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(54) **GAME AND METHOD OF PLAYING A GAME**

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(57) **ABSTRACT**

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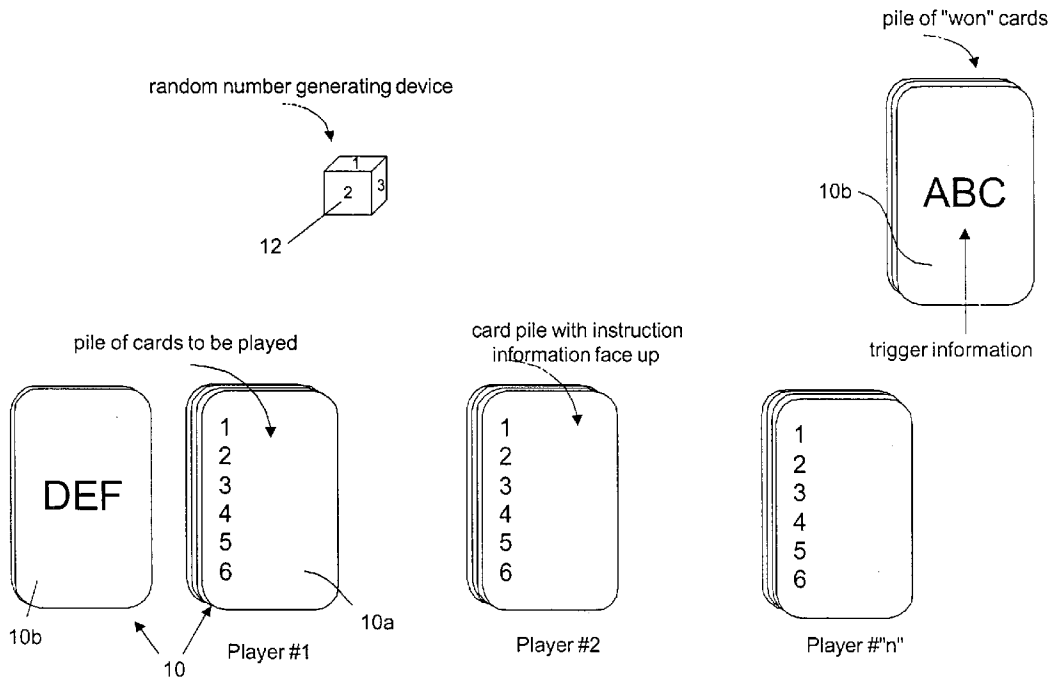
Related U.S. Application Data

(63) Continuation-in-part of application No. 09/901,536, filed on Jul. 9, 2001, now Pat. No. 6,520,504, which is a continuation of application No. 09/314,799, filed on May 19, 1999, now abandoned.

Publication Classification

(51) **Int. Cl.⁷ A63F 1/00**

A game played for amusement requires a response to trigger information that remains secret until a predetermined instruction information has been selected. A player that correctly matches or, by agreement of one or more player(s) or an operator, most closely matches the trigger information to the randomly selected predetermined theme information is the winner. Numerous repeats of the game can be performed, the ultimate winner being the player that has correctly identified the most trigger information to the randomly selected predetermined themes. The game may be played using cards and dice, using computer(s) or using other comparable devices. Such an embodiment may be particularly appropriate as a travel game printed on a card, in an airline magazine or in other book form. Where a response is desired to be submitted non-verbally, this may be done via communications means such as mail, fax or the like.



