

(19)



(11)

EP 3 089 798 B1

(12)

EUROPEAN PATENT SPECIFICATION

(45) Date of publication and mention of the grant of the patent:
13.11.2024 Bulletin 2024/46

(21) Application number: **14851417.7**

(22) Date of filing: **24.12.2014**

(51) International Patent Classification (IPC):
A63F 3/00^(2006.01) H01F 7/02^(2006.01)

(52) Cooperative Patent Classification (CPC):
A63F 3/00261; A63F 3/0023; H01F 7/0252;
A63F 2003/00391; A63F 2003/0075;
A63F 2003/00753; A63F 2003/00798

(86) International application number:
PCT/BE2014/000071

(87) International publication number:
WO 2015/100476 (09.07.2015 Gazette 2015/27)

(54) **GAMEBOARD PART WITH COUPLING MEANS, VARIABLE GAMEBOARD COMPRISING SUCH PARTS AND GAME COMPRISING SUCH A GAMEBOARD**

SPIELBRETTTEIL MIT KOPPLUNGSVORRICHTUNG, VARIABLES SPIELBRETT MIT SOLCHEN TEILEN UND SPIEL MIT SOLCH EINEM SPIELBRETT

PARTIE DE PLATEAU DE JEU COMPORTANT UN MOYEN D'ACCOUPEMENT, PLATEAU DE JEU MODULABLE COMPRENANT DE TELLES PARTIES ET JEU COMPRENANT UN TEL PLATEAU DE JEU

(84) Designated Contracting States:
AL AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HR HU IE IS IT LI LT LU LV MC MK MT NL NO PL PT RO RS SE SI SK SM TR

(30) Priority: **30.12.2013 BE 201300877**

(43) Date of publication of application:
09.11.2016 Bulletin 2016/45

(73) Proprietors:
• **Smart Naamloze Vennootschap**
2550 Kontich (BE)
• **Vandoren, Rolf**
2550 Kontich (BE)

(72) Inventor: **VANDOREN, Rolf**
2550 Kontich (BE)

(74) Representative: **Brantsandpatents bv**
Pauline Van Pottelsberghelaan 24
9051 Ghent (BE)

(56) References cited:
WO-A2-2008/054195 US-A1- 2005 017 449
US-A1- 2005 017 449 US-A1- 2012 200 378
US-B1- 8 505 918

EP 3 089 798 B1

Note: Within nine months of the publication of the mention of the grant of the European patent in the European Patent Bulletin, any person may give notice to the European Patent Office of opposition to that patent, in accordance with the Implementing Regulations. Notice of opposition shall not be deemed to have been filed until the opposition fee has been paid. (Art. 99(1) European Patent Convention).

Description

[0001] The invention concerns a gameboard part, a gameboard that comprises such gameboard parts and a game that comprises such a gameboard.

[0002] Many games with a gameboard are known and can be devised, whereby the possibility to divide the gameboard into gameboard parts and to adapt the mutual orientation of these gameboard parts before or during play into another variant of the gameboard is desirable. As a result the game can offer more variety, be made more complex or challenging for longer for an experienced player.

[0003] The mutual orientation hereby comprises the following aspects: the position that the gameboard parts occupy with respect to one another, thus the total form that they have together; and the rotation position of each gameboard part at a given place, thus with which side or sides each piece stands against one or more other pieces.

[0004] However, the problem arises here that mutual coupling of the gameboard parts is required to counteract the mutual movement of the gameboard parts. To this end, either a holder for the gameboard parts has to be provided that keeps the gameboard parts in place, or the gameboard parts have to be provided with coupling means for mutual coupling.

[0005] However, a holder has the disadvantage that the gameboard parts can perhaps change places and/or be rotated individually, but that they can only occupy the places with respect to one another defined by the holder. Moreover, a holder takes up space and brings about costs.

[0006] Coupling means also have the disadvantage that they constitute limitations on the numbers of orientations that can be obtained, because one coupling means must always be coupled to a complementary coupling means. Therefore, the coupling means cannot be coupled to identical coupling means such that a large number of orientations of the gameboard parts, i.e. those in which identical coupling means are placed opposite one another, are excluded.

[0007] Such a gameboard with gameboard parts coupled to each other is for instance known US 2005/0017449 wherein identical square gameboard parts are used that are meant to be assembled in their mutual extension to form a rectangular gameboard or gameboard part. Other compositions are not envisaged.

[0008] Another example of a known gameboard is disclosed in WO 2008/054195, disclosing a gameboard composed of two halves that are detachably joined side by side for reasons of transportation or portability. Said gameboard only allows for one configuration of a gameboard for playing the game Tayu.

[0009] None of these known gameboards are provided with cooperating coupling means that are identical.

[0010] The purpose of the present invention is to provide a solution to the aforementioned and other disadvantages,

by providing a gameboard part with sides that are all provided with coupling means to enable the reverse coupling of the gameboard part to another gameboard part to thereby enable the formation, together with the other gameboard part, of different variants of a partial or complete gameboard, each of the sides (2) are provided with at least one identical coupling means (6,8) and that the identical coupling means comprise a spherical or cylindrical magnet (8) that is rotatably attached in or on the gameboard part (1) or comprise a spherical magnet (8) that is placed loosely in a housing (6) next to the side (2) on the inside of a said side (2), characterized in that, the gameboard part (1) is composed of two identical plastic halves (9) that define a top (3) and a bottom (4) and which halves are fastened to each other, and by said coupling means (6,8).

[0011] Such a coupling means can be, for example:

- not according to the invention, bifunctional hook and loop tape, or mushroom tape, that can form a strong connection with itself;
- not according to the invention, pressure-sensitive adhesive;
- not according to the invention, an electronic coupling means that, after communication with an identical coupling means, can generate a magnetic field that has the same direction as a magnetic field of the identical coupling means.
- a magnetic coupling means such as for example disclosed in US 2012/0200378 or as further elaborated in this document.

[0012] In a preferred embodiment the coupling means is arranged to exert a coupling force on the identical coupling means of the other gameboard part, whereby this coupling force becomes greater as the actual mutual orientation approaches a desired mutual orientation, thus an orientation in which the two gameboard parts form a variant of a partial or complete gameboard, so that the coupling means steer a mutual orientation of the gameboard parts into a desired mutual orientation.

[0013] This has the advantage that small deviations from the desired mutual orientation are automatically avoided, so that the mutual orientation is always exactly right, or in other words that an inaccurate positioning of the pieces with respect to one another is automatically corrected and that the coupling means generate a force that the user controls during the correct positioning of the gameboard parts.

[0014] In a further preferred variant, the coupling means comprise a spherical magnet that is rotatably attached in or on the gameboard part and which is preferably placed loosely in a housing next to the side, on the inside of a said side.

[0015] Because such a magnet can rotate, the magnets of two identical coupling means that are brought into the vicinity of one another turn towards one another so that they exert an attractive force on one another and

thereby couple the gameboard parts in which they are located together.

