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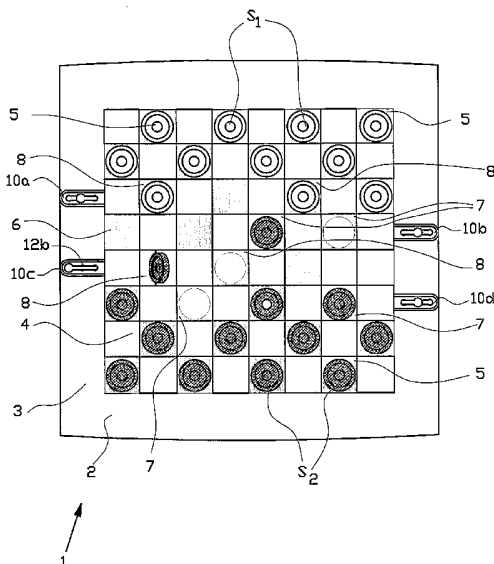
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For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.

(54) Title: GAME BOARD WITH SHUTTER LIKE SQUARES



(57) Abstract: Board game including a series of squares (5) for supporting game pieces, such as a checkerboard, which squares are intended for game pieces (S1, S2) of two or more game colours that differ from each other, wherein for each game colour at least one first square (7, 8) is made like a shutter, such as a swinging shutter or a sliding shutter. The board game may be provided with operation means (10a, 10b, 10c, 10d) to be operated by a player, which operation means are movable between a first position in which a first square is kept in a gaming position in which a game piece can be supported on said square, and a second position in which said first square is in a discharge position that does not support the game piece.

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GAME BOARD WITH SHUTTER LIKE SQUARES

BACKGROUND OF THE INVENTION

The invention relates to a board game, particularly to a board game having a series of squares of different colours, alternately arranged, like
5 on a checkerboard.

In such board games the squares form the locations on which the game pieces, such as checkermen, are positioned. The squares are used to take up a strategic position. Usually, like in checkers or chess, the other
10 player can end or conquer that position. The game piece placed by the first player is then taken away.

It is an object of the invention to provide a board game of the type mentioned in the preamble with which the number of game situations
15 can be increased.

It is an object of the invention to provide a board game of the type mentioned in the preamble with which existing games can become more versatile.
20

SUMMARY OF THE INVENTION

For that purpose the invention, from one aspect, provides a board game including a series of squares for supporting game pieces, such as a
25 checkerboard, wherein of the squares at least one first square is made like a shutter.

By providing the player with a square or field made like a shutter, said square can, if so desired, be made inoperational. Many embodiments are possible. For instance the square in question can be made inoperational prior to or after a player placing a game piece on it. The square can be made inoperational permanently or for a certain duration (one or several turns).

The shutter can be provided in different embodiments, such as for instance a diaphragm-like shutter.

In one embodiment the first square is made like a swinging shutter.

In one embodiment the first square is made like a sliding shutter.

A board game according to the invention may be provided with operation means to be operated by a player, which operation means are movable between a first position in which a first square is kept in a gaming position in which a game piece can be supported on said square, and a second position in which said first square is in a discharge position that does not support the game piece. In that way a player is able to influence the squares available to his opponent as regards number and/or condition.

In a first further development thereof the operation means are adapted for in the said first position having another first square be in a discharge position, and in the second position keeping said first square in the gaming position.

In one embodiment the operation means can be movable to a third position in which both said first squares are kept in the gaming position.

In one embodiment the operation means can be movable to a fourth position, in which both said first squares are in the discharge position.

In a second further development the operation means are adapted for in the said first position keeping several first squares in the gaming

position and/or in the second position letting several first squares be in the discharge position.

5 Both first squares can be provided with a mark directed respectively at use by different game colours, so that one moment the one player is at a disadvantage and the next the other player is.

10 In one embodiment the board game has been provided with a discharge contiguous to the first square. Preferably the discharge extends to a discharge opening at an outer side of the board game. The removed game piece is then optionally immediately available again to the player.

15 In one embodiment the gaming squares are placed in rows and columns that alternate with each other, wherein the gaming squares can be alternated with neutral squares, for instance in an arrangement of 8 x 8 squares.

