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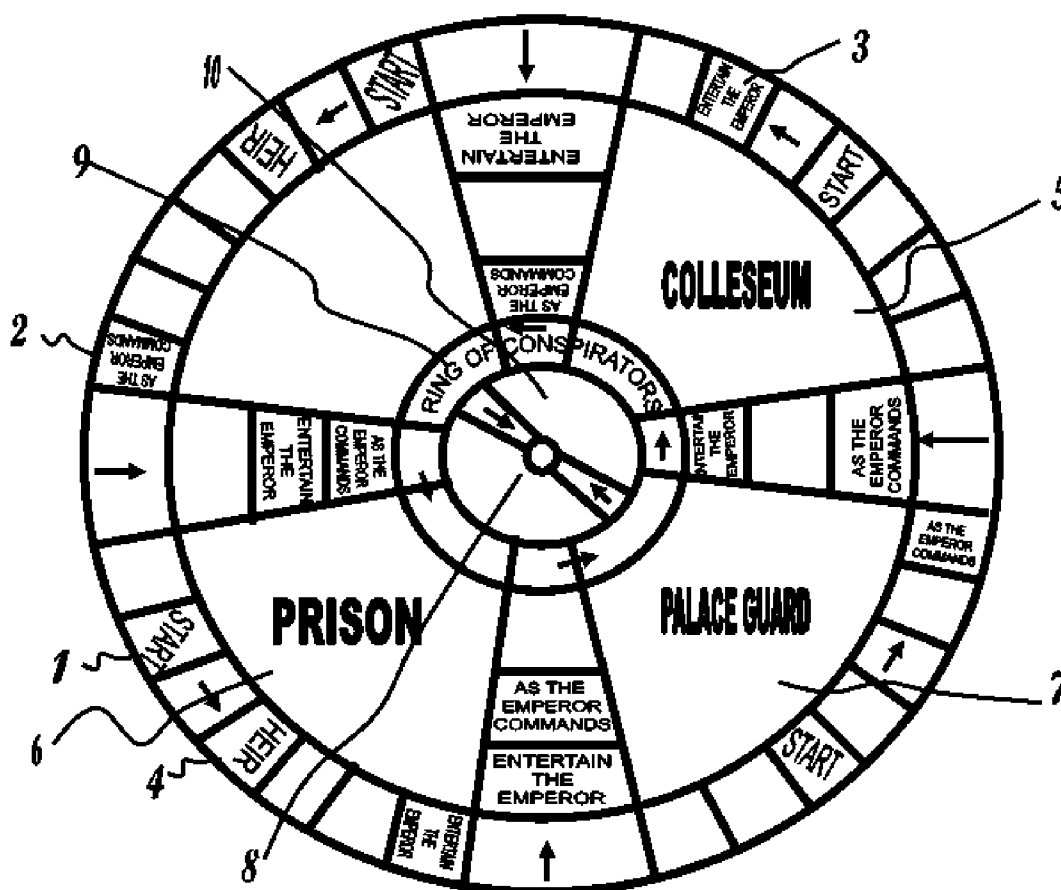
(19) **United States**(12) **Patent Application Publication**  
**Daniels**(10) **Pub. No.: US 2007/0182095 A1**(43) **Pub. Date: Aug. 9, 2007**(54) **LONG LIVE THE EMPEROR****Publication Classification**(76) Inventor: **Owen Oliver Daniels**, Chicago, IL  
(US)(51) **Int. Cl.**  
**A63F 3/02** (2006.01)(52) **U.S. Cl.** ..... 273/242(57) **ABSTRACT**

