Aug. 6, 1968 P. M. GARANGIOTIS 3,395,922

GAME APPARATUS WITH A GAME BOARD, MARBLES, AND CARDS

Filed Aug. 9, 1965 2 Sheets-Sheet 1

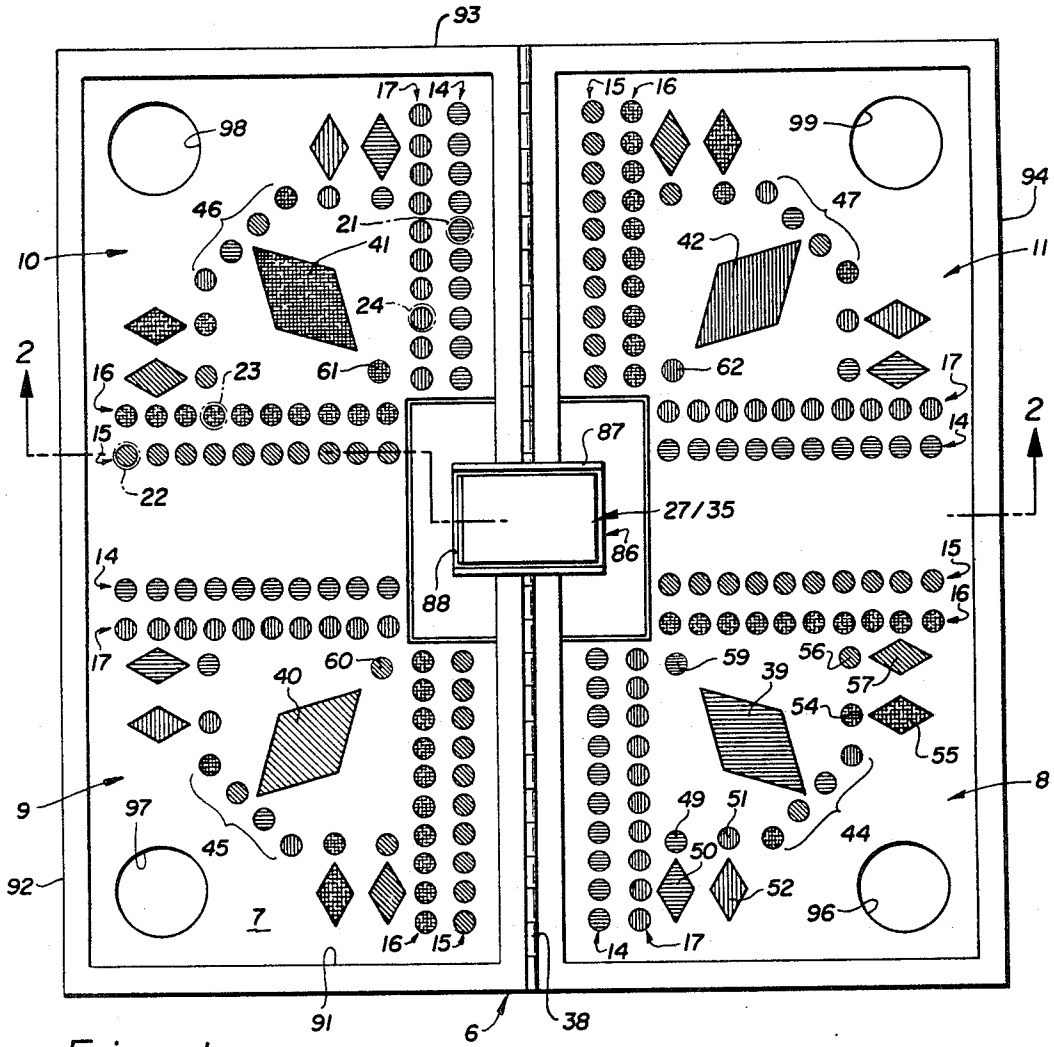


Fig. 1

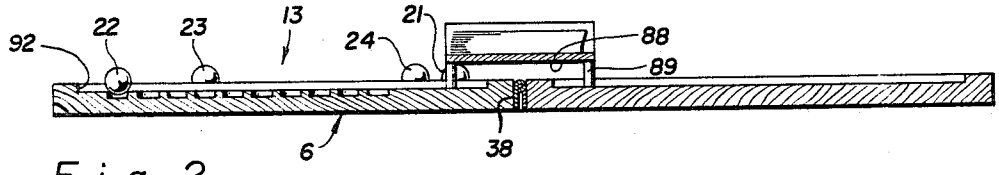


Fig. 2

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GAME APPARATUS WITH A GAME BOARD, MARBLES, AND CARDS

Filed Aug. 9, 1965 2 Sheets-Sheet 2

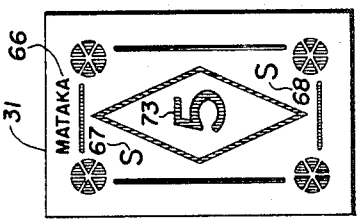


Fig. 7

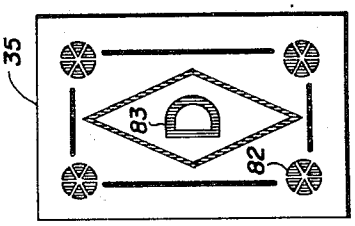


Fig. 11

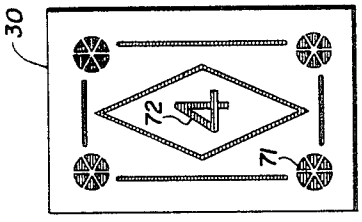


Fig. 6

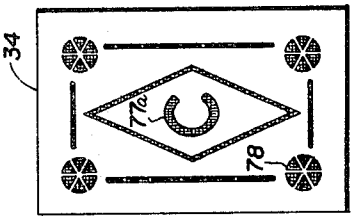


Fig. 10

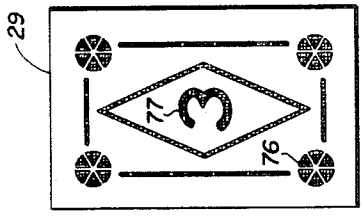


Fig. 5

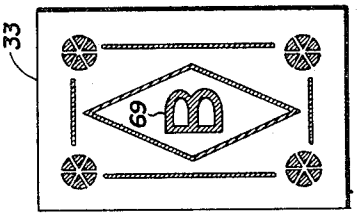


Fig. 9

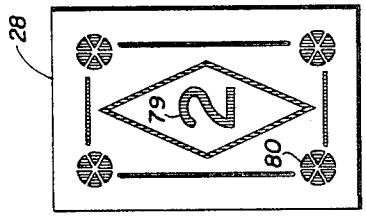


Fig. 4

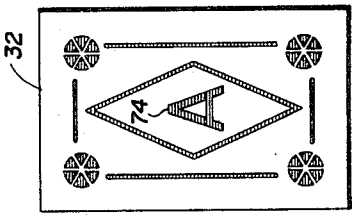


Fig. 8

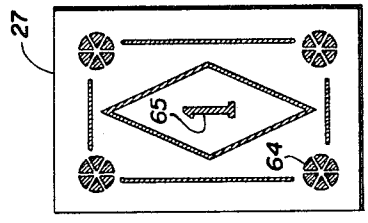


Fig. 3

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GAME APPARATUS WITH A GAME BOARD, MARBLES, AND CARDS

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1 Claim. (Cl. 273—134)

ABSTRACT OF THE DISCLOSURE

A game apparatus comprising a board having a plurality of separate playing areas, each area being provided with a marble-receiving recesses arranged in rows of different colors, at least one marble for each row of the same color as the corresponding row, and a deck of cards for controling the movement of said marbles along said rows, there being a group of cards in said deck for each of the row colors on said board, the cards in each group bearing indicia of a particular color and designating different numbers of recesses.

The present invention relates to intellectual games which are played with cards which control the movement of objects on a game board.

An object of the present invention is to provide a novel game apparatus.

Another object of the present invention is to provide an intellectual game which may be played by two or more persons and has a wide range of interest for young children as well as adults.

Still another object is to provide a game of the character described having a minimum number of parts; which is inexpensive to manufacture, distribute and sell; yet is attractive in appearance.

