

FIG. 1.

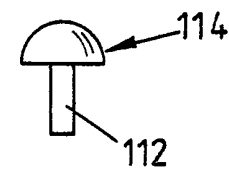


FIG. 2.

SPECIFICATION

Board game

5 The invention relates to a board game principally intended for two players which has been devised to exercise skills similar to those used by players of snooker, billiards, pool and the like.

10 Games of the above type are played with cues and balls upon a large fixed table and it is an object of the present invention to provide a board game which dispenses with the use of cues while simulating the sequence of play of such games having the convenience of, say, table top size or pocket size as desired.

15 The invention provides a board game comprising a board having at least a first playing surface and a second playing surface, each of said playing surfaces comprising an annular area having a plurality of locations or recesses provided in a flat surface thereof, the annular area of one of said playing surfaces being provided upon marginal portions of a disc concentrically arranged within the other annular area, wherein the number of recesses provided in one of said annular areas is one less than the number of recesses in said other annular area, said other annular area additionally including a pocket position and wherein the two annular areas are arranged for relative rotation therebetween about an axis of rotation of the disc, there being further provided a plurality of playing pieces each having a characteristic selected from a group of characteristics and movable in the course of the game in directions between the first and second playing surfaces.

35 Conveniently the locations or recesses in one of the playing surfaces number twenty one and in the other of the playing surfaces, twenty two. The recesses may if desired comprise through or blind bores intended to receive stem portions of headed pins comprising the playing pieces or may comprise concave or dished recessed adapted to receive spherical playing pieces. Alternatively, the locations may comprise magnetic means.

45 In one example of a board game to be described below in detail, the characteristics of the playing pieces are those of colour and are selected to correspond with the colours of the balls in a game of snooker, i.e. one white, fifteen reds and one each of yellow, green, brown, blue, pink and black.

50 Alternatively, for example, the playing pieces may be marked with characteristics of colour and numerals as in the game of pool.

55 In playing a game simulating snooker the board game may, according to the example mentioned, be conducted on a board comprising a first playing surface provided upon the marginal portions of a disc concentrically arranged for rotation with respect to a second playing surface comprising an annular area surrounding the annular area of the first playing surface. The first playing surface is provided with twenty two equally spaced recesses therearound in one of which is positioned the white playing piece. The second playing surface is provided with twenty one recesses for the remainder of the playing pieces with the addition of

a pocket position. Each of the twenty two recesses of the first playing surface may be arranged to confront a corresponding recess or the pocket position on the second playing surface.

70 Play is commenced by the first of the two players positioning the disc bearing the first playing area so that the white playing piece confronts a selected red playing piece in the second playing area. That "red" may be "potted" by playing it in the recess of the first playing area which confronts the pocket position. The player may then rotate the disc so that the "white" confronts the nearest colour, i.e. not a "red". This colour, say the "pink", may then be potted in a similar manner. The white may then be moved to confront the next red which will have been selected with care to ensure that after the disc has been rotated, the "pink" confronts an unoccupied recess in the second playing area, so that it may be replaced in a manner analogous to that in which the colours on a snooker table are replaced after potting until all the "reds" are potted, and there is an unoccupied recess in the first playing surface that confronts the pocket position. If this is not possible because of the situation of the other playing pieces, the first player's turn is complete and the second player then has his turn. To allow the second player to play, it is permitted for a playing piece from the first playing surface to be replaced onto the second playing surface in position considered by the second player to be such as to facilitate its subsequent "potting".

Thus, each player takes a turn scoring in a manner similar to that of snooker i.e. one point for a "red", two for a "yellow" and so on until he can proceed no further i.e. he is said to be "snookered" in the context of the present board game. When a player is snookered his score may be reduced by at least four points or more if the required but unplayable ball has a value of above that of the "brown".

105 It will be understood that the above general description may apply to a game played to simulate snooker scoring; however, if the game to be played on the board described simulates pool then the playing pieces may be arranged in the recess of the first playing surface (i.e. on the disc) not on the outer or second playing surface.

115 There will now be described with reference to the accompanying drawings, an example of a board game according to the present invention. It will be understood that the description is given by way of example only and not by way of limitation.

In the drawings:

120 Figure 1 shows a plan view of a board for use in a board game according to the invention; and Figure 2 shows an example of a playing piece.

The board 100 comprises a disc 102 having marginal portions bearing a first playing surface 104. Surrounding the surface 104 is a second playing surface 106 and the disc 102 is mounted concentrically with the annular area comprising the surface 106 on a pivot pin for rotation about an axis 108 relative to the surface 106.

130 Provided around the annular marginal area of the playing surface 104 are twenty two equally spaced recesses 110 each adapted to receive a stem portion

112 of a headed pin 114 comprising one of twenty two playing pieces.

Twenty one recesses 116 are provided around the playing surface 106 together with a pocket position

5 118, at which there is no recess.

