United States Patent

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[54] **BOARD GAME APPARATUS**

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[21] Appl. No.: **45,755**

[52] **U.S. Cl.**.....**273/130 R,** 273/131 B, 273/136 E, 273/137 D, 273/157 R

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

[58] **Field of Search**.....273/130, 131, 134, 136, 137, 273/156, 157; 46/17

[56] **References Cited**

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Primary Examiner—Delbert B. Lowe
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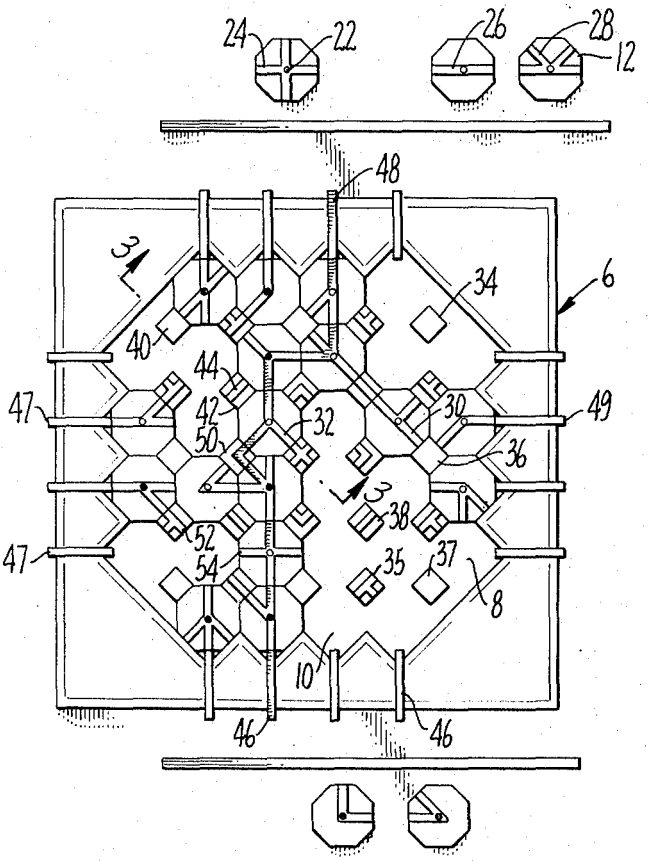
[57] **ABSTRACT**

A game apparatus having a number of octagonal playing pieces which two or more players can alternately place on a premarked game board having a plurality of parallel starting lines on each side and end thereof. Four such octagonal pieces when placed together will leave a square at the center thereof. Each of the playing pieces has at least one line across the piece in different configurations. The squares at the centers of the octagonal pieces also may have lines across them in different configurations. The object of the game is to lien up the pieces in such a way that a continuous line is formed across the board from one starting line to another and making use of both the lines on the octagonal playing pieces and on the squares, and the first player to complete a line wins.

