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Description

This invention relates to a board game of the type wherein one or more players has pieces for placing on the board in accordance with rules of the game.

A number of board games have been proposed which comprise a board having a plurality of adjoining defined areas in the shape of polygons with a plurality of correspondingly shaped playing pieces. These playing pieces have markings on their sides such that they can be placed and/or moved on the areas on the board governed by rules concerning which markings on the pieces can be located adjacent each other. These playing pieces usually have a triangular base and either an upstanding handle extending therefrom, or are tetrahedral. A game with this first type of playing piece is disclosed in GB 2196540. Games with the second type of playing piece are disclosed in GB 2203657, GB 2214826, US 3887190 and US 4527800.

According to the present invention there is provided a game apparatus comprising means for representing a board having thereon a plurality of defined areas in the form of adjoining polygons, a plurality of flat playing pieces of corresponding shape, the sides of the playing pieces being provided with one of a number of markings, markings being provided on both faces of the playing pieces (16), rules being provided for the or each player to take turns, the playing pieces being placeable on the defined areas such that adjacent sides of playing pieces on adjoining areas bear the same marking.

Preferably the defined areas and the playing pieces are triangular, and desirably the triangles are equilateral.

The sides of the playing pieces are preferably marked with one of a plurality of colours.

The playing pieces may be divided up into areas with each area adjoining a one of the playing piece's sides.

A points value may be marked on each playing piece. A number of the defined areas may be particularly marked to indicate an additional score when a playing piece is placed thereon.

Preferably the number of playing pieces corresponds to the number of defined areas.

The markings on one face of at least some of the playing pieces may be mirror images of the markings on the opposite face of the playing pieces.

An embodiment of the present invention will now be described by way of example only with reference to the accompanying drawings, in which :-

Fig. 1 is a plan view of a game board according to the present invention;

Fig. 2 is a plan view of three playing pieces usable with the game board of Fig. 1; and

Fig. 3 is a view from below of one of the playing pieces of Fig. 2.

Fig. 1 shows a triangular game board 10. The board 10 has marked thereon sixty equilateral triangular playing areas 12. The areas 12 are arranged in a regular pattern such that each area adjoins one, two, or three other areas along the whole length of a respective side or sides. The areas 12 cover all the board 10 except at the side edges and in a central triangular portion 11. A plurality 14 of the areas 12 are marked with a multiplying factor of either two, three or four. A similar pattern of areas 12 may be provided on the reverse side of the board 10 but with a different arrangement of marked areas 14.

Fig. 2 shows three playing pieces 16a,b,c usable with the board 10. Sixty playing pieces 16 are provided which also have an equilateral triangular shape and are of a size to fit each within a one of the areas 12. A face of each of the pieces 16 is marked with three equal isosceles triangles 18 with a one of the sides of the piece forming the base of each of the triangles 18. Each triangle 18 is coloured either red, yellow, green, blue, purple, black or white. On some of the pieces 16b,c two or three of the triangles 18 have the same colour.

A circular central portion 20 is provided on each of the pieces 16 bearing a score of between one and seven. The pieces 16a having three triangles 18 of different colours but excluding white have a score of either one or two, those 16b with two triangles 18 of the same colour but excluding white have a score of either three, four, five or six and those 16c with all three triangles 18 of the same colour have a score of seven. The pieces 16, except where one or more of the triangles 18 is white, are provided with a mirror image pattern on the other face. Fig. 3 shows the other face to that shown in Fig. 2 of the piece 16a. Four pieces 16 have one white triangle 18 on a first side and two white triangles 18 on the other side, and scores on respective sides of four and two.

One version of the game for two to six players is played in the following manner. The pieces 16 are placed in a bag or the like and each player takes a piece and the player with the highest scoring piece commences the game. These pieces are replaced in the bag and then each player takes five pieces which are placed on view to all the players. The player starting the game places one of his pieces on any of the areas 12 except those 14 bearing a multiplying factor. The player then enters his score for that turn and takes another piece from the bag. The players take successive

turns and each time a subsequent piece is placed on the board it must be placed adjacent at least one other playing piece already on the board such that all adjacent sides of the pieces are marked with the same colour. In some instances a piece 16a with each triangle 18 a different colour, will have to be turned over to fit in a particular configuration on the board 10 such that its sides match the sides of adjacent pieces 16. White triangles 18 however, count as 'jokers' and may be placed with their sides adjacent sides of any colour.

