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(54) Title: QUIZ-NESTED QUIZ GAME AND SYSTEM THEREFORE

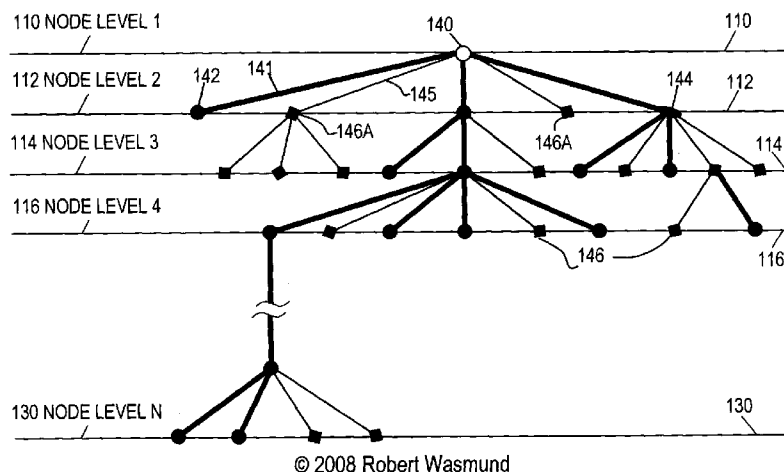


FIG. 1

(57) Abstract: One detailed embodiment of a quiz-nested quiz game and system therefore, played by one or by one or more players. Each quiz comprises one information fragment for its answer and one for each clue. A unique identifier (3710A) is assigned to the information fragments. The uniquely identified information fragments are associated into a quiz structure. Non-terminal members are an answer in one quiz and a clue in an associated quiz. A system means comprises exposure (412A1, 230A1, 220A5), guessing (416, 220A4) and validation means. A user interface for the detailed embodiment and other possible embodiments is supplied. Clues in one quiz can be selectively exposed (412A1) to the player(s), who can provide a guess (416A) at the associated answer. The guess is validated, and, depending on the validation result, the associated answer is exposed as a clue (230A1) in a different, associated quiz. Other embodiments are described and shown.

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AMENDED CLAIMS
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1. A system for playing a quiz game, played by one or by one or more players, comprising:
 - (a) a plurality of clues;
 - (b) a plurality of answers;
 - (c) a plurality of clue/answer pairs, each comprising:
 - i. one of said clues, and
 - ii. one of said answers;
 - (d) a system means, which system means will:
 - i. reveal a clue comprised by a specific clue/answer pair, termed a lower clue/answer pair, to said player(s);
 - ii. allow a player from among said player(s) to provide a guess at the answer comprised by said lower clue/answer pair;
 - iii. accept said guess at said answer comprised by said lower clue/answer pair;
 - iv. validate said guess at said answer comprised by said lower clue/answer pair to determine a validation result;
 - v. depending on said validation result, reveal a clue comprised by a specific clue/answer pair, termed the upper clue/answer pair, to said player(s),whereby a guess at said answer comprised by said lower clue/answer pair may yield a clue to an answer comprised by said upper clue/answer pair.
2. The system of claim 1, wherein said answer comprised by said lower clue/answer pair, and said clue comprised by said upper clue/answer pair are related.
3. The system of claim 1, wherein said answer comprised by said lower clue/answer pair, and said clue comprised by said upper clue/answer pair are equivalent.

4. The system of claim 1, wherein said system means will further:
 - (a) provide an indication of said answer comprised by said upper clue/answer pair to said player(s);
 - (b) provide a selector means to allow said player(s) to select said clue comprised by said lower clue/answer pair;
 - (c) attach said selector means to said indication of said answer comprised by said upper clue/answer pair,whereby said player(s) may use said selector means attached to said indication of said answer comprised by said upper clue/answer pair to select said clue comprised by said lower clue/answer pair.
5. The system of claim 4, wherein said system means includes one or more electronic gaming devices.
 6. The system of claim 5, wherein said system means further comprises a computer program means to associate said answer comprised by said lower clue/answer pair with said clue comprised by said upper clue/answer pair.
7. The system of claim 1, wherein said system means includes one or more electronic gaming devices.
8. The system of claim 1, wherein said system means includes one or more computers.
9. The system of claim 1, wherein said system means further comprises a persistent computer storage means to associate said answer comprised by said lower clue/answer pair with said clue comprised by said upper clue/answer pair, and to associate one of said clues with one of said answers for each of said plurality of clue/answer pairs.
10. The system of claim 1, wherein said system means further comprises a runtime computer program means to associate said answer comprised by said lower clue/answer pair with said clue comprised by said upper clue/answer pair, and to associate one of said clues with one of said answers for each of said plurality of clue/answer pairs.

18. A system for playing a quiz game, played by one or more players, for providing entertainment, and/or for testing knowledge, and/or for enhancing the general knowledge and associative ability of a player, said system comprising:
- (a) a plurality of quizzes, each comprising:
 - i. one or more clues, each of said clues having a content comprising data, and
 - ii. a corollary answer to said clue or clues, said answer having a content comprising data, and
 - (b) an upper quiz from among said plurality of quizzes, and
 - (c) a lower quiz from among said plurality of quizzes, and
 - (d) an association means for associating said upper quiz and said lower quiz, wherein the content of said corollary answer of said lower quiz is equivalent to the content of a specific clue belonging to said upper quiz,
- whereby said system includes two related quizzes comprising two quiz levels.
19. The system of claim 18, wherein said association means further includes a computer program means.
20. The system of claim 18, further comprising one or more electronic gaming devices.
21. The system of claim 18, further comprising a third quiz from among said plurality of quizzes, wherein said association means further includes a means for associating said upper quiz with said third quiz, wherein the content of said corollary answer of said upper quiz is equivalent to the content of a specific clue belonging to said third quiz, whereby said system includes three related quizzes comprising three quiz levels.
22. The system of claim 18, wherein said association means comprises a recursive association means, said recursive association means being able to associate an indefinite number of additional quizzes, wherein said upper quiz exists as a lower quiz in respect to an additional quiz, which additional quiz exists as an upper quiz in respect to it, whereby said system includes an indefinite number of related quizzes comprising an indefinite number of quiz levels.