10 Claims, 10 Drawing Figures



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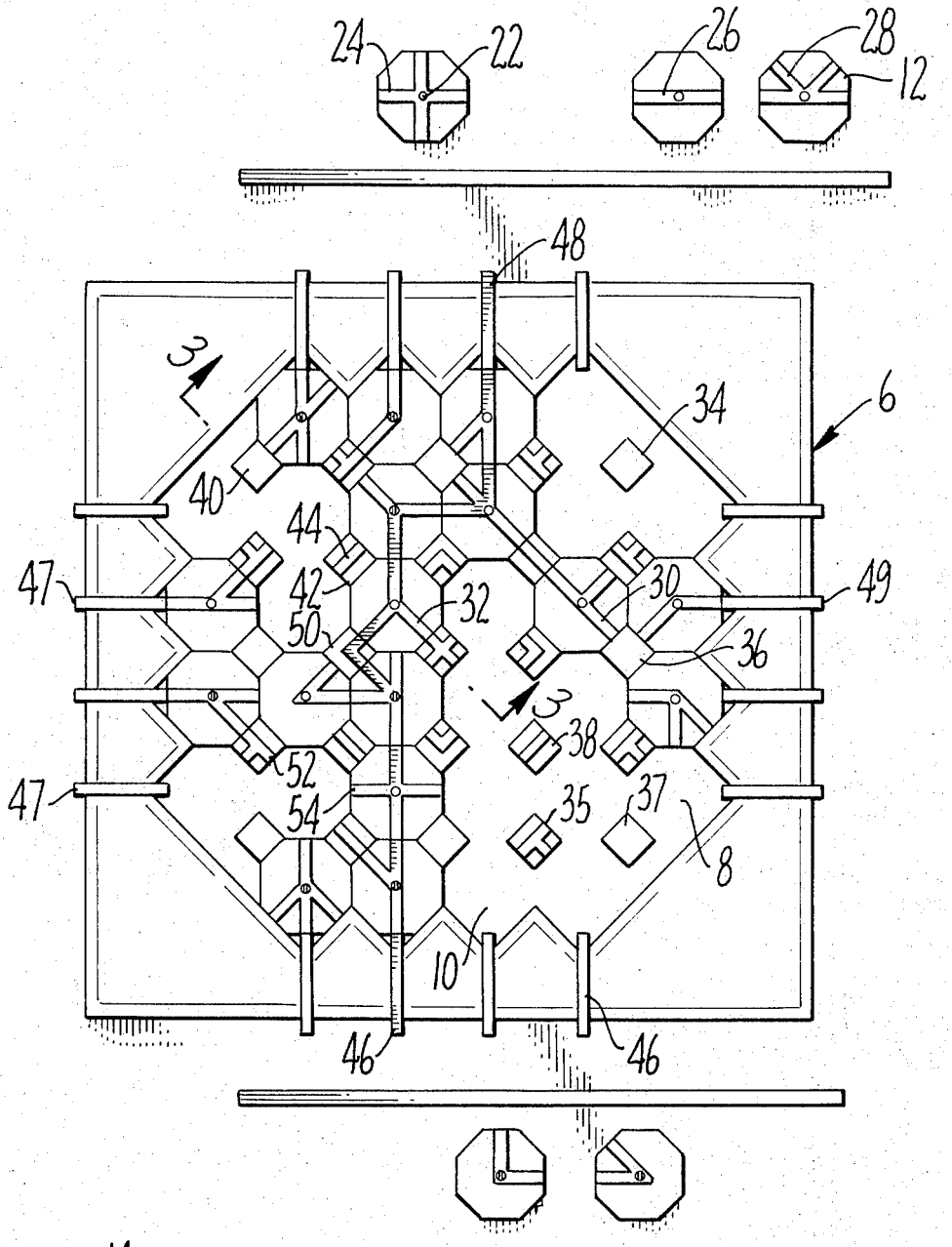
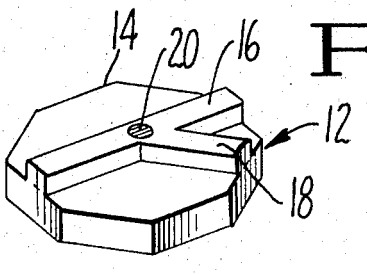


FIG. 1.



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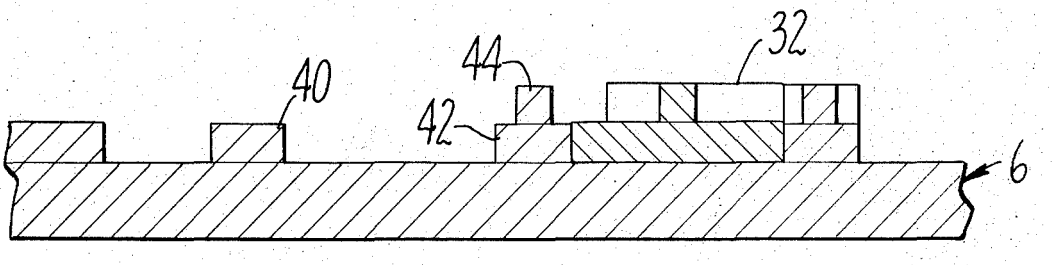

FIG. 3.