If a player cannot take his turn as he cannot place a piece in such a way, he must miss a turn or, if a modified rule has been agreed, he must swap one of the pieces he already has for a fresh piece. Play continues in this manner until as many as possible of the sixty playing pieces have been placed on the eighty four areas on the board. The player with the highest score is then the winner.

Scores are calculated in the following manner. The score for each turn comprises the score marked on the portion 20 of the piece placed on the board. If this piece is placed on a one of the areas 14 its score is multiplied by the corresponding factor. If a piece is placed such that it lies adjacent two pieces already on the board the score is doubled, and if placed adjacent three pieces already on the board the score is trebled. At the end of the game any pieces not used by a player are deducted from his total score.

The above describes a basic way of playing this game but a number of variations may be made to the game. For example each player may hold more or less than the five playing pieces, and if required these can be hidden from the other players until played. Players may play as partners and thus their scores are added. Two playing pieces could be placed (when possible) in each turn. The game may be played by a single player with the aim of placing every playing piece on the board and extra rules may be provided to make this more difficult.

There is thus described a game which can be played by a wide variety of ages with differing levels of skill. A considerable amount of strategy can be used when playing this game in trying to maximize yours, and if applicable your partner's score, whilst minimizing the scores which the other players may obtain.

Various modifications may be made without departing from the scope of the invention. For example the board may be made a different shape and the playing areas may be arranged in a different pattern. The playing pieces and playing areas may be other than triangular, for example square or hexagonal. The playing pieces could be marked other than by coloured triangles. A different method of scoring could be used.

Claims

1. Game apparatus comprising means for representing a board (10) having thereon a plurality of defined areas (12) in the form of adjoining polygons, a plurality of flat playing pieces (16) of corresponding shape, the sides of the playing pieces (16) being provided with one of a number of markings, markings being provided on both faces of the playing pieces (16), rules being provided for the or each player to take turns, the playing pieces (16) being placeable on the defined areas (12) such that adjacent sides of playing pieces (16) on adjoining areas (12) bear the same marking.
2. Game apparatus according to claim 1, characterised in that the defined areas (12) and the playing pieces (16) are triangular.
3. Game apparatus according to claim 2, characterised in that the triangles are equilateral.
4. Game apparatus according to any of the preceding claims, characterised in that the sides of the playing pieces (16) are marked with one of a plurality of colours.
5. Game apparatus according to any of the preceding claims, characterised in that the playing pieces (16) are divided up into areas (18) with each area (18) adjoining a one of the playing piece's sides.
6. Game apparatus according to any of the preceding claims, characterised in that a points value (20) is marked on each playing piece (16).
7. Game apparatus according to any of the preceding claims, characterised in that a number of the defined areas (14) are particularly marked to indicate an additional score when a playing piece (16) is placed thereon.
8. Game apparatus according to any of the preceding claims, characterised in that the number of playing pieces (16) corresponds to the number of defined areas (12).
9. Game apparatus according to any of the preceding claims, characterised in that the markings on one face of at least some of the playing pieces (16) are mirror images of the markings on the opposite face of the playing pieces (16).

