GAME BOARD AND ACCOMPANYING GAME PIECES

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Description

[0001] The present invention concerns a new type of game board and accompanying game pieces.

[0002] From FR 2706783 a game board with a polyhedral shape with rises and pits is known, whereby the board is accompanied by game pieces with a shape which is complementary to the board, and which can be placed in a number of positions and orientations on the board.

[0003] Transfer of a game piece from one position to another may be effected, besides obviously simply picking it up and placing it in a certain position, by pivoting or tilting it around one of its edges on the board. Due to the construction of the board and the game pieces no other movements are practically possible.

[0004] Obviously this tilting action of the game pieces is difficult to execute and control and can easily lead to game pieces ending in unintended positions, or even fall off the board. Also, it has as a necessary side effect that with every move a different side of the piece faces the player or players.

[0005] The invention in particular concerns a game board with a wavy relief formed of a series of rises and dips extending at regular distances from one another in at least two different directions, and further one or several game pieces in the shape of sliding pieces which are each formed of a single block or several blocks which are connected to one another and whereby the lower contact surface of each block has a sloping shape which is predominantly complementary to the shape of the dips in the game board, whereby every sliding piece can be moved in at least one of the aforesaid directions over the game board between two arbitrary fixed positions of rest, whereby the sliding pieces can be moved in at one or several dips of the game board, whereas any rotation or sliding movement in another direction than the one mentioned above is prevented or hindered.

[0006] Thanks to the shape of the game board, deepened tracks are formed extending in the aforesaid directions between the parallel rows of rises.

[0007] Thus, the blocks of the sliding pieces and consequently also the sliding pieces themselves can be easily moved by hand in said deepened tracks, but any shift in another direction or a rotation is made difficult or prevented as the blocks of the sliding pieces should then be moved over the rises of the game board.

[0008] Thanks to the wavy structure, the sliding pieces can thus be easily moved by hand from one position of rest into another position of rest, whereby the sliding wave structure makes sure that, by moving the sliding pieces in one of the above-mentioned directions, they are slightly lifted out of their position of rest to subsequently drop in a new position of rest after the top position has been transgressed.

[0009] The positions of rest are thus clearly defined and the sliding pieces cannot be easily moved out of their positions of rest by an accidental or unintentional movement.

[0010] An appropriate shape for the relief structure is the one whereby the relief evolves sinusoidally or approximately sinusoidally in the aforesaid directions, although other sloping shapes are not excluded.

[0011] According to a preferred embodiment, the blocks of every sliding piece are provided with a protrusion on their contact surface, directed towards the game board, and continuous grooves are provided in the game board extending in the aforesaid directions in the game board and connecting the dips of the game board so as to form a guide for the aforesaid protrusions.

[0012] These grooves provide for an even better guide of the sliding pieces in the aforesaid directions.

[0013] Optionally, the rises of the game board may be provided with a mark at the top so as to simplify the visualisation of fields formed in the grid.

[0014] The sliding directions may be orthogonal directions, but they can also be directions running parallel for example to the directions of an equilateral triangle.

[0015] This type of game board is appropriate for any possible game whereby pieces must be moved according to predetermined positions of rest, but it is also interesting to compose puzzles and any other type of brain twisters with whereby use can be made of sliding pieces with several blocks which are connected in such a way that the centre distance between two adjoining blocks is either equal to the orthogonal centre distance between two successive dips in one of the aforesaid orthogonal directions, or is equal to the diagonal centre distance between two successive dips in the diagonal direction and is thus separated by a top of the game board.

[0016] In this manner, also different shapes and combinations of sliding pieces are possible whereby the blocks of a sliding piece can be connected two by two and whereby the connections between blocks with an equal centre distance are parallel to one another or are at right angles to one another, and the connections between blocks having a different centre distance enclose an angle of 45° or 135°.

[0017] When in rest, such sliding pieces extend over several dips, whereby pairs of blocks with an orthogonal centre distance can only extend in one of the aforesaid directions, whereas pairs of blocks with a diagonal centre distance can only extend in a diagonal direction.

