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(54) A BOARD GAME

(54) לוח משחק

A BOARD GAME

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The present invention concerns a game of the kind in which pieces are moved by the players on a board according to certain rules.

The game according to the invention comprises a board comprising of K chains of triangles which are connected in the angles one above the other. A chain of triangles is built in the following way: on a straight line, which is the base line of the triangles; the triangles are arranged so that if the i triangle (i runs from left to right) is above this line, the ($i\pm1$) triangle is under that line; or if the j triangle (j runs from left to right) is under that line the ($j\pm1$) triangle is above that line. The i,j triangles are connected to the (i, $j\pm1$) triangles, in such a manner, so that the two triangles create two vertex angles. The number of triangles above that line is ($n \pm 1$) in relation to the number of triangles under that line which is n. The second chain of triangles is a 180° turn from the first chain of triangles; the k^{th} chain of triangles is a 180° turn from the $(K-1)^{th}$ chain of triangles. The last chain of triangles has to be a 180° turn from the first chain of triangles. The angles create rows of points, so that on the line that forms the base of the triangles there is 2(n+1) points, if the number of the triangles above that line is (n+1), or 2n if the number of triangles above that line is (n-1). The row of points under that line has n points and the row of points above that line has (n+1) points or (n-1) points corresponding to the number of triangles above that base line. The game according to the invention comprises also a set of n pieces of one kind and a set of (n-1) pieces of another kind for each one of the two players.

The points can be interconnected with straight lines according to many possibilities as has been described above and horizontally and vertically.

It is preferred that the triangle be equilateral.

It is also preferred that the board be composed of six chains of triangles or thirteen rows of points and that the number of triangles under the base line be n=3 and above it (n+1) = 4.

Further, it is preferred that the board be divided into three sections: two areas which will be called "camps" and one area which will be called the "battlefield". Each onf of the two players will have one camp: the first or the last row of n points. Between the two camps and the area of the battlefield pass the "border lines" which are the first and the last 2(n+1) or 2n rows of points.

It is also preferred that the points of the two camps be distinguished (by form and/or by colour) from the points of the battlefield and from the points on the border lines; and the points of the battlefield be distinguished (by form and/or by colour) from the points on the border lines.

The game can also be played with the following modifications to the board as described above: The board will be composed of rows of points as described above; the 2(n+1) or 2n rows of points will be connected with straight lines; the n, (n+1) or (n-1) rows of points will be connected to the two adjacent 2(n+1) or 2n rows of points with straight lines passing through the points of the n, (n+1) or (n-1) rows of points creating a 90° angle between them and the 2(n+1) or 2n rows of points. The length of these vertical lines will be equal to the distance between two rows of points.

The invention is illustrated, by way of example only, in the accompanying drawings in which:

FIG. 1 is a scheme for a board of a game according to the invention designated for n=3 triangles under the base line and (n+1) = 4 triangles above that line and the number of the rows of points is equal to K = 13.

FIG. 2 is a scheme for a board of a game according to the invention designated for n=3 triangles under the base line and (n-1) = 2 triangles above that line; with vertical lines connecting two adjacent 2n = 6 rows of points and the number of rows of points is equal to K=13.

The board illustrated in FIG. 1 is a composition of 6 chains of triangles one above the other. The first chain of triangles (rows of points 1,2,3) is built from 7 equal triangles; the first triangle (i=1) (2a, 3b, 2c) is above the base line of the triangle row No. 2; the second triangle (2c, 1d, 2e) is under that line; these two triangles create two vertex angles at the point 2c. The second chain of triangles is a 180° turn from the first chain of triangles and it is connected to the first chain of triangles at the points: 3b, 3f, 3j and 3o, creating at these points 4 vertex angles. The last chain of triangles (rows of points: 11, 12, 13) is a 180° turn from the first chain of triangles and a 180° turn from the 5th chain of triangles. Row of points "1" form the first camp and row of points "13" form the second camp; rows of points "2" and "12" are the border lines and rows of points 3,4.........11 form the battlefield. These sections are distinguished from each other by colour and/or form. On this board game, two players may play with three pieces of one kind and two pieces of another kind for each one of the two players.

The board illustrated in Fig. 2 is built in the same way as the board illustrated in Fig. 1, but it has only 5 triangles (broken lines and straight lines) two above the base line of the triangle and three under it. The double straight lines and the straight lines are another example of the same board game, but without triangles. Row of points No. 2 is connected with rows of points No. 1 and No. 3 by vertical lines which pass through the points at row No. 1 and No. 3. The length of the vertical lines is equal to the distance between the rows of points. In this board game two players may play with three pieces of one kind and one piece of another kind for each one of the two players.

