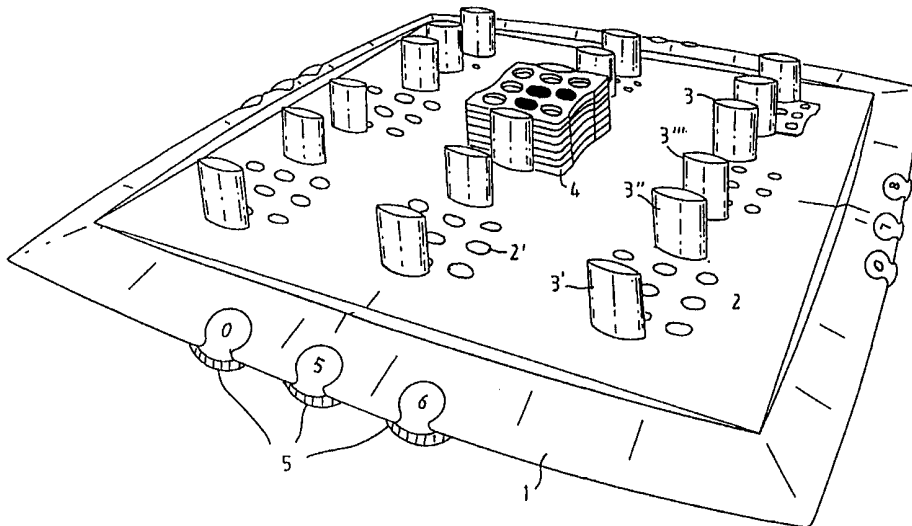




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(54) Title: ASSEMBLY OF A GAMES' BOARD AND A GAME STONE, GAME STONE AND GAMES' BOARD



## (57) Abstract

Assembly of a games' board and a first number of game stones. The games' board is divided into a second number of game areas. Each game area is provided with an upper surface and a lower surface running at least almost parallel to it. At least one of the upper or lower surface is provided with a third number of recesses which are ranged according to a predetermined pattern. A fourth number, no larger than the third number, of the recesses accommodate a dot-shaped element. Adjacent to each game area holder elements which project above the games' board are present for removably accommodating game stones in between them.

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**Assembly of a games' board and a game stone, game stone and games' board**

The present invention relates to an assembly of a games' board and a first number of game stones, in which the games' board is divided into a second number of game areas.

5 The present invention further relates to an assembly of game stones, to a game stone provided with an upper surface and a lower surface, and a games' board with a second number of game areas.

10 It is an object of the present invention to provide a new party game and a new board game which consists of an assembly of a games' board having a second number of game areas and a first number of game stones or which consists of an assembly of game stones.

15 To that end according to a first aspect of the present invention an assembly is provided of a games' board and a first number of game stones, in which the games' board is divided into a second number of game areas, in which each game stone is provided with an upper surface and a lower surface running at least almost parallel to it, in which at least one of the upper or lower surface is provided with a third number of recesses which  
20 are ranged according to a predetermined pattern, in which a fourth number, no larger than the third number, of the recesses accommodate a dot-shaped element, and in which adjacent to each game area holder elements which project above the games' board are present for removably accommodating game stones in between them.

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According to a second aspect of the present invention an assembly is provided of a games' board and a first number of game stones, in which the games' board is divided into a second number game areas, in which each game stone is provided with an upper surface and a lower surface running at least almost parallel to it, in which at least one of the upper or lower surface can imaginary be divided into a third number of areas which are ranged according to a predetermined pattern, in which a fourth number, no larger than the third number, of the areas accommodate a dot-shaped element, and in which adjacent to each game area holder elements projecting above the games' board are present for removably accommodating the game stones in between them.

According to a third aspect of the present invention an assembly is provided of a first number games stones that can be placed onto each other, in which each game stone is provided with an upper surface and a lower surface running at least almost parallel to it, in which at least one of the upper or lower surface is provided with a third number of recesses which are ranged according to a predetermined pattern, in which a fourth number, no larger than the third number, of the recesses accommodate a dot-shaped element, and in which at least one game stone of the assembly of game stones with its dot-shaped elements containing surface can be placed on the upper or lower surface of another game stone of the assembly of game stones so that the dot-shaped elements of the one game stone do not cover any of the dot-shaped elements of the other game stone.

According to a fourth aspect of the present invention an assembly is provided of a first number of game stones, in which each game stone is provided with an upper surface and a lower surface running at least almost parallel to it, in which at least one of the upper or lower surface can imaginary be divided into a third number of areas which are ranged according to a predetermined pattern, in which a fourth number, no larger than

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the third number, of the areas accommodate a dot-shaped element, and in which at least one game stone of the assembly of game stones with its dot-shaped elements containing surface can be placed on the upper or lower surface of another game stone of the assembly of game stones so that the dot-shaped elements of the one game stone do not cover any of the dot-shaped elements of the other game stone.

According to fifth aspect of the present invention a game stone is provided which is provided with an upper surface and a lower surface running at least almost parallel to it, in which at least one of the upper or lower surface is provided with a third number of recesses which are ranged according to a predetermined pattern, in which a fourth number, no larger than the third number, of the recesses accommodate a dot-shaped element.

According to a sixth aspect of the present invention a game stone is provided which is provided with an upper surface and a lower surface running at least almost parallel to it, in which at least one of the upper or lower surface can imaginary be divided into a third number of areas which are ranged according to a predetermined pattern, in which a fourth number, no larger than the third number, of the areas accommodate a dot-shaped element.

According to a seventh aspect of the present invention a games' board is provided with a second number of game areas, in which adjacent to each game area elements which extend above the games' board are present for removably accommodating game stones according to the invention in between them. In an advantageous manner each game area is provided with a number of recesses equal to the third number of recesses, ranged according to a predetermined pattern, so that the game stones with protrusions fall into the recesses of the game areas in the games' board, as a result of which the game stone can be placed flat on the games' board.

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Conversely the games board can be provided with protrusions which engage in the recesses in the game stones. In order to easily keep the score, the games' board is provided with means for keeping the score.

5 According to an eighth aspect of the present invention a game stone is provided for playing a party game, provided with a substantially even upper and lower surface, and in which in at least one surface one or more recesses are arranged according to a pattern which is applied to all game stones of the game in the same manner, and in which the game stone at at  
10 least one side is provided with one or more protrusions which are situated on locations determined by the same pattern, and which are formed such that they can completely be accommodated by the recesses occurring in another game stone, in which where protrusions are present on a side of the game stone, on the other side of the stone no recesses are present,  
15 such that when the game stone with a side which is provided with protrusions facing upwards is placed on another game stone which on the same location of the applied pattern has one or more protrusions and which is also placed with the side provided with protrusions facing upwards, the protrusions of the lower game stone cannot engage in recesses  
20 on the locations where on the upper side of the upper game stone protrusions are present, because on those location(s) no recesses are present into which protrusions can engage.

25 According to a ninth aspect of the present invention an assembly is provided of a games' board and a first number of game stones, in which the games' board is divided into a second number of game areas, in which each game stone is provided with an upper surface and a lower surface running at least almost parallel to it, in which at least one of the upper or lower surface is provided with a third number of recesses which are ranged  
30 according to a predetermined pattern, in which the other of the upper or lower surface is provided with a fourth number, no larger than the third number, of dot-shaped elements, in which each of the dot-shaped elements

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coincide with a recess concerned as seen in a projection transverse to the upper surface and surface of the game stone, and in which adjacent to each game area holder elements which project above the games' board are present for removably accommodating game stones in between them.

5

According to a tenth aspect of the present invention an assembly is provided of a games' board and a first number of game stones, in which the games' board is divided into a second number game areas, in which each game stone is provided with an upper surface and a lower surface running at least almost parallel to it, in which one of the upper and lower surface can imaginary be divided into a third number of areas which are ranged according to a predetermined pattern, in which the other of the upper and lower surface is provided with a fourth number, no larger than the third number, of dot-shaped elements, in which each of the dot-shaped elements coincide with one of the areas concerned as seen in a projection transverse to the upper surface and surface of the game stone, and in which adjacent to each game area holder elements projecting above the games' board are present for removably accommodating the game stones in between them.

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According to a eleventh aspect of the present invention an assembly is provided of a games' board and a first number of game stones, in which the games' board is divided into a second number game areas, in which each game stone is provided with an upper surface and a lower surface running at least almost parallel to it, in which in each game stone a third number of cavities are provided which are ranged according to a predetermined pattern, in which via a first opening each of the cavities ends on the upper surface and via a second opening ends on the lower surface, in which the openings have a cross-section which is smaller than the cross-section of the cavity, in which a fourth number, no larger than the third number, of the cavities moveably accommodate an element, which element has a height equal to the thickness of the game stone and is provided with

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a first and a second end which fit in the first and second opening, respectively, and which has a thickening which is placed in the cavity, and in which adjacent to each game area holder elements projecting above the games' board are present for removably accommodating the game stones  
5 in between them.

According to a twelfth aspect of the present invention an assembly of game stones is provided, in which each game stone is provided with an upper surface and a lower surface running at least almost parallel to it, in  
10 which in each game stone a third number of cavities are provided which are ranged according to a predetermined pattern, in which via a first opening each of the cavities ends on the upper surface and via a second opening ends on the lower surface, in which the openings have a cross-section which is smaller than the cross-section of the cavity, in which a  
15 fourth number, no larger than the third number, of the cavities movably accommodate an element, which element has a height equal to the thickness of the game stone and is provided with a first and a second end which fit in the first and second opening, respectively, and which has a thickening which is placed in the cavity.

