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A63F 3/00, B65D 85/60

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 B8P PP
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(56) Documents cited
**Advent calendars of the type wherein small bars of
 chocolate are concealed behind rupturable doors**

(58) Field of search
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(54) Game board holding prizes

(57) A parlour game, particularly a dice game, has a game board (1) the top face of which defines a play area (2) with play fields (3) on which tokens may be placed in accordance with the total number of spots exposed when a die or dice is or are thrown. Incorporated into the game board are prizes and the play area (2) is provided, at least in the region of some of the play fields (3), with withdrawal flaps (6) under which are disposed the prizes which are withdrawn in accordance with a predetermined game plan or game rules.

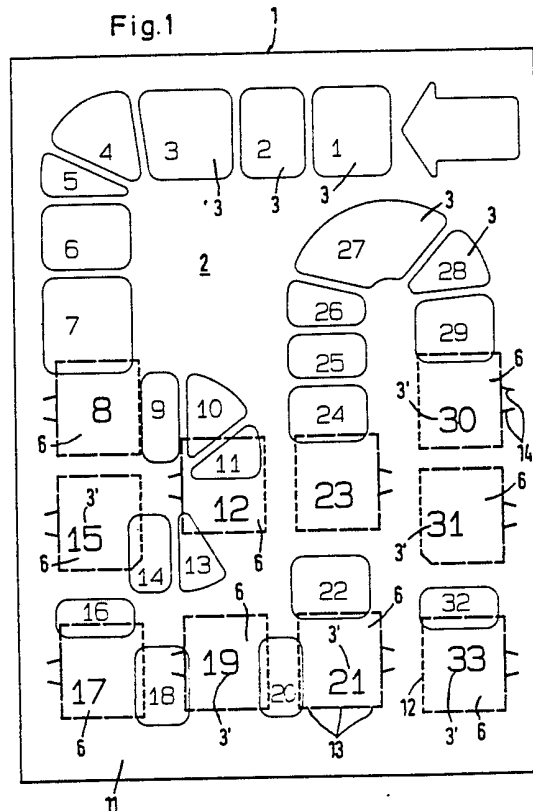


Fig.1