As a practical example, let us demonstrate the game on Fig. 1; the starting position of the game is the camps; rows of points 1 and 13; at each point each player puts one of the three pieces of the first kind, which we shall call only as an example, "soldiers"; also, only as an example, the colour of the soldiers for one player will be black (and the camp of his soldiers will be the black circles) and for the second player the colour will be white (and the camp of his soldiers will be white double circles.) The two other kinds of pieces will be called, only as an example "barriers". The player who has three black soldiers will have two black barriers and the player who has three white soldiers will have two white barriers. Barriers are not put on the board, but introduced according to certain rules. The soldiers and the barriers are moved on the board according to the following rules (white moving first):

1. The aim of the game is to transfer the black soldiers from their camp to the white camp, and vice versa to reach a position of victory. (see 14).

2. Soldiers are moved from one point (circle and/or diamond) to other points along the lines, which connect the points.

3. Soldiers can move only forwards or sidewards.

4. Soldiers or barriers cannot move to a point which is occupied by another piece.

5. A barrier may be moved to any point from any point.

6. A barrier is not allowed to be put on the points ofthe camps or on the points of the border lines.

7. Each player may make in his turn one of the following moves:

   a) Move one soldier two steps (2 points)

   b) Move two soldiers one step each

   c) Move one soldier one step and a barrier from one point to another point or vice versa, or introduce a barrier.

8. A soldier cannot move one step to a point and then return to the same position in the same turn.

9. Barriers can be introduced to the board only once in one turn.

10. A barrier that has been introduced to the board may not be subsequently taken away from the board.

11. If a player cannot move any of his soldiers when it is his turn to move, he has to remove one of his barriers from the board; he may decide which one to remove; if he has only one barrier on the board, this barrier must be removed; if he has neither barrier on the board he cannot introduce a barrier. Once a barrier is removed from the board, it may not subsequently be reintroduced. This is the player's only move in his turn.

12. If a player has removed the two barriers and he cannot move any of his soldiers, the second player will move his soldiers until the first player is in the position to move his soldiers.

13. A soldier stepping out of his camp or stepping into the

enemy camp, once already positioned on the border line, must do so with the minimum number of steps on the border line; if the point he wants to reach is occupied by another piece, the soldier will have to move along the border line to the nearest point of entry or exit.

14. A position of victory is achieved (a) when one of the players has succeeded in being the first to transfer his three soldiers from his camp to the other player's camp; If each soldier which reaches the goal point wins one positive point, then a victory could be one of the following: 3:0; 3:1; 3:2.
(b) When one of the players transfers one or two of his soldiers from his camp to the other camp and in the game a situation is created in which each of the players can move at least one of his soldiers on one of the horizontal lines ad infinitum a victory of this kind could be: 2:0; 2:1 or 1:0.

15. A position of equality (no victory position) is created when neither player transfers any of his soldiers from his camp to the other camp and a situation is created in the game in which each of the players can move at least one of his soldiers on one of the horizontal lines ad infinitum.

As another practical example, let us demonstrate a variation of the game played on Fig. 1 described above; the rules are the same except for rule 11 and 12 and to rule 14, another situation of victory is added.

11. If a player cannot move one of his soldiers, because the routes are occupied by the other player's pieces, in his turn, he must remove that soldier from the game. This is the player's only move in his turn.

12. If a player has removed all his soldiers from the game, the game is finished. (See 14(c)).

14. (c) When one of the players has succeeded in being the first to force the other player to remove all his soldiers; a victory of his kind could be: x:0; x = No. of victorious player's soldiers on the board.

HAVING NOW particularly described and ascertained the nature of my said invention and in what manner the same is to be performed, I declare that what I claim is:

1. A game comprising a board provided with K chains of triangles which are connected in the angles one above the other, wherein a chain of triangles is built in the following way: on a straight line which is the base line of the triangles, the triangles are arranged so that if the i triangle (i runs from left to right) is above this line, the (i+1) triangle is under that line; or if the j triangle (j runs from left to right) is under that line the (j+1) triangle is above that line, the i, j triangles being connected to the (i, $j \pm 1$) triangles in such a manner, so that the two triangles create two vertex angles, the number of triangles above that line being $(n \pm 1)$ in relation to the number of triangles under that line which is n, the second chain of triangles being a 180^{o} turn from the first chain of triangles, the Kth chain of triangles being 180^{o} turn from the $(K-1)^{th}$ chain of triangles, the last chain of triangles being a 180^{o} turn from the first chain of triangles, the vertex angles creating rows of points so that on the line that forms the base of the triangles there is 2(n+1) points, if the number of triangles above that line is (n+1), or 2n if the number of the triangles above that line is (n-1), so that the row of points under that line has n points and the row of points has (n+1) points or (n-1) points corresponding to the number of triangles above that base line, the game comprising also a set of n pieces of one kind and a set of (n-1) pieces of another kind for each one of the two players.