20 In an advantageous manner both the upper surface and the lower surface is provided with said third number of recesses which are ranged on each of the surfaces according to a predetermined identical pattern, in which the recesses are coinciding as seen in a projection transverse to the upper  
25 surface and surface of the game stone. Each recess can be a bore hole going through the game stone from upper to lower surface. Preferably each recess has a shape for completely accommodating the protruding dot-shaped elements therein.

30 Although the pattern may have various shapes, such as for instance the shape of a figure, for instance a face or animal or the like, in which the respective protrusions and/or recesses correspond to the characteristics of



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the figure, the pattern can be a matrix. The matrix can for instance be a three by three matrix, or a four by four matrix.

5 In an advantageous manner each game stone can be transparent, so that correct placement of the one game stone on the other game stone can easily be checked. Preferably each dot-shaped element projects above the surface concerned of the game stone. As a result it is possible to check correct placement because of the fact that the protrusion of the one game stone falls into the recess of the other game stone, in other words whether  
10 the game stones lie flat on each other.

The above-mentioned assemblies according to the present invention are several alternative embodiments of a new party game and board game, which on the basis of the description given below of the figures will be further elucidated by way of example only.  
15

Some embodiments of a game stone, an assembly and a games' board according to the invention will by way of example be shown in the drawing, in which:  
20

Figure 1 schematically shows one embodiment of an assembly of games' board and game stones according to the invention in perspective view;

25 Figure 2 schematically shows a top view of the assembly of figure 1, in which game stones are placed in a different position;

Figure 3 schematically shows one further embodiment of a games' board according to the invention in perspective view;

30 Figure 4A schematically shows a top view of the games' board according to figure 3;

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Figure 4B schematically shows a side view of the games' board according to figure 3;

5 Figure 5A, 5B, 5C and 5D schematically shows several embodiments of a game stone according to the present invention in top and side view;

Figure 6 shows a number of combinations of game stones to elucidate the inventive board game;

10 Figure 7 shows a possible number of different game stones to be used in an assembly or board game according to the present invention, and

Figure 8A-8H show a number of possible embodiments of game stones according to the present invention in cross-section.

15

The board game as described here uses an assembly of a games' board with a second number of game areas and a first number of game stones, in which adjacent to each game area elements are present which project above the games' board for removably accommodating game stones in  
20 between them. As in the board game as described here the games' board and game stones can have different embodiments, first of all for the sake of clarity the board game itself will be explained in short. It will be clear that the description given hereafter will not be limiting for the invention and that many variations in the game rules can be included, in which a game  
25 can be played by one player only as well in the form of a so-called solitaire. Moreover the invention will be further elucidated on the basis of a board game, although it will be clear that the game can also be played without games' board, in which the game stones are stacked on areas to be indicated by the players, for instance on a table or on the floor.

30

The object of the game is to gain as much points as possible by stacking the game stones with one or more dots on game area of a games' board or

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5 onto each other in a clever manner, without dots of several games stones to be stacked onto each other covering each other. The game is suitable for instance to be played by for instance up to four players from the age of six years. In order to be able to play, a first number, for instance 56, game stones are needed, which can each be placed in a little bag, and possibly a games' board, which is divided into a second number, for instance nine, game areas. In order for each player to hold the game stones visibly and manageably, playing boards for holding the game stones can also be provided.

10

As preparation to the game a player who keeps the score is chosen. The possible games' board is placed such that it is well visible and reachable to each player. All game stones are placed in the little bag, and subsequently each player takes the required number of game stones, for instance five game stones with two or three players, or four game stones with four players. These game stones are placed on the playing board concerned, out of sight of the other players.

15

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To determine who can start for instance each player takes out one game stone from the little bag, and the player with the game stone with the largest number of dots may start. The game can further be played clockwise. Said game stones are placed back again into the little bag.

25

30

The object of the game is to stack the game stones on the games' board or on another surface in games areas at choice. Game stones could possibly be laid on both sides, so in mirror-image as well, and in each wanted direction. The dots or dot-shaped elements of the games stones laid out however may not cover each other, such as shown in figure 6, upper row. The two game stones shown under A may not be stacked onto each other as at least one of the dots of one of the game stones covers a dot of the other game stone. The two game stones shown under B may be stacked onto each other, and in the shown case add up to 6 points.

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The game begins by the first player laying one or several of his stones in one of the game areas on the games' board, or another surface, or on a game stone which is already laid out, on the condition that none of the dots covers the dots of the other game stones. For each dot on the stone  
5 or stones laid out one point is scored, different examples of the scoring being shown in figure 6. When the player cannot or will not lay out more game stones, his or her turn is over. The player concerned then fills up the number of game stones to the required number of game stones on the playing board with games stones from the little bag. When there are no  
10 longer sufficient game stones, the number of games stones left are taken. Subsequently it is the next player's turn.

Each subsequent player according to the rules described here by way of example, per turn always has the obligatory choice from only one of the  
15 following options:

1. start one new stack in an empty game area on the games' board with one or several game stones;
2. add one or several game stones to one or several stacks which are already present on the games' board. It is noted here that according to  
20 the game rules it is not allowed that dots of several games stones that are stacked onto each other cover each other;
3. to pass the turn, because a player cannot or will not lay out. In that case the player is allowed to perhaps replace one or several own game stones by game stones from the little bag.

25  
When a player has ended his/her turn, the total number of dots are counted of all stacks on which the player has laid out. This is the turn scoring of said player. A player therefore does not only score with the dots of the game stones he/she laid out, but also with the dots of all underlying  
30 stones.

When a player has been able to form the maximum number of dots in one

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stack, for instance 9, although other maximum numbers such as 16 are also possible, he gets nine points. Said stack is removed from the game, therefore not put back into the little bag. Subsequently said player may continue his/her turn, by choosing again between the options 1 or 2 only  
5 (not option 3). Each time the player has been able to form the maximum number of dots on a stack, he/she may continue to play, even when this happens several times in one turn.

10 When a player in one turn uses all his/her game stone on the playing board, he/she has to take out one game stone from the little bag and continue to play until he/she cannot or will not lay out any more. His/her turn is then over. Subsequently he/she fills up his/her playing board to the required number of game stones, and it is the next player's turn.

15 The game is ended when:

1. a player has laid out the last game stone from his/her playing board and there are no games stones left in the little bag;
2. none of the players can lay out a game stone and there are no game stones left in the little bag that can be used.

20

When this happens in the middle of a round, said round has to be finished nonetheless, so that all players are able to play an equal number of turns. Naturally the winner is the player with the highest score.

25 An embodiment of an assembly of games' board and (a limited) number of game stones according to the invention for playing the above-mentioned game, is schematically shown in perspective view in figure 1. The games' board 1 has a first number of game areas 2, 2', 2" (nine in the example shown, although any other number is possible as well). Adjacent to each  
30 game area 2, 2' 2" holder elements 3, 3', 3", 3''' are present for removably accommodating game stones 4 in between them. Figure 2 schematically shows a top view of the assembly of figure 1, in which game

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stones 4 are shown in a different position. The shape of the projecting holder elements 3, 3', 3'', 3''' is adjusted such to the shape of the game stones 4 that the game stones are removably placed between the holder elements 3, 3', 3'', 3''' and kept in their places by them. By using the  
5 holder elements it is possible to play the game in for instance trains or cars. Preferably the pattern and/or shape of the holder elements allows the stacking onto each other of game stones in a limited number of directions only. The further shape and exterior of the games' board 1 is among others a matter of aesthetic design.

10

Another embodiment of a games' board 31 to be used in the assembly and for the board game as described here, is shown in perspective view in figure 3, in top view in figure 4A and in side view in figure 4B. The holder elements 33 projecting from the games' board 31 here have another shape  
15 than those according to figure 1.

Some possible embodiments of game stones according to the invention, which can be used in an assembly according to the invention and a board game as described here, are shown in the figures 5A-5D.

20

In figure 5A flat, rectangular game stones 50 are shown, which are each provided with an upper surface 51 and lower surface 52. The game stone 50 can imaginary be divided in a third number of areas 54, nine in the example shown, which are ranged according to a pattern, in this case a  
25 matrix. In a certain game stone 50' a fourth number, smaller than the third number of imaginary areas, contains a dot 53, in the example shown game stone 50' contains one dot. It will be clear that game stones with different numbers of dots are possible, as shown in figure 5A. The game stone 50 can be opaque or transparent. When the game stone is transparent it can  
30 easily be assessed whether a newly laid out game stone covers dots of games stones already laid out. As the game stones by way of example shown in figure 5 are substantially rectangular, the projecting holder

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elements of the games' board have to be designed such that said holder  
elements can keep said rectangular game stones in their places, even when  
the games' board is exposed to shocks, thrusts or vibrations. For instance  
a games' board according to figure 3 can removably accommodate rectan-  
5 gular game stones.

An alternative game stone 70 is shown in figure 5C. Said game stone 70 is  
also of a flat shape and has the same distribution of dots as the game  
stone 50 of figure 5A. However the game stone 70 has no straight sides,  
10 but a recess in the centre of the sides, which improves the manageability  
of the game stones by the players. Such a game stone can be held by  
elements projecting from the games' board of the shape shown in figure 1.