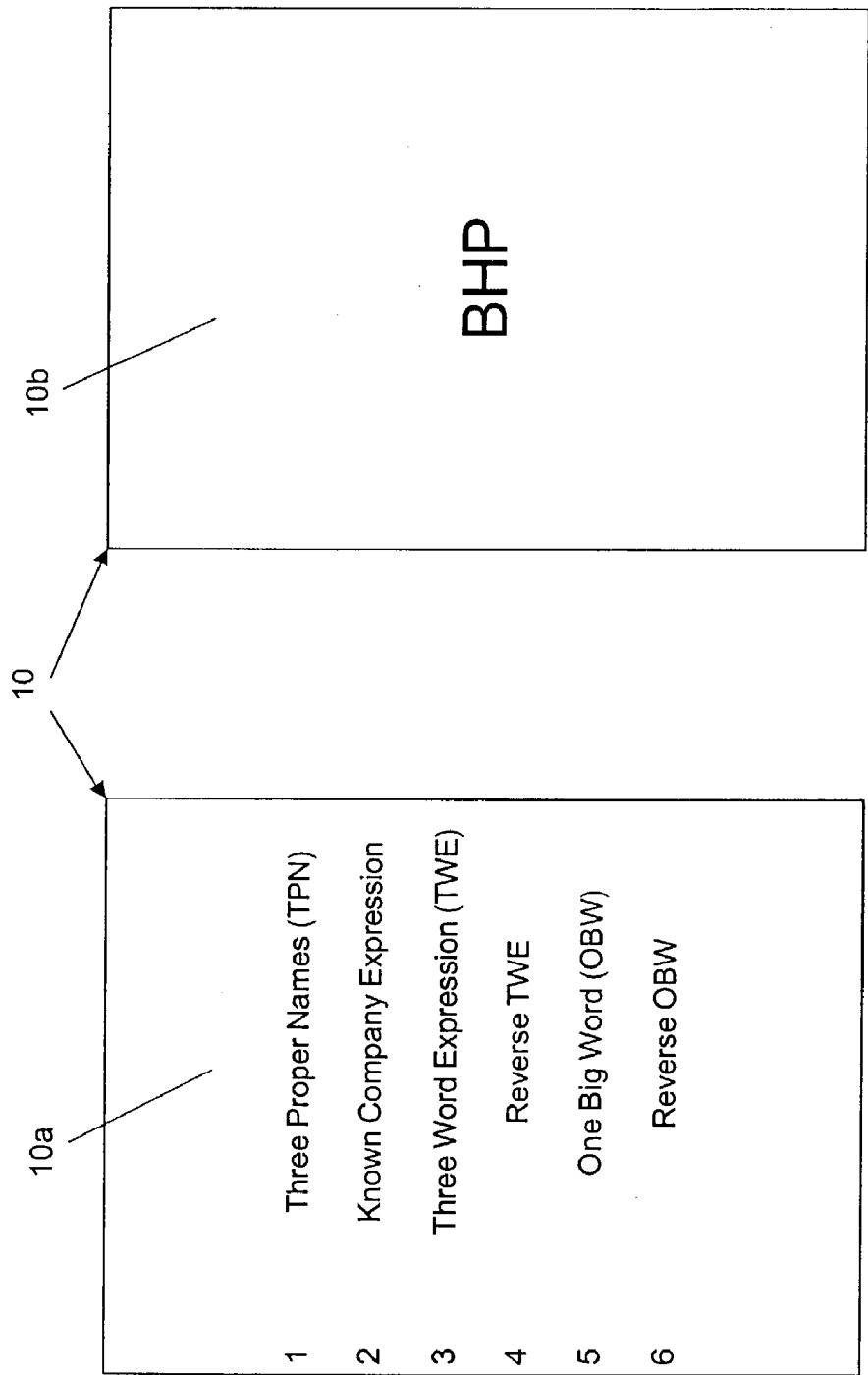


FIGURE 1

FIGURE 2

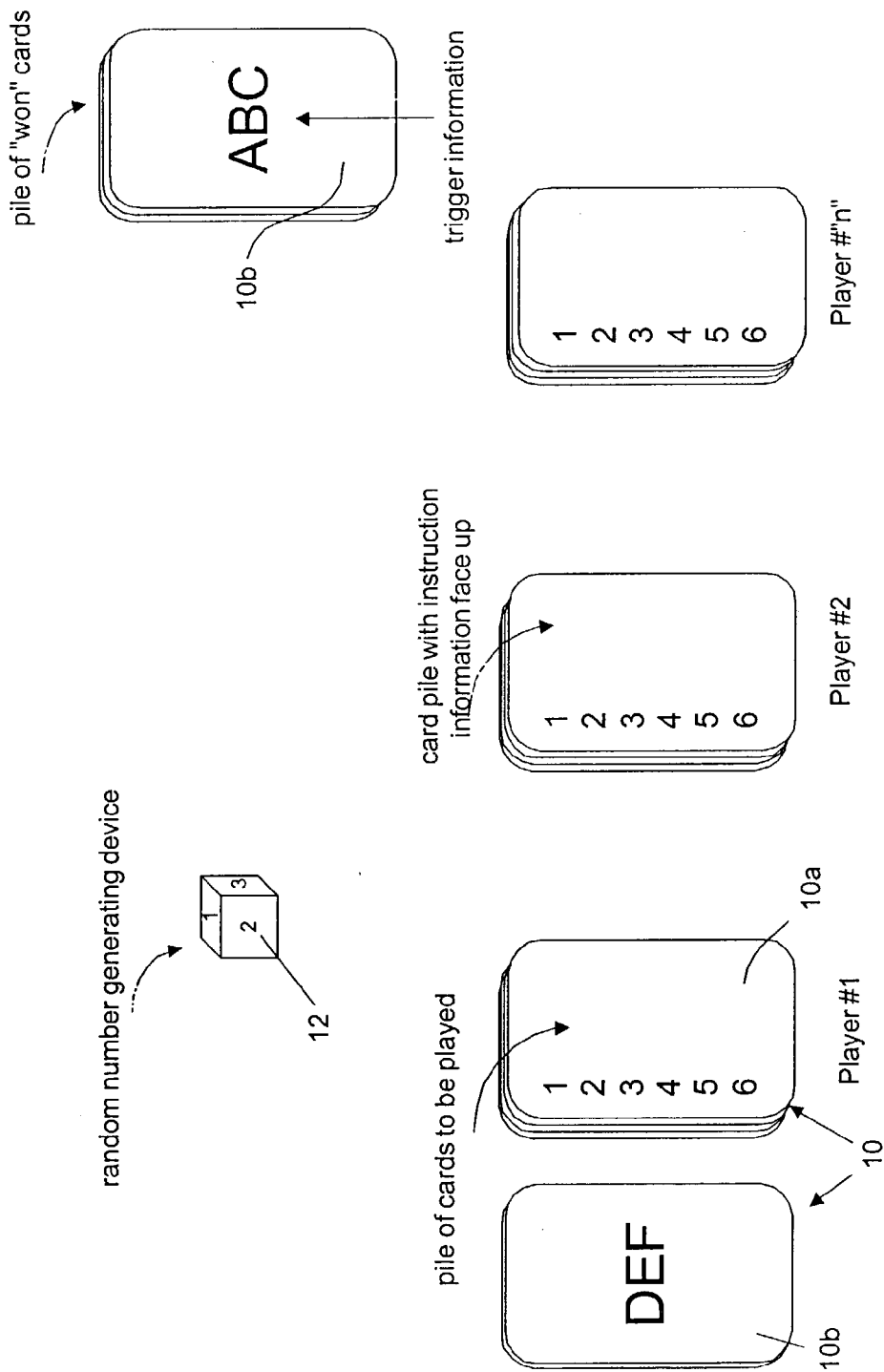


FIGURE 3

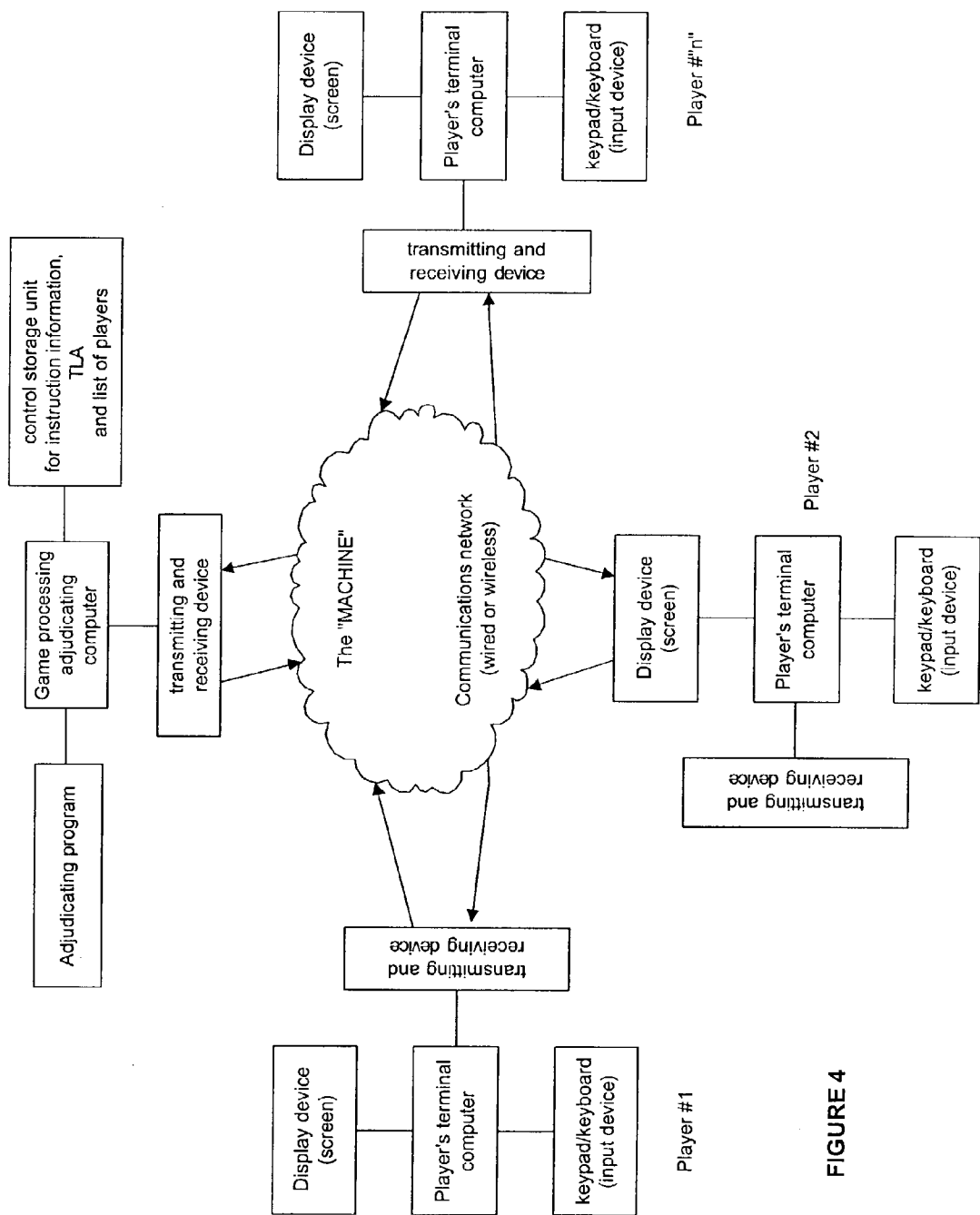


FIGURE 4

GAME AND METHOD OF PLAYING A GAME

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] This application is a continuation-in-part of Ser. No. 09/901,536 filed Jul. 9, 2001, which is a continuation of Ser. No. 09/314,799, filed May 16, 1999, now patent

BACKGROUND OF THE INVENTION

[0002] 1. Field of the Invention

[0003] This invention relates to a game and a method of playing a game for amusement where a response is made to a revealed trigger information in context to a randomly selected predetermined instruction information.

[0004] 2. Description of the Prior Art

[0005] Various question and answer format quiz games are presently known. A variety of such games are broadcast on television and radio, and are also known in a play-at-home format. For example, 'Trivial Pursuit' is one such game, wherein a plurality of question-and-answer procedures test the general knowledge of the players.

[0006] While such known games provide a certain amount of entertainment, there is a need to provide a game which relies less on the general knowledge of the players, and which, instead, requires a higher level of intellectual involvement and/or creativity in identifying and/or supplying a winning response.

SUMMARY OF THE INVENTION

[0007] The present invention provides a game which seeks to require a higher level of intellectual involvement and/or creativity in a player identifying and supplying a winning response, consequently providing educative and amusement value.