Patentansprüche

1. Spielvorrichtung mit Mitteln zum Darstellen eines Bretts (10), auf dem eine Mehrzahl definierter Felder (12) in Gestalt von aneinandergrenzenden Polygonen vorhanden ist, einer Mehrzahl flacher Spielstücke (16) entsprechender Gestalt, deren Seiten mit einer von einer Anzahl von Kennzeichnungen versehen sind, wobei an beiden Flächen der Spielstücke (16) Kennzeichnungen angeordnet sind, wobei für den oder jeden Spieler Regeln sich abzuwechseln vorgesehen sind, wobei die Spielstücke (16) auf die definierten Felder (12) legbar sind, so daß benachbarte Seiten von Spielstücken (16) an aneinandergrenzenden Feldern (12) die gleiche Kennzeichnung tragen. 5 10 15
2. Spielvorrichtung nach Anspruch 1, dadurch gekennzeichnet, daß die definierten Felder (12) und die Spielstücke (16) dreieckig sind. 20
3. Spielvorrichtung nach Anspruch 2, dadurch gekennzeichnet, daß die Dreiecke gleichseitig sind. 25
4. Spielvorrichtung nach irgend einem der vorstehenden Ansprüche, dadurch gekennzeichnet, daß die Seiten der Spielstücke (16) mit einer einer Mehrzahl von Farben gekennzeichnet sind. 30
5. Spielvorrichtung nach irgend einem der vorstehenden Ansprüche, dadurch gekennzeichnet, daß die Spielstücke (16) unterteilt sind in Felder (18), die jeweils an einer der Spielstückseiten angrenzen. 35
6. Spielvorrichtung nach irgend einem der vorstehenden Ansprüche, dadurch gekennzeichnet, daß ein Punktwert (20) auf jedem Spielstück (16) angegeben ist. 40
7. Spielvorrichtung nach irgend einem der vorstehenden Ansprüche, dadurch gekennzeichnet, daß eine Anzahl der definierten Felder (14) besonders gekennzeichnet ist, um eine zusätzlich Wertung anzuzeigen, wenn ein Spielstück daraufgelegt wird. 45 50
8. Spielvorrichtung nach irgend einem der vorstehenden Ansprüche, dadurch gekennzeichnet, daß die Anzahl der Spielstücke (16) der Anzahl der definierten Felder (12) entspricht. 55
9. Spielvorrichtung nach irgend einem der vorstehenden Ansprüche, dadurch gekennzeichnet, daß die Kennzeichnungen auf einer Fläche von

mindestens einigen der Spielstücke (16) Spiegelbilder der Kennzeichnungen auf der entgegengesetzten Fläche der Spielstücke (16) sind.

Revendications

1. Dispositif de jeu comprenant des moyens destinés à représenter un panneau (10) avec une pluralité de zones définies (12) sous la forme de polygones adjacents, et une pluralité de pièces de jeu plates (16) de forme correspondante, les faces des pièces de jeu étant munies de l'un parmi plusieurs marquages, des marquages étant prévus sur les deux faces des pièces de jeu (16), des règles étant prévues pour le joueur ou chacun des joueurs se relayant, les pièces de jeu (16) pouvant être placées sur les zones définies (12) de telle manière que les bords voisins de pièces de jeu (16) placées sur des zones voisines (12) portent le même marquage.
2. Dispositif de jeu selon la revendication 1, caractérisé en ce que les zones définies (12) et les pièces de jeu (16) sont triangulaires
3. Dispositif de jeu selon la revendication 2, caractérisé en ce que les triangles sont des triangles équilatéraux.
4. Dispositif de jeu selon l'une quelconque des revendications précédentes, caractérisé en ce que les faces des pièces de jeu (16) sont marquées d'une parmi une pluralité de couleurs.
5. Dispositif de jeu selon l'une quelconque des revendications précédentes, caractérisé en ce que les pièces de jeu (16) sont divisées en zones (18), chaque zone (18) étant contiguë à l'un des bords de la pièce de jeu.
6. Dispositif de jeu selon l'une quelconque des revendications précédentes, caractérisé en ce qu'une valeur en points (20) est marquée sur chaque pièce de jeu (16).
7. Dispositif de jeu selon l'une quelconque des revendications précédentes, caractérisé en ce que certaines des zones définies (14) portent un marquage particulier indiquant un score supplémentaire lorsqu'une pièce de jeu (16) y est placée.
8. Dispositif de jeu selon l'une quelconque des revendications précédentes, caractérisé en ce que le nombre de pièces de jeu (16) correspond au nombre de zones définies (12).

9. Dispositif de jeu selon l'une quelconque des revendications précédentes, caractérisé en ce que les marquages portés par une face d'au moins certaines des pièces de jeu (16) sont des images inversées des marquages portés par la face opposée des pièces de jeu (16).

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