A further alternative rectangular game stone 60 is shown in figure 5B. Said  
15 game stone 60 is provided with an upper surface 61 and a lower surface  
62. Both the upper and lower surface of the game stone 60 are provided  
with a first number of recesses 63, which are ranged in a pattern, in this  
case a matrix. Of a specific game stone 60' a certain number, one in the  
example shown, of the recesses 63 accommodates a dot-shaped element.  
20 Preferably the recesses are designed such that a projecting element can  
completely be accommodated therein. Each dot-shaped element projects to  
beyond the upper and lower surface. When such a game stone with  
projecting elements is stacked onto another game stone, it will be clear  
that when two dots cover each other the game stones are not placed  
25 correctly onto each other. These game stones can only be correctly  
stacked on each other when the projecting dot-shaped elements end up in  
the recesses of the other game stone. A correct stacking can thus be  
perceived quickly. When such a game stone is transparent, then a correct  
stacking and keeping the score can easily be carried out. Preferably each  
30 recess is a bore hole going through the game stone from upper to lower  
surface. The dot-shaped element can be arranged in the bore hole by for  
instance gluing or clamping.

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An alternative embodiment of a game stone 80 according to the invention comprising recesses and projecting dot elements, is shown in figure 5D. Contrary to the game stone shown in figure 5B, the game stone 80 does not have a rectangular shape but a shape like the game stone 70 of figure 5C.

Although it is described that the dot-shaped elements are accommodated in recesses, it is also possible to place dot-shaped elements on the locations concerned on a flat upper and lower surface, and only to arrange recesses on the necessary locations on the game stone.

For playing the game alternatively only a limited, first number of game stones is necessary, in which an example of possible game stones is shown in figure 7.

In the above described examples the maximum number of locations on which dots and/or recesses can be arranged is nine. However, it will be clear that another maximum number is possible, such as 16 or 25, as a result of which the game can become more complicated and challenging. Furthermore the shown dots, recesses and dot-shaped elements are of a round shape. It will be clear however, that other shapes such as rectangular oval, cross-shaped or star-shaped are also possible. Furthermore the shape of the game stones is not limited to the shown rectangular shape or rectangular shape with a recess in the centres of the sides, but other shapes, such as oval, round, figure forms, animal forms and the like, are also possible. The recesses and/or projections of the game stones or the dots can also be ranged according to any wanted pattern, and for instance correspond to the characteristics of a figure, animal or the like chosen as pattern. It will be clear here that, when using a games' board the shape of the elements projecting from the games' board also have to be adjusted accordingly to be able to correctly hold and stack the game stones.



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In order to be able to easily keep the score, the games' board can be provided with means for keeping the score. An example of such means 5 on a games' board 1 is schematically shown in figure 1. The means 5 comprise rotatable discs on which the numbers 0 up to 9 are arranged. The games' board 1 is provided with a view recess so that each time one number which indicates the score, is visible on the rotatable disc.

Although in order to keep the description of the invention somewhat concised, a limited number of embodiments of game stones is described by way of example, it will be clear that several alternative embodiments of game stones are possible. In figures 8A to 8H some of the possibilities are shown schematically in cross-section. Game stones can thus exclusively be provided on either the upper surface or the lower surface with dot-shaped elements, or on both surfaces, in which further a combination can be made, either with or without recesses arranged on the same surface or the surfaces as where the dot-shaped elements are arranged or when on only one surface dot-shaped elements are arranged recesses on the other surface, or on both surfaces or on none of the surfaces. Moreover the dots can for instance be glued onto the surface concerned (figure 8A) or partially or entirely be accommodated in the game stone, in which for instance a dot-shaped element may extend through the entire game stone. Furthermore the dot-shaped elements may or may not project, in which projecting elements are preferred because of the ability to easily check whether the game stone has been placed correctly on the other game stone. Figure 8H shows an embodiment in which the game stone is provided with an upper surface 81 and a lower surface 82 running at least almost parallel to it, in which in the game stone 80 a third number of cavities 83 is provided which are ranged according to a predetermined pattern, in which each of the cavities 83 via a first opening 84 ends on the upper surface 81 and via a second opening 85 ends on the lower surface 82, in which the openings 84, 85 have a cross-section which is smaller than the cross-section of the cavity 83, in which a fourth number, no

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larger than the third number, of the cavities 83 moveably accommodates  
an element 86, which element 86 has a height which is equal to the  
thickness of the game stone 80 and is provided with a first 87 and a  
second 88 end which fit in the first 84 and the second 85 opening,  
5 respectively, and which has a thickening 89 which is placed in the cavity  
83. In this way the elements 86 can for instance move upwards when the  
game stone 80 is placed on an underlying surface with projections, and as  
a result will form protrusions above the upper surface 81. It is preferred  
that the elements 86 after the game has ended are (/can be) brought back  
10 into the original situation.

## Claims

1. Assembly of a games' board and a first number of game stones, in which the games' board is divided into a second number of game areas, in which each game stone is provided with an upper surface and a lower surface running at least almost parallel to it, in which at least one of the upper or lower surface is provided with a third number of recesses which are ranged according to a predetermined pattern, in which a fourth number, no larger than the third number, of the recesses accommodate a dot-shaped element, and in which adjacent to each game area holder elements which project above the games' board are present for removably accommodating game stones in between them.
2. Assembly according to claim 1, in which both the upper surface and the lower surface are provided with said third number of recesses which are ranged on each of the surfaces according to a predetermined identical pattern, in which the recesses are coinciding as seen in a projection transverse to the upper surface and surface of the game stone.
3. Assembly according to claim 1 or 2, in which each recess is a bore hole going through the game stone from upper to lower surface.
4. Assembly according to any one of the claims 1, 2 or 3, in which each recess has a shape for completely accommodating the protruding dot-shaped elements therein.
5. Assembly of a games' board and a first number of game stones, in which the games' board is divided into a second number game areas, in

which each game stone is provided with an upper surface and a lower surface running at least almost parallel to it, in which at least one of the upper or lower surface can imaginary be divided into a third number of areas which are ranged according to a predetermined pattern, in which a  
5 fourth number, no larger than the third number, of the areas accommodate a dot-shaped element, and in which adjacent to each game area holder elements projecting above the games' board are present for removably accommodating the game stones in between them.

10 6. Assembly according to claim 5, in which both the upper surface and the lower surface are provided with a third number of imaginary areas which are ranged on each of the surfaces according to a predetermined identical pattern, in which the areas are coinciding as seen in a projection transverse to the upper surface and surface of the game stone.

15 7. Assembly of a first number games stones that can be placed onto each other, in which each game stone is provided with an upper surface and a lower surface running at least almost parallel to it, in which at least one of the upper or lower surface is provided with a third number of recesses  
20 which are ranged according to a predetermined pattern, in which a fourth number, no larger than the third number, of the recesses accommodate a dot-shaped element, and in which at least one game stone of the assembly of game stones with its dot-shaped elements containing surface can be placed on the upper or lower surface of another game stone of the as-  
25 sembly of game stones so that the dot-shaped elements of the one game stone do not cover any of the dot-shaped elements of the other game stone.

30 8. Assembly according to claim 7, in which both the upper surface and the lower surface are provided with a third number of recesses which are ranged on each of the surfaces according to a predetermined identical pattern, in which the recesses are coinciding as seen in a projection

transverse to the upper surface and surface of the game stone.

- 5 9. Assembly of a first number of game stones, in which each game stone is provided with an upper surface and a lower surface running at least almost parallel to it, in which at least one of the upper or lower surface can imaginary be divided into a third number of areas which are ranged according to a predetermined pattern, in which a fourth number, no larger than the third number, of the areas accommodate a dot-shaped element, and in which at least one game stone of the assembly of game stones with its dot-shaped elements containing surface can be placed on the upper or lower surface of another game stone of the assembly of game stones so that the dot-shaped elements of the one game stone do not cover any of the dot-shaped elements of the other game stone.
- 10 10. Assembly according to claim 9, in which both the upper surface and the lower surface are provided with a third number of imaginary areas which are ranged on each of the surfaces according to a predetermined identical pattern, in which the areas are coinciding as seen in a projection transverse to the upper surface and surface of the game stone.
- 20 11. Assembly to any one of the preceding claims, in which the pattern is a matrix.
- 25 12. Assembly according to claim 11, in which the matrix is a three by three matrix.
13. Assembly according to claim 11, in which the matrix is a four by four matrix.
- 30 14. Assembly according to any one of the preceding claims, in which each game stone is transparent.

15. Assembly according to any one of the preceding claims, in which each dot-shaped element extends until above the surface concerned of the game stone.

5 16. Game stone provided with an upper surface and a lower surface running at least almost parallel to it, in which at least one of the upper or lower surface is provided with a third number of recesses which are ranged according to a predetermined pattern, in which a fourth number, no larger than the third number, of the recesses accommodates a dot-shaped  
10 element.

17. Game stone according to claim 16, in which both the upper surface and the lower surface are provided with a third number of recesses which are ranged on each of the surfaces according to a predetermined identical  
15 pattern, in which the recesses are coinciding as seen in a projection transverse to the upper surface and surface of the game stone.

18. Game stone according to claim 16 or 17, in which each recess is a bore hole going through the game stone from upper to lower surface.

