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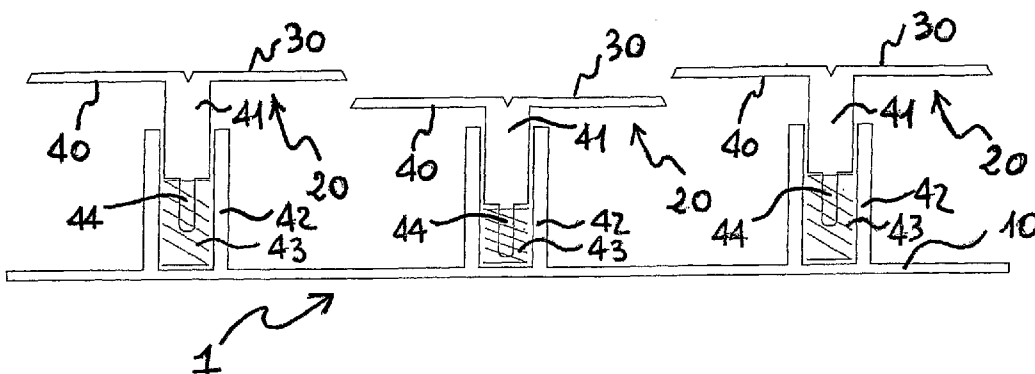
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(54) Title: GAME BASE FOR TABLE GAME



(57) Abstract: A game base (1) for a table game comprises a base structure (10), a plurality of elements (20) rotatably associated with the base structure (10) and defining respective game cells and engagement means (41, 42, 43) of the elements (20) with the base structure (10). The elements (20) are arranged on the base structure (10) in a condition of substantial surface alignment and mutual adjacency. The engagement means (41, 42, 43) comprise elastic means (43) operationally interposed between the elements (20) and the base structure (10) and activatable to pass from a first game configuration wherein the elements (20) are in a first position to a second game configuration wherein at least one element (20) is in a second position which is rotated with respect to said first position.



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Game base for table game**DESCRIPTION**

The present invention relates to a game base for a table game.

- 5 The invention also relates to a kit of parts to make a table game comprising the above-mentioned game base.

Various types of table games are known, wherein a game base (or board) and a plurality of accessory elements (such as, for example, pieces, dice, cards and/or
10 other) placeable and/or movable at will on the game base according to wished game strategies are used.

Table games are also known wherein the game base is composed of a plurality of game elements, or cells, differently placeable with respect to each other in
15 order to define different game configurations. In this case, the different game strategies are implemented either by timely placing the various game cells and by timely placing the accessory elements on the game cells.

20 The present invention is directed to the category of table games that require the use of a game base of the above-described type and relates, in particular, to a new game base which allows for making various game configurations depending on the different placing of
25 the elements that define the game cells.

The present invention relates, in a first aspect thereof, to a game base for a table game, comprising:

- a base structure;

30 - a plurality of elements rotatably associated with said base structure and defining respective game cells, each element of said plurality of elements being in a condition of mutual adjacency and substantial surface

alignment with at least another element of said plurality of elements;

- engagement means of at least one element of said plurality of elements with said base structure;

5 wherein said engagement means comprise elastic means operatively interposed between said at least one element and said base structure and activatable to pass from a first game configuration wherein said at least one element is in a first position to a second game
10 configuration wherein said at least one element is in a rotated position with respect to said first position.

Advantageously, the game base of the present invention allows going from one game configuration to another one by simply rotating at least one of the elements that
15 define the game cells (hereinafter such elements are also called: rotating elements). Even more advantageously, the transition from one game configuration to another one takes place in an extremely easy and immediate manner due to the use of
20 the elastic means appropriately interposed between the rotating elements and the base structure. In fact, the elastic means allow the player to act on the rotating element in order to move it from a position of mutual adjacency and substantial surface alignment with the
25 other rotating elements to a condition wherein the rotating element is on a different plane in relation to that of the other rotating elements and may therefore be rotated without modifying the position of the other rotating elements. The rotating element is then brought
30 back to the position of mutual adjacency and substantial surface alignment with the other rotating elements by the returning action of the elastic means, now however being rotated with respect to the starting position.

