



US 20160166920A1

(19) **United States**
(12) **Patent Application Publication**
Reiher

(10) **Pub. No.: US 2016/0166920 A1**
(43) **Pub. Date: Jun. 16, 2016**

(54) **GAME BOARD**

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(21) Appl. No.: **15/048,961**

(22) Filed: **Feb. 19, 2016**

Publication Classification

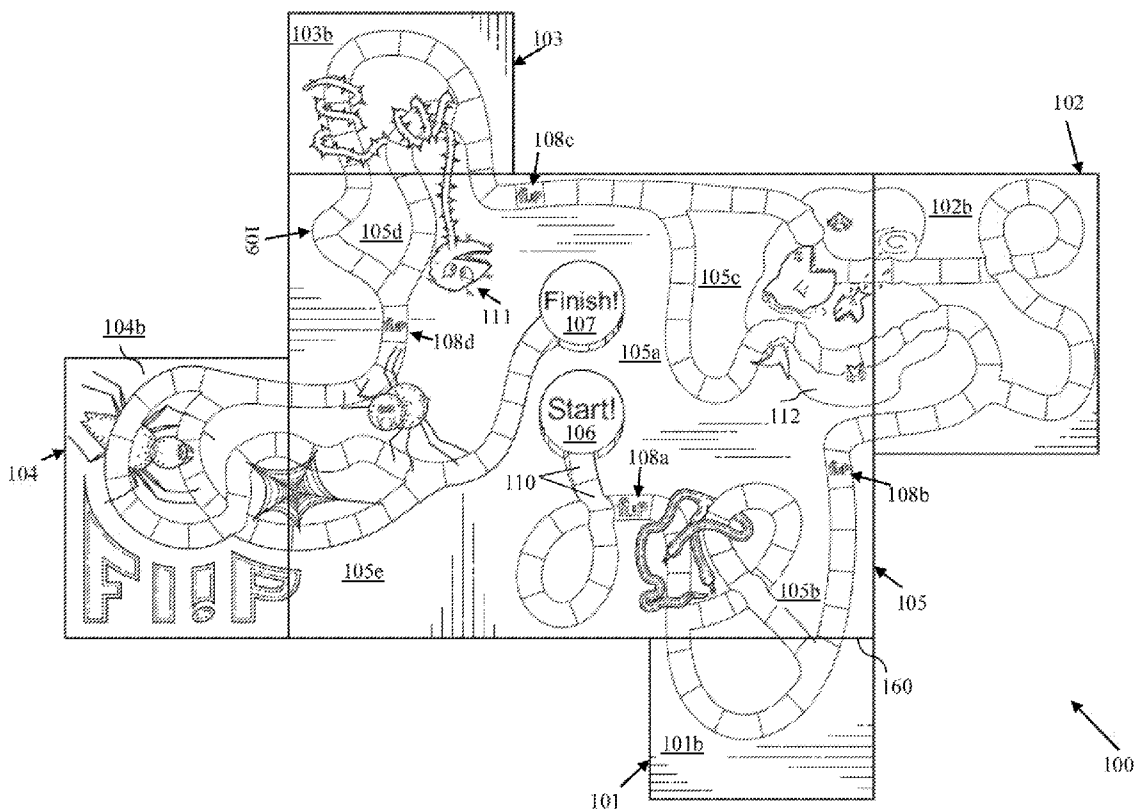
(51) **Int. Cl.**
A63F 3/00 (2006.01)

(52) **U.S. Cl.**

CPC **A63F 3/0023** (2013.01); **A63F 3/00006** (2013.01); **A63F 2003/00258** (2013.01)

(57) **ABSTRACT**

A game board comprising a plurality of panels, each panel having an upper and a lower opposite side, wherein at least one of the plurality of panels is configured to allow a change of its orientation and position with respect to the game board when a game criterion is met during a play, wherein each change leads to a modification of a play area of the game board, and wherein the at least one of the plurality of panels configured to allow the change of its orientation and position has unique game markings on its upper and lower opposite side, causing each change to also lead to a unique play experience.