20 19. Game stone provided with an upper surface and a lower surface running at least almost parallel to it, in which at least one of the upper or lower surface can imaginary be divided into a third number of areas which are ranged according to a predetermined pattern, in which a fourth number,  
25 no larger than the third number, of the areas accommodate a dot-shaped element.

20. Game stone according to claim 19, in which both the upper surface and the lower surface are provided with a third number of imaginary areas  
30 which are ranged on each of the surfaces according to a predetermined identical pattern, in which the areas are coinciding as seen in a projection transverse to the upper surface and surface of the game stone.

21. Game stone to any one of the preceding claims 16 to 20, in which the pattern is a matrix.

5 22. Game stone according to claim 21, in which the matrix is a three by three matrix.

23. Game stone according to claim 21, in which the matrix is a four by four matrix.

10 24. Game stone according to any one of the preceding claims 16 to 23, in which each game stone is transparent.

15 25. Game stone according to any one of the preceding claims 16 to 24, in which one or more of the dot-shaped elements extend until above the surface concerned of the game stone.

20 26. Games' board with a second number of game areas, in which adjacent to each game area holder elements which extend above the games' board are present for removably accommodating game stones according to any one of the claims 16 to 25 in between them.

25 27. Games' board according to claim 26, in which selected game areas are provided with one or more recesses and/or protrusions on locations corresponding to the third number of recesses, ranged according to a predetermined pattern.

28. Games' board according to claim 26 or 27, in which the pattern is a matrix.

30 29. Games' board according to claim 28, in which the matrix is a three by three matrix.

30. Games' board according to claim 29, in which the matrix is a four by four matrix.

5 31. Games' board according to any one of the claims 26 to 30, in which the games' board is provided with means for keeping the score.

10 32. Game stone destined for playing a party game, provided with a substantially even upper and lower surface, and in which in at least one surface one or more recesses are arranged according to a pattern which is applied to all game stones of the game in the same manner, and in which the game stone at at least one side is provided with one or more protrusions which are situated on locations determined by the same pattern, and which are formed such that they can completely be accommodated by the recesses occurring in another game stone, in which where protrusions are present on a side of the game stone, on the other side of the stone no recesses are present, such that when the game stone with its side which is provided with protrusions is placed up on another game stone which on the same location of the applied pattern has one or more protrusions and which is also placed up with the side provided with protrusions, the protrusions of the lower game stone cannot engage in recesses on the locations where on the upper side of the upper game stone protrusions are present, because on those location(s) no recesses are present in which protrusions can engage.

25 33. Assembly of a games' board and a first number of game stones, in which the games' board is divided into a second number of game areas, in which each game stone is provided with an upper surface and a lower surface running at least almost parallel to it, in which at least one of the upper or lower surface is provided with a third number of recesses which are ranged according to a predetermined pattern, in which the other of the upper or lower surface is provided with a fourth number, no larger than the 30 third number, of dot-shaped elements, in which each of the dot-shaped



elements coincide with a recess concerned as seen in a projection  
transverse to the upper surface and surface of the game stone, and in  
which adjacent to each game area holder elements which project above the  
games' board are present for removably accommodating game stones in  
5 between them.

34. Assembly of a games' board and a first number of game stones, in  
which the games' board is divided into a second number game areas, in  
which each game stone is provided with an upper surface and a lower  
10 surface running at least almost parallel to it, in which at least one of the  
upper and lower surface can imaginary be divided into a third number of  
areas which are ranged according to a predetermined pattern, in which the  
other of the upper and lower surface is provided with a fourth number, no  
larger than the third number, of dot-shaped elements, in which each of the  
15 dot-shaped elements coincide with one of the areas concerned as seen in a  
projection transverse to the upper surface and surface of the game stone,  
and in which adjacent to each game area holder elements projecting above  
the games' board are present for removably accommodating the game  
stones in between them.

20

35. Assembly of a games' board and a first number of game stones, in  
which the games' board is divided into a second number game areas, in  
which each game stone is provided with an upper surface and a lower  
surface running at least almost parallel to it, in which in each game stone a  
25 third number of cavities are provided which are ranged according to a  
predetermined pattern, in which via a first opening each of the cavities  
ends on the upper surface and via a second opening ends on the lower  
surface, in which the openings have a cross-section which is smaller than  
the cross-section of the cavity, in which a fourth number, no larger than  
30 the third number, of the cavities moveably accommodate an element,  
which element has a height equal to the thickness of the game stone and  
is provided with a first and a second end which fit in the first and second

opening, respectively, and which has a thickening which is placed in the cavity, and in which adjacent to each game area holder elements projecting above the games' board are present for removably accommodating the game stones in between them.

5

36. Assembly of game stones, in which each game stone is provided with an upper surface and a lower surface running at least almost parallel to it, in which in a chosen number of game stones a third number of cavities are provided which are ranged according to a predetermined pattern, in which via a first opening each of the cavities ends on the upper surface and via a second opening ends on the lower surface, in which the openings have a cross-section which is smaller than the cross-section of the cavity, in which a fourth number, no larger than the third number, of the cavities movably accommodates an element, which element has a height equal to the thickness of the game stone and is provided with a first and a second end which fit in the first and second opening, respectively, and which has a thickening which is placed in the cavity.

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37. Assembly according to claim 2, 5, 33, 34 or 35, in which the pattern and/or the shape of the holder elements allows the placing onto each other of the game stone in only a limited number of directions.

25

38. Games' board according to claim 26, in which the pattern and/or the shape of the holder elements allows the placing onto each other of the game stones in only a limited number of directions.

**AMENDED CLAIMS**

[received by the International Bureau on 29 December 1999 (29.12.99);  
original claims 2, 6, 8, 10, 17, 20, 33 and 34 amended ;  
remaining claims unchanged (6 pages)]

1. Assembly of a games' board and a first number of game stones, in which the games' board is divided into a second number of game areas, in which each game stone is provided with an upper surface and a lower surface running at least almost parallel to it, in which at least one of the  
5 upper or lower surface is provided with a third number of recesses which are ranged according to a predetermined pattern, in which a fourth number, no larger than the third number, of the recesses accommodate a dot-shaped element, and in which adjacent to each game area holder elements which project above the games' board are present for removably accom-  
10 modating game stones in between them.
2. Assembly according to claim 1, in which both the upper surface and the lower surface are provided with said third number of recesses which are ranged on each of the surfaces according to a predetermined identical  
15 pattern, in which the recesses are coinciding as seen in a projection transverse to the upper and lower surface of the game stone.
3. Assembly according to claim 1 or 2, in which each recess is a bore hole going through the game stone from upper to lower surface.  
20
4. Assembly according to any one of the claims 1, 2 or 3, in which each recess has a shape for completely accommodating the protruding dot-shaped elements therein.
- 25 5. Assembly of a games' board and a first number of game stones, in which the games' board is divided into a second number game areas, in

which each game stone is provided with an upper surface and a lower surface running at least almost parallel to it, in which at least one of the upper or lower surface can imaginary be divided into a third number of areas which are ranged according to a predetermined pattern, in which a  
5 fourth number, no larger than the third number, of the areas accommodate a dot-shaped element, and in which adjacent to each game area holder elements projecting above the games' board are present for removably accommodating the game stones in between them.

10 6. Assembly according to claim 5, in which both the upper surface and the lower surface are provided with a third number of imaginary areas which are ranged on each of the surfaces according to a predetermined identical pattern, in which the areas are coinciding as seen in a projection transverse to the upper and lower surface of the game stone.

15 7. Assembly of a first number games stones that can be placed onto each other, in which each game stone is provided with an upper surface and a lower surface running at least almost parallel to it, in which at least one of the upper or lower surface is provided with a third number of recesses  
20 which are ranged according to a predetermined pattern, in which a fourth number, no larger than the third number, of the recesses accommodate a dot-shaped element, and in which at least one game stone of the assembly of game stones with its dot-shaped elements containing surface can be placed on the upper or lower surface of another game stone of the as-  
25 sembly of game stones so that the dot-shaped elements of the one game stone do not cover any of the dot-shaped elements of the other game stone.

30 8. Assembly according to claim 7, in which both the upper surface and the lower surface are provided with a third number of recesses which are ranged on each of the surfaces according to a predetermined identical pattern, in which the recesses are coinciding as seen in a projection

transverse to the upper and lower surface of the game stone.

5 9. Assembly of a first number of game stones, in which each game stone is provided with an upper surface and a lower surface running at least almost parallel to it, in which at least one of the upper or lower surface can  
10 imaginary be divided into a third number of areas which are ranged according to a predetermined pattern, in which a fourth number, no larger than the third number, of the areas accommodate a dot-shaped element, and in which at least one game stone of the assembly of game stones with its  
10 dot-shaped elements containing surface can be placed on the upper or lower surface of another game stone of the assembly of game stones so that the dot-shaped elements of the one game stone do not cover any of the dot-shaped elements of the other game stone.

15 10. Assembly according to claim 9, in which both the upper surface and the lower surface are provided with a third number of imaginary areas which are ranged on each of the surfaces according to a predetermined identical pattern, in which the areas are coinciding as seen in a projection  
20 transverse to the upper and lower surface of the game stone.

20 11. Assembly to any one of the preceding claims, in which the pattern is a matrix.

25 12. Assembly according to claim 11, in which the matrix is a three by three matrix.