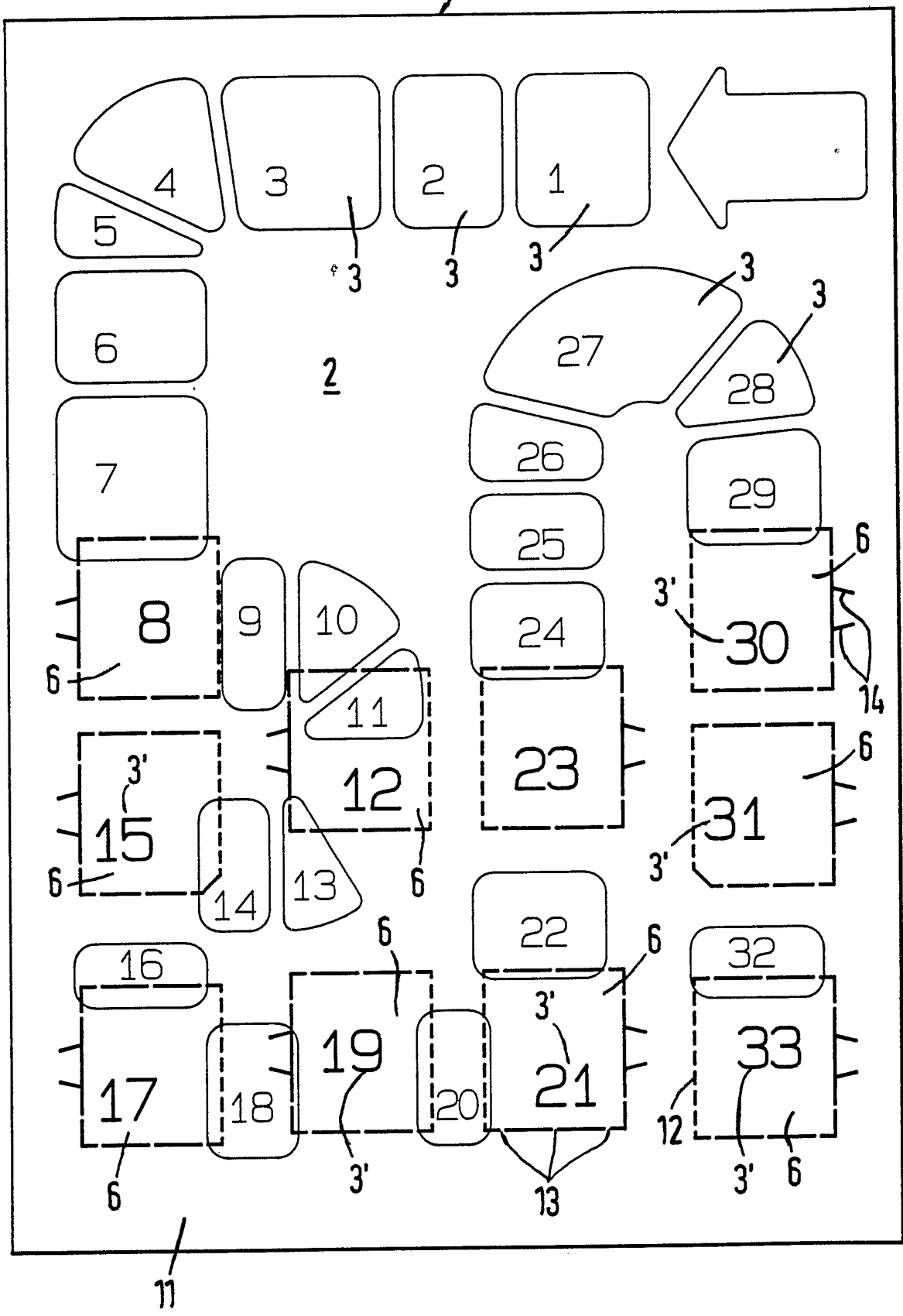


Fig. 2

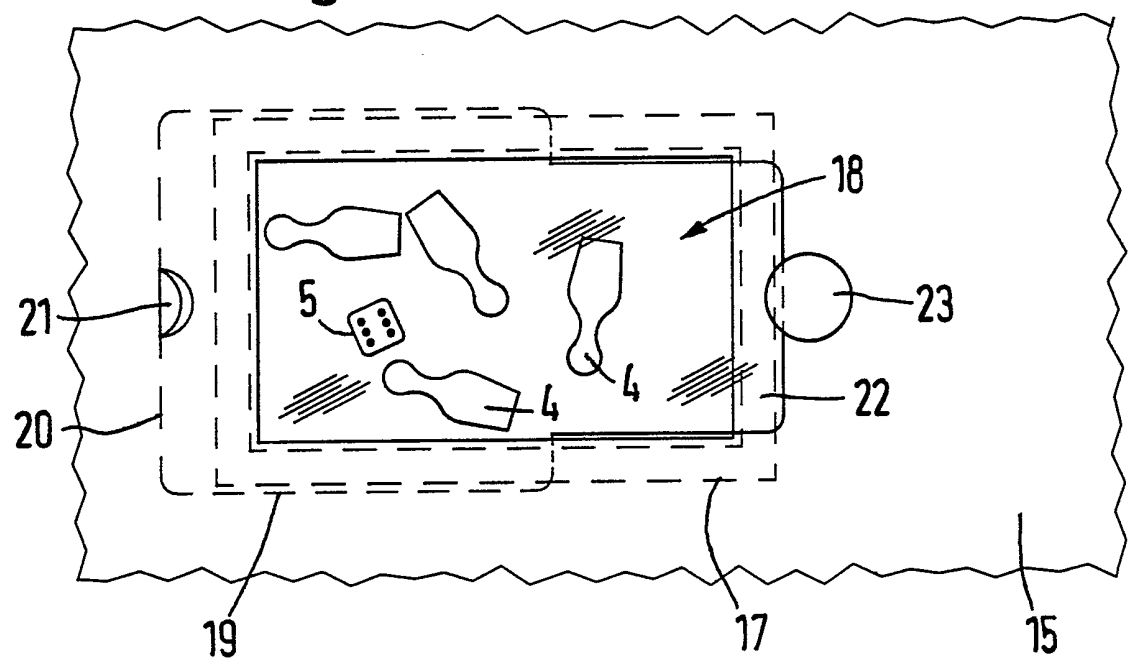


Fig. 3

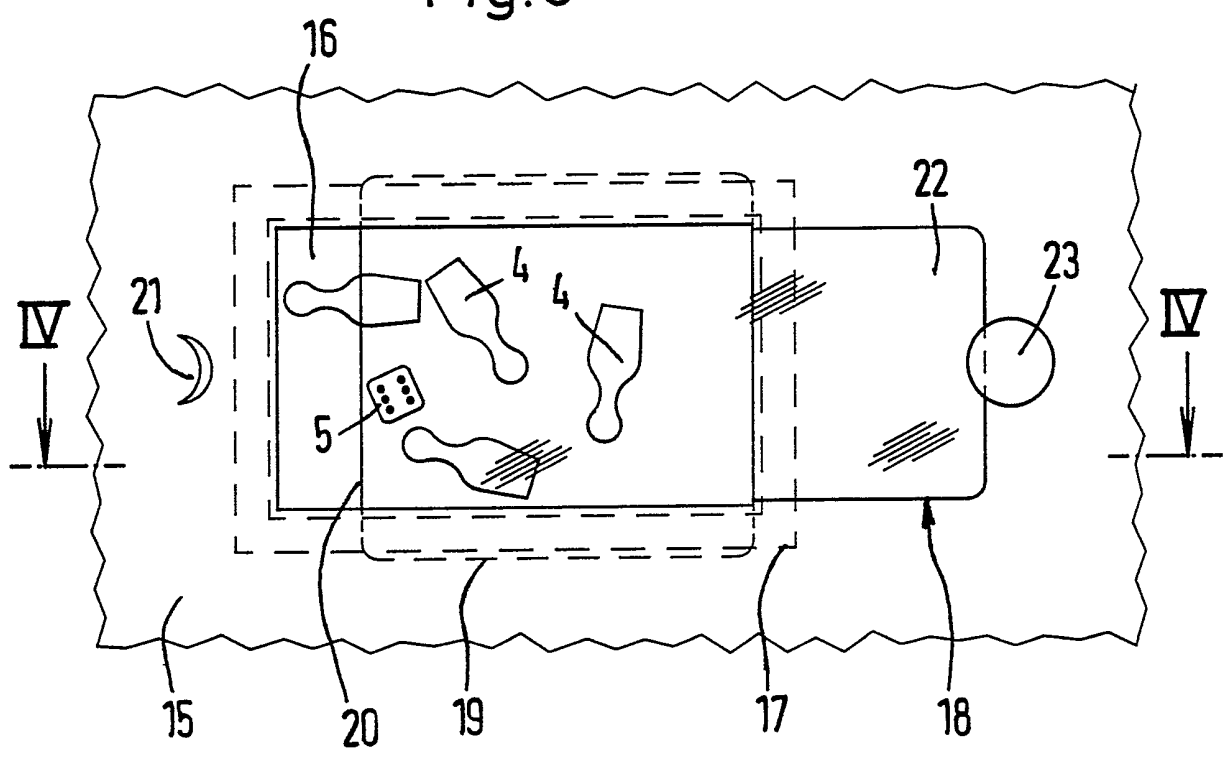
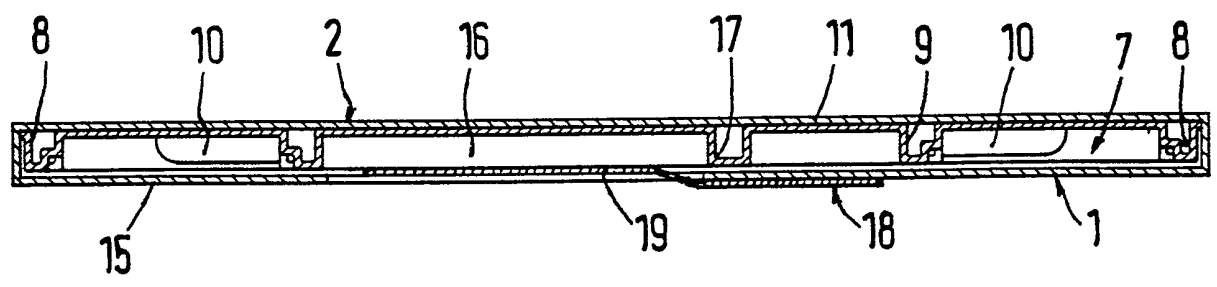


Fig. 4



"A PARLOUR GAME"

The invention relates to a parlour game, in particular a dice game.

More particularly, the game of this invention comprises a game board, the top of which defines a play area with play fields, on which tokens are placed according to the number displayed upon casting a die or dice.