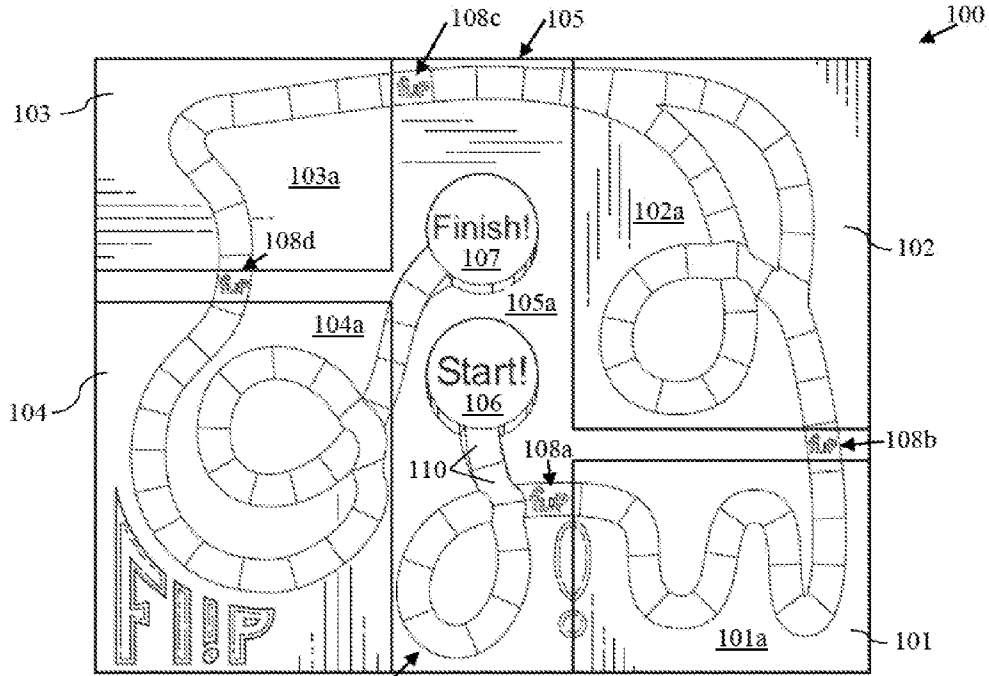


FIG. 1

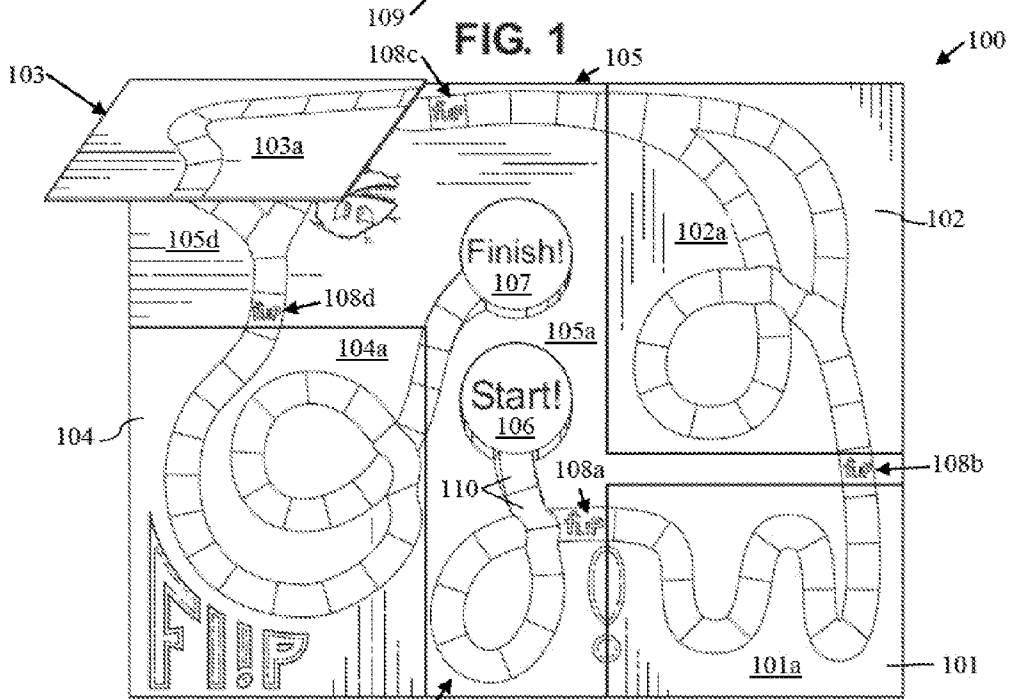