[0016] In a further preferred embodiment the gameboard part has the form of a polygon with n sides, where n is greater than or equal to 3, and it has a top and bottom, whereby it is provided on the top and/or bottom with fields for placing game pieces, whereby these fields extend in two directions perpendicular to one another or in three directions at an angle of 60 degrees to one another, whereby the central points of the fields have a regular distance between them.

[0017] Hereby, for easy identification, the top and bottom can be made in different colours.

[0018] For completeness it is noted here that polygons whose sides are not completely straight, but for example are undulating or provided with small cutaways or bulges, are also considered as polygons, as long as they can be placed in a regular pattern, similar to mathematical polygons with straight sides.

[0019] Preferably the polygons are regular polygons.

[0020] In particular for games with a gameboard with such regular fields the possibility to adapt the gameboard is extremely advantageous, because the complexity of the game can be adapted and extended as a result.

[0021] Hereby the distance from the central points of the fields that are on the sides to the side is preferably half of the said regular distance between.

[0022] Preferably n is equal to four and each of the sides are provided with two identical coupling means with a mutual distance of half the length of a side. This enables each side to be placed in six different positions with respect to a side of another gameboard part, and thus to make 96 gameboard variants with only two gameboard parts (6 positions * 4 sides * 4 sides).

[0023] The invention also comprises a variable gameboard that comprises two or more gameboard parts with sides that can be positioned with respect one another in different orientations that form a variant of the gameboard, whereby the gameboard parts are each provided with coupling means on all of their sides in order to enable the reverse coupling of the gameboard parts in the said orientations, whereby the coupling means of a said gameboard part are arranged such that they can form a coupling with identical coupling means of one or more other said gameboard parts.

[0024] The invention also comprises a game as defined in claim 12.

[0025] With the intention of better showing the characteristics of the invention, a preferred embodiment of a gameboard part, a gameboard and a game according to the invention is described hereinafter by way of an example, without any limiting nature, with reference to the accompanying drawings, wherein:

Figure 1 schematically shows a perspective view of a gameboard part according to the invention; figures 2, 3 and 4 show cross-sections according to II-II, III-III, and IV-IV respectively of the gameboard

part of figure 1;

figure 5 shows a gameboard according to the invention;

figure 6 shows a cross-section according to VI-VI of the gameboard of figure 5;

figure 7 shows the part of figure 6 indicated by F7 on a larger scale;

figure 8 shows an alternative gameboard according to the invention;

figures 9 and 10 show two variants of the same game according to the invention; and

figure 11 shows an alternative game according to the invention.

[0026] The gameboard part 1 shown in figures 1 to 4 has a square shape, with four sides 2 that each have a length L , which in this example but not necessarily is 7 cm.

[0027] Sixteen open cavities 5 are made on both on the top 3 and the bottom 4 of the gameboard part and these cavities 5 extend in a regular pattern in two directions perpendicular to one another. The central points of the open cavities 5 have a mutual distance A between them of 17.5 mm. The open cavities 5 that are the closest to the sides 2 have a distance $\frac{1}{2}A$ to the side 2 of 8.75 mm.

[0028] On the inside of each side 2, at one quarter and three-quarters of the length L of the sides 2, housings 6 are affixed with an approximately spherical cavity 7 with a diameter H of 4 mm. A spherical neodymium magnet 8 with a diameter D of 3 mm is placed in each of these spherical cavities 7, which due to the relative sizes of the cavity 7 and the magnet 8 can rotate freely in the cavity concerned 7.

[0029] The gameboard part 1 is composed of two identical plastic halves 9 that define the form described above and which are fastened to each other and the said magnets 8.

[0030] The gameboard parts 1, together with one or more similar or identical gameboard parts 1, can form a gameboard 10, as shown in figures 5 to 11.

[0031] To this end the gameboard parts 1 are placed in the same plane with their sides 2 against one another, for example, as shown in figure 5, with a complete side 2 of a first gameboard part 1 against a complete side 2 of a second gameboard part 1.

[0032] Hereby the series of open cavities 6 on the first gameboard part 1 continue in a straight line to the second gameboard part 1, whereby the distance A between all open cavities 5 in a series is the same.

[0033] In this orientation, in each case two magnets 8 of the first gameboard part 1 are oriented towards two magnets 8 of the second gameboard part 1.

[0034] Each pair of magnets 8 that are in each other's vicinity, thus per pair one magnet 8 of the first gameboard part 1 and one magnet 8 of the second gameboard part 1, are now oriented towards one another, so that they attract one another and thereby form coupling means to couple both gameboard parts 1. This is shown in figure 7.

[0035] This is possible because the magnets 8 can ro-

tate freely in the spherical cavity 7 in their housing 6.

[0036] Because the magnetic attractive force is highly dependent on the distance between the two magnets 8, the magnets 8 ensure that with a mutual orientation that somewhat deviates from a desired orientation, the desired orientation is nonetheless automatically adopted.

[0037] Because the coupling means, i.e. the magnets 8 in their housings 6, are identical along each side 2 of each gameboard part 1, the gameboard parts can be coupled in many different mutual orientations into variants of gameboards 10, as is clear from figures 8 to 11, in which drawings the gameboard 10 comprises four gameboard parts 1.

[0038] In particular it is noted that:

- the sides 2 located against one another of two gameboard parts 1 can also be placed against each other displaced by a half length L, whereby a coupling is always obtained by means of a pair of coupling means;
- tops 3 can be coupled next to bottoms 4 without any hindrance; and
- any side 2 of a gameboard part 1 can be placed against any side 2 of another gameboard part 1.

[0039] Figures 9 to 11 also show game pieces 11 in addition to gameboard parts 10, so that a game 12 is shown.

[0040] These game pieces 11 consist of mutually connected spherical elements 13 that are connected together in a straight or branched orientation, that each occupy a number of open cavities 5 on the gameboard 10, whereby these game pieces 11 can bridge the transition between gameboard parts 1.

[0041] The open cavities 5 hereby form a particular embodiment of fields for game pieces 11.

[0042] The elements 13 of the game pieces have a mutual distance S, seen from core to core, that is equal to the said distance A between the open cavities 5 or the fields, on the top 3 and bottom 4.

[0043] Hereby the game 12 is provided with such a set of game pieces 11, that in all possible configurations of the gameboard parts 1, thus in all possible variants of the gameboard 10, there is at least one solution in which all fields 5 are covered by elements 13 of a game piece 11.

[0044] The variants shown in figures 9 and 10 of a gameboard 10 have four identical gameboard parts 1, that are also identical on the top 3 and bottom 4 and have sixteen open cavities 5.

[0045] This means that only the mutual position of the gameboard parts 1 determines the form and playing characteristics of the gameboard 10.

[0046] Figure 11 on the other hand shows gameboard parts 1 in which a number of open cavities 5 are blocked, in this specific case by providing a filling element 14 in the cavities 5, whereby various cavities 5 are blocked on each side 3,4 of each gameboard part 1.