[0008] The present invention also provides a game which is suitable for playing on a number of playing mediums, for example, using one or more cards or other printed matter, or, using one or more electronic communications devices, such as mobile phones or computers.

[0009] In one broad form, the present invention provides a method of playing a game using a central processor and a plurality of player terminals linked thereto via a communications carrier, the method including the steps of:

[0010] communicating a selected three-letter trigger information and instruction information from a central processor to a plurality of players, each operating a respective player terminal, and

[0011] each player submitting a response via his/her respective player terminal which is communicated back to the central processor;

[0012] whereby, when play of the game is completed, a judgement criterion is applied to select a winner, determined by a best correlation between the three-letter trigger information and the instruction information, and notification of the winner is communicated to the player terminals.

[0013] Preferably, the three-letter trigger information is presented prior to the instruction information.

[0014] Also preferably, the instruction information is presented prior to the three-letter trigger information.

[0015] In a preferred form, the instruction information and the three-letter trigger information are presented simultaneously.

[0016] In a preferred embodiment, the instruction information is selected from a plurality of unique instruction information themes.

[0017] Preferably, the three-letter trigger information is selected from a plurality of unique three-letter trigger information.

[0018] In a preferred form, the selection is performed randomly.

[0019] Preferably, said random selection is performed by said central processor.