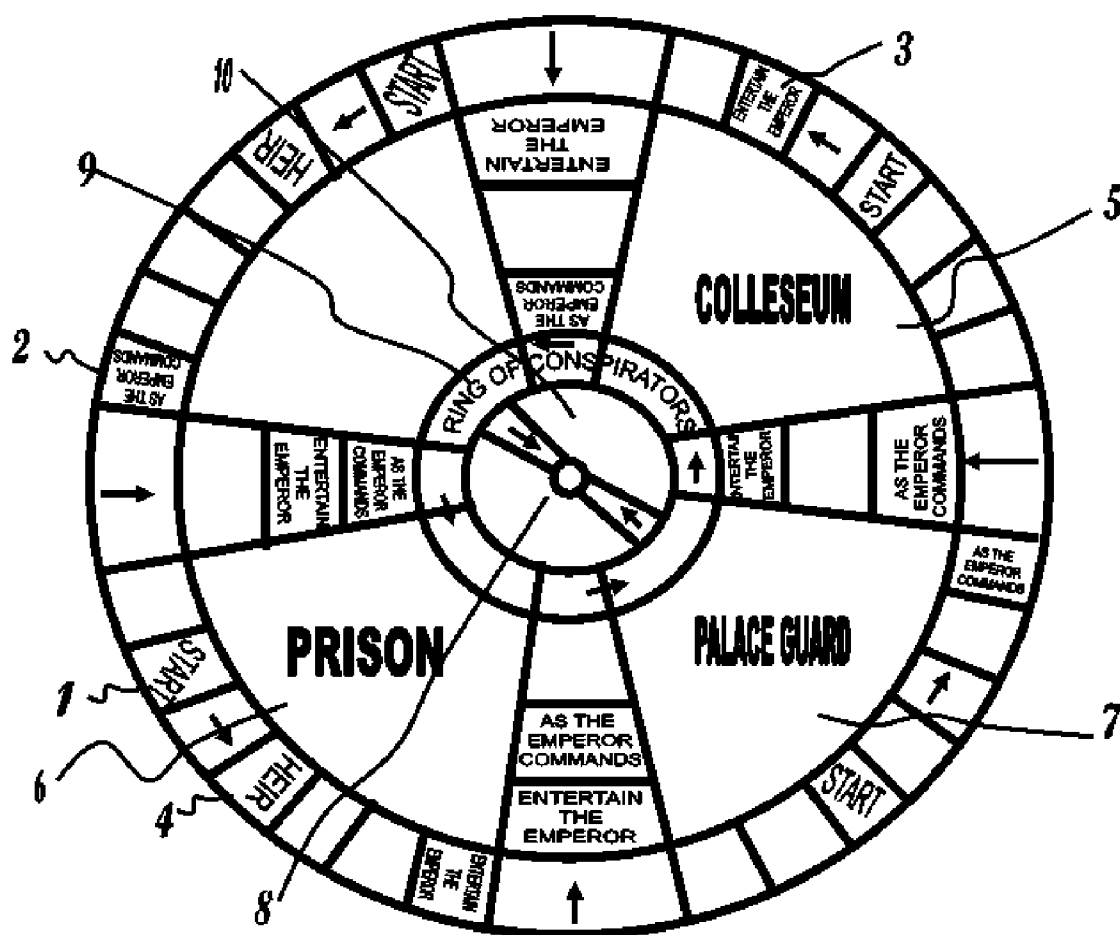
An interactive, entertainment floor game with a plurality of serially traverse paths all of which leads from multiple start points to a single end-point (the Throne). Multiple players navigate their way to the Throne as quickly as possible while attempting to negotiate obstacles in their path. Players move based on the number thrown on the dice by the Emperor/Empress. The Emperor/Empress tries to stay in control by using their powers to stop any player from taking the Throne.

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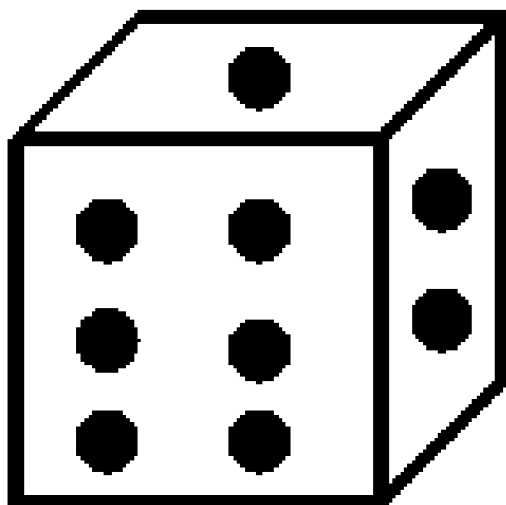
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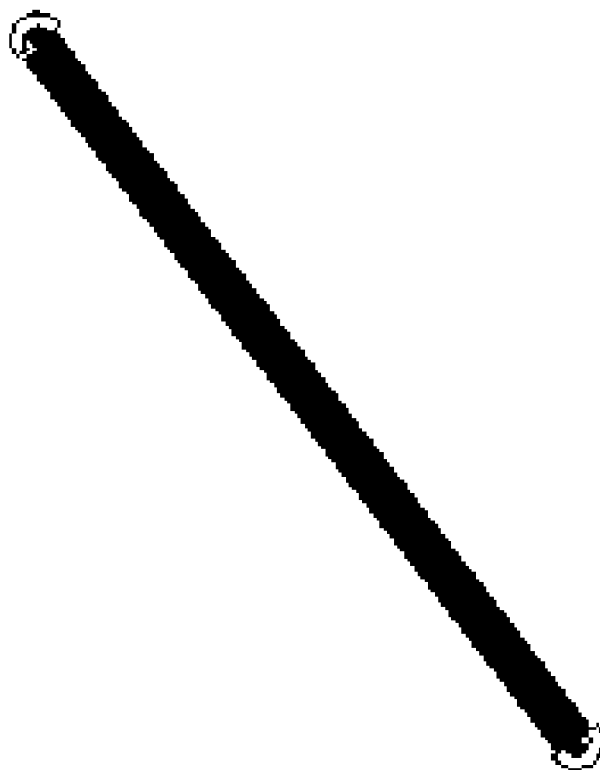