Known parlour games which are generally used as dice games, are in themselves not suitable for providing the players with material gain or reward. Thus, such games are frequently received with only minimal interest or particularly in the case of children, are not played at all.

The invention is therefore based on the problem of providing a form of parlour game, particularly a dice game, of the type indicated but in a form which, as a constituent part of the game, makes it possible directly to reward the player.

This problem is resolved by the present invention, which provides a parlour game, particularly a dice game, including a game board, the top of which is constructed as a play area with play fields on which tokens are placed according to the number of spots visible when the dice is thrown, wherein prizes are stored in the game board, the play area being at least in the region of some of the play fields provided with withdrawal flaps under which are disposed the prizes which are withdrawn in accordance with a predetermined game plan. With the prizes which, in this developed form of the game, are accommodated in the game board, the player can be rewarded directly for achieving a successful play or in accordance with a given game plan. This rewarding by prizes, preferably sweets such as pieces of chocolate, thus forms a constituent part of the game in

which the playing area is provided, at least in the region of some of the play fields, with withdrawal flaps under which the prizes are located.

In particular, when the parlour game according to the invention is being performed, the game plan or rules may provide for only a few of the play fields to be provided with flaps from which prizes may be extracted, these being particularly emphasised or identified and, according to the game plan, the player may only open them in order to withdraw the appropriate prize for example when, in the event of a dice being thrown, the face value of the dice when thrown moves the game figure onto the play field which is thus identified. However, numerous variations of the game plan are possible and some may even dispense with one or more dice. Also, a development of the game board may have all the play fields disposed in a playing sequence on the play area provided with withdrawal flaps under which prizes are initially concealed and these may, according to the predetermined game plan or according to individual game rules, gradually be taken by the players until the entire play area is cleared. In principle, it is also possible for an empty game board to be filled again with fresh prizes, such as sweets.

Further features in conjunction with the practical development of the game according to the invention will emerge from the Claims and from the following non-limiting description of an example of an embodiment of the invention which is illustrated diagrammatically in the accompanying drawings, in which:

Fig. 1 is a plan view of the top of a dice game constructed as a game area,

Fig. 2 is a plan view of part of the back of the dice game,

Fig. 3 is a view corresponding to Fig. 2 to illustrate another position of the parts illustrated and

Fig. 4 is a section taken on the line IV-IV in Fig. 3 in a scale which is somewhat smaller than in Fig. 3, corresponding substantially to that used for Fig. 1.

The parlour game shown in the drawings and which is envisaged as a dice game consists of a rectangular game board generally designated 1 and the top of which serves as a play area 2 and is provided with play fields 3. In the case of the example shown in Fig. 1, a total of 33 play fields 3 are provided which are disposed one after another to form a path and on which tokens 4 are placed in accordance with a predetermined game plan or according to the total number of spots facing upward on the dice 5.

Some play fields 3 which are identified in Fig. 1 by thicker lines or by larger numbers, lie in the region of withdrawal flaps 6 which, with the number shown on them, in each case form a particular play field 3' for prizes (not shown).

The game board 1 is in the example illustrated, formed by a flat cardboard package, for example in the form of a folding box, the inner cavity of which is occupied by a shaped film insert 7 which consists of a deep drawn part produced from a suitable synthetic plastics film, for example a PVC film. The film insert 7 has encircling marginal strips 8 and intermediate webs 9 to stiffen it and a number of individual compartments 10, each one of which is situated opposite one of the withdrawal flaps 6. The individual compartments 10 stamped into the film insert 7 are open towards the upper wall 11 of the cardboard package which is so constructed that the play area 2 is formed on its upper face, or towards the game board 1 and each contains a prize, for example a piece of chocolate which is poured into the appropriate individual compartment 10.

The withdrawal flaps 6 are formed by parts stamped into the top wall 11 of the game board 1 which are connected in one piece with the upper wall 11 along a hinge 12 which is in the same plane as the play area 2. The hinge 12 is formed by a line of weakened material and makes it possible for the respective withdrawal flap 6 to be pivoted between a play position shown in Fig. 1 in which it is in the same plane as the play area 2 and a pivoted-open withdrawal position in which the prize can be removed from the compartment 10 underneath the respective withdrawal flap 6.

