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Romano

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[54] CREATIVE GAME

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[21] Appl. No.: **210,436**

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[22] Filed: **Mar. 21, 1994**

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[51] Int. Cl.⁶ **A63F 3/00**

"Math Caps" by S.E.I., Inc.

[52] U.S. Cl. **273/240; 273/249; 273/290; 273/138 R; 273/291; 273/440; 273/424**

"Pai Gow", WIN Magazine, Apr. 1992, pp. 39, 40 and 70.

[58] Field of Search **273/240, 293, 273/294, 148 R, 290, 291, 249**

Primary Examiner—Benjamin H. Layno
Attorney, Agent, or Firm—Michael I. Kroll

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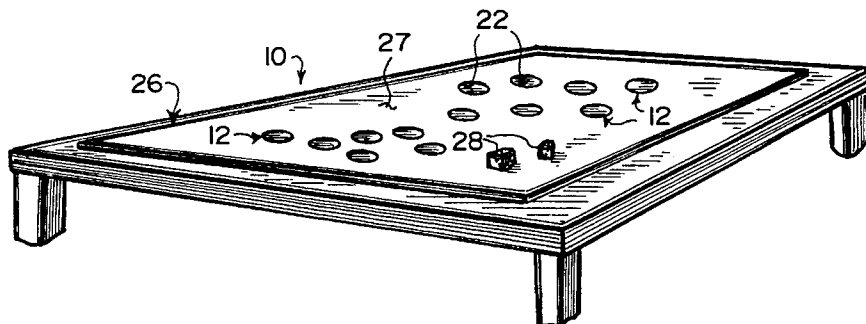
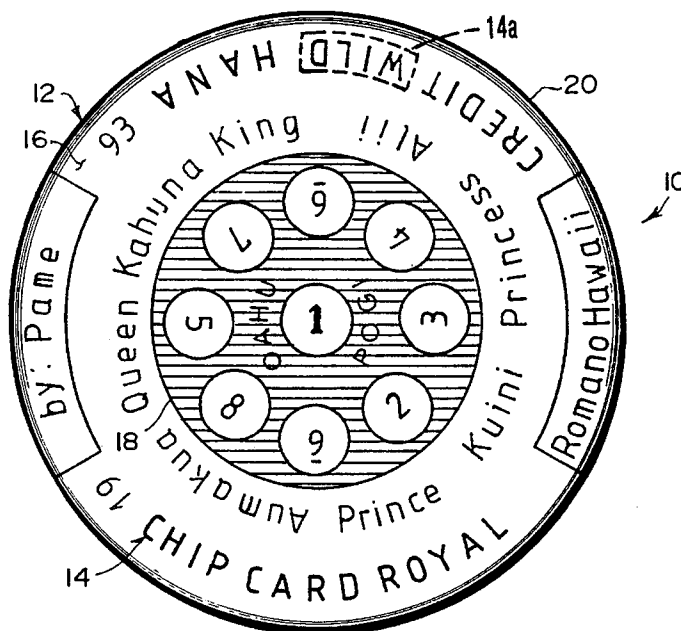
[57] ABSTRACT

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A creative game is provided which consists of a plurality of gaming chips and identifiable indicia printed on one side of each gaming chip. When identifiable indicia is marked by a highlight color marker to indicated different value combinations, the gaming chips will become similar to playing cards to be utilized in playing games.