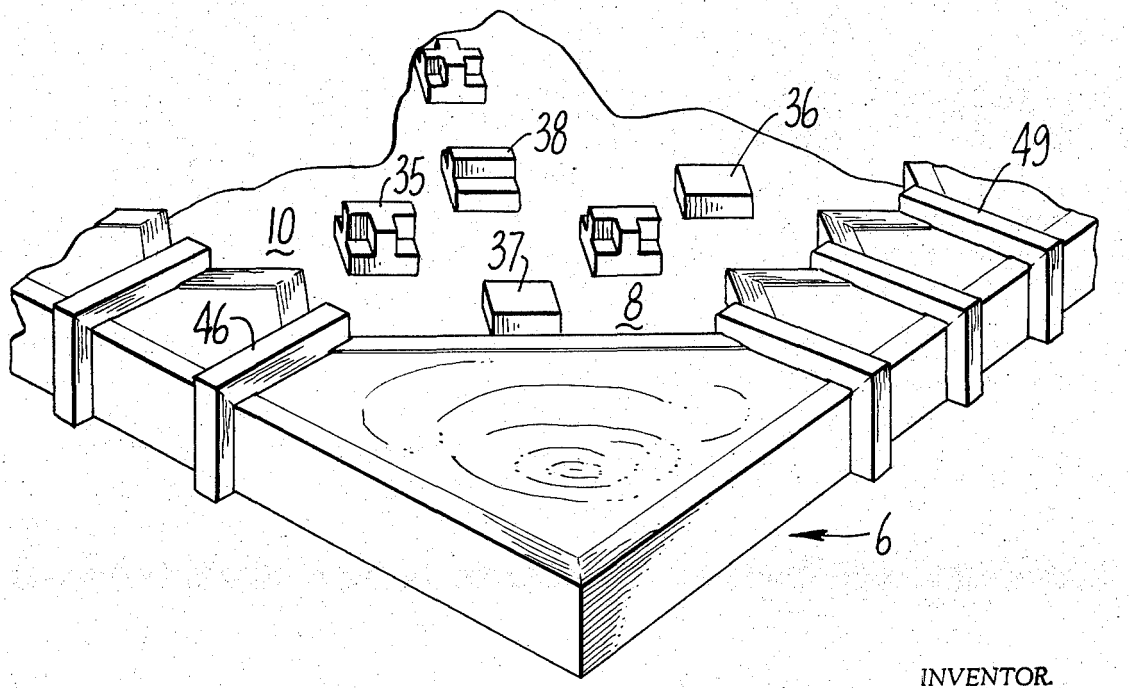

FIG. 4.

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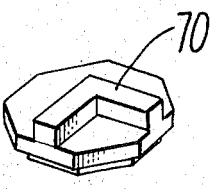

FIG. 6.

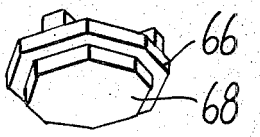

FIG. 7.

