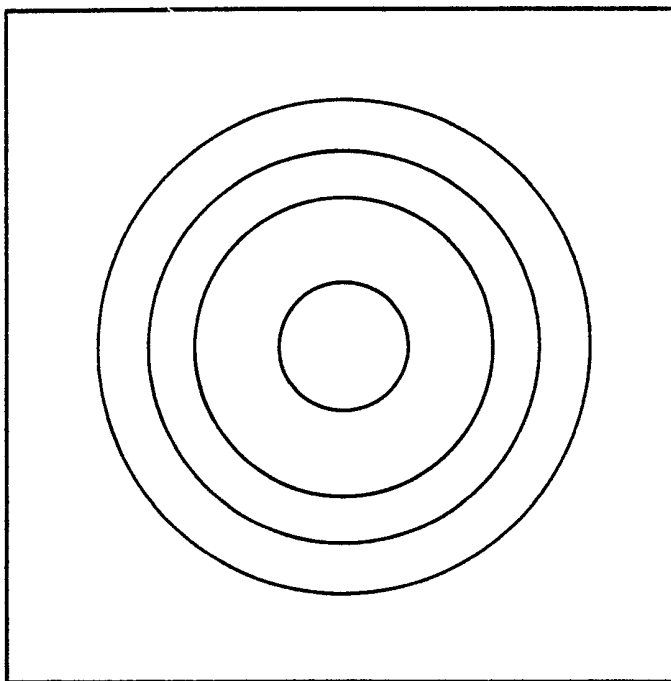


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| (72) Inventor<br>William McDonald   | (58) Field of search<br>UK CL (Edition J) A6H H23D H3A H3B1 H3C1 H3C2<br>H3C3 H3C4 H3C5<br>INT CL <sup>4</sup> A63F |
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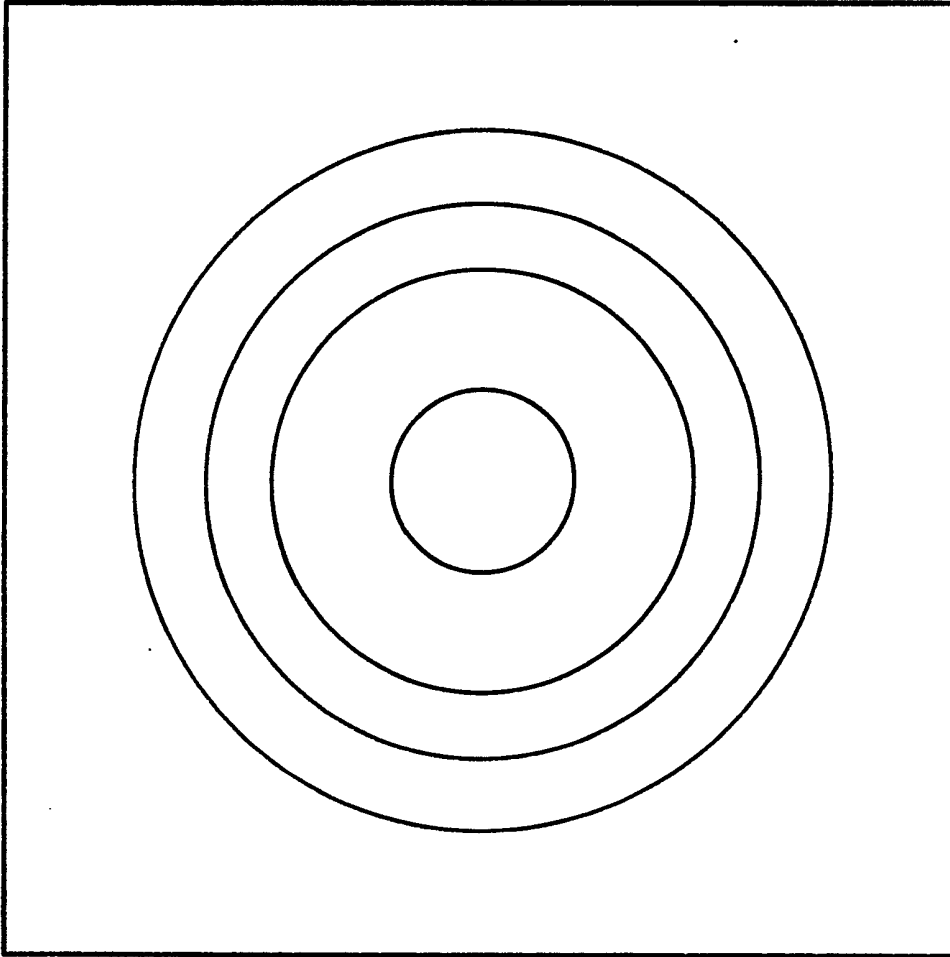
(54) Family board game

(57) The board for a race-type game comprises three concentric circles and one central target all individually coloured. Each circle is divided into unnumbered equal segments (96 in total, made up of 40 in the outer circle, 32 in the middle circle and 24 in the inner). Every player has an individual playing disc and a marker. Play on the board is clockwise and controlled by two dice. Only one throw of the dice is allowed per player in each round. To win, a player must move from the outer circle starting segment to the target. To move between circles, a player must throw a minimum set score after lapping the starting point in that circle. Failing this, the player has to lap the circle once more before trying again.