13. Assembly according to claim 11, in which the matrix is a four by four matrix.

30 14. Assembly according to any one of the preceding claims, in which each game stone is transparent.

15. Assembly according to any one of the preceding claims, in which each dot-shaped element extends until above the surface concerned of the game stone.

5 16. Game stone provided with an upper surface and a lower surface running at least almost parallel to it, in which at least one of the upper or lower surface is provided with a third number of recesses which are ranged according to a predetermined pattern, in which a fourth number, no larger than the third number, of the recesses accommodates a dot-shaped  
10 element.

17. Game stone according to claim 16, in which both the upper surface and the lower surface are provided with a third number of recesses which are ranged on each of the surfaces according to a predetermined identical  
15 pattern, in which the recesses are coinciding as seen in a projection transverse to the upper and lower surface of the game stone.

18. Game stone according to claim 16 or 17, in which each recess is a bore hole going through the game stone from upper to lower surface.

20 19. Game stone provided with an upper surface and a lower surface running at least almost parallel to it, in which at least one of the upper or lower surface can imaginary be divided into a third number of areas which are ranged according to a predetermined pattern, in which a fourth number,  
25 no larger than the third number, of the areas accommodate a dot-shaped element.

20. Game stone according to claim 19, in which both the upper surface and the lower surface are provided with a third number of imaginary areas which are ranged on each of the surfaces according to a predetermined  
30 identical pattern, in which the areas are coinciding as seen in a projection transverse to the upper and lower surface of the game stone.

30. Games' board according to claim 29, in which the matrix is a four by four matrix.

5 31. Games' board according to any one of the claims 26 to 30, in which the games' board is provided with means for keeping the score.

10 32. Game stone destined for playing a party game, provided with a substantially even upper and lower surface, and in which in at least one surface one or more recesses are arranged according to a pattern which is applied to all game stones of the game in the same manner, and in which the game stone at at least one side is provided with one or more protrusions which are situated on locations determined by the same pattern, and which are formed such that they can completely be accommodated by the recesses occurring in another game stone, in which where protrusions are present on a side of the game stone, on the other side of the stone no recesses are present; such that when the game stone with its side which is provided with protrusions is placed up on another game stone which on the same location of the applied pattern has one or more protrusions and which is also placed up with the side provided with protrusions, the protrusions of the lower game stone cannot engage in recesses on the locations where on the upper side of the upper game stone protrusions are present, because on those location(s) no recesses are present in which protrusions can engage.

25 33. Assembly of a games' board and a first number of game stones, in which the games' board is divided into a second number of game areas, in which each game stone is provided with an upper surface and a lower surface running at least almost parallel to it, in which at least one of the upper or lower surface is provided with a third number of recesses which are ranged according to a predetermined pattern, in which the other of the upper or lower surface is provided with a fourth number, no larger than the  
30 third number, of dot-shaped elements, in which each of the dot-shaped

elements coincide with a recess concerned as seen in a projection transverse to the upper and lower surface of the game stone, and in which adjacent to each game area holder elements which project above the games' board are present for removably accommodating game stones in  
5 between them.

34. Assembly of a games' board and a first number of game stones, in which the games' board is divided into a second number game areas, in which each game stone is provided with an upper surface and a lower  
10 surface running at least almost parallel to it, in which at least one of the upper and lower surface can imaginary be divided into a third number of areas which are ranged according to a predetermined pattern, in which the other of the upper and lower surface is provided with a fourth number, no larger than the third number, of dot-shaped elements, in which each of the  
15 dot-shaped elements coincide with one of the areas concerned as seen in a projection transverse to the upper and lower surface of the game stone, and in which adjacent to each game area holder elements projecting above the games' board are present for removably accommodating the game stones in between them.

20  
35. Assembly of a games' board and a first number of game stones, in which the games' board is divided into a second number game areas, in which each game stone is provided with an upper surface and a lower surface running at least almost parallel to it, in which in each game stone a  
25 third number of cavities are provided which are ranged according to a predetermined pattern, in which via a first opening each of the cavities ends on the upper surface and via a second opening ends on the lower surface, in which the openings have a cross-section which is smaller than the cross-section of the cavity, in which a fourth number, no larger than  
30 the third number, of the cavities moveably accommodate an element, which element has a height equal to the thickness of the game stone and is provided with a first and a second end which fit in the first and second