FIG. 2

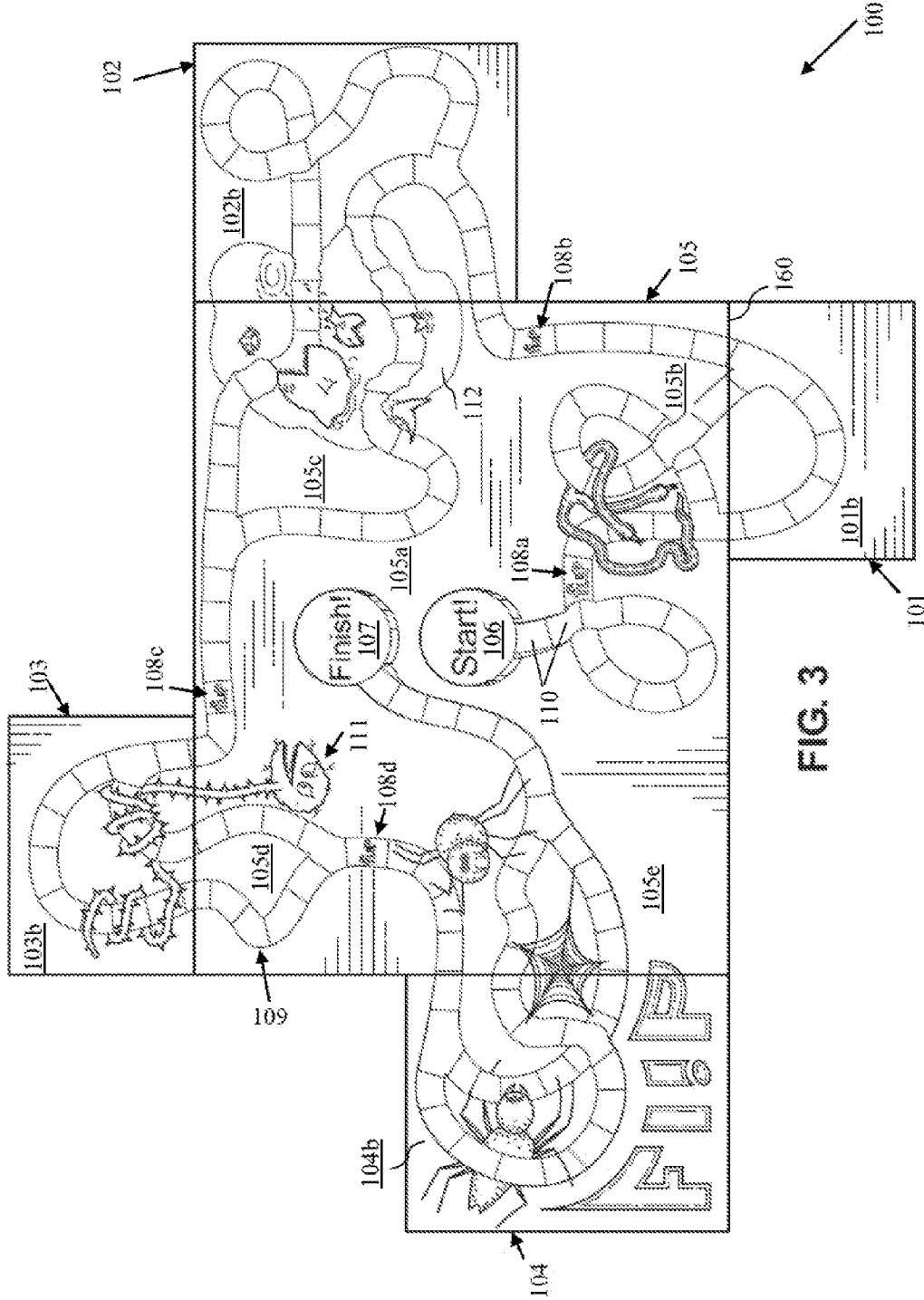


FIG. 3

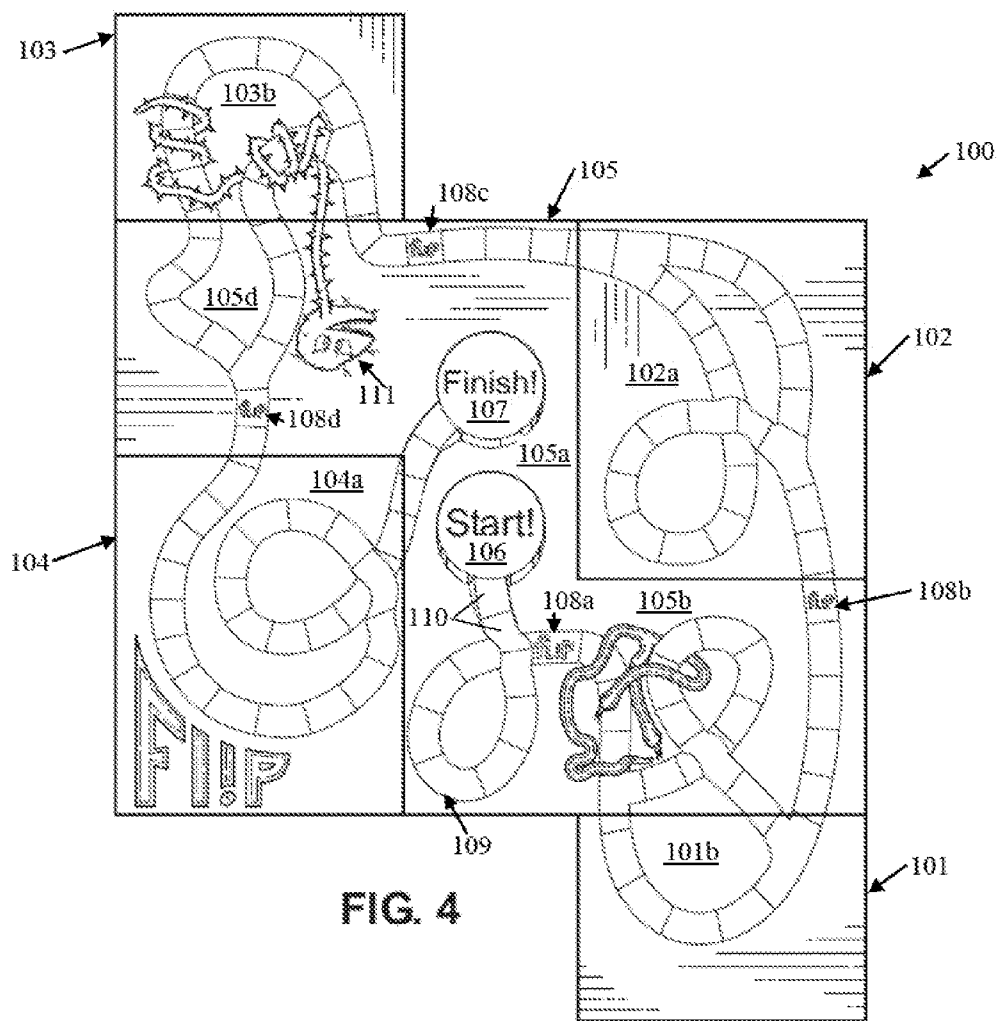