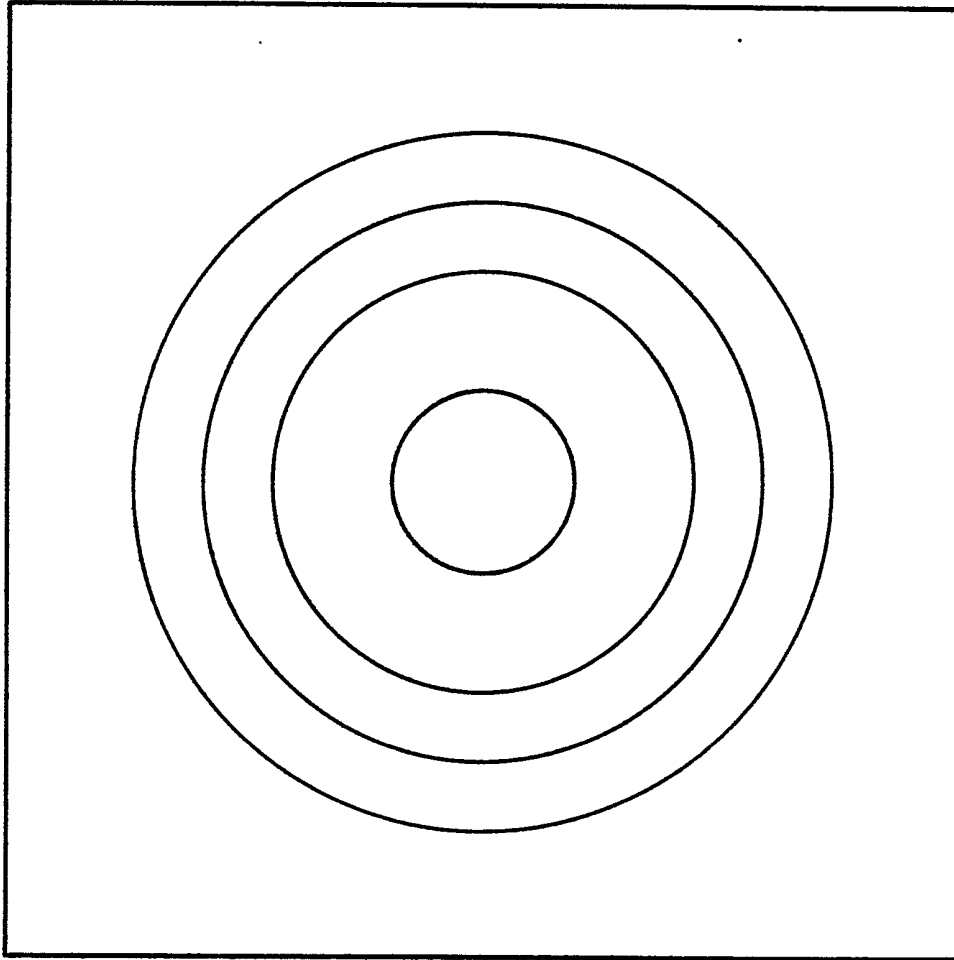
SCALE 1:4



1/2 SCALE 1:4



2/2 SCALE 1:4



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FAMILY BOARD GAME

Board Games are used for home entertainment and are usually played on a designed board with dice controlling the moves. In this game in order to move from outer circle to inner circle and then to the Target an element of chance is incorporated.

The Board comprises three circles divided into equal segments with a central Target. All radii are taken from the centre of the board. These give an outer circle of forty segments; a middle circle of thirty-two segments; an inner circle of twenty-four segments and the Central Target. Drawing 2/2 shows the circles and Target.

Each player has a marker and disc. To win a player has to move from outer circle to Target. Players take turns at throwing two dice with only one throw per player in each round. On starting in any circle each player selects and marks a segment in that circle. He then moves his disc clockwise round that circle from his chosen starting segment according to the throw of his dice. On his next turn after lapping his starting point the numbers thrown by the dice determine whether or not the player moves on to the next stage of the game. The minimum set scores to be thrown to move to the next stage are: Outer Circle 6, Middle Circle 7 and Inner Circle 8. If a player fails to throw the set score he is to lap the circle once more before trying again. The first player to reach the Target wins the game.

The board is 52 cm. square. Each of the circles is 2 cm. in width. The outer radii of the circles is: Outer 20.1 cm., Middle 16.28 cm. and Inner 12.46 cm. The Target has a radius of 5 cm.

The board is coloured green with Outer Circle blue, Middle Circle white, Inner Circle yellow and Target red with division lines being green. The segments are not numbered.

By accord or by throwing the dice before the game starts the players will decide who plays first. Highest score plays first if dice are used. Play proceeds clockwise.

C L A I M S

1. A Board Game with three concentric circles and one Target.
  
2. Movement between the circles and to the Target is regulated by minimum set scores for each circle from the throw of two Dice.

Amendments to the claims have been filed as follows

1. A coloured Board Game with three distinct concentric circles giving 96 unmarked equal segments and one Central Target.
2. A coloured Board Game as claimed in Claim 1 where movement between the Circles and to the Target is regulated by minimum set scores for each circle from the throw of two Dice.
3. A Board Game as shown in the drawing provided.

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