In the case of the example illustrated, the withdrawal flaps 6 are rectangular flaps which on three sides are stamped out of the material of the top wall 11. The cuts made by stamping are interrupted by tiny material webs 13 by which the withdrawal flaps 6 are initially connected to and in one piece with the top wall 11 so that no unintended opening of the flaps is possible. At the side of the withdrawal flaps 6 opposite the hinge 12 there are also incorporated into the top wall 11 two short cuts 14 made by stamping and which make it possible for the intermediate material of the top wall 11 to be pressed downwardly so that the flap 6 can be lifted here with the finger or thumb and pivoted open about the hinge 12.

When the withdrawal flaps 6 are pivoted open, the webs of material 13 are torn through about half way, a rough middle line of separation resulting, which is formed by the torn paper fibres. Consequently, the two web halves of the torn material webs 13 can, when the flap 6 is pivoted closed, become interlocked again along this middle line of separation by mutual engagement of the paper fibres so that the respective withdrawal flap 6 is again fixed in the plane of the play area 2 and the tokens 4 can thus continue to be placed over an emptied play field 3' or the emptied play field 3' can be refilled with a prize so that

the next player whose token 4 reaches the corresponding withdrawal flap 6 can likewise receive a prize.

The underside of the game board 1 consists of the underside 15 of the cardboard package and is provided with a closable compartment 16 to hold the tokens 4 and the dice 5. The compartment 16 is bounded by a wall 17 stamped into the film insert 7 towards the bottom wall 15, is closed on its side adjacent the top wall 11 and on its side which faces the bottom wall 15 it is open by virtue of an appropriate cut-out which is made therein.

The open side of the compartment 16 is closed by a cover 18 of preferably transparent material such as a synthetic plastics material. The cover 18 has a widened supporting part 19 by which it is displaceably supported on the web edge 17 so that its edges engage underneath the bottom wall 15.

Fig. 2 shows the cover 18 in its closed position in which the transverse edge 20 of the support part 19 bears on an inwardly depressed flap 21 of material which is partly stamped out of the bottom wall 15, while the oppositely disposed narrower cover part 22 is fixed to the underside of the game board 1 by an adhesive tab 23.

Once the adhesive tab 23 has been undone, the cover 18 can be displaced into an open position which is shown in Fig. 3 in order to open the compartment 16 so that the tokens 4 and the dice 5 which are included with the game board 1 can be removed. The adhesive tab 23 preferably has on its underside a permanently adhesive coating so that when the game ends the tokens 4 and the dice 5 can be stored in the compartment 6, the cover 18 being secured in its closed position by pressure again being applied to the adhesive tab 23.

CLAIMS:

1. A parlour game, particularly a dice game, including a game board, the top of which is constructed as a play area with play fields on which tokens are placed according to the number of spots visible when the dice is thrown, wherein prizes are stored in the game board, the play area being at least in the region of some of the play fields provided with withdrawal flaps under which are disposed the prizes which are withdrawn in accordance with a predetermined game plan.

2. A game according to Claim 1, wherein the withdrawal flaps are formed by parts stamped into a top wall of the game board, which is a hollow body, and which are connected to the top wall in such a way as to be pivotable between a play position in one plane with the play area and a withdrawal position which exposes the prize.

3. A game according to Claim 2, wherein the withdrawal flaps are each connected to and are in one piece with the top wall of the game board along a hinge which is in the same plane as the play area.

4. A game according to Claim 2 or 3, wherein cuts made by stamping and which separate the withdrawal flaps from the top wall of the game board are interrupted by tiny material webs by which the withdrawal flaps are initially connected to and are in one piece with the top wall, and the material webs can, when the withdrawal flaps are pivoted open, be torn about half way along a middle line of separation, the two web halves, when they are folded closed along the line of separation, being capable of becoming locked with each other in order again to fix the relevant withdrawal flap in the plane of the play area.

5. A game according to any one of Claims 1 to 4, wherein the game board is provided on its underside with a closable compartment for tokens and a die or dice.

6. A game according to Claim 5, wherein the compartment is closed by a cover, preferably of transparent material, which is displaceable parallel with the back of the board.

7. A game according to any one of Claims 1 to 6, wherein the game board is formed by a shallow cardboard package with a synthetic plastics film insert which contains the prizes in individual compartments which are in each case opposite one of the withdrawal flaps.

8. Game apparatus substantially as hereinbefore described with reference to and as shown in the accompanying drawings.

9. A game board per se, substantially as hereinbefore described with reference to and as shown in the accompanying drawings.