[0047] The consequence of this is that the rotation position of each gameboard part 1 in its own plane, and the use of either the top 3 or bottom 4 of a gameboard part 1, yields a different variant of a gameboard 10.

[0048] The present invention is defined in the claims.

Claims

1. Gameboard part (1) with sides (2) that are all provided with at least one coupling means (6,8) to enable the reverse coupling of the gameboard part (1) to another gameboard part (1) to thereby enable the formation, together with the other gameboard part (1), of different variants of a partial or complete gameboard (10), each of the sides (2) are provided with at least one identical coupling means (6,8) and that the identical coupling means comprise a spherical or cylindrical magnet (8) that is rotatably attached in or on the gameboard part (1) or comprise a spherical magnet (8) that is placed loosely in a housing (6) next to the side (2) on the inside of a said side (2), **characterized in that**, the gameboard part (1) is composed of two identical plastic halves (9) that define a top (3) and a bottom (4) and which halves are fastened to each other, and by said coupling means (6,8) .
2. Gameboard part according to claim 1, **characterised in that** the identical coupling means (6,8) are arranged to exert a coupling force on the identical coupling means (6,8) of the other gameboard part (1), that becomes greater as the actual mutual orientation approaches a mutual orientation in which two gameboard parts (1) form a variant of a partial or complete gameboard (10), so that the coupling means (6,8) steer a mutual orientation of the gameboard parts (1) towards a mutual orientation in which the gameboard parts (1) form a variant of a partial or complete gameboard (10).
3. Gameboard part according to any one of the previous claims, **characterised in that** the identical coupling means (6,8) are arranged to exert a magnetic force.
4. Gameboard part according to any one of the previous claims **characterised in that** it has the form of a polygon with n sides, whereby n is greater than or equal to three, and that it is provided on the top (3) and/or bottom (4) with fields (5) for placing game pieces (11), whereby these fields (5) extend in two directions perpendicular to one another or in three directions at an angle of 60 degrees, whereby the central points of the fields (5) have a regular distance (A) between them.
5. Gameboard part according to claim 4, **character-**

ised in that the distance ($\frac{1}{2}A$) from the central points of the fields (5) that are next to a side (2) to the side (2) is half of the said regular distance (A) between them.

6. Gameboard part according to claim 4 or 5, **characterised in that** it is provided at the top (3) and bottom (4) with such fields (5), whereby the said regular distance (A) between them is the same on the top (3) and the bottom (4).
7. Gameboard part according to any one of the claims 4 to 6, **characterised in that** the said fields are formed by open cavities (5) in the surface of the side (3,4) concerned.
8. Gameboard part according to any one of the claims 4 to 7, **characterised in that** n is equal to four and each of the sides (2) are provided with two identical coupling means (6,8) with a mutual distance of half of the length (L) of a side (2).
9. Variable gameboard (10), that comprises two or more gameboard parts (1) with sides (4) that can be positioned with respect one another in different orientations that form a variant of the gameboard (10), wherein all or at least two of the said gameboard parts are gameboard parts (1) according to any one of the claims 1 to 8.
10. Gameboard according to claim 9, **characterised in that** the gameboard (10) only has gameboard parts (1) according to any one of the claims 1 to 8.
11. Gameboard according to claim 10, **characterised in that** all or at least two gameboard parts (1) are identical.
12. Game (12), that comprises a gameboard (10) according to any one of the claims 9 to 11, with gameboard parts (1) according to any one of the claims 4 to 8 and that comprises game pieces (11) that consist of more than one element (13), whereby each element (13) is complementary in dimensions and/or form to a said field (5), and whereby the mutual core distance (S) of the elements (13) is equal to the said regular distance (A) between the fields (5).

Patentansprüche

1. Spielbrettteil (1) mit Seiten (2), die alle mit mindestens einem Kopplungsmittel (6, 8) versehen sind, um das reversible Koppeln des Spielbrettteils (1) mit einem weiteren Spielbrettteil (1) zu ermöglichen, um dadurch zusammen mit dem weiteren Spielbrettteil (1) die Bildung verschiedener Varianten eines teilweisen oder vollständigen Spielbretts (10) zu ermög-

lichen, wobei jede der Seiten (2) mit mindestens einem identischen Kopplungsmittel (6, 8) versehen ist und das identische Kopplungsmittel einen kugelförmigen oder zylindrischen Magneten (8) umfasst, der drehbar in oder an dem Spielbrettteil (1) angebracht ist, oder einen kugelförmigen Magneten (8) umfasst, der locker in einem Gehäuse (6) angrenzend an die Seite (2) im Inneren einer Seite (2) platziert ist, **dadurch gekennzeichnet, dass** der Spielbrettteil (1) aus zwei identischen Kunststoffhälften (9) besteht, die eine Oberseite (3) und eine Unterseite (4) definieren, und wobei die Hälften aneinander und durch das Kopplungsmittel (6, 8) befestigt sind.

2. Spielbrettteil nach Anspruch 1, **dadurch gekennzeichnet, dass** die identischen Kopplungsmittel (6, 8) so angeordnet sind, dass sie eine Kopplungskraft auf das identische Kopplungsmittel (6, 8) des weiteren Spielbrettteils (1) ausüben, die größer wird, wenn sich die tatsächliche Ausrichtung zueinander einer Ausrichtung zueinander annähert, in der zwei Spielbrettteile (1) eine Variante eines teilweisen oder vollständigen Spielbretts (10) bilden, so dass die Kopplungsmittel (6, 8) eine Ausrichtung der Spielbrettteile (1) zueinander hin zu einer Ausrichtung zueinander steuern, in der die Spielbrettteile (1) eine Variante eines teilweisen oder vollständigen Spielbretts (10) bilden.
3. Spielbrettteil nach einem der vorhergehenden Ansprüche, **dadurch gekennzeichnet, dass** die identischen Kopplungsmittel (6, 8) dafür angeordnet sind, eine Magnetkraft auszuüben.
4. Spielbrettteil nach einem der vorhergehenden Ansprüche, **dadurch gekennzeichnet, dass** er die Form eines Polygons mit n Seiten aufweist, wobei n größer oder gleich drei ist, und dass er an der Oberseite (3) und/oder der Unterseite (4) mit Feldern (5) zum Platzieren von Spielsteinen (11) versehen ist, wobei sich diese Felder (5) in zwei zueinander senkrechte Richtungen oder in drei Richtungen in einem Winkel von 60 Grad erstrecken, wobei die Mittelpunkte der Felder (5) einen regelmäßigen Abstand (A) zwischen sich aufweisen.
5. Spielbrettteil nach Anspruch 4, **dadurch gekennzeichnet, dass** der Abstand ($\frac{1}{2}A$) von den Mittelpunkten der Felder (5), die an eine Seite (2) angrenzen, zu der Seite (2) die Hälfte des regelmäßigen Abstands (A) zwischen ihnen beträgt.
6. Spielbrettteil nach Anspruch 4 oder 5, **dadurch gekennzeichnet, dass** er an der Oberseite (3) und der Unterseite (4) mit derartigen Feldern (5) versehen ist, wobei der regelmäßige Abstand (A) zwischen ihnen auf der Oberseite (3) und der Unterseite (4) gleich ist.

