covered by one or more of the above claims.

14. A game where an individual plays alone but to establish a time to complete the game as claimed in all of the above claims. The object being to establish a better (shorter) time then any other individual player. This could be on boards or on a software program for computers.

15. A game played as described in the above claims where as when any players score reaches a certain amount he must then choose more difficult boards to complete while other players with less score will use easier boards to complete.

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