[0018] Also combinations of such pairs of blocks with an orthogonal or a diagonal centre distance are possible whereby sliding pieces can then be formed having a longitudinal shape or a angular of hooked shape, whereby the legs formed between the blocks by the connections can be at right angles or at an angle of 45° or 135°.

[0019] The multitude of shapes of the sliding pieces and the many possible mutual positions allow for many game patterns and strategies.

[0020] Connections between blocks situated at a diagonal distance from one another may be provided with lateral recesses in view of a fitting lateral connection to a block of an adjacent sliding piece. This makes it pos-
sible to move several sliding pieces simultaneously in one direction by moving a single sliding piece.

[0021] Even more game variations become possible if the sliding pieces can be provided with mutually distinguishing characteristics, such as a different colour, texture or the like, whereby sliding pieces with a specific distinguishing characteristic can be assigned to a particular player or may be accorded a specific function in the game.

[0022] According to a variant, the game board may be translucent or partly translucent, for example by making use of transparent material or as the relief structure is formed of an open structure of for example parallel game piece situated at a distance from one another.

[0023] This offers the advantage that it is possible to figure out patterns for the sliding pieces beforehand, which are then drawn in advance on an underlying sheet which is put under the game board so as to position the corresponding sliding pieces according to the pattern which is visible through the board.

[0024] An additional characteristic may consist in that the game board is provided with a standing edge, for example along the perimeter or a part thereof, and in that at least one exit is provided in the edge via which a sliding piece can be slidingly removed from the game board.

[0025] A playing method might thus consist in that a certain virus, simulated by a particular sliding piece, must be removed from the game board by one or several players via the aforesaid one or several exits of the game board by strategically moving said and/or other sliding pieces.

[0026] The level of difficulty of the board game may be raised if need be or, on the contrary, made easier by providing one or several obstruction pieces which may form a local obstacle to the movement of the sliding pieces and which consist of one or several blocks whose shape is analogous to that of the sliding pieces, but whereby the contact surface of at least one block is provided with a cross-shaped rib at the bottom, directed towards the game board, which can be held in two crossing grooves of the game board.

[0027] Said obstruction pieces may be provided with a distinguishing shape, colour or structure at the top for visual recognition.

[0028] The sliding movement of certain sliding pieces may possibly be restricted in any of the aforesaid directions by providing the contact surface of the sliding piece with one or several parallel ribs so as to guide it in the grooves of the board, parallel to said ribs.

[0029] In order to better explain the characteristics of the invention, the following preferred embodiments of a game board according to the invention are described by way of example only without being limiting in any way, with reference to the accompanying drawings, in which:

Figure 1 schematically shows a game board and game pieces according to the invention, seen in perspective; figure 2 represents a view from above according to arrow F2 in figure 1; figures 3 and 4 represent a section according to lines III-III and IV-IV respectively in figure 2 to a larger scale; figure 5 is a perspective view of the sliding piece indicated by F2 in figure 2; figure 6 is a side-view according to arrow F6 in figure 5; figure 7 is a perspective view of the sliding piece indicated by F7 in figure 2; figure 8 is a side-view according to arrow F8 in figure 7; figure 9 shows a view as that in figure 2, but while the sliding pieces are being moved; figures 10 and 11 show a section according to lines X-X and XI-XI respectively in figure 9, to a larger scale; figure 12 shows some variants of sliding pieces and other game pieces, seen from underneath; figures 13 and 14 represent examples of a game board with game pieces with alternative embodiments; figure 15 represents an alternative embodiment of a board game according to the invention; figure 16 is a view from above according to arrow F16 in figure 12; figure 17 represents a section according to line XVII-XVII in figure 16 to a larger scale; figure 18 shows yet another variant of a game board according to the invention.

[0030] Figures 1 to 8 represent a game 1 consisting of a square game board 2 with two sliding pieces on it, 3A and 3B respectively.