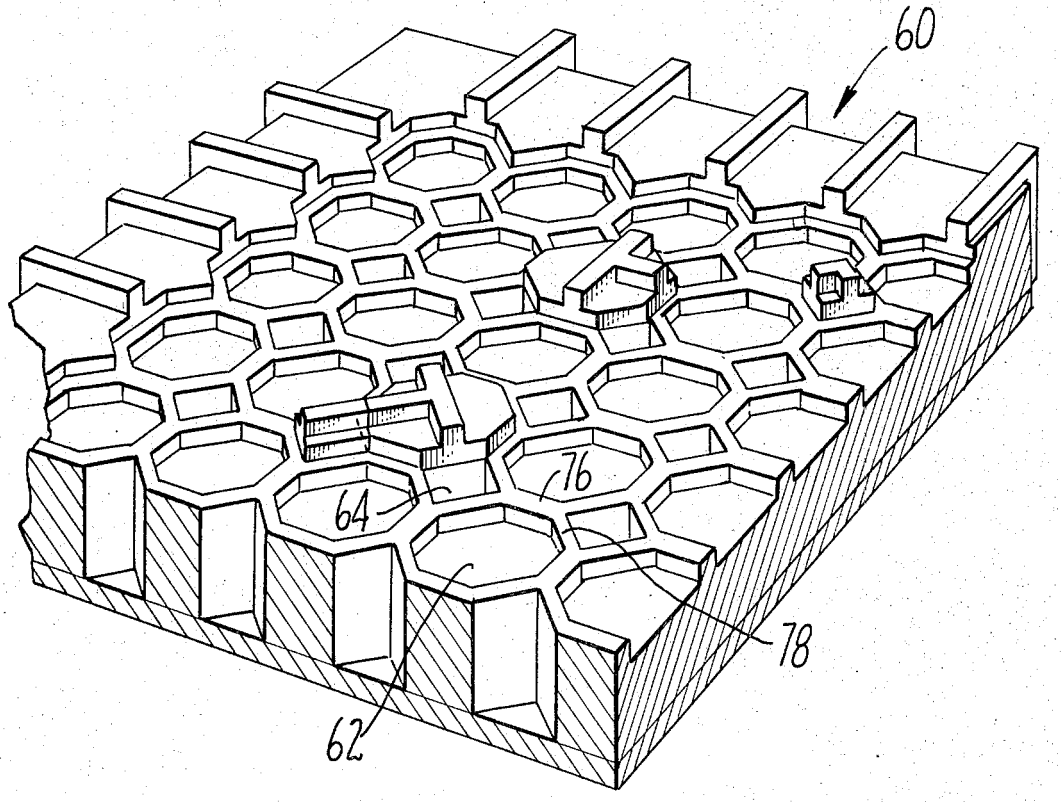

FIG. 5.

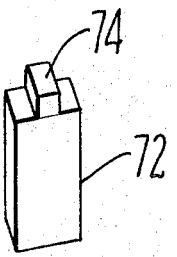

FIG. 8.

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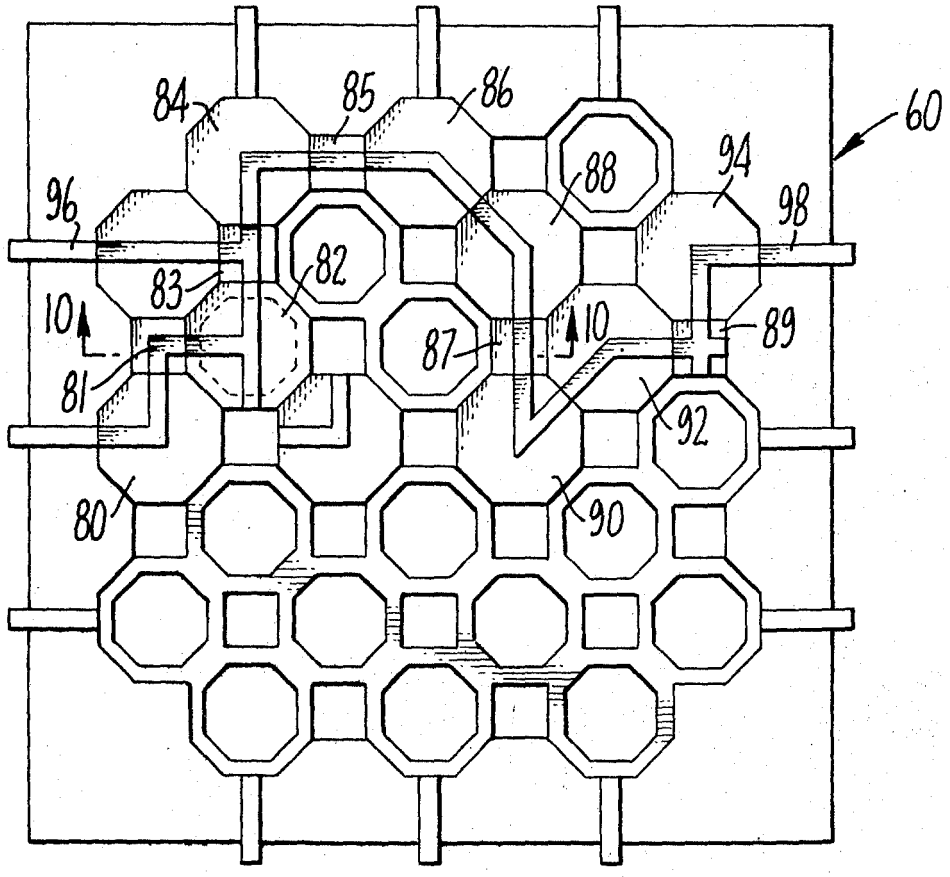

