**GAME PLAY OF THIRTY LIKE ITEMS**

Inventors: Russell Warren Mullins, Tulsa, OK (US); Stephen Wayne Mullins, Tulsa, OK (US)

Correspondence Address: RUSSELL W. MULLINS 6968 E 15TM PL Tulsa, OK 74112-7433 (US)

**Publication Classification**

- Int. Cl. A63F 9/24 (2006.01)
- A63F 9/04 (2006.01)

**ABSTRACT**

The present invention relates to a method of playing a game in which the players determine a value for a point total that would equal a win and a total of wins that would equal a champion. For example, one point equals a win and one win equals a champion or three points equal a win and four wins equal a champion. Each player is assigned a number or draws a number or chooses a number from 1 to 6. A method of generating a set of five numbers with six possibilities each is used for the initial roll. The flow of the game is specific upon the evaluation of the first roll and subsequent rolls. In all cases colors, shapes or dice can be substituted for numbers. A point occurs with a match of four and a win occurs with a match of five. Players continue to roll as long as on each roll the player has at least one match. Players hold the items that match and roll the remainder. All players have a chance to win on an initial roll. In all cases the spin of a set of spinners or flip over of a set of cards can substitute for a roll. The presentation of the game can be virtual or physical.

```plaintext
WIN - If PlayerSwin$Champion Total$ then "END" else "NEW ROUND"

NEW ROUND - carry all player$win$ totals

Next Player (set next player)

END - Display Players$ is the Champion

Hold - One number from last set matches next players number - goto "P#B"

Two numbers from last set match next players number- goto "P#C"

Else - Nothing- Nothing

Roll Five - no numbers

Hit enter to: View(display)VD# outcome.

One Match "P#A" goto "P#A"

Two Match "P#C"
```

FIGURE

- Select View(display) setting.
  1. 3D dice (VD=1)
  2. Flipping Cards (VD=2)
  3. Shapes (VD=3)
  4. Colors (VD=4)

- Number of Players (2 to 6)
- Players"",Players"",Players"..." Players pick a "point total" that would equal a win. (POINT$).
- Players pick a number of wins that equal a "Champion" (CHAMPION TOTAL$).

- Each player is assigned a number (1 to 6). Randomize

- Player with lowest number goes first.

- Play begins with one set of five numbers (five randomize numbers, each 1 thru 6)

- Hit enter to: View(display)VD# outcome.

- P#$A=(Players$) goto "P#$A" (22)
- One Match "P#$B" (48)
- Two Match "P#$C" (72)
Select View(display) setting.
1. 3D dice (VD=1)
2. Flipping Cards (VD=2)
3. Shapes (VD=3)
4. Colors (VD=4)

Number of Players (2 to 6)
Players... Players pick a "point total" that would equal a win. (POINT #).
Players pick a number of wins that equal a "Champion" (CHAMPION TOTAL #).

Each player is assigned a number (1 to 6). Randomize
Player with lowest number goes first.
Play begins with one set of five numbers (five randomize numbers, (each 1 thru 6))
Hit enter to:
View(display)VD# outcome.

P#A=(Players')
goto "P#A"

Win - If
Player's win=Champion
Total# then "END" else "NEW ROUND"

NEW ROUND
Next Player (set next player)
END - Display Players is the Champion

Hold
One number from last set matches next players number - goto "P#B"
Two numbers from last set match next players number - goto "P#C"
Else - Nothing - Nothing

Roll Five - no numbers match next players number, Display "Roll Five"

View(display)VD#)

One Match "P#B"
Two Match "P#C"

Fig. 1
GAME PLAY OF THIRTY LIKE ITEMS

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] Not Applicable

FEDERALLY SPONSORED RESEARCH

[0002] Not Applicable

SEQUENCE LISTING OR PROGRAM

[0003] Not Applicable

BACKGROUND OF THE INVENTION

[0004] 1. Field of the Invention
[0005] The invention relates to games, such as a game in which a set of five similar items are analyzed to determine the flow of the game.

[0006] 2. Prior Art
[0007] Variations in games use five dice to generate points or gain points based on a specific roll. In games such as Yatzee five dice are rolled and the player has a choice of points or one additional roll for higher points. The winner of the game is one with the most points.

[0008] 3. Objects and Advantages
[0009] You win on a five of a kind or reach a point total.
[0010] It is desirable to provide a game using a simple concept, which is easy to learn, fast paced and can produce a winner on a single turn.

SUMMARY OF THE INVENTION

[0011] The present invention relates to a method of playing a game in which players choose a point total that would equal a Win, and a win total that would equal a Champion. Each player draws a number one thru six. The first player rolls five die. If all five match player’s number, player wins. As long as a player has a match the player holds the ones that match and rolls the remainder attempting to match all five. Should a player match all five of any other number, then that player with a match showing gets a win. If a player has four that match, player gets one point. Should a player have a match of four and not at least one match of players own then player showing the four that match gets a point, and an out of turn chance for a win. If a player gets three to match without matching at least one of players own numbers then the player showing the three gets an out of turn chance for point. If player gets at least a match, player can continue for a win. Should a player not get at least one match of players own number then it is the next players turn. On a player’s final turn if the one or two numbers match the next player’s number then the next player can hold the one or two that match and roll the remainder. If on a player’s final turn the next player has no matches the next player rolls all five die.