4 Claims, 2 Drawing Sheets



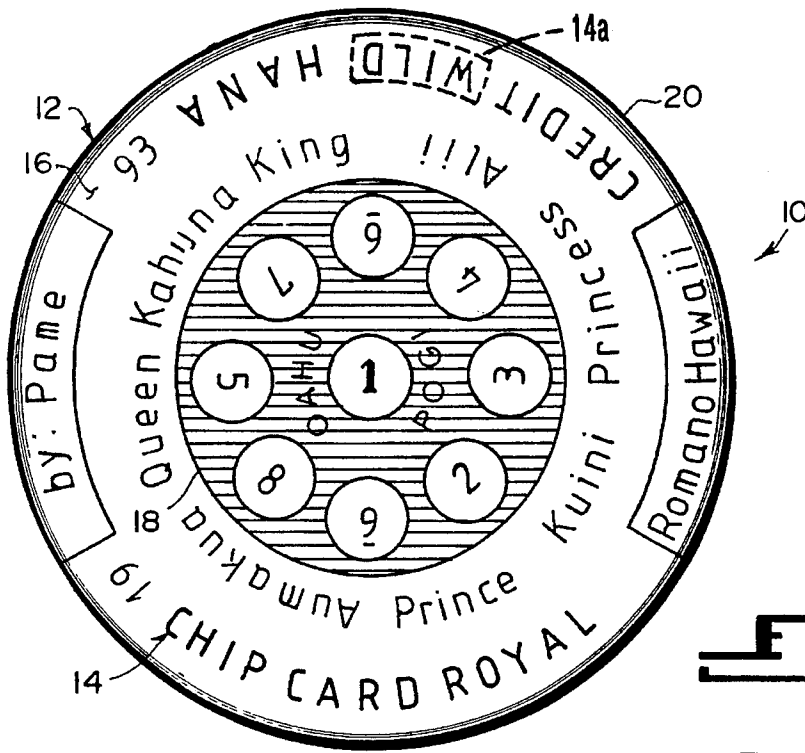


FIG. 1

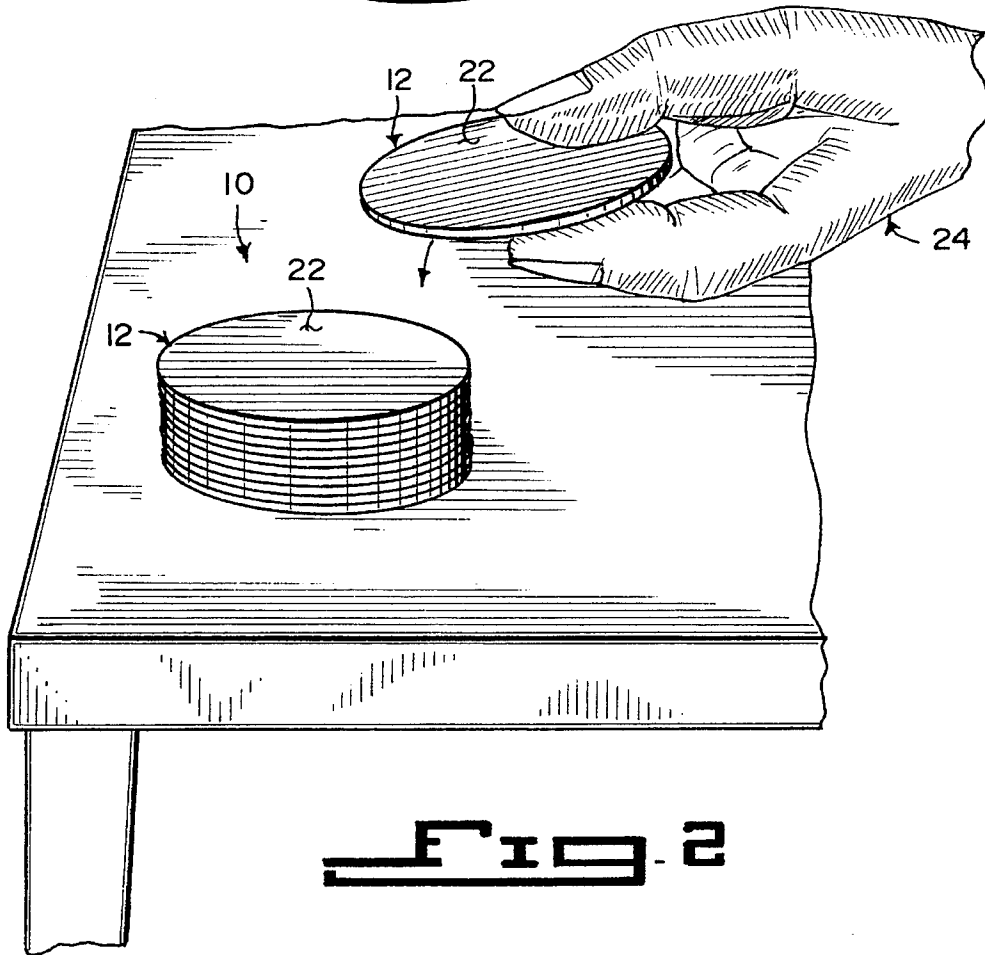


FIG. 2

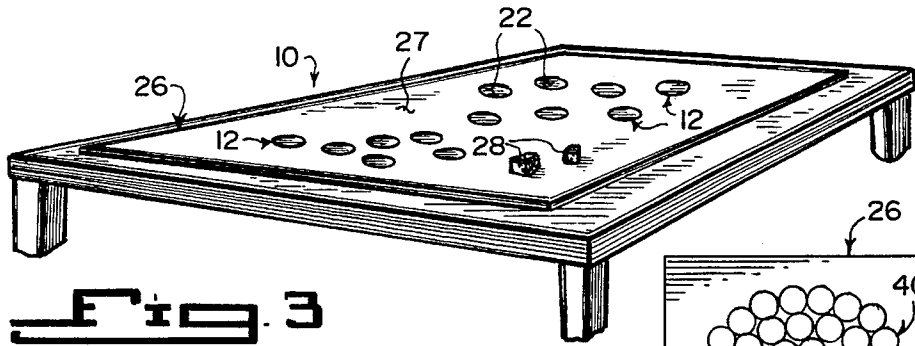


Fig. 3

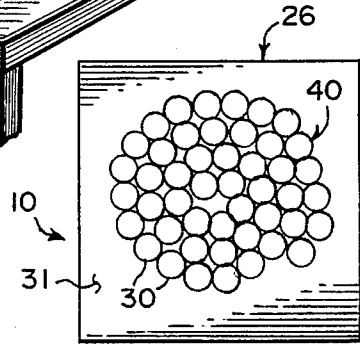


Fig. 7

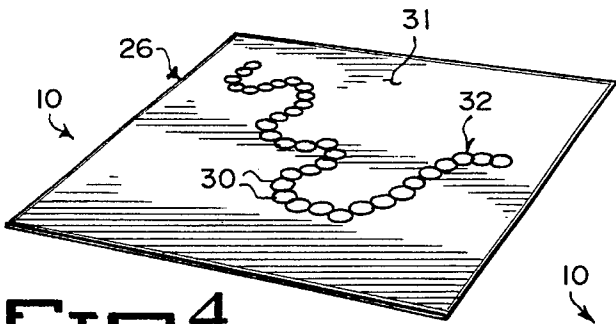


Fig. 4

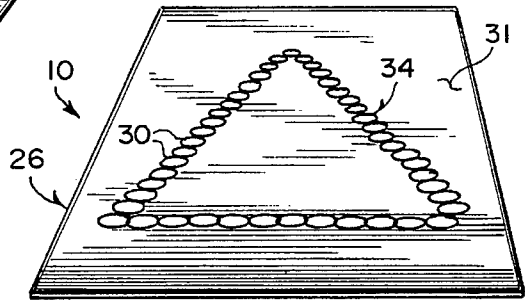


Fig. 5

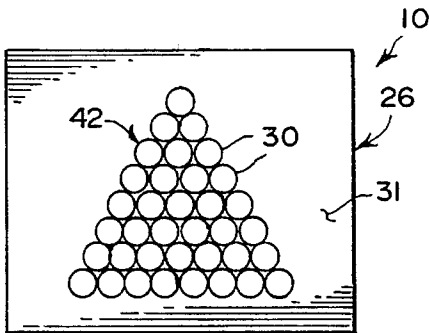


Fig. 8

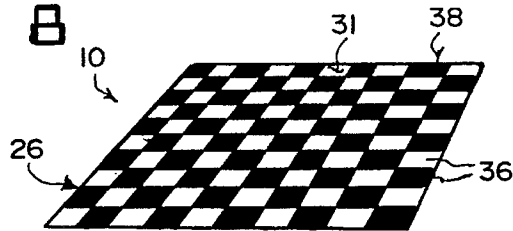


Fig. 6

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CREATIVE GAME

BACKGROUND OF THE INVENTION

1. Field of the Invention

The instant invention relates generally to table top games and more specifically it relates to a creative game utilizing gaming chips.

