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(54) **Tossable strategy-type game with tri-dimensional playing surface.**

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EP 0 310 054 B1

Description

BACKGROUND OF THE INVENTION

The present invention relates to improvements in strategy-type games. More particularly, the invention is directed to a tri-dimensional strategy-type game playing surface as well as to a preferably tossable, strategy-type game comprising such a playing surface.

Tri-dimensional strategy-type games are known in the art. The documents US-A-3,359,003, 4,129,303, 4,225,137 and 4,456,258, for instance, disclose examples of tri-dimensional strategy-type game playing surfaces on which releasably attachable playing pieces may be selectively positioned and held in position. Such tri-dimensional playing surfaces are generally divided into a plurality of playing regions or positions adapted to receive playing pieces thereon. However, since these playing surfaces must be mounted or placed on a support while the game is in progress, the enjoyability of games played on them is considerably decreased by having the playing surface fixed in one place during the game, thus forcing the players to remain at or return to that place in order to make their moves or study the playing position. This generally limits the locale of play to a table or some other stable and usually flat surface, and the players usually remain seated throughout most of the game. In other words, the players not only have to remain in close proximity to one another during the course of play but also to occupy set positions in relation to the playing surface. The overall result is that the players must adapt to the locale of the game rather than the game adapting to the players. Moving the game to the players instead of the players to the game risks dislodging playing pieces or even causing injury to a player, particularly if the playing surface with attached playing pieces is heavy or has projections or sharp corners or edges.

Releasably attachable playing pieces are essential to most games played on tri-dimensional playing surfaces. These playing pieces are generally rigid, relatively heavy and project from the playing surface. The more rigid a piece and the farther it projects from the playing surface the more likely it is to become snagged and detached during movement of the game. Also, the heavier and more projecting the playing pieces and the heavier the combined playing surface and attached pieces, the more likely the pieces are to detach through sudden accelerations or decelerations, such as in throwing, catching or dropping the game. Heavy and/or sharp playing pieces and/or playing surfaces further contribute to the possibility of player injury.

The strategy-type game according to US-A-3,359,003 comprises a tri-dimensional playing surface, e.g. on a spherical body supported within a bracket like a map-of-the-world globe, said playing surface being divided according to a regular pattern into two visually distinguishable surface areas. Said playing surface has no side borders like a conventional flat playing surface, but the pattern of the surface areas is such that the two pivots of the globe represent two opposed physical interruptions or boundaries of the playing surface, preventing the game from being played beyond these boundaries. Said known playing surface allows forms of play different from those of conventional flat playing surface; but the diversity and the complexity of said forms of play are limited. According to the same document, the playing pieces are held in place on the playing surface e.g. by pegs provided on the pieces and frictionally received in mating holes of the body of the playing surface; or due to the fact that the playing pieces are magnetized or have small embedded magnets, the body of the playing surface being made of ferrous material.

DE-U-2 559 424 relates to a ball-like tossable body having on its surface strips of attachment means allowing the body, if tossed against a target surface having complementary attachment means, to adhere on said target. According to said document, the spaced strips of attachment means on the ball-like body allow the body to adhere on the target as well as if the entire surface of the body would be provided with attachment means.

One object of the present invention is a tri-dimensional strategy-type game playing surface having an ideal range of complexity, that is, games can be played on it that are complex enough to repeatedly challenge players and yet not so complex as to be incomprehensible.

Another object of the invention is a preferably tossable tri-dimensional strategy-type game enabling players to interact on a common tri-dimensional playing surface without the players being forced to remain in close proximity to one another while the game is in progress.

The invention is set out in Claims 1 and 13.

Advantageous embodiments of the invention are featured in the dependent Claims 2 to 12 and 14 to 19.

The strategy-type game playing surface as claimed encloses a tri-dimensional body and is divided into distinct areas defining a regular pattern of at least first and second visually distinguishable surface areas. According to the invention, the playing surface is endless, the first and second surface areas form an uninterrupted alternating pattern and the first surface areas each have an equal number of playing paths to adjacent first surface areas.

By the expression "visually distinguishable surface areas" as used herein is meant areas which are readily discernable as different to the unaided eye whether through color, texture, shape, dimension, contour or elevation above or depression below the surrounding surfaces, or through merely being outlined.

The expression "playing path", on the other hand, can be defined as visually discernable interconnections between playing regions, whether the regions are in actual contact or connected with one another, or are spaced from one another by a distance still maintaining an obvious relationship between adjacent playing regions.

While the allowable movement of pieces in a game is ultimately defined by the rules for that game, for reasons of practicality and playability these rules are best dependant on recognizable features of the playing surface. Considering, for example, an ordinary red and black checkerboard on which many games can be played, these games all make use of the clearly defined pattern on the board. Playing paths are defined in relation to this pattern as obvious interconnections between regions. On a checkerboard there are two obvious kinds of playing paths: those across the corners of the squares and those across the sides. Different games for this board, such as chess and checkers, use these paths in different ways.

If the squares of the checker pattern were replaced by small circles, the pattern of playing positions would still be apparent and the games could still be played. If each circle were randomly shifted a small distance, the pattern of playing paths would still be apparent. Progressively larger shifts would make the paths less and less discernable until finally chess and checkers could no longer be played on the surface.

Since a game is rendered much more complex when being played on a tri-dimensional playing surface, the provision of first surface areas or playing regions each having an equal or constant predetermined number of playing paths to adjacent first surface areas reduces the complexity of the game to an enjoyable yet challenging level. Preferably, such a predetermined number of playing paths is at least three and may be especially equal to four.

The strategy-type game as claimed comprises a playing surface as defined hereabove and a plurality of playing pieces. According to the invention, said playing pieces each have attachment means for being releasably attached to at least said first surface areas with sufficient strength to be retained on selected surfaces areas while enabling said playing pieces to be manually detached from said selected surface areas.

Although it is a feature of the invention to provide a tossable, tri-dimensional strategy-type game playing surface enabling players to sit wherever they choose or to move about, bounded only by the distance that the game can be tossed, such a playing surface need not necessarily be tossed to render the game enjoyable. The playing surface, for example, if enclosing a spherical or toroidal body, can be rolled on a flat surface between players rather than being tossed.

In a preferred embodiment of the strategy-type game according to the invention, the playing pieces are flexible and each have first attachment means cooperable with second attachment means on at least the first surface areas for releasably attaching the playing pieces to selected surface areas, the first and second attachment means being such as to enable the playing pieces to be peeled off the selected surface areas. Preferably, the first and second attachment means comprise pile fasteners. The first and second attachment means can also comprise a plurality of closely spaced first and second attachment elements provided respectively on the playing pieces and on at least the first surface areas, the first and second attachment elements adhering to one another through magnetic force.

As already mentioned, releasably attachable playing pieces are essential to most tri-dimensional playing surfaces. When the playing surface is tossable, the attaching strength of the pieces must be sufficient to withstand not only the force of gravity, but also the rigors of tossing, catching and being dropped. Peeling a flexible piece requires far less force for a given attaching strength than prying or pulling a rigid piece from the same surface since a player only must disengage a fraction of the holding surface at one time. Peelable pieces can therefore have a much higher attaching strength and still be detached by a human hand without applying undue force.

Particularly preferred embodiments are constructed of a spherical or toroidal body that is expanded inside a surface of pile fastener. This construction produces light-weight tri-dimensional playing surfaces of a high degree of uniformity to which pile fastener playing pieces can be releasably attached. Spherical or toroidal bodies also have no potentially sharp edges and corners which could injure players during tossing and catching.