[0031] The game board 2 is in this case made with standing edges 4 having a wavy pattern along the inner perimeter 5 and an opening 6 which is in this case situated in a corner of the game board 2 and which serves as an exit for one or several sliding pieces 3 which can be moved over the game board 2.

[0032] According to the invention, the game board 2 has a wavy relief structure 7 formed of a series of rises 8 and dips 9 extending at regular distances from one another in at least two different orthogonal directions, X-X' and Y-Y' respectively, which extend at an angle of 45° in relation to the edges 4 of the game board 2 in the given example, but which alternatively could also run parallel to said edges 4.

[0033] In the sections according to figures 3 and 4 is illustrated how the relief structure 7 of the game board 2 evolves for example sinusoidally or approximately sinusoidally in the aforesaid directions X-X' and Y-Y', whereby the angle A, enclosed between the line 10 which is tangent to the sinusoidal course and the average surface of the game board 2, is preferably not larger than 45°.

[0034] The dips 9 between the rises 8 are connected to one another by means of grooves 11 in the game board.
The rises 8 are optionally provided with a mark 12 at the top, whereby these marks 12 define the angular points of square virtual play fields 13 as if it were, centred round the dips 9 of the game board 2.

The sliding pieces 3 may have all sorts of shapes.

In the example of figure 1 are represented two different sliding pieces 3 which are shown in greater detail in figures 5 to 8, whereby every sliding piece 3 is composed of one or several blocks 14 which are in this case circular and which are mutually connected by means of a fixed connection 15 or a fixed connecting part.

Every block 14 is provided with a contact surface 16 at the bottom with which the block 14 can slide over the game board 2 between successive positions of rest, whereby the block 14 can rest in a dip 9 of the game board 2, whereby said contact surface 16 has a predominantly sloping shape to that end which is mainly complementary to the shape of a dip 9 of the game board 2, for the grooves, and which thus, in the case of a sinusoidal or approximately sinusoidal course of the relief of the game board 2, has a section which fits in the sinusoidal shape of the game board 2. On their contact surfaces 16 with the game board 2, the blocks 14 of the sliding pieces 3 are provided with a protrusion 17 which, when the block 14 is moved in one of the orthogonal directions X-X’ and Y-Y’, is guided in a sliding manner in the aforesaid grooves 11 of the game board 2.

Along the perimeter of the sliding piece 3, the blocks 14 are provided with a collar 18 which is provided with a wavy relief structure 19 at the bottom of the contact surface 16 with the game board 2, which, when the block 14 is in a position of rest in a dip 9 of the game board 2, connects to the shape of the rises 8 of the game board 2 surrounding the dip 9 concerned, which makes it somewhat more difficult for the sliding piece 3 to rotate out of the position of rest, but which does not hinder any sliding according to the orthogonal directions X-X’ and Y-Y’.

Both sliding pieces 3A and 3B of figure 1 are similar, but the length of the centre distance between the blocks 14 differs.

In the case of a sliding piece 3A according to figures 5 and 6, said centre distance B between the blocks 14 is equal to the orthogonal centre distance C between two successive dips 9 in any of the aforesaid orthogonal directions X-X’ or Y-Y’.

When in rest, such sliding pieces 3A extend in the direction of the aforesaid orthogonal directions X-X’ or Y-Y’, whereby the connection 15 between the blocks 14 does not run over a rise 8, as is shown in the section of figure 10.

In the case of a sliding piece 3B according to figures 7 and 8, said centre distance D between the blocks 14 is equal to the diagonal centre distance E between two successive dips 9 in a diagonal 10 direction 9, which diagonal direction is in this case a direction parallel to the edge 4 of the game board 2.

When in rest, such sliding pieces 3B extend in the aforesaid diagonal direction parallel to the edge 4 of the game board 2, whereby the connection between the blocks 14 extends over a rise 8, as shown in the section of figure 11.

In the given example, the tops of both sliding pieces 3A and 3B are provided with excavations 20 at the blocks 14 making it possible to move the sliding pieces 3 with one’s fingers.