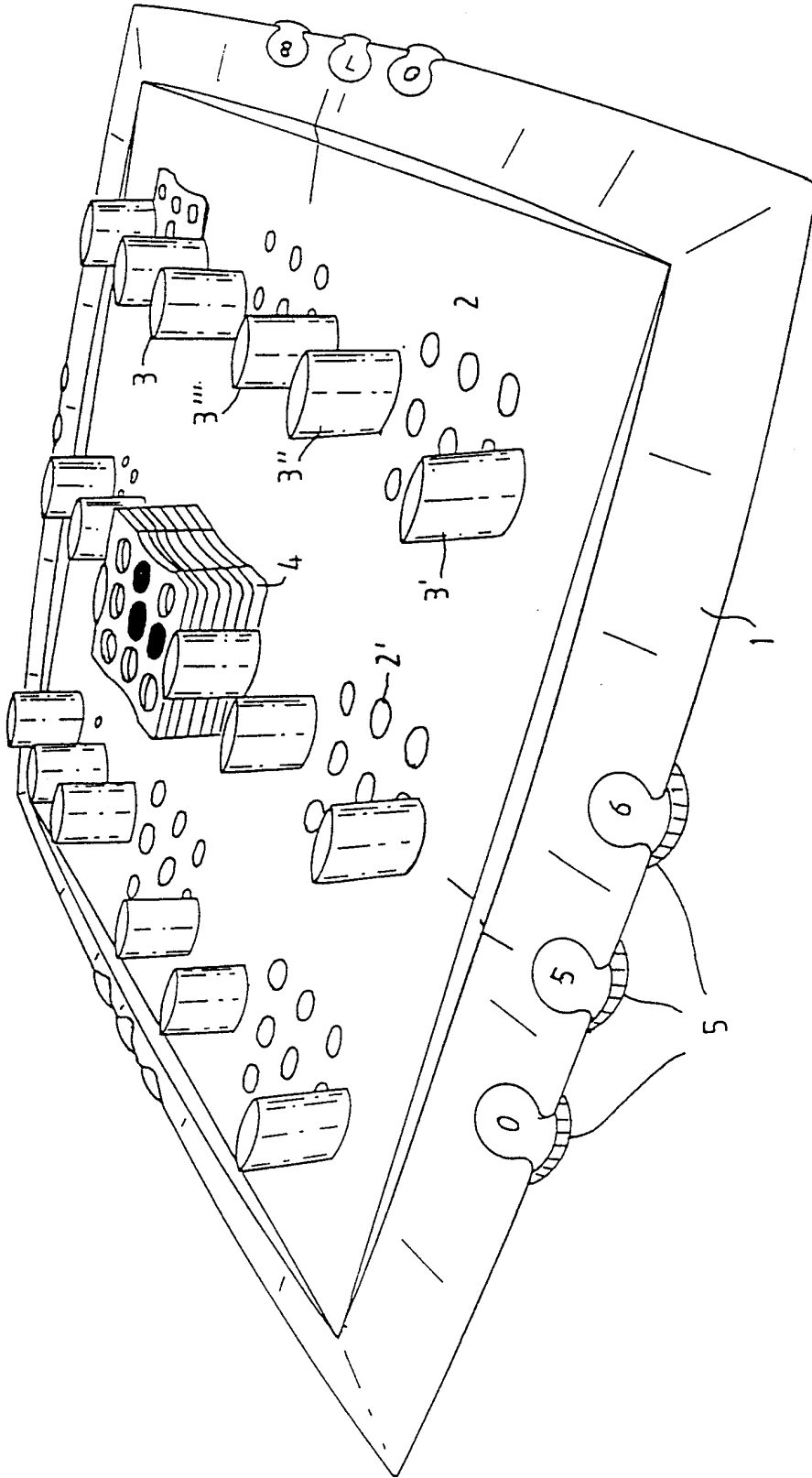


FIG. 1

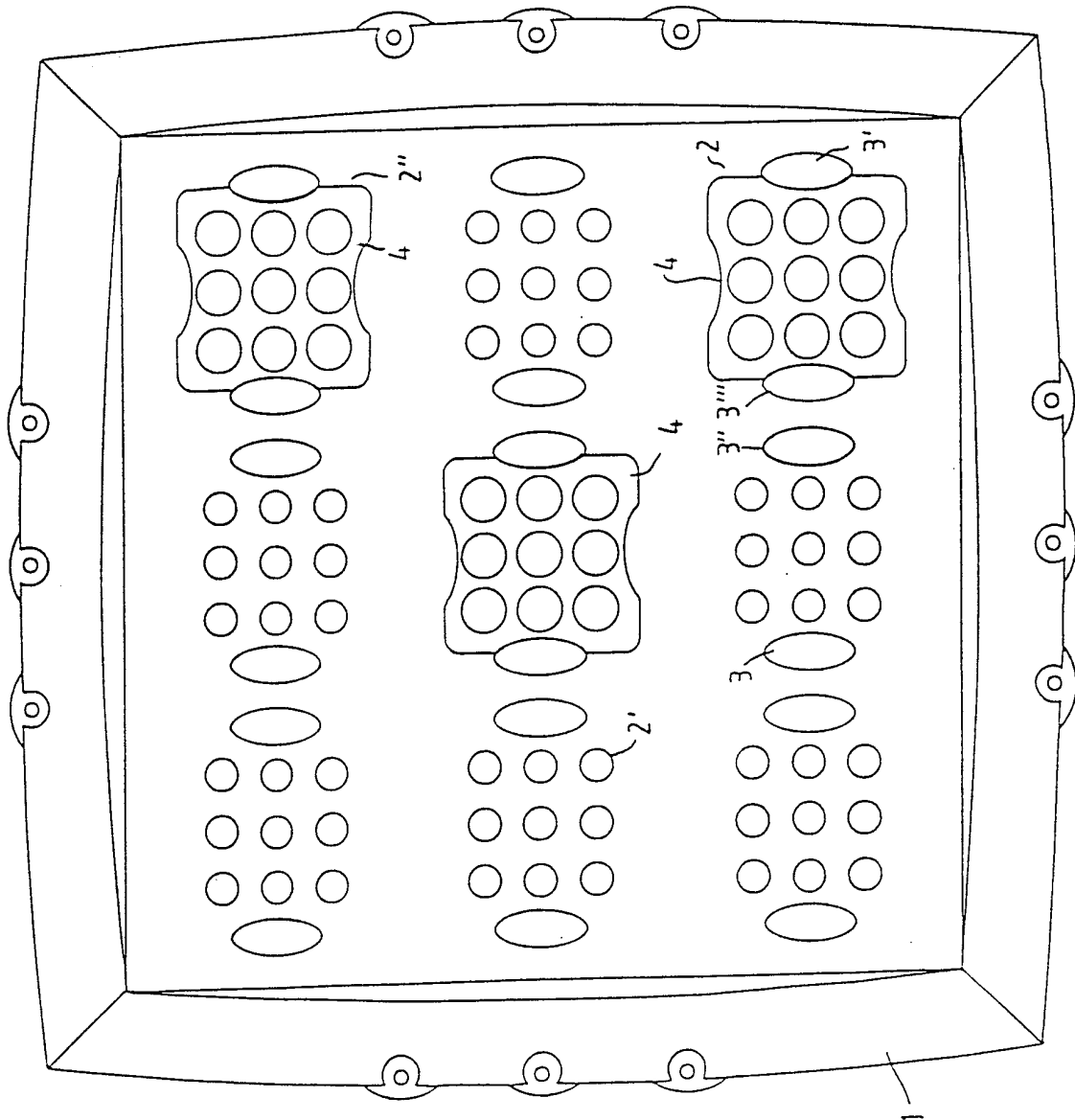


FIG. 2

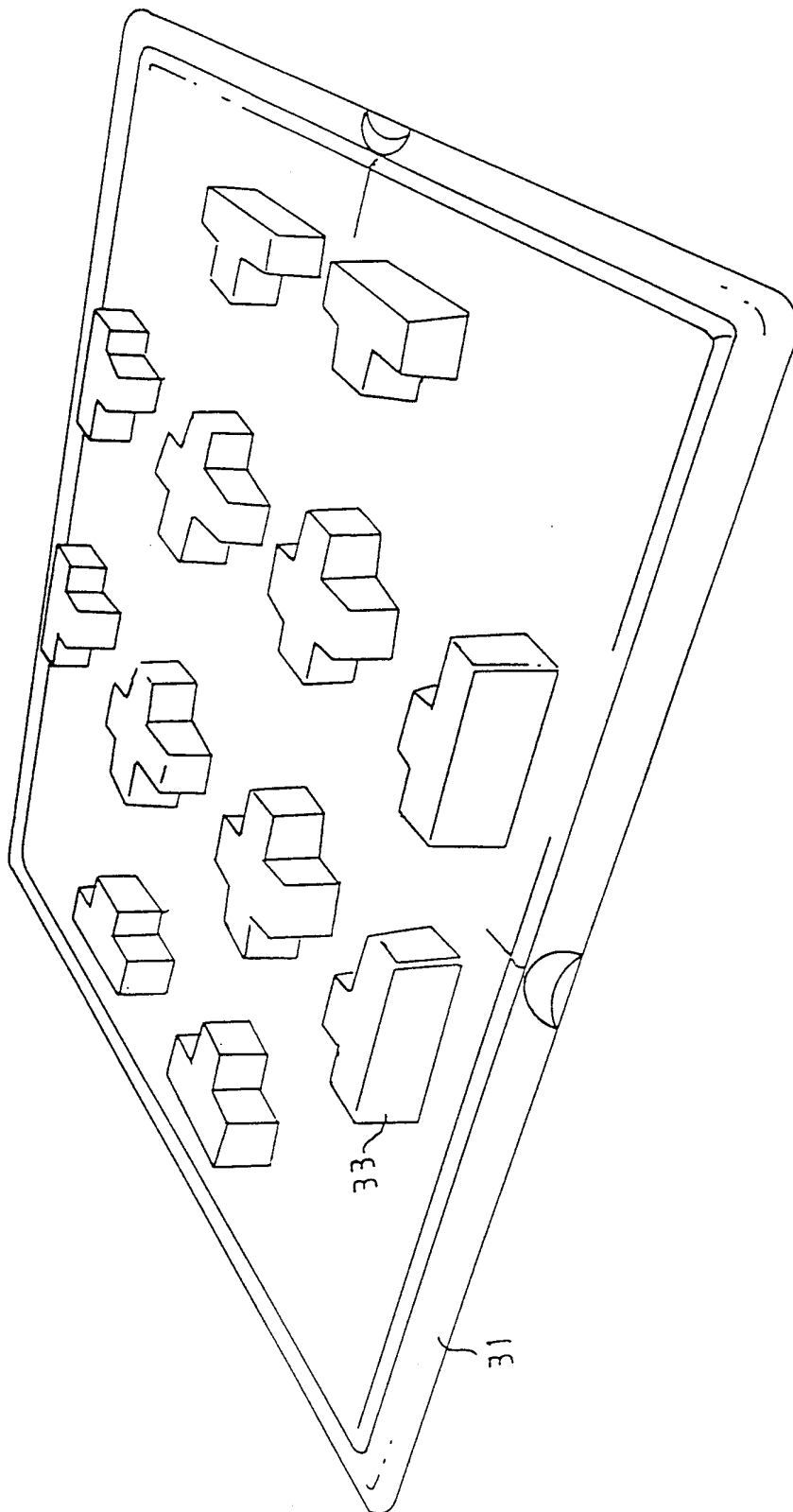


FIG. 3

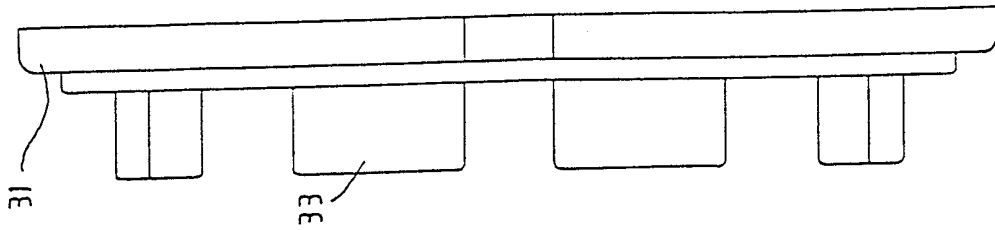


FIG. 4B

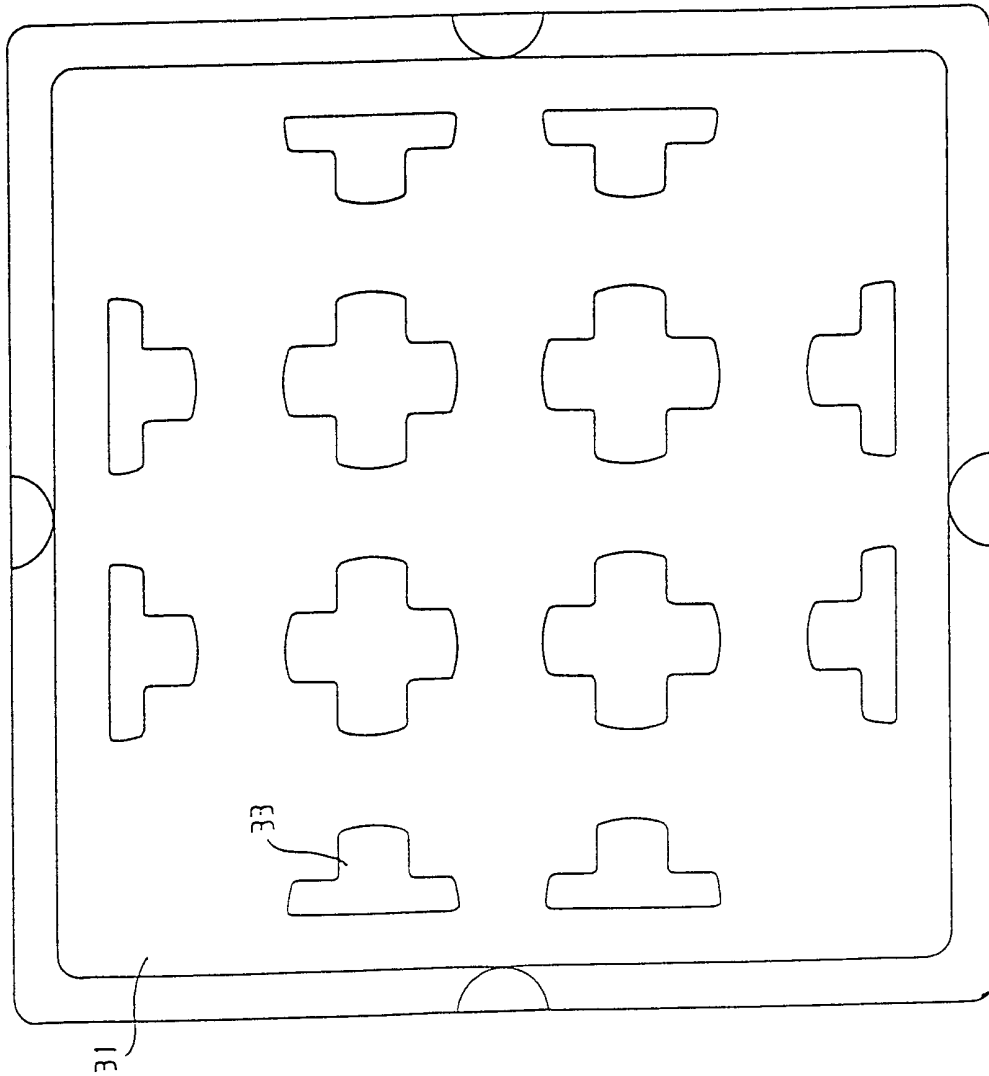