In order to facilitate peeling off of the playing pieces from the surface areas on which they are attached, the playing pieces advantageously each have an attachment portion provided with the first attachment means and a tab portion contiguous to the attachment portion. Oval ring-shaped playing pieces are particularly preferred since they have an extremely good attaching strength to weight ratio

and also provide a convenient shape for human fingers to grasp. Oval rings also allow for the inclusion of non-attaching tabs at opposite ends to assist in detaching without unduly reducing the length of the attachment portion. Such a construction produces easily detachable, light weight, low profile playing pieces that remain reliably attached even when the playing surface is tossed, caught, dropped or even bounced from player to player.

According to another preferred embodiment, the playing pieces each have two sides facing opposite directions and are each provided on one side with the first attachment means and on the other side with the second attachment means, that is, the same attachment means as provided on the playing surface, whereby a plurality of playing pieces can be releasably attached one on top of another to provide a flexible stack of playing pieces releasably attached to a selected surface area. This increases the variety of games that can be played on the playing surface. Having playing pieces that can be stacked during play can also be used to solve the problem of storing playing pieces that are not yet in play or that have been removed from play during the game. When relatively thin and light weight playing pieces are used, a stack of a given number of such pieces can be provided which is relatively short and light, thus reducing the detaching force experienced by the playing pieces when the playing surface is tossed, caught or dropped. Stacks that lie close to the playing surface are also advantageous since they reduce the possibility of playing pieces snagging and being dislodged as the game is tossed and caught.

According to a further preferred embodiment, the pattern defined by the surface areas is a checkerboard-like pattern and the playing pieces are associated with only the first surface areas. Preferably, the first surface areas have a polygonal configuration defining a plurality of vertices with each vertex of any given first surface area contacting the vertex of an adjacent first surface area to thereby define the aforementioned playing paths. Polygonal regions joined at their vertices provide a simple way of making playing paths easily discernable.

The tri-dimensional strategy-type game according to the invention, which can be tossed between players, enables the players to move about freely or to occupy comfortable seats and toss the game back and forth while playing. This eliminates the stress of uncomfortable seating and physical immobility that strategy games usually impose upon the players, thus allowing full enjoyment of the game.

BRIEF DESCRIPTION OF THE DRAWINGS

Further features and advantages of the invention will become more readily apparent from the following description of preferred embodiments as illustrated by way of examples in the accompanying drawings, in which:

Fig. 1 is a first view of a tossable, tri-dimensional strategy-type game playing surface with playing pieces thereon, according to a first preferred embodiment of the invention;

Fig. 2 is a view similar to that of Fig. 1, illustrating a second preferred embodiment according to the invention;

Fig. 3 is another front view illustrating a tossable, tri-dimensional strategy-type game playing surface according to a third preferred embodiment of the invention;

Fig. 4 is a view similar to that of Fig. 3, illustrating a fourth preferred embodiment according to the invention;

Fig. 5A is a top view illustrating a tossable, tri-dimensional strategy-type game playing surface according a fifth preferred embodiment of the invention;

Fig. 5B is an end view of the playing surface illustrated in Fig. 5A;

Fig. 6A is another top view illustrating a tossable, tri-dimensional strategy-type game playing surface with playing pieces thereon, according to a sixth preferred embodiment of the invention;

Fig. 6B is a perspective view of the strategy-type game illustrated in Fig. 6A;

Fig. 7 is a perspective view of a tossable, tri-dimensional strategy-type game playing surface according to a seventh preferred embodiment of the invention;

Fig. 8 is a front view of a tossable, tri-dimensional strategy-type game playing surface according to a eighth preferred embodiment of the invention;

Fig. 9 is a bottom view of a playing piece for use in a tossable, tri-dimensional strategy-type game according to the invention;

Fig. 10 is a view similar to that of Fig. 9, illustrating a playing piece according to a different embodiment;

Fig. 11 is a fragmentary sectional view of a tossable, tri-dimensional strategy-type game playing surface with a playing piece thereon, showing how the playing piece can be peeled off;

Fig. 12 is another fragmentary sectional view illustrating how a magnetic-type playing piece can be releasably attached to a tossable, tri-dimensional strategy-type game playing surface according to the invention; and

Fig. 13 is a fragmentary front view illustrating the embodiment represented in Fig. 12.

DESCRIPTION OF PREFERRED EMBODIMENTS

Referring first to Fig. 1, there is shown a tossable, tri-dimensional strategy-type game comprising a tri-dimensional playing surface 100 of spherical configuration and a plurality of flexible, oval ring-shaped playing pieces 102 selectively positionable thereon. The playing surface 100 encloses a spherical body 104 made of resilient material, such as an inflated plastic ball, and is divided into a plurality of square surface areas 106 defining playing regions adapted to receive playing pieces 102 thereon, the surface across 108,108' defined between the square playing regions 106 constituting non-playing regions, that is, regions on which playing pieces 102 are not positioned. As shown, each square playing region 106 has two neighboring square non-playing regions 108 (only one shown) and two neighboring triangular non-playing regions 108', the playing and non-playing regions 106 and 108,108' defining a checkerboard pattern.

Each corner of any given square playing region 106 contacts the corner of an adjacent square playing region 106 to thereby define a playing path between such regions. Since each playing region 106 has four adjacent playing regions, the number of playing paths from any given playing region to adjacent playing regions is thus equal to the number of adjacent playing regions.

The playing pieces 102 are each provided with hook fasteners 110 engageable with loop fasteners 112 provided on each playing region 106 so as to be releasably retained on selected playing regions 106 when positioned thereon. In order to increase the variety of games that can be played on the surface 100, each playing piece 102 is further provided on its top with loop fasteners 112 such as to enable a plurality of playing pieces 102 to be releasably attached one on top of another to provide a flexible stack of playing pieces releasably attached to a selected playing region 106. The hook and loop fasteners 110,112 which are utilized as cooperable attachment means are available under the trade mark VELCRO.

In the embodiment illustrated in Fig. 2, the playing surface 200 which also encloses a spherical body 204 has twenty-four square playing regions 206 provided with loop fasteners 112, instead of twelve as in Fig. 1. As shown, each square playing region 206 has one neighboring square non-playing region 208, one neighboring triangular non-playing region 208' and two neighboring rhombic or diamond-shaped non-playing regions 208". The playing regions 206 also each have a number of adjacent playing regions which is the same as

the number of playing paths thereto, namely four.

The tri-dimensional playing surface 300 illustrated in Fig. 3 also encloses a spherical body 304, but comprises thirty square playing regions 306 provided with loop fasteners 112. Each square playing region 306 has two neighboring pentagonal non-playing regions 308 and two neighboring triangular non-playing regions 308'. As in the embodiments of Fig. 1 and 2, each playing region 306 has the same number of adjacent playing regions as the number of playing paths thereto, namely four.

The tri-dimensional playing surface 400 illustrated in Fig. 4, which encloses a spherical body 404, comprises sixty square playing regions 406 provided with loop fasteners 112. As shown, each square playing region 406 has one neighboring pentagonal non-playing region 408, one neighboring triangular non-playing region 408' and two neighboring rhombic non-playing regions 408". Each playing region 406 also has the same number of adjacent playing regions as the number of playing paths thereto, namely four.

Turning to the embodiment illustrated in Figs 5A and 5B, there is shown a tri-dimensional playing surface 500 of oblong configuration enclosing an oblong body 504 and comprising sixty square playing regions 506,506',506" provided with loop fasteners 112. The square playing regions 506 in the central portion of the playing surface 500 each have four neighboring rhombic non-playing regions 508 whereas the square playing regions 506' at the end portions each have two neighboring triangular non-playing regions 508' and two neighboring pentagonal non-playing regions 508". On the other hand, the square playing regions 506" in the transition portions each have two neighboring rhombic non-playing regions 508, one neighboring triangular non-playing region 508' and one neighboring pentagonal non-playing region 508". The playing regions 506,506' and 506" also each have the same number of adjacent playing regions as the number of playing paths thereto, i.e. four.