35 Preferably, said at least one rotating element is

removably associated with the base structure. Advantageously, it is thus possible to make different types of game with the same base structure, both for leisure and educational purposes, by simply replacing
5 the rotating elements with others having different surface graphics.

Preferably, the above-mentioned elastic means comprise a spring housed in a seat formed in at least one of said at least one element and said base structure, such
10 spring being activatable by acting on said at least one element. More preferably, the spring is a pressure spring. Advantageously, the shifting of the rotating element from the starting position of mutual adjacency and substantial surface alignment with the other
15 rotating elements to the intermediate position wherein it is possible to rotate it without modifying the position of the other rotating elements may therefore take place by simply pushing the rotating element from above with one finger.

20 In the preferred embodiment of the game base of the present invention, the above-mentioned seat is formed on the base structure and the rotating element comprises a thrust pin of the spring, such pin being slidingly associated with the above-mentioned seat.
25 Advantageously, the sliding coupling between the seat and the pin allows carrying out a guided shifting of the rotating element from the position of surface alignment with the other rotating elements to the above-mentioned intermediate position and vice versa.

30 Preferably, the thrust pin acts on an end turn of said spring.

Preferably, the rotating element comprises, on an upper face thereof, a plurality of predefined game areas and said game areas comprise at least one placing zone of
35 at least one accessory game element. The above-

mentioned game areas define the surface graphics of the rotating elements.

The accessory elements may be, for example, pieces, dice, cards and/or other.

- 5 The rotating elements are preferably of non-circular shape, in particular of polygonal shape, such as, for example, squared, rectangular, triangular, hexagonal shape, etc.

10 In the preferred embodiment of the game base of the present invention, the rotating elements are of hexagonal shape. In this case, the rotating elements are preferably seven in number, a first rotating element being centrally arranged and the other rotating elements being arranged around the central rotating
15 element so that each rotating element has at least one side portion adjacent to the central rotating element and to at least another rotating element.

Moreover, all the rotating elements preferably have the same shape, but the possibility of providing other
20 embodiments wherein the elements have different shapes is not excluded. Analogously, the base structure may have the same shape as the rotating elements or a different shape.

In the preferred embodiment of the game base of the
25 present invention, the rotating elements and also, preferably, the base structure, are made of plastic material, for example, by die-casting moulding. This allows ensuring desired lightness and cheapness features of the product. Alternative embodiments are
30 however foreseen wherein different material is used, such as, for example, metal or wood.

The game base of the present invention is further provided with, preferably, at least one seat for at least one collection tray of the accessory game

elements.

In a second aspect thereof, the invention relates to a kit of parts to make a table game, comprising a game base of the above-described type, a plurality of accessory game elements and a cover that may be associated with said game base.

The above-mentioned kit of parts defines, in particular, the minimum content of a table game box which comprises the game base described above with reference to the first aspect of the present invention.

Preferably, the kit of the present invention further comprises a plurality of sets of rotating element having different surface graphics. Advantageously, it is thus possible to use the same base structure to make different types of game, whether for leisure or educational purposes, by replacing the rotating elements with those of another set having different surface graphics, depending on the rules of the game that one wants to implement.

Preferably, the kit of the present invention further comprises a plurality of sets of accessory game element of a different type. Advantageously, it is thus possible to make different types of game by replacing the accessory game elements with those of another set, also in this case depending on the rules of the game that one wants to implement.

Further characteristics and advantages of the present invention will be more clear from the following detailed description, given in an exemplifying and non-limiting way, of a preferred embodiment thereof, given with reference to the accompanying drawings. In such drawings:

- figure 1 is a schematic side view of the game base of the present invention in a first operational

configuration;

- figure 2 is a schematic side view of the game base of the present invention in a second operational configuration;

5 - figure 3 is a schematic view from above of the game base of the present invention.

In such figures, a game base for a table game according to the present invention is indicated by 1. The game base 1 comprises a base structure 10 and a plurality of
10 elements 20 that define respective game cells. The elements 20 are, in particular, of hexagonal shape (figure 3) and are removably associated with the base structure 10 in order to be removed and replaced. Moreover, the coupling between the elements 20 and base
15 structure 10 is such that it allows the rotation of each element 20 around a rotation axis passing through the respective centre, as will be more clear hereinafter in the present description.