7. Spielbrettteil nach einem der Ansprüche 4 bis 6, **dadurch gekennzeichnet, dass** die Felder durch offene Aussparungen (5) in der Oberfläche der betreffenden Seite (3, 4) gebildet werden.
8. Spielbrettteil nach einem der Ansprüche 4 bis 7, **dadurch gekennzeichnet, dass** n gleich 4 ist und jede der Seiten (2) mit zwei identischen Kopplungsmitteln (6, 8) mit einem Abstand zueinander von der Hälfte der Länge (L) einer Seite (2) versehen ist.
9. Variables Spielbrett (10), das zwei oder mehr Spielbrettteile (1) mit Seiten (4) umfasst, die in verschiedenen Ausrichtungen zueinander positioniert werden können, die eine Variante des Spielbretts (10) bilden, wobei alle oder mindestens zwei der Spielbrettteile Spielbrettteile (1) nach einem der vorhergehenden 1 bis 8 sind.
10. Spielbrett nach Anspruch 9, **dadurch gekennzeichnet, dass** das Spielbrett (10) ausschließlich Spielbrettteile (1) nach einem der Ansprüche 1 bis 8 aufweist.
11. Spielbrett nach Anspruch 10, **dadurch gekennzeichnet, dass** alle oder mindestens zwei Spielbrettteile (1) identisch sind.
12. Spiel (12), das ein Spielbrett (10) nach einem der Ansprüche 9 bis 11 mit Spielbrettteilen (1) nach einem der Ansprüche 4 bis 8 umfasst, und das Spielsteine (11) umfasst, die aus mehr als einem Element (13) bestehen, wobei jedes Element (13) in Abmessungen und/oder Form komplementär zu dem Feld (5) sind, und wobei der Kernabstand (S) der Elemente (13) zueinander gleich dem regelmäßigen Abstand (A) zwischen den Feldern (5) ist.

Revendications

1. - Partie (1) de plateau de jeu ayant des côtés (2) qui sont tous dotés d'au moins un moyen de couplage (6,8) pour permettre le couplage inverse de la partie (1) de plateau de jeu à une autre partie (1) de plateau de jeu pour ainsi permettre la formation, conjointement avec l'autre partie (1) de plateau de jeu, de différentes variantes d'un plateau (10) de jeu partiel ou complet, chacun des côtés (2) est doté d'au moins un moyen de couplage (6,8) identique et en ce que les moyens de couplage identiques comprennent un aimant (8) sphérique ou cylindrique qui est fixé de manière rotative dans ou sur la partie (1) de plateau de jeu ou comprennent un aimant (8) sphérique qui est placé de manière lâche dans un logement (6) à proximité du côté (2) sur l'intérieur d'un dit côté (2), **caractérisée en ce que**, la partie (1) de plateau de jeu est composée de deux moitiés (9) identiques en plastique qui définissent une partie supérieure (3) et une partie inférieure (4) et lesquelles moitiés sont fixées solidement l'une à l'autre, et par ledit moyen de couplage (6,8).
2. - Partie de plateau de jeu selon la revendication 1, **caractérisée en ce que** les moyens de couplage (6,8) identiques sont agencés pour exercer une force de couplage sur les moyens de couplage (6,8) identiques de l'autre partie (1) de plateau de jeu, qui devient plus grande à mesure que l'orientation mutuelle réelle s'approche d'une orientation mutuelle dans laquelle deux parties (1) de plateau de jeu forment une variante d'un plateau (10) de jeu partiel ou complet, de sorte que le moyen de couplage (6,8) dirige une orientation mutuelle des parties (1) de plateau de jeu vers une orientation mutuelle dans laquelle les parties (1) de plateau de jeu forment une variante d'un plateau (10) de jeu partiel ou complet.
3. - Partie de plateau de jeu selon l'une quelconque des revendications précédentes, **caractérisée en ce que** les moyens de couplage (6,8) identiques sont agencés pour exercer une force magnétique.
4. - Partie de plateau de jeu selon l'une quelconque des revendications précédentes **caractérisée en ce qu'elle** présente la forme d'un polygone de n côtés, moyennant quoi n est supérieur ou égal à trois, et **en ce qu'elle** est prévue sur la partie supérieure (3) et/ou la partie inférieure (4) avec des champs (5) pour placer des pièces (11) de jeu, moyennant quoi ces champs (5) s'étendent dans deux directions perpendiculaires l'une à l'autre ou dans trois directions selon un angle de 60 degrés, moyennant quoi les points centraux des champs (5) présentent une distance (A) régulière entre eux.
5. - Partie de plateau de jeu selon la revendication 4, **caractérisée en ce que** la distance ($\frac{1}{2}A$) des points centraux des champs (5) qui sont proches d'un côté (2) au côté (2) est la moitié de ladite distance (A) régulière entre eux.
6. - Partie de plateau de jeu selon la revendication 4 ou 5, **caractérisée en ce qu'elle** est dotée au niveau de la partie supérieure (3) et de la partie inférieure (4) de tels champs (5), moyennant quoi ladite distance (A) régulière entre eux est la même sur la partie supérieure (3) et la partie inférieure (4).
7. - Partie de plateau de jeu selon l'une quelconque des revendications 4 à 6, **caractérisée en ce que** lesdits champs sont formés par des cavités ouvertes (5) dans la surface du côté (3,4) concerné.
8. - Partie de plateau de jeu selon l'une quelconque des revendications 4 à 7, **caractérisée en ce que** n

est égal à quatre et chacun des côtés (2) est doté de deux moyens de couplage (6,8) identiques ayant une distance mutuelle de la moitié de la longueur (L) d'un côté (2).