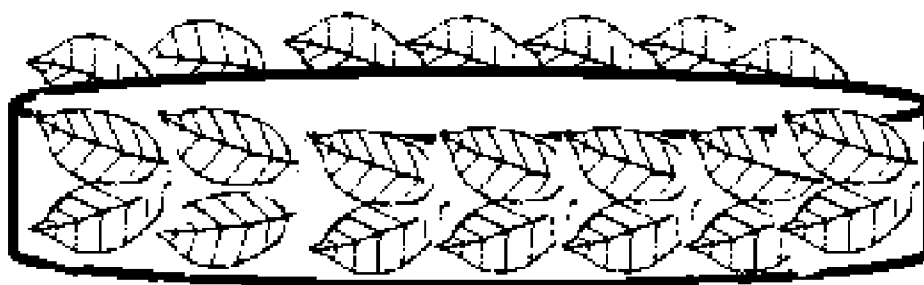
**FIG. 1**



**FIG. 2**



**FIG. 3**



**FIG. 4**

## LONG LIVE THE EMPEROR

### FIELD OF INVENTION

[0001] The present invention relates to the field of interactive entertainment and methods for using such systems by a team of player.

### BACKGROUND OF INVENTION

[0002] A large variety of games exists for entertainment and educational purposes. Some games involve the movement of a participant about a game area, for example hopscotch and the game sold under the trademark TWISTER. Other games require the spelling of words. While many of these games can be informative and entertaining, they lack the excitement associated with the physical movement of the participants through a maze or game board. Hence, the need for a game that gives players the opportunity to be truly interactive throughout all stages of the game.

### DESCRIPTION OF PRIOR ART

[0003] U.S. Pat. No. 6,322,074 issued to Forrest, Et Al., on 27 Nov. 2001 describe an interactive quiz game where players correctly provide answers to questions or clues in order to advance from the start point to the finish point.

[0004] U.S. Pat. No. 5,679,075 issued to Forrest, Et al., on 21 Oct. 1997 describe an interactive game where players move between portions of the prerecorded narrative and the puzzles that are positioned at selected locations in a defined space.

[0005] U.S. Pat. No. 6,254,101 issued to Jason Phillips Young, on 3 Jul. 2001 describe a floor game including tiles which are laid on a playing surface forming a playing area and an optical instrument.

[0006] U.S. Pat. No. 4,090,880 issued to William B. Lammersen, on 1 Mar. 1997 describes a game with a novel & improved pattern or arrangements of representations or outlines of human forms on a surface.

[0007] U.S. Pat. No. 5,507,495 issued to Robert J. Kiss on 16 Apr. 1996 describes a game for teaching alphabet, numbers, colors, shapes and math along with coordination and motor skills.

[0008] U.S. Pat. No. 5,248,152 issued to Robert R. Timmerman on 28 Sep. 1993 describes a game that employs a number of footprint markers which the players take turns laying down.

### SUMMARY OF INVENTION

[0009] The present invention comprises an entertainment game in which a plurality of players attempt to become the Emperor/Empress and have the longest reign. The entertainment game includes a playing surface on which is illustrated a playing course with multiple starting points and multiple paths of travel for the players and is further composed of a plurality of joined playing spaces. In addition, one playing space contains indicia which designates that playing space as the THRONE from which the Emperor/Empress controls the play of game. Several playing spaces contain indicia

which denotes special events such as "AS THE EMPEROR COMMANDS", "ENTERTAIN THE EMPEROR" and "HEIR".

### BRIEF DESCRIPTION OF DRAWINGS

[0010] FIG. 1 is a top plain view of the playing area of the present invention.