The invention possesses other objects and features of advantage, some of which will be set forth in the following description of the preferred form of the invention which is illustrated in the drawings accompanying and forming part of this specification. It is to be understood, however, that variations in the showing made by the said drawings and description may be adopted within the scope of the invention as set forth in the claims.

With reference to said drawings (two sheets):

FIGURE 1 is a top elevation of a game board constructed in accordance with the present invention.

FIGURE 2 is a cross section of the board taken substantially along the line 2—2 in FIGURE 1.

FIGURES 3 through 11 are top plan views of playing cards constructed in accordance with the present invention.

The game apparatus of the present invention consists briefly of a body member **6** having a top surface **7** divided into a plurality of player areas **8, 9, 10** and **11**; the body member being formed with a plurality of stations **13** divided equally among the areas; the stations of each area being identically further subdivided into series of stations **14, 15, 16** and **17** in which each station within a series has matching characteristics and each series of stations has distinguishing characteristics from each other series of stations; a plurality of playing pieces **21, 22, 23** and **24** equally divided among the areas with each area having at least one piece for registration with each series of stations; and a plurality of playing cards **27, 28, 29, 30, 31, 32, 33, 34** and **35** for playing on the top surface which are generally divided into the same number of groups as there are series of stations, these groups having a common characteristic for identity with one of the series of stations and the cards bearing numbers or letters for controlling the movement of the pieces.

The body member or playing board is made of wood

or plastic and has a generally planar surface. The board may be in one piece or hinged as shown by piano type hinges **38**. The board may have any peripheral shape but a square shape is most suitable when constructed for four persons. The stations as at **13** may be holes, depressions or indentations in the board itself or the depressions may be formed by a multilayered board in which the top board is formed with holes and the bottom layer is solid. The stations may be circular or any other shape.

The playing board is divided into a number of player areas corresponding to the maximum number of persons for which the game is designed. Preferably the board is divided into quarters thus permitting up to four persons to play the game at one time.

Each player area is marked with a distinguishing symbol here shown as a blue diamond symbol **39**, a green diamond symbol **40**, a yellow diamond symbol **41**, and a red diamond symbol **42**.

The color symbols as seen in FIGURE 1 are to be interpreted as viewed from the bottom of the sheet.

Preferably the series of stations are distinguished by color; series **14** being blue, series **15** being green, series **16** being yellow, and series **17** being red. Each series has one station which is set apart from the geometric pattern so as to form a starting line. The starting lines here shown consist of lines of different colored sockets. The starting line for the blue playing area is designated generally by the number **44**; the green area by the number **45**; the yellow playing area by the number **46**; and the red playing area by the number **47**.

The majority of the stations are arranged in geometric patterns consisting of straight lines. As here shown each series has ten stations in a straight line. These lines may be arranged at any angle and are here shown as pairs of parallel lines converging to form a right angle with its intersection near the center of the board for each playing area. Each of these lines is known as a "playing line."

Each series of stations further includes a station set apart from the straight line and apart from the stations designated as the "starting line." These stations may be designated as "winning spots" and are preferably set apart by a colored geometric symbol. These "winning spots" for the blue player area are here shown as a blue station **49** adjacent to a blue diamond **50**, a red station **51** adjacent to a red diamond **52**, a yellow station **54** adjacent to a yellow diamond **55** and a green station **56** adjacent to a green diamond **57**. Each playing area of the board has similar "winning spots" arranged in an identical pattern but they are not here further described for purposes of brevity.

Each player area may have another station or socket characterized by color or other indicia similar to the color or indicia here shown as diamonds **39–42**. Thus, the blue player area has a blue station **59**, adjacent to the blue diamond; the green player area has a green station **60** adjacent the green diamond; the yellow player area has a yellow station **61** adjacent the yellow diamond and the red player area has a red station **62** adjacent the red diamond. Stations **59–62** are sometimes known as the "Mataka spot."