In the case of the sliding piece 3A, the connection 15 between the blocks 14 is a straight piece extending over the entire width of the sliding piece 3A, whereas in the case of the sliding piece 3B, said connection 15 is provided with lateral recesses in view of a lateral connection to the block 14 of an adjoining sliding piece 3B as shown in figures 1 and 2, such that this sliding piece 3B forms a sort of dumb-bell as if it were, with recesses having a curvature radius which is equal to the radius of the circular blocks 14.

Both types of blocks 14 can only be shifted easily in the directions X-X’ and Y-Y’, as illustrated by means of figure 9, whereby the sliding piece 3A is moved from the position of rest in figure 2 towards the edge 4 of the game board 2 in the direction X-X’ into a following position of rest whereby the blocks 14 end up in a subsequent series of dips 9.

Figures 9 and 10 represent the sliding piece 3A in a position halfway between both positions of rest, whereby due to the wavy structure 7 of the game board 2 the sliding piece 3A is first lifted out of its first position of rest by a lateral movement and, after the top position represented in figures 9 and 10 has been transgressed, then automatically falls in its subsequent position of rest.

Figures 9 and 11 illustrate in an analogous way how the sliding piece 3B can be moved in the same direction as the sliding piece 3A, whereby these figures represent the sliding piece 3B in a position halfway between two positions of rest.

It should be noted that, starting from the position of rest in figure 2, it is also possible to simultaneously move two or more sliding pieces 3 by moving one of the sliding pieces 3, whereby for example an upward movement of the sliding piece 3A in the direction Y-Y’ will move along the sliding piece 3B in the same direction.

Figure 12 represents a series of game pieces, among others a number of sliding pieces 3A and 3B, as well as alternative shapes of sliding pieces 3C respectively in the shape of three blocks which are connected in each other’s prolongation, sliding pieces 3D and 3E in the shape of an L-shaped sliding piece with three blocks, or in the shape of a sliding piece 3F with three blocks connected two by two and whose connections enclose an angle of 45° or 135°.

Figures 13 and 14 represent some more shapes of sliding pieces 3 with four or more blocks 14, in particular 3G, 3H, 3I, 3J, 3K and 3L.

In general, we can say that in case of sliding
The present invention is by no means restricted to the embodiments described by way of example and represented in the accompanying drawings; on the contrary, a board game 2 according to the invention can be made in all sorts of shapes and directions while still remaining within the scope of the invention.

Claims

1. Game board (2) with accompanying game pieces, whereby the game board (2) has a wavy relief structure (7) formed of a series of rises (8) and dips (9) extending at regular distances from one another in at least two different directions (X-X' and Y-Y') forming deepened tracks extending in the aforesaid directions, whereby said one or several game pieces are further formed as sliding pieces (3) with several blocks (14) which are connected to one another, whereby the lower contact surface (16) of every block (14) has a sloping shape which is predominantly complementary to the shape of the dips (9) of the game board (2), whereby every sliding piece (3) can be manually moved in at least one of the aforesaid directions (X-X' and Y-Y') over the game board (2) between two arbitrary fixed positions of rest whereby, in every position of rest, the sliding piece (3) extends with the blocks (14) in several dips (9) of the game board (2), whereby the sliding pieces (3) can be moved by hand in said deepened tracks, whereas a rotation of the sliding pieces (3) or a shift in any other direction is obstructed or made difficult, characterised in that the relief structure (7) of the game board (2) evolves sinusoidally or approximately sinusoidally in the aforesaid directions.

2. Game board (2) with accompanying game pieces according to claim 1, characterised in that at least one block (14) of every sliding piece (3) is provided with a protrusion (17) on its contact surface (16) directed towards the game board (2), and in that continuous grooves (11) are provided in the game board (2) extending in the aforesaid directions (X-X' and Y-Y') in the game board (2) and connecting the dips (9) of the game board (2) so as to form a guide for the aforesaid protrusions (17).

