The board game includes a playing surface with distinctly defined rows. Twelve playing elements divided between the rows, wherein three playing elements are positioned within a first row, four playing elements are positioned within a second row and five playing elements are positioned within a third row, etc. The game is played by two players, each alternating to remove any number of playing elements positioned in any one row. The player who removes the last playing element is either declared a winner or a looser.
BOARD GAME AND METHOD OF PLAY

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] This application is related to and claims priority from Provisional Patent Application Ser. No. 60/673,439 filed Apr. 21, 2005. This application is closely related to co-pending U.S. patent application Ser. No. _______ entitled “Computer Game”, filed concurrently herewith. The disclosure of this co-pending application is incorporated herein by reference thereto.

FIELD OF THE INVENTION

[0002] The present invention relates, in general, to a board game and, more particularly, this invention relates to a board game and method utilizing a strategic removal or placement of playing elements for scoring.

BACKGROUND OF THE INVENTION

[0003] Games involving strategic moving or positioning playing elements on a playing board are well known in the art. U.S. Pat. No. 3,743,293 to Chodorov et al; U.S. Pat. No. 4,138,120 and U.S. Pat. No. 4,456,261 both to Daitzman; U.S. Pat. No. 4,512,584 to Propsom and U.S. Pat. No. 6,592,124 to Van Hessen disclose various types of board games. However, as it is generally known, board game enthusiasts are continuously looking for new challenges as they excel in presently available board games.

SUMMARY OF THE INVENTION

[0004] According to one embodiment, the present invention provides a board game that includes a playing surface and a predetermined plurality of playing elements positioned on the playing surface in a plurality of rows. The predetermined plurality of playing elements are divided between the plurality of rows, wherein a difference between a number of playing elements positioned in any two adjacent rows is equal to one playing element.

[0005] According to another embodiment of the instant invention, there is provided a method of playing a board game by two players. The method includes the steps of positioning a plurality of playing elements on a surface in a plurality of rows. Dividing such predetermined plurality of playing elements between the plurality of rows according to a preselected pattern. Then a first player, selected to start the board game, removes any number of playing elements positioned in any one row. Next, a second player removes any number of playing elements positioned in any one row. Then, first and second players alternate to remove playing elements until only one playing element is left on the surface. The player who removes the last playing element is declared one of a winner and a looser.

OBJECTS OF THE INVENTION

[0007] It is, therefore, one of the primary objects of the present invention to provide a board game.

[0008] Another object of the present invention is to provide a board game utilizing one of a strategic removal and placement of playing elements.

[0009] Yet another object of the present invention is to provide a board game which is adaptable to various skill levels.

[0010] A further object of the present invention is to provide a board game which is economical to manufacture.

[0011] Yet a further object of the present invention is to provide a board game which is portable.

[0012] An additional object of the present invention is to provide a board game which can be played by a plurality of players.

[0013] In addition to the several objects and advantages of the present invention which have been described with some degree of specificity above, various other objects and advantages of the invention will become more readily apparent to those persons who are skilled in the relevant art, particularly, when such description is taken in conjunction with the attached drawing Figures and with the appended claims.

BRIEF DESCRIPTION OF THE DRAWINGS

[0014] FIG. 1 is a plan view of a board game according to one embodiment of the present invention;

[0015] FIG. 2 is a partial cross-sectional view of the board game taken along the lines 2-2 of FIG. 1 illustrating retaining the playing elements in position according to one embodiment of the invention;

[0016] FIG. 3 is a partial cross-sectional view of the board game taken along the lines 3-3 of FIG. 1 illustrating retaining the playing elements in position according to another embodiment of the invention; and

[0017] FIG. 4 is an elevation view of a board game according to another embodiment of the present invention.

BRIEF DESCRIPTION OF THE VARIOUS EMBODIMENTS OF THE INVENTION

[0018] Prior to proceeding to the more detailed description of the present invention, it should be noted that, for the sake of clarity and understanding, identical components which have identical functions have been identified with identical reference numerals throughout the several views illustrated in the drawing figures.

