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(54) **INTERACTIVE GAME INCLUDING  
MULTIPLE SINGLE-USE GAME BOARDS**

(52) **U.S. Cl. .... 273/242; 273/293**

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(57) **ABSTRACT**

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An interactive game (10) for use by a first player and a second player includes a first game board assembly (12A) and a separate second game board assembly (12B). The first game board assembly (12A) includes a first game board (20) having a first variable board component (40) that is selected by the first player. The first variable board component (40) includes a removable first cover (52) and a first board component indicia (54) selectively concealed by the first cover (52). Additionally, the second game board assembly (12B) each includes one or more response cards (26) that are read to one or more other players. The particular response card (26) that is read can be based upon the first board component indicia (54) revealed when the first cover (52) is removed. In a further embodiment, the first game board assembly (12A) includes an assembly retainer (14). The assembly retainer (14) retains the one or more game boards (20). At least one of the game boards (20) can be a used game board (20) that has been permanently altered from a previously-played game.

(21) **Appl. No.: 12/326,748**

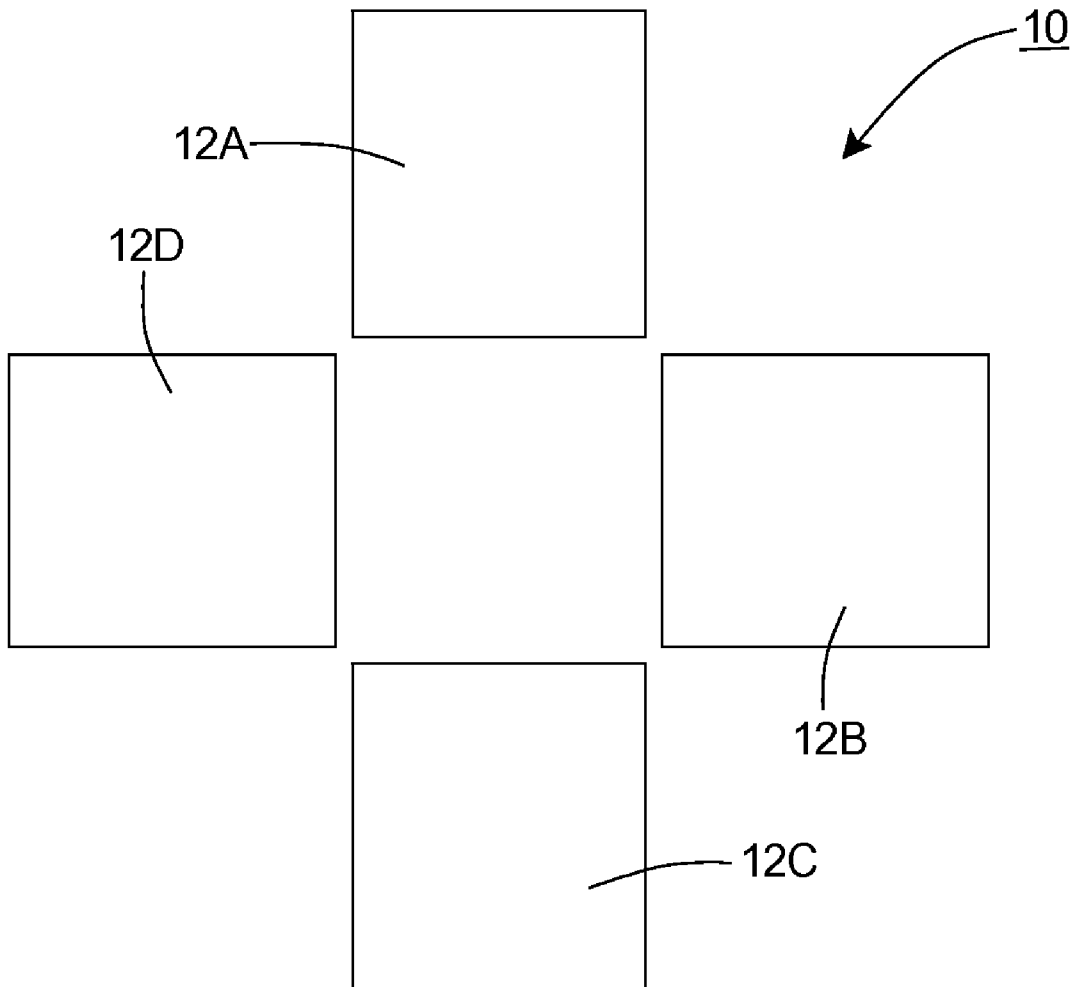
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**Related U.S. Application Data**

(62) **Division of application No. 11/122,434, filed on May 5, 2005.**

**Publication Classification**

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**A63F 3/00** (2006.01)



