(57) Abstract: A game wherein players move their pieces around a pathway on a game board (618) having plurality of spaces are draw spaces (632). The game further having an enemy mover (622), a player mover (620), a target figure (624), a plurality of cards (626) and a random number generator (628). The game components may be based on an individual chapter from a published children’s book or novel.
— before the expiration of the time limit for amending the claims and to be republished in the event of receipt of amendments

For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.
GAME WITH COMMONLY MOVED ENEMY

Cross-Reference to Related Applications

[0001] This application is based upon and claims priority under 35 U.S.C. § 119(e) to the following U.S. provisional patent application, which is incorporated herein by reference in its entirety for all purposes: Serial No. 60/340,007 entitled “Book Based Games,” filed November 1, 2001.

Field of the Invention

[0002] The present invention relates generally to board games, and more specifically to board games that resemble a book when closed, and resemble a children’s playset when open. The invention also includes various rules and apparatus for playing a board game.

Background of the Invention

[0003] Examples of board games that resemble a book are disclosed in U.S. Patent Nos. 2,221,267, 3,880,429, 4,712,673, 4,781,384, 5,356,155, 5,961,149, and 6,203,017, and examples of board games that include multiple levels or room-like portions are disclosed in U.S. Patent Nos. 3,767,201, 3,804,416, 4,333,654, 4,534,565, 5,195,750, 5,443,268, 5,678,819 and 6,170,825; the disclosures of all of which are incorporated by reference in their entirety for all purposes.

Summary of the Invention

[0004] The present invention includes portable games carried in a plastic case that resembles a hard-backed book. Opening the book unfolds the game board. Various embodiments may be based on an individual chapter from a published children's book or novel.
Preferably, the housing and game board double as a play set, for use with detailed figures and environments.

The present invention further includes rules and apparatus for playing a board game in which players move their own game pieces and a commonly controlled chaser piece across a game board.

The advantages of the present invention will be understood more readily after a consideration of the drawings and the Detailed Description.

**Brief Description of the Drawings**

Fig. 1 depicts one embodiment of the game of the present invention, including a housing, multiple chambered playing surface, and playing pieces.

Fig. 2 depicts the housing of Fig. 1 in a closed position.

**Detailed Description and Best Mode of the Invention**

The present invention is a game played by at least two players involving strategy and chance. As will be understood, game 610 may incorporate elements from a particular theme or popular cultural phenomenon, such as a book or movie. In such a case, the elements of game 610 may include depictions, shapes, and colors that reflect or exemplify this theme or phenomenon. In particular, game 610 may be based on a particular portion of popular media, such as a chapter of a book or novel.

An exemplary embodiment of game 610 is shown in Fig. 1. Typically, game 610 includes a housing 612 having an inner surface 614 and an outer surface 616. Game 610 further includes a game board 618, located on inner surface 614, player movers 620, a chaser mover 622, a target 624, a set of cards 626 and a random number generator such as die 628.
Game board 618 generally includes a plurality of spaces 630 on which the player movers, chaser mover and target may be placed. Game board 618 further includes a number of draw card spaces 632, which may be marked by a color, drawings, or other suitable indicia.

The set of cards 626 may include any number of suitable cards including cards that enable or require a player to move the chaser mover, and cards that enable or require a player to move their player mover and attack the chaser mover. The cards may additionally include indicia indicating the number of spaces the movers are to be moved.

As stated above, game 610 may be based on a particular piece of popular media such as a book or more. More particularly, game 610 may be based on a portion of the popular media piece such as a book chapter. In such a case, it may be desirable for game 610 to also be used as a play set. As a play set, game 610 may include play items based on those items and situations described in the book or other form of popular media. Furthermore, game 610 may include additional decorative items that are not used in game play according to the rules of the game. For example, game 610 may include the decorative items 634 and 636, as shown in Fig. 1. In addition, some or all of the items used in game play, such as player movers 620, chaser mover 622, and target 624 may be suitable for use as part of the play set.

As stated above, game 610 may further include a housing 612 having an inner surface 614 and an outer surface 616. Typically, housing 612 is adapted to move from an open position, as shown in Fig. 1 to a closed position, as shown in Fig. 2. Generally, game board 618 is accessible for play when the housing is in the open
position. The housing may resemble a book when in the closed position.
Furthermore, the housing may be adapted to contain all of the playing components
including the playing pieces and any decorative items not used in game play when in
the closed position.

[0016] In one embodiment, the present invention provides rules for using the
above-described apparatus wherein players move their individual player movers and
the commonly controlled chaser mover around game board 618. Players may draw
cards when they land on a draw card space 632. As stated above, the set of cards 626
may include cards that enable or require a player to move the chaser mover (chaser
cards), and cards that enable or require a player to move their player mover and attack
the chaser mover (attack cards). Typically, players may attack and kill the chaser by
obtaining an attack card that enables the player mover to move onto the space the
chaser mover occupies. Once the chaser mover is killed, player race to be the first to
reach the target piece.

[0017] As stated above, the game may be based on a well-known popular culture
phenomenon, such as a book or movie. Accordingly, the example below is based on
Accordingly, an example of a set of rules for a game constructed in accordance with
an embodiment of the present invention follows:
Example I

Harry Potter and the Sorcerer’s Stone™

HALLOWEEN

Chapter Game

CONTENTS

1 Mini Game Book                       1 Die
1 Troll Mover                           10 Cards
1 Harry Mover                           1 Card Holder
1 Ron Mover                             1 Bathroom Door
1 Hermione Figure                      1 Bathroom Wall

SET UP

1. Unfold the game board.

2. Shuffle the Cards and place them in the Card Holder.

3. Place the following 3 game pieces on the edge of the board as directed:

   Bathroom Door - By the “Harry” graphic. (See diagram 1)
   Bathroom Wall - Middle section of game board. (See diagram 1)
   Card Holder - Anywhere you choose. (See diagram 1)

4. Place the Ron and Harry Movers on their Starting Space by the Bathroom Door
   (matching them up with their graphic images).