The playing pieces are designed to register with at least one series of stations, and may be of any shape which will register with the stations. Preferably the pieces are glass or plastic marbles having different colors so that the blue marble **21** matches the blue stations **14**, the green marble **22** matches the green stations **15**, the yellow marble **23** matches the yellow stations **16**, and the red marble **24** matches the red stations **17**. Each player is given four different colored marbles which are initially placed on the "starting line." The yellow marble, for example, moves from the "starting line" to the "playing line" at the station

adjacent the edge of the board and moves toward the center of the board. After moving entirely along the "playing line" the mable is moved to the "winning spot" **54**.

Each player is given a fifth marble having a color corresponding with the diamond in his playing area. This piece is known as a "Mataka ball" and is placed at the "Mataka spot."

The playing cards may be made of heavy paper or plastic; the size of the cards should be convenient for holding in one's hand. Each card is designated by a number and a color or a letter and a color. The number of cards and the number of letters or numbers on the cards may vary but in the preferred form of the game there are 40 cards. In FIGURE 3, card **27** is lined for the color green in a geometric pattern **64** and bears the number "1" as designated by the number **65**. There are ten green cards as follows: two cards bearing the digit 1, two cards bearing the digit 2, two cards bearing the digit 3, two cards bearing the digit 4, one card bearing the digit 5, a word **66** (Mataka) and additional letters **67** and **68** here consisting of the letter "S," and a card bearing a letter **69** here shown as the letter "B" and shown in FIGURE 9.

There are ten blue cards **30**, nine of which, as generally shown in FIGURE 6, have a colored symbol **71** and a number **72**. There are two cards bearing the digit 1, two cards bearing the digit 2, two cards bearing the digit 3, two cards bearing the digit 4, and one card bearing the digit 5 and the word Mataka. The blue series would also have a card as shown in FIGURE 8 bearing a letter **74** here shown as the letter "A."

In like manner there are ten yellow cards, nine of which, as generally shown in FIGURE 5, consist of a yellow symbol **76** and a number **77**. The yellow series consists of two cards having a 1 digit, two cards having a 2 digit, two cards having a 3 digit, two cards having a 4 digit, and one card having a 5 digit and the word Mataka. A card bearing a letter *77a* here shown as the letter "C" and a yellow symbol **78** as shown in FIGURE 10 completes the set.

In like manner there are ten red cards, nine of which bear a number **79** as shown in FIGURE 4 and a symbol **80**. There are two cards having a 1 digit, two cards having a 2 digit, two cards having a 3 digit, two cards having a 4 digit, and one card having a 5 digit and the word Mataka. In addition there is one card as shown in FIGURE 11 having a red symbol **82** and a letter **83**, here shown as the letter "D."

The playing cards may be conveniently held in a stacked condition by a removable tray **86** having upstanding side members as at **87**, a bottom **88** and legs **89**. The tray is dimensioned so that the cards may lie in a horizontal plane on the bottom **88**.

The rules of the game may of course be varied and a preferred set of rules is here set forth for purposes of illustration. To start the game, the deck of cards is shuffled and the player to the right cuts. The cards are dealt successively to the players face up until one person receives the card bearing the letter "A." This player becomes the "dealer." The board is rotated so that the "dealer" plays on the area designated by the blue diamond. The dealer moves his blue marble from the "starting line" to the fifth station on the blue "playing line." The player to the left of the dealer plays on the area designated by the green diamond and moves his green marble from the "starting line" to the fourth station on the green "playing line." This player becomes the "B" player, whereas the dealer becomes the "A" player.

If there is a third player, he assumes the position behind the area designated by the yellow diamond and moves his yellow marble to the third station on the yellow "playing line." This player becomes the "C" player. If there is a fourth player, he assumes the position behind the red diamond and moves his red marble from the "starting line" to the second station on the red "playing line."

The play is begun by the dealer shuffling the cards and the player to the right cutting them. The dealer then gives each player five cards face down.

If there are four players then they play "partners" with players "A" and "C," and "B" and "D" becoming partners. The player to the left of the dealer is the first to play and does so by laying down one card on the diamond matching the color of the card he plays. He then moves his or another's marble according to the color and number of the card played.

The cards numbered 1, 2, 3 and 4 govern the movement of the marbles as follows: a player moves his marble corresponding to the card color the number of spaces indicated on the card. If an enemy has a matching colored marble "in play," the player may move the enemy backwards a number of spaces according to the card played. The enemy may not be moved backward if that particular marble has reached the "winning spot" for that color. A player may split his play by moving the enemy backward and his own marble forward. If a player has his corresponding colored marble in the "winning spot," he may advance his partner's marble which corresponds with the color of the card played.