The base structure 10 shown in figure 3 is of circular
20 shape, but variations are provided wherein the base structure has a different shape, for example a squared or rectangular shape, or possibly equal to the shape of the elements 20.

Both the base structure 10 and the elements 20 are
25 preferably made of plastic material, by die-casting moulding.

In the specific embodiment of the present invention shown in the accompanying figures and in particular in figure 3, the elements 20 are seven in number and are
30 placed adjacently one to another, with a central element 20 and six side elements 20 arranged around the central element 20, each of the side elements 20 being at the side of one of the sides 21 of the central element 20. Each side 21 of the central element 20 is

thus adjacent and parallel to a side 22 of a respective side element 20. Each of the side elements 20 therefore has a side 22 adjacent and parallel to a respective side 21 of the central element 20, a side 23 adjacent and parallel to a side 23 of another one of the side elements 20, a side 24 adjacent and parallel to a side 24 of yet another one of the side elements 20, while the other three sides 25 thereof are oriented outwardly, that is they are not adjacent to any element 20.

The number of elements 20 may however be different from seven and may somewhat be correlated to the shape of the elements 20.

The elements 20 have an upper face 30 and a lower face 40 (figures 1 and 2).

On the upper face 30 of each element 20, a pattern is drawn that defines, possibly in combination with the patterns drawn on the upper faces 30 of the other elements 20, the graphics of the game.

On the faces 20, specific game areas may be provided which may, in turn, comprise specific placing zones of accessory game elements such as, for example, pieces, dice, cards and/or other.

For example, referring to the graphics depicted in figure 3, by simply tracing on the game base 1 the three diagonals that join the opposite vertices of each element 20, 42 game cells are defined, 6 per each element 20, each cell having the shape of an equilateral triangle.

On the lower face 40 of each element 20, a pin 41 is formed that is slidably housed in a respective cylindrical seat 42 formed on the base structure 10. The pin 41 rests on the upper turn of a compression spring 43 housed inside the cylindrical seat 42. In the

specific embodiment shown in figures 1 and 2, the pin has a shank 44 that extends longitudinally inside the spring 43.

5 The game base 1 of the present invention may be provided with one or more seats (not shown) for the housing of respective collection trays of the accessory game elements. Such seats may be provided alongside the side elements 20, for example in the zones 100 defined between two outer sides 25 of two respective side
10 elements 20.

Various sets of elements 20 having different surface graphics and various sets of accessory elements of a different type may be provided, so as to be capable of changing the type of game depending on the rules of the
15 game that one wants to implement with the game base 1.

A cover is then provided (not shown), adapted to be associated with the game base 10 to make the game box.

In a game configuration such as that shown in figure 2, the upper faces 30 of the elements 20 are all aligned
20 so as to define a substantially flat game surface. In this game configuration, the springs 43 are in a rest condition.

To pass from the game configuration of figure 1 to a different game configuration wherein an element 20 is
25 rotated with respect to the position of figure 1, pressure is exerted with a finger on the central part of the element 20 that one wants to rotate (in figure 1, the central element 20). In this way, the respective spring 43 of the element 20 that one wants to rotate is
30 pressed and the upper face 30 of such element 20 is shifted downward in order to be placed at a lower plane with respect to that on which the faces 30 of the adjacent elements 20 lie (figure 1). It is possible in this position to rotate the element 20 around the

respective rotation axis without modifying the position
of the adjacent elements 20. Releasing then the element
20 from the pressure exerted with the finger, the
spring 43 pushes such element 20 upward bringing its
5 upper face 30 back to the alignment position with the
upper faces 30 of the adjacent elements 20. A new game
configuration is achieved in this way, which differs
from the initial one in that the central element 20 is
in a rotated position with respect to the previous
10 position.

Obviously, one skilled in the art will understand that
it is possible to provide a number of variations and
alternative embodiments, while still remaining within
the scope of the invention defined in the following
15 claims.