23. A method for providing a skill game for one or more players, comprising:
- (a) indicating a phrase comprising one or more words which are initially unrevealed, and
 - (b) providing a word indicator means for displaying an indication of each unrevealed word, and
 - (c) providing a quiz display means for displaying one or more quiz(zes) which can each be solved to reveal a clue, and
 - (d) relating said clues to said words, wherein one of said clues may assist in the cognitive solution of one of said words, and
 - (e) providing one or more exposure means for revealing each unrevealed word comprised by said phrase, one of said exposure means further comprising:
 - i. accepting a guess for at least one unrevealed word, and
 - ii. validating said guess, and
 - iii. revealing said unrevealed word(s) that were the subject of said guess, based on said guess being successful,
- whereby multiple levels of problem solving are integrated in a single game iteration.
24. The method of claim 23, wherein said phrase comprises at least two of said initially unrevealed words.
25. The method of claim 24, further comprising:
- (a) providing a categorization means for displaying a list of one or more categories from which one or more of said quiz(zes) can be selected, and
 - (b) providing an attachment means for attaching said list of categories to an indication of an unrevealed word, whereby said list of categories is displayed based on a player selecting on or near said indication of an unrevealed word.
26. The method of claim 23, further comprising providing a categorization means for displaying a list of one or more categories from which one or more of said quiz(zes) can be selected.
27. The method of claim 26, further comprising providing an attachment means for attaching said list of categories to an indication of an unrevealed word, whereby said list of categories is displayed based on a player selecting on or near said indication of an unrevealed word.
28. The method of claim 23, wherein said word indicator means further comprises displaying at least one of said words within a group of text, such that said word is effectively unrevealed.

29. The method of claim 23, wherein said word indicator means further comprises substituting a special masking character in place of each revealed character of at least one of said words, whereby the character length of said word(s) is evident while it is unrevealed.
30. The method of claim 23, wherein at least one of said clues is the substantive answer of the quiz that was solved to reveal it.
- 31.** A method for providing a skill game for one or more players comprising:
- (a) indicating a phrase comprising two or more words which are initially unrevealed, and
 - (b) providing a word indicator means for displaying an indication of each unrevealed word, and
 - (c) providing one or more exposure means for revealing each unrevealed word comprised by said phrase, one of said exposure means further comprising:
 - i. displaying a quiz from among one or more quiz(zes), and
 - ii. accepting a guess at said quiz, and
 - iii. validating a guess at said quiz, and
 - iv. revealing one of said words based on a successful guess at said quiz,whereby multiple levels of problem solving are integrated in a single game iteration.
32. The method of claim 31, further comprising:
- (a) providing a categorization means for displaying a list of one or more categories from which one or more of said quiz(zes) can be selected, and
 - (b) providing an attachment means for attaching said list of categories to an indication of an unrevealed word, whereby said list of categories is displayed based on a player selecting on or near said indication of an unrevealed word.
33. The method of claim 31, wherein at least one of said words is equivalent to the substantive answer of a quiz that was solved to reveal it.
34. The method of claim 31, wherein at least one of said words is grammatically related to the answer of a quiz that was solved to reveal it.
35. The method of claim 31, wherein at least one of said words is thematically related to the answer of a quiz that was solved to reveal it.
- 36.** A data structure embodied on a computer-readable medium for use with a system for playing a game, said data structure comprising a means for linking two or more quizzes.

37. The data structure of claim 36, further comprising a plurality of nodes, wherein:
- (a) a first node is related to a second node and a second node is related to a third node, and
 - (b) said first node represents a clue in a first quiz, and
 - (c) said second node represents both an answer in said first quiz and a clue in a second quiz, and
 - (d) said third node represents an answer in said second quiz,
- whereby at least three nodes are related to provide at least two linked quizzes.
38. The data structure of claim 37, wherein said data structure is in conformance with a database schema for accessing and managing content managed data in a database.
39. The data structure of claim 38, wherein said data structure is in substantial conformance to an implementation of the Standard Generalized Markup Language.
40. A method for generating a data structure embodied on a computer-readable medium for use with a system for providing a game having linked quizzes, comprising:
- (a) generating a plurality of nodes, which comprises assigning a unique identifier to an information fragment for each of said nodes, and
 - (b) relating three or more of said nodes into a node chain, wherein:
 - i. a first node is related to a second node and a second node is related to a third node, and
 - ii. said first node represents a clue in a first quiz, and
 - iii. said second node represents both an answer in said first quiz and a clue in a second quiz, and
 - iv. said third node represents an answer in said second quiz,
- whereby at least three nodes are related to provide at least two linked quizzes.
41. The method of claim 40, wherein said data structure is in conformance with a database schema for accessing and managing content managed data in a database.
42. The method of claim 40, wherein said data structure is further embodied on one or more data file(s).
43. The method of claim 42, wherein one or more of said data file(s) are substantially in conformance to an implementation of the Standard Generalized Markup Language.