3. Game board (2) with accompanying game pieces according to any one of the preceding claims, characterised in that the blocks (14) are provided with a wavy relief structure (19) along the perimeter of their contact surface (16) with the game board (2) which, when the block (14) is in a position of rest in a dip (9) of the game board (2), connects to the shape of the rises (8) of the game board (2) surrounding the dip (9) concerned.

4. Game board (2) with accompanying game pieces
5. Game board (2) with accompanying game pieces according to any one of the preceding claims, characterised in that the sliding pieces (3) can be moved are two perpendicular orthogonal directions.

6. Game board (2) with accompanying game pieces according to claim 5, characterised in that at least one of the sliding pieces (3) is formed with several blocks (14) which are connected in such a way that the centre distance (B, D) between two adjoining blocks (14) is either equal to the orthogonal centre distance (C) between two successive dips (9) in any one of the aforesaid orthogonal directions (X-X' and Y-Y'), or is equal to the diagonal centre distance (E) between two successive dips (9) in the diagonal direction.

7. Game board (2) with accompanying game pieces according to claim 6, characterised in that the connections (15) between blocks (14) situated at a diagonal distance (E) from one another are provided with lateral recesses for a fitting lateral connection to a block (14) of an adjoining sliding piece (3).

8. Game board (2) with accompanying game pieces according to claim 7, characterised in that every block (14) has a predominantly circular perimeter, and in that the recesses in the connections (15) are made according to the segment of a circle having the same radius of curvature as the radius of the circumference of the blocks (14).

9. Game board (2) with accompanying game pieces according to any one of the preceding claims, characterised in that the sliding pieces (3) may be provided with mutually different distinguishing characteristics, such as a different colour, texture or the like.

10. Game board (2) with accompanying game pieces according to any one of the preceding claims, characterised in that the game board (2) is transparent or partly transparent.

11. Game board (2) with accompanying game pieces according to claim 10, characterised in that the relief structure (7) is formed of an open structure of for example parallel beams (23) situated at distance from one another.

12. Game board (2) with accompanying game pieces according to any one of the preceding claims, characterised in that the game board (2) is provided with a standing edge (4) and in that at least one exit (6) is provided in the edge (4) via which a sliding piece (3) can be slidingly removed from the game board (2).

13. Game board (2) with accompanying game pieces according to any one of the preceding claims, characterised in that the game board (2) has a rectangular or square shape and in that the aforesaid directions (X-X' and Y-Y') in which the sliding pieces (3) can be moved are diagonal.

14. Game board (2) with accompanying game pieces according to any one of claims 2 to 12, characterised in that it is provided with one or several obstruction pieces (21) which may form a local obstacle to the movement of the sliding pieces (3) and which consist of one or several blocks (14) and whose shape is analogous to that of the sliding pieces (3), but whereby the contact surface (16) of at least one block (14) is provided with a cross-shaped rib (22) which can be held in two crossing grooves (11) of the game board (2).

15. Game board (2) with accompanying game pieces according to any one of the preceding claims, characterised in that the sliding pieces (3) are provided with means which enable the sliding pieces (3) to move in only one of the aforesaid directions (X-X' of Y-Y')

16. Game board (2) with accompanying game pieces according to any one of the preceding claims, characterised in that the aforesaid directions are three directions according to the directions of the legs of an isosceles triangle.