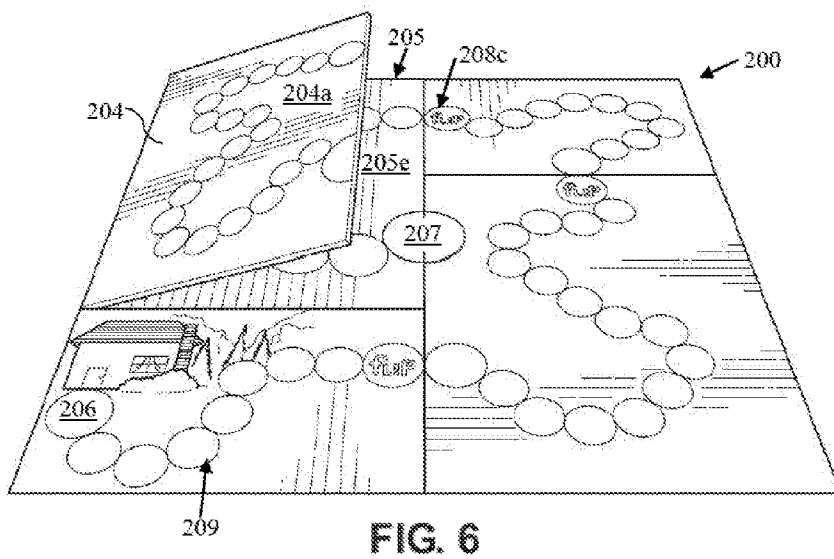
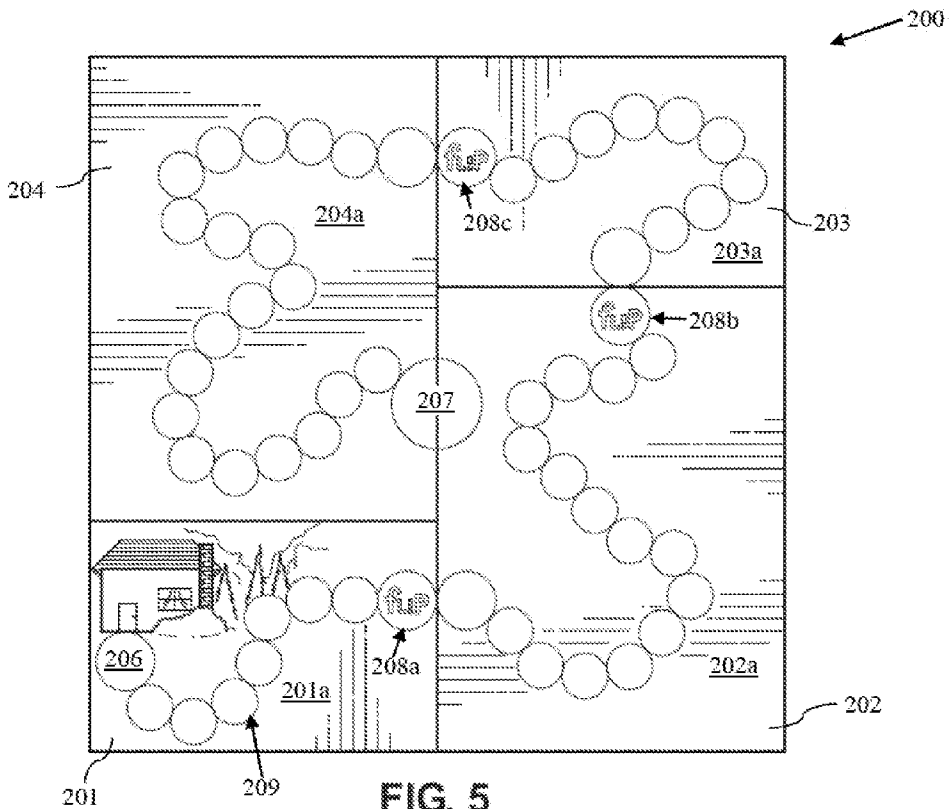