In the embodiment illustrated in Figs 6A and 6B, the tri-dimensional playing surface 600 is in the form of a pillow and comprises thirty-two square playing regions 606,606' provided with loop fasteners 112. Square pieces of fabric material are used as playing pieces 602. The playing pieces 602 are each provided on their bottom, in a central portion, with hook fasteners (not shown) engageable with the loop fasteners 112 on the playing regions 606. Each playing piece 602 is also provided on its top, in a central portion, with loop fasteners 112 so as to enable a plurality of playing pieces 602 to be stacked one on top of another while being releasably attached to one another. As shown, each square playing region 606 has four neighboring square non-playing regions 608, except at the cor-

ners of the playing surface. Each playing region 606 also has four adjacent playing regions and the same number of playing paths thereto. On the other hand, the playing regions 606' at the corners of the playing surface each have three adjacent playing regions, namely two playing regions 606 and one playing region 606', but has four playing paths to those regions, i.e., one playing path to each playing region 606 and two separate playing paths to the playing region 606'.

The embodiment illustrated in Fig. 7 is essentially the same as that shown in Fig. 1, in that the tri-dimensional playing surface 700 has a spherical configuration and comprises twelve playing regions 706 provided with loop fasteners 112. However, instead of having a spherical supporting body as in Fig. 1, a plurality of supporting circular ribs 704 are provided. In this case, the non-playing regions defined between the playing regions 706 are thus voids.

The tri-dimensional playing surface 800 illustrated in Fig. 8, which encloses a spherical body 804, comprises twelve pentagonal playing regions 806 provided with loop fasteners 112. Each pentagonal playing region 806 has five neighboring triangular non-playing regions 808. Each playing region 806 also has five adjacent playing regions and the same number of playing paths thereto.

Figs 9 and 10 illustrate modified forms of playing pieces. In Fig. 9, the oval ring-shaped playing piece 102' is similar to the playing piece 102 illustrated in Figs 1 and 2, in that it comprises back-to-back hook and loop fasteners 110,112. However, it has been modified by the provision at opposite ends of two tab portions 114 which are free of hook fasteners 110 to facilitate peeling off. The playing piece 116 illustrated in Fig. 10 which has an egg shape also comprises back-to-back hook and loop fasteners and a tab portion 118 which is free of hook fasteners 110. As shown in Fig. 11, the playing piece 102' can be easily peeled off the playing region 106 provided with loop fasteners 112 by grasping with one's fingers either tab portion 114 of the playing piece 102' and pulling in a direction away from the playing surface.

It is also possible to use magnetic-type playing pieces as illustrated in Figs 12 and 13. As shown, the tri-dimensional playing surface 900 which encloses a spherical body 904 comprises a plurality of spaced-apart square playing regions 906 each defined by a plurality of small magnetic disks 910 adhered to the body 904 and arranged in close spaced relationship to one another. The playing piece 902 which is made of fabric material is also provided in a central portion thereof with a plurality of similar magnetic disks 910. Thus, the playing piece 902 can be releasably attached to the play-

ing region 906 by means of the disks 910 adhering to one another through magnetic force.

Even though the playing pieces 102,102', 116, 602 and 902 are attached firmly enough to withstand the rigors of tossing and catching, their flexibility allow them to be easily peeled off by the players.

Claims

1. A strategy-type game playing surface (100, 200, 300, 400, 500, 600, 700, 800, 900) enclosing a tri-dimensional body (104, 204, 304, 404, 504, 604, 704, 804, 904) and divided into distinct areas defining a regular pattern of at least first and second visually distinguishable surface areas (106, 108; 206, 208; 306, 308; 406, 408; 506, 508; 606, 608; 706; 806, 808; 906), characterized in that the playing surface is endless and that the first and second surface areas form an uninterrupted alternating pattern and in that the first surface areas (106, 206, 306, 406, 506, 606, 706, 806, 906) each have an equal number of playing paths to adjacent first surface areas.
2. A strategy-type game playing surface as claimed in claim 1, characterized in that said body (104, 204, 304, 404, 504, 704, 804, 904) has a substantially spherical configuration.
3. A strategy-type game playing surface as claimed in claim 1 or 2, characterized that said predetermined number of playing paths is at least three.
4. A strategy-type game playing surface as claimed in claim 3, characterized in that said predetermined number of playing paths is equal to four.
5. A strategy-type game playing surface as claimed in claim 3, characterized in that said first surface areas have a polygonal configuration defining a plurality of vertices with each vertex of any given first surface area contacting the vertex of an adjacent first surface area to thereby define said playing paths.
6. A strategy-type game playing surface as claimed in claim 5, characterized in that said first surface areas have a triangular configuration.
7. A strategy-type game playing surface as claimed in claim 5, characterized in that said first surface areas (106, 206, 306, 406, 506, 606, 706, 906) have a square configuration.

8. A strategy-type game playing surface as claimed in claim 5, characterized in that said first surface areas (806) have a pentagonal configuration.
9. A strategy-type game playing surface as claimed in anyone of claims 1 to 8, characterized in that said first surface areas each have a constant predetermined number of adjacent first surface areas and said predetermined number of playing paths is equal to said predetermined number of adjacent first surface areas.
10. A strategy-type game playing surface as claimed in anyone of the claims 1 to 9, characterized in that at least one of said first surface areas (606') has fewer adjacent first surface areas (606) than playing paths to said adjacent first surface areas (606).
11. A strategy-type game playing surface as claimed in anyone of claims 1 to 9, characterized in that said first surface areas (106, 206, 306, 406, 506, 606, 706, 806, 906) are identical in configuration relative to one another.
12. A strategy-type game playing surface as claimed in anyone of the preceding claims, characterized in that said first surface areas are at least twelve in number.
13. A strategy-type game comprising a playing surface as claimed in anyone of the preceding claims, and a plurality of playing pieces (102, 602, 116, 902), characterized in that said playing pieces each have attachment means (110, 112; 910) for being releasably attached to at least said first surface areas with sufficient strength to be retained on selected surface areas while enabling said playing pieces to be manually detached from said selected surface areas.
14. A strategy-type game as claimed in claim 13, characterized in that said playing pieces (102, 602, 116, 902) are flexible and each have first attachment means (110, 910) cooperable with second attachment means (112, 910) on at least said first surface areas for releasably attaching said playing pieces to selected surface areas, and said first and second attachment means and said playing piece flexibility are such as to enable said playing pieces to be peeled off said selected surface areas.
15. A strategy-type game as claimed in claim 14, characterized in that said first and second at-

tachment means comprise pile fasteners (110, 112).

16. A strategy-type game as claimed in claim 14, characterized in that said first and second attachment means comprise a plurality of first and second magnetic attachment elements (910) provided respectively on said playing pieces and on at least said first surface areas.
17. A strategy-type game as claimed in claim 14, characterized in that said playing pieces each have an attachment portion provided with said first attachment means (110) and a tab portion (114, 118) contiguous to said attachment portion, said tab portion serving to facilitate peeling off of said playing pieces from said selected surface areas.
18. A strategy-type game as claimed in claim 14, characterized in that said playing pieces (102) each have two sides facing opposite directions and are each provided on one side with said first attachment means (110) and on the other side with said second attachment means (112), whereby a plurality of playing pieces can be releasably attached one on top of another to provide a stack of playing pieces releasably attached to a selected surface area.
19. A strategy-type game as claimed in anyone of claims 14 to 19, wherein said playing pieces are attachable to only said first surface areas (106, 206, 306, 406, 506, 606, 706, 806, 906).