2. Description of the Prior Art

Numerous table top games have been provided in prior art that are adapted to be competitive and are played upon game boards. While these units may be suitable for the particular purpose to which they address, they would not be as suitable for the purposes of the present invention as heretofore described.

SUMMARY OF THE INVENTION

A primary object of the present invention is to provide a creative game that will overcome the shortcomings of the prior art devices.

Another object is to provide a creative game that contains a plurality of gaming chips, a pair of dice and a game board, which can be utilized in several different ways for playing different types of board games.

An additional object is to provide a creative game in which the gaming chips containing printed indicia thereon can be marked in different value combinations, so that the gaming chips are now similar to playing cards which can be used in playing card games.

A further object is to provide a creative game that is simple and easy to use.

A still further object is to provide a creative game that is economical in cost to manufacture.

Further objects of the invention will appear as the description proceeds.

To the accomplishment of the above and related objects, this invention may be embodied in the form illustrated in the accompanying drawings, attention being called to the fact, however, that the drawings are illustrative only, and that changes may be made in the specific construction illustrated and described within the scope of the appended claims.

BRIEF DESCRIPTION OF THE DRAWING FIGURES

FIG. 1 is a top plan view of one gaming chip showing the indicia thereon.

FIG. 2 is a perspective view showing a plurality of the gaming chips being used in playing a game of POG.

FIG. 3 is a perspective view showing a first type of game on a game board with various components for playing the game thereon.

FIG. 4 is a perspective view of a second type of game on a reverse side of the game board.

FIG. 5 is a perspective view of a third type of game on the reverse side of the game board.

FIG. 6 is a perspective view of a fourth type of game on the reverse side of the game board.

FIG. 7 is a top plan view of a fifth type of game on the reverse side of the game board.

FIG. 8 is a top plan view of a sixth type of game on the reverse side of the game board.

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DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

Turning now descriptively to the drawings, in which similar reference characters denote similar elements throughout the several views, FIGS. 1 through 8 illustrate a creative game 10 which consists of a plurality of gaming chips 12 and identifiable indicia 14 printed on one side 16 of each gaming chip 12. When the identifiable indicia 14 is marked by a highlight color marker to indicate different value combinations, for example, the area 14a shown in phantom colored in red by a marker, the gaming chips 12 will become similar to playing cards to be utilized in playing games.

As best seen in FIG. 1, the identifiable indicia 14 on the gaming chip 12 includes a central circle 18 having a circled number "1" in the center with circled numbers "2", "3", "4", "5", "6", "7", "8" and "9" surrounding counterclockwise the number "1". The numbers "6" and "9" are underlined, so that they can be read in any direction. The words "OAHU" and "POGI" are left and right of the number "1".

Names of rulers of rank alternating in English and Hawaiian are counterclockwise about the central circle 18 being the words in English—"King", "Queen", "Prince" and "Princess" and the words in Hawaiian—"Kahuna", "Aumakua", "Kuini" and "Alii".

Designations are counterclockwise about the perimeter 20 being the words "CHIP", "CARD", "ROYAL", "CREDIT", "WILD" and "HANA" (a Hawaiian word for work), so as to indicate different points and dollars. The identifiable indicia 14 can be printed in a different color on the gaming chips 12 to indicate different values.

As shown in FIG. 2, the gaming chips 12 can be utilized in playing a Hawaiian game called "POG" in which some of the gaming chips 12 are stacked face down with the blank side 22 up. When the stack of the gaming chips 12 are struck by one gaming chip 12 thrown by a player 24, that player 24 will only collect the gaming chips 12 that turn face up after bouncing off of the stack of gaming chips 12.

FIG. 3 shows a game board 26 having a blank surface 27, in which a plurality of the gaming chips 12 can be randomly placed face down upon the blank surface 27 of the game board 26. A predetermined amount of the gaming chips 12 can be picked by each player and turned over face up to count the points indicated to determine the winner of the game. A pair of dice 28 are used in conjunction with the game board 26. Each player can determine by the roll of the pair of dice 28, how many turns they may take in picking up the gaming chips 12.

In FIG. 4, the game board 26 includes a plurality of circular spots 30 printed on an opposite second surface 31 in an end to end chain link random course 32. Each player in turn can utilize one gaming chip 12 to travel from a predetermined start position to a predetermined finish position on the circular spots 30 along the chain link random course 32 by the roll of the pair of dice 28. The winner is the first player to complete the chain link random course 32.

