United States Patent [19]

Grissino

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[45] **July 24, 1973**

[54] **BOARD GAME APPARATUS**

[76] Inventor: **Vincent Grissino**, 83-21 141st St., Kew Gardens, N.Y.

[22] Filed: **Nov. 23, 1971**

[21] Appl. No.: **201,300**

Related U.S. Application Data

[63] Continuation-in-part of Ser. No. 824,523, May 14, 1969, Abandoned.

[52] **U.S. Cl.... 273/131 B**, 273/131 K, 273/131 KC, 273/134 D, 273/134 G

[51] **Int. Cl.** **A63f 3/00**

[58] **Field of Search**..... 273/131, 132, 134

[56] **References Cited**

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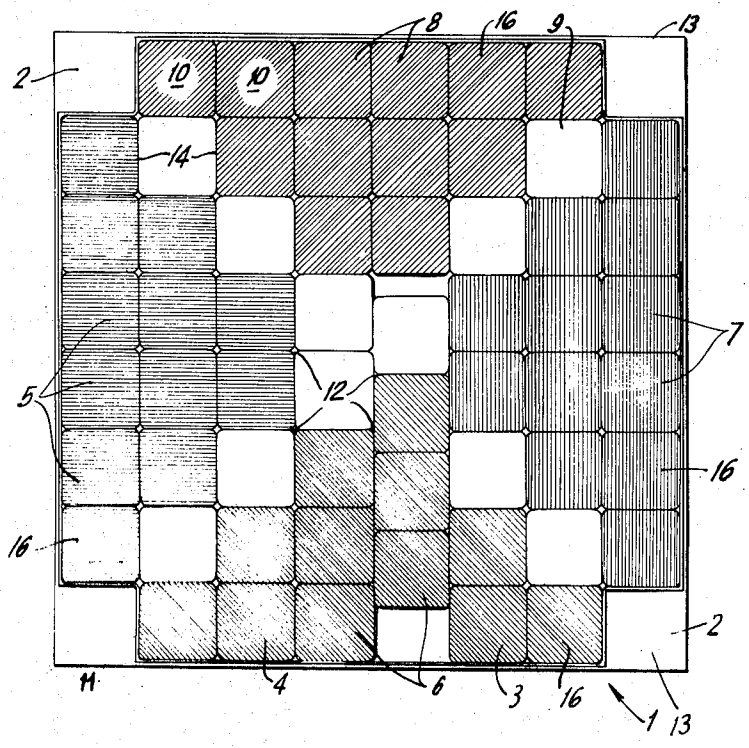
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Primary Examiner—Delbert B. Lowe
Attorney—Arthur Auslander

[57] **ABSTRACT**

A game board with slideable markers is arranged so that the markers may slide to make the game moves without falling off the board. The markers are differentiated into five sets, four including a playing set for each of four players. A player can only win by achieving his game objective with his particular playing set. The fifth set, a passive set, which may include a corner piece which may not be moved, has pieces which affect the play of each player, but the markers cannot in themselves win for any player. The game is played primarily by sliding the markers individually or in file, including the passive markers, in an available direction. A luck element may be provided when the number of moves may be determined by chance, such as by the throw of dice. A circumferential barrier holds the markers on the board and the markers themselves are constructed to slide by each other.

