



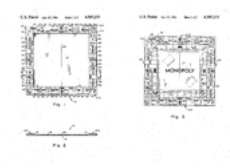
← Back to results ✎ monopoly; board;

Board game structure

Abstract

A board game which is capable of being used in conjunction with a known standard or conventional board game and will thereby provide expanded and more complex game play is presented. The present invention is particularly well suited for those conventional board games having adjacent spaces along the perimeter thereof. In a preferred embodiment, the game board has a recessed interior portion capable of receiving the standard board. Preferably, the inner conventional board game is a well known MONOPOLY game while the surrounding game board of the present invention contains a plurality of spaces having subject matter compatible with the subject matter of the MONOPOLY spaces. At least one space on the outer board game will access the standard board for entry and exit therefrom.

Images (2)



Classifications

A63F3/00072 Board games concerning economics or finance, e.g. trading played along an endless track, e.g. monopoly

View 1 more classifications

Claims (8)

What is claimed is:

1. A game board comprising;

first board means having plural edge portions along the perimeter thereof;

a plurality of substantially planar first spaces disposed along each of said edge portions, said plurality of first spaces terminating along said first board means perimeter, each of said first spaces being provided with selective indicia and said indicia denoting at least one access space for entry into and out of said first board means;

a second game board, said second game board having plural second spaces, said second spaces having similar selective indicia relative to said indicia of said first spaces;
and

means for receiving said second game board;

said receiving means aligning said second game board with said first board means whereby said first spaces are concentric to said second spaces and whereby said access space on said first board means permits entry into and out of said second game board.
2. The game board of claim 1 wherein:

said receiving means comprises a recessed interior portion surrounded by a shoulder, said recess capable of accepting said second game board after insertion therein.
3. The game board of claim 2 wherein:

said recessed interior has an area about equal to the area of said second game board.
4. The game board of claim 2 wherein:

said shoulder has a height about equal to the thickness of said second game board whereby said second spaces of said second game board are about planar with said first spaces of said first game board means.
5. The game board of claim 1 wherein:

said plural second spaces of said second game board are along the periphery thereof.
6. The game board of claim 1 wherein:

said second game board is a game board substantially similar to the game board described in FIG. 1 of the U.S. Pat. No. 2,026,082.

US4585233A

United States

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Inventor: [Peter Wilson](#)

Worldwide applications

1984 [US](#)

Application US06/614,069 events ⓘ

- 1984-05-25 Application filed by Peter Wilson
- 1984-05-25 Priority to US06/614,069
- 1986-04-29 Application granted
- 1986-04-29 Publication of US4585233A
- 2004-05-25 Anticipated expiration
- 2019-03-17 Application status is Expired - Fee Related

Info: [Patent citations \(3\)](#), [Cited by \(19\)](#), [Legal events](#), [Similar documents](#), [Priority and Related Applications](#)

External links: [USPTO](#), [USPTO Assignment](#), [Espacenet](#), [Global Dossier](#), [Discuss](#)

7. The game **board** of claim 6 wherein:

said selective indicia of said first game **board** means is compatible with the indicia of said game **board** described in FIG. 1 of the U.S. Pat. No. 2,026,082.

8. A game **board** comprising:

first **board** means having plural edge portions along the perimeter thereof;

a plurality of first spaces disposed along each of said edge portions, said plurality of first spaces terminating along said first **board** means perimeter, each of said first spaces provided with selective indicia and said indicia denoting at least one access space for entry into and out of said first **board** means;

a second game **board**, said second game **board** having plural second spaces, said second spaces having similar selective indicia relative to said indicia of said first spaces; and

means for receiving said second game **board**;

said receiving means aligning said second game **board** with said first **board** means whereby said first spaces are concentric to said second spaces and whereby said access space on said first **board** means permits entry into and out of said second game **board**;

said receiving means comprising a recessed interior portion surrounded by a shoulder, said recess adapted for accepting said second game **board** after insertion therein;

said shoulder having a height about equal to the thickness of said second game **board** whereby said second spaces of said second game **board** are about planar with said first spaces of said first game **board** means.