[0020] Also preferably, the communications carrier includes a communications cable, a wireless communications channel, intranet or Internet, or any other discrete communication carrier or network of communication carriers.

[0021] Also preferably, the player terminal includes a personal computer, laptop computer, handheld computer, mobile phone or any other terminal incorporating:

[0022] a display means for display of the three-letter trigger information and the instruction information to a player; and,

[0023] an input means, such as a keyboard, keypad, touch screen, voice activated sensor, or other input means, for input of the player response.

[0024] Preferably, the winner is assessed either by a judge, the players, or by a central processor analyzing the responses according to predetermined judgement criteria.

[0025] Also preferably, the game includes a plurality of rounds, wherein each round is played substantially as herein described, the game being completed when a predetermined number of rounds have been completed, whereby the winner has the largest tally of wins from each round.

[0026] In a further broad form, the present invention provides a game to be played by a plurality of players, including:

[0027] a central processor including means for transmitting and receiving information; and,

[0028] a plurality of player terminals, each to communicate with the central processor and each including input means and display means for a respective player to input information and receive information to the central processor,

[0029] wherein the game is played by communicating a three-letter trigger information and instruction information from a central processor to a plurality of players, each operating a respective player terminal, and

[0030] each player submitting a response via his/her respective player terminal which is communicated back to the central processor;

- [0031] whereby, when play of the game is completed, judgement criteria are applied to select a winner, determined by a best correlation between the three-letter trigger information and the instruction information, and notification of the winner is communicated to the player terminals.
- [0032] Preferably, the player terminal includes a personal computer, laptop computer, handheld computer, mobile phone or any other terminal incorporating:
- [0033] a display means for display of the three-letter trigger information and the instruction information to a player; and,
- [0034] an input means, such as a keyboard, keypad, touch screen, voice activated sensor, or other input means, for input of the player response.
- [0035] Also preferably, the winner is assessed either by a judge, the players, or by a central processor analyzing the responses according to predetermined judgement criteria.
- [0036] Also preferably, the game may include a plurality of rounds, wherein each round is played substantially as hereinbefore described, the game being completed when a predetermined number of rounds has been completed, wherein the winner has the largest tally of wins from each round.
- [0037] In yet a further broad form, the present invention provides a method of playing a game, the game having a dealer and a plurality of players, the method including the steps of:
- [0038] the dealer distributing an equal number of cards to the plurality of players, wherein each card includes a top-face having a common set of indicia and with an instruction corresponding to each indicia, and, a bottom-face, each card having a different three-letter information trigger on its bottom face, the distributed cards being stacked top-face up in piles;
- [0039] the dealer generating a random symbol from a set of random symbols using a random-symbol generator such as a die;
- [0040] the players correlating the randomly-generated symbol to its respective uniquely corresponding indicia and instruction on the top face of the cards;
- [0041] the dealer revealing to the players the unique three-letter information trigger on a card at the top of the dealer's card pile;
- [0042] each of the players submitting a response which includes the three-letter information trigger and which is relevant to the selected instruction, wherein the player who submits the best response is awarded the card which contained the information trigger;
- [0043] wherein the game is completed and a winner is determined when a player has set aside a predetermined number of cards, or when all cards have been used, the winner having the most cards.
- [0044] In a preferred embodiment, the top face of each card includes a set of six indicia and instructions.
- [0045] In a preferred embodiment, the best response is decided by the dealer.
- [0046] In another preferred form, the best response is decided by the agreement or popular choice of all the players.
- [0047] Preferably, the game includes a plurality of rounds, each round being played substantially as hereinbefore described, the game being completed when a predetermined number of rounds have been completed, with the winner having the largest tally of wins from each round.
- [0048] In a further preferred form, there are at least two players.
- [0049] In a further broad form, the present invention provides a game having a dealer and a plurality of players, the game including:
- [0050] a plurality of cards, each card having a top-face having a common set of indicia and an instruction information corresponding to each indicia thereon, each card also having a bottom-face having a different three-letter information trigger thereon; and
- [0051] a random symbol generator, such as a die, wherein each symbol corresponds to one of the indicia and instruction information displayed on the top face of the cards;
- [0052] wherein the game is played by;
- [0053] the dealer distributing one or more of the plurality of cards to the plurality of players, the distributed cards being stacked top-face up in piles;
- [0054] the dealer generating a random symbol using the random-symbol generator;
- [0055] the players correlating the randomly-generated symbol to a corresponding indicia and instruction information on the top faces of the cards;
- [0056] the dealer revealing to the players the unique three-letter information trigger of a card at the top of dealer's card pile;
- [0057] each of the players submitting a response which includes the three-letter information trigger and which is relevant to the selected instruction information, wherein the player who submits the best response is awarded the card which contained the information trigger;
- [0058] wherein the game is completed and a winner is determined when a player has set aside a predetermined number of cards or when all cards have been used, the winner having the most cards.
- [0059] Preferably, the top face of each card includes a common set of six indicia and instructions.
- [0060] Preferably, the best response is decided by the dealer.
- [0061] Also preferably, the best response is decided by the agreement of the players.
- [0062] Also preferably, the game includes a plurality of rounds, wherein each round is played substantially as here-

inbefore described, the game being completed when a predetermined number of rounds have been played.

[0063] In a preferred form, the dealer is chosen from the plurality of players, and wherein the winner becomes the dealer for the next round of the game.

[0064] In a further broad form, the present invention provides a method of playing a game including an adjudicator and a plurality of players, the method including the steps of:

[0065] the adjudicator providing a three-letter trigger information and instruction information to a plurality of players;

[0066] each player submitting a response which includes the three-letter trigger information and which is relevant to trigger information and which is relevant to the instructions;

[0067] wherein the player who submits the best response is nominated as the winner.

[0068] Preferably, the adjudicator is a teacher and the players are students.

[0069] Also preferably, the game includes a plurality of rounds, wherein each round is played substantially as hereinbefore described, the game being completed when a predetermined number of rounds have been played, with the winner has the largest tally of wins from each round.