FIG. 4



GAME BOARD

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] Not Applicable

STATEMENT REGARDING FEDERALLY SPONSORED RESEARCH OR DEVELOPMENT

[0002] Not Applicable

REFERENCE TO SEQUENCE LISTING, A TABLE, OR A COMPUTER PROGRAM LISTING COMPACT DISC APPENDIX

[0003] Not Applicable

BACKGROUND OF INVENTION

[0004] 1. Field of the Invention

[0005] The invention relates generally to game boards.

[0006] 2. Description of the Related Art

[0007] Existing game boards offer a playing area that is static, namely limited to a given size and a set of game markings (e.g., pathways) and rules. Thus, these traditional, non-changing game boards and their pathways create one way to play a game. Thus, they are monotonous, repetitive and after a while boring.

[0008] Thus, there is a need for a new and improved dynamic game board that solves the problems outlined above.

BRIEF INVENTION SUMMARY

[0009] This Summary is provided to introduce a selection of concepts in a simplified form that are further described below in the Detailed Description. This Summary is not intended to identify key aspects or essential aspects of the claimed subject matter. Moreover, this Summary is not intended for use as an aid in determining the scope of the claimed subject matter.

[0010] In an aspect, a game board having a plurality of panels is provided, each panel having an upper and a lower opposite side, wherein at least one of the plurality of panels is configured to allow a change of its orientation and position with respect to the game board when a game criterion is met during a play, wherein each change leads to a modification of a play area of the game board, and wherein the at least one of the plurality of panels configured to allow the change of its orientation and position has unique game markings on its upper and lower opposite side, causing each change to also lead to a unique play experience.

[0011] The above aspects or examples and advantages, as well as other aspects or examples and advantages, will become apparent from the ensuing description and accompanying drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

[0012] For exemplification purposes, and not for limitation purposes, aspects, embodiments or examples of the invention are illustrated in the figures of the accompanying drawings, in which:

[0013] FIG. 1 illustrates the top view of an example of game board in a closed state, according to an aspect.

[0014] FIG. 2 illustrates a top perspective view of the game board from FIG. 1 in a partially open state, according to an aspect.

[0015] FIG. 3 illustrates the top view of the game board from FIG. 1 in a fully open state, according to an aspect.

[0016] FIG. 4 illustrates the top view of the game board from FIG. 1 in another partially open state, according to an aspect.

[0017] FIG. 5 illustrates the top view of another example of game board in a closed state, according to an aspect.

[0018] FIG. 6 illustrates a top perspective view of the game board from FIG. 5 in a partially open state, according to an aspect.

DETAILED DESCRIPTION

[0019] What follows is a description of various aspects, embodiments and/or examples in which the invention may be practiced. Reference will be made to the attached drawings, and the information included in the drawings is part of this detailed description. The aspects, embodiments and/or examples described herein are presented for exemplification purposes, and not for limitation purposes. It should be understood that structural and/or logical modifications could be made by someone of ordinary skills in the art without departing from the scope of the invention. Therefore, the scope of the invention is defined by the accompanying claims and their equivalents.