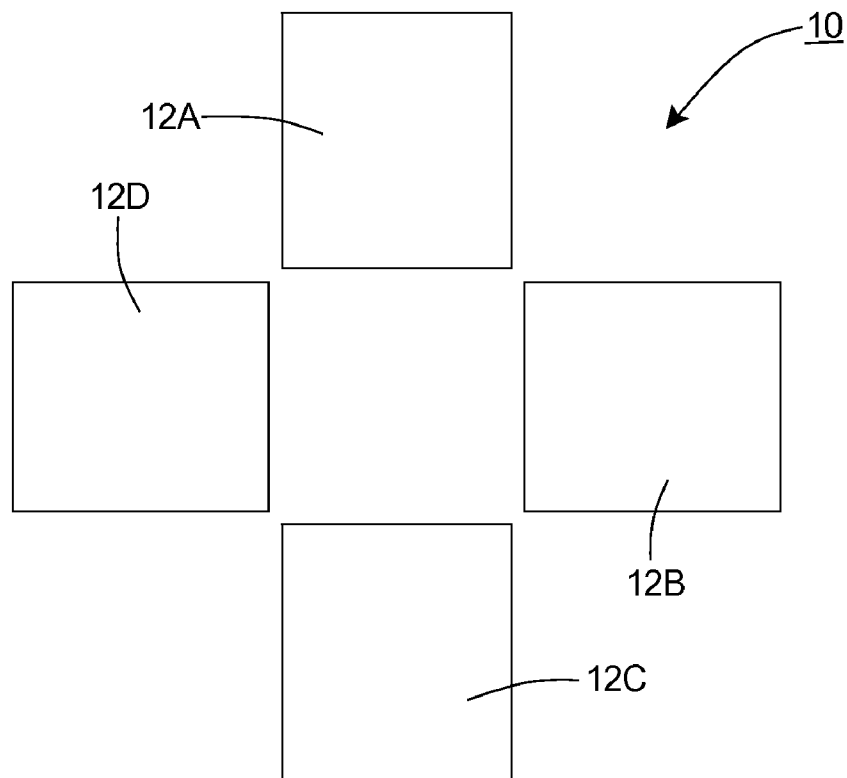


Fig. 1

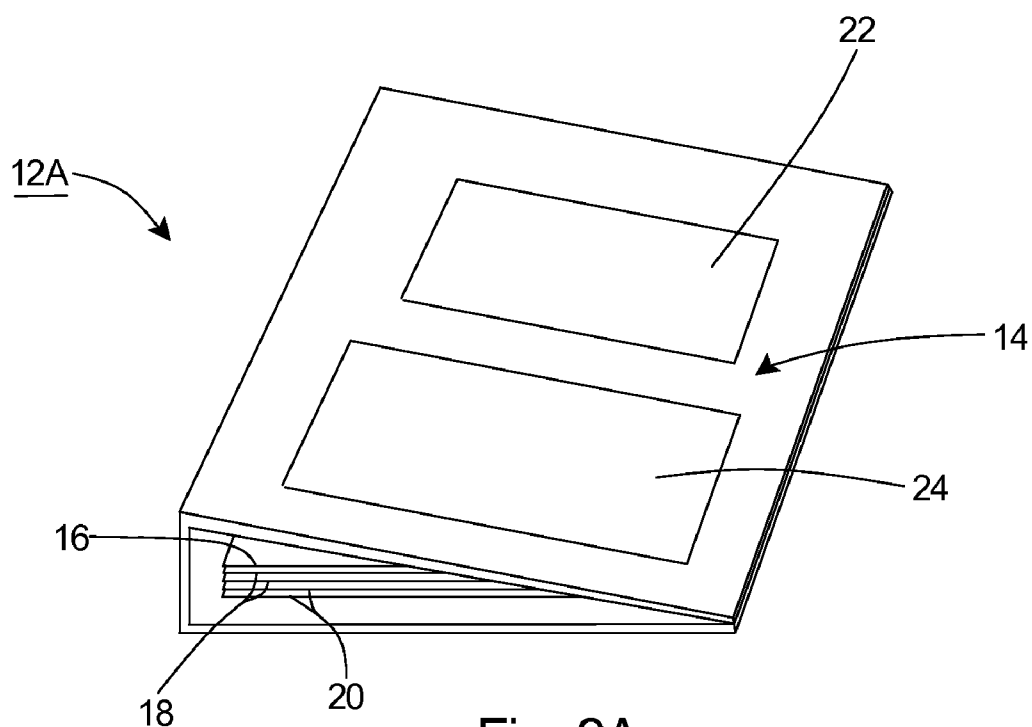


Fig. 2A

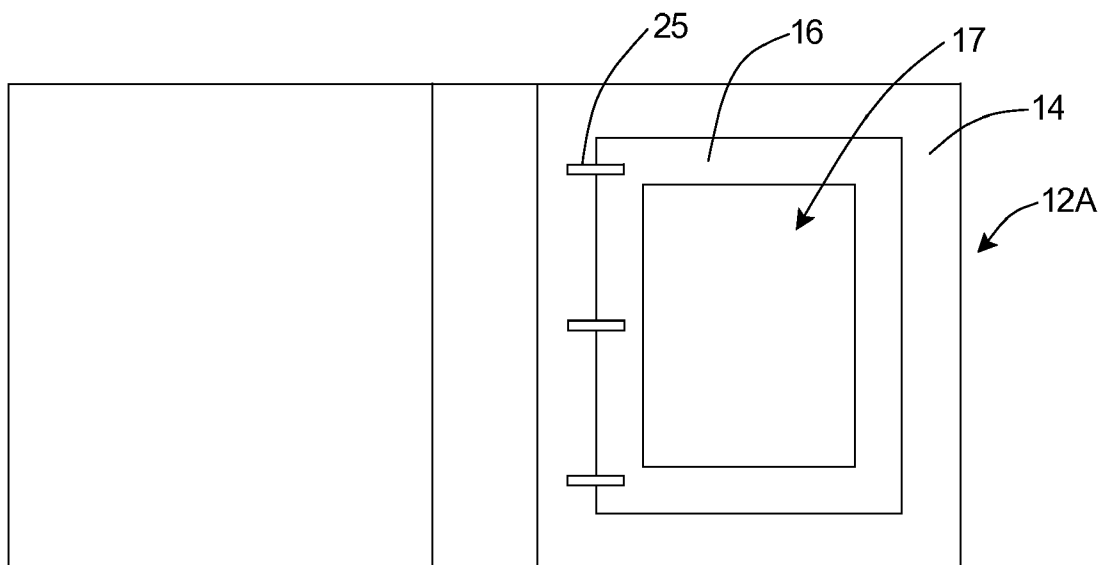


Fig. 2B

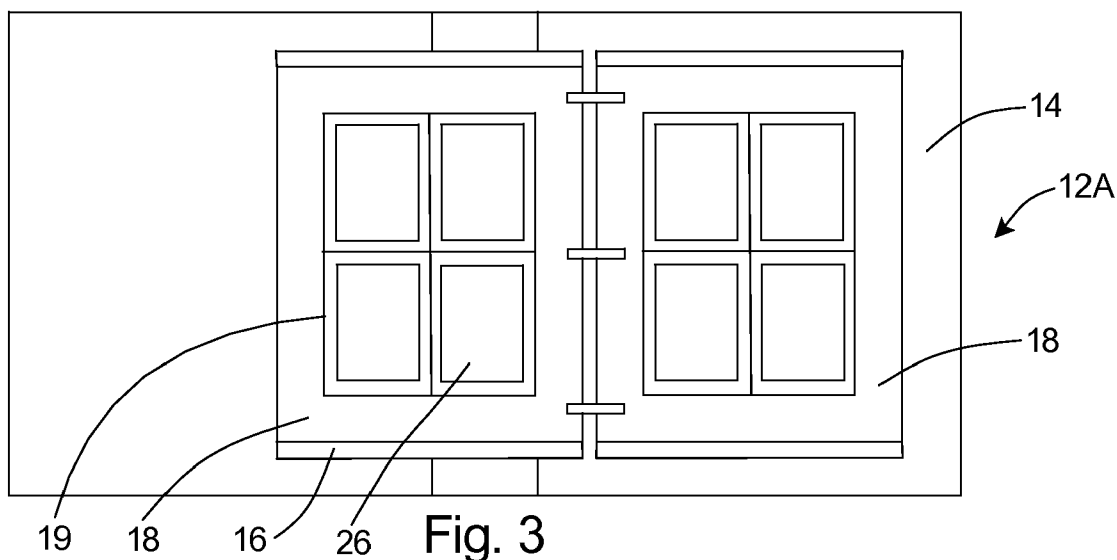


Fig. 3

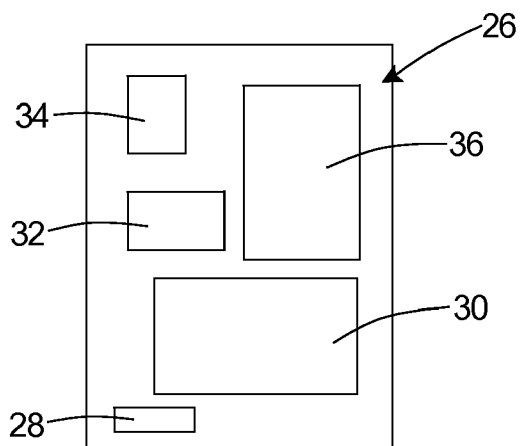


Fig. 4

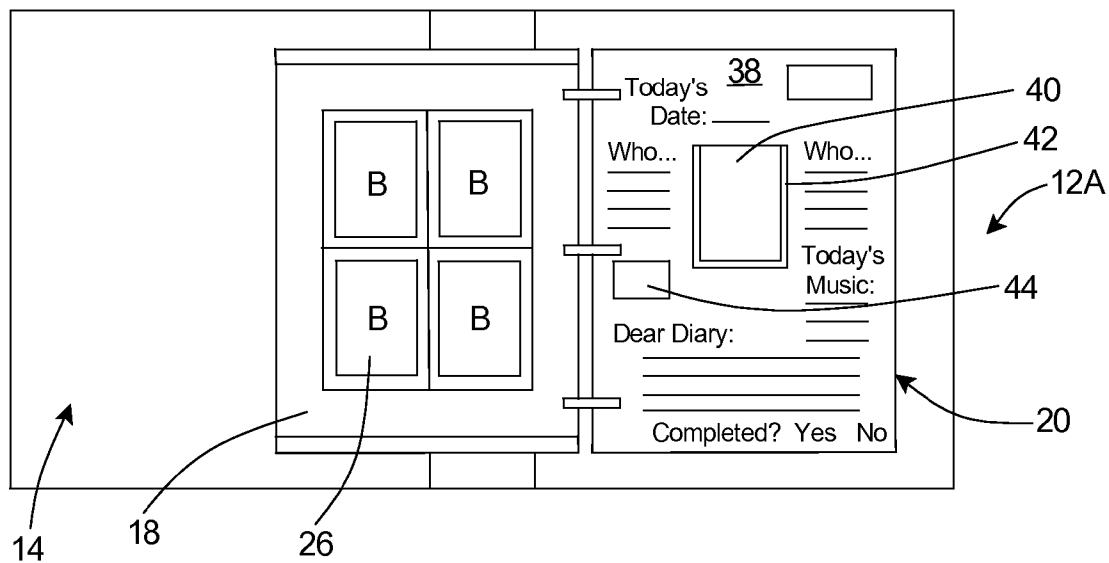


Fig. 5

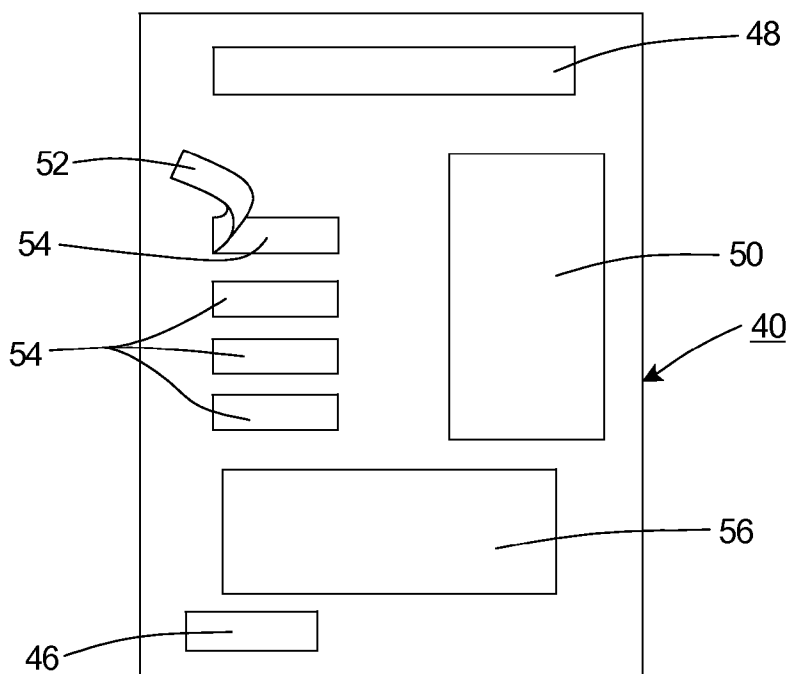


Fig. 6

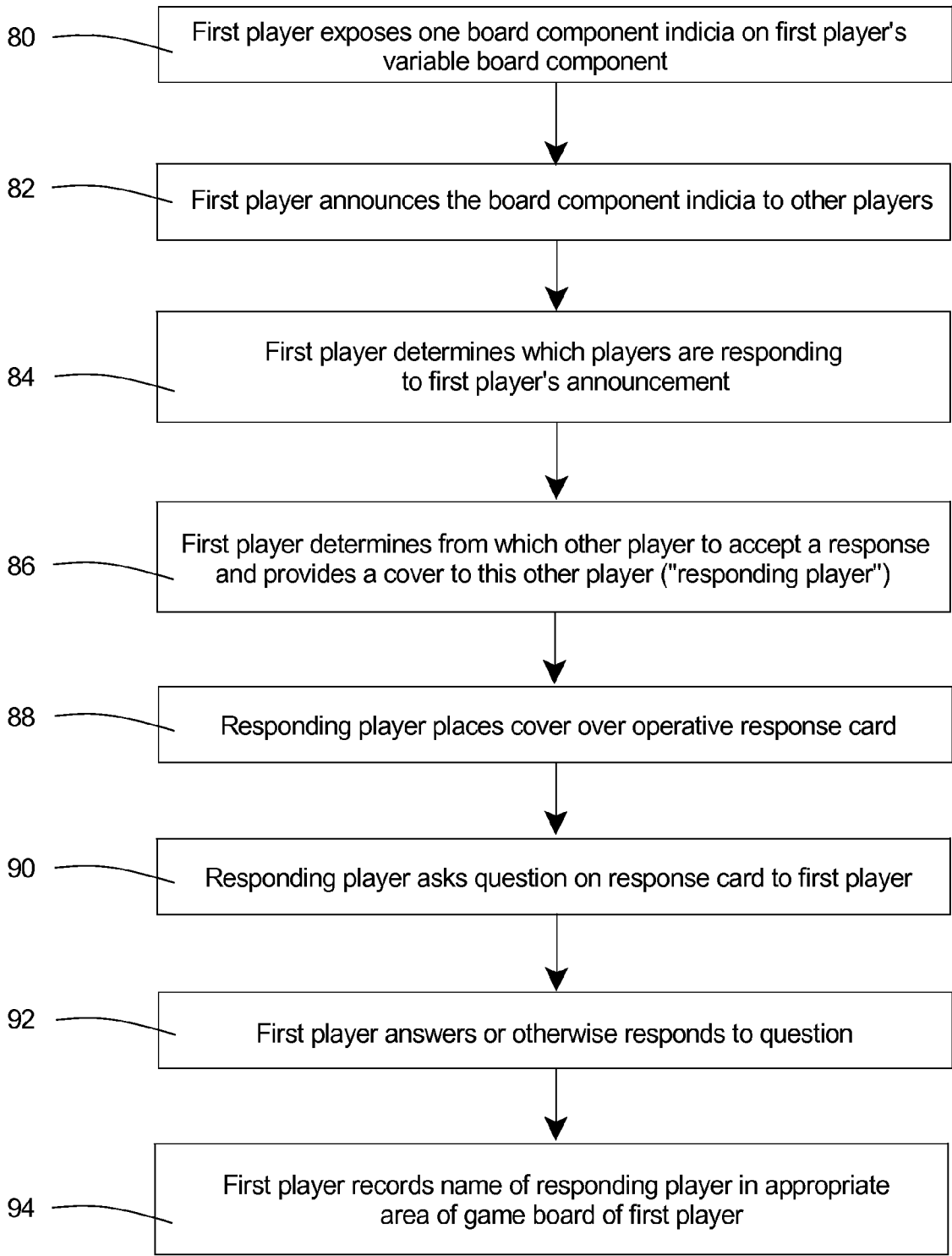


Fig. 7

**INTERACTIVE GAME INCLUDING  
MULTIPLE SINGLE-USE GAME BOARDS**

**CROSS REFERENCE TO RELATED  
APPLICATION**

[0001] This application is a divisional of application Ser. No. 11/122,434 filed on May 5, 2005, which is currently pending. The contents of application Ser. No. 11/122,434 are incorporated herein by reference.

**BACKGROUND**

[0002] Playing card games have been popular for many years. However, with the advent of computer games, the relative simplicity of classic playing card games appears to have taken a backseat. Many of today’s computer games do not require an opponent or any personal interaction with other individuals. Some computer games are also extremely complex to learn and costly to obtain. These obstacles can serve as deterrents for younger players. Further, many of the old style playing card games are necessarily restricted by the inherent limitations of the standard 52-card playing card deck which can lack creativity and diversity. Consequently, an increasing number of individuals appear to be gravitating toward somewhat more anti-social, less interactive computer games.

**SUMMARY**

[0003] The present invention is directed toward an interactive game for use by a first player and a second player. The game includes a first game board assembly used by the first player, and a second game board assembly used by a second player. The first game board assembly includes a first game board having a first variable board component that is selected by the first player. In one embodiment, the first game board assembly includes a removable first cover that conceals a first board component indicia. In this embodiment, the first variable board component includes the first cover and the first board component indicia. The first board component indicia is revealed upon removal of the first cover.

[0004] The second game board assembly is separate from the first game board assembly. In one embodiment, the first cover is attached to the second game board assembly following removal of the first cover from the first game board assembly. Further, the position of attachment of the first cover onto the second game board assembly is based on the first board component indicia revealed upon removal of the first cover from the first game board assembly.