BRIEF DESCRIPTION OF THE DRAWINGS

[0070] The present invention will become more fully understood from the following detailed description of preferred but non-limiting embodiments thereof, described in connection with the accompanying drawings, wherein:

[0071] FIG. 1 shows a first face of a card, displaying a predetermined group of 'instruction information';

[0072] FIG. 2 shows one example of an opposed face of the card of FIG. 1, displaying a 'trigger information';

[0073] FIG. 3 shows the general arrangement of game play of a 'card' version of the present invention, utilizing the cards shown in FIGS. 1 and 2, and

[0074] FIG. 4 is a block diagram showing the general configuration of an alternative preferred embodiment of the present invention, utilizing one or more electronic communicating devices, such as mobile phones or computers.

DETAILED DESCRIPTION OF PREFERRED EMBODIMENTS

[0075] The composition, articulation and conclusion of a first embodiment of this game is described in the following instructions.

[0076] The composition of this first embodiment of the game may include, but is not limited to, a plurality of cards 10 each of which has the same set of predetermined instruction information or themes printed on the "displayed" surface 10a (FIG. 1) of all the cards and unique "trigger" information printed on the opposed "hidden" surface 10b (FIG. 2) of each card, and, at least one die 12 (FIG. 3) having unique symbols on each face.

[0077] Articulation of the game, for this embodiment, may be performed by the following steps:

[0078] Step 1: Distributing one or more of the plurality of cards evenly between a plurality of players, so that after the distribution, each of the plurality of players has a pile or deck of cards 10 arranged, such that the predetermined instruction information is displayed on surface 10a, as shown in FIG. 1;

[0079] Step 2: One player rolls the die 12 and generates a random symbol;

[0080] Step 3: All the other players match the resultant symbol from the die with the corresponding predetermined instruction information ABC displayed on the deck of their own arranged cards;

[0081] Step 4: The player that rolled the die, then turns over the first (top most) card from his/her own deck of arranged cards, so revealing to all the other players, the "hidden" trigger information is displayed on surface 10b, such as shown in FIG. 2;

[0082] Step 5: All the players except the one that rolled the die, must provide an answer or response that, on general agreement from all the players, or by a (nominated) adjudicator correctly or most creatively matches the trigger information to the predetermined instruction information that was determined by the randomly generated unique symbol of the die;

[0083] Step 6: The player that provides the correct or generally agreed correct or best answer to the revealed trigger information, is handed that card which had the trigger information, and this card is set aside by this player; and,

[0084] Step 7: This player who correctly or best answers, is then the player to roll the die as in step 2 and the game continues until all distributed cards have been used to provide trigger information. At this point, the player who has set aside the most cards from answering correctly or most creatively is declared the winner.

[0085] It will be appreciated by persons skilled in the art that numerous variations of this embodiment may be made. Such variations may include, but are not limited to the following:

[0086] The number of predetermined instruction information can be other than six, so that a random generator other than a conventional one die can be used.

[0087] When the predetermined instruction information is matched with the number on the die or the like, the player who rolled the die or generated the random number can make further definitions of what answer is required. For example, if in the 'instruction information', three proper names were determined from the die (instruction information as shown in FIG. 1 for example), the player who rolled the die could further define that the proper names must be the names of towns, or some other relationship, that the soon-to-be-revealed trigger information has to have.

[0088] Alternatively, instead of the player that rolled the die determining further requirements before the trigger information is revealed, it could be that the remaining players determine what relationship the three letter trigger information will have, such as, must be starting letters for three Australian rivers.

[0089] In a preferred embodiment, the game may be played to determine whether the players are aware of jargon or abbreviations. For example, jargon such as three letter abbreviations used in the computer industry or other specialized industry may be the object of the game.

[0090] In such an embodiment, the game pieces may include an ordinary six sided cube with numbers on it, commonly known as a die, and, a set of game cards.

[0091] On the face side (surface 10a) of each game card, six particular instruction information may be displayed, and, on the "hidden" side (surface 10b), a set of three letters may typically be displayed.

[0092] To play the game, say with three or more players, the cards are evenly distributed to all the players. Each player preferably makes a neat pile of his or her cards face side up. A typical general arrangement of play is shown in FIG. 3.

[0093] After all the cards are distributed, a player picks up the die and rolls it. The number generated is then used to select the numbered instruction information on the face side. When everybody has matched the die number with the instruction information, the one who rolled the die turns over the top card from his/her own pile of cards and displays the three letter trigger information printed on the hidden side. The first person to give a response, that is adjudicated or agreed to be the best answer, wins that card. This winner sets that card aside as a "win" and then they or an adjudicator rolls the die to repeat the game.

[0094] It should be noted that the one who rolled the die should not answer in that round if there are more than two players, due to the fact that he/she could be called upon to judge or adjudicate which answer was best or first to be called. This becomes important when a large group of people are playing. Additionally, this person can suggest, before turning over the hidden letters, a very specific answer. For example, the theme or instruction information to be answered could be "Three Proper Names". Therefore, the one who rolled the die could ask that the Three Proper Names must be, for example, the names of towns in Australia.

[0095] One variant of the game calls for keeping a tally of how many times a person has been judged as supplying the best answer to each revealed trigger information. In this case, the game can be concluded when all cards have had their trigger information revealed, and the "winner" may be the person whom has set aside the most trigger cards as "wins".

[0096] Numerous variations and modifications will become apparent. For example, when there are only two players, the cards may be left in one pile face side up. Each player takes turns in rolling the die to select the instruction information. After the instruction information is determined, the top card is turned over by the player that did not roll the die, then both players try to beat each other to give an answer

that matches the instruction information to the trigger information. Note that because there are two players, neither can be judge so it is expected in this embodiment of the game that it would be speed-to-answer that would be the determination of the winner.