CLAIMS

1. Game base (1) for table game, comprising:
- a base structure (10);
 - a plurality of elements (20) rotatably associated with said base structure (10) and defining respective game cells, each element (20) of said plurality of elements being in a condition of mutual adjacency and substantial surface alignment with at least one other element (20) of said plurality of elements;
 - engagement means (41, 42, 43) of at least one element (20) of said plurality of elements with said base structure (10);
- wherein said engagement means (41, 42, 43) comprise elastic means (43) operatively interposed between said at least one element (20) and said base structure (10) and activatable to pass from a first game configuration wherein said at least one element (20) is in a first position to a second game configuration wherein said at least one element (20) is in a rotated position with respect to said first position.
2. Game base (1) according to claim 1, wherein said elements are removably associated with said base structure.
3. Game base (1) according to claim 1 or 2, wherein said elastic means comprise a spring (43) housed in a seat (42) formed in at least one of said at least one element (20) and said base structure (10), said spring (43) being activatable by acting on said at least one element (20).
4. Game base (1) according to claim 3, wherein said spring (43) is a compression spring.
5. Game base (1) according to claim 4, wherein

said seat (42) is formed on said base structure (10) and said at least one element comprises a thrust pin (41) of said spring (43), said pin (41) being slidably associated with said seat (42).

5 6. Game base (1) according to claim 5, wherein said thrust pin (41) acts on an end turn of said spring (43).

10 7. Game base (1) according to any one of the previous claims, wherein said at least one element (20) comprises, on an upper face (30) thereof, a plurality of predefined game areas.

8. Game base (1) according to claim 7, wherein said game areas comprise at least one placing zone of at least one accessory game element.

15 9. Game base (1) according to any one of the previous claims, wherein said at least one element (20) is of a non-circular shape.

10. Game base (1) according to claim 9, wherein said at least one element (20) is of a polygonal shape.

20 11. Game base (1) according to claim 10, wherein said at least one element (20) is of a hexagonal shape.

12. Game base (1) according to any one of the previous claims, wherein all of said elements (20) have the same shape.

25 13. Game base (1) according to any one of the previous claims, wherein said base structure (10) has the same shape as that of said at least one element (20).

30 14. Game base (1) according to any one of the previous claims, wherein said elements (20) are made of plastic material.