[0005] In another embodiment, the second game board assembly includes a removable second cover that conceals a second board component indicia. The second board component indicia is revealed upon removal of the second cover. Additionally, the first game board assembly includes one or more response cards that are read to one or more other players. The particular response card that is read can be based upon the second board component indicia that is revealed when the second cover is removed.

[0006] In a further embodiment, the first game board assembly includes a plurality of game boards and an assembly retainer. The assembly retainer retains the game boards. At least one of the game boards can be a used game board that has been permanently altered from a previously-played game.

[0007] The present invention is also directed toward a method for playing an interactive game.

**BRIEF DESCRIPTION OF THE DRAWINGS**

[0008] The novel features of this invention, as well as the invention itself, both as to its structure and its operation, will be best understood from the accompanying drawings, taken in conjunction with the accompanying description, in which similar reference characters refer to similar parts, and in which:

[0009] FIG. 1 is a top view of an interactive game having features of the present invention including a plurality of game board assemblies used for a four-player game;

[0010] FIG. 2A is a perspective view of one of the game board assemblies illustrated in FIG. 1, shown in a closed position;

[0011] FIG. 2B is a top view of the game board assembly illustrated in FIG. 2A in an open position to expose a rules section;

[0012] FIG. 3 is a top view of the game board assembly illustrated in FIG. 2A in the open position to expose a plurality of response cards;

[0013] FIG. 4 is a detailed top view of one embodiment of one of the response cards;

[0014] FIG. 5 is a top view of the game assembly illustrated in FIG. 2A in the open position to expose a plurality of the response cards, and a game board including a variable board component;

[0015] FIG. 6 is a detailed top view of one embodiment of the variable board components; and

[0016] FIG. 7 is a flowchart of one embodiment of a player’s turn during the interactive game.

**DESCRIPTION**

[0017] FIG. 1 illustrates one embodiment of an interactive game 10 (also sometimes referred to as the “game”) having features of the present invention. In this embodiment, the game 10 includes four game board assemblies 12A-D (also referred to herein as the first, second, third and fourth game board assemblies) for use by four players. It is recognized, however, that the game can be played by any number of players, and that the number of game board assemblies would correspond with the number of players in the game 10.

[0018] FIG. 2A is a perspective view of the first game board assembly 12A (also referred to simply as the “game board assembly”). It is noted that any of the game board assemblies can be the first, second, third or fourth game board assembly 12A-D, and that these designations are provided for ease of discussion only. In this embodiment, the game board assembly 12A includes an assembly retainer 14, a rules section 16, one or more response card retainer arrays 18 (two response card retainer arrays 18 are shown in FIG. 2A) and one or more game boards 20 (two game boards 20 are shown in FIG. 2A). In an alternative embodiment, the game board assembly 12A can omit one or more of the assembly retainer 14, the rules section 16, one or more of the response card retainer arrays 18 and one or more of the game boards 20.

[0019] The assembly retainer 14 retains the rules section 16, the response card retainer array(s) 18 and the game board (s) 20. Further, the assembly retainer can include animated or other appropriate graphics 22, and/or a text region 24. The graphics 22 can relate to a category or classification of the game board assembly, i.e. different age groups or levels, or a

different genre of characters, as non-exclusive examples. The text region 24 can be preprinted or can be customizable by the player, and can indicate the player's name, dates used, the name of the game 10 and/or category or classification of the game 10, as non-exclusive examples.

[0020] FIG. 2B is a top view of the assembly retainer 14 in FIG. 2A, shown in an open position. In one embodiment, the rules section 16 can be the top page maintained within the assembly retainer 14. Alternatively, the rules section 16 can be in any location within the assembly retainer 14. The rules section 16 sets forth the text of the rules 17 of the game 10 with sufficient particularity and simplicity to appeal the appropriate age group intended for the specific version of the game 10.

[0021] In one embodiment, the assembly retainer 14 is a ringed binder or other type of notebook-type organizer. For example, in this embodiment, the assembly retainer 14 includes three retaining rings 25 that open and close to releasably secure the contents of the assembly retainer 14. Alternatively, any other suitable assembly retainer 14 can be used that maintains the contents in an organized fashion.

[0022] FIG. 3 is another top view of the assembly retainer 14 in FIG. 2A, also shown in the open position. In the embodiment illustrated in FIG. 3, the assembly retainer 14 is open to two opposing response card retainer arrays 18. Each of the response card retainer arrays 18 includes one or more response card retainers 19 that each retains one of the response cards 26, described in greater detail below. In this embodiment, each response card retainer array 18 retains four response cards 26. However, in alternative embodiments, any number of response cards 26 can be retained by the response card retainer array 18. Further, although two response card retainer arrays 18 are illustrated in FIG. 3, any number of response card retainer arrays 18 can be included in the assembly retainer 14. However, using two opposing response card retainer arrays 18 allows the player to view all eight response cards 26 simultaneously without the need for turning pages.

[0023] In one embodiment, the response card retainer array 18 can include one or more transparent sleeves that each holds one or more response cards 26. With this design, at least a portion of the response card 26 can be viewed through the sleeve, while also serving to protect the response card 26 from damage, fingerprints, etc.

[0024] FIG. 4 is a detailed view of one of the response cards 26 illustrated in FIG. 3. The response card 26 can be any suitable size. For instance, the response card 26 can be approximately the size of a standard playing card. In accordance with the embodiment illustrated in FIG. 4, the response card 26 can include one or more of a card number 28, a request 30, a response card indicia 32, a card type 34 and one or more artistic graphics 36.

[0025] The card number 28 can be a number that identifies the particular response card 26. The request 30 can be in the form of a question that is to be answered, a dare that is to be performed, or any other request that is intended to elicit a response from another player, as non-exclusive examples. For instance, in non-exclusive embodiments, the request 30 can include a question such as, "What is your favorite class at school?" or "What is your favorite brand of clothing?". Alternatively, the request 30 can include dares such as, "Make a sound like a tuba!" or "Arm-wrestle me!". Still alternatively, the request 30 can include a request for secret information, such as, "If you get married and have a boy and a girl, what will you name them?". The foregoing examples are merely

representative of the types of requests that can be included on the response card 26, and are in no way intended to be limiting.