FIG. 9.

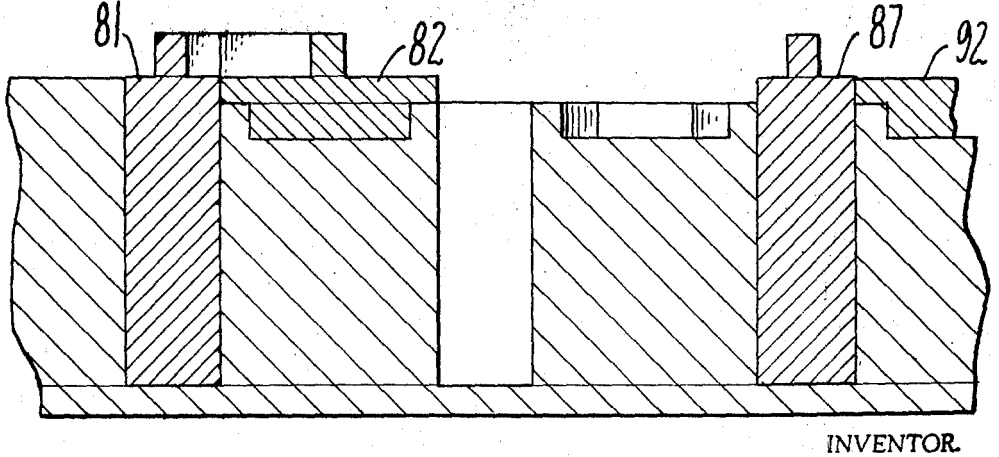

FIG. 10.

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BOARD GAME APPARATUS

SUMMARY OF THE INVENTION

A game is provided for two or more players wherein a number of octagonal playing pieces are provided, each of which has one or more lines leading from one extremity to another extremity of the playing piece. The board is premarked in some manner to indicate the position of the playing pieces and the object of the game is to line up the pieces in such a way that a continuous line is made from markers at one edge of the board to markers on an opposite edge.

In one embodiment of the invention, the playing pieces are octagonal in shape and the board is provided with a series of small squares between which the octagonal pieces fit. Some of the squares also have lines across so that the continuous line across the board may include lines on the squares as well as the lines on the playing pieces themselves.

In another embodiment of the invention the octagonal playing pieces fit into sockets. The squares themselves may also fit into sockets.

In the game of the invention, the play starts with each player having an equal number of pieces. Each of a player's pieces have some distinctive indicia thereon so that they can be distinguished, such as having pieces of different color. The players play alternately and the first play consists of a player taking a piece from his stock of pieces and placing it on any position on the board. Any piece can be played on any space in any one of eight positions. After play has commenced, the players continue to play and subsequent plays may consist of (1) taking another piece from the player's own stock of pieces and placing it on the board, (2) taking a piece which that player has already played and moving it to a new position on the board or (3) picking up one of the player's own pieces and rotating it to a new position on the same playing space. A player cannot withdraw a piece completely from the board once it has been played. The first player to complete a line across the board from one marker to another wins, and this line may include lines on the opponent's pieces. The continuous line may be formed between the markers from one side of the board to the opposite side, either between the players or at right angles thereto. However, the continuous line may not be formed between adjacent sides of the board.