Patentansprüche

1. Spielfläche (100, 200, 300, 400, 500, 600, 700, 800, 900) für ein Spiel vom Strategie-Typ, umschließend einen dreidimensionalen Körper (104, 204, 304, 404, 504, 604, 704, 804, 904) und unterteilt in verschiedene Bereiche, die ein regelmäßiges Muster von wenigstens ersten und zweiten visuell unterscheidbaren Flächenbereichen (106, 108; 206, 208; 306, 308; 406, 408; 506, 508; 606, 608; 706, 806, 808; 906) abgrenzen, dadurch **gekennzeichnet**, daß die Spielfläche endlos ist und daß die ersten und zweiten Flächenbereiche ein ununterbrochenes wechselndes Muster bilden und daß die ersten Flächenbereiche 106, 206, 306, 406, 506, 606, 706, 806, 906) jeweils eine gleiche Anzahl von Spielbahnen zu benachbarten ersten Flächenbereichen aufweisen.
2. Spielfläche für ein Spiel vom Strategie-Typ nach Anspruch 1, dadurch **gekennzeichnet**, daß der Körper (104, 204, 304, 404, 504, 704,

- 804, 904) eine im wesentlichen kugelförmige Gestalt aufweist.
3. Spielfläche für ein Spiel vom Strategie-Typ nach Anspruch 1 oder 2, dadurch **gekennzeichnet**, daß die vorbestimmte Anzahl von Spielbahnen wenigstens drei ist. 5
 4. Spielfläche für ein Spiel vom Strategie-Typ nach Anspruch 3, dadurch **gekennzeichnet**, daß die vorbestimmte Anzahl von Spielbahnen gleich vier ist. 10
 5. Spielfläche für ein Spiel vom Strategie-Typ nach Anspruch 3, dadurch **gekennzeichnet**, daß die ersten Flächenbereiche eine vieleckige Gestalt aufweisen, die eine Anzahl von Scheitelpunkten abgrenzen, wobei jeder Scheitelpunkt irgendeines gegebenen ersten Flächenbereichs mit dem Scheitelpunkt eines benachbarten ersten Flächenbereichs in Verbindung steht, um hierdurch die Spielbahnen festzulegen. 15
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 6. Spielfläche für ein Spiel vom Strategie-Typ nach Anspruch 5, dadurch **gekennzeichnet**, daß die ersten Flächenbereiche eine dreieckförmige Gestalt aufweisen. 25
 7. Spielfläche für ein Spiel vom Strategie-Typ nach Anspruch 5, dadurch **gekennzeichnet**, daß die ersten Flächenbereiche (106, 206, 306, 406, 506, 606, 706, 906) eine quadratische Gestalt haben. 30
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 8. Spielfläche für ein Spiel vom Strategie-Typ nach Anspruch 5, dadurch **gekennzeichnet**, daß die ersten Flächenbereiche (806) eine fünfeckige Gestalt haben. 40
 9. Spielfläche für ein Spiel vom Strategie-Typ nach einem beliebigen der Ansprüche 1 bis 9, dadurch **gekennzeichnet**, daß die ersten Flächenbereiche jeweils eine konstante vorbestimmte Anzahl benachbarter erster Flächenbereiche aufweisen und daß die vorbestimmte Anzahl von Spielbahnen gleich der vorbestimmten Anzahl benachbarter erster Flächenbereiche ist. 45
50
 10. Spielfläche für ein Spiel vom Strategie-Typ nach einem beliebigen der Ansprüche 1 bis 9, dadurch **gekennzeichnet**, daß wenigstens einer der ersten Flächenbereiche (606') weniger benachbarte erste Flächenbereiche (606) als Spielbahnen zu den benachbarten ersten Flächenbereichen (606) aufweist. 55
 11. Spielfläche für ein Spiel vom Strategie-Typ nach einem beliebigen der Ansprüche 1 bis 9, dadurch **gekennzeichnet**, daß die ersten Flächenbereiche (106, 206, 306, 406, 506, 606, 706, 806, 906) in der Gestalt in bezug aufeinander identisch sind.
 12. Spielfläche für ein Spiel vom Strategie-Typ nach einem beliebigen der vorhergehenden Ansprüche, dadurch **gekennzeichnet**, daß die ersten Flächenbereiche in der Anzahl wenigstens zwölf sind.
 13. Spiel vom Strategie-Typ, umfassend eine Spielfläche nach einem beliebigen der vorhergehenden Ansprüche und eine Anzahl von Spielstücken (102, 602, 116, 902), dadurch **gekennzeichnet**, daß die Spielstücke jeweils eine Befestigungseinrichtung (110, 112; 910) aufweisen, um lösbar an wenigstens den ersten Flächenbereichen mit ausreichender Festigkeit befestigt zu werden, so daß sie auf ausgewählten Flächenbereichen zurückgehalten werden, während es ermöglicht wird, daß die Spielstücke von Hand von den ausgewählten Flächenbereichen abgenommen werden.
 14. Spiel vom Strategie-Typ nach Anspruch 13, dadurch **gekennzeichnet**, daß die Spielstücke (102, 602, 116, 902) flexibel sind und jeweils eine erste Befestigungseinrichtung (110, 910) aufweisen, die mit einer zweiten Befestigungseinrichtung (112, 910) auf wenigstens den ersten Flächenbereichen zusammenwirken kann, um die Spielstücke an ausgewählten Flächenbereichen lösbar zu befestigen, und die ersten und zweiten Befestigungseinrichtungen und die Spielstückflexibilität derart sind, daß es ermöglicht wird, daß die Spielstücke von den ausgewählten Flächenbereichen abgezogen werden.
 15. Spiel vom Strategie-Typ nach Anspruch 14, dadurch **gekennzeichnet**, daß die ersten und zweiten Befestigungseinrichtungen Stapelverbindungselemente (110, 112) umfassen.
 16. Spiel vom Strategie-Typ nach Anspruch 14, dadurch **gekennzeichnet**, daß die ersten und zweiten Befestigungseinrichtungen einer Anzahl erster und zweiter magnetischer Befestigungselemente (910) umfassen, die jeweils auf den Spielstücken und auf wenigstens den ersten Spielflächen vorgesehen sind.
 17. Spiel vom Strategie-Typ nach Anspruch 14, dadurch **gekennzeichnet**, daß die Spielstücke jeweils einen mit der ersten Befestigungseinrichtung (110) versehenen Befestigungsab-

schnitt und einen an den Befestigungsabschnitt angrenzenden Lappenabschnitt (114, 118) aufweisen, wobei der Lappenabschnitt dazu dient, das Abziehen der Spielstücke von den ausgewählten Flächenbereichen zu erleichtern.

18. Spiel vom Strategie-Typ nach Anspruch 14, dadurch **gekennzeichnet**, daß die Spielstücke (102) jeweils zwei Seiten aufweisen, die zu entgegengesetzten Richtungen hin weisen und jeweils auf einer Seite mit der ersten Befestigungseinrichtung (110) und auf der anderen Seite mit der zweiten Befestigungseinrichtung (112) versehen sind, wodurch eine Anzahl von Spielstücken lösbar aufeinander befestigt werden kann, um einen Stapel von lösbar an einem ausgewählten Flächenbereich befestigten Spielstücken vorzusehen.
19. Spiel vom Strategie-Typ nach einem beliebigen der Ansprüche 14 bis 19, bei dem die Spielstücke an lediglich den ersten Flächenbereichen (106, 206, 306, 406, 506, 606, 706, 806, 906) befestigt werden können.