[0026] The request 30 can be textual or graphical. The response card indicia 32 can be the name of an animated character that is depicted on the response card 26, as one example. Alternatively, the response card indicia 32 can be the name of an inanimate character, an inanimate object, a number or a color, as non-exclusive examples.

[0027] The card type 34 can identify the type of request 30 included on the card. For example, the card type 34 can indicate a "dare", a "favorite", a "secret" or any other suitable category relating to the type of request 30 on the card. The graphics 36 can include any artistic designs, colors, patterns, objects, etc., which can also help differentiate one response card 26 from another, for instance.

[0028] FIG. 5 is another top view of the assembly retainer 14 in FIG. 2A, also shown in the open position. In the embodiment illustrated in FIG. 5, the assembly retainer 14 shows the backside of one of the response card retainer arrays 18, which includes four response cards 26 (indicated by "B" for backside).

[0029] Additionally, FIG. 5 illustrates a more detailed view of one embodiment of the game board 20. In this embodiment, the game board 20 includes a game board surface 38, a variable board component 40, a component retainer 42 and a received cover region 44.

[0030] The game board surface 38 can include one or more of various artistic graphics, preprinted text and spaces for the player to add written text or drawings. For example, as explained in greater detail below, the game board surface 38 can include a space for the player to indicate the date, the names of those players that played the game 10 on that date, music that was played or that was popular as of the date of the game 10, names of the players that contributed to assemblage of the game board 20, and/or any personal notes or a diary-type entry by the player, as non-exclusive examples.

[0031] In one embodiment, the variable board component 40 is the operative portion of the game board 20. The variable board component 40 can be different for each game played by a player. In one embodiment, prior to commencement of the game 10, the player can select the variable board component 40 that he or she will use during the course of the game 10. Thus, the player may have numerous variable board components 40 in that player's possession, but only one is selected for use for each game played. Alternatively, more than one variable board component 40 can be selected for each game. Still alternatively, a second player can select the variable board component to be used by a first player.

[0032] In one embodiment, the variable board component 40 can be in the form of a card. Alternatively, the variable board component 40 can take on other suitable forms. Further, the variable board component 40 can be one-sided or two-sided.

[0033] FIG. 6 is a more detailed view of one embodiment of the variable board component 40 illustrated in FIG. 5. The actual design of the variable board component 40 can vary. In the embodiment illustrated in FIG. 6, the variable board component 40 includes one or more of a component number 46, a component title 48, artistic graphics 50, one or more covers 52, one or more board component indicia 54 and a Promise section 56.

[0034] The component number 46 can be a number that identifies the particular variable board component 40. The

component title **48** includes the title of the variable board component **40**, and can provide a clue as to the type of promise that is included in the Promise section **56**, explained below.

**[0035]** The artistic graphics **50** can be any animated or non-animated pictures, characters, patterns, or any other suitable graphics that provide a decorative aspect to the variable board component **40**. Further, each variable board component **40** can include one or more covers **52** that each conceals one or more board component indicia **54**. In one embodiment, the cover **52** can include a removable sticker, a magnet, or any other suitable means for concealing the board component indicia **54** beneath it. Further, in one embodiment, during the course of the game, each cover **52** is removed and given to another player.

**[0036]** The type of board component indicia **54** under each cover **52** can vary depending upon the design requirements of the game **10**. For example, the board component indicia **54** can be the name of an animated character that is depicted on one of the response cards **26**. Alternatively, the board component indicia **54** can be the name of an inanimate character, an inanimate object, a number or a color, as non-exclusive examples.

**[0037]** Referring back to FIG. **5**, the component retainer **42** couples the variable board component **40** to the board surface **38**. In one embodiment, the component retainer **42** can include a transparent, protective sleeve into which the variable board component **40** is placed by the player. However, the component retainer **42** can be any suitable holder.

**[0038]** The received cover region **44** is a region on the board surface **38** that the player can use to place any covers **52** that are received by other players in the game, as explained in greater detail below.

#### Playing the Game

**[0039]** Although it is recognized that the rules of the game can vary widely depending upon the desires of the players, the rules of one embodiment of the game will now be described.

**[0040]** Each player chooses a predetermined number of response cards from that respective player's collection of response cards. In one embodiment, each player chooses eight response cards and places them into the response card retainer array. The response cards can be chosen, for example, based on the types of questions or other requests that the player would want to ask of the remaining players.

**[0041]** Each player also chooses one variable board component which is then attached to, and becomes part of, the game board of that respective player. The game board can be pre-dated, or it can be manually dated by the player. In one embodiment, each player announces the title of that player's variable board component to the other players. Further, if two players have chosen the same variable board component, one of the players is selected by any suitable means to choose a different variable board component so that all players have chosen a different variable board component from one another. The players can then fill out the game board with all pertinent information, including the date, the names of the other players, etc.

**[0042]** In one embodiment, the youngest player is selected to take the first turn. Because each player's turn proceeds in a substantially similar manner, only one player's turn will be described herein (also referred to as the "first player"). It is recognized that any of the players can be the first player.

**[0043]** FIG. **7** is a flow chart of one embodiment of the first player's turn. It is noted that the steps indicated in FIG. **7** can occur in a different sequence, or certain steps can be omitted or added. Stated another way, variations on the steps shown in FIG. **7** are too numerous to describe in this disclosure. It should be recognized, however, that FIG. **7** is not intended to limit the types or number of steps that may occur during a player's turn in any manner, but rather to describe one possible embodiment of a player's turn.

**[0044]** In the embodiment described with respect to FIG. **7**, at step **80**, the first player exposes one board component indicia on the first player's variable board component. For example, this can be achieved by removing the cover over one of the board component indicia, or by any other suitable method, depending upon the design of the variable board component.