5

9. - Plateau (10) de jeu variable, qui comprend deux parties (1) de plateau de jeu ou plus ayant des côtés (4) qui peuvent être positionnés les uns par rapport aux autres dans différentes orientations qui forment une variante du plateau (10) de jeu, dans lequel toutes ou au moins deux desdites parties de plateau de jeu sont des parties (1) de plateau de jeu selon l'une quelconque des revendications 1 à 8. 10
10. - Plateau de jeu selon la revendication 9, **caractérisé en ce que** le plateau (10) de jeu présente seulement des parties (1) de plateau de jeu selon l'une quelconque des revendications 1 à 8. 15
11. - Plateau de jeu selon la revendication 10, **caractérisé en ce que** toutes ou au moins deux parties (1) de plateau de jeu sont identiques. 20
12. - Jeu (12), qui comprend un plateau (10) de jeu selon l'une quelconque des revendications 9 à 11, avec des parties (1) de plateau de jeu selon l'une quelconque des revendications 4 à 8 et qui comprend des pièces (11) de jeu qui sont constituées de plus d'un élément (13), moyennant quoi chaque élément (13) est complémentaire en dimensions et/ou forme à un dit champ (5), et moyennant quoi la distance centrale (S) mutuelle des éléments (13) est égale à ladite distance (A) régulière entre les champs (5). 25
30