20 From a further aspect the invention provides a board game including a series of squares for supporting game pieces, such as a checkerboard, which squares are intended for game pieces of two or more game colours that differ from one another, wherein for each game colour at least one square is made like a shutter, such as a swinging shutter or sliding shutter.

25 From a further aspect the invention provides an assembly including a board game according to the invention and a number of groups of game pieces corresponding with the number of colour groups.

30 In one embodiment said assembly furthermore comprises an indicator for allowing a player to operate the said operation means in a turn to play. The indicator may be adapted for random indication, such as a dice or something similar. In that way extra game influence can be added to an existing board game, such as checkers.

35 The aspects and measures described in this description and claims of the application and/or shown in the drawings of this application may where possible also be used individually. Said individual aspects may be the subject of divisional patent applications relating thereto. This

particularly applies to the measures and aspects as described per se in the sub claims.

SHORT DESCRIPTION OF THE DRAWINGS

5

The invention will be elucidated on the basis of an exemplary embodiment shown in the attached drawings, in which:

10 Figure 1 shows a top view of an exemplary embodiment of a board game according to the invention;

Figure 2 shows the board game of figure 1 having game pieces placed thereon;

15 Figures 3A-C show a schematic bottom view, side view and partial end view, respectively, of an operation mechanism for shutters in the board according to figures 1 and 2; and

20 Figure 4 shows an exemplary embodiment of an indicator for the board game of the preceding figures.

DETAILED DESCRIPTION OF THE DRAWINGS

25 The board (game) 1 shown in figures 1 and 2 comprises a plate-shaped body 2 having a circumferential edge 3 surrounding a square plate 4. In this example 8 x 8 squares, including gaming squares 5 and neutral or idle squares 6, are alternately arranged on the plate 4, in a manner known from a checkerboard or a chessboard.

30 In the four centre rows each time two gaming squares 5 are made like a shutter, and namely shutters 7 for the one player S1 and shutters 8 for the other player S2.

35 For shutters 7, 8 that are in the same row, operation mechanisms 10a, 10b, 10c, 10d have been arranged in the edge 3, having a channel-shaped elevation 11 in the edge 3, having a slot 12 in the bottom, in which slot a button 14 of an operation rod 13 extends. The slot 12 is

widened at three locations 12a, 12b, 12c, in order to thus define three positions for the button 14.

Said three positions have also been shown in figures 3A and 3B, by means of button positions 14, 14', and 14''.

Operation rod 13, as can be seen in figure 3A, is connected to a transverse rod 15, to which a longitudinal rod 16 has been attached. The longitudinal rod 16, as can be seen in figure 3C, is L-shaped, having a rib 17 on the upper side with which the rod 16 has been suspended from the bottom side of the plate 4 so as to slide in the direction A. At the pending leg of the L-shaped rod 16 a rack 20 has been formed. The rack 20 meshes with a pinion 18 that has been suspended from the bottom side of the plate 4 so as to be rotatable about a pin 19 in the direction B.

The teeth of the pinion 18 furthermore mesh with a rack 22 on the pending L-shaped leg of a rod 21, which at the upper side has been provided with a rib 23, in order to just like rod 16, be suspended from the bottom side of square 4 so as to be slidable in the direction C parallel to the direction A.

Thus the movement of game button 14 to the position 14' or 14'' makes it possible to slide the rod 16 in the direction A and due to the toothed transmission with pinion 18, the rod 21 will be moved in opposite direction C over the same distance.

In the starting position shown in figures 3A and 3B, the end areas 21a, 21b of the rod 21, support shutters 7a and 7b, respectively. At the location of 24 the shutters 7a, 7b are hinged to the plate 4.

When the button 14 is moved to the position 14', the rod 21, as considered in the drawing, will move to the right, and the support by end area 21a of rod 21 underneath shutter 7a will be moved away, as a result of which the shutter 7a is able to hinge down about hinges 24. When the button 14 is moved to position 14'' the rod 21, as considered in the drawing, will move to the left, and finally the shutter 7b will be able to fold down in the direction D. In that way the squares

in question can be made inoperative, as a game piece cannot be placed on them. It is also possible to operate the operation mechanism after a game piece has been placed on it in order to let the shutter in question fold down and discharge the game piece down in that way. The shutter
5 can then be made operative again after that, by moving back the button 14, but it is also possible to let the gaming square in question continue to be inoperative for several turns. The operation of the other shutters 7, 8 takes place in a similar manner.