Description

BACKGROUND OF THE INVENTION

This invention relates to the field of games for amusement and entertainment. More particularly, this invention relates to a new and improved **board** game which is capable of being used in conjunction with well known or conventional **board** games thereby providing expanded and more complicated game play. Accordingly, greater skills and player satisfaction may be achieved from any number of well known prior art games.

Board games have been extremely popular for many years with both young and old participants. While certain prior art **board** games have waned in popularity, other well known games have retained wide notoriety and acceptance and, in some cases, the particular game has increased its following by the game playing public.

For example, the well known and established game of **MONOPOLY** manufacutred by Parker Brothers, Inc. has maintained a steady following of avid expert and beginner players. **MONOPOLY** is described in U.S. Pat. No. 2,026,082 which is incorporated herein by reference thereto. It will be appreciated that any reference herein to the term **MONOPOLY** refers to the game **board** and rules substantially as described in U.S. Pat. No. 2,026,082. Similarly, other famous **board** games have a continuing and at times growing group of player-fans.

Unfortunately, it has become apparent that many players of conventional **board** games begin to tire from the identical game play over a plurality of playing times. The resulting boredom may often act to stifle competition, continuing development of skills and overall interest in the particular **board** game.

It would be advantageous therefore, to provide a means whereby the game play and level of difficulty of popular prior art **board** games could be expanded, thereby increasing competition, skills and interest.

SUMMARY OF THE INVENTION

The above discussed and other deficiencies of the prior art are overcome and alleviated by the novel **board** game of the present invention. In accordance with the present invention, a novel **board** game capable of being used in conjunction with conventional prior art game boards is provided.

The game **board** is especially well suited for those **board** games of the type having adjacent spaces along the perimeter thereof. The novel **board** game of the present invention preferably has a stepped-down cavity region in the interior thereof which can receive a particular well known game **board**. This allows the perimeter of the novel outer game **board** to be planar with the upper surface of the inner standard or conventional game **board**. The result is expanded and more complicated game play along with greater player satisfaction. Of course, it will be understood that the particular configuration of the novel, outer game **board** surface will be in the same or similar mode, and contain similar subject matter as the standard **board** placed therein, so as to maintain a sense of continuity and compatibility of game play between the two boards.

In a preferred embodiment, the conventional **board** game utilized in conjunction with the novel outer **board** is the well known **MONOPOLY** game. Accordingly, access means are provided whereby a player may move his playing piece from the internal conventional **MONOPOLY board** to spaces having similar subject matter on the perimeter of the external novel game **board**. The surrounding outer game **board** will, of course, include additional real estate, utilities and other such playing spaces.

The above-discussed and other advantages of the present invention will be apparent to and understood by those skilled in the art from the following detailed description and drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

Referring now to the drawings, wherein like elements are numbered alike in the several FIGURES:

FIG. 1 is a plan view of a preferred embodiment of a game **board** in accordance with the present invention;

FIG. 2 is a cross-sectional elevation view of the **board** of FIG. 1 along the line 2--2;

FIG. 3 is a plan view, similar to FIG. 1, but having a conventional game **board** inserted therein.

DESCRIPTION OF THE PREFERRED EMBODIMENT

Referring first to FIGS. 1 and 2, a game **board** in accordance with the present is shown at 10. The **board** 10 comprises a raised perimeter consisting of four edge portions 12A-12D and a recessed interior 14 surrounded by a step or shoulder 16. The interior 14 should have an area about equal to that of the conventional game **board** which is to be inserted therein. Similarly, the shoulder 16 should preferably have a height about equal to the thickness of the inserted game **board** so that the top surface of the edge portions 12A-12D are planar with the top surface of the inserted game **board**. As shown in FIG. 2, the bottom surface 18 of **board** 10 is preferably flat so as to securely sit on a table top or the like.

