



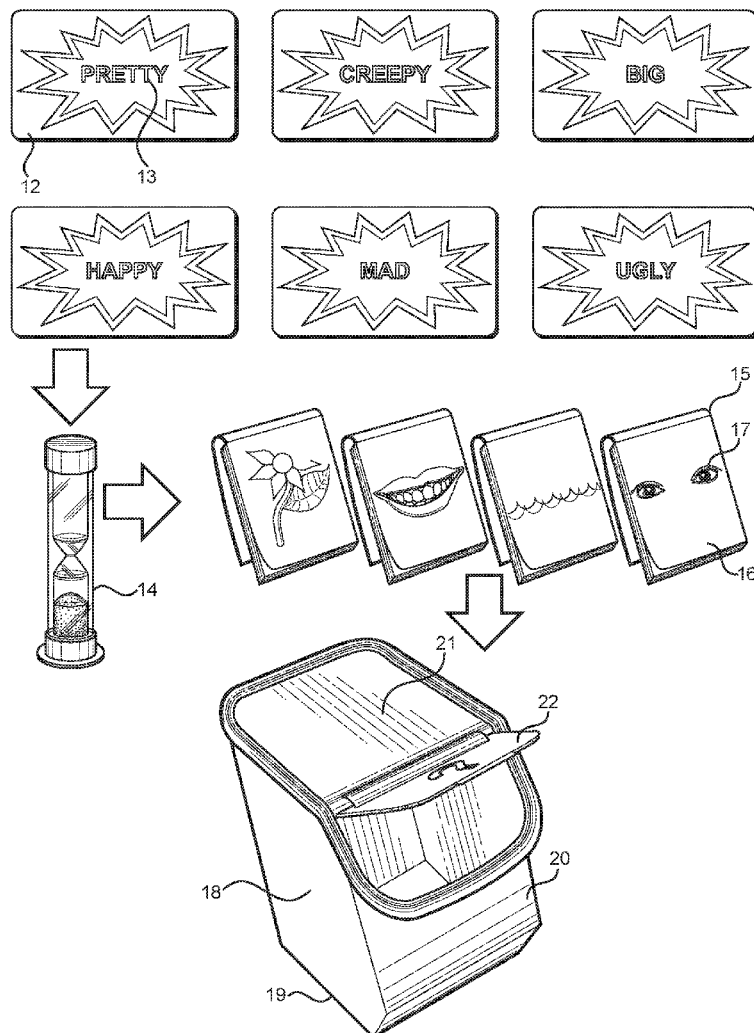
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(19) **United States**(12) **Patent Application Publication**
Betsworth(10) **Pub. No.: US 2017/0136343 A1**(43) **Pub. Date: May 18, 2017**(54) **MATCHING CARD GAME AND METHOD OF PLAY**(52) **U.S. Cl.**CPC *A63F 1/04* (2013.01); *A63F 1/00* (2013.01); *A63F 2001/0475* (2013.01)(71) Applicant: **Arin Betsworth**, Grants Pass, OR (US)(72) Inventor: **Arin Betsworth**, Grants Pass, OR (US)(21) Appl. No.: **15/352,704**(22) Filed: **Nov. 16, 2016****Related U.S. Application Data**

(60) Provisional application No. 62/255,655, filed on Nov. 16, 2015.

Publication Classification(51) **Int. Cl.***A63F 1/04* (2006.01)*A63F 1/00* (2006.01)(57) **ABSTRACT**

An interactive image matching game and method of play. The matching game includes a plurality of expression cards each having a first indicia indicating a descriptive word and a plurality of sheets of paper each having a second indicia showing a partial image. In play, a player selects an expression card and then completes a first picture incorporating the second indicia within the first picture. The player places the first picture in a secret container and selects a second picture drawn by a second player from the container. The first player guesses the identity of the second player based on the second picture. Further, the first player guesses the word displayed on the expression card received by the second player based on the second picture. Points are acquired with correct guesses. A timer is used to account for a duration in which a player has to complete a first drawing.