[0020] Reference will now be made to FIGS. 1-4. Again, FIG. 1 illustrates the top view of an example of game board in a closed state, according to an aspect, FIG. 2 illustrates a top perspective view of the game board from FIG. 1 in a partially open state, according to an aspect, FIG. 3 illustrates the top view of the game board from FIG. 1 in a fully open state, according to an aspect and FIG. 4 illustrates the top view of the game board from FIG. 1 in another partially open state, according to an aspect.

[0021] As shown, the game board 100 may have a base panel 105 and multiple (four are shown in this example) flaps or flip panels 101-104. The base panel 105 has a top side (shown in FIG. 3) and a bottom or opposite side (not shown), and may have game markings, such as a starting point 106, a finish point 107 and, for example, a pathway 109 including a plurality of "squares," steps or boxes 110, to connect the starting point 106 with the finish point 107. In the closed state of the game board 100 depicted in FIG. 1, the four flip panels 101-104 are all closed, covering portions 105b-e (see FIG. 3) of the base panel 105. It should be noted that each of the flip panels 101-104 may have unique game markings (i.e., pathway in this example) on both sides (e.g., upper side 101a and lower side 101b of panel 101) that connect and communicate with the game markings on the base or main panel 105, thus allowing for the game to be played whether any of the flip panels is open or closed.

[0022] In an aspect, trigger markers 108a-d may be placed in the box of a pathway 109, for example right before each of the flip panels 101-104. Such trigger boxes may be marked with the term "flip" as shown, or in any other suitable manner. When a player lands for example in the trigger box 108c, the player may be required to flip open panel 103 and thus force the player to continue the game on the bottom surface 103b (see FIG. 3) of flip panel 103. Otherwise, the player would play the game by progressing on the top surface 103a of flip panel 103. Thus, in this example, any of the trigger markers 108a-d have the potential to change the state of the game board from closed to one of the open states, that is a partially open state (e.g., one or two panels open) or a fully open state (i.e., all panels open).

[0023] If a player is required to open a flip panel (e.g., **103**) as described above, all players located at that time on the top surface (**103a** in this example) of the respective panel can be toppled and they may be required to start on the trigger box (**108c** in this example).

[0024] Typically, the game may be started with the game board **100** in a closed state as shown in FIG. 1. Advances through the pathway **109** by each player may for example be made by rolling a dice, spinning a dial and so on, and counting the respective number of boxes **110** from the start **106** or from the last box position of the respective player. It should be noted that in the event that in a particular play none of the trigger boxes **108a-d** is activated as described above, the configuration of pathway **109** is unique as shown in FIG. 1, namely comprised of the pathway sections depicted on the uncovered portion **105a** of base panel **105** and the top surfaces **101a-104a** of the flip panels **101-104**.

[0025] Again, it should be observed that, although their game markings are unique, the upper (**101a-104a**) and lower (**101b-104b**) surfaces of flip panels **101-104** communicate well with the corresponding portion of base panel **105** to allow the players to play the game with the flip panels **101-104** closed or open, thus allowing a unique play experience. In the example shown in FIG. 1, the pathway **109** starts on the uncovered portion **105a** of base panel **105**, and then continues onto the top surface of flip panel **101**, top surface of flip panel **102**, passes again through uncovered portion **105a**, and then continues onto the top surfaces of flip panels **103** and **104**, to finally finish at **107** onto the uncovered portion **105a**.

[0026] In the example shown in FIG. 3, the game board **100** is fully expanded, which can occur for example when all trigger boxes **108a-d** are actuated during a play. As shown, the game board **100** is now a sum of the initially uncovered portion **105a**, initially covered portion **105b** by flip panel **101**, bottom surface **101b** of flip panel **101**, initially covered portion **105c** by flip panel **102**, bottom surface **102b** of flip panel **102**, initially covered portion **105d** by flip panel **103**, bottom surface **103b** of flip panel **103**, initially covered portion **105e** by flip panel **104**, and bottom surface **104b** of flip panel **104**.

[0027] In the example shown in FIG. 4, the game board **100** is partially expanded, which can occur for example when trigger boxes **108a** and **108c** are activated during a play by for example landing on them during the advance through the pathway **109**. As shown, the game board **100** is now a sum of the initially uncovered portion **105a**, initially covered portion **105b** by flip panel **101**, bottom surface **101b** of flip panel **101**, top surface **102a** of flip panel **102**, initially covered portion **105d** by flip panel **103**, bottom surface **103b** of flip panel **103**, and top surface **104a** of flip panel **104**.