[0019] According to a first embodiment of the invention, best shown in FIGS. 1-3, there is provided a board game, generally designated 10, which includes a playing surface 12 and a predetermined plurality of playing elements, generally designated 30. Such playing elements 30 are positioned on the playing surface 12 in order to define a plurality of rows 20. Furthermore, the predetermined plurality of playing elements 30 are divided between the plurality of rows 20 according to a preselected pattern. Preferably, in such preselected pattern, a difference between a number of playing elements 30 positioned in any two adjacent rows 20 is equal to one playing element 30, when the plurality of rows 20 are arranged by one of ascending and descending number of playing elements 30 positioned within each row. The shape of each playing element 30 may be one of a disk, a sphere and a parallelepiped. Furthermore, an indicia 13 containing
instructions and rules for playing the board game 10 may be disposed on a portion of the playing surface 12.

[0020] In the presently preferred embodiment of the invention, the board game 10 includes three rows 20, referenced for the sake of clarity with numerals 22, 24 and 26, and twelve playing elements 30, referenced for the sake of clarity with numerals 32, 34 and 36, wherein three playing elements 32 are positioned within a first row 22, the next four playing elements 34 are positioned within a second row 24 and the remaining five playing elements 36 are positioned within a third row 26.

[0021] Each row 22, 24 or 26 is distinctly defined on the playing surface 12, preferably by a distinct color. Accordingly, each set of playing elements 30 positioned in each row 22, 24 or 26 includes a color which is identical to the distinct color of each row 22, 24 or 26.

[0022] Alternatively, such rows 22, 24 or 26 may be distinctly defined by a plurality of horizontally spaced lines 28, as shown in FIG. 1. A plurality of vertically spaced lines 29 may be further provided to form a visual grid. In another alternative embodiment, each set of playing elements 30 may be formed from a distinct shape. By way of example, each of the three playing elements 32 which are positioned within first row 22 may have a disk-like shape, each of the next four playing elements 34 which are positioned within the second row 24 may have a sphere-like shape and each of the five playing elements 36 which are positioned within the third row 26 may have a parallelepiped-like shape. It will be appreciated that shapes of the playing elements 30 may be interchangeable between various rows 20 and other shapes may be employed in the board game 10 of the present invention.

[0023] In reference to FIGS. 2-3, the board game 10 further includes a retaining means, generally designated 40, for removably retaining each playing element 30 on the playing surface 12.

[0024] According to one embodiment of the invention, the retaining means 40 includes a plurality of apertures or cavities 42 disposed in the playing surface 12 and divided between the plurality of rows 22, 24 and 26 and each playing element 30 includes a shaft member 44 engageable with a respective one of the plurality of apertures 42.

[0025] According to another embodiment of the invention, the retaining means 40 includes each playing element 30 having at least a portion 46 thereof formed from a magnetic material and the playing surface 12 being formed from a material capable of adhering to the magnetic portion 46 of each playing element 30.

[0026] According to yet another embodiment of the invention, the retaining means 40 includes a plurality of magnetic elements 48 divided between the plurality of rows 20 and disposed within the playing surface 12 and each of the plurality of playing elements 30 has at least a portion 46 formed from a material capable of adhering to any one of the plurality of magnetic elements 48.

[0027] According to a further embodiment of the invention, the retaining means 40 includes the playing surface 12 being formed from a magnetic material and each of the plurality of playing elements 30 has at least a portion 46 formed from a material capable of adhering to such magnetic playing surface 12.

[0028] In reference to FIG. 4, the playing surface 12 is formed as a pair of surface sections 14 and the board game 10 further includes at least one hinge 16 attached to each surface section 14 for storing the board game 10 by way of folding the pair of surface sections 14 together.

