DO OR DIE GAME APPARATUS AND METHOD

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ABSTRACT
A game apparatus and method is provided comprising a game board having a circular rotating base with a top surface having a raised outer track defined by a linear progression of playing spaces. Said track having a start/finish playing space defining a closed-loop movement track. Said playing spaces further having a color indicia inscribed thereon alternately disposed along said track. Said color indicia defining a required course of action necessary for advancement along said track. The game device also includes a first and second deck of directive action cards corresponding to said color indicia of said playing spaces. Some or all of the first deck of directive action cards are determined by each player prior to commencement of the game and may be changed during the course of the game. Said second deck of directive action cards includes a plurality of cards causing rearranging with other movement pieces. A movement piece is assigned to each player. The game proceeds with sequential player turns and movement along said track is determined by a random number from a random number selector. Said movement piece may encounter interfacing with other movement pieces which will result in rearranging of said movement pieces. The completion of a task as inscribed on said first and second deck of directive action cards entitles said player to continue. Failure to complete said task terminates said player's turn and causes backward movement along said track by a random number value obtained by a random number selector. A winner is declared by the player that first reaches said start/finish playing space and a prize is awarded as pre-determined and recorded on a contract pad.
Fig. 7

Fig. 7a

Fig. 7b

Fig. 8

Fig. 8a

Fig. 8b

Fig. 9

Fig. 9a

Fig. 9b

Fig. 9c

Do twenty jumping jacks.

Each Player Hereby Agrees to Play for:

You may want to mark the winners after the game and have the winner keep the contract until redeemed.
DO OR DIE GAME APPARATUS AND METHOD

[0001] It is therefore an objective of this invention to provide an entertaining and competitive game combining chance with ingenuity, imagination and creativity of the players.

[0002] It is further an objective of the present game to provide a new board suitable for play for all age groups of players.

[0003] It is further an objective of the present game to provide a new board game that is educational for children, developing imagination and creativity skills of said children along with the opportunity to express their personal notions and still be entertaining.

[0004] It is further an object of this invention is to provide a game in which the tenor of the game varies with each game played and the individual players.

[0005] It is another object of the present invention to provide a new board game efficiently manufactured and of a durable and reliable construction.

[0006] It is still another object of the present invention to provide a new and improved board game which is susceptible of a low cost of manufacturing with regard to both material and labor, and which accordingly is then susceptible of a low price of sale to the consuming public, thereby making such board games available to the buying public.

BRIEF SUMMARY

[0007] The present invention is directed to a game apparatus and game method that is entertaining and allows for individual expression of personality, ingenuity, creativity and competitiveness.

[0008] The general purpose of the present invention is to provide a new game apparatus and game method having many novel features not anticipated, or implied in the prior art.

[0009] The present invention provides a circular rotating game board comprised of a raised outer track. The raised outer track includes a linear progression of playing spaces having a start/finish playing space defining a closed-loop movement track. The playing spaces each have a color indicia inscribed thereon and are alternately disposed along the outer track. The colored indicia determine what action a player must successfully complete to continue advancing along the movement track. The colored indicia further correspond to a first and second deck of directive action cards. Some or all of the first deck of cards are created by each player and may be changed during the game. Each player is assigned a playing piece. The object of the game is for the first player to reach the finish playing space and is accomplished by rolling a die, moving the player’s playing piece a number of spaces equal to the value on the die, performing the required action corresponding to the color indicia including selecting a card from the first or second deck of directive action cards and completing the task inscribed thereon. The declared winner is awarded a prize that was predetermined and agreed upon by each player and recorded on a prize contract pad prior to commencing the game.

[0010] Other features of the present invention will become apparent in the following description taken in conjunction with the following drawings. It is to be understood that the foregoing general description and the following detailed description are exemplary and explanatory but are not restrictive of the invention.

BRIEF DESCRIPTION OF THE DRAWINGS

[0011] The accompanying drawings which are incorporated in and constitute a part of this invention, illustrate one of the embodiments of the invention, and together with the description, serve to explain the principles of the invention in general terms. Like numerals refer to like parts throughout the disclosure.

[0012] These and other features, aspects, and advantages of the present invention will become better understood with regard to the following description, appended claims, and accompanying drawings where:

[0013] FIG. 1 is a schematic plan view of the layout of the game board.