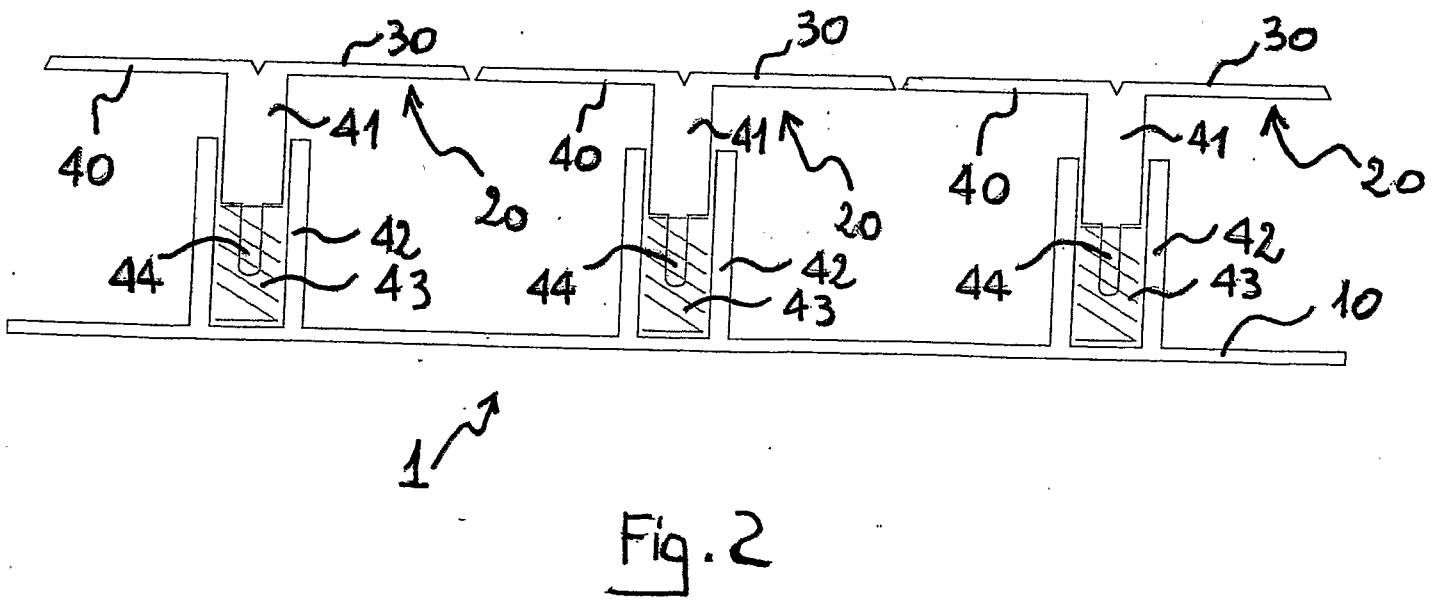
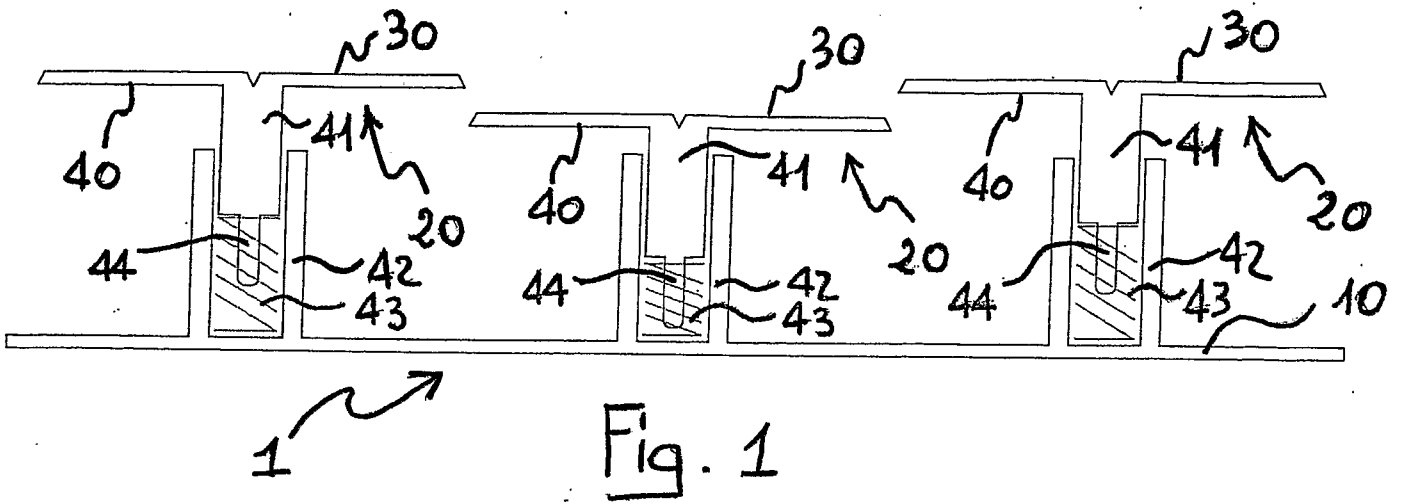
15. Game base (1) according to claim 14, wherein said elements (20) are made by die-casting moulding.
16. Game base (1) according to any one of the previous claims, wherein said base structure (10) is
5 made of the same material as said elements (20).
17. Game base (1) according to claim 11, wherein said elements (20) are seven in number, a first element (20) being centrally arranged and the other elements (20) being arranged around said first element (20) so
10 that each element (20) has at least one side portion (22, 23, 24) adjacent to said first element (20) and to at least another element (20).
18. Game base (1) according to any one of the preceding claims, further comprising at least one seat
15 for at least one collection tray of accessory game elements.
19. Kit of parts to make a table game, comprising a game base (1) according to any one of the previous claims, a plurality of accessory game elements and a
20 cover associable with said game base (1).
20. Kit of parts according to claim 19, further comprising a plurality of sets of elements (20) having different surface graphics.
21. Kit of parts according to claim 18 or 19,
25 comprising a plurality of accessory game elements of a different type.

