## United States Patent [19]

### Hamilton

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### [54] APPARATUS FOR PLAYING

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[22] Filed: Jul. 31, 1985

### Related U.S. Application Data

[63]	Continuation of Ser. No. 1	65,373, Jul. 3	2, 1980, Pat.	No.
	4.569.526.			

[51]	Int. Cl.4	A63F 3/02
[52]	U.S. Cl	273/242
[58]	Field of Search	273/241, 242, 256, 272

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Primary Examiner—Anton O. Oechsle Attorney, Agent, or Firm—Michael Ebert

### [57] ABSTRACT

Disclosed are two interrelated sets of adult skill-oriented games derived from Vectorial and Mancala-like intelligence. In respect to their structural elements and behavioral dimensions these games evidence numerous improvements over the state of the art. The essential, linking feature common to all games of the invention is the rapid qualitative and quantitative transference of pieces, as defined, within a restricted, vectorial field or matrix with a view toward establishing certain winning formations, values or results. Speed-the Mach Factor-accounts for up to 50% of the total values in the games. Part I of the games of the invention declares what I call Vectorial games and game-systems. This group is divided into three categories: miniature Mancala-like games, pyramidic games and tangramatic games. Part II relates to games which evidence new and improved formats, apparatus and methods for making and playing traditional Mancala type games. Several examples illustrate a variety of simulated scenarios, utility functions, methods of play and commercially feasible embodiments e.g. boards, encasements, videocartridges, hand-held computers and the like. Finally, a new and improved notation system is disclosed. All in all, the various aspects of the invention, together with the standardization of play at professional levels, should lead to the local and international re-vitalization of interest in Vectorial and Mancala-like games.

### 1 Claim, 104 Drawing Figures

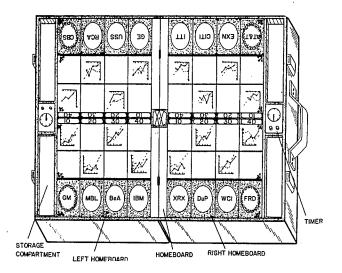
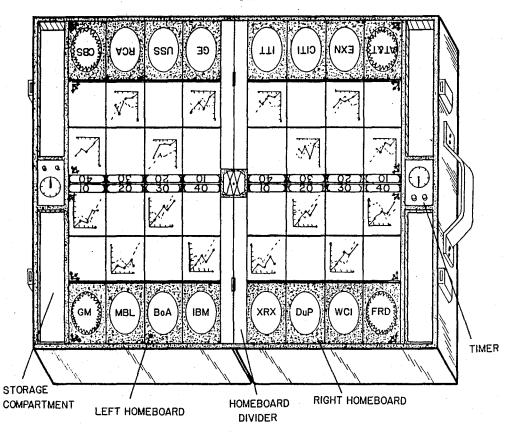




FIG.1



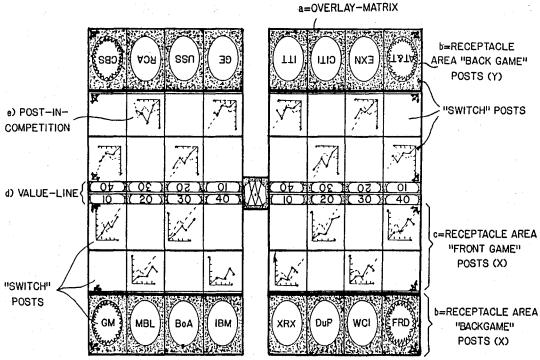


FIG.2

FIG.3

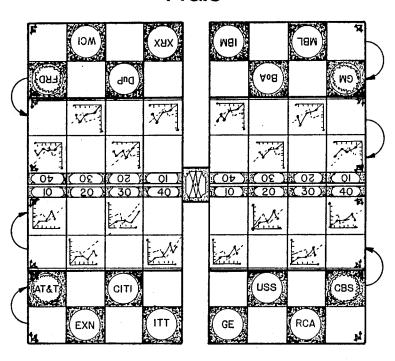


FIG.4

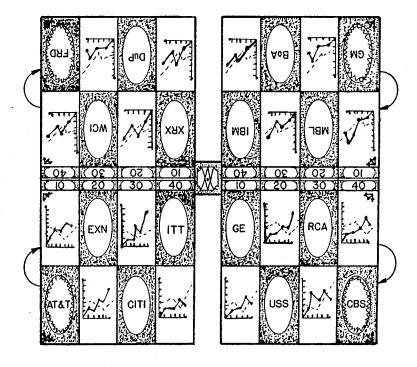


FIG.5

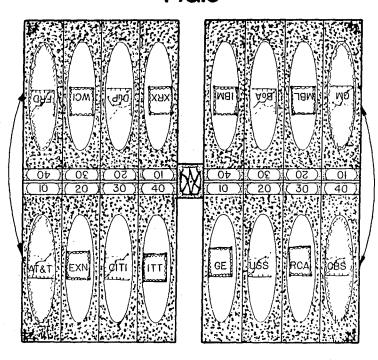


FIG.5a

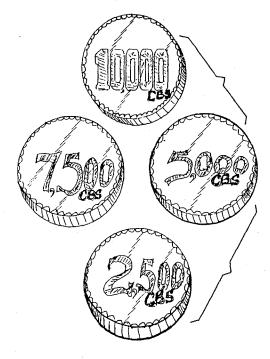


FIG.5b



FIG.6

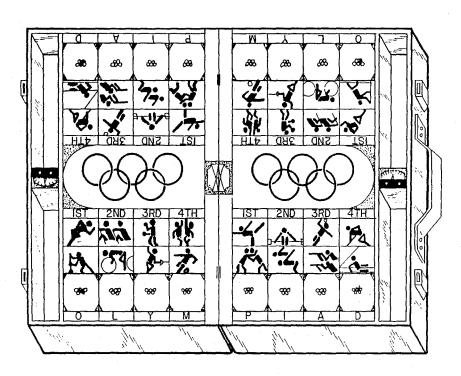


FIG.6a













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