Patentansprüche

1. Spielbrett (2) mit zugehörigen Spielsteinen, wobei das Spielbrett (2) eine wellenförmige Reliefstruktur (7) aufweist, die durch eine Serie von Erhöhungen (8) und Vertiefungen (9) gebildet wird, die sich in regelmäßigen Abständen voneinander in mindestens zwei verschiedene Richtungen (X-X' und Y-Y') erstrecken, wobei sie vertiefte Spuren bilden, die sich in die vorgenannten Richtungen erstrecken, wobei besagte ein oder mehrere Spielsteine weiter als Gleitstücke (3) mit mehreren Blöcken (14), die miteinander verbunden sind, ausgebildet sind, wobei die untere Kontaktfläche (16) jedes Blocks (14) eine geneigte Form aufweist, die im Wesentlichen komplementär zu der Form der Vertiefungen (9) des Spielbretts (2) ist, wobei jedes Gleitstück (3) manuell in mindestens einer der vorgenannten Richtungen (X-X' und Y-Y') zwischen zwei beliebigen festen Ruhestellungen über das Spielbrett (2) bewegt werden kann, wobei
sich das Gleitstück (3) in jeder Ruhestellung mit den Blöcken (14) in mehrere Vertiefungen (9) des Spielbretts (2) erstreckt, wobei die Gleitstücke (3) von Hand in besagten vertieften Spuren bewegt werden können, während eine Drehung der Gleitstücke (3) oder eine Verschiebung in gleich welche andere Richtung verhindert oder erschwert wird, dadurch gekennzeichnet, dass die Reliefstruktur (7) des Spielbretts (2) sich in den vorgenannten Richtungen sinusräumig oder nahezu sinusräumig entwickelt.

2. Spielbrett (2) mit zugehörigen Spielsteinen nach Anspruch 1, dadurch gekennzeichnet, dass mindestens ein Block (14) jedes Gleitstücks (3) an seiner Kontaktfläche (16) mit einem zu dem Spielbrett (2) gerichteten Vorsprung (17) versehen ist, und dass in dem Spielbrett (2) durchlaufende Rillen (11) vorgesehen sind, die sich in den vorgenannten Richtungen (X-X' und Y-Y') in dem Spielbrett (2) erstrecken und die Vertiefungen (9) des Spielbretts (2) verbinden, um eine Führung für die vorgenannten Vorsprünge (17) zu bilden.

3. Spielbrett (2) mit zugehörigen Spielsteinen nach einem der vorgenannten Ansprüche, dadurch gekennzeichnet, dass die Blöcke (14) entlang dem Umfang ihrer Kontaktfläche (16) mit dem Spielbrett (2) mit einer wellenförmigen Reliefstruktur (19) versehen sind, die, wenn sich der Block (14) in einer Ruhestellung in einer Vertiefung (9) des Spielbretts (2) befindet, an die Form der Erhöhungen (8) des Spielbretts (2), die die betreffende Vertiefung (9) umgeben, abschließt.

4. Spielbrett (2) mit zugehörigen Spielsteinen nach einem der vorgenannten Ansprüche, dadurch gekennzeichnet, dass die Erhöhungen (8) des Spielbretts (2) oben mit einer Markierung versehen sind.

5. Spielbrett (2) mit zugehörigen Spielsteinen nach einem der vorgenannten Ansprüche, dadurch gekennzeichnet, dass die vorgenannten Richtungen (X-X' und Y-Y'), worin die Gleitstücke (3) bewegt werden können, zwei senkrechte orthogonale Richtungen sind.

6. Spielbrett (2) mit zugehörigen Spielsteinen nach Anspruch 5, dadurch gekennzeichnet, dass mindestens eines der Gleitstücke (3) mit mehreren Blöcken (14) ausgebildet ist, die derart miteinander verbunden sind, dass der Mittelabstand (B, D) zwischen zwei angrenzenden Blöcken (14) entweder gleich dem orthogonalen Mittelabstand (C) zwischen zwei aufeinanderfolgenden Vertiefungen (9) in einer der vorgenannten orthogonalen Richtungen (X-X' und Y-Y') ist oder gleich dem diagonalen Mittelabstand (E) zwischen zwei aufeinanderfolgenden Vertiefungen (9) in diagonaler Richtung ist.

7. Spielbrett (2) mit zugehörigen Spielsteinen nach Anspruch 6, dadurch gekennzeichnet, dass die Verbindungen (15) zwischen einem diagonalen Abstand (E) voneinander befindlichen Blöcken (14) mit seitlichen Ausnehmungen für einen passenden seitlichen Anschluss an einen Block (14) eines angrenzenden Gleitstücks (3) versehen sind.