AMENDED CLAIMS**Received by the International Bureau on 31 May 2007 (31.05.07)**

1. Game base (1) for table game, comprising:
- a base structure (10);
 - a plurality of elements (20) associated with said
5 base structure (10) and rotatable around respective
vertical axis, said elements (20) having a non-circular
shape and defining respective game cells, each element
(20) of said plurality of elements being in a condition
of mutual adjacency and substantial surface alignment
10 with at least one other element (20) of said plurality
of elements;
 - engagement means (41, 42, 43) of at least one element
(20) of said plurality of elements with said base
structure (10);
- 15 wherein said engagement means (41, 42, 43) comprise
elastic means (43) operatively interposed between said
at least one element (20) and said base structure (10)
and activatable to pass from a first game configuration
wherein said at least one element (20) is in a first
20 position to a second game configuration wherein said at
least one element (20) is in a rotated position with
respect to said first position, wherein in said first
and second game configurations rotation of each element
(20) of said plurality of elements (20) around the
25 respective vertical axis is prevented by the adjacent
elements (20) of said plurality of elements (20), this
rotation being permitted when said element (20) is
moved to a different plane in relation to that of the
other elements (20) during transition from said first
30 game configuration to said second game configuration.
2. Game base (1) according to claim 1, wherein
said elements are removably associated with said base
structure.

3. Game base (1) according to claim 1 or 2, wherein said elastic means comprise a spring (43) housed in a seat (42) formed in at least one of said at least one element (20) and said base structure (10),
5 said spring (43) being activatable by acting on said at least one element (20).
4. Game base (1) according to claim 3, wherein said spring (43) is a compression spring.
5. Game base (1) according to claim 4, wherein
10 said seat (42) is formed on said base structure (10) and said at least one element comprises a thrust pin (41) of said spring (43), said pin (41) being slidably associated with said seat (42).
6. Game base (1) according to claim 5, wherein
15 said thrust pin (41) acts on an end turn of said spring (43).
7. Game base (1) according to any one of the previous claims, wherein said at least one element (20) comprises, on an upper face (30) thereof, a plurality
20 of predefined game areas.
8. Game base (1) according to claim 7, wherein said game areas comprise at least one placing zone of at least one accessory game element.
9. Game base (1) according to any of the previous
25 claims, wherein said at least one element (20) is of a polygonal shape.
10. Game base (1) according to claim 9, wherein said at least one element (20) is of a hexagonal shape.
11. Game base (1) according to any one of the
30 previous claims, wherein all of said elements (20) have the same shape.
12. Game base (1) according to any one of the

- previous claims, wherein said base structure (10) has the same shape as that of said at least one element (20).
- 5 13. Game base (1) according to any one of the previous claims, wherein said elements (20) are made of plastic material.
14. Game base (1) according to claim 13, wherein said elements (20) are made by die-casting moulding.
- 10 15. Game base (1) according to any one of the previous claims, wherein said base structure (10) is made of the same material as said elements (20).
- 15 16. Game base (1) according to claim 10, wherein said elements (20) are seven in number, a first element (20) being centrally arranged and the other elements (20) being arranged around said first element (20) so that each element (20) has at least one side portion (22, 23, 24) adjacent to said first element (20) and to at least another element (20).
- 20 17. Game base (1) according to any one of the preceding claims, further comprising at least one seat for at least one collection tray of accessory game elements.
- 25 18. Kit of parts to make a table game, comprising a game base (1) according to any one of the previous claims, a plurality of accessory game elements and a cover associable with said game base (1).
19. Kit of parts according to claim 18, further comprising a plurality of sets of elements (20) having different surface graphics.
- 30 20. Kit of parts according to claim 17 or 18, comprising a plurality of accessory game elements of a different type.