The game board 12 in FIG. 5, shows a plurality of circular spots 30 printed on the opposite second surface 31 in an end to end chain link triangular course 34. Each player in turn can utilize one gaming chip 12 to travel from a predetermined start position to a predetermined finish position on the circular spots 30 along the chain link triangular course 34, by the roll of the pair of dice 28. The winner is the first player to complete the chain link triangular course 34.

The game board 26, as shown in FIG. 6, contains a

plurality of squares **36** of two alternating colors on the opposite second surface **31** for dividing the opposite second surface **31** of the game board **26** into a checkerboard pattern **38**. The players can utilize the gaming chips **12** thereon face down in a start position similar to checkers. Each player turns the gaming chips **12** over in their turn and moves the gaming chips **12** in the squares **36** on the opposite second surface **31** of the game board **26** according to the value indicated on the gaming chips **12**, in a similar fashion to the game of the checkers.

The game board **26**, as shown in FIG. 7, includes a plurality of circular spots **30** printed on an opposite second surface **31** in an end to end chain link spiral course **40**. Each player in turn can utilize one gaming chip **12** to travel from a predetermined start position to a predetermined finish position on the circular spots **30** along the chain link spiral course **40** by the roll of the pair of dice **28**. The winner is the first player to complete the chain link spiral course **40**.

The game board **26** in FIG. 8, contains a plurality of circular spots **30** printed on an opposite second surface **31** in an end to end chain link pyramid course **42**. Each player in turn can utilize one gaming chip **12** to travel from a predetermined start position to a predetermined finish position on the circular spots **30** along the chain link pyramid course **42** by the roll of the pair of dice **28**. The winner is the first player to complete the chain link spiral course **42**.

RULES OF THE GAME

1. It will be at the option of a Game Master (Dealer), to change the value of the "PRINCE" or "PRINCESS", and the "ALII" or "KUNINI", with a roll of the dice **28** by the Game Master, or by the decision of the Game Master.

2. Gaming chips **12** can come in different main colors, as in playing cards—green and black and other different colors, red, blue and orange.

3. Using a highlight (color) marker—mark off any number combination of numbers, or numbers and rank, or "CHIP" with value; use numbers, also "WILD", "CARD" or "CREDIT", with or without value. This is to make your deck of playing gaming chips **12** or the "CHIP" values as points or other meanings of value. Or mark the back **22** of the gaming chips **12** with a color or letter or number.

4. Another option is to use a black marker and block out, mark out what is not needed.

8. Game; using stacking tray holding up to seven gaming chips **12** used as a holder for different games, or using double stacking trays for other games. Use of different colored stones as moving players.

9. Game; in points as value chips, or credit; black may be higher and green as lower values, as in tens or hundreds, or lower or higher values, other values for different colors, red and blue.

10. Game; spread out gaming chips **12** on a table or box face down, or in a bag, mix them up, take turns picking up and selecting five to seven or more depending on choice of game, or degree of challenge, decided by the Game Master.

11. Separate box for picking gaming chips **12** for points and credits or distribute even amounts to each person at the start of the game, depending on the number of players or game pieces available, or size of the game, or choice of the Game Master.

12. Board option (A)—is made and designed by the Game Master. One example of a game board **26** is a display of thirty gaming chips **12**, more or less, laid end to end in chain

links of any turn or spiral length, then from drawing of marked gaming chips **12** of "CREDIT", "WILD" or other marked or unmarked gaming chips **12**, or gaming chips **12** can be face down for blanks. The Game Master makes the board or path and set the start and finish of the path.

13. Board option (B)—position gaming chips **12** in a pyramid fashion, to as many as the Game Master decides, or at the throw of the dice **28**, from five to twelve across on the bottom row. The Game Master decides to start either at the top or at either end of the bottom.

14. By drawing of one gaming chip **12**, colored either as black or green, the player can advance two extra spaces for a black gaming chip **12**, after the throw and move on the total of the dice **28**. The green gaming chips **12** goes back two spaces after the throw and moves on the total of dice **28**. For bonuses to draw, exchange gaming chips **12**, to change status of the player, only when the player lands on a "WILD" card or "AUMAKUA" gaming chip **12**.