8. Spielbrett (2) mit zugehörigen Spielsteinen nach Anspruch 7, dadurch gekennzeichnet, dass jeder Block (14) einen im Wesentlichen kreisförmigen Umfang aufweist und dass die Ausnehmungen in den Verbindungen (15) gemäß dem Segment eines Kreises mit demselben Krümmungsradius wie der Radius des Kreisumfangs der Blöcke (14) ausgeführt sind.

9. Spielbrett (2) mit zugehörigen Spielsteinen nach einem der vorgenannten Ansprüche, dadurch gekennzeichnet, dass die Gleitstücke (3) mit untereinander verschiedenen kennzeichnenden Merkmalen versehen sein können, wie etwa einer verschiedenen Farbe, Textur oder dergleichen.

10. Spielbrett (2) mit zugehörigen Spielsteinen nach einem der vorgenannten Ansprüche, dadurch gekennzeichnet, dass das Spielbrett (2) transparent oder teilweise transparent ist.

11. Spielbrett (2) mit zugehörigen Spielsteinen nach Anspruch 10, dadurch gekennzeichnet, dass die Reliefstruktur (7) durch eine offene Struktur aus bei- spielsweise parallelen Trägern (23), die sich in einem Abstand voneinander befinden, gebildet wird.

12. Spielbrett (2) mit zugehörigen Spielsteinen nach einem der vorgenannten Ansprüche, dadurch gekennzeichnet, dass das Spielbrett (2) mit einem aufrechtstehenden Rand (4) versehen ist und dass in dem Rand (4) mindestens ein Ausgang (6) vorgesehen ist, durch den ein Gleitstück (3) gleitend von dem Spielbrett (2) entfernt werden kann.

13. Spielbrett (2) mit zugehörigen Spielsteinen nach einem der vorgenannten Ansprüche, dadurch gekennzeichnet, dass das Spielbrett (2) eine rechteckige oder quadratische Form aufweist und dass die vorgenannten Richtungen (X-X' und Y-Y'), worin die Gleitstücke (3) bewegt werden können, diagonal sind.

14. Spielbrett (2) mit zugehörigen Spielsteinen nach einem der vorgenannten Ansprüche 2 bis 12, dadurch gekennzeichnet, dass es mit einem oder mehreren Blockierstücken (21) versehen ist, die ein örtliches Hindernis für die Bewegung der Gleitstücke

15. Spielbrett (2) mit zugehörigen Spielsteinen nach Anspruch 5, dadurch gekennzeichnet, dass die verbindungen (15) zwischen einem diagonalen Abstand (E) voneinander befindlichen Blöcken (14) mit seitlichen Ausnehmungen für einen passenden seitlichen Anschluss an einen Block (14) eines angrenzenden Gleitstücks (3) versehen sind.
2. Plateau de jeu (2) accompagné de ses pièces de jeu selon la revendication 1, caractérisé en ce qu'au moins un bloc (14) de chaque pièce coulissante (3) est muni d'une saillie (17) sur sa surface de contact (16), orientée en direction du plateau de jeu (2), et en ce qu'on prévoit des rainures continues (11) dans le plateau de jeu (2) s'étendant dans les directions susmentionnées (X-X' et Y-Y') dans le plateau de jeu (2) et reliant les descentes (9) du plateau de jeu (2) de façon à former un guide pour les saillies susmentionnées (17).

3. Plateau de jeu (2) accompagné de ses pièces de jeu selon l'une quelconque des revendications précédentes, caractérisé en ce que les blocs (14) sont munis d'une structure ondulée en relief (19) sur le périmètre de leur surface de contact (16) avec le plateau de jeu (2) qui, lorsque le bloc (14) se trouve dans une position de repos dans une descente (9) du plateau de jeu (2), vient se relier à la configuration des montées (8) du plateau de jeu (2) entourant la descente (9) concernée.