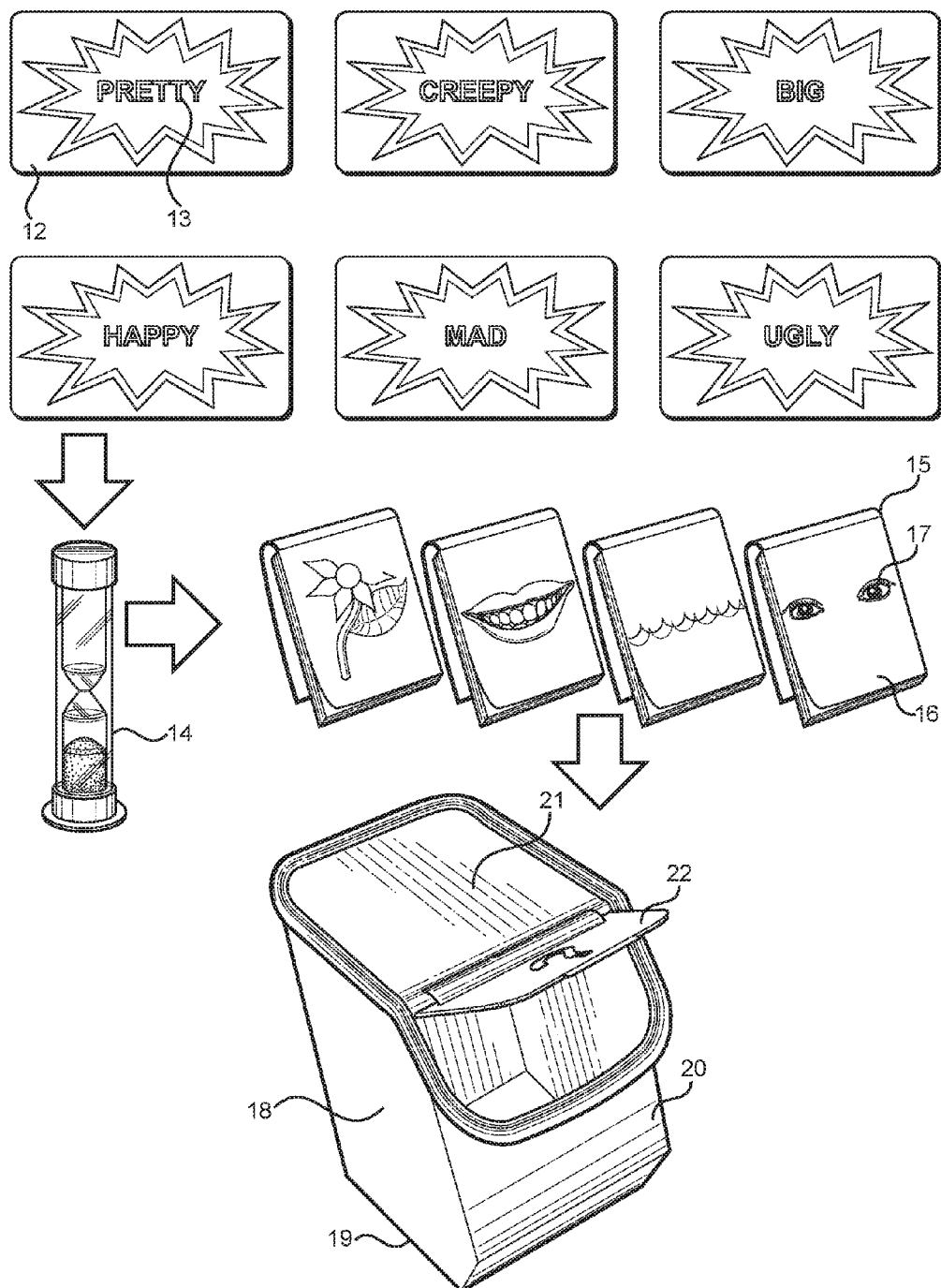


FIG. 1

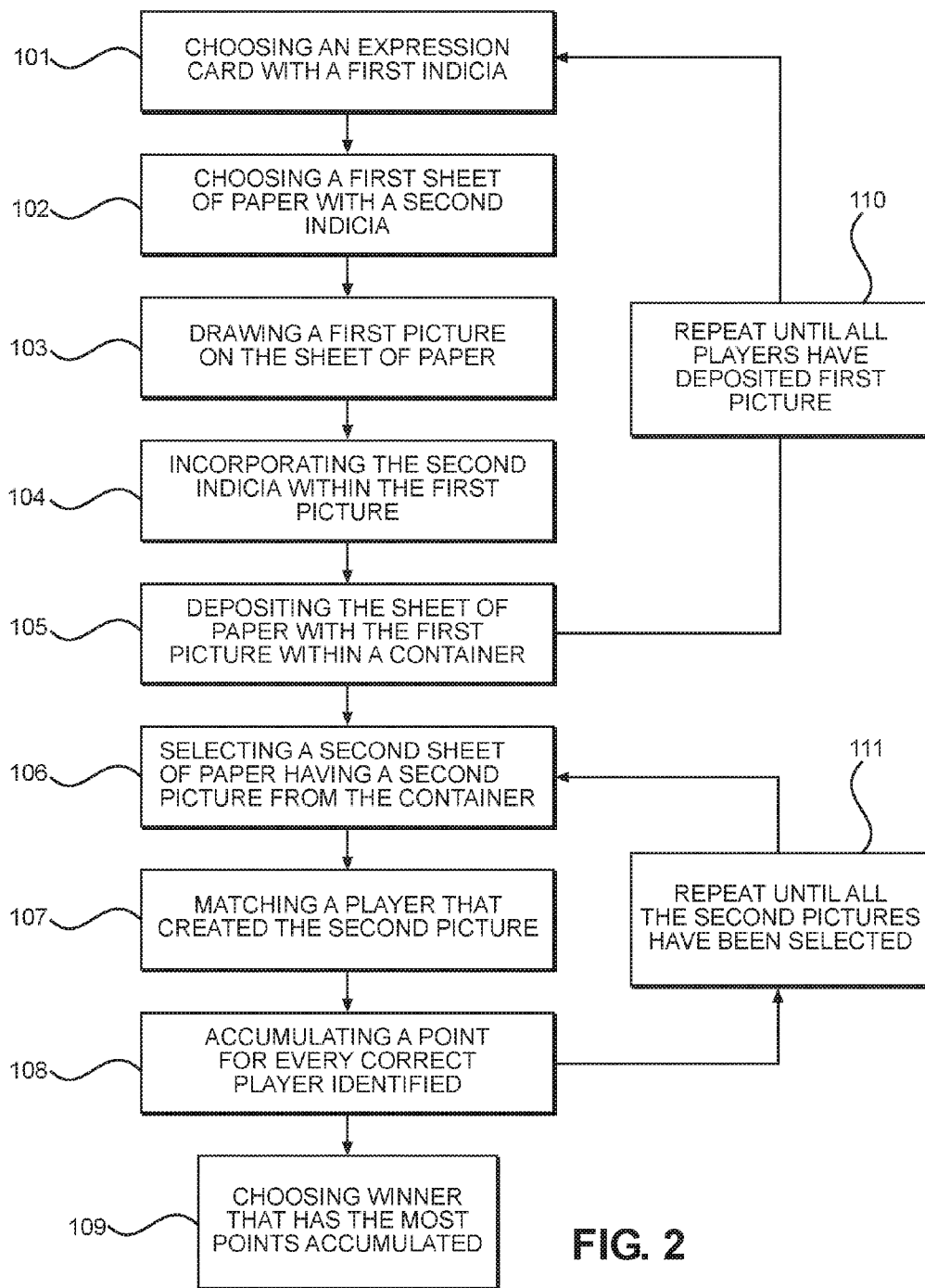


FIG. 2

MATCHING CARD GAME AND METHOD OF PLAY

CROSS REFERENCE TO RELATED APPLICATION

[0001] This application claims the benefit of U.S. Provisional Application No. 62/255,655 filed on Nov. 16, 2015. The above identified patent application is herein incorporated by reference in its entirety to provide continuity of disclosure.

BACKGROUND OF THE INVENTION

[0002] The present invention relates to matching games. More specifically, the present invention provides a game and method of play comprising expression cards each having a descriptive word thereon and sheets of paper each having a partial image thereon, wherein a first player completes a picture on a sheet of paper that illustrates the word and incorporates the partial image.

[0003] Many children and adults enjoy drawing and playing interactive games with one another. Existing games that incorporate a player drawing an image rely on the artistry of the player, who must draw an image from scratch. Therefore, there exists a need for a game and method of play that allows a player to incorporate a sheet of paper with a partial image pre-printed thereon.

[0004] Devices have been disclosed in the known art that relate to matching card games. These include devices that have been patented and published in patent application publications. These devices generally relate to a first player drawing an image on a blank paper and a second player guessing the name of the image. These devices fail to disclose a game and a method of play comprising a partial image pre-printed on a sheet of paper, wherein a player incorporates the partial image in a picture in relation to an expression card indicating a descriptive word, whereby the identity of the player and word are guessed by another player.

[0005] In light of the devices disclosed in the prior art, it is submitted that the present invention substantially diverges in design elements from the prior art and consequently it is clear that there is a need in the art for an improvement to existing matching card games and methods of play. In this regard the instant invention substantially fulfills these needs.