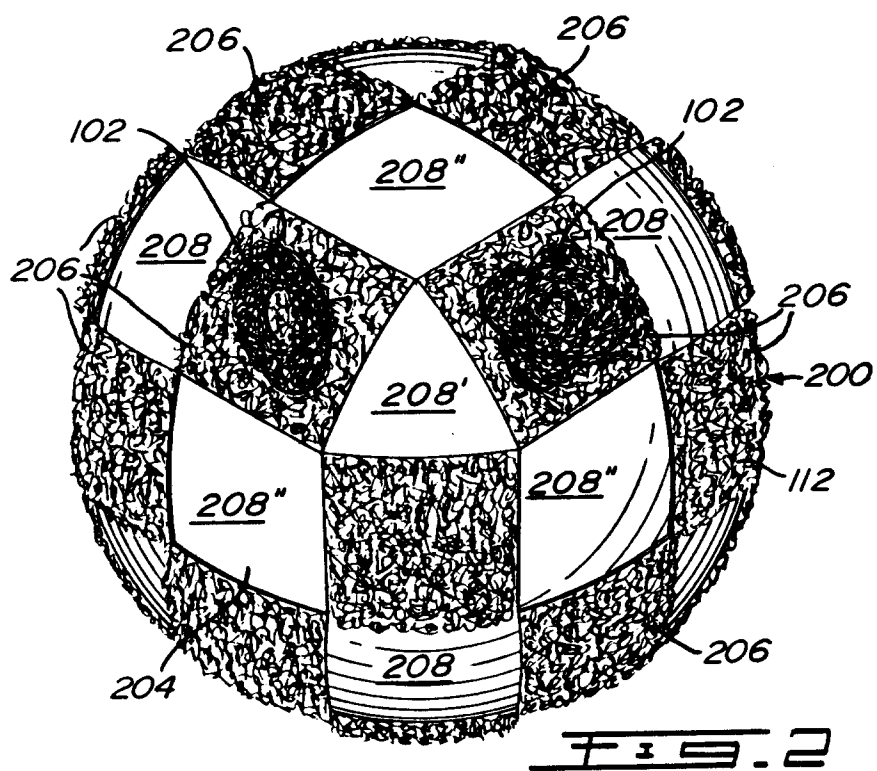
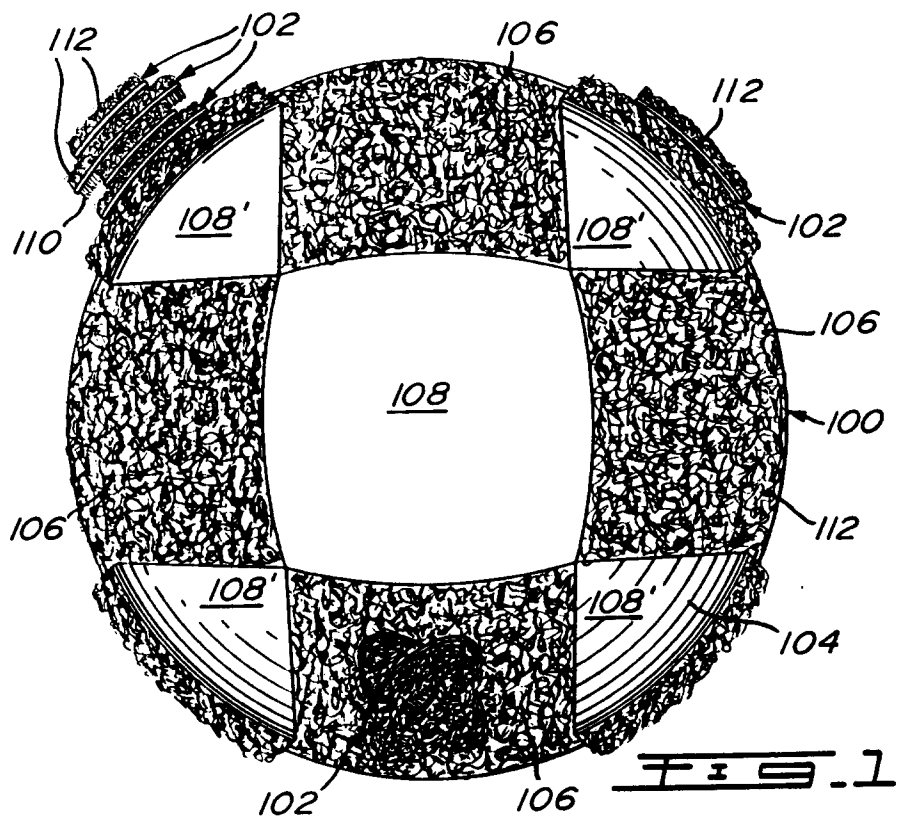
Revendications

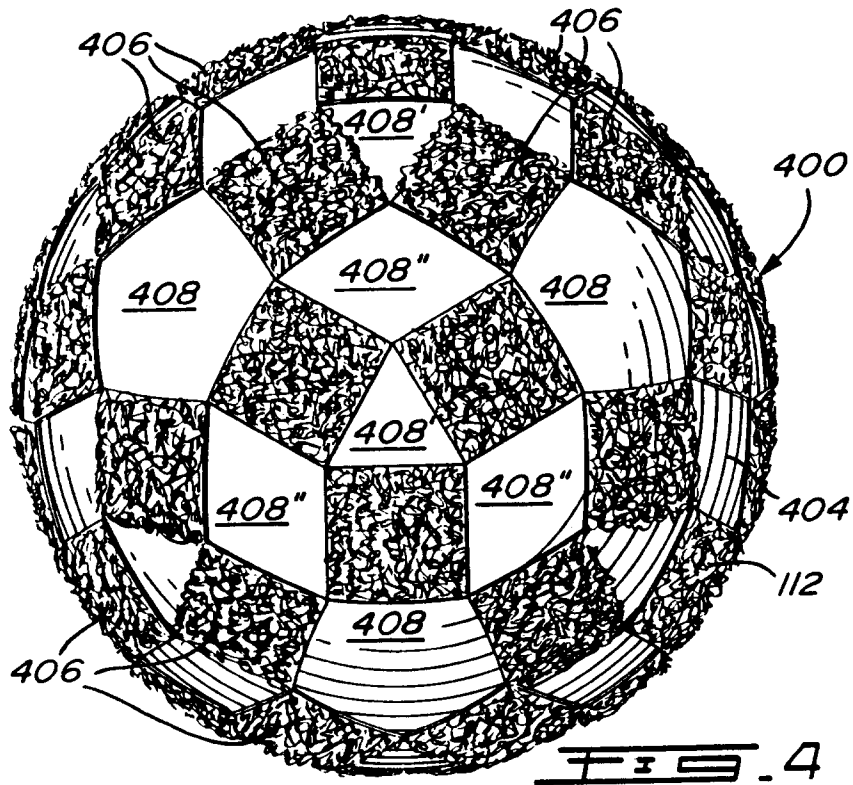
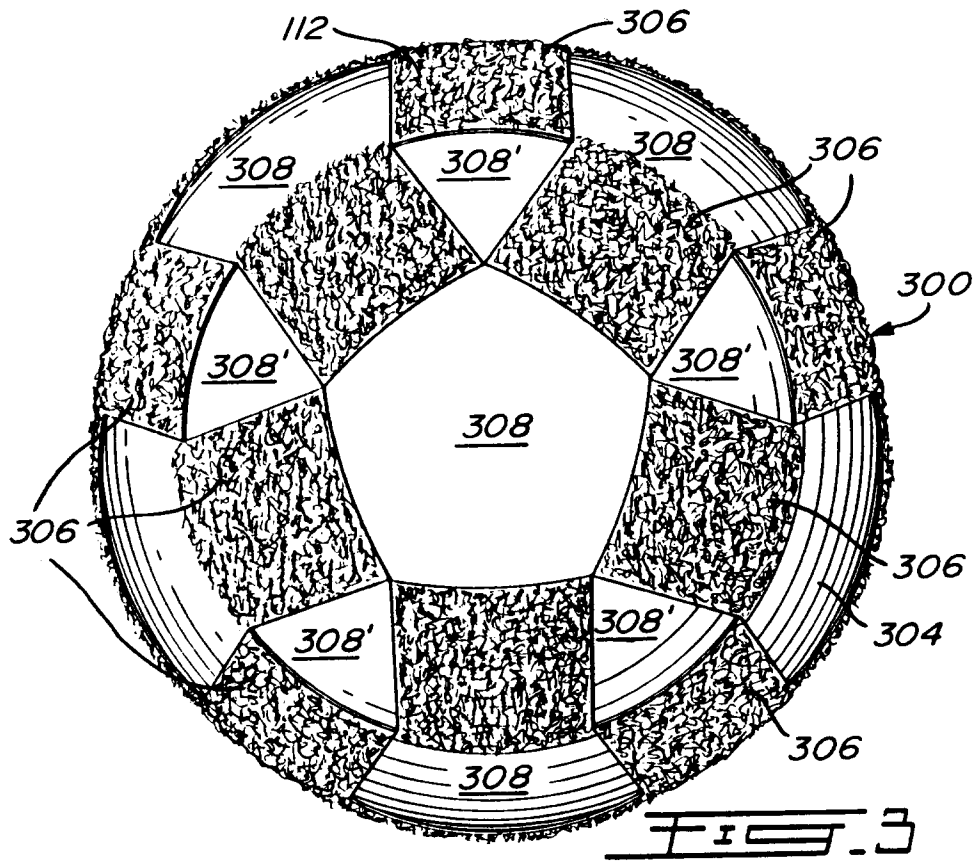
1. Surface de jeu (100, 200, 300, 400, 500, 600, 700, 800, 900) pour jeu de stratégie, qui entoure un corps (104, 204, 304, 404, 504, 604, 704, 804, 904) tridimensionnel et qui est divisée en régions distinctes définissant un motif régulier d'au moins des premières et des secondes régions de surface (106, 108 ; 206, 208 ; 306, 308 ; 406, 408 ; 506, 508 ; 606, 608 ; 706 ; 806, 808 ; 906) distinguables visuellement, caractérisée en ce que la surface de jeu est infinie, en ce que les premières et secondes régions de surface forment un motif alterné ininterrompu, et en ce que les premières régions de surface (106, 206, 306, 406, 506, 606, 706, 806, 906) ont chacune le même nombre de trajets de jeu vers les premières régions de surface adjacentes.
2. Surface de jeu pour jeu de stratégie selon la revendication 1, caractérisée en ce que ledit corps (104, 204, 304, 404, 504, 704, 804, 904) a une configuration sensiblement sphérique.
3. Surface de jeu pour jeu de stratégie selon la revendication 1 ou 2, caractérisée en ce que ledit nombre prédéterminé de trajets de jeu est d'au moins trois.
4. Surface de jeu pour jeu de stratégie selon la revendication 3, caractérisée en ce que ledit nombre prédéterminé de trajets de jeu est égal