The game is somewhat between chess and checkers in difficulty.

In the games illustrated, the board has positions for 32 playing pieces and each of the players is provided with 14 pieces since it has been found that this combination yields a game of moderate difficulty but, of course, the number of playing positions and/or the number of pieces can be varied without departing from the scope of the invention.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. **1** is a plan view of one embodiment game showing the board and pieces with some of the pieces having been played.

FIG. **2** is an enlarged perspective view of one of the octagonal pieces.

FIG. **3** is an enlarged section on the line **3—3** of FIG. **1**.

FIG. **4** is a perspective view of the lower right corner of the board shown in FIG. **1**.

FIG. **5** is a perspective view of another embodiment of the game wherein the pieces fit into sockets.

FIG. **6** is a top perspective view of a playing piece for use on the board of FIG. **5**.

FIG. **7** is a bottom perspective view of the playing piece shown in FIG. **6**.

FIG. **8** is a perspective view of a piece having a square shank suitable for use in conjunction with the board of FIG. **5**.

FIG. **9** is a plan view of the board of FIG. **5** showing a winning play thereon.

FIG. **10** is a section on the line **10—10** of FIG. **9**.

DESCRIPTION OF THE PREFERRED EMBODIMENTS

Referring now to the drawings by reference characters and particularly to FIGS. **1** through **4**, there is shown a game board generally designated **6**, having a number of octagonal spaces as at **8** and **10** for the reception of an octagonal shaped playing piece such as the one designated **12**. Each of the playing pieces in the embodiment illustrated has a base portion **14** adapted to fit into one of the octagonal spaces. Each of the playing pieces has one or more bars or lines across the top thereof. For instance, in the piece **12** shown in FIG. **2**, a straight bar **16** goes from one edge of the piece to the opposite edge while a short bar **18** goes from the center to an adjacent edge. Although these are shown as raised bars on the pieces, it is obvious that the game would nevertheless be playable if they were merely stripes painted or printed on the surface of the octagonal pieces or if they were depressions. However, the raised bars do have utility in that they serve as a handle for lifting a piece. In the embodiment illustrated, the two sets of pieces have a center marker to indicate one of the two players. For instance, a black marker **20** could be used for one player while white marker **22** might be used for the other. Instead of merely employing these center markers, the entire piece could be made of one or two colors or the bars might be of different colors on two sets of pieces or the like to indicate the pieces of two players, or the bars might all be of the same color but with colored bases to distinguish the two players. Naturally if more than two players are to compete, more than two colors would be used so that three or four sets of playing pieces with some distinctive indicia might be employed.

The bars across the top of the playing pieces can be of a variety of forms. As an illustration, they can be in the form of a cross as at **24**, a straight bar from side to side as at **26**, a bar across with two pieces at acute angles to adjacent sides as at **28**, a right angle as at **30**, a Y as at **32** and the like. Normally, one player would have no two pieces alike although this is not necessarily true.

In the embodiment illustrated, the octagonal spaces for the playing pieces are formed both by the outline on the board and by a series of small squares as at **34**, **35**, **36** and **37**. Some of these squares such as at **34**, **36** and **37** have blank tops while other squares such as the ones at **35** and **38** can have bars in various configurations on the top surface thereof. For instance, referring more particularly to the section of FIG. **3**, square **40** has a plain, flat surface while square **42** has a bar **44** at the center thereof. The bars of the squares can also be used to complete the design. At each edge of the board there are markers and the line across the board must be

completed from a marker at one edge of the board to a marker at the opposite edge. Thus, in the embodiment of FIGS. **1** through **4** there are four markers on each edge of the board such as the ones illustrated at **46**, **47**, **48** and **49**. Thus, it will be seen in FIG. **1** that a path has been established from marker **46** to marker **48** and that a portion of this continuous path is formed by the pattern on square **50**.