15. At the Game Master's choice, at the throw of double on the throw of the pair of dice **28**, the player has the option to take two extra spaces forward or backward.

16. At the Game Master's choice for any double on the throw of the dice **28**, the player has to draw a new gaming chip **12** face down, "ROYAL" or "HANA"; "HANA" gains one space, "ROYAL" two spaces.

17. Gaming chips **12** can also substitute for checkers or chess pieces, or any other type of game board **26**, as in backgammon, etc.

18. Use different colored stones as moving players instead of gaming chips **12**.

19. On any game board **26** using the gaming chips **12** as playing positions, the chips **12** can be used either face up or face down in any random order. This is so a face up chip **12** can be designated a value of loss or gain depending on the Game Masters decisions. This is also to give the game board **26** a challenge and interest.

LIST OF REFERENCE NUMBERS

- 10 creative game
- 12 gaming chip
- 14 identifiable indicia
- 16 one side of **12**
- 18 central circle on **16**
- 20 perimeter of **12**
- 22 blank side of **12**
- 24 player
- 26 game board
- 27 blank surface of **26**
- 28 pair of dice
- 30 circular spot
- 31 opposite second surface of **26**
- 32 chain link random course on **31**
- 34 chain link triangular course on **31**
- 36 square on **31**
- 38 checkerboard pattern on **31**
- 40 chain link spiral course on **31**
- 42 chain link pyramid course on **31**

It will be understood that each of the elements described above, or two or more together may also find a useful application in other types of methods differing from the type described above.

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While certain novel features of this invention have been shown and described and are pointed out in the annexed claims, it is not intended to be limited to the details above, since it will be understood that various omissions, modifications, substitutions and changes in the forms and details of the device illustrated and in its operation can be made by those skilled in the art without departing in any way from the spirit of the present invention.

Without further analysis, the foregoing will so fully reveal the gist of the present invention that others can, by applying current knowledge, readily adapt it for various applications without omitting features that, from the standpoint of prior art, fairly constitute essential characteristics of the generic or specific aspects of this invention.

What is claimed is new and desired to be protected by Letters Patent is set forth in the appended claims:

1. A creative game which comprises:

- a) a plurality of gaming chips;
- b) identifiable indicia printed on one side of each said gaming chip, so that when said identifiable indicia is marked by a highlight color marker to indicate different value combinations, said gaming chips will become similar to playing cards to be utilized in playing games;
- c) said identifiable indicia of different color to indicate different values on each said gaming chip including a central circle having a circle number "1" in the center with circled numbers "2", "3", "4", "5", "6", "7", "8", and "9" surrounding counterclockwise the number "1", whereby the number "6" and "9" are underlined so that they can be read in any direction, names of rulers of rank alternating in English and Hawaiian counterclockwise about said central circle being the words in English—"King", "Queen", "Prince", and "Princess", and the words in Hawaiian—"Kahuna", "Aumakue",

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"Kuini", and "Alinii", designations counterclockwise about the perimeter being the words "CHIP", "CARD", "ROYAL", "CREDIT", "WILD", and "HANA" (a Hawaiian word for work), so as to indicate different points;

- d) a game board having a blank surface in which a plurality of said gaming chips can be randomly placed down upon said blank surface of said game board, whereby a predetermined amount of said gaming chips can be picked by each player and turned over face up to count the points indicated to determine the winner of the game;
 - e) a pair of dice used in conjunction with said game board, so that each player can determine by the roll of said pair of dice, how many times they may take in picking up said gaming chips; and
 - f) said game board including a plurality of circular spots printed on an opposite second surface in an end to end chain link random course, so that each player in turn can utilize one of said gaming chips to travel from a predetermined start position to a predetermined finish position on said circular spots along said chain link random course by the roll of said pair of dice, in which the winner is the first player to complete said chain link random course.
2. The creative game as recited in claim 1 in which said random course is in the shape of a triangle.
 3. The creative game as recited in claim 1 in which said random course is in the shape of a spiral.
 4. The creative game as recited in claim 1 in which said random course is in the shape of a pyramid.

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