Each edge portion 12A-12D is preferably subdivided into a plurality of spaces for moving a playing piece or marker. It should be understood that the particular configuration of each space will depend upon the conventional or other **board** game which is to be inserted within the interior recess 14. The game **board** of the present invention is aptly suited for those conventional **board** games wherein there is a plurality of playing spaces around the peripheral portion of the **board**. Accordingly, the subject matter of the spaces in **board** 10 should be selected so as to be of the same or similar genre as the inserted **board** game in order to maintain a degree of continuity and compatibility between the two cooperating boards.

In a preferred embodiment of the present invention shown in FIGS. 1 and 3, one well known prior art **board** game which is well suited for use in conjunction with the present invention is the game of **MONOPOLY** manufactured by Parker Brothers, Inc. For a detailed description of **MONOPOLY** rules, reference is made to the now expired U.S. Pat. No. 2,026,082 which has been incorporated herein by reference. In this embodiment of the present invention, the game **board** 10 has provided a plural number of spaces which act to greatly expand the game play and, as a result, the compexlity of conventional **MONOPOLY**. The spaces identified at 20-74 include groups of real estate areas or spaces, airline spaces, free spaces, utilities, chance, community chest and corner spaces.

It will be understood that while particular spaces have been identified in detail in FIGS. 1 and 3, other spaces having similar subject matter are included by the game **board** of the present invention so long as the selected subject matter within the spaces is compatible with a standard **MONOPOLY** game.

Referring now to FIGS. 1 and 3 in more detail, there are actually nine groups of real estate including spaces 21, 23, 25 and 27 forming a first group (Bridges) and the other groups being formed of 29 and 31; 34 and 36; 38, 39 and 41; 44, 46 and 48; 49, 51 and 53; 56, 57 and 59; 62, 63 and 66; and 69, 70 and 73, respectively. Four airline companies are identified at 26, 40, 54 and 68 while various taxes, power companies, free spaces, chance, community chest and other miscellaneous spaces make up the remainder of the **board** 10.

An important feature of the game **board** 10 are spaces 20 and 74 whereby the inner and outer game boards may be accessed. Thus, with reference to FIG. 3, a player would begin the improved, expanded game of the present invention at the "GO" space 76 and proceed around the inner perimeter of the conventional **MONOPOLY** game **board** 77 until the "Free Parking" space 78 whereupon the player would then access the outer game **board** 10 at space 20. Subsequently, having moved through all the spaces 20-73, the player would move to space 74 and then reenter the original **MONOPOLY** game **board** 77 at "Free Parking" 78, finally continuing around the interior **board** 77 back to the beginning "GO" space 76.

Thus, in essence, the game play of conventional **MONOPOLY** is expanded by at least 100% thereby creating more excitement and more complicated and complex play.

It should be understood that while the FIGURES have shown the interior prior art game **board** being received by a stepped-down recess 14, any other receiving means could equally suffice in securing the two boards together. For example, spaced tab extensions on the outer game **board** could grasp and hold the inner standard **board**. In fact, the receiving means may simply consist of a proper boundary line drawn on the novel game **board** so as to prevent the standard **board** from overlapping peripheral spaces on the outer **board**.

A longitudinal partial cut 80 as shown in FIG. 1 may be made along the middle of **board** 10 so that the **board** may be folded over thereby providing a more compact **board** for storage and transportation.

While preferred embodiments have been shown and described, various modifications and substitutions may be made thereto without departing from the spirit and scope of the invention. Accordingly, it is to be understood that the present invention has been described by way of illustrations and not limitation.

Patent Citations (3)

Publication number	Priority date	Publication date	Assignee	Title
US715794A *	1900-04-03	1902-12-16	Henry L Haskell	Game-board.
US3588113A *	1969-04-07	1971-06-28	John H Nelson	Game boards with pattern-changing means
GB2055299A *	1979-08-10	1981-03-04	Heads J C	Scorer playing board
Family To Family Citations				

* Cited by examiner, † Cited by third party

Cited By (19)