[0014] FIG. 2 is a schematic plan view of the outer track of playing spaces.

[0015] FIG. 2a is a schematic plan view of playing spaces red in color.

[0016] FIG. 2b is a schematic plan view of playing spaces orange in color.

[0017] FIG. 2c is a schematic plan view of playing spaces yellow in color.

[0018] FIG. 2d is a schematic plan view of playing spaces green in color.

[0019] FIG. 2e is a schematic plan view of playing spaces blue in color.

[0020] FIG. 3 is a schematic plan view of the center pit.

[0021] FIG. 4 is a schematic plan view of the positioning of flag marker defining start/finish playing space.

[0022] FIG. 5 is a schematic plan view of the playing space red in color the start/finish playing space.

[0023] FIG. 6 is a schematic plan view of a playing piece.

[0024] FIG. 7 is a schematic plan view of a front of a blue “DO” card.

[0025] FIG. 7a is a schematic plan view of a back of a blank blue “DO” card.

[0026] FIG. 7b is a schematic plan view of a blue “DO” card illustrating the pre-printed instructions.

[0027] FIG. 8 is a schematic plan view of a front of a yellow “DIE” card.

[0028] FIG. 8a is a schematic plan view of a back of a yellow “DIE” card illustrating the sets of dice instructions.

[0029] FIG. 8b is a schematic plan view of a back of a yellow “DIE” card illustrating the word “DIE”.

[0030] FIG. 9 is a schematic plan view of a prize contract.

[0031] FIG. 9a is a schematic plan view of a front of a prize contract illustrating a recording of a prize.
FIG. 9b is a schematic plan view of a front of a prize contract illustrating a recording of a prize delivery date.

FIG. 9c is a schematic plan view of a front of a prize contract illustrating a recording of signatures of players.

FIG. 10 is a schematic plan view of the front of a color key card.

FIG. 11 is a schematic perspective view of a pencil.

FIG. 12 is a schematic perspective view of an eraser.

FIG. 13 is a schematic perspective view of a die.

FIG. 14 is a schematic perspective view of a flag.

FIG. 15 is a side view of the swivel means on the base of the game board.

DESCRIPTION OF THE PREFERRED EMBODIMENT

With reference to the drawings, more particularly to FIGS. 1 through 15 thereof, a new Do or Die game apparatus and game method generally comprises a circular rotating game board (1) having a raised outer track (2) and a inner center open pit (3). The outer track (2) further comprising a linear progression of playing spaces having a color indicia inscribed thereon (2a, 2b, 2c, 2d, 2e). Said playing spaces being alternately disposed along the outer track (2) defining a closed-loop movement track. Said track having a start/finish playing space, said space red in color and designated by a flag (14) positioned on said outer track (4).

Each player is assigned a playing piece (6) for movement along said outer track (2). A plurality of sequential players turns are performed comprising rolling of a die (13) into the center open pit (3), moving said player piece (6) a corresponding value of playing spaces on the outer track (2) and completing a action determined by said color indicia inscribed on said playing space (2a, 2b, 2c, 2d, 2e). The player to advance on the finish playing space (5) is declared a winner and is awarded a prize, said prize pre-determined by each player and recorded on prize contract (9).

In closer detail, the Do or Die game apparatus and game method is designed for at least two players of any ages and may be played with teams of players.

Also provided in said game is a plurality of directive action cards referred to as a “DO” card or a “DIE” card (7, 8). Said “DO” cards being blue in color having a pre-printed instructions (7b) to be completed by said player piece (6) that advances on the corresponding blue playing spaces (2d). Said “DO” cards also containing a plurality of blank cards (7a) permitting each said player to inscribe thereon a directive action with a pencil (11) prior to playing said game and changeable during play by an erasure (12).

Said “DIE” cards (8) being yellow in color having pre-printed instructions (8a) to be completed by said player piece that advances on the corresponding yellow playing spaces (2c). Said instructions (8a) defining a goal, a first number of die (13) to be rolled to obtain said goal, a second number defining the number of rolls to obtain said goal, and a third number defining the number of playing spaces to advance with successful completion of said required action and said number of spaces to move backwards for failure to achieve said goal. Said “DIE” cards (8) further containing a plurality of cards having the inscription “DIE” thereon (8b). Said cards (8b) defining the action for said player to trade playing spaces with the last player on said track (2).