[0097] An alternative variation, suitable for one player, is to, from the pile of cards, turn one over at a time and see how quickly the player can give an answer to all six instruction information for that one revealed trigger information.

[0098] Another alternative variation for one player is when the instruction information and trigger information are displayed on one page/screen and the player is set a time limit to find appropriate answers to all the given themes or instruction information. Such an embodiment may be particularly appropriate as a travel game printed on a card, in an airline magazine or in other book form. Where a response is desired to be submitted, this may be done via a communications means such as mail, fax, or the like.

[0099] In a further preferred embodiment of the invention illustrated in FIG. 4, the game may be played on at least one of a computer, electronic communication device such as a mobile phone or whereby the instruction information and/or the trigger information may be randomly generated by a computer, by an operator, or by one or more of the players. The game may be played by a single player competing against his/her computer, or by a plurality (being two or more) players on a single or linked computers. The computers, mobile phones or other electronic communications devices may be linked in any known manner, including via a network, either intranet or Internet.

[0100] Articulation and conclusion of the game is similar to the previously described embodiment, except that the instruction information and trigger information is dispatched for display by the player(s) in electronic form, and the answers are provided to the computer, the remote operator or to the other player(s), by the player entering his/her response via a keyboard or other interface which is then transmitted for determination of the winning response.

[0101] The categories of predetermined themes may be transmitted across the network (e.g. electrical, radio, RF or other means) to all the players. Also, a random number generator program and set of three letter abbreviation "trigger displays" may be distributed to all players or may be controlled by a non-playing operator or gaming establishment. The sent instruction information is stored and/or displayed on each player's receiving and displaying equipment, while the set of three-letter trigger information, held in a data file on a controlling computer, is sent when requested by the operator or gaming establishment either one-by-one as the game progresses or to registered users. So to play, one player, or the non-playing operator, runs the program to generate a random number to select the instruction information and the result is transmitted to all other players. The player or operator who generated a number, by another random selection method, retrieves a single set of three letter triggers from the stored data base, and the retrieved set of triggers is transmitted to all the players. Those players on the network that received the instruction information selection number and the new trigger information then have to supply an answer back to the controlling computer to be considered. The controlling computer then adjudicates from all the responses, that response that con-

forms to, or closely matches, the adjudication criteria held in the controlling computer. That winner is then sent back a notification that his/her response was selected as the best response.

[0102] The game could allow that this winner could be the person that randomly generates the instruction information number and a three letter trigger information from their own data base program, or the game continues as before with the controlling computer selecting instruction information and three letter trigger information.

[0103] So really there are two versions of this game, to wit: either everything is stored and held by the controlling computer and instructions and three letter abbreviations are given out discretely by the controlling computer as the game progresses, the players only needing to display the information and make a response back to the controlling computer which, after determining and notifying the winner, repeats the game, or every registered player has the same set of instruction and three letter trigger information, held in his/her terminal and each time the previous round of the game is won he/she then sets the next instruction and trigger information and that player receives the responses back and either the player adjudicates or lets a program held in his/her terminal adjudicate the best response.

[0104] An Internet version, though similar, could typically have either a static or dynamic form.

[0105] With a static version, accessing a game web page will show the set of predetermined instruction information, with text dialogue boxes placed next to each instruction information, and, one box identified with "click" or a similar instruction to input a "begin" response. On clicking the box, a request is made to select from a server, the three trigger letters that have been placed there and updated at regular intervals. The three trigger letters are sent back to the person's game web page, where the instruction information and dialogue boxes are displayed, and the person must answer all six instruction information in relation to the supplied set of trigger letters. A submit button can then be clicked to transmit the answers to a controlling computer with adjudicating function. In this form of the game, it really is any number of players submitting at anytime a response to a controlling computer who at regular intervals can communicate back to the registered users either by their submitted e-mail address or derived from their terminal's unique address (such as their IP address, or identifier such as a 'cookie', when they first used the 'click to send' button of the player's game page) to the person that gave the best submission out of all the players. All players may have their pages updated with the best answer for each instruction information and then have displayed underneath their own answers to compare with the winner's answer.

[0106] The dynamic form of this game is similar, except that the controlling computer with adjudicating function is online and the responses made by each player are visible to the other players by virtue that the page can be dynamically updated for example by XHTML or Java code allowing dynamic dialogue boxes to be displayed to any other person reading the same page. In this form, maybe eight or more dynamic text boxes are displayed for eight or more multiple players whom all can see who wrote first and possibly allow voting to be done to determine the winner, with an adjudicator deciding on any tied results.

[0107] Further detailed descriptions of specific examples of the composition, articulation and conclusion of the game, using electronic communications devices follows hereinafter, including a text based version (SMS), a slightly more graphical version (HTML or WAP), and, a more sophisticated interactive version (XHTML or dynamic code enabled). It should be appreciated that all these examples, together with any other variations and modifications which become obvious to persons skilled in the art thereof, should be considered to be encompassed by the claims defined hereinafter.

[0108] Method A

[0109] Firstly, a text based version, is described. This version of playing the game, is for transmission media where the minimum amount of information is sent. This could be to keep the game simple and playable on very basic devices or that the transmission medium is very slow (like a dial up modem connection along telephone wires) or there is a restriction on the amount of information that can be sent per transmission (as per the Short Message Service (SMS) on the mobile phone networks, or text based messages services such as pagers or narrow band voice links). The elements involved in playing this game are: a central controller (having instruction information and three letter trigger information storage as well as an adjudicator function) with a transmission and reception device, the wired or wireless network and the players terminals which are personal computing devices having a screen to display the text, and, a means to enter text responses. Also these players terminals would have a transmission and reception device to allow reception and transmission of the text messages. For a wired connection such transmission reception devices could be modems attached between the telephone line and the computing device and for wireless networks it could be mobile phones each having a display, keypad and a means to send the text over the wireless network (such as the Short Message Service of GSM).

