

playing pieces, and including means for mounting a further row of selected playing pieces, and means for concealing said further row of playing pieces from a player observing the first mentioned group of playing pieces.

4,059,273

WORD GAME HAVING A BOARD AND A PLURALITY OF PIECES

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Int. Cl.⁷ A63F 1/00

U.S. Cl. 273-130 B

5 Claims



1. A board game comprising a board having a reserved area adapted to display a target word selected by a first player, a shield capable of hiding the target word from the view of a second player, said board being further provided with a playing area composed of a plurality of rows and columns of playing positions, the number of the rows corresponding to the number of letters in the alphabet being used and each row being identified by a letter of that alphabet, the end portion of the playing area bearing the first part of said alphabet having an identifying characteristic and the end portion of the playing area bearing the last part of the alphabet having a contrasting characteristic, a plurality of test playing pieces each identical with one another, a plurality of first marker pieces having said first identifying characteristic and a plurality of second marker pieces having said second characteristic.

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BOARD GAME INCLUDING CODE DEFINING PLAYING PIECES

Ronald Samson, Harborough Road, Oadby, Leicester LE2 4LB, and Derrick Botterill, 17, Lincoln Close, Tupsley, Hereford, both of England

Filed Jan. 19, 1976, Ser. No. 650,417

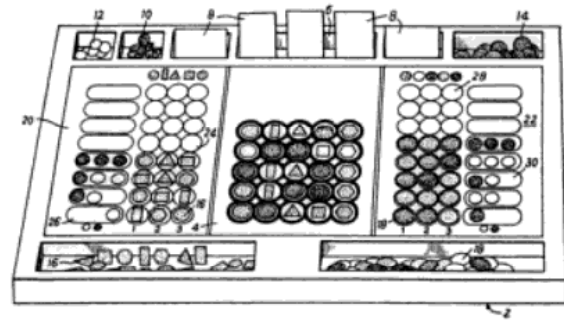
Int. Cl.² A63F 3/00

U.S. Cl. 273-130 D

6 Claims

1. A board game comprising a board, said board having a reserved area and two areas defining designated positions, a plurality of key playing pieces having two characteristics, one of which is from a first series of contrasted characteristics and the second of which is from a second series of contrasted characteristics, said playing pieces being adapted to be mounted on said reserved area of the board in a pattern chosen at will by a player to serve as a target code, means for shielding the chosen code of playing pieces when so mounted, a plurality of first test playing pieces conforming with the key playing pieces in respect of the first of said series of characteristics, a plurality of second test playing pieces conforming with the key playing pieces in respect of the second of said series of characteristics, each plurality of test playing pieces being mountable

in one of said two designated positions on the board in successive groups with the object of simulating the respective characteristics of the key playing pieces in the code pattern, and



marker elements for mounting on said board to indicate the correctness of the characteristics and relative position of the test playing pieces in each successive group.

4,059,275

BOARD GAME

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U.S. Cl. 273-130 D

1 Claim



1. A game set comprising a board having means thereon identifying grid positions, a plan having means thereon for identifying like grid positions, said plan having two lines dividing said plan into at least four identifiable regions with said lines intersecting in at least one target point and said four regions all converging on said target point, and test pieces for placement on said board for identifying on said board selected test positions among said grid positions, said test pieces including at least five identifiable groups of pieces, the pieces of four of said groups corresponding to said four regions and the pieces of a fifth of said group corresponding to said lines whereby a player using said test pieces and said board may determine said target point.

4,059,276

BOARD GAME

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U.S. Cl. 273-134 D

6 Claims

1. a game comprising:
a square flat board including thereon four playing sides,
a central area within said four playing sides containing a multitude of squares, each corner of said board being blank, squares along the sides of said central area being