4. Plateau de jeu (2) accompagné de ses pièces de jeu selon l'une quelconque des revendications précédentes, caractérisé en ce que les montées (8) du plateau de jeu (2) sont munies d'un repère au sommet.

5. Plateau de jeu (2) accompagné de ses pièces de jeu selon l'une quelconque des revendications précédentes, caractérisé en ce que les directions susmentionnées (X-X' et Y-Y') dans lesquelles les pièces coulissantes (3) peuvent se déplacer représentent deux directions orthogonales perpendiculaires.

6. Plateau de jeu (2) accompagné de ses pièces de jeu selon la revendication 5, caractérisé en ce qu'au moins une des pièces coulissantes (3) est formée à l'aide de plusieurs blocs (14) qui sont reliés de manière telle que la distance au centre (B, D) entre deux blocs adjacents (14), soit est égale à la distance orthogonale au centre (C) entre deux descentes successives (9) dans l'une quelconque des directions orthogonales susmentionnées (X-X' et Y-Y'), soit est égale à la distance diagonale au centre (E) entre deux descentes successives (9) dans la direction diagonale.

7. Plateau de jeu (2) accompagné de ses pièces de jeu selon la revendication 6, caractérisé en ce que les liaisons (15) entre des blocs (14) situés à une distance diagonale (E) de l'un de l'autre sont munies d'événements latéraux pour une liaison latérale par emboîtement à un bloc (14) d'une pièce coulissante adjacente (3).

8. Plateau de jeu (2) accompagné de ses pièces de jeu selon la revendication 7, caractérisé en ce que chaque bloc (14) possède un périmètre principalement...
9. Plateau de jeu (2) accompagné de ses pièces de jeu selon l’une quelconque des revendications précédentes, caractérisé en ce que les pièces coulissantes (3) peuvent être munies de caractéristiques distinctives qui sont différentes les unes des autres, comme par exemple une couleur différente, une texture différente ou analogue.

10. Plateau de jeu (2) accompagné de ses pièces de jeu selon l’une quelconque des revendications précédentes, caractérisé en ce que le Plateau de jeu (2) est transparent ou partiellement transparent.

11. Plateau de jeu (2) accompagné de ses pièces de jeu selon la revendication 10, caractérisé en ce que la structure en relief (7) est constituée d’une structure ouverte possédant par exemple des traverses parallèles (23) qui sont situées à une certaine distance les unes des autres.

12. Plateau de jeu (2) accompagné de ses pièces de jeu selon l’une quelconque des revendications précédentes, caractérisé en ce que le plateau de jeu (2) est muni d’un bord droit (4) et en ce qu’au moins une sortie (6) est prévue dans le bord (4), par laquelle une pièce coulissante (3) peut être retirée par coulisser du plateau de jeu (2).

13. Plateau de jeu (2) accompagné de ses pièces de jeu selon l’une quelconque des revendications précédentes, caractérisé en ce que le plateau de jeu (2) possède une configuration de forme rectangulaire ou de forme carrée, et en ce que les directions susmentionnées (X-X’ et Y-Y’) dans lesquelles peuvent se déplacer les pièces coulissantes (3) sont des diagonales.

14. Plateau de jeu (2) accompagné de ses pièces de jeu selon l’une quelconque des revendications 2 à 12, caractérisé en ce qu’il est équipé d’une ou de plusieurs pièces d’obstruction (21) qui peuvent former un obstacle local au mouvement des pièces coulissantes (3) et qui sont constituées par un ou plusieurs blocs (14) et dont la configuration est analogue à celle des pièces coulissantes (3), tandis que la surface de contact (16) d’au moins un bloc (14) est munie d’une nervure (22) de configuration transversale qui peut être maintenue dans deux rainures transversales (11) du plateau de jeu (2).

15. Plateau de jeu (2) accompagné de ses pièces de jeu selon l’une quelconque des revendications précédentes, caractérisé en ce que les pièces coulissant-
Fig. 15
REFERENCES CITED IN THE DESCRIPTION

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