12 Claims, 11 Drawing Figures



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SHEET 1 OF 3

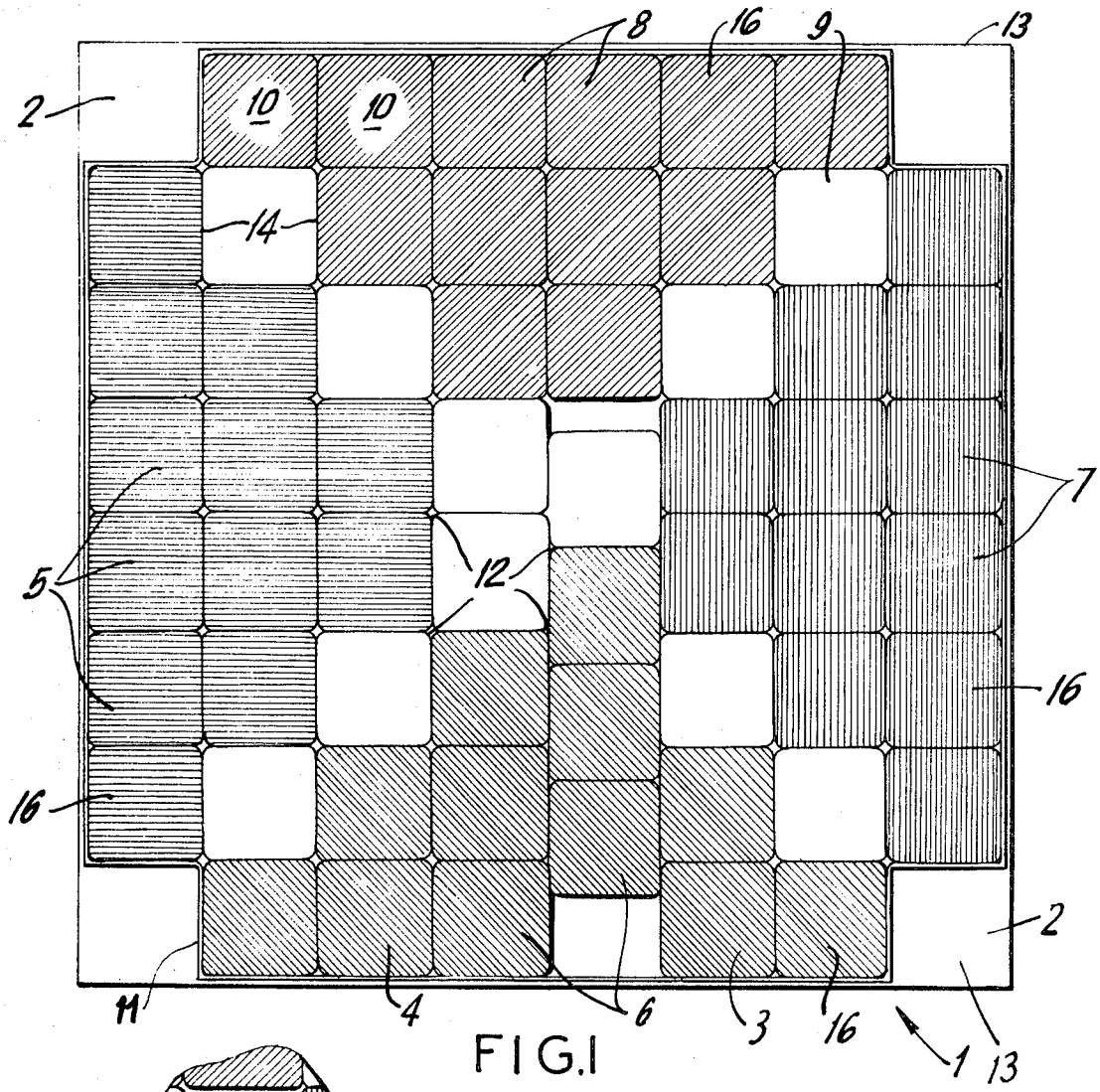


FIG.1

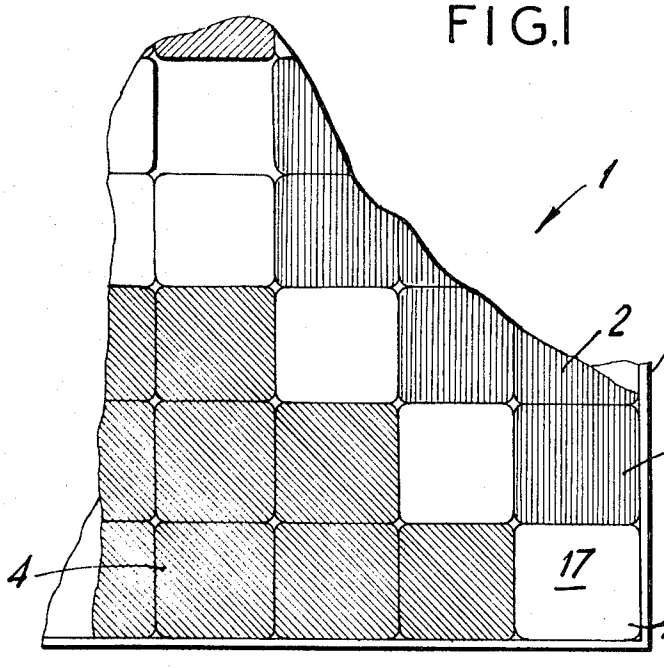


FIG.2

INVENTOR.
VINCENT C. GRISSINO
BY
Auslander & Thomas
ATTORNEYS

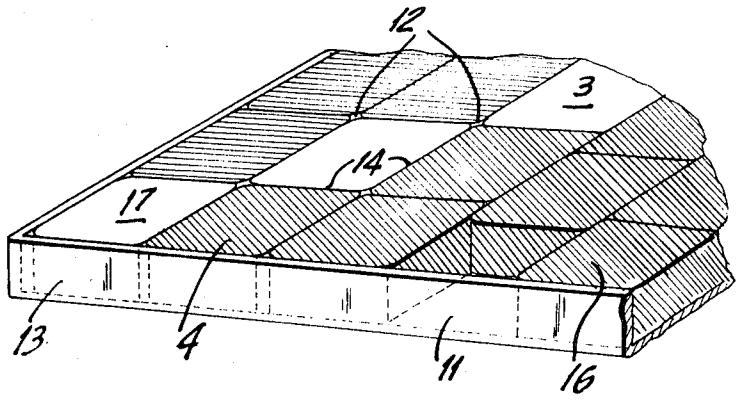


FIG.3

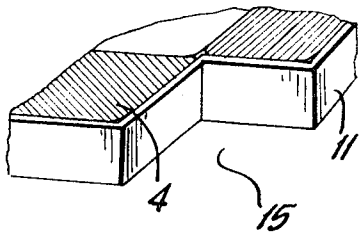


FIG.4

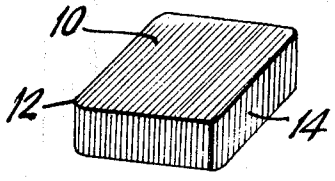


FIG.5a

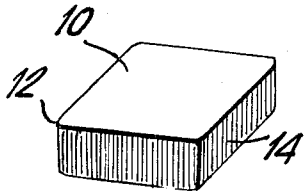


FIG.5b

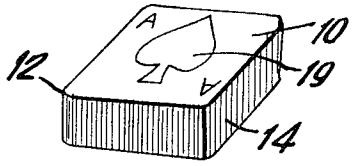


FIG.5c

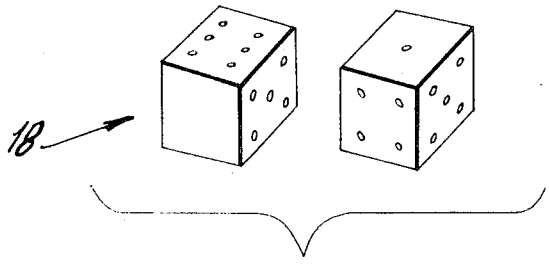


FIG.6

INVENTOR.
VINCENT C. GRISSINO

BY Auslander & Thomas

ATTORNEYS

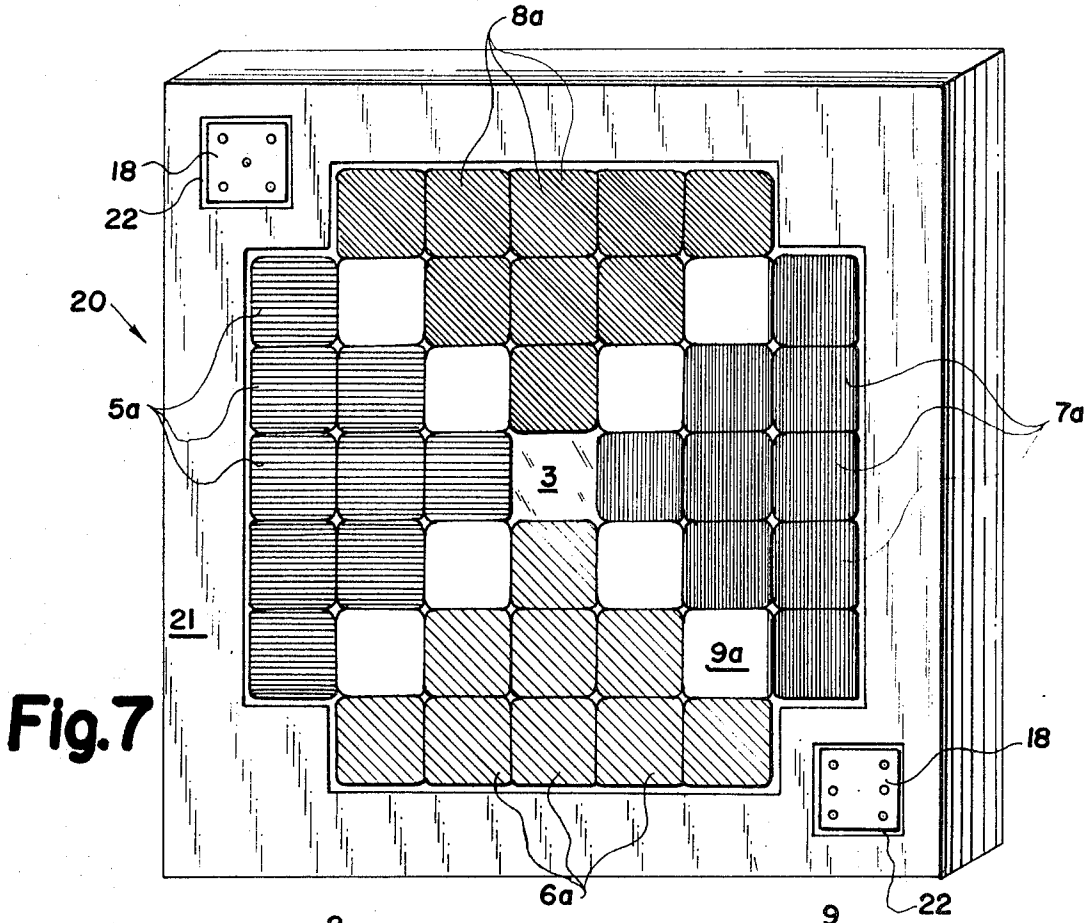


Fig.7

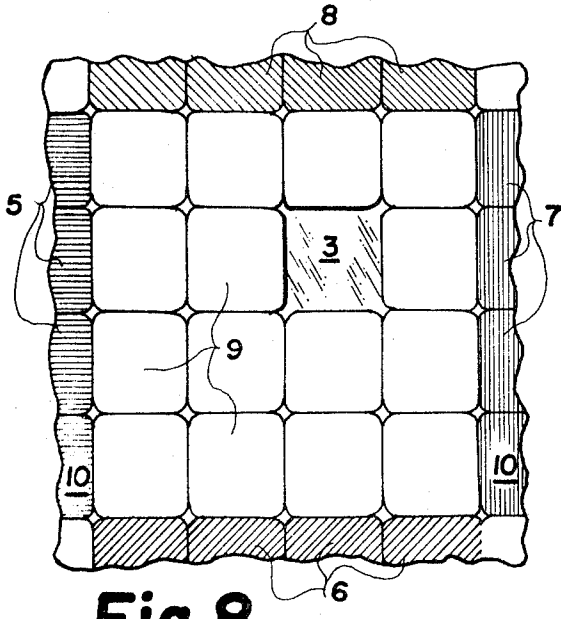


Fig.8

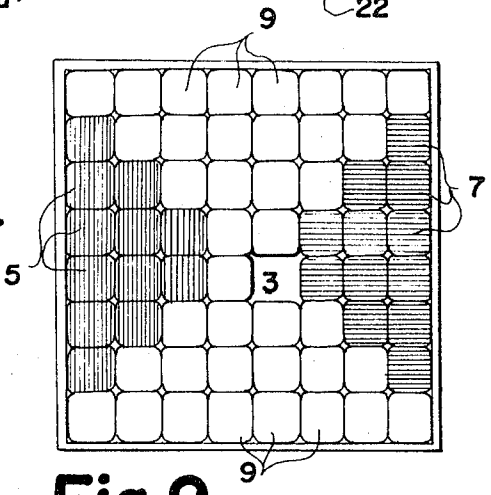


Fig.9

INVENTOR.
Vincent Grissino
BY. M Arthur Auslander
ATTORNEY.

BOARD GAME APPARATUS

The present application is a continuation-in-part of application Ser. No. 824,523, filed May 14, 1969, now abandoned.