à quatre.

5. Surface de jeu pour jeu de stratégie selon la revendication 3, caractérisée en ce que lesdites premières régions de surface ont une configuration polygonale qui définit une pluralité de sommets, chaque sommet de toute première région de surface donnée touchant le sommet d'une première région de surface adjacente afin de définir de ce fait lesdits trajets de jeu.
6. Surface de jeu pour jeu de stratégie selon la revendication 5, caractérisée en ce que lesdites premières régions de surface ont une configuration triangulaire.
7. Surface de jeu pour jeu de stratégie selon la revendication 5, caractérisée en ce que lesdites premières régions de surface (106, 206, 306, 406, 506, 606, 706, 906) ont une configuration carrée.
8. Surface de jeu pour jeu de stratégie selon la revendication 5, caractérisée en ce que lesdites premières régions de surface (806) ont une configuration pentagonale.
9. Surface de jeu pour jeu de stratégie selon l'une quelconque des revendications 1 à 8, caractérisée en ce que lesdites premières régions de surface ont chacune un nombre prédéterminé constant de premières régions de surface adjacentes et ledit nombre prédéterminé de trajets de jeu est égal audit nombre prédéterminé de premières régions de surface adjacentes.
10. Surface de jeu pour jeu de stratégie selon l'une quelconque des revendications 1 à 9, caractérisée en ce que l'une au moins desdites premières régions de surface (606') a moins de premières régions de surface (606) adjacentes que de trajets de jeu vers lesdites premières régions de surface (606) adjacentes.
11. Surface de jeu pour jeu de stratégie selon l'une quelconque des revendications 1 à 9, caractérisée en ce que lesdites premières régions de surface (106, 206, 306, 406, 506, 606, 706, 806, 906) ont une configuration identique les unes par rapport aux autres.
12. Surface de jeu pour jeu de stratégie selon l'une quelconque des revendications précédentes, caractérisée en ce que lesdites premières régions de surface sont au nombre d'au moins douze.

13. Jeu de stratégie comprenant une surface de jeu comme revendiquée dans l'une quelconque des revendications précédentes, et une pluralité de pièces de jeu (102, 602, 116, 902), caractérisé en ce que lesdites pièces de jeu comportent chacune un moyen de fixation (110, 112 ; 910) pour pouvoir être fixées de façon amovible sur lesdites premières régions de surface au moins, avec une force suffisante pour être retenues sur les régions de surface sélectionnées, tout en permettant que lesdites pièces de jeu puissent être détachées manuellement desdites régions de surface sélectionnées.
14. Jeu de stratégie selon la revendication 13, caractérisé en ce que lesdites pièces de jeu (102, 602, 116, 902) sont souples et comportent chacune un premier moyen de fixation (110, 910) qui peut coopérer avec un second moyen de fixation (112, 910) se trouvant sur lesdites premières régions de surface au moins pour fixer de façon amovible lesdites pièces de jeu aux régions de surface sélectionnées, et la souplesse desdits premier et second moyens de fixation ainsi que desdites pièces de jeu est telle qu'elle permet de détacher par pelage lesdites pièces de jeu desdites régions de surface sélectionnées.
15. Jeu de stratégie selon la revendication 14, caractérisé en ce que lesdits premier et second moyens de fixation comprennent des attaches auto-agrippantes (110, 112).
16. Jeu de stratégie selon la revendication 14, caractérisé en ce que lesdits premier et second moyens de fixation comprennent une pluralité de premiers et seconds éléments magnétiques (910) de fixation placés respectivement sur lesdites pièces de jeu et sur lesdites premières régions de surface au moins.
17. Jeu de stratégie selon la revendication 14, caractérisé en ce que lesdites pièces de jeu comprennent chacune une partie de fixation pourvue dudit premier moyen de fixation (110) et une partie formant tirette (114, 118) contiguë à ladite partie de fixation, ladite partie formant tirette servant à faciliter le détachement par pelage desdites pièces de jeu desdites régions de surface sélectionnées.
18. Jeu de stratégie selon la revendication 14, caractérisé en ce que lesdites pièces de jeu (102) comportent chacune deux côtés orientés vers des directions opposées et sont chacune pourvues, sur un premier côté, dudit premier moyen de fixation (110) et, sur l'autre côté, dudit second moyen de fixation (112), une pluralité de pièces de jeu pouvant de ce fait être fixées de façon amovible les unes sur les autres afin de donner un empilement de pièces de jeu fixé de façon amovible à une région de surface sélectionnée.
19. Jeu de stratégie selon l'une quelconque des revendications 14 à 18, dans lequel lesdites pièces de jeu sont fixables uniquement auxdites premières régions de surface (106, 206, 306, 406, 506, 606, 706, 806, 906).