SUMMARY OF THE INVENTION

[0006] In view of the foregoing disadvantages inherent in the known types of matching card games and methods of play now present in the prior art, the present invention provides a new matching card game and method of play wherein the same can be utilized for providing convenience for the user when playing an interactive matching card game with one or more additional players.

[0007] It is therefore an object of the present invention to provide a new and improved matching card game and method of play that has all of the advantages of the prior art and none of the disadvantages. The matching card game includes a timer, a secret container, a plurality of expression cards each having a first indicia that indicates a word, such as an adjective, adverb, or other descriptive word, and a plurality of sheets of paper each having a second indicia showing a partial image. In play, a player selects an expression card and then completes a first picture, within a

pre-determined amount of time, incorporating the second indicia within the first picture. The player places the first picture in the secret container and selects a second picture drawn by a second player from the secret container. The first player guesses the identity of the second player based on the second picture. Further, the first player guesses the descriptive word displayed on the expression card received by the second player based on the second picture. Points are acquired with correct guesses.

BRIEF DESCRIPTIONS OF THE DRAWINGS

[0008] Although the characteristic features of this invention will be particularly pointed out in the claims, the invention itself and manner in which it may be made and used may be better understood after a review of the following description, taken in connection with the accompanying drawings wherein like numeral annotations are provided throughout.

[0009] FIG. 1 shows a diagram of an embodiment of the matching card game.

[0010] FIG. 2 shows a diagram of a method of play of the matching card game.

DETAILED DESCRIPTION OF THE INVENTION

[0011] Reference is made herein to the attached drawings. Like reference numerals are used throughout the drawings to depict like or similar elements of the matching card game and method of play. For the purposes of presenting a brief and clear description of the present invention, the preferred embodiment will be discussed as used for playing an interactive matching card game with one or more additional players. The figures are intended for representative purposes only and should not be considered to be limiting in any respect.

[0012] Referring now to FIG. 1, there is shown a diagram of an embodiment of the matching card game. The matching card game includes a timer **14**, a secret container **18**, a plurality of expression cards **12** each having a first indicia **13** indicating a descriptive word, and a plurality of sheets of paper **15** each having a second indicia **17** showing a partial image. In the illustrated embodiment, the timer **14** is an hourglass sand timer. However, in alternate embodiments, any suitable timer **14** is used, such as a digital timer. The timer **14** is adapted to alert a player when a predetermined amount of time has elapsed.

[0013] The secret container **18** comprises a base **19**, one or more sidewalls **20** and an open upper end, defining an interior volume. The secret container **18** is adapted to collect the plurality of sheets of paper **15** therein once a player has drawn a picture thereon. A lid **21** removably covers the upper end of the secret container **18**. The secret container **18** is composed of a material, such as solid or translucent material, adapted to prevent a player to view through the sidewalls **20** of the container **18** to see objects disposed within the interior volume. In the illustrated embodiment, the lid **21** comprises a movable flap **22** disposed at one end of the lid **21** that allows a player to deposit a sheet of paper within the container **18** without being able to view the interior volume of the container **18**. In some embodiments, the lid **21** comprises a slot configured to receive the sheet of paper **15**.

[0014] In the illustrated embodiment, each expression card **12** is rectangular in shape and comprises the first indicia **13** on a front surface thereof. The first indicia **13** is a word such as an adjective, adverb, or descriptive word. A non-exhaustive list of words are pretty, creepy, big, happy, hairy, mad, ugly, long, hard, funny, scary, old, cold, and wet, among others. In the illustrated embodiment, the first indicia **13** is a word, however, in alternate embodiments, the first indicia **13** comprises any suitable manner of conveying a description, such as emoticons.

[0015] In the illustrated embodiment, the plurality of sheets of paper **15** are compiled in the form of a notepad **16**, wherein each player receives a notepad during play. The second indicia **17** is disposed on a front surface of each sheet **15**. The second indicia is a pre-printed partial image. The pre-printed sheet of paper **15** is configured to receive writing thereon such that a player can complete the partial image and transform it into a first picture.

[0016] In the illustrated embodiment, a sheet of paper **15** from each of four notepads **16** are shown. The first notepad shows a partial image of a flower, whereas the second notebook shows a mouth or a partial image of a person's face. The third notepad shows a water line and the fourth notebook shows a pair of eyes. At the initiation of the game, the second indicia **17** has no relation to any specific expression card **12** or first indicia **13** disposed thereon. However, during the game, a player creates a first picture on the sheet of paper incorporating the second indicia **17** within the picture. The objective of the player is to express the first indicia, the descriptive word, by illustration on the first picture.