The present invention relates to board games and in particular to board games where markers are moveable on a game board without danger of falling off the board in game play.

In the past, many varieties of board games have been provided where skill, luck or both have determined the game outcome. Puzzles have oftentimes included boards and moveable parts interlocked or somehow held within a puzzle board and for their solution have depended upon the selective movement of the interrelated parts to achieve the desired puzzle solution. Games such as anagrams have provided movement means, retaining means and arrangement means to achieve their end result.

According to the present invention, a board game is provided including elements of chance and skill wherein game markers held within the periphery of the game board may be moved in a game contest between two, three or four players, the markers being slid one or more at a time in any available direction horizontally until the game objective shall have been achieved.

Although such novel feature or features believed to be characteristic of the invention are pointed out in the claims, the invention and the manner in which it may be carried out may be further understood by reference to the description following and the accompanying drawings.

FIG. 1 is a plan view of the game of the present invention indicating a move in progress.

FIG. 2 is a partial view of another embodiment of the present invention.

FIG. 3 is a partial front isometric detail of the game of FIG. 2.

FIG. 4 is a partial front isometric of another embodiment of the game of the present invention.

FIG. 5*a* is an isometric view of a marker of the game of the present invention.

FIG. 5*b* is the obverse side of FIG. 5*a*.

FIG. 5*c* is an alternative obverse side of FIG. 5*a*.

FIG. 6 is a pair of dice exemplary of one arbitrary form of move number determining devices.

FIG. 7 is a plan view of another embodiment of the game of the present invention.

FIG. 8 is a detail of a variant method of playing the game as embodied in FIGS. 1 – 4.

FIG. 9 is another detail of a variant method of playing the game as embodied in FIGS. 1 – 4.

Referring now to the figures in greater detail, where like reference numbers denote like parts in the various figures.

The game **1** as shown in FIGS. 1 – 4, and as exemplified in the drawings, comprises eight rows **2** of squares **3** or playing stations on the game board **4** and five differentiated marker sets **5, 6, 7, 8, 9.** The individual markers **10** are about the size of the board squares **3,** though in fact the squares **3** need not be marked on the board **4,** since the space filled by the markers themselves defines the playing space.

The board **4** is provided with a peripheral barrier **11.** The markers **10** are preferably of wood or plastic with rounded corners **12** so that, in sliding, the markers **10** bypass each other rather than hitch as they are moved.

The sides **14** of the markers **10** also are preferably straight and smooth to promote sliding.