2. Boards for a game according to Claim 1, substantially as described.

Dated the 13th August, 1988.
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Fig. 1

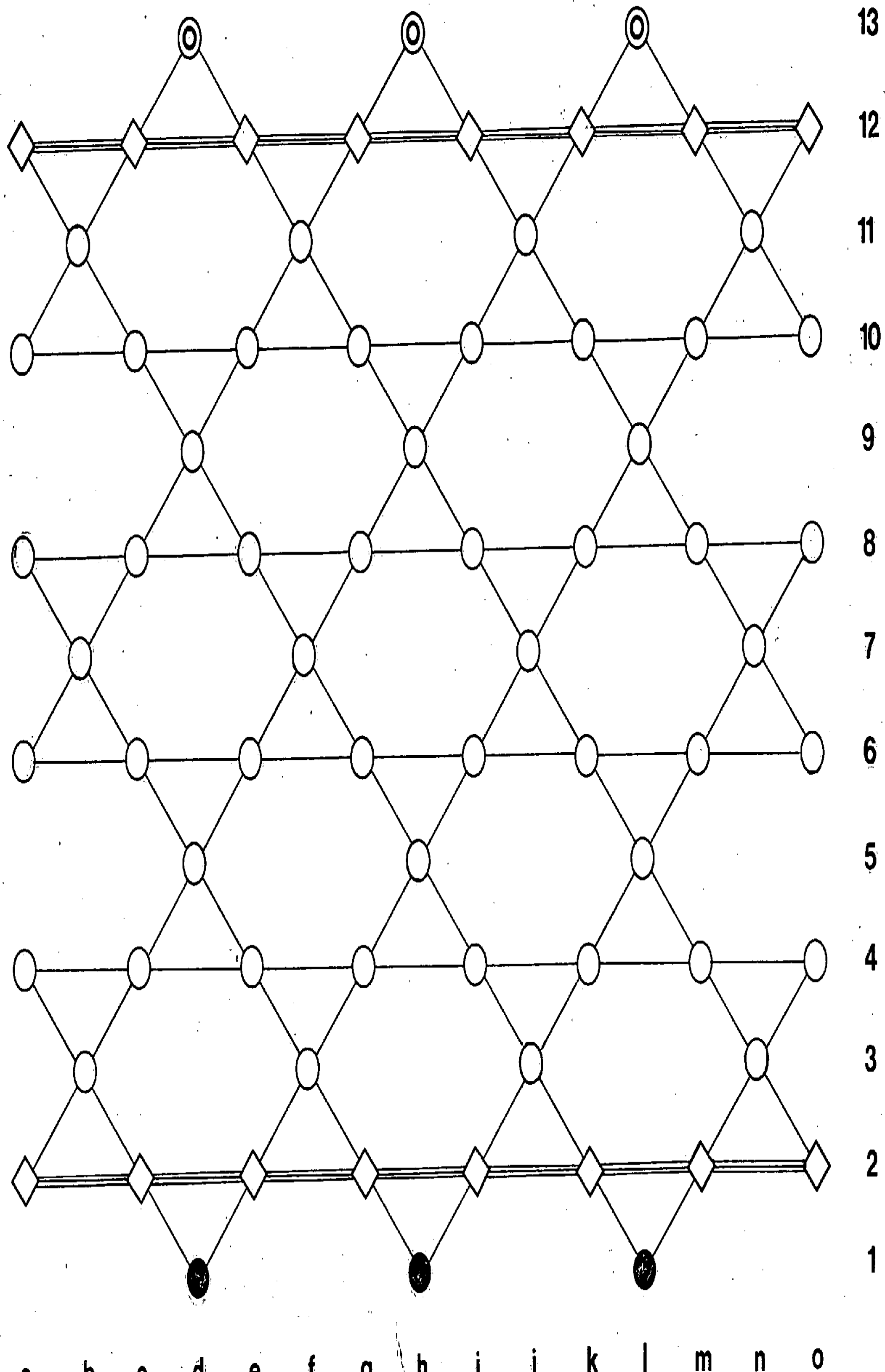

Fig. 2