10 In the game of figure 2, the checker-like game pieces of players S1 and S2 have been placed on the game squares 5. Each player S1, S2 has two rows in which shutters 7 and 8, respectively, that can be folded down are present, to be operated by operation mechanisms 10a,c and 10b,d, respectively.

15

The game of figure 2 can be played like an ordinary game of checkers. The game of checkers, however, has been extended by means of the indicator 30 shown in figure 4. Said indicator 30, in this example has been formed like a dice, having six faces, one face being provided with a mark for the player S1, and one face 32 provided with a mark for
20 player S2. The other four faces 33 are neutral.

The game can be played by at the start of each turn having the dice 30 thrown. When a neutral face 33 turns up, an ordinary checkers move
25 can be made. If the person throwing the dice is player S1, and face 31 turns up, he is allowed to operate the operation mechanism 10a or 10c in the desired direction. In that way he is able to remove a game piece positioned on a square 8, or to make a game square 8 inoperative (for a short while). If however the face 32 turns up, for player S2, said player
30 has a choice to operate the operation mechanism 10b and 10d.

In a variety the shutters 7, 8 are available to both players, in which case they have the same mark. Both players are then allowed to operate any one of the operation mechanisms 10a-d.

35

In this way a checker-like game is achieved, having a particular extra gaming dimension.

If the shutters 7, 8 are shut, said squares can be used as ordinary squares.

5 It will be clear that the above description is included to illustrate the operation of preferred embodiments of the invention and not to limit the scope of the invention. Starting from the above explanation many variations that fall within the spirit and scope of the present invention will be evident to an average expert.

10

Claims

1. Board game including a series of squares for supporting game pieces, such as a checkerboard, wherein of the squares at least one first square is made like a shutter.
- 5 2. Board game according to claim 1, wherein the first square is made like a swinging shutter.
3. Board game according to claim 1, wherein the first square is made like a sliding shutter.
- 10 4. Board game, particularly according to claim 1, 2 or 3, provided with operation means to be operated by a player, which operation means are movable between a first position in which a first square is kept in a gaming position in which a game piece can be supported on said square, and a second position in which said first square is in a discharge position that does not support the game piece.
- 15 5. Board game according to claim 4, wherein the operation means are adapted for in the said first position having another first square be in a discharge position, and in the second position keeping said other first square in the gaming position.
- 20 6. Board game according to claim 5, wherein the operation means are movable to a third position in which both said first squares are kept in the gaming position.
- 25

7. Board game according to claim 6, wherein the operation means are movable to a fourth position, in which both said first squares are in the discharge position.
- 5 8. Board game according to claim 4, wherein the operation means are adapted for in the said first position keeping several first squares in the gaming position and in the second position letting several first squares be in the discharge position.
- 10 9. Board game according to any one of the claims 4-8, wherein both first squares have been provided with a mark directed respectively at use by different game colours.
- 15 10. Board game according to any one of the preceding claims, provided with a discharge contiguous to the first square.
11. Board game according to claim 10, wherein the discharge extends to a discharge opening at an outer side of the board game.
- 20 12. Board game according to any one of the preceding claims, wherein the gaming squares are placed in rows and columns that alternate with each other.
- 25 13. Board game according to claim 12, wherein the gaming squares have been alternated with neutral squares.
- 30 14. Board game including a series of squares for supporting game pieces, such as a checkerboard, which squares are intended for game pieces of two or more game colours that differ from one another, wherein for each game colour at least one square is made like a shutter, such as a swinging shutter or sliding shutter.
- 35 15. Assembly including a board game according to any one of the preceding claims, and a number of groups of game pieces having a different colour.
16. Assembly according to claim 15, including a board game according to claim 4 or a claim depending thereon, furthermore comprising an

indicator for allowing a player to operate the operation means in a turn to play.