The player who plays a card designated "Mataka" S/5/S may move as follows: the player may move his own correspondingly colored marble forward 5 spaces. As an alternate move, he may move his partner's correspondingly colored marble forward 5 spaces. He may split his move between his partner and himself by moving both corresponding marbles a total of 5 spaces. He may as a further alternative move any colored marble of an enemy backwards 5 spaces, or he may split his move between a partner, an enemy and his own marble.

The cards bearing a letter control the movement of marbles as follows: the player must first determine which particular player matches the color of the lettered card to be played and then he may move that player's marble corresponding to the color of the card played forward if he is a partner or it is his own marble; backward if it is an enemy. The number of spaces moved is determined by the letter on the card as follows: The "A" card entitles the player to move a marble five stations; the "B" card moves four stations; the "C" card moves three stations, and the "D" card moves two stations.

The object of the game is for each player to attempt to get all four marbles that he is playing to the respective "winning spots" before any other player. He is then declared a "winner" and he is then entitled to try for a "double win."

When a person decides to try for a "double win," his object is to move his marble from the "Mataka spot" to the line, thence along the line and back to the "Mataka spot" before any enemy can move all four of his marbles to the "winning spot." It is to be noted that when a player tries for a "double win" the cards are shuffled and redealt but every player leaves his marbles in the positions they were in at the time the "win" was declarde.

When each player has played all of his five cards, the dealer picks up the stack from the card tray and deals each player an additional five cards. The play continues and cards are redealt until all of the cards of the stack from the tray are dealt. At this point, the cards played are picked up, reshuffled and dealt as before. The "deal" passes to the left after all of the cards are played or one person declares himself to be a "winner."

There are some special rules for a player trying for a "double win" as follows: a person trying for a "double win" can move his partner or himself forward as determined by the cards played, but he cannot move an enemy backwards.

Other general rules are as follows: when a player reaches a "winning spot" with a marble, an enemy cannot push that marble backwards. When a player has a card in his hand which cannot move a marble by the logic set forth in the previous rules, the card is played without any movement of any marble and the next player plays.

It has been found that greater enjoyment is obtained from playing the game, particularly by younger players, if the cards are laid down on the corresponding colored diamond as the cards are played. Thus a green colored card would be played on the green diamond **40**, a yellow card on the yellow diamond **41**, etc. The stations are arranged so that a card receiving area is formed which has a colored symbol such as a diamond.

Where marbles are used it is desirable to form an upstanding rim surrounding the playing board as at **91**, **92**, **93** and **94** so that the marbles do not accidentally roll from the board.

It may be seen from a study of the above rules that a sophisticated player may gain an advantage by noting the color and number of each card played in order to aid him in plotting his moves. Thus the game is a good memory training device and a challenge to adults. The rules may be simplified for younger children, and any child who can count to five and can distinguish four colors is capable of playing and enjoying the game. The game moves very fast with a great deal of action and excitement for persons of all ages.

If desired, glass holding sockets **96**, **97**, **98** and **99** may be provided at the corners of the board.

I claim:

1. A game apparatus comprising:

a body member having a top surface divided into four playing areas each having a distinguishing colored symbol;

said body member being formed with a plurality of marble receiving sockets divided equally among said areas;

said sockets of each area being identically further subdivided into four series of sockets in which all sockets within a series are of the same color and each series of sockets bears a different one of the colors of said symbols at said player areas;

said sockets of each series being arranged to form a geometric pattern with two sockets from each series spaced from said pattern;

a plurality of colored marbles dimensioned for registration with said sockets and equally divided among said areas with each player area having at least one marble for each series of sockets, the colors of said marbles matching those of the corresponding series of sockets;

each of said player areas having a socket spaced geometrically apart from all said other series of sockets of the area in which it is located; and

a plurality of playing cards for playing on said top surface and being divided into four groups, each group having a color matching one of said series and said cards bearing numbers or letters for controlling the movement of said marbles.

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