Publication number	Priority date	Publication date	Assignee	Title
US4830379A *	1987-04-13	1989-05-16	Richard Kent J	Rodeo board game
US5052692A *	1990-03-15	1991-10-01	Richard Gustafson	System for teaching the art of animal exhibition
US5261672A *	1993-02-16	1993-11-16	Jordan Carolyn M	Method of playing a tax board game
US5318304A *	1993-04-23	1994-06-07	Reppas Robert G	Sports board game
US5439229A *	1994-04-25	1995-08-08	Kaiser; Ronald A.	Parlor game apparatus strips
GB2316330A *	1996-08-22	1998-02-25	Thomas Michael Anderson	Game boards
US5810359A *	1995-08-31	1998-09-22	Mclellan & McMahon, Inc.	Board game
WO1999002229A1 *	1997-07-08	1999-01-21	Luckhurst, Anthony, Henry, William	Game
US6474647B1 *	2000-07-18	2002-11-05	Ronald A. Zakhar	Competitive gambling board game
US20030030214A1 *	2001-04-15	2003-02-13	Claudia Marlin	Punch buggy board game
US20030085518A1 *	2001-11-01	2003-05-08	Jonathan Bedford	Game with multi-level game board
US20050200078A1 *	2004-03-09	2005-09-15	Doublestar, Llc	Educational science game and method of play

US20050236777A1 *	2004-04-23	2005-10-27	Darrell Danelius	Folding gaming tabletop
US20060154728A1 *	2004-12-10	2006-07-13	Doreen Plummer	Game apparatus and method
US20070145682A1 *	2005-09-09	2007-06-28	Rick Rowe	Reconfigurable game pad
US20090043914A1 *	2007-08-07	2009-02-12	Adam Komblum	Board game system and method of use thereof
US20090102124A1 *	2007-09-20	2009-04-23	Adam Ross Kornblum	Board game system and associated method
US20100176550A1 *	2009-01-12	2010-07-15	Isaac Karel	Board game extension
US20160328996A1 *	2015-05-08	2016-11-10	Kelly Hamner	Board Game Assembly
Family To Family Citations				

* Cited by examiner, † Cited by third party, ‡ Family to family citation

Similar Documents

Publication	Publication Date	Title
US4557485A	1985-12-10	Question and answer board game
US20060270476A1	2006-11-30	Cards
US5133559A	1992-07-28	Casino dice game
US4861036A	1989-08-29	Multi-level crossing maze toy
US5507495A	1996-04-16	Games for teaching alphabet, numbers, colors, shapes and math along with coordination and motor skills
US3608902A	1971-09-28	Cube game
US4306724A	1981-12-22	Board game apparatus
US4682956A	1987-07-28	Apparatus and method for learning about the relationships and personalities of a group of two or more persons
US4648602A	1987-03-10	Dice game apparatus
US4932667A	1990-06-12	Method of playing a performing artist game
US6722655B1	2004-04-20	Card game combining poker and bingo concepts
US3191937A	1965-06-29	Mosaic making and guessing game
US4421312A	1983-12-20	Foldable board game with card shuffler
US5928081A	1999-07-27	High/low card game
US4222561A	1980-09-16	Game device
US4247114A	1981-01-27	Board game
US4257609A	1981-03-24	Games and puzzles
US6070872A	2000-06-06	Casino game of chance device and method
US4277067A	1981-07-07	Game device with board surfaces visible only to opposing players
US4651997A	1987-03-24	Method for playing a card game
EP0313247B1	1992-06-10	Apparatus for playing a game for one or more players
US4077631A	1978-03-07	Modern roulette game
US4014548A	1977-03-29	Word game having single and multiple letter tiles
US4121823A	1978-10-24	Educational device employing a game situation
US4003578A	1977-01-18	Bass anglers fishing classic game

Priority And Related Applications

Priority Applications (1)

Application	Priority date	Filing date	Title
US06/614,069	1984-05-25	1984-05-25	Board game structure

Applications Claiming Priority (1)

Application	Filing date	Title
US06/614,069	1984-05-25	Board game structure

Legal Events

Date	Code	Title	Description
1989-11-29	REMI	Maintenance fee reminder mailed	
1990-04-29	LAPS	Lapse for failure to pay maintenance fees	
1990-07-10	FP	Expired due to failure to pay maintenance fee	Effective date: 19900429

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