The game board corners **13** are passive insofar as playing the game is concerned. As shown in FIG. **1,** the corner **13** may be solid and integral to the board. In FIG. **2** and FIG. **3** the corners are shown as markers **17** which are not moved in the play of the game. In FIG. **4** the corner is shown as a cut-out section **15** of the game board **4.**

In play, the game is good for either two, three or four players. Each player has a distinctive unit marker set **5, 6, 7, 8,** as shown, of 12 pieces. The marker sets **5, 6, 7, 8** are arranged in six at the peripheral row **2,** four in the next row and two in the front row. The four corners **13,** as shown in FIG. **1,** are not moved, though they are equivalent to the markers **9.** The marker sets **5, 6, 7, 8** areas are separated by the marker set **9** blocks. One object of the game is to get any six of a player's marker set **5, 6, 7, 8** pieces into the outside row **16** opposite the player's side of the board.

The number of moves of each play may be determined by a roll of the dice **18.** A move is in any linear non-diagonal direction. A player can move any number of aligned markers **10** selected, by pushing the selected group of markers **10** toward an open space. Where appropriate, consecutive moves may be made along available paths according to the number of moves selected for play. The selection may be by a roll of the dice **18.** Thus, one to seven markers **10** may be moved in any one move. As shown in FIG. **1,** the player may make any kind of a move in a linear non-diagonal direction toward an open space and move any selected number of markers **10.**

Another optional play may be "taking the man." A player may manage to surround any one of another player's markers **10** on all four sides, and then take this piece. Taking is performed by leaving the marker **10** on its square **3** on the game board **4,** but turning it to its obverse side so that it is differentiated from the other marker sets **5, 6, 7, 8.** It may be identical on the obverse side to the differentiation used to identify marker set **9.** The eliminated marker remains on the board and is used in play just as the markers **10** had been, prior to the "taking" of the particular piece.

Play continues until there is a final winner, either by elimination or by the winning player's markers **10** filling the row opposite.

Once any one of the player's markers set **5, 6, 7, 8** marker **10** has been placed in the diametrically opposing outer row, the marker **10** cannot be moved out except by the plaYer whose markers **10** is in such outer row **16.** The marker **10,** though, may be moved sideways within the row, but cannot be taken out, as aforementioned.

At the first move, the player who begins the play has the option of moving any one of the three markers **10** of the set **9** that are in the center of the board **4.** This is not a move of the game. This opening move is not a sliding move, but a way of selecting the options for the first of the sliding moves that the first player will take by providing a vacant space along the row selected for the first movement.

A less exciting version of the game may be played without the chance selectIon of a consecutive number of moves to be made by each player.

The selection of the number of moves which may be made by each player during his turn, where a plurality

of moves is used as the game mode, may be made by a spinner (not shown) or by any normal arbitrary number selecting means.

A sixty-four square **3** board **4** has been exemplified as a preferred embodiment, as shown in FIGS. **1 – 4**, especially because of its similarity to the chess or checker board. Within reason, even numbers of rows may be adapted to the game pattern and the marker sets **5, 6, 7, 8** recede in numbers upward, starting with two less markers than the number of squares **3** in the outer row **16**, and decreasing by two markers **10** in each row until the top row has only two markers **10**. In FIGS. **1 – 4**, the fifth marker set **9** fills the remaining spaces between the marker sets **5, 6, 7, 8.**

Variations of game forms may be tried when the marker **10** sets **5, 6, 7, 8** are given different markings, such as those of playing cards, as shown in FIG. **5**c.

A further variant way of playing the game, ae embodied in FIGS. **1 – 4**, is to start with a game pattern as partly shown in FIG. **8.** In this variation, the passive set of markers **9** may be either increased in number, or the reverse sides of the markers **10** in marker sets **5, 6, 7, 8** have the same color differentiation as the markers **10** of marker set **9.** Thus the extra markers **9** are available. A faster game as partially shown in FIG. **8** can be played, having six markers **10** of the sets **5, 6, 7, 8** in the outer rows as can be seen in FIGS. **1 – 4** and four markers **10** of the sets **5, 6, 7, 8** in the innermost row.