35

40

45

50

55

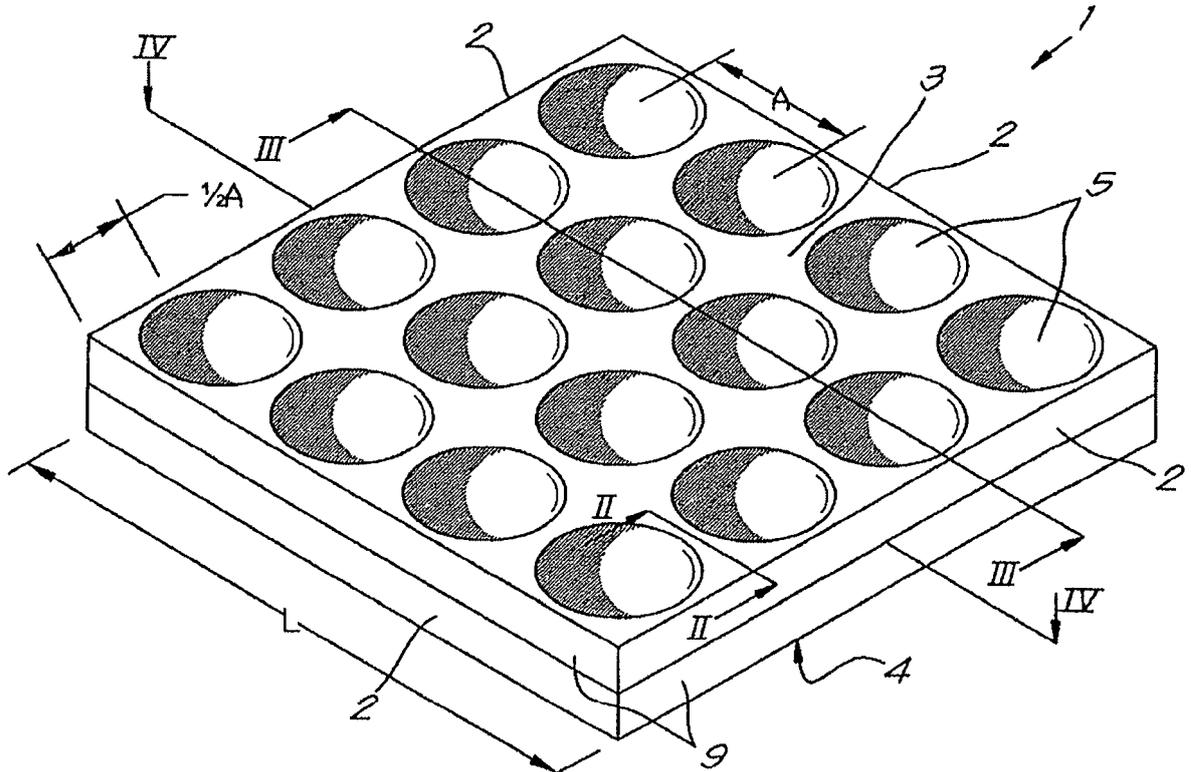


Fig. 1

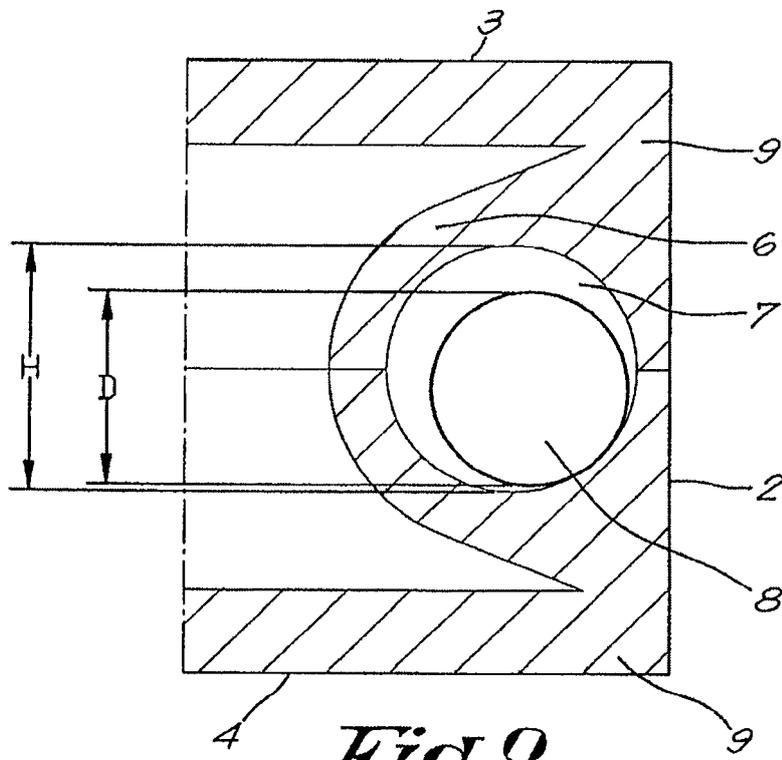


Fig. 2

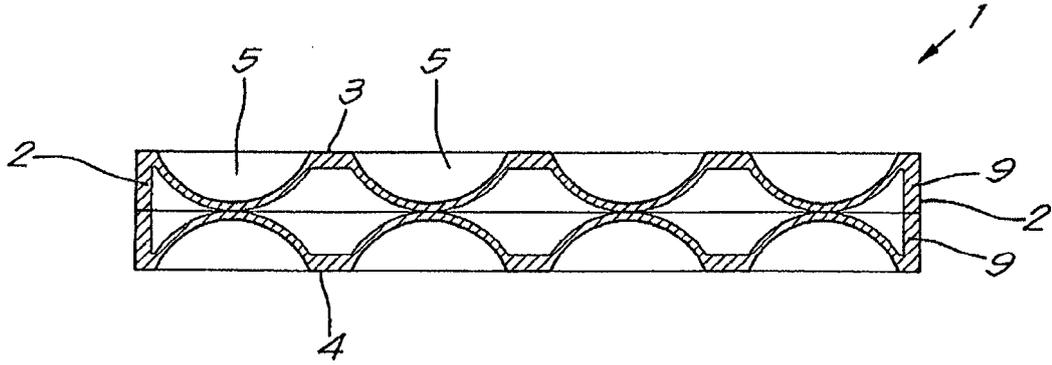


Fig. 3

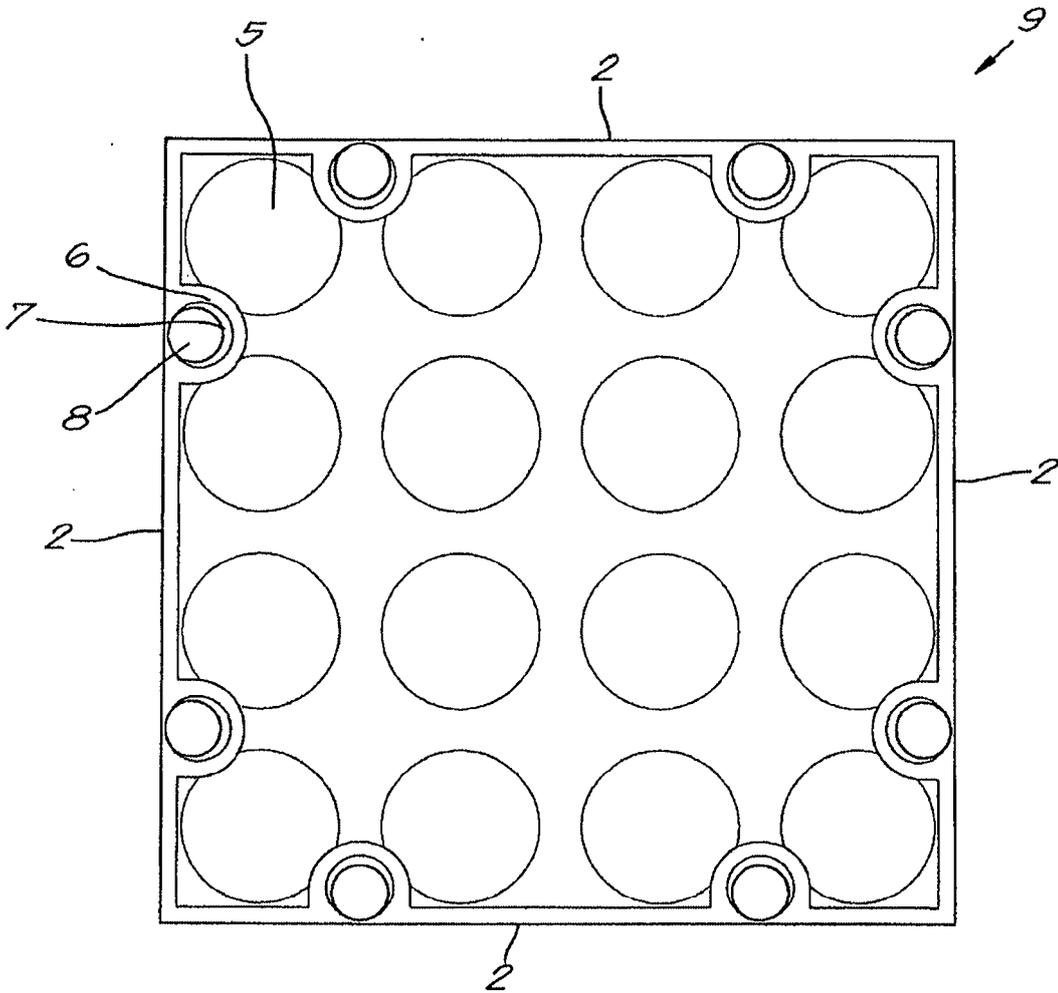


Fig. 4

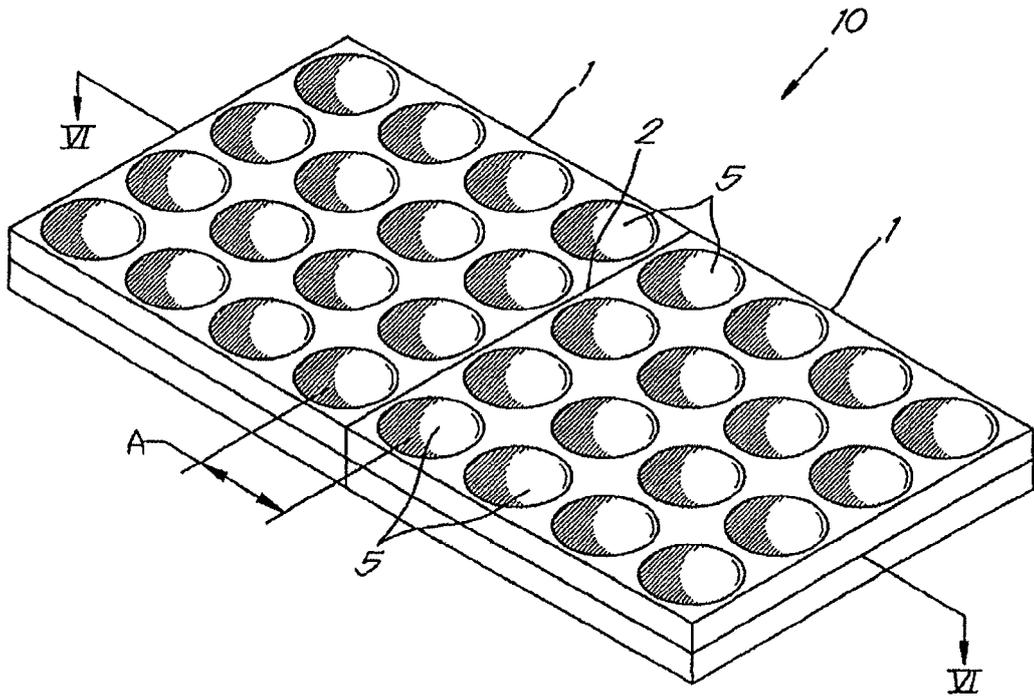


Fig. 5

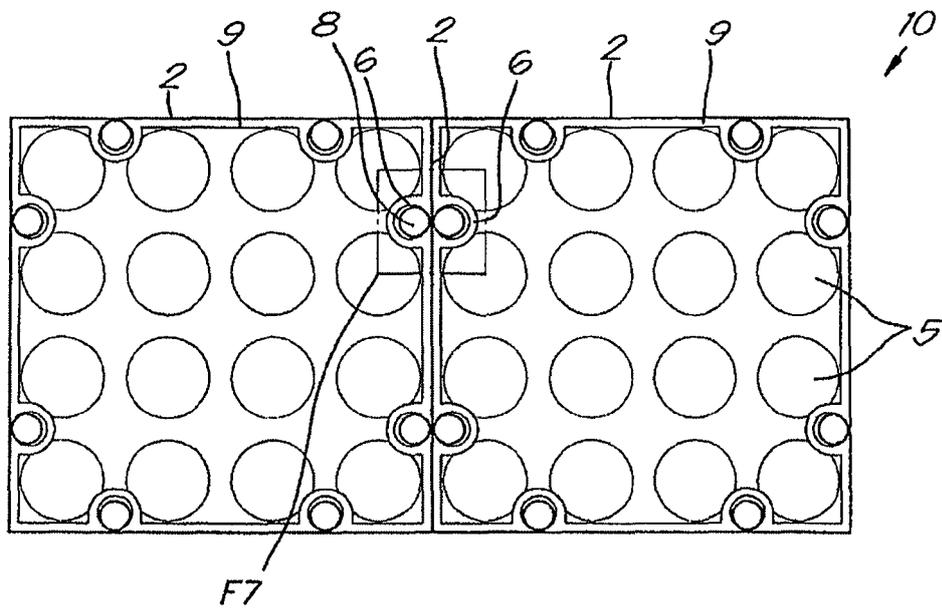


Fig. 6