The player advancing on the red color playing space (2a) is required to stop advancing and end said turn. The player advancing on a green colored playing space (2d) is instructed to roll said die again. The player advancing on a orange colored playing space is instructed to select from said “do” or “die” corrective action cards (7, 8).

A plurality of color key cards (10) are provided containing the required action of the corresponding color playing spaces as detailed above.

The player that advances to the finish red playing space (5) is declared the winner and is awarded the prize (9a) and date of delivery (9b) agreed to by each player (9c) and recorded on prize contract (9).

Below are further details and specifics of this Do or Die game:

OBJECT OF THE GAME: The object of the game is the first player to roll exactly onto the last playing space designated with the flag marker is declared the winner.

PLAYERS: For two or more players of all ages or teams of players.

THE GAME: The game board itself is made of a suitable material of a sturdy construction such as plastic or wood and generally a circular shape with a rotating mechanism (15) for ease of access by each player. The game board further having an open center pit for rolling of said die.

THE CONTENTS: The game board consists of at least thirty-seven colored playing spaces, at least eight red colored playing spaces, at least eight orange colored playing spaces, at least eight yellow colored playing spaces, at least five green colored playing spaces, and at least eight blue colored spaces. A chequered flag is positioned on a red colored space designating said start/finish playing space. Each player will receive a distinctive color and number playing piece. There will be at least a total of seventy blue colored “DO” cards. At least fifty of said cards being blank to be filled in by each player. There will be at least a total of eighty yellow “DIE” cards. At least Seventy-six of said cards having inscribed thereon the following instructions: the number of die to be rolled, the number of rolls to achieve a goal, a goal consisting of a number or die combinations, and a reward or penalty for achieving or failure to achieve the goal. There will be a pad of prize contracts for recording the agreed upon prize. There will be color key cards to remind the players of the individual colors of the playing spaces and the action associated with each. At least five die to be rolled to determine the players’ movement around the game board and also to be rolled to complete die combinations as inscribed on the “DIE” cards. Finally, pencils and an erasure will be provided for individual players to use in completing the prize contract and inscribing or changing individual instructions on “DO” cards.

Although 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 or restricted to the details above, since it will be understood that various omissions, modifications, substitutions, and changes in the forms or details of the game apparatus and its operation can be made by those skilled in the art without departing in any way from the spirit of the present invention.

What is claimed is:

1. A game apparatus for playing a game and a game method, said game apparatus comprising:
   (a) a base with a top surface having a raised outer track containing a linear sequence of playing spaces thereon, said outer track having a first starting playing space and a terminal finish playing space defining a path of movement, said playing spaces having a color indicia thereon;
   (b) a plurality of players;
   (c) a plurality of playing pieces, wherein each said player is assigned individual said playing pieces to mark said path of movement;
   (d) a marker positioned thereon said top surface defining said starting and terminal finish playing space;
   (e) a first and second set of deck cards, each card having a directive action inscribed thereon;
   (f) a random number selector means determining movement of said playing pieces along said path of movement; and
   (g) a contract pad, wherein each said player agrees to a condition for declaring a winner player and a prize for said winner player.

2. The game apparatus of claim 1, wherein said base is a circular shape with said top surface having an open center pit area for with said random number selector means and a bottom surface having a swivel means for rotating said base for easy access by each said player.

3. The game apparatus of claim 1, wherein the linear sequence of playing spaces defines a circular closed-loop movement path, each said playing space having said color indicia alternately disposed along said movement path, said color indicia defining a required course of action for said player landing on said playing space.

4. The random number selector means of claim 1 being a plurality of die having six sides, each side of said die having a top surface with a number from one to six or a spot or plurality of spots corresponding to a number value inscribed thereon.

5. The first set of deck cards of claim 1, wherein said cards include a plurality of directive action cards uniquely inscribed by each said player.

6. The second set of deck cards of claim 1, wherein said cards contain instructions comprising: a goal; a first number defining said die or plurality of die used to obtain said goal; a second number defining the amount of attempts to achieve said goal; and, a third random number indicating a value of said playing spaces advanced or retracted on said track depending on successful completion of said goal.

7. The goal of claim 6 being a number or combination of a plurality of die.

8. The second set of deck cards of claim 1, further comprising at least four said cards directing said playing piece in movement to rearrange with other said playing pieces.