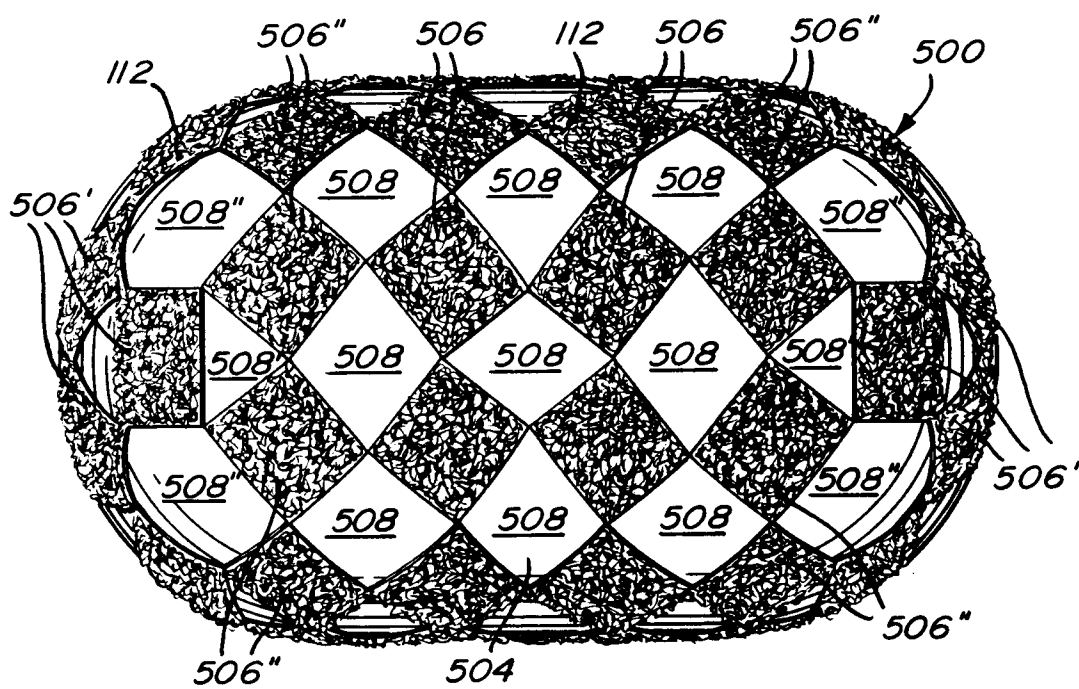


FIG. 5A

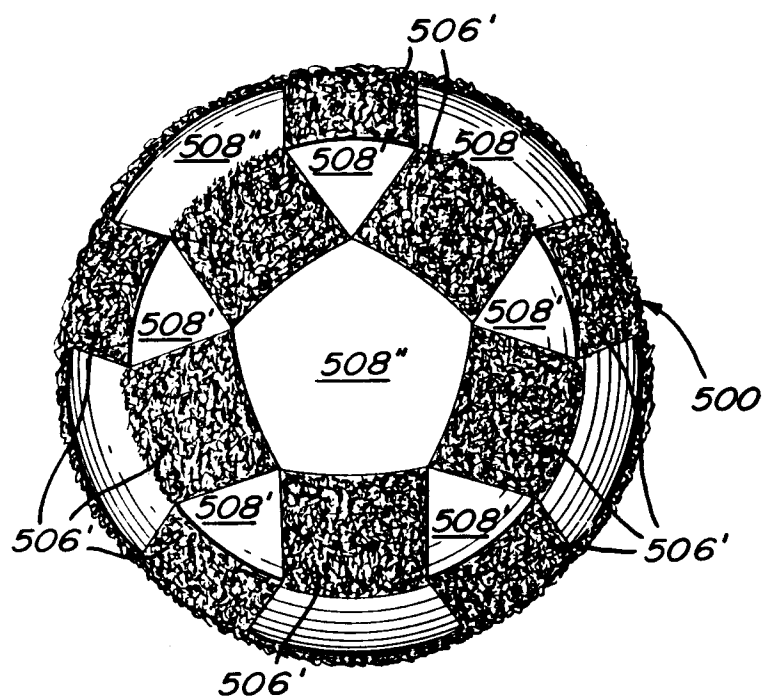
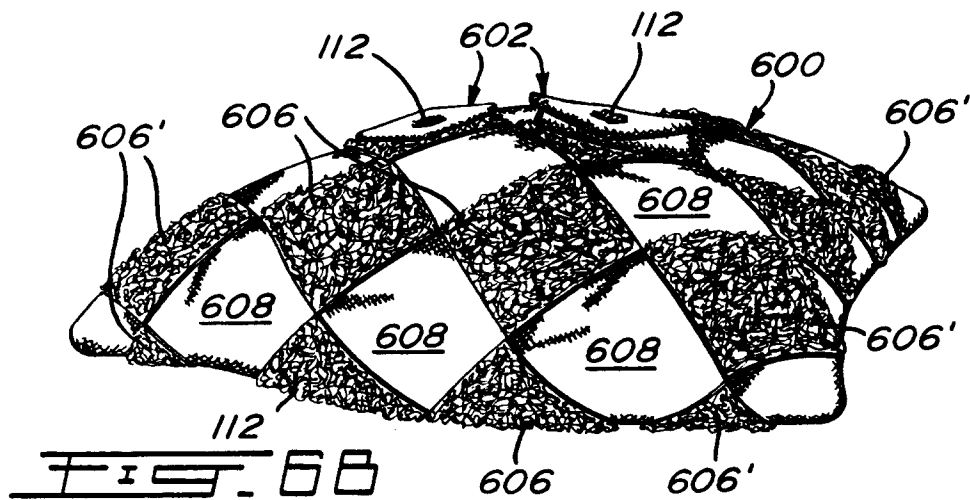
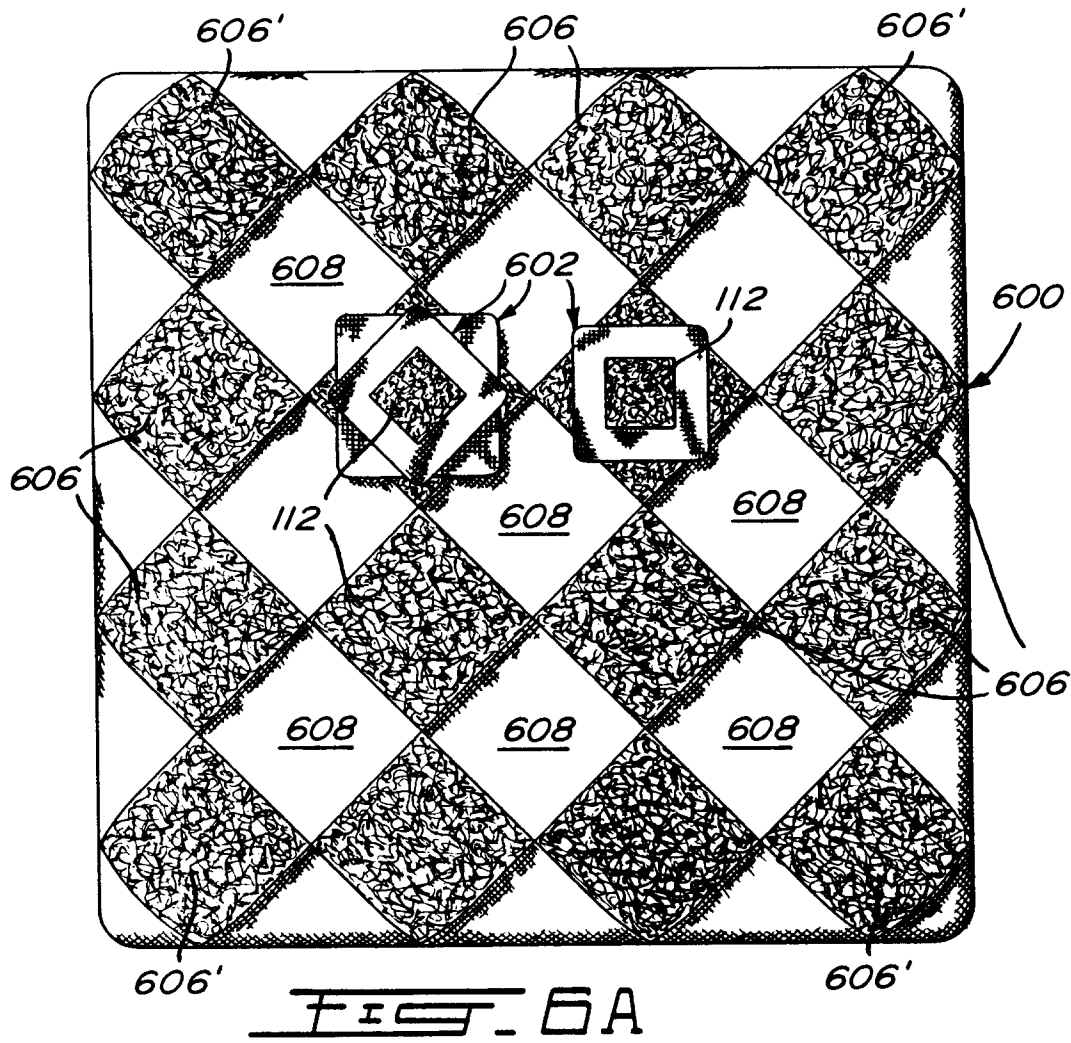