The game **1** of the present invention can be played as shown in FIGS. **1 – 4** by one to four players. In FIG. **9,** a variant of the game **1** is shown where the game **1** is set up particularly for playing by two players. In FIG. **9,** the marker set **9** is increased to fill squares **3** of the unused marker sets **8, 6.** Again this may be accomplished by having the obverse sides of the marker sets **5, 6, 7, 8** have the same color differentiation as the markers **10** of marker set **9.**

The game board **20,** as shown in FIG. **7,** is a variant embodiment of the game board **4** having marker sets **5***a*, **6***a*, **7***a*, **8***a*, **9***a*. The outermost row has only five squares **3** and each player's marker set **5***a*, **6***a*, **7***a*, **8***a* has succeeding rows of markers **10,** symmetrically reduced by two. Marker sets **5***a*, **6***a*, **7***a*, **8***a* are spaced apart by markers **10** from the marker set **9***a*. The central portion of the board is either marked by a vacant square **3** or may have a removable barrier of some sort placed there to keep the markers **5***a*, **6***a*, **7***a*, **8***a*, **9***a* from sliding when not in use.

The game board **20** is inset to hold the markers **5***a*, **6***a*, **7***a*, **8***a*, **9***a*. As a convenience, the border **21** of the game board **20** may have insets **22** to hold such articles as dice **18.**

In playing, using the game board **20,** the same optional moves are available as with the game **1,** only the time of play is shortened by the use of fewer pieces.

The terms and expressions which are employed are used as terms of description; it is recognized, though, that various modifications are possible.

Having thus described certain forms of the invention in some detail, what is claimed is:

1. A game including a game board, said game board having no more than eight rows of eight substantially square playing stations, no more than six playing stations symmetrically positioned on each periphery of said board, four playing unit marker sets, each said marker being substantially square and substantially the same size as said game board stations, each set including no more than 12 markers having uniform identification means on at least one horizontal surface thereof, a fifth set of markers having uniform identification means on at least one horizontal surface thereof, said fifth set of markers in an amount sufficient to space apart said four sets of markers when the markers of said fifth set are in two diagonals of single markers through the center of said board, said fifth set of markers filling all but one central station on the board, each of said five set identification means differentiated from the others, and said game board including a peripheral barrier adapted to retain said markers on said game board during normal horizontal sliding movement.

2. The game of claim **1** wherein the other horizontal surface of each marker is blank.

3. The game of claim **1** wherein the other horizontal surface of the markers of each of said first four marker sets bears one of a set of differentiating playing card identifications.

4. The game of claim **1** including chance means to select a single numerical indicia at a time.

5. The game of claim **4** wherein said chance means include at least one die.

6. The game of claim **1** wherein each said marker has rounded corners.

7. The game of claim **6** wherein each said marker has straight sides.

8. A game including a game board, said game board having no more than eight and no less than seven rows, of substantially square stations and outer rows of said game board having no more than six and no less than five stations, four playing unit sets, said playing unit sets each including markers, each said marker being substantially square and substantially the same size as said game board stations, the markers of each set having uniform identification means on at least one horizontal surface thereof, said four sets of markers each including sufficient markers to fill the playing stations in a symmetrical arrangement having successive rows diminished by two and having a top row of at least one marker, a fifth set of markers having uniform identification means, at least on one horizontal surface thereof, the number of said fifth set of markers sufficient to fill spaces between said four playing sets leaving at least one vacant space, each of said five marker sets having a different identification means, and said game board including a peripheral barrier adapted to retain said markers on said game board during normal movement.

9. The game of claim **8** wherein the outer row of each playing set consists of five markers.

10. The game of claim **9** wherein the upper row of said playing sets consists of one marker.

11. The game of claim **1** wherein said board includes at least one inset receptacle along its edge.

12. The game of claim **1** wherein the other horizontal surface of each marker of said four playing sets bears the identification of said fifth set of markers.

* * * * *