[0028] It should be noted that differences in game markings and rules may be provided, so that the game experience is unique and/or different when the game board is in a closed or in one of the open state. For example, when the opening of panels **102** or **103** is triggered, a swamp **112** or a dragon **111** or may “occupy” a plurality of steps or boxes **110**, which may trigger a request that the player “lose a turn,” “get behind one player” or the like. These initially hidden traps can add to the element of surprise and/or excitement when playing the game.

[0029] As an example, additional markings on some of the pathway boxes **110**, such as “back two spots” or the like, may be provided. They are not shown for clarity of the drawings.

[0030] Alternatively, as an example, the game may be started with all or some flip panels open, in which case the trigger boxes would call for closing the respective flip panels.

[0031] As another example, the game board may have different game markings on both sides (top and bottom) of the base panel and one or more trigger boxes may be provided for, for example, flipping over the entire game board and continue playing the game on the revealed side, with, for example, all panels open.

[0032] FIG. 5 illustrates the top view of another example of game board in a closed state, according to an aspect. FIG. 6 illustrates a top perspective view of the game board from FIG. 5 in a partially open state, according to an aspect. As shown, in this example, when the game board **200** is in a closed state, the flip panels **201-204** can be configured to entirely cover the base panel **205**, the game being played in this instance entirely on the upper surfaces **201a-204a** of the flip panels **201-204**. As an example, the game may be configured to start at **206** on one of the top surfaces (**201a**) and end in the center of the game board **200** at **207**. When, for example, a player would hit the trigger marker **208c**, the trigger marker may require that the panel **204** be flipped/pivoted open, to reveal the covered portion **205e** of the base panel **205** and to continue that play onto the now revealed portion **205e** and the lower surface (not shown) of panel **204** before arriving at the finish point **207**. It should be understood that panel **204** would need to be completely open (all the way to the left and level with the base panel) in order to continue the play. Once again, the game board’s size and more importantly the play experience would be different and unique in the examples of game instances depicted in FIG. 5 and FIG. 6.

[0033] It should be understood that in certain plays only one flip panel will be triggered to open (see FIG. 3 or FIG. 6 as examples). In other plays, the opening of two, three of the four panels may be triggered.

[0034] A single flip panel could optionally be used in a particular game board design. However, it should be apparent that the larger the numbers of panels that can be flipped, the larger the number of combinations possible, thus the numbers of unique plays possible and thus the entertainment value of the game board. Four flip panels were discussed herein as an example. However, any other suitable number of flip panels may be used.

[0035] The panels described herein as flip panels, being configured to pivot open or closed, may be configured in any other manner known in the art (e.g., slide out, turn, etc) to achieve a similar change in their orientation and/or position as described herein.

[0036] From the above examples it should be apparent that the game board disclosed offers a high degree of versatility, expandability, uniqueness of play and surprise, which significantly enhances its entertainment value.

[0037] The game board may be manufactured for example integrally from a cardboard sheet having fold lines or channels between the base and flip panels. The fold line **160** for example would allow the folding, flipping or pivoting of panel **101** closed or open, as dictated by the game rules to create the unique game experience as described herein. Other approaches known in the art may be adopted, such as for example making the game board from wood or plastic and joining the flip panels to the base panel using hinges.

[0038] It may be advantageous to set forth definitions of certain words and phrases used in this patent document. The term “couple” and its derivatives refer to any direct or indirect

communication between two or more elements, whether or not those elements are in physical contact with one another. The term “or” is inclusive, meaning and/or. The phrases “associated with” and “associated therewith,” as well as derivatives thereof, may mean to include, be included within, interconnect with, contain, be contained within, connect to or with, couple to or with, be communicable with, cooperate with, interleave, juxtapose, be proximate to, be bound to or with, have, have a property of, or the like.

[0039] Further, as used in this application, “plurality” means two or more. A “set” of items may include one or more of such items. Whether in the written description or the claims, the terms “comprising,” “including,” “carrying,” “having,” “containing,” “involving,” and the like are to be understood to be open-ended, i.e., to mean including but not limited to. Only the transitional phrases “consisting of” and “consisting essentially of,” respectively, are closed or semi-closed transitional phrases with respect to claims.

[0040] If present, use of ordinal terms such as “first,” “second,” “third,” etc., in the claims to modify a claim element does not by itself connote any priority, precedence or order of one claim element over another or the temporal order in which acts of a method are performed. These terms are used merely as labels to distinguish one claim element having a certain name from another element having a same name (but for use of the ordinal term) to distinguish the claim elements. As used in this application, “and/or” means that the listed items are alternatives, but the alternatives also include any combination of the listed items.