[0110] In playing the game, the central computer selects the instruction information and the trigger information randomly or sequentially from its stored list of instruction and trigger information. It then can send a simple text message to all registered player that a new game is about to commence (and possibly sends a summary on how to play).

[0111] Those players that wish to play can send a simple acknowledgement text message, that they are ready to play. Depending on the "style" of play, the computer then transmits to all players, the instruction information and then, after a predetermined time, the computer transmits the trigger information to be answered. An alternative "style" of play could be to send the trigger information first and then the instruction information, or, another alternative is to transmit the instruction and the trigger information at the same time.

[0112] After the players have all the information transmitted to them, the computer then waits another predetermined amount of time for responses to be received (that is transmitted by the players back to the computer).

[0113] After the predetermined wait time has expired, the computer then sorts through the answers using an adjudicating function to select an appropriate response to the instruction and trigger information, based on various sorting methods such as character length, grammatical correctness

and spelling or perhaps a combination of these or even just seeks a particular answer which is stored in the computer.

[0114] Those player(s) whose response(s) are subjected to the sorting method and match the predetermined answer correctly are notified that they are the winner(s). It would be up to the controlling entity that is running the game to determine if the winner(s) receive any reward but at least the controlling computer would give a notification to each winning player, and another notification may be given to the unsuccessful player(s) to try again next time.

[0115] An alternative to the above game "style" could be that players transmit to the central computer a request to play the game. When a one or more players have registered to this central game computer, the computer then transmits to those players, a message saying they have registered correctly and possibly even send the instruction or trigger information or both. (The sending order of information and the number of messages to be sent, is again determined by the "style" of the game chosen by the entity operating the game). Once all the information has been sent, the players' responses are received but only accepted by the central computer if they are received within a predetermined amount of time. Those responses received on time are then sorted by the adjudicating function to select a winner or winners as previously described above. The winners are sent another message telling them they have won; the not successful players receive a consolation message, for example, "try again next time".

[0116] Method B

[0117] Secondly, a slightly more graphical version (HTML or WAP) is now described. A graphical version of the game would allow a more interesting presentation of the game and would suit devices that can display a page or screen of text and graphical information. As this graphic version sends more information, to keep transmission times to a minimum, it is more suited to higher speed ("broad-band") communication networks links such as a local area network (LAN) or next generation wireless services (GSM 2.5, 3G, CDMA 1xRTT, Bluetooth, 802.11a,b,g etc.).

[0118] The play of the game, is similar to the simple text version but as a greater amount of information can be transmitter faster, the players could, upon registering with the central computer, receive back instructions to play and any possible prizes to be won all on one screen or "page". Also, as more can be displayed, the actual game play could require that the players enter responses in a particular order or specify a number (say 6) instruction information for each received three letter trigger information. Once the responses are entered, the player then sends the completed page or screen response back to the central computer.

[0119] Again the players responses could be sorted by the adjudicator function and if the answers meet the set criteria or answer set expected by the central computer a second page or screen of information could be sent to the player telling of their success and telling them what "prize" is available. Those that were not successful could receive a page or screen showing the winning answers.

[0120] In this case the central computer would be connected via a transmission and reception device to the high speed network, the players' terminals would be computing devices that display larger amounts of information on their

screens and text input device that allow insertion of text into the pages on their screens (such as a cursor control means like a mouse). Again there would need to be connected to each players' computer device a corresponding transmission and reception device to connect into the high speed network.

[0121] Method C

[0122] Thirdly, a more sophisticated interactive version (XTML/Java) is now described. This is really a variant of the previously described system but played on a network that allows executable code to place on the graphical game page, a selected number of all players' responses to be seen at the same time as the particular player is entering his/her response. Hence, the page to type in a response, has room for responses but also displays on the screen the response of the other players as they are typed, sort of like all players writing on a school black board all at the same time, or a group talking together. Hence the players can see in near to real time (as much as the broad band network connection and computation terminals allow), their answers and those of the others for each instruction information, and see (and hence learn) what is required for a winning answer.

[0123] Such means to play this sophisticated interactive version can be via Internet pages incorporating special self-running executable code, for example by the eXTensible Mark up Language Java scripts, or methods used by real time audio/visual "chat rooms" programs such as Internet Relay Chat (IRC), which would require devices and connections similar to those in Method B.

[0124] It will be appreciated by persons skilled in the art that numerous variations and modifications may be made to the invention to embody it in a computerized format. For example, instead of rolling a die, a random number generator may be used, and the responses may be determined to be correct by an operator, the other players, or by the computer analyzing the responses and correlating same with information in an electronic dictionary or the like.

[0125] All such variations and modifications to the invention should be considered to fall within the scope of the invention as hereinbefore described and as a hereinafter claimed.

What is claimed is:

1. A method of playing a game using a central processor and a plurality of player terminals linked thereto via a communications carrier, said method including the steps of:

communicating a selected three-letter trigger information and instruction information from a central processor to a plurality of players, each operating a respective player terminal, and

each player submitting a response via their respective player terminal which is communicated back to said central processor,

whereby, when play of the game is completed, a judgement criterion is applied to select a winner, determined by a best correlation between said three-letter trigger information and said instruction information, and notification of the winner is communicated to said player terminals.

2. The method of playing a game as claimed in claim 1, wherein said three-letter trigger information is presented prior to said instruction information.

3. The method of playing a game as claimed in claim 1, wherein said instruction information is presented prior to said three-letter trigger information.

4. The method of playing a game as claimed in claim 1, wherein said instruction information and said three-letter trigger information are presented simultaneously.

5. The method of playing a game as claimed in claim 1, wherein said instruction information is selected from a plurality of unique instruction information themes.

6. The method of playing a game as claimed in claim 1, wherein said three-letter trigger information is selected from a plurality of unique three-letter trigger information.

7. The method of playing a game as claimed in claim 5, wherein said selection is performed randomly.

8. The method of playing a game as claimed in claim 7, wherein said random selection is performed by said central processor.