9. A game method for at least two players to play a game with a game apparatus having a circular closed-loop movement path, said closed loop movement path having a linear sequence of playing spaces, said spaces having a color indicia inscribed thereon, situated around said game apparatus, said game method comprising the acts of:
   (a) providing a plurality of players;
   (b) providing a plurality of playing pieces, in which each said playing piece is used by each said player and positioned on said playing spaces marking said path of movement about said game apparatus;
   (c) providing a random number selector;
   (d) providing a plurality of contract cards, each said contract card comprising a contract recording sheet in which said plurality of players document a prize and a condition for declaring a winner player;
   (e) providing a plurality of first deck of cards, each said first deck of cards comprising a specific task to be performed by said player;
   (f) providing a plurality of second deck of cards, each second deck of cards comprising: a goal to be achieved; a first number defining said number from a plurality of said random number selectors to be used in achieving said goal; a second number defining said number of attempts to achieve said goal; and a third number indicating said number of playing spaces moved forward or backwards resulting from completion of lack of said goal.

   (g) performing a plurality of sequential player turns in which said player alternate turns, each said player turn comprising:

   (A) obtaining a number by means of said random number selector;
   (B) moving said playing piece of said player a number of said playing spaces corresponding to said number obtained by means of said random number selector;
   (C) performing the specific task corresponding to said color indicia of said playing space including selecting from said first or second deck of cards, and performing said directive action inscribed thereon.
   (D) advancing said playing piece along said path of movement corresponding to a number obtained by means of said random number selector after completion of said directive action;
   (E) retracting said playing piece a number of playing spaces corresponding to a number obtained by means of said random number selector after failing to complete said directive action; and
   (F) terminating said player turn as directed by either movement of said playing piece on said playing space having inscribed a color indicia directing said termination of said player turn, selecting a directive action card containing instructions to terminate said
turn or said player's failure to complete said specific task inscribed on said directive action cards.

(b) designating a winning player by moving said playing piece to said terminal playing space of said game apparatus; and

(i) awarding said winning player said prize pre-determined and recorded on a prize contract.

10. The game method of claim 9, wherein said plurality of players comprises at least two players and combinations of players.

11. The game method of claim 9, further providing a game apparatus wherein said plurality of playing spaces having a color inscribed thereon selected from a group of colors consisting of blue, yellow, orange, red or green, alternately arranged along said closed-loop movement tract.

12. The game method as defined in claim 11, wherein advancing on said playing spaces red in color terminates said player's turn.

13. The game method as defined in claim 11, wherein advancing on said playing space blue in color designates selection from said plurality of first deck of cards, each card designating a specific task to be performed in accordance with said instruction inscribed thereon.

14. The game method as defined in claim 13, further providing inscribing directive action cards determined individually by each player and including said cards within said first deck of cards.

15. The game method as defined in claim 13, wherein advancing on said playing space blue in color comprising the acts of:

(a) completing said task inscribed on said directive action cards of said first deck of cards terminates said player's turn;

(b) failing to complete said task resulting in retracting of said player's advancement along said closed-loop movement track by a random number determined by said random selector means.

16. The game method as defined in claim 9, wherein the random selector means comprises tossing a plurality of die, each die having a six sided shape, each said side having a number inscribed thereon or a spot or plurality of spots corresponding to a number value.

17. The game method as defined in claim 11, wherein advancing on said playing space yellow in color designating selection from said second plurality of deck cards, each said card containing a specific task to be performed in accordance with an instruction.

18. The game method as defined in claim 17, wherein each said card from said second plurality of deck cards includes obtaining a designated goal, obtaining said goal in using a first defined number of die or plurality of die, obtaining said goal in a second number of rolls of said die, and advancing or retracting said playing piece a third defined number of playing spaces along said movement track.

19. The game method as defined in claim 18, wherein further providing said second plurality of deck cards containing at least four cards, each card designating said player to switch positions on said movement tract with said player positioned last on said movement tract.

20. The game method as defined in claim 11, wherein advancing on said playing space orange in color containing instructions to select from either the first plurality of deck cards or from said second plurality of deck cards and completing the required task inscribed thereon.

21. The game method as defined in claim 11, wherein advancing on said playing space green in color designating said player to repeat said playing turn.

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