5. Place the Hermione and Troll Movers in the opposite corner (again matching
   them up with their graphic images).
OBJECT

First: One player must knock out the Troll. Then, once the Troll is out of the game, both players race to rescue Hermione. The first player to rescue Hermione is the winner.

LET’S PLAY

1. Roll the die. Player with the highest roll gets to play Harry Potter, and goes first.

2. On your turn, roll the die and move the corresponding number of spaces. You can move in any direction except diagonally.

3. Players are permitted to share a space.

4. If you land on a “Picture” space (Broken sink, Broken tile, puddle of water, Drain) take a Card and lay it face up in front of you. Follow the instructions on the Card and then place it in the rear of the deck. See below under THE CARDS for more details.

5. Once a player has “knocked out” the troll, that player must roll again and move.

6. The Troll is now permanently out of the game and the race is on to save Hermione. See below under HERMIONE for more details.

7. The first player to land on Hermione by exact count wins the game.
THE CARDS

1. You only draw a Card if you land on a picture space.

2. There are 2 types of Cards:

   TROLL CARD (Troll Icon): Player who draws this card must move the Troll the number of spaces as indicated on the card

   HARRY & RON CARD (Harry & Ron Icon): Player who draws this card must move their mover the number of spaces indicated on the card. This card allows players to attack the Troll. (Players can only attack the Troll when moving their mover the number of spaces indicated on the card)

3. Only draw 1 Card on your turn.

   For example: if you draw a Card, move and then land on another picture space, you don’t get to take a second Card - that is the end of your turn.

4. Return the Card to the rear of the deck after use.

THE TROLL:

1. If the Troll lands on you by exact count, you get sent back to the Harry/Ron Start Space.

2. If you land on the Troll by exact count, you have “knocked out” the Troll. (You can only attack the Troll if you draw a Harry & Ron card). The Troll is removed from the game.

3. The player who knocks out the Troll must roll again and move.
HERMIONE

1. Hermione cannot be rescued until the Troll has been knocked out.

2. Hermione never moves.

3. You must rescue Hermione by landing on the square she is on by exact count.

4. The first player to rescue Hermione is the winner.

[0018] It is believed that the disclosure set forth above encompasses multiple distinct inventions with independent utility. While each of these inventions has been disclosed in its preferred form, the specific embodiments thereof as disclosed and illustrated herein are not to be considered in a limiting sense as numerous variations are possible. The subject matter of the inventions includes all novel and non-obvious combinations and subcombinations of the various elements, features, functions and/or properties disclosed herein. Similarly, where the claims recite “a” or “a first” element or the equivalent thereof, such claims should be understood to include incorporation of one or more such elements, neither requiring nor excluding two or more such elements.

[0019] Inventions embodied in various combinations and subcombinations of features, functions, elements and/or properties may be claimed in this or a related application. Such claims, whether they are directed to a different invention or directed to the same invention, whether different, broader, narrower or equal in scope to any original claims, are also regarded as included within the subject matter of the inventions of the present disclosure.
What is claimed is:

1. A game comprising:
   a game board having a plurality of spaces, wherein a subset of the spaces are
draw card spaces;
an enemy mover;
a player mover;
a target figure;
a plurality of cards including
   a card that enables a player holding the card to move the enemy mover;
and
   a card that enables a player holding the card to move their player mover;
a card that enables a player holding the card to attack the enemy;
a random number generator.

2. The game of claim 1 wherein the card that enables a player holding the
card to move the player mover is the same card that enables the player holding the
card to attack the enemy.

3. The game of claim 1 wherein the game board is affixed to the inside of a
housing and the housing is movable from an open position to a closed position.
4. The game of claim 3 wherein the housing is adapted to contain the game board, enemy mover, first and second player movers, target figure and cards when the housing is in the closed position.

5. The game of claim 3 wherein the housing resembles a closed book when the housing is in the closed position.

6. A method of playing a game comprising:

   providing a random number generator;

   generating a number with the random number generator;

   moving playing pieces on a game board according to the number;

   drawing a card when a player mover lands on a draw card space;

   moving an enemy mover the number of spaces indicated on the card if the card is an enemy card; or

   moving a player mover the number of spaces indicated on the card if the card is an attack card;

   destroying the enemy mover by:

   obtaining an attack card; and

   moving the number of spaces indicated by the attack card and landing with an exact count on the space the enemy figure occupies; and

   moving to a space that is occupied by a target figure.
INTERNATIONAL SEARCH REPORT

PCT/US02/35085

A. CLASSIFICATION OF SUBJECT MATTER

IPC(7) :A63F 3/00
US CL :273/236, 243, 249, 287
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)
U.S. :273/236, 243, 249, 287

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic database consulted during the international search (name of database and, where practicable, search terms used)

C. DOCUMENTS CONSIDERED TO BE RELEVANT

<table>
<thead>
<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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<tbody>
<tr>
<td>Y</td>
<td>US 4,090,717 A (ROSSETTI) 23 MAY 1978, see entire document.</td>
<td>1-6</td>
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</table>

Further documents are listed in the continuation of Box C.   See patent family annex.

* Special categories of cited documents:
  "A" document defining the general state of the art which is not considered to be of particular relevance
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