Referring now to that embodiment of the invention shown in FIGS. **5** through **10**, a board generally designated **60** is provided and this board has a series of octagonal sockets as at **62** spaced at regular intervals thereon. Between the octagonal sockets are square sockets as at **64**. The playing pieces can then be of two types. Thus, there are octagonal pieces as is illustrated in FIGS. **6** and **7** and square pieces as in FIG. **8**.

The octagonal pieces shown in FIGS. **6** and **7** consist of a center octagonal section **66** having a smaller octagonal section **68** at the bottom thereof, with the bars **70** at the top. The square pieces, such as the one shown in FIG. **8**, have a square base **72** and may or may not have a bar as at **74** on the top thereof. Since there is no overhang on the piece of FIG. **8**, while there is an overhang on the octagonal pieces, the walls forming the sockets for the pieces are of different thicknesses so that the various pieces will mate smoothly together. Thus, on a partition between the flat sides of two octagonal pieces, as at **76**, the thickness is twice as great as that of the wall **78** which separates a square socket from an octagonal socket, which thickness is, of course, common to all four sides of a square socket. Thus, the overhang of one of the octagonal pieces is equal to one-half of the wall thickness **76** and is equal to the wall thickness **78** so that the octagonal piece will mate smoothly in any position.

In FIGS. **9** and **10** a winning play is shown made by the octagonal pieces **80**, **82**, **84**, **86**, **88**, **90**, **92** and **94** and by the square pieces **81**, **83**, **85**, **87** and **89**. The line is completed between markers **96** and **98**.

Naturally the colors of the bodies of the various pieces and the bars, including the newly introduced square pieces, will be along the same plan as previously described so that the players can distinguish their pieces. Play would be as previously described with the additional variation of having the square pieces. The square pieces could be distributed in equal numbers to the players in the same manner as the octagonal pieces, or they may be arbitrarily placed on the board before play begins.

Although the board has been shown as including a series of sockets which are formed in the outline of the playing field and by the squares, it is obvious that a three-dimensional figure need not be employed. For instance, the octagons and squares could be merely printed or painted on the surface as on a chess board and the playing pieces themselves might be thin, flat sheets with the markings merely painted or printed thereon.

In playing the game, each player would normally start with a given number of octagonal pieces, suitably 14, plus the square pieces, if used, and one or the other of the players would start the play by putting a piece on the board. Since the pieces have eight sides, any piece could be put into eight different positions in any one of the sockets. The players alternate plays and after the first pieces are played by each side, the next play or plays can consist of either adding another piece to the board, picking up one of that player's own pieces and turning it in its socket or lifting a piece from one socket and placing it in another. After a piece has once been played, it cannot be completely removed from the board. In defining a path across the board, a player can take into account not only the path formed by the bars on his own pieces but also that formed by those of an opponent. Thus, it will be seen that the path **46–48** of FIG. **1** includes both black and white pieces as well as bars from one of the squares. The first person who completes a path across the board wins the game. This can be from a marker on any side to a marker on the opposite side but not on an adjacent side. Thus, the path **46–48** is shown as the vertical path in FIG. **1** but a horizontal path from side to side could also be established to provide a winning play. For instance, if the path **46–48** had not been completed, one could complete a path from side to side on the board by inserting pieces which would complete a path from **47** to **49**.

Many variations can be made in the exact game described without departing from the spirit of this invention. For instance, the entire game may be made of flat pieces with the necessary indicia merely painted or printed thereon. Thus, the game would lend itself to a very low cost version wherein the board consisted merely of a sheet of cardboard and the playing pieces consisted merely of printed chips. The pattern of lines on the various playing pieces can be varied and it is preferred that the majority of the pieces be non-symmetrical in at least one direction. For instance, a piece having a cross as at **24** has only two effective playing positions rather than eight, while a piece having a single bar as at **26** would have only four effective positions. On the other hand, a piece lacking top to bottom symmetry, as the bars in **28**, would have eight effective playing positions and so on. Naturally, the fewer symmetrical pieces, the more difficult and exciting the game becomes.