**[0045]** At step **82**, the first player announces the board component indicia to the remaining players. For example, in one embodiment, the board component indicia can be a character's name, e.g., "Flora", or a description of the effect of the card, e.g., "Dare", or any other suitable type of card. In any event, the board component indicia corresponds to the response card indicia that are included on one or more of the other player's response cards. In one embodiment, the board component indicia can be identical to the response card indicia on the response cards of other players. Alternatively, the board component indicia can be related to or associated with, although not necessarily identical to, the response card indicia of one or more of the other players.

**[0046]** At step **84**, the first player determines which of the other players are responding to the first player's announcement. For instance, each player who wants to respond can raise her respective hand, or can in some other suitable way, show her intent to respond to the first player's announcement. In one embodiment, if none of the other players has an appropriate response card indicia in response to the announcement of the first player, and consequently no response from another player is made to the first player, the first player can use one of the first player's own response cards, if available.

**[0047]** At step **86**, the first player determines from which other player to accept a response. The player that is chosen by the first player is referred to herein as the "responding player". The first player can then provide the cover that previously concealed the first player's board component indicia to the responding player.

**[0048]** At step **88**, the responding player can place the cover over the response card used by the responding player to respond to the first player (also referred to herein as the "operative response card"). In one embodiment of the rules, the responding player can place the cover on the response card retainer, or on the response card itself.

**[0049]** At step **90**, the responding player asks the question or otherwise reads the statement to the first player indicated on the operative response card.

**[0050]** At step **92**, the first player answers or otherwise responds to the question read by the responding player. In one embodiment, the question can be in the form of a dare, a request for information, or any other statement or questions requiring a response from the first player.

**[0051]** At step **94**, the first player records the name of the responding player in the appropriate location on the game board of the first player.

**[0052]** The steps indicated in FIG. **7** continue until all players have had four turns (or some other predetermined number



of turns). Once this has occurred, each player who has written the names of four players in the appropriate spaces on that player's game board can then read aloud the Promise section to the other players. All such players can then also read the names they have written (offering players). Each player's name that is read can then share the promise together or participate in any activity that may be indicated in the Promise section.

**[0053]** The players can then remove the cover(s) they have each collected and decorate their respective game boards with them by placing the covers in the received cover region of the game board, for example. Once this has been completed, each player can save the game board in the assembly retainer or some other location, and can reflect back on the game at some future date. In one embodiment, the game board is used only once, and the recordings by the player and the covers collected from other players remain on the game board as momentos. Alternatively, the game boards can be erased and the covers removed so that the game boards can be reused.

**[0054]** Although the specific genre of the game can be varied, in one embodiment, the game takes the form of a scrapbook or diary game. In this embodiment, players are encouraged to play the game on a daily or otherwise periodic basis. With this design, the players can save the used game boards as keepsakes, which can include the player's own diary or scrapbook entries. The player can then maintain and occasionally review the used game boards, which will have a record of the players, the popular music at the time, and the thoughts and feelings of the player, etc., in a somewhat similar manner as an actual diary or scrapbook.

**[0055]** While the particular interactive game **10** as herein shown and disclosed in detail is fully capable of obtaining the objects and providing the advantages herein before stated, it is to be understood that it is merely illustrative of the presently preferred embodiments of the invention and that no limitations are intended to the details of construction or design herein shown other than as described in the appended claims.

What is claimed is:

**1.** A method for playing an interactive game by a first player and a second player, the method comprising the steps of:

- providing a first game board assembly to be used by the first player, the first game board assembly including a first game board;
- providing a separate second game board assembly to be used by the second player, the second game board assembly including a second game board;
- choosing a first variable board component, the first variable board component having a first cover that conceals a first board component indicia;
- attaching the first variable board component to the first game board;
- removing the first cover to reveal the first board component indicia; and
- attaching the first cover to the second game board assembly, the position of attachment of the first cover onto the second game board assembly being based on the first board component indicia revealed upon removal of the first cover from the first game board assembly.

**2.** The method of claim **1** further including the steps of choosing a plurality of second response cards, and reading one of the plurality of second response cards based upon the first board component indicia that is revealed when the first cover is removed.

**3.** The method of claim **2** further including the steps of choosing a second variable board component having a second cover that conceals a second board component indicia, the second player attaching the second variable board component to the second game board, and the second player removing the second cover to reveal the second board component indicia.

**4.** The method of claim **3** further including the steps of choosing a plurality of first response cards, and reading one of the plurality of first response cards based upon the second board component indicia that is revealed when the second cover is removed.

**5.** The method of claim **3** wherein the first variable board component includes a plurality of first covers that each conceals one of a plurality of first board component indicia on the first variable board component, wherein each of the plurality of first board component indicia is revealed during the course of the game, wherein the second variable board component includes a plurality of second covers that each conceals one of a plurality of second board component indicia on the second variable board component, and wherein each of the plurality of second board component indicia is revealed during the course of the game.

**6.** The method of claim **1** wherein the step of providing a first game board assembly includes the first game board assembly including a first single-use game board, and wherein the step of providing a second game board assembly includes the second game board assembly including a second single-use game board.

**7.** The method of claim **1** wherein the step of providing a first game board assembly includes the first game board having a plurality of first writing lines; and further including the step of recording current first diary-type information on the first writing lines.

**8.** The method of claim **1** wherein the step of providing a second game board assembly includes the second game board having a plurality of second writing lines; and further including the step of the second player recording current second diary-type information on the second writing lines.

**9.** The method of claim **1** further comprising the steps of providing a separate third game board assembly to be used by a third player, the third game board assembly including a third game board; and providing a separate fourth game board assembly to be used by a fourth player, the fourth game board assembly including a fourth game board.

**10.** A method for playing an interactive game by a first player and a second player, the method comprising the steps of:

- providing a first game board assembly to be used by the first player, the first game board assembly including a first single-use game board having a board surface;
- providing a separate and spaced apart second game board assembly to be used by the second player;
- choosing a first variable board component, the first variable board component having a first cover that conceals a first board component indicia;
- selectively attaching the first variable board component to the board surface;
- removing the first cover to reveal the first board component indicia.