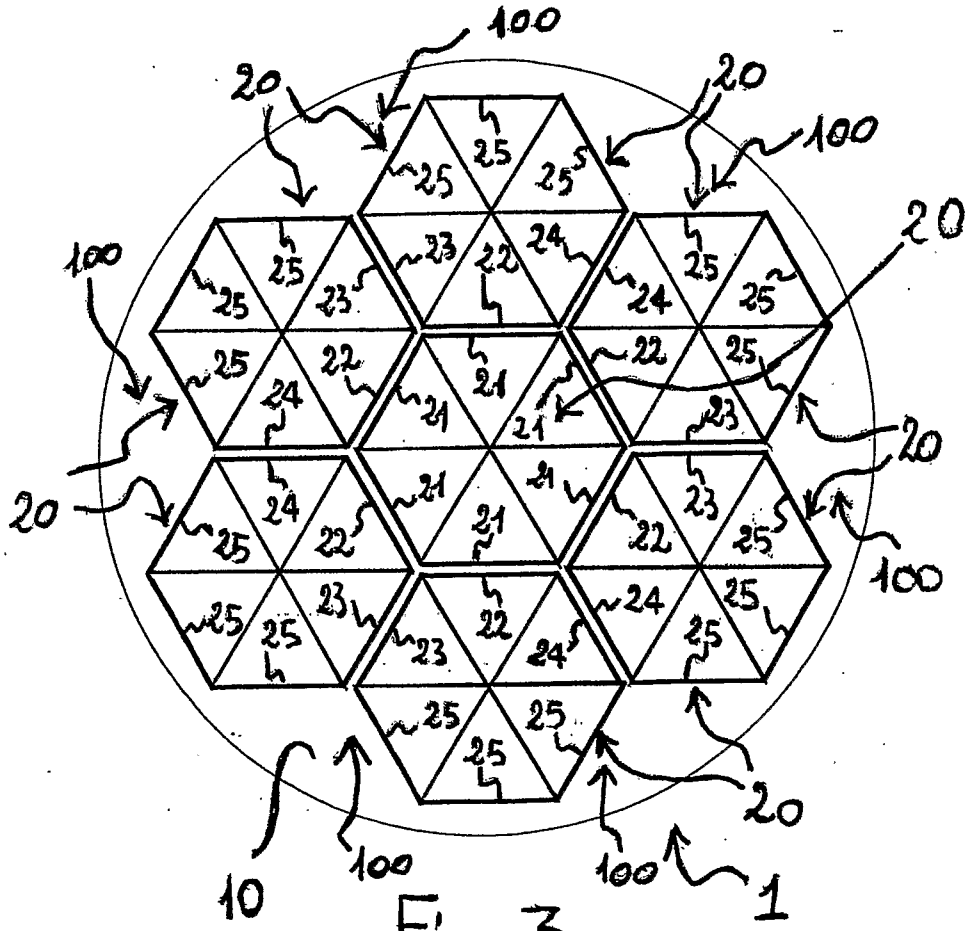


Fig. 3

INTERNATIONAL SEARCH REPORT

International application No
PCT/IT2006/000814

A. CLASSIFICATION OF SUBJECT MATTER INV. A63F3/00		
According to International Patent Classification (IPC) or to both national classification and IPC		
B. FIELDS SEARCHED		
Minimum documentation searched (classification system followed by classification symbols) A63F		
Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched		
Electronic data base consulted during the international search (name of data base and, where practical, search terms used) EPO-Internal, WPI Data		
C. DOCUMENTS CONSIDERED TO BE RELEVANT		
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Y	claims 1-5; figures 1-7	3-6, 11, 15, 18-21
X	----- GB 2 250 445 A (HOLROYD THOMAS HARRY) 10 June 1992 (1992-06-10)	1, 2, 7-10, 12-14, 16, 17
Y	page 7 - page 8; figures 1-3	3-6, 11, 15, 18-21
X	----- GB 2 275 618 A (RANSOM MICHAEL WILLIAM [GB]) 7 September 1994 (1994-09-07) abstract; figure 1	1
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<input checked="" type="checkbox"/> Further documents are listed in the continuation of Box C. <input checked="" type="checkbox"/> See patent family annex.		
* Special categories of cited documents :		
A document defining the general state of the art which is not considered to be of particular relevance	*T* later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention	
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L document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)	*Y* document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art.	
O document referring to an oral disclosure, use, exhibition or other means	*&* document member of the same patent family	
P document published prior to the international filing date but later than the priority date claimed		
Date of the actual completion of the international search	Date of mailing of the international search report	
28 March 2007	05/04/2007	
Name and mailing address of the ISA/ European Patent Office, P.B. 5818 Patentlaan 2 NL - 2280 HV Rijswijk Tel. (+31-70) 340-2040, Tx. 31 651 epo nl, Fax: (+31-70) 340-3016	Authorized officer Shmonin, Vladimir	

INTERNATIONAL SEARCH REPORT

International application No
PCT/IT2006/000814

C(Continuation). DOCUMENTS CONSIDERED TO BE RELEVANT		
Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
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INTERNATIONAL SEARCH REPORT

Information on patent family members

International application No PCT/IT2006/000814

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