Title: COMPOSITION GAME AIMED AT DEVELOPMENT OF CREATIVE ABILITIES

Abstract: The invention is applicable to the field of games aimed at development of creative abilities. The purpose of this new invented game is to develop creative abilities and imagination, as well as improve artistic capabilities. The 100 compositions' game is comprised of the field A, frame B, square parts 1, rectangular parts 2, and triangular parts 3, 4, also the parts having three edges, two of which form right angle when connected, and the third is archiform concave 5A, 6A or wave-like/archiform concave 5C, 6C, and archiform convex 5B, 6B or wavelike/archiform convex 5D, 6D; the parts having three edges, two of which are of the same size or of different size, work out right angle when they are put together, and the third connecting line is wave-like convex/concave 7A, 8A or wave-like concave/concave 7C, 8C, and concave/convex 7B, 8B or wave-like convex/concave 7D, 8D, trapezium-like 9A, 9B, 10A, 10B, or multi-wave-like 11A, 11B, 12A, 12B, parallelogram-like shape 13, a shape made of a half of a rectangle, which is divided into two parts 14 and 15, circular shape 16, and trapezoidal shape 17. All the shapes mentioned above can be made of different materials, in different colours, with or without special image 18, 19. All the shapes can be made in a specularly-reflected version. All the shapes can be diminished or magnified in several times. If a convex shape exceeds 45°, then a vertex at its end goes narrower 20, but if a concave shape is less than 45°, then a vertex at is end goes wider 21, with the purpose of achieving a vertex angle close to 45°. The 100 compositions' game can be implemented also as a computer game, by displaying it on the monitor.
COMPOSITION GAME AIMED AT DEVELOPMENT OF CREATIVE ABILITIES

The invention ascribable to the field of games aimed at development of creative abilities

A solution comprised of 6 different pictures placed on each one of 6 sides of a cubicle is widely known. Also so called Puzzles is known, where an image is composed according to a certain pattern.

The closest prototype is the Republic of Latvia patent LV 12675 (1), which contains different standard component parts allowing to compose many images on one field.

The shortcoming of the invention mentioned above is the use of only squares and triangles with equal sides. Besides, it is difficult to create a shape with vertex angle larger or smaller than 45°.

The goal of the proposed game is widening of the sphere of use, and development of creative abilities. The said widening of the sphere of use is achieved by introduction of rectangulars, use of elements of trapezoidal and multi-wave shape, diminution or magnification of all elements in several times, and placement of images on all elements.

The general composition is shown on Figure 1.
The standard shapes of component parts are shown on Figures 2, 3 and 4.

100 compositions’ game is comprised of the field A, frame B, square parts 1, rectangular parts 2, and triangular parts with either equal or different sides 3 or 4. When two shapes 3 are put together, a square is worked out, and when two shapes 4 are put together, a rectangle is worked out. The game comprises also the parts having three edges, two of which form right angle when connected, and the third is archiform concave 5A, 6A or wave-like/archiform concave 5C, 6C, and archiform convex 5B, 6B or wave-like/archiform convex 5D, 6D; the parts having three edges, two of which are of the same size or of different size, work out right angle when are put together, and the third connecting line is wave-like convex/concave 7A, 8A or wave-like concave/concave 7C, 8C, and concave/concave 7B, 8B or wave-like concave-concave 7D, 8D, trapezium-like 9A, 9B, 10A, 10B, or multi-wave-like 11A, 11B, 12A, 12B, parallelogram-like shape 13, a shape made of a half of a rectangle, which is divided into two parts 14 and 15, circular shape 16, and trapezoidal shape 17.

All the shapes mentioned above can be made of different materials, in different colours, with or without special image 18, 19.

All the shapes can be made in a specularly-reflected version.

All the shapes can be diminished or magnified in several times.

If a convex shape exceeds 45°, then a vertex at its end goes narrower 20, but if a concave shape is less than 45°, then a vertex at is end goes wider 21, with the purpose of achieving a vertex angle close to 45°.

100 compositions’ game can be implemented also as a computer game, by displaying it on the monitor. Using it as a computer game, neither the frame nor widening and narrowing at the vertex of an angle are obligatory.

The device implementing the 100 compositions’ game operates as follows.

On the field A, which is located inside the frame B (both the field and frame are not necessary, or else they may be of different size), by putting together parts of different shape from 1 to 21, many different images can be created.
The parts are of different colours, and their quantity may be larger than necessary for one frame, and also each part can be used at several places in order to create many different images. Playing the game, the frame may be positioned either horizontal or inclined.

The field, frame and each part can be made of many different materials. 100 compositions' game is intended as a practical tool for improvement of creative abilities, imagination and artistic capabilities of children, parents, teachers psychologists, etc.

Sources of information:

What is claimed is:

Clause 1. The 100 compositions' game, comprised of the field, frame, square parts with special image, triangular parts, the same formed of three lines, two of which are sides of a right-angle triangle, and the third connecting one is concave/convex, convex/concave, archiform, archiform convex or archiform concave in relation to the conceivable hypotenuse of the triangle, and at that such standard parts have different colours and are made of different materials, and can be placed on either horizontal or inclined surface of the field, and their can be put together at any place at player's discretion, featuring, with the purpose of development of creative imagination and artistic abilities, rectangular parts, triangular parts, and also parts comprised of three lines, two of which are sides of a right-angle triangle, but the third connecting line is trapezoidal, archiform/wave-like, concave/convex wave-like or multi-wave-like, formed in the shape of trapezium, parallelogram, circle or parts thereof.

Clause 2. The 100 compositions' game according to Clause 1, featuring rectangular, triangular and all other shapes made with a special image, in a specularly-reflected version, diminished or magnified in several times.

Clause 3. The 100 compositions' game according to Clause 2, featuring that if a convex shape exceeds 45°, then a vertex at its end goes narrower, but if a concave shape is less than 45°, then a vertex at is end goes wider, with the purpose of achieving a vertex angle close to 45°.

Clause 4. The 100 compositions' game according to Clause 3, featuring that with the purpose of development of creative imagination and artistic abilities, it can be used as a computer game by displaying it on the monitor; when the game is used as a computer one, neither the frame nor widening and narrowing at the vertex of an angle are obligatory.
A. CLASSIFICATION OF SUBJECT MATTER  
IPC 7 A63F9/10

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)
EPO-Internal

C. DOCUMENTS CONSIDERED TO BE RELEVANT

<table>
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<tr>
<th>Category</th>
<th>Citation of document, with indication, where appropriate, of the relevant passages</th>
<th>Relevant to claim No.</th>
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<td>US 4 365 809 A (BARRY DIXIE B) 28 December 1982 (1982-12-28) the whole document</td>
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Further documents are listed in the continuation of box C.  
Patent family members are listed in annex.

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Date of the actual completion of the international search: 11 May 2004  
Date of mailing of the international search report: 24/05/2004

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