[0017] Referring now to FIG. 2, there is shown a diagram of a method of play of the matching card game. Each player is distributed a notepad having pre-printed sheets of paper therein, wherein each sheet of paper includes a second indicia. In play, a first player chooses an expression card **101**. The expression card will have a first indicia thereon indicating a descriptive word in which the first player will have to illustrate on a sheet of paper. The first player selects a first sheet of paper **102**. In some embodiments, the selection of the sheet of paper is random, wherein the player must choose without knowing what the second indicia is on the sheet. In other embodiments, the first player chooses the sheet of paper knowing the appearance of the second indicia prior to choosing.

[0018] The first player forms a first picture on the sheet of paper **103**. The objective of the drawing is to illustrate the descriptive word shown on the expression card on the sheet of paper in a pre-determined amount of time. Further, the first player incorporates the second indicia within the first picture **104**. The pre-printed sheet of paper having the second indicia thereon guides the first player in forming the illustration that is adapted to communicate the descriptive word to a second player through the first picture. For example, a first player chooses an expression card having the first indicia "old." The sheet of paper selected by the first player includes a second indicia as an open circle pre-printed on the sheet. The first player draws a record incorporating the open circle as the perimeter of the record to communicate to a second player that the descriptive word he or she is drawing is "old."

[0019] The first player deposits the sheet of paper with the first picture within the secret container **105**. Steps **101-105** are repeated until all players have deposited a first picture

within the secret container **110**. However, in the illustrated embodiment, the duration of the pre-determined time allowed to complete a drawing is performed simultaneously with all of the players participating in the game. Once all the first pictures are deposited, the first player selects a second sheet of paper from the secret container **106** in a manner in which the player is unable to see the interior of the container to avoid learning what the second sheet of paper contains prior to choosing.

[0020] The second sheet of paper includes a second picture that has been drawn by another player. The first player then attempts to match the player that created the second picture **107**. If the first player identifies the correct other player that created the second picture, the first player receives a point **108**. Players accumulate points for each correct player identified. Steps **106-108** are repeated until all of the second pictures have been selected **111**. In some embodiments, a first player receives an additional point if he or she correctly identifies the descriptive word displayed on the expression card received by the second player based on the second picture. A winner is chosen based on the player that has accumulated the most points.

[0021] It is therefore submitted that the instant invention has been shown and described in what is considered to be the most practical and preferred embodiments. It is recognized, however, that departures may be made within the scope of the invention and that obvious modifications will occur to a person skilled in the art. With respect to the above description then, it is to be realized that the optimum dimensional relationships for the parts of the invention, to include variations in size, materials, shape, form, function and manner of operation, assembly and use, are deemed readily apparent and obvious to one skilled in the art, and all equivalent relationships to those illustrated in the drawings and described in the specification are intended to be encompassed by the present invention.

[0022] Therefore, the foregoing is considered as illustrative only of the principles of the invention. Further, since numerous modifications and changes will readily occur to those skilled in the art, it is not desired to limit the invention to the exact construction and operation shown and described, and accordingly, all suitable modifications and equivalents may be resorted to, falling within the scope of the invention.

I claim:

1) A matching card game, comprising:

a plurality of expression cards, wherein each expression card comprises a first indicia indicating a descriptive word;

a plurality of sheets of paper, wherein a second indicia is pre-printed on each of the plurality of sheets of paper;

a timer;

a secret container having a base, one or more sidewalls, an open upper end, defining an interior volume configured to receive the plurality of sheets of paper.

2) The matching card game of claim 1, wherein the first indicia is a word.

3) The matching card game of claim 1, wherein the second indicia is a partial image.

4) The matching card game of claim 1, wherein the container comprises a lid having a flap on an end.

5) The matching card game of claim 1, further comprising a notebook that binds the plurality of sheets along a side.

6) A method of playing a matching card game comprising:
choosing an expression card, wherein the expression card
comprises a first indicia indicating a descriptive word;
choosing a first sheet of paper from a notepad, wherein the
first sheet of paper comprises a second indicia;
forming a first picture on the first sheet of paper that
illustrates the descriptive word, wherein the step of
drawing is completed in a pre-determined amount of
time;
incorporating the second indicia within the first picture;
depositing the first sheet of paper with the first picture
within a secret container;
selecting a second sheet of paper including a second
picture from the secret container;
matching a second player that created the second picture;
accumulating a point for every correct player identified.
7) The method playing a matching card game of claim 6,
further comprising identifying the word displayed on the
expression card received by the second player based on the
second picture.

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