[0029] Furthermore, the board game 10 may be provided with a hollow housing 18 attached to the playing surface 12 and with means 19, which is engageable with the hollow housing 18 for removably storing the plurality of playing elements 30 within the hollow housing 18. Such storage means 19 may be one of a drawer 19a and an access door 19b enabling access to the interior portion of the hollow housing 18.

[0030] Each of the playing surface 12, the plurality of playing elements 30 and the hollow housing 18 may be made from wood, metal, plastic and various combinations thereof.

[0031] The board game 10 may further include a case 60 for carrying the playing surface 12 and the plurality of playing elements 30.

[0032] The board game 10 is played by a plurality of players and a presently preferred number of players is two. According to a second embodiment, the present invention provides a method of playing the board game 10 which includes first positioning a plurality of playing elements 30 on surface 12 by way of dividing such predetermined plurality of playing elements 30 in sets to form plurality of rows 20, wherein a difference between a number of playing elements 30 positioned in any two adjacent rows 20 is equal to one playing element 30. Then selecting a first player to start the board game 10 and having such first player remove any number of playing elements 30 positioned in any one row 20. Then having a second player remove any number of playing elements 30 positioned in any one row 20. Neither player can remove playing elements 30 from more than one row 20. Next, alternating removal of playing elements 30 by such first and second player until only one playing element 30 is left on the surface 12. The game is ended by declaring one of a winner and a looser between such first and second player who either removes any number of the playing elements 30 prior to the one playing element 30 being left on the surface 12 or who removes such last playing element 30.

[0033] The method further include a step of providing a playing surface 12 having the plurality of rows 20 distinctly defined thereon.

[0034] Additionally, the method may include a step of forming a match between such at least two players by way of repeatedly continuing the combination of steps described supra for a preselected odd number of plays, in order to determine a champion based on one player winning a greater number of plays.

[0035] Although the present invention has been shown in terms of a predetermined playing surface 12, it will be apparent to those skilled in the art, that the present invention may be applied to any surface capable of supporting such plurality of playing elements 30 being placed in a plurality of rows 20. For example, such surface may be a conventional tabletop surface or a generally flat ground surface.

[0036] Furthermore, any type or shape of playing element may be sufficient to play such board game. For example, checkers or chess elements may be employed to play such
board game. Children, in particular, may use crayons to draw row defining lines on a piece of ordinary paper and then use such crayons as playing elements.

Additionally, it will be apparent to those skilled in the art, that the method of playing the board game of the present invention may be reversed, wherein the playing elements are being placed onto the surface rather than being removed from it and the player placing the last playing element being declared as one of a winner and a looser.

It will be understood that the number of rows and the number of playing elements which are greater than the presently preferred combination of three rows and twelve playing elements increase the complexity and difficulty of playing the board game of the present invention. Thus, the board game may be played at a predetermined number of defined skill levels. For example, the players start playing the game at a first level with the presently preferred combination of three rows and twelve playing elements and then switch to a second level by adding a fourth row and six playing elements after a predetermined number of games played at the first level or when one player wins a predetermined number of games at such first level. Similarly, the game can continue by adding another row and more playing elements. Or additional playing elements may be added to each row. A combination of only two rows and number of playing elements which is less than twelve may be advantageous for use by younger children.

Thus, the present invention has been described in such full, clear, concise and exact terms as to enable any person skilled in the art to which it pertains to make and use the same. It will be understood that variations, modifications, equivalents and substitutions for components of the specifically described embodiments of the invention may be made by those skilled in the art without departing from the spirit and scope of the invention as set forth in the appended claims.

1 claim:

1. A board game comprising:
   (a) a playing surface; and
   (b) a predetermined plurality of playing elements positioned on said playing surface in a plurality of rows, said predetermined plurality of playing elements being divided among said plurality of rows, wherein a difference between a number of playing elements positioned in any two adjacent rows is equal to one playing element, when said plurality of rows are arranged by one of ascending and descending number of said playing elements positioned within each row.

2. The board game, according to claim 1, wherein each row is distinctly defined on said playing surface.

3. The board game, according to claim 2, wherein said each row includes a distinct color.

4. The board game, according to claim 3, wherein a set of playing elements positioned within said each row includes a color which is identical to said distinct color of said each row.