FIG. 5B



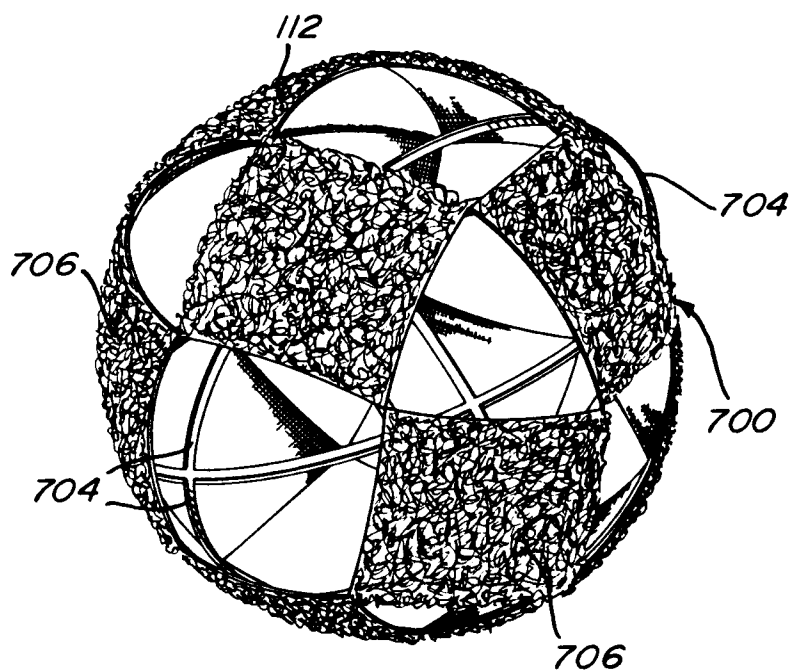


FIG. 7

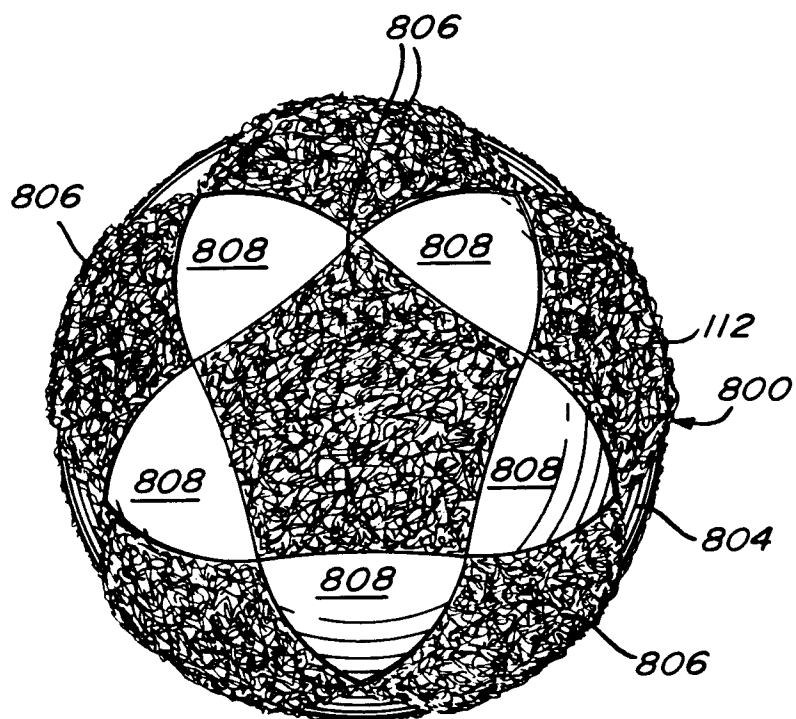


FIG. 8

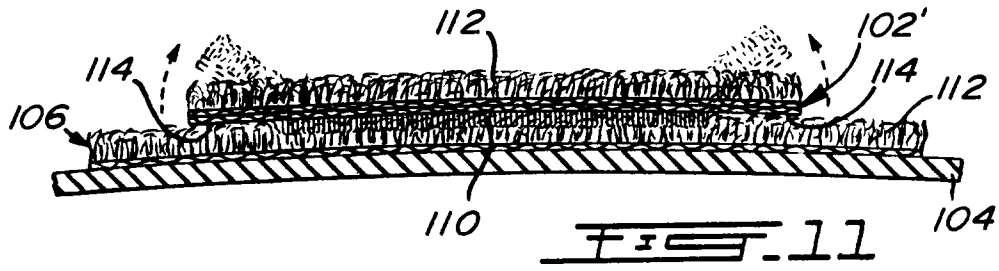


FIG. 9

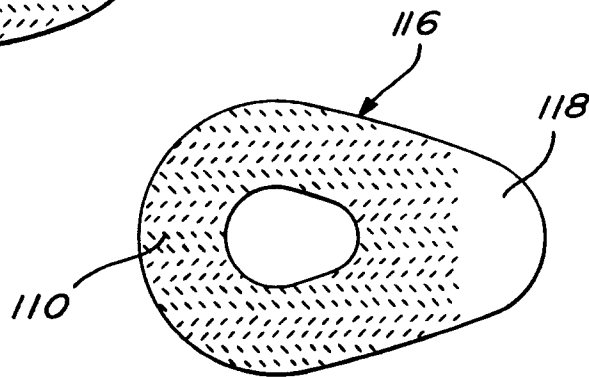
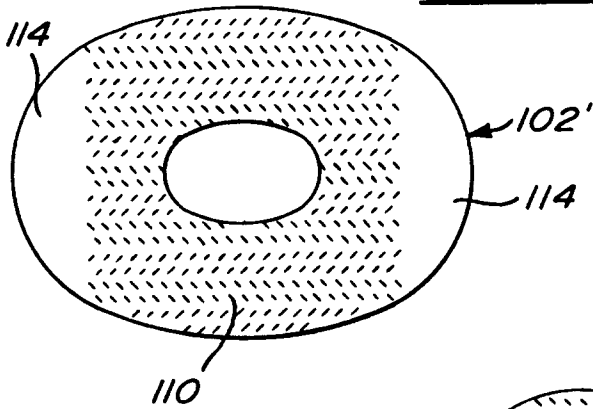


FIG. 13