5 17. Assembly according to claim 16, wherein the indicator is adapted for random indication.

18. Assembly according to claim 17, wherein the indicator is a dice or something similar.

10 19. Board game provided with one or more of the characterising measures described in the attached description and/or shown in the attached drawings.

15 20. Assembly provided with one or more of the characterising measures described in the attached description and/or shown in the attached drawings.

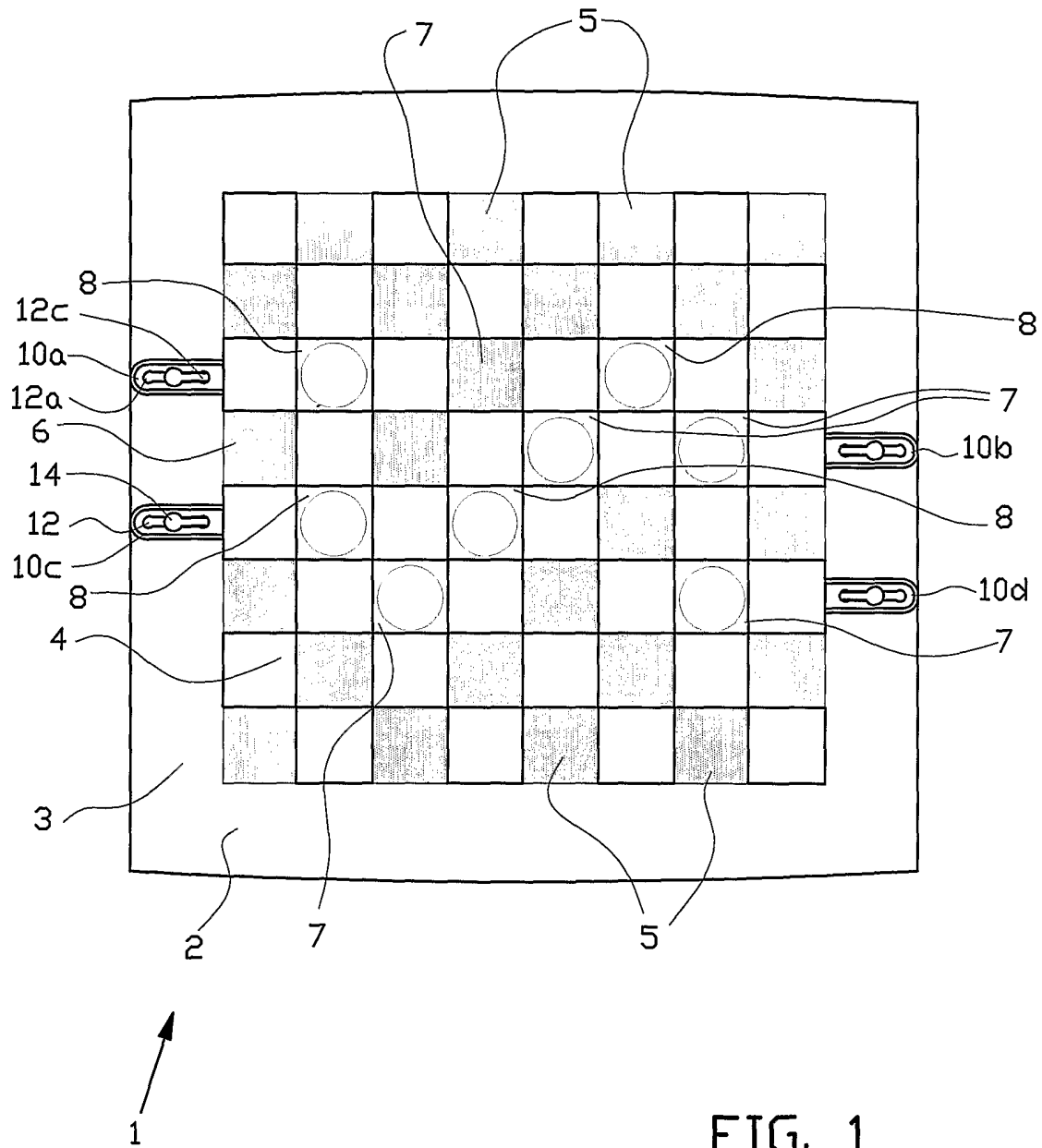


FIG. 1

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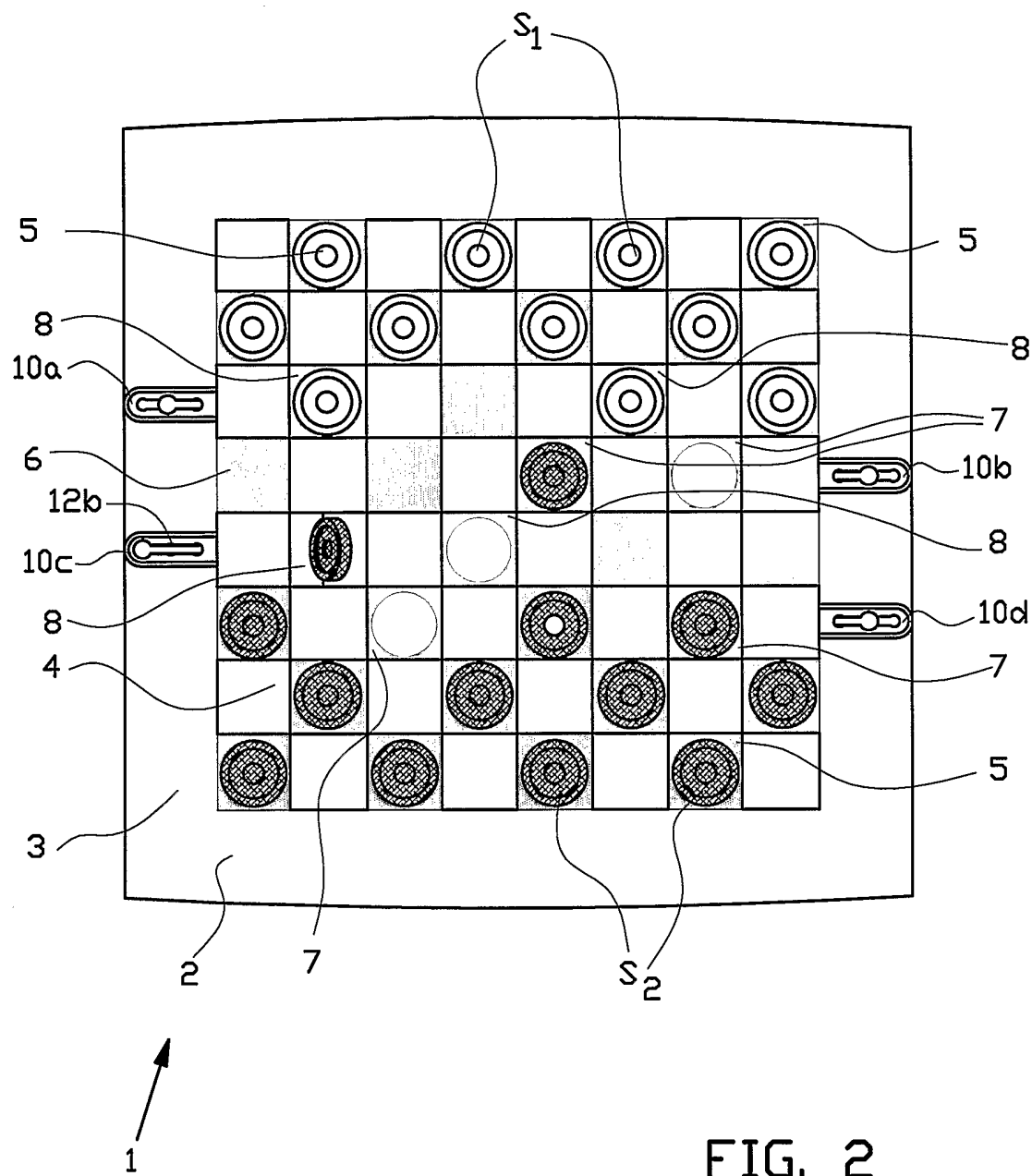