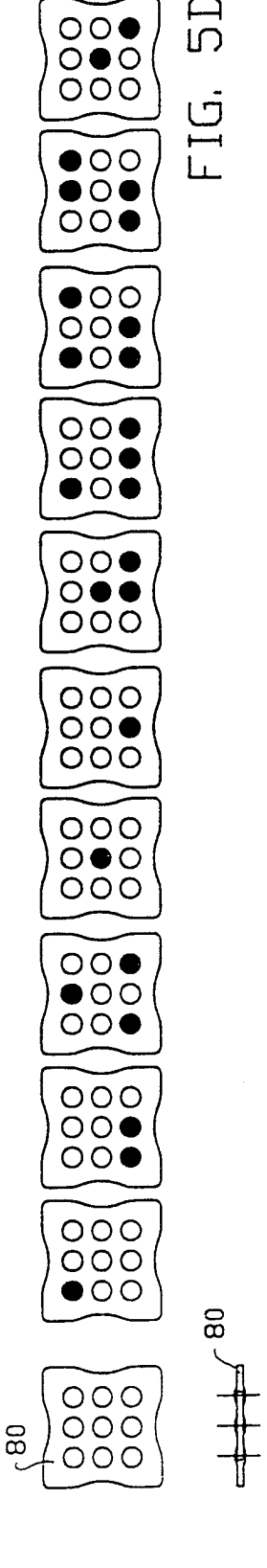
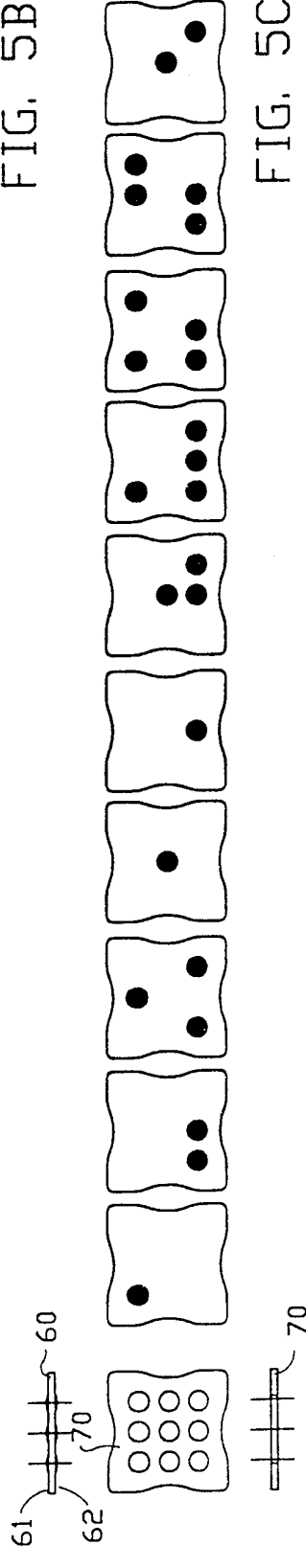
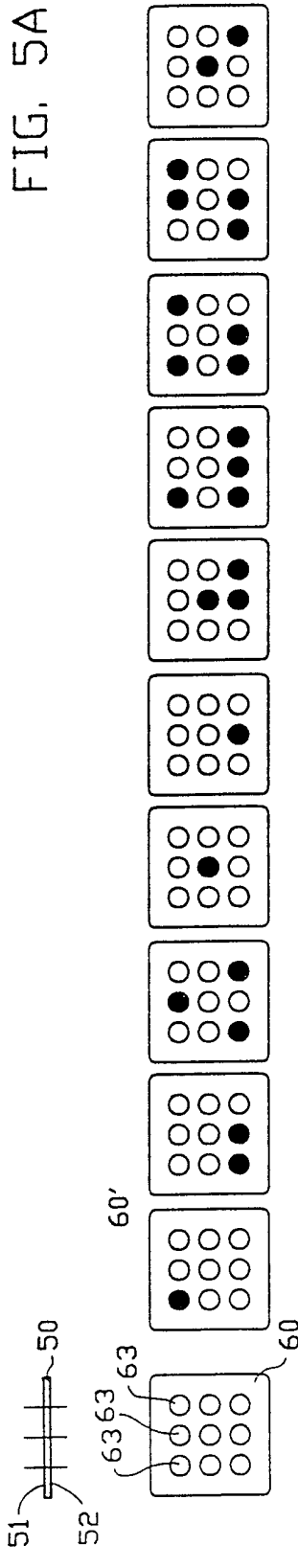
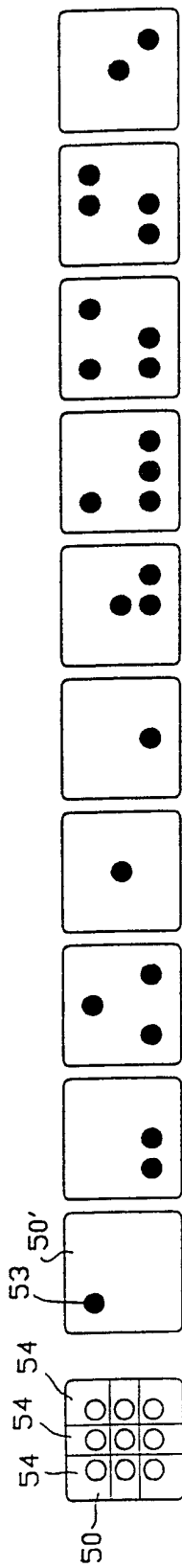


FIG. 4A



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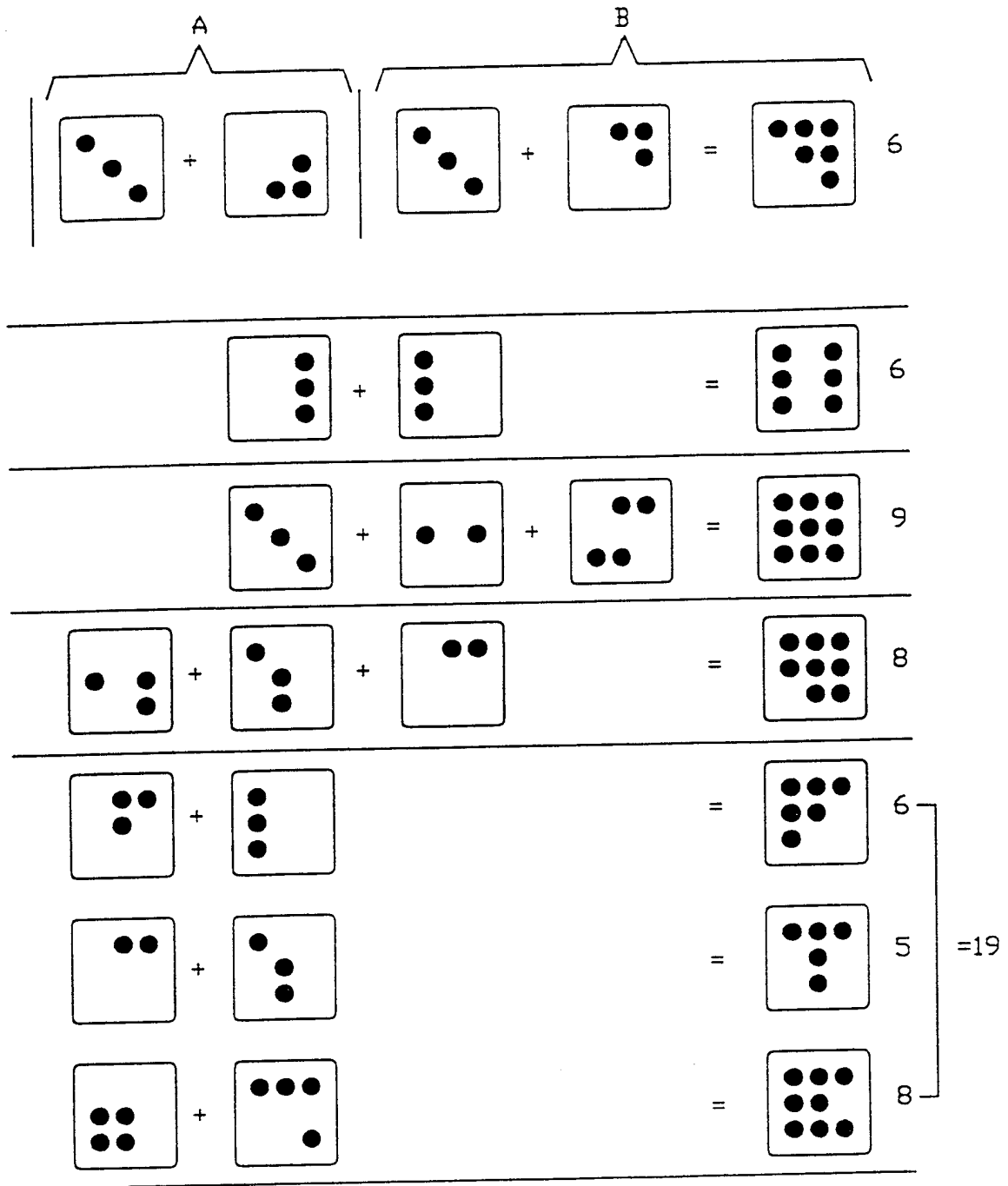