**11.** The method of claim **10** wherein the step of providing a separate and spaced apart second game board assembly includes the step of providing a separate and spaced apart

second game board assembly to be used by the second player, the second game board assembly including a second single-use game board.

**12.** The method of claim **11** further including the steps of choosing a second variable board component having a second cover that conceals a second board component indicia; the second player attaching the second variable board component to the second single-use game board; and the second player removing the second cover to reveal the second board component indicia.

**13.** The method of claim **12** wherein the first variable board component includes a plurality of first covers that each conceals one of a plurality of first board component indicia on the first variable board component, wherein each of the plurality of first board component indicia is revealed during the course of the game, wherein the second variable board component includes a plurality of second covers that each conceals one of a plurality of second board component indicia on the second variable board component, and wherein each of the plurality of second board component indicia is revealed during the course of the game.

**14.** The method of claim **12** further including the steps of retaining a plurality of first response cards in a first response card retainer, and choosing and reading one of the plurality of first response cards based upon the second board component indicia that is revealed when the second cover is removed.

**15.** The method of claim **14** wherein the step of retaining a plurality of first response cards includes at least one of the plurality of first response cards being a Dare card that includes a dare to one of the players.

**16.** The method of claim **14** wherein the step of retaining a plurality of first response cards includes at least one of the plurality of first response cards being a Favorite card that includes a question directed to a favorite of one of the players.

**17.** The method of claim **14** wherein the step of retaining a plurality of first response cards includes at least one of the plurality of first response cards being a Secret card that requests a secret from one of the players.

**18.** The method of claim **10** further including the steps of retaining a plurality of second response cards in a second response card retainer, and choosing and reading one of the plurality of second response cards based upon the first board component indicia that is revealed when the first cover is removed.

**19.** The method of claim **10** wherein the step of providing a first game board assembly includes the step of providing a first game board assembly having a plurality of first single-use game boards, and further includes the step of retaining the plurality of first single-use game boards in a first assembly retainer.

**20.** The method of claim **19** wherein the step of providing a first game board assembly having a plurality of first single-use game boards includes at least one of the plurality of first single-use game boards being a used game board from a previously-played game that has been permanently altered as a result of the previously-played game.

**21.** The method of claim **10** further including the step of retaining the first variable board component in a first component retainer.

**22.** The method of claim **10** wherein the step of providing a first game board assembly includes the first single-use game board having a plurality of first writing lines; and further including the step of recording current first diary-type information on the first writing lines.

**23.** The method of claim **10** further comprising the steps of providing a separate and spaced apart third game board assembly to be used by a third player, the third game board assembly including a third single-use game board; and providing a separate and spaced apart fourth game board assembly to be used by a fourth player, the fourth game board assembly including a fourth single-use game board.

**24.** A method for playing an interactive game by a first player and a second player, the method comprising the steps of:

providing a first game board assembly to be used by the first player, the first game board assembly including a first game board having a plurality of first writing lines; providing a separate second game board assembly to be used by the second player, the second game board assembly including a second game board; entering first diary-type information into the plurality of first writing lines; choosing a first variable board component, the first variable board component having a first cover that conceals a first board component indicia; attaching the first variable board component to the first game board; removing the first cover to reveal the first board component indicia; choosing a second variable board component; attaching the second variable board component to the second game board.

**25.** The method of claim **24** wherein the step of providing a separate second game board assembly includes the second game board having a plurality of second writing lines; and further including the step of the second player entering second diary-type information into the plurality of second writing lines.

**26.** The method of claim **24** wherein the step of entering includes the first diary-type information including the date and the players of the game.

**27.** The method of claim **24** wherein the step of entering includes the first diary-type information including information learned by the first player during the playing of the game.

**28.** The method of claim **24** further including the steps of choosing a second variable board component having a second cover that conceals a second board component indicia; the second player attaching the second variable board component to the second game board; and the second player removing the second cover to reveal the second board component indicia.

**29.** The method of claim **28** wherein the first variable board component includes a plurality of first covers that each conceals one of a plurality of first board component indicia on the first variable board component, wherein each of the plurality of first board component indicia is revealed during the course of the game, wherein the second variable board component includes a plurality of second covers that each conceals one of a plurality of second board component indicia on the second variable board component, and wherein each of the plurality of second board component indicia is revealed during the course of the game.

**30.** The method of claim **28** further including the steps of retaining a plurality of first response cards in a first response card retainer, and choosing and reading one of the plurality of first response cards based upon the second board component indicia that is revealed when the second cover is removed.

**31.** The method of claim **30** wherein the step of retaining a plurality of first response cards includes at least one of the

plurality of first response cards being a Dare card that includes a dare to one of the players.

**32.** The method of claim **30** wherein the step of retaining a plurality of first response cards includes at least one of the plurality of first response cards being a Favorite card that includes a question directed to a favorite of one of the players.

**33.** The method of claim **30** wherein the step of retaining a plurality of first response cards includes at least one of the plurality of first response cards being a Secret card that requests a secret from one of the players.

**34.** The method of claim **24** further including the steps of retaining a plurality of second response cards in a second response card retainer, and choosing and reading one of the plurality of second response cards based upon the first board component indicia that is revealed when the first cover is removed.

**35.** The method of claim **24** wherein the step of providing a first game board assembly includes the step of providing a

first game board assembly having a plurality of first game boards, and further includes the step of retaining the plurality of first game boards in a first assembly retainer.

**36.** The method of claim **35** wherein the step of providing a first game board assembly having a plurality of first game boards includes at least one of the plurality of first game boards being a used game board from a previously-played game that has been permanently altered as a result of the previously-played game.

**37.** The method of claim **24** further comprising the steps of providing a separate third game board assembly to be used by a third player, the third game board assembly including a third game board; and providing a separate fourth game board assembly to be used by a fourth player, the fourth game board assembly including a fourth game board.

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