[0041] As used herein, a game board is any surface with game markings for paying a game regardless of surface contour (e.g., rectangular, circular, irregular, etc), whether the surface is continuous or not, whether the surface is flat or has relief, or of any other differences.

[0042] Throughout this description, the aspects, embodiments or examples shown should be considered as exemplars, rather than limitations on the apparatus or procedures disclosed or claimed. Although some of the examples may involve specific combinations of method acts or system elements, it should be understood that those acts and those elements may be combined in other ways to accomplish the same objectives.

[0043] Acts, elements and features discussed only in connection with one aspect, embodiment or example are not intended to be excluded from a similar role(s) in other aspects, embodiments or examples.

[0044] Aspects, embodiments or examples of the invention may be described as processes, which are usually depicted using a flowchart, a flow diagram, a structure diagram, or a block diagram. Although a flowchart may depict the operations as a sequential process, many of the operations can be performed in parallel or concurrently. In addition, the order of the operations may be re-arranged. With regard to flowcharts, it should be understood that additional and fewer steps may be taken, and the steps as shown may be combined or further refined to achieve the described methods.

[0045] If means-plus-function limitations are recited in the claims, the means are not intended to be limited to the means disclosed in this application for performing the recited function, but are intended to cover any equivalent means, known now or later developed, for performing the recited function.

[0046] If any presented, the claims directed to a method and/or process should not be limited to the performance of

their steps in the order written, and one skilled in the art can readily appreciate that the sequences may be varied and still remain within the spirit and scope of the present invention.

[0047] Although aspects, embodiments and/or examples have been illustrated and described herein, someone of ordinary skills in the art will easily detect alternate of the same and/or equivalent variations, which may be capable of achieving the same results, and which may be substituted for the aspects, embodiments and/or examples illustrated and described herein, without departing from the scope of the invention. Therefore, the scope of this application is intended to cover such alternate aspects, embodiments and/or examples. Hence, the scope of the invention is defined by the accompanying claims and their equivalents. Further, each and every claim is incorporated as further disclosure into the specification

What is claimed is:

1. A game board comprising a base panel having a top and a bottom opposite side and a first game markings set on the top side, a plurality of flip panels associated with the base panel, wherein each of the plurality of flip panels has an upper and a lower opposite side and a second game markings set on the upper side and a third game markings set on the lower side, the second game markings set and the third game markings set being unique by being different from each other and being different from flip panel to flip panel, wherein, during a play, the game board can be configured in a closed state wherein each of the plurality of flip panels has the upper side revealed by facing upwards, while hiding its lower side and a corresponding portion of the top side of the base panel, or randomly configured in a plurality of open states wherein the hidden lower side of at least one of the flip panels and the corresponding hidden portion of the top side of the base panel are revealed, and a set of trigger markers actuated when a game rule is satisfied, which calls for changing the state of the game board during the play from closed to any of the plurality of open states or vice versa, and wherein the first game marking set communicates with the second game markings set, the third game markings, or both, such that the play can be played randomly with the game board in the closed state or in any of the plurality of open states.

2. The game board of claim 1, wherein the base panel and the plurality of flip panels are integrally made from the same material and wherein the association of the plurality of flip panels to the base panel is done using fold lines in the material.

3. The game board of claim 2, wherein the material is cardboard.

4. The game board of claim 1, wherein the first, the second or the third game markings sets comprise a pathway.

5. The game board of claim 1, wherein at least one of the trigger markers comprises an instruction to flip the flip panel located after the respective trigger marker.

6. The game board of claim 4, wherein the pathway starts or ends on an unhidden portion of the top side of the base panel.

7. The game board of claim 4, wherein the pathway starts or ends on the upper side of one of the plurality of flip panels.

8. A game board comprising a plurality of panels, each panel having an upper and a lower opposite side, wherein at least one of the plurality of panels is configured to allow a change of its orientation and position with respect to the game board when a game criterion is met during a play, wherein each change leads to a modification of a play area of the game board, and wherein the at least one of the plurality of panels

configured to allow the change of its orientation and position has unique game markings on its upper and lower opposite side, causing each change to also lead to a unique play experience.

9. The game board of claim **8**, wherein the game board is integrally made and wherein the change of orientation and position of the least one of the plurality of panels is done by pivoting it with respect to a fold line in the game board.

10. The game board of claim **8**, wherein the unique game markings comprise a pathway.

11. The game board of claim **8**, wherein the game criterion is ending up during the play on top of a trigger marker comprising an instruction to flip the panel located after the respective trigger marker.

12. The game board of claim **10**, wherein the pathway starts or ends on the upper side of one of the plurality of panels.

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