FIG. 6

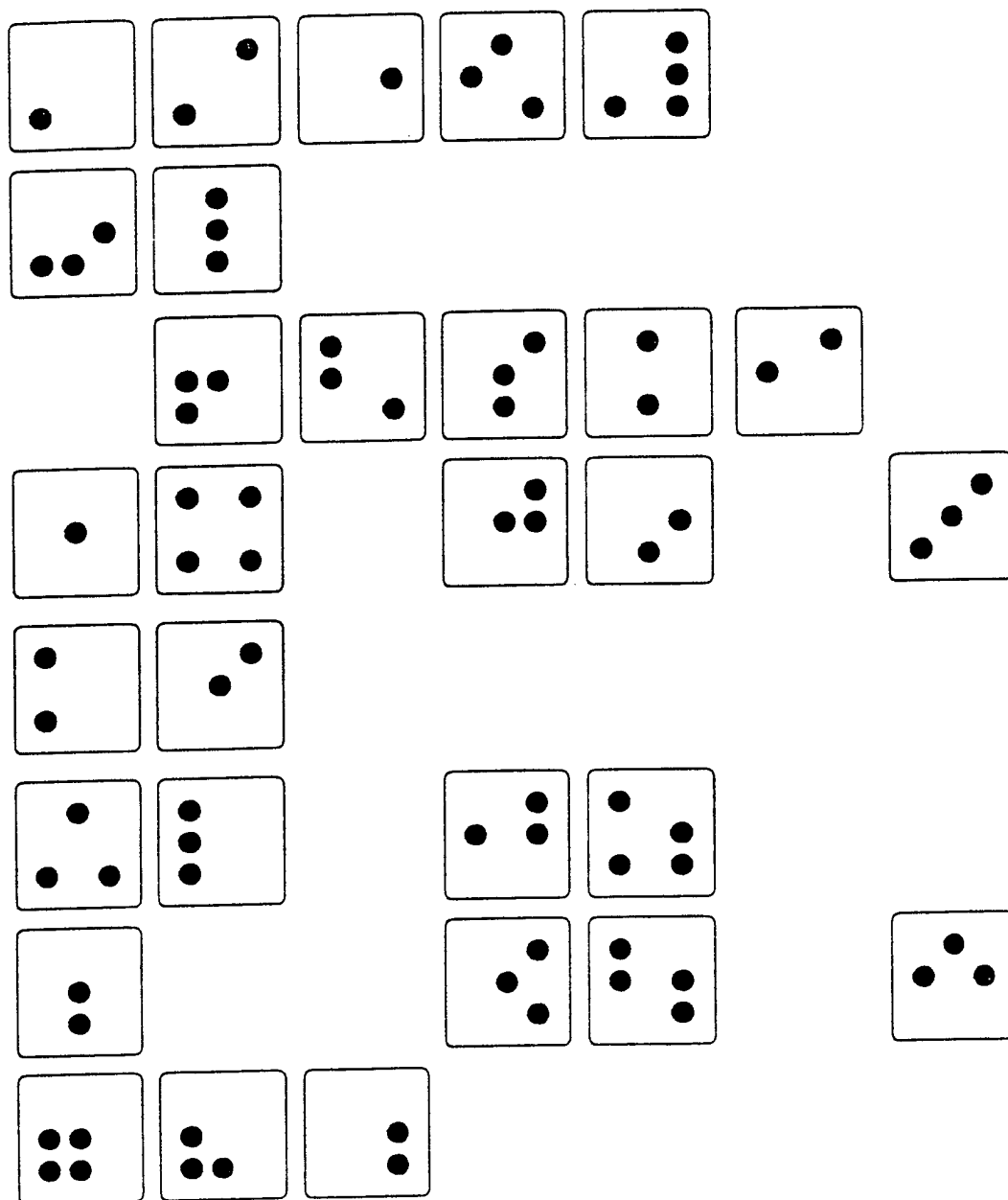


FIG. 7

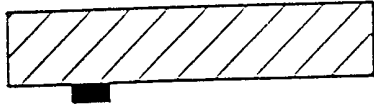


FIG. 8A

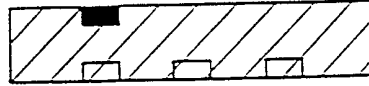


FIG. 8B

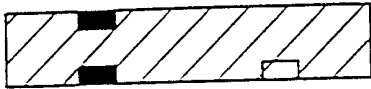


FIG. 8C

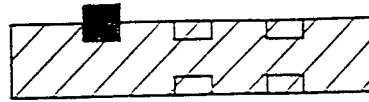


FIG. 8D

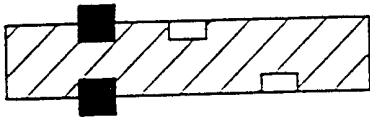


FIG. 8E

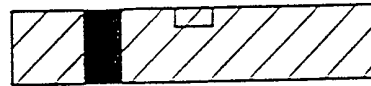


FIG. 8F

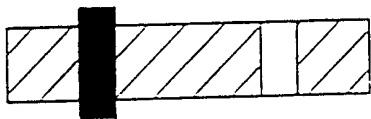


FIG. 8G

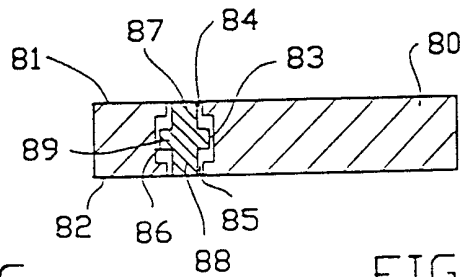


FIG. 8H



# INTERNATIONAL SEARCH REPORT

International Application No

PC., NL 99/00525

**A. CLASSIFICATION OF SUBJECT MATTER**  
 IPC 7 A63F3/02 A63F3/04

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)

IPC 7 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)

**C. DOCUMENTS CONSIDERED TO BE RELEVANT**

Category °	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
A	US 3 804 415 A (RYAN) 16 April 1974 (1974-04-16)  figures  ---	1, 5, 7, 9, 16, 19, 26, 32-36
A	EP 0 642 109 A (LEMO MELENDEZ) 8 March 1995 (1995-03-08)  column 8, line 12 -column 10, line 56; figures 1-14  ---	1, 5, 7, 9, 16, 19, 26, 32-36
A	US 1 598 525 A (HOLT) 31 August 1926 (1926-08-31)  figures 1-3  ---	1, 5, 7, 9, 16, 26, 32-36
	-/--	

Further documents are listed in the continuation of box C.

Patent family members are listed in annex.

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- "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

3 November 1999

Date of mailing of the international search report

12/11/1999

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Authorized officer

Raybould, B

# INTERNATIONAL SEARCH REPORT

International Application No

PC., NL 99/00525

C.(Continuation) DOCUMENTS CONSIDERED TO BE RELEVANT		
Category °	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
A	US 4 183 167 A (JATICH) 15 January 1980 (1980-01-15)  figures ---	1,5,7,9, 16,19, 26,32-36
A	US 5 393 066 A (REINITZ) 28 February 1995 (1995-02-28)  figures 2,5 ---	1,5,7,9, 16,19, 26,32-36
A	FR 2 672 509 A (ESCOFFIER) 14 August 1992 (1992-08-14) figures 1-10 -----	32-36

## INTERNATIONAL SEARCH REPORT

Information on patent family members

International Application No

PCT, NL 99/00525

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EP 642109	A	08-03-1995	ES 2071561 A AU 6259094 A DE 69415104 D US 5599188 A AT 174442 T CA 2136306 A WO 9422121 A ES 2110869 A	16-06-1995 11-10-1994 21-01-1999 04-02-1997 15-12-1998 29-09-1994 29-09-1994 16-02-1998
US 1598525	A	31-08-1926	NONE	
US 4183167	A	15-01-1980	CA 1112862 A	24-11-1981
US 5393066	A	28-02-1995	NONE	
FR 2672509	A	14-08-1992	NONE	