5. The board game, according to claim 1, wherein said board game includes twelve playing elements divided among three rows.

6. The board game, according to claim 5, wherein each row is defined by a distinct color and a set of said playing elements positioned in said each row includes a color which is substantially identical to said distinct color of said each row.

7. The board game, according to claim 1, wherein said board game further includes a retaining means for removably retaining each playing element on said playing surface.

8. The board game, according to claim 7, wherein said retaining means includes a plurality of apertures disposed in said playing surface and divided between said plurality of rows and wherein each playing element includes a shaft member engageable with a respective one of said plurality of apertures.

9. The board game, according to claim 7, wherein said retaining means includes each playing element having at least a portion thereof formed from a magnetic material and said playing surface being formed from a material capable of adhering to said magnetic portion of each playing element.

10. The board game, according to claim 7, wherein said retaining means includes a plurality of magnetic elements divided between said plurality of rows and disposed within said playing surface and each of said plurality of playing elements has at least a portion thereof formed from a material capable of adhering to any one of said plurality of magnetic elements.

11. The board game, according to claim 7, wherein said retaining means includes said playing surface being formed from a magnetic material and each of said plurality of playing elements has at least a portion formed from a material capable of adhering to said playing surface.

12. The board game, according to claim 1, wherein a shape of each playing element is one of a disk, a sphere and a parallelepiped.

13. The board game, according to claim 1, wherein a number of said playing elements positioned within each row has a distinct shape.

14. The board game, according to claim 1, wherein said playing surface is formed in a pair of sections and said board game further includes at least one hinge attached to each of said pair of sections for storing said board game by way of folding said pair of sections together.

15. The board game, according to claim 1, wherein said board game further includes a hollow housing attached to said playing surface and means engageable with said hollow housing for removably placing said plurality of playing pieces into said hollow housing.

16. The board game, according to claim 1, wherein said board game further includes a case for carrying said playing surface and said plurality of playing elements.

17. A method of playing a board game by at least two players, said method comprising the steps of:
   (a) positioning a predetermined plurality of playing elements onto a surface in a plurality of rows, wherein said predetermined plurality of playing elements are divided among said plurality of rows according to a preselected pattern;
   (b) selecting a first player to start such board game;
   (c) having such first player selected in step (b) remove any number of playing elements positioned in any one single row;
   (d) having a second player remove any number of playing elements positioned in any one single row;
(e) alternating removal of playing elements by such first and second player until only one playing element is left on said surface; and

(f) declaring one of a winner and a looser between such first and second player who removes said one playing element left on said surface in step (e).

18. The method, according to claim 17, wherein said method further includes a step of providing a playing surface having said plurality of rows distinctly defined thereon.

19. The method, according to claim 18, wherein said method further includes a step of forming a match between such at least two players, by way of repeatedly continuing steps (a) through (f) for a preselected odd number of plays, in order to determine a champion based on one player winning a greater number of games.

20. A method of playing a board game by at least two players, said method comprising the steps of:

(a) providing a predetermined plurality of playing elements;

(b) selecting a plurality of rows to be formed by said predetermined plurality of playing elements for playing said board game;

(c) determining, based on said predetermined plurality of playing elements provided in step (a), a maximum number of playing elements to be placed within each row;

(d) selecting a first player to start said board game;

(e) having such first player selected in step (d) to place any number of said playing elements in any one of said plurality of rows selected in step (b), wherein said number of placed playing elements is one of less and equal to said maximum number of said playing elements allowed in said each row;

(f) having a second player place any number of playing elements in any one row, wherein said number of placed playing elements is one of less and equal to said maximum number of said playing elements allowed in said each row;

(g) alternating placement of said playing elements by such first and second player until only one playing element is left to be placed; and

(h) declaring one of a winner and a looser between such first and second player who places said one playing element left to be placed in step (g).