FIG. 2

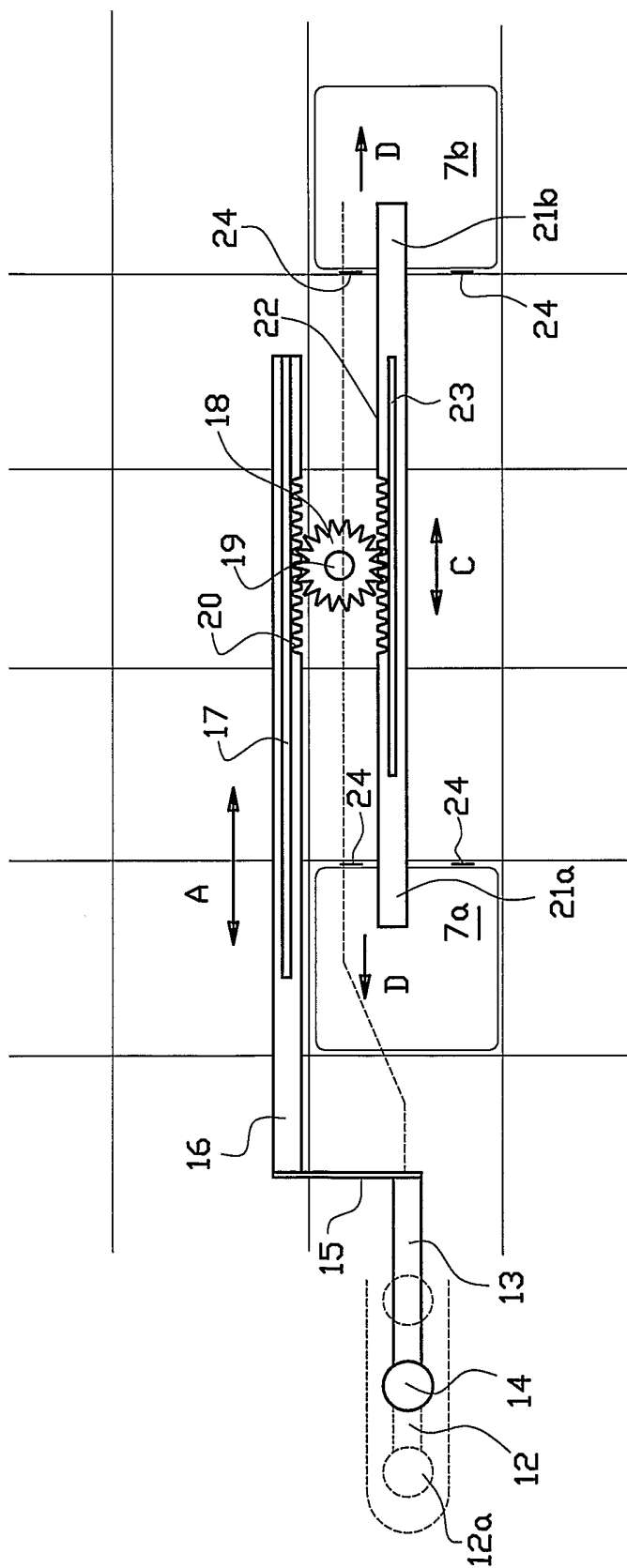


FIG. 3A

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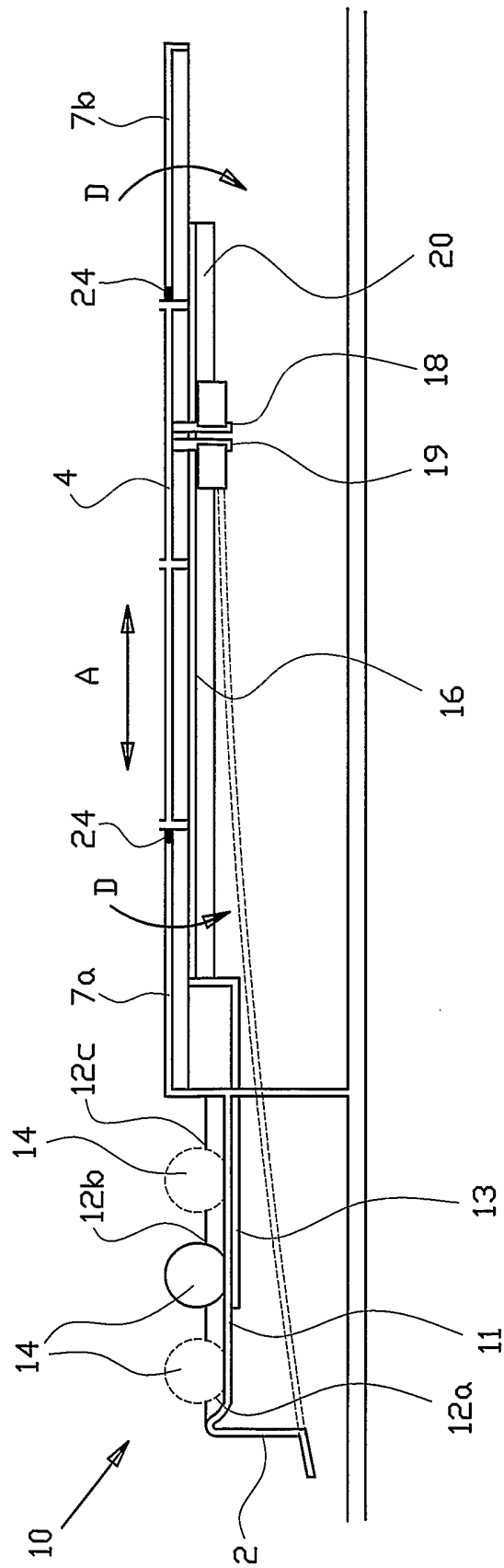


FIG. 3B

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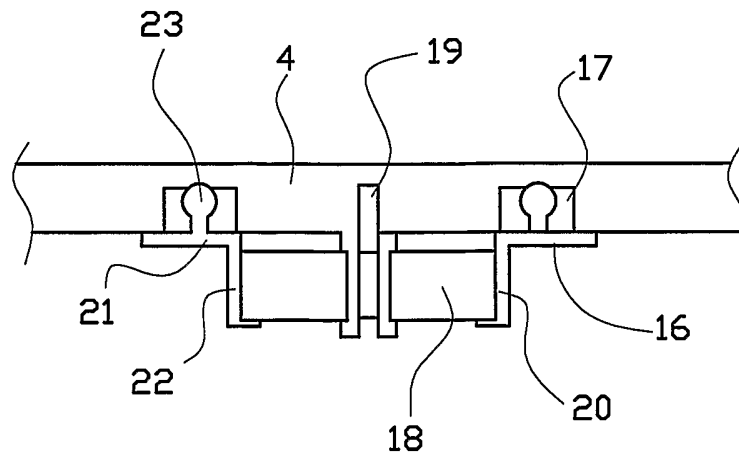


FIG. 3C

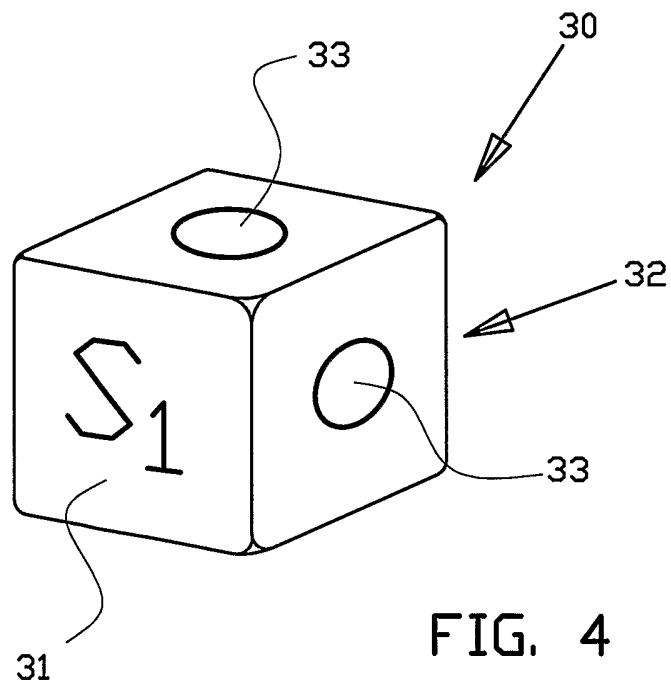


FIG. 4

INTERNATIONAL SEARCH REPORT

International application No
PCT/NL2007/000107

A. CLASSIFICATION OF SUBJECT MATTER
INV. A63F3/02

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)
A63F

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practical, search terms used)