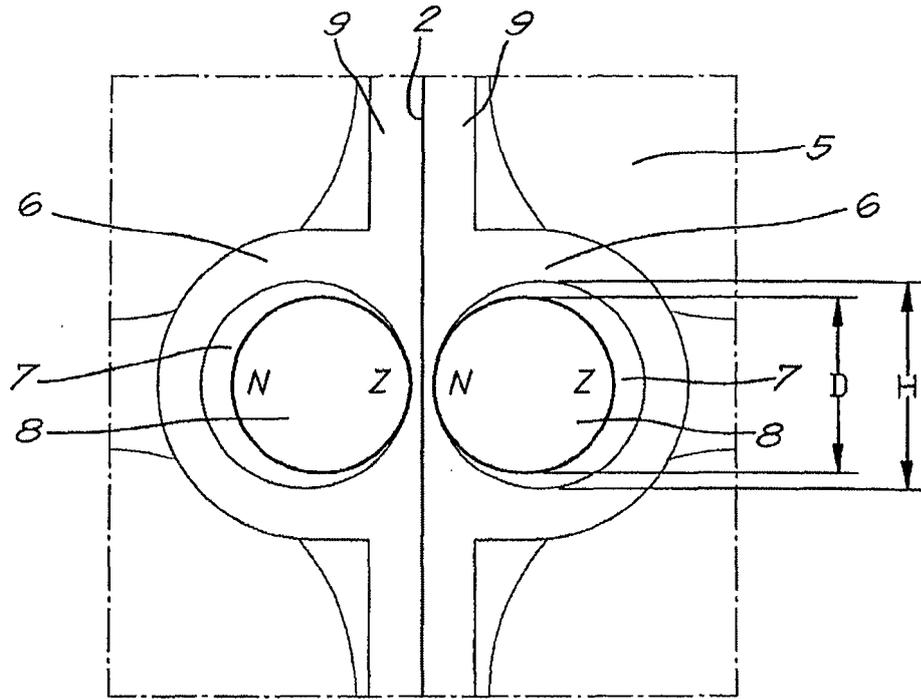


Fig. 7

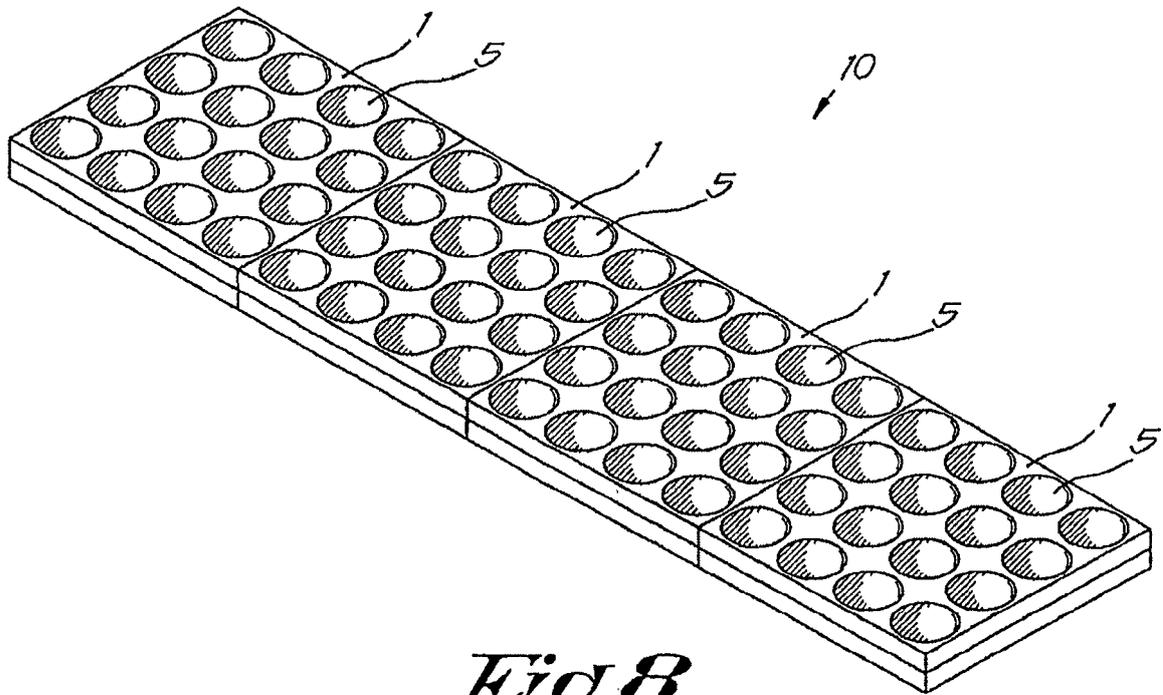


Fig. 8

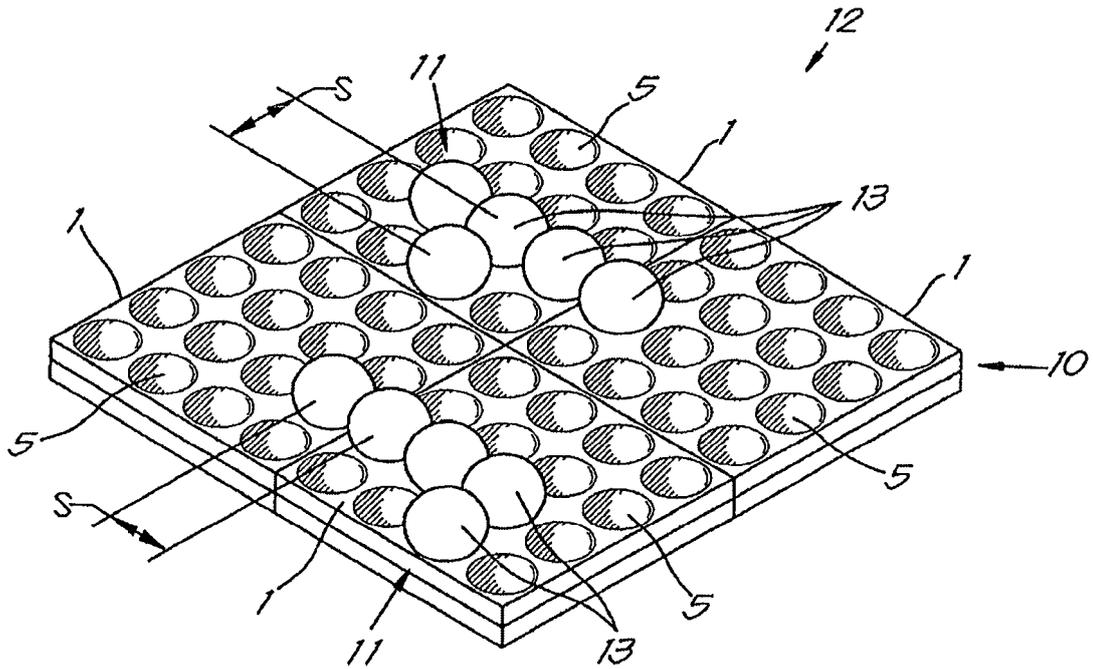


Fig. 9

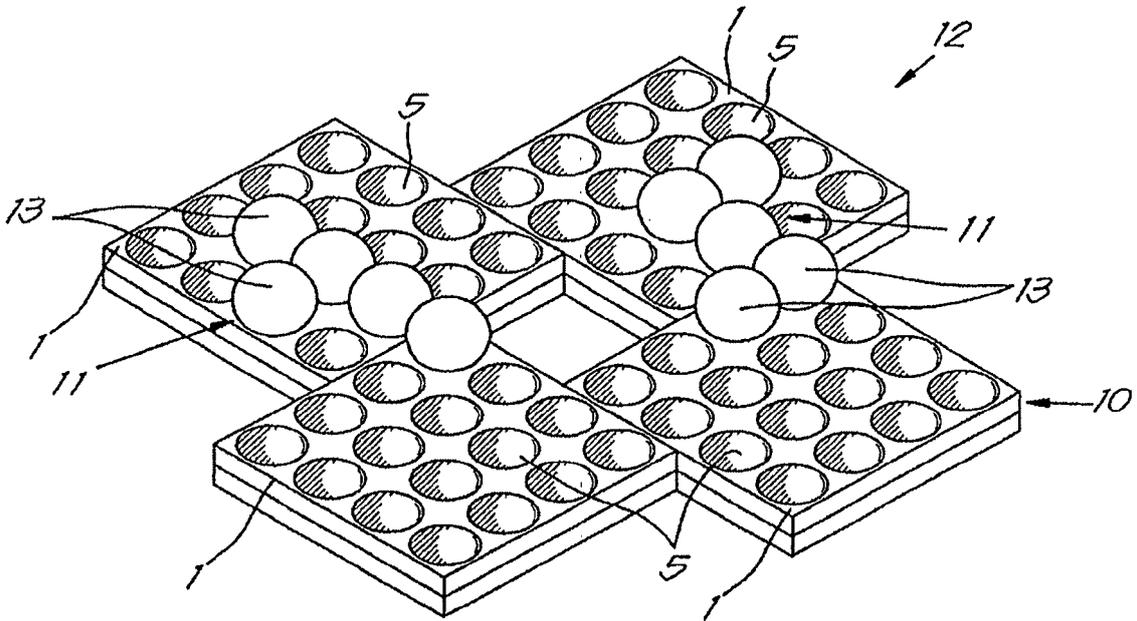


Fig. 10

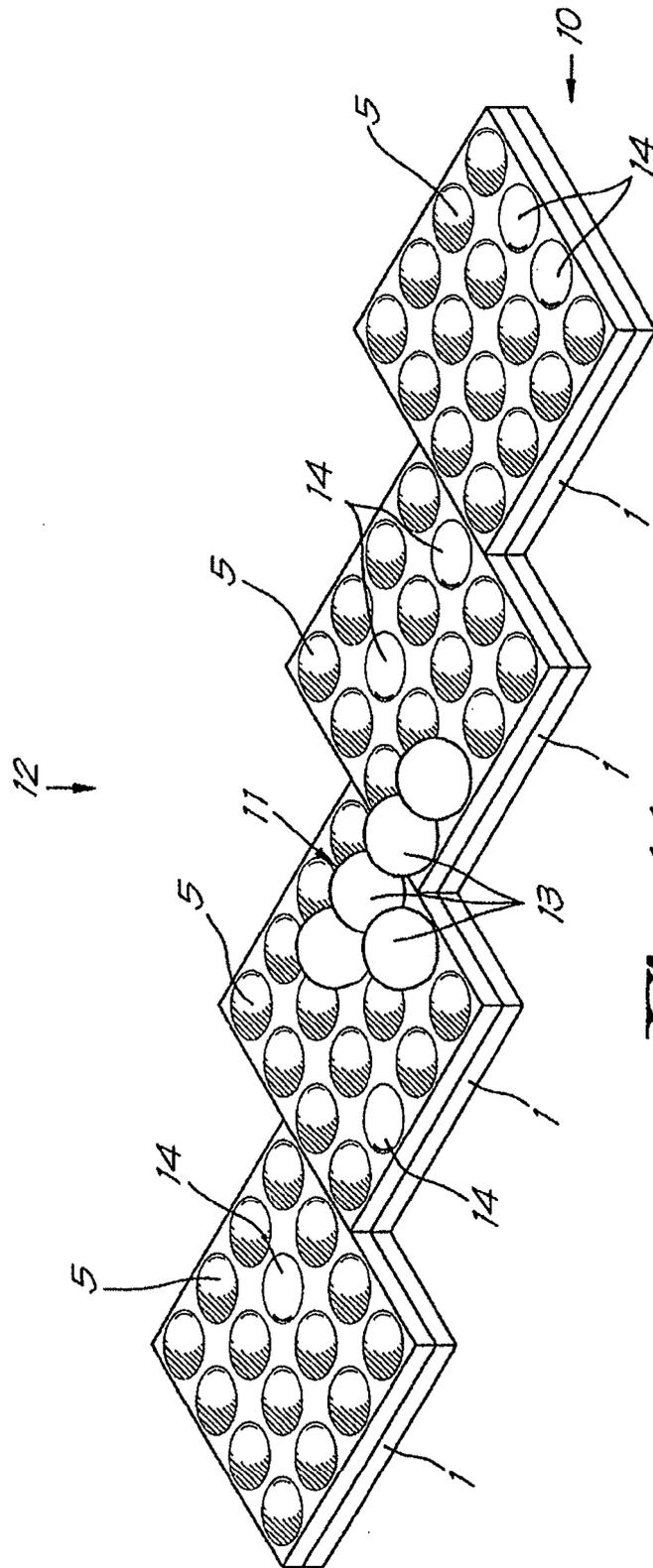


Fig. 11

REFERENCES CITED IN THE DESCRIPTION

This list of references cited by the applicant is for the reader's convenience only. It does not form part of the European patent document. Even though great care has been taken in compiling the references, errors or omissions cannot be excluded and the EPO disclaims all liability in this regard.

Patent documents cited in the description

- US 20050017449 A [0007]
- WO 2008054195 A [0008]
- US 20120200378 A [0011]