I claim:

1. A game comprising a playing board having opposite side and end edges and an upper surface with a playing area defined thereon having an irregular outline which corresponds to the outline of at least a portion of each of a plurality of respective playing pieces so that the playing pieces are oriented in a predetermined manner on the playing area, said playing pieces including a plurality of octagonally shaped playing pieces and a plurality of square shaped playing pieces, a plurality of visible, spaced apart starting line designating means along each of the opposite marginal side and end edge portions of the board disposed outwardly of the irregular outline of the playing area, the width of said playing area between opposite sides thereof being substantially equal to a whole number of aligned, contacting octagonal playing pieces extending therebetween, said octagonal playing pieces and at least some of said square playing pieces having suitable visible means on an upper surface thereof forming a line extending across each playing piece from one edge to another edge thereof, so that a plurality of playing pieces may be positioned in a predetermined orientation on the playing area of said board with said visible

lines on said playing pieces aligned with one another and with respective starting lines at opposite edges of the board to form a continuous line from one edge of the board to the opposite edge thereof across the plurality of playing pieces.

2. A game as in claim 1, wherein said octagonally shaped and square shaped playing pieces have means thereon to visually distinguish the playing pieces into a first group of playing pieces and a second group of playing pieces.

3. A game as in claim 2, wherein said visible lines on said playing pieces comprise raised bars or ribs on the upper surface of the playing pieces, and the starting line designating means at the marginal edges of the board comprise raised bars or ribs extending normal to the edge of the board.

4. A game as in claim 3, wherein at least some of said square playing pieces are fixed to said playing area on said board.

5. A game as in claim 4, wherein said playing area has a plurality of sockets formed therein corresponding in size and shape to interfitting projection means on the bottom side of each playing piece so that the projection means of the playing pieces may be inserted into the sockets to securely position said playing pieces on said playing area.

6. A game comprising a playing board having opposite side and end edges and an upper surface with a playing area defined thereon having an irregular outline which corresponds to the outline of at least a portion of each of a plurality of respective playing pieces so that the playing pieces are oriented in a predetermined manner on the playing area, said playing pieces including a plurality of octagonally shaped playing pieces and a plurality of square shaped playing pieces, a plurality of visible, spaced apart starting line designating means along each of the opposite marginal side and end edge portions of the board disposed outwardly of the irregular outline of the playing area, the diagonal distance between adjacent sides of said playing area being substantially equal to a whole number of aligned, contacting octagonal playing pieces extending therebetween, said octagonal playing pieces and at least some of said square playing pieces having suitable visible means on an upper surface thereof forming a line extending across each playing piece from one edge to another edge thereof, so that a plurality of playing pieces may be positioned in a predetermined orientation on the playing area of said board with said visible lines on said playing pieces aligned with one another and with respective starting lines at opposite edges of the board to form a continuous line from one edge of the board to the opposite edge thereof across the plurality of playing pieces.

7. A game as in claim 6, wherein said octagonally shaped and square shaped playing pieces have means thereon to visually distinguish the playing pieces into a first group of playing pieces and a second group of playing pieces.

8. A game as in claim 7, wherein said visible lines on said playing pieces comprise raised bars or ribs on the upper surface of the playing pieces, and the starting line designating means at the marginal edges of the board comprise raised bars or ribs extending normal to the edge of the board.

9. A game as in claim 8, wherein at least some of said square playing pieces are fixed to said playing area on said board.

10. A game as in claim 9, wherein said playing area has a plurality of sockets formed therein corresponding in size and shape to interfitting projection means on the bottom side of each playing piece so that the projection means of the playing pieces may be inserted into the sockets to securely position said playing pieces on said playing area.

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