EPO-Internal

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	US 919 148 A (FLINT, ALFRED TENNYSON & FANSHAW, EDWIN) 20 April 1909 (1909-04-20)	1, 2, 4-15
Y	the whole document	16-18
X	US 5 344 154 A (LANGSTROTH STEVEN W [US]) 6 September 1994 (1994-09-06)	1, 2, 4, 10-15
Y	the whole document	16-18
Y	US 3 871 659 A (BRESLOW JEFFREY D ET AL) 18 March 1975 (1975-03-18)	16-18
	the whole document	

Further documents are listed in the continuation of Box C.

See patent family annex.

* Special categories of cited documents :

- *A* document defining the general state of the art which is not considered to be of particular relevance
- *E* earlier document but published on or after the international filing date
- *L* document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)
- *O* document referring to an oral disclosure, use, exhibition or other means
- *P* document published prior to the international filing date but later than the priority date claimed

- *T* later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention
- *X* document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone
- *Y* document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art.
- *&* document member of the same patent family

Date of the actual completion of the international search

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01/08/2007

Name and mailing address of the ISA/

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FURTHER INFORMATION CONTINUED FROM PCT/ISA/ 210

Continuation of Box II.2

Claims Nos.: 19, 20

Claims 19 and 20 only contain general references to the description and the drawings. Consequently, the scope of the claim is not clear.

The applicant's attention is drawn to the fact that claims relating to inventions in respect of which no international search report has been established need not be the subject of an international preliminary examination (Rule 66.1(e) PCT). The applicant is advised that the EPO policy when acting as an International Preliminary Examining Authority is normally not to carry out a preliminary examination on matter which has not been searched. This is the case irrespective of whether or not the claims are amended following receipt of the search report or during any Chapter II procedure. If the application proceeds into the regional phase before the EPO, the applicant is reminded that a search may be carried out during examination before the EPO (see EPO Guideline C-VI, 8.5), should the problems which led to the Article 17(2) declaration be overcome.

INTERNATIONAL SEARCH REPORT

International application No.
PCT/NL2007/000107

Box II Observations where certain claims were found unsearchable (Continuation of item 2 of first sheet)

This International Search Report has not been established in respect of certain claims under Article 17(2)(a) for the following reasons:

1. Claims Nos.:
because they relate to subject matter not required to be searched by this Authority, namely:

2. Claims Nos.: 19, 20
because they relate to parts of the International Application that do not comply with the prescribed requirements to such an extent that no meaningful International Search can be carried out, specifically:
see FURTHER INFORMATION sheet PCT/ISA/210

3. Claims Nos.:
because they are dependent claims and are not drafted in accordance with the second and third sentences of Rule 6.4(a).

Box III Observations where unity of invention is lacking (Continuation of item 3 of first sheet)

This International Searching Authority found multiple inventions in this international application, as follows:

1. As all required additional search fees were timely paid by the applicant, this International Search Report covers all searchable claims.

2. As all searchable claims could be searched without effort justifying an additional fee, this Authority did not invite payment of any additional fee.

3. As only some of the required additional search fees were timely paid by the applicant, this International Search Report covers only those claims for which fees were paid, specifically claims Nos.:

4. No required additional search fees were timely paid by the applicant. Consequently, this International Search Report is restricted to the invention first mentioned in the claims; it is covered by claims Nos.:

Remark on Protest

- The additional search fees were accompanied by the applicant's protest.
- No protest accompanied the payment of additional search fees.

INTERNATIONAL SEARCH REPORT

Information on patent family members

International application No

PCT/NL2007/000107

Patent document cited in search report	Publication date	Patent family member(s)	Publication date
US 919148	A	NONE	
US 5344154	A	06-09-1994	NONE
US 3871659	A	18-03-1975	NONE