DRAWINGS

[0012] FIG. 1, FIG. 2 and FIG. 3 collectively, present a specific flow chart of a method of playing a game

REFERENCE NUMERALS

[0013] (12) required characteristics of a win and champion are determined
[0014] (22) initial/main function

[0015] (52) second/main function
[0016] (76) third/main function
[0017] (58) fourth/main function
[0018] (40) fifth/main function
[0019] (44) sixth/main function
[0020] (60) seventh/main function
[0021] (64) key function (a.)
[0022] (70) key function (b.)

DETAILED DESCRIPTION

[0023] Reference will now be made in greater detail to a preferred embodiment of the invention, an example of which is illustrated in the accompanying drawings. Wherever possible, the same reference numerals will be used throughout the drawings and the description to refer to the same or like parts.

[0024] FIG. 1, FIG. 2 and FIG. 3 collectively, present a specific flow chart of a method of playing a game using thirty like items. In block 8 a selection of the appearance of the items can be made. In one embodiment, dice can be used. In an alternate embodiment, the appearance can be cards. In an alternate embodiment, the appearance can be shapes. In an alternate embodiment the appearance of like items can be colors, for example, red, blue, green, yellow, white and black.

[0025] In an alternate embodiment, five dice can be used as game pieces.

[0026] Alternatively, thirty playing cards having six sets of five like items printed on one side could be used as game pieces.

[0027] In an alternate embodiment, five spinners with six slots each could be used as game pieces. It will be appreciated that other characteristics, i.e. different colors or shapes on the game pieces, can be used with the teachings of the present invention.

[0028] In block 12, certain characteristics of the game are determined.

[0029] In block 14, each player is assigned a number. In an alternate embodiment players could draw a number. In an alternate embodiment players could draw a card. In an alternate embodiment players could roll one die. Alternatively, players could choose a game piece showing what item player must match.

[0030] In block 18, five numbers are generated, each random 1 thru 6. In block 22, the five numbers are analyzed. The possibilities are as follows: a. player wins, b. player gets one point, c. player has three that match and continues, d. player has two that match and continues, e. player has one match and continues, f. another player wins, g. another player gets a point and gets an out of turn chance to win, h. another player has three that match and gets an out of turn chance for point and win, i. it becomes the next players turn.

[0031] In block 52, the player has one match, four numbers have been generated, each random 1 thru 6 and the outcome is analyzed. The possibilities are as follows: a. player wins, b. player gets one point, c. player has two that match and continues, d. player has one match and continues, e. another player gets a point and gets an out of turn chance to win, g. another player has three that match and gets an out of turn chance for point and win, h. it becomes the next players turn.

[0032] In block 76, the player has two that match, three numbers have been generated, each random 1 thru 6. The possibilities are a. player wins, b. player gets one point, c. player has one match and continues, e. another player has
three that match and gets an out of turn chance for point and win, if it becomes the next players turn.

[0033] In block 58, the player has three that match, two numbers have been generated and the possibilities are: a. the player wins, b. the player gets one point or c. it becomes the next players turn.

[0034] In block 40, the player has four that match, on this turn player can win with one match or it becomes the next players turn.

[0035] In block 44, play has become the next players turn. On this turn, player has a match showing from the last set, player keeps the one or two that match to start with.

[0036] In block 60, play is to the next player, there are no numbers that match this players number.

[0037] In block 64, play has come to an out of turn player; this player gets a chance for a point and/or win. Regular play order continues afterward.

[0038] In block 70, another player will receive a point and an out of turn chance to win. Regular play order continues afterward.

[0039] In one embodiment the game is played on a video screen or over the Internet. Alternatively the game is played with dice or cards or spinners.

[0040] It is to be understood that the above-described embodiments are illustrative of only a few of many possible specific embodiments, which can represent applications of the principles of the invention. Numerous and varied other arrangements can be readily devised in accordance with these principles by those skilled in the art without departing from the spirit and scope of the invention.

1. A method of playing a game comprising the steps of; a. determining a point value that would equal a win; b. determining a total number of wins that would equal a champion; c. assigning a number to each player; d. generating a set of 5 numbers; e. analyzing said numbers to determine flow of said game.

2. The method of claim 1 wherein in step d. said generation is done electronically.

3. The method of claim 1 wherein in step d. said generation is by rolling five dice.

4. The method of claim 1 wherein in step d. said generation is by drawing five cards.

5. The method of claim 1 wherein in step d. said numbers are colors.

6. The method of claim 1 wherein in step d. said numbers are shapes.

7. The method of claim 1 wherein in step c. said assigning is done by drawing a card.

8. The method of claim 1 wherein in step c. said assigning is done by rolling one die.

9. The method of claim 1 wherein the game is played on a video machine.

10. The method of claim 1 wherein the game is played with five dice.

11. The method of claim 1 wherein the game is played with thirty cards.

12. The method of claim 1 wherein the game is played with five spinners.

13. The method of claim 1 wherein the game is played in a casino.

14. The method of claim 1 wherein the game is played over the Internet.

* * * *