9. The method of playing a game as claimed in claim 1, wherein said communications carrier includes a communications cable, a wireless communications channel, intranet or Internet, or any other discrete communication carrier or network of communication carriers.

10. The method of playing a game as claimed in claim 1, wherein said player terminal includes a personal computer, laptop computer, handheld computer, mobile phone or any other terminal incorporating:

a display means for display of said three-letter trigger information and said instruction information to a player, and

an input means, such as a keyboard, keypad, touch screen, voice activated sensor, or other input means, for input of said player response.

11. The method of playing a game as claimed in claim 1, wherein said winner is assessed either by a judge, the players, or by a central processor analyzing the responses according to predetermined judgement criteria.

12. The method of playing a game including a plurality of rounds of the game, wherein each round is played substantially as described in claim 1, the game being completed when a predetermined number of rounds have been completed, the winner having the largest tally of wins from each round.

13. A game to be played by a plurality of players, including:

a central processor including means for transmitting and receiving information, and

a plurality of player terminals, each to communicate with said central processor and each including input means and display means for a respective player to input information and receive information to said central processor,

wherein said game is played by communicating a three-letter trigger information and instruction information from a central processor to a plurality of players, each operating a respective player terminal, and

each player submitting a response via a respective player terminal which is communicated back to said central processor,

whereby, when play of the game is completed, a judgement criterion is applied to select a winner, determined by a best correlation between said three-letter trigger

information and said instruction information, and notification of the winner is communicated to said player terminals.

14. The game as claimed in claim 13, wherein said player terminal includes a personal computer, laptop computer, handheld computer, mobile phone or any other terminal incorporating:

a display means for display of said three-letter trigger information and said instruction information to a player, and

an input means, such as a keyboard, keypad, touch screen, voice activated sensor, or other input means, for input of said player response.

15. The game as claimed in claim 13 or 14, wherein said winner is assessed either by a judge, the players, or by the computer analyzing the responses according to predetermined judgement criteria.

16. The game according to claim 13, said game including a plurality of rounds of the game, wherein each round is played according to claim 13, including the step of completing the game when a predetermined number of rounds have been completed, the winner having the largest tally of wins from each round.

17. A method of playing a game, the game having a dealer and a plurality of players, said method including the steps of:

said dealer distributing an equal number of cards to said plurality of players, wherein each card includes a top-face having a common set of indicia and with an instruction corresponding to each indicia, and, a bottom-face, each card having a different three-letter information trigger on its bottom face, said distributed cards being stacked top-face up in piles;

said dealer generating a random symbol from a set of random symbols using a random-symbol generator such as a die;

said players correlating the randomly-generated symbol to its respective uniquely corresponding indicia and instruction on said top face of said cards;

said dealer revealing to the players the unique three-letter information trigger on a card at the top of the dealer's card pile;

each of said players submitting a response which includes the three-letter information trigger and which is relevant to the selected instruction, wherein the player who submits the best response is awarded the card which contained the information trigger, and

completing the game and determining a winner when a player has set aside a predetermined number of cards, or when all cards have been used, the winner having the most cards.

18. The method of playing a game as, claimed in claim 17, wherein the top face of each card includes a set of six indicia and instructions.

19. The method of playing a game as claimed in claim 17, wherein the best response is decided by the dealer.

20. The method of playing a game as claimed in claim 17, wherein the best response is decided by the agreement or popular choice of all the players.

21. The method of playing a game as claimed in claim 17, wherein there are at least two players.

22. A method of playing a game including a plurality of rounds of the game, wherein each round is in accordance with claim 17, including the step of completing the game when a predetermined number of rounds have been completed, the winner having the largest tally of wins from each round.

23. A game having a dealer and a plurality of players, said game including:

- a plurality of cards, each card having a top-face having a common set of indicia and an instruction corresponding to each indicia thereon, each card also having a bottom-face having a different three-letter information trigger thereon, and
- a random symbol generator, such as a die, wherein each symbol corresponds to one of said indicia and instruction information displayed on said top face of said cards;

wherein said game is played by:

- said dealer distributing one or more of said plurality of cards to said plurality of players, said distributed cards being stacked top-face up in piles;
- said dealer generating a random symbol using said random-symbol generator;
- said players correlating the randomly-generated symbol to a corresponding indicia and instruction information on the top faces of said cards;
- said dealer revealing to the players the unique three-letter information trigger of a card at the top of dealer's card pile;
- each of said players submitting a response which includes the three-letter information trigger and which is relevant to the selected instruction, wherein the player who submits the best response is awarded the card which contained the information trigger, and
- completing the game and determining a winner when a player has set aside a predetermined number of cards or when all cards have been used, the winner having the most cards.

24. The game as claimed in claim 23 wherein the top face of each card includes a common set of six indicia and instructions.

25. The game as claimed in claim 23, wherein the best response is decided by the dealer.

26. The game as claimed in claim 23, wherein the best response is decided by the agreement of the players.

27. A game having a dealer and a plurality of players, said game including a plurality of rounds of same game, wherein each round is played in accordance with claim 23, including the step of completing the game when a predetermined number of rounds have been played.

28. The game having a dealer and a plurality of players as claimed in claim 27, wherein the dealer is chosen from the plurality of players, and wherein the winner becomes the dealer for the next round of the game.

29. A method of playing a game including an adjudicator and a plurality of players, said method including the steps of, and

said adjudicator providing a three-letter trigger information and instruction information to a plurality of players;

each player submitting a response which includes said three-letter trigger information and which is relevant to instruction information;

wherein said player who submits the best response is nominated as the winner.

30. The method of playing a game as claimed in claim 29, wherein said adjudicator is a teacher and said players are students.

31. The method of playing a game including a plurality of rounds of the game, wherein each round is played substantially as defined in claim 29, including the step of completing the game when a predetermined number of rounds have been played, the winner having the largest tally of wins from each round.

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