[0011] FIG. 2 is a top plain view of the Dice used for playing the game of the present invention.

[0012] FIG. 3. is a top plain view of the Staff used for playing the game of the present invention.

[0013] FIG. 4. is a top plain view of the Crown used for playing the game of the present invention.

### DETAILED DESCRIPTION OF THE PREFERRED EMBODIEMENT

[0014] Illustrated in FIGS. 1-4 is a preferred embodiment of an entertainment system which can be played by a plurality of players, and which is designed to provide entertainment for players. The game includes a playing surface FIG. 1 manufactured from durable fabric or plastic material. The course FIG. 1 defines a counter clockwise and inner path of travel players take during the game. Several indicia 1 has the word "START" contained within their borders and this START space 1 designates the playing space on which players enter the game. Each player, except the Emperor/Empress, advances him/herself along a selected path towards the THRONE 10 based on the numbers scored on the throw of the dice FIG. 2. On said players journey to cease the THRONE he/she will encounter several obstacles 2, 3, & 4, that he/she will have to successfully negotiate in order to be successful. AS THE EMPEROR COMMANDS 2 places the players' (on this playing space) faith in the hands of the Emperor/Empress. The Emperor/Empress can command players on this playing space to become a PALACE GUARD, a GLADIATOR, a HEIR, or to PRISON. ENTERTAIN THE EMPEROR 3 compels players on this playing space to provide satisfactory entertain to the Emperor/Empress by singing, dancing or telling a joke (the Emperor/Empress chooses which one). If the entertainment is not to the said Emperor/Empress satisfaction he/she may order the player to become a GLADIATOR, go to PRISON 6 or to EXILE. HEIR 4 gives players on this playing space the opportunity to stay there in the hopes that the Emperor/Empress may relinquish the THRONE to him/her at some point in the game. COLLESEUM 5 is the playing space where GLADIATORS will assemble to do battle. PRISON 6 is where prisoners will spend their time. PALACE GUARD 7 is where Palace Guards will assemble until summoned by the Emperor/Empress.

[0015] The play of the game will begin by all players taking turns throwing the dice. The player with the highest points starts the game as the EMPEROR/EMPRESS and assume his/her role in the EMPEROR/EMPRESS CIRCLE 8 and take the CROWN FIG. 4 and STAFF FIG. 3. Other players chose their START 1 point in the order of the highest points scored on the dice. The Emperor/Empress then takes control of the dice and rolls it. Players will then move a number of steps in the direction of the arrow based on the number on the dice. When a player lands on one of the action areas 2-4, he/she will negotiate their way through the

challenge. The first player to enter the Emperor/Empress circle will dethrone the Emperor/Empress and become the new Emperor/Empress. He/She may then Exile, imprison, or make the dethroned Emperor/Empress a Gladiator. Two or more players must be in the CONSPIRATORS CIRCLE 9 before anyone can move to dethrone the Emperor/Empress. Upon a new Emperor/Empress ceasing the Throne all players in the CONSPIRATORS CIRCLE 9 will exit the game and return to any of the START 1 points. Players can be confined to PRISON 6 for 1 or 2 rolls of the DICE 2. GLADIATORS will compete by throwing the dice. Highest points wins and the player gets a chance to earn his/her freedom to enter the game again at a START 1 point.

What is claimed is:

1. A method of performing a game by a plurality of players in a defined space comprising the steps of:

The playing course having multiple paths thereon to be serially traversed;

The playing course including a plurality of joined playing spaces;

Providing a plurality of starting points at which players begin the game;

Providing a circular serial path herein designated as the Conspirators' Circle;

Providing a central point herein designated as the Emperor/Empress Circle.

2. The game of claim 1 wherein at least one playing space of the playing course includes indicia directing that the player landing thereon can be subjected to becoming a Prisoner, Gladiator, Palace Guard, or being Exiled.

3. The game of claim 1 wherein at least one playing space of the playing course includes indicia directing the player landing thereon to entertain the Emperor/Empress.

4. The game of claim 1 wherein at least one playing space of the playing course includes indicia directing the player landing thereon to become an Heir to the Emperor/Empress.

5. The game of claim 1 wherein at least one playing space comprises a location where players serve their time when sentenced to a prison term.

6. The game of claim 1 wherein at least one playing space comprises a location where players compete as Gladiators when commanded to become a Gladiator.

7. The game of claim 1 wherein at least one playing space comprises a location wherein players serve as Palace Guards until summoned by the Emperor/Empress.

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