At the start of the game, the white playing piece 114, marked "W" in Figure 1, is placed in one of the recesses 10. All the other playing pieces, twenty one

10 in a random order. These comprise fifteen red pieces, R, and one each of yellow, Y; green, G; brown, Br; blue, Bl; pink, P; and black, B.

The players decide which of them shall play a first turn (frame), in this game, the other player taking first

15 turn ("breaking off") in the second and every alternate frame of the game.

In the present example, the first player has commenced by rotating the disc 102 so that the playing piece W confronts the red R in the recess 116

20 at position 9 of the board. That red was then potted by transferring it to the unoccupied recess 110 confronting the pocket 118 at position 22. Score: 1

25 point. The W piece was then moved so as to confront the black piece B at position 10. The black B was then potted by placing it in the recess 110 confronting the pocket at position 22. Score: 8 points. The W piece

30 was then moved to confront the red R that was in the recess 116 at position 20. It is now possible to replace the black B by moving it from its recess 110 to the immediately confronting recess 116 at position 10. It is also possible to pot the red from recess 116 into an unoccupied recess 110 confronting the pocket at position 22. Score: 9 points.

The next "shot" was to move the W to a position confronting the blue Bl at position 19 and to pocket it

35 as above. Score: 14 points. Red R at position 17 was next selected and the white W moved to confront it. The blue Bl was replaced in confronting recess 116.

As the recess 110 confronting the pocket at 22 was unoccupied, this R was also potted. Score: 15 points.

40 The yellow was then potted from Position 17 (score: 17 points) and when the red R at position 11 was selected the yellow Y was replaced in the unoccupied recess 116 confronting it at position 19. After Red R

45 was potted from position 11, the score was 18 points and the black B at position 10 was selected for the next "shot", and potted. Score: 25 points.

Figure 1 shows the game at the commencement of the next "shot" where the white confronts the red R

50 at position 5 and the black B is ready to be replaced in the recess 116 at position 17.

This break will continue until the first player either clears the board or is unable to select a red playing piece for potting which permits (i) there to be an

55 unoccupied recess 110 confronting the pocket at position 22, and/or (ii) the recess 116 confronting the last played coloured ball (i.e. not red) is occupied and therefore the piece cannot be replaced. This causes the break to end and the second player may then take

60 his turn. He may remove a ball which obstructs play and place it in a recess 116 from which he considers it may subsequently be pottable. Skill is therefore required in the selection of the next ball to be played.

Various modifications may be made within the

65 scope of the invention. For example, to play a game

comparable with pool, the playing pieces are inserted in the recesses of the first playing surface, that is, on the disc. A playing piece conventionally provided with a spot is moved to the top position

70 equivalent to position 22. Avoiding leaving an empty recess at this top position, the disc is then rotated so that the spot piece confronting a selected unoccupied recess, to which it is then transferred. The game ends when the top position cannot be

75 taken by a recess occupied by a playing piece. Various optional rules may also be introduced according to the skill and experience of the players. Also, there may be provided at least one further playing surface concentric with the first and second

80 playing surfaces.

CLAIMS

1. A board game comprising a board having at least a first playing surface and a second playing

85 surface, each of said playing surfaces comprising an annular area having a plurality of locations or recesses provided in a flat surface thereof, the annular area of one of said playing surfaces being provided upon marginal portions of a disc

90 concentrically arranged within the other annular area, wherein the number of recesses provided in one of said annular areas is one less than the number of recesses in said other annular area, said other annular area additionally including a pocket position

95 and wherein the two annular areas are arranged for relative rotation therebetween about an axis of rotation of the disc, there being further provided a plurality of playing pieces each having a characteristic selected from a group of characteristics and movable in the course of the

100 game in directions between the first and second playing surfaces.

2. A board game comprising a board having a first playing surface and a second playing surface, each of

105 said playing surfaces comprising an annular area having a plurality of locations or recesses provided in a flat surface thereof, the annular area of one of said playing surfaces being provided upon marginal portions of a disc concentrically arranged within the

110 other annular area, wherein the number of recesses provided in one of said annular areas is twenty two, the number of recesses in said other annular area is twenty one, said other annular area additionally including a pocket position and wherein the two

115 annular areas are arranged for relative rotation therebetween about an axis of rotation of the disc, there being further provided twenty two playing pieces each having a characteristic selected from a group of characteristics and movable in the course of the

120 game in directions between the first and second playing surfaces.

3. A board game as claimed in either of claims 1 and 2, wherein the characteristics are those of colour.

4. A board game as claimed in claim 1, wherein there is provided at least one further playing surface

125 concentric with the first and second playing surfaces.

5. A board game as claimed in any one of the preceding claims wherein the recesses comprise bores adapted to receive stem portions of headed

130 pins.

6. A board game as claimed in any one of claims 1 to 4, wherein the locations are concave or dished recesses adapted to receive spherical playing pieces.
- 5 7. A board game as claimed in any one of claims 1 to 4, wherein the locations are provided with magnetic means.
- 10 8. A board game constructed and arranged substantially as hereinbefore described with reference to and as shown in the drawings.

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