A flying disc is provided that includes indicia disposed at different radii about a center of the flying disc for defining a flying disc game. A method of playing a game with a flying disc.
FIG. 5
FLYING DISC APPARATUS AND METHODS OF USE

CROSS-REFERENCE TO RELATED APPLICATION(S)

[0001] This application claims priority under 35 U.S.C. §119(e) to U.S. Provisional Application Serial No. 60/368, 030, filed on Mar. 27, 2002.

FIELD OF THE INVENTION

[0002] The present invention relates generally to a flying disc and particularly to a flying disc having indicia for defining various flying disc games.

BACKGROUND

[0003] Flying discs of varying types are commonly known. Recently, a trend has begun to create various games using flying disc such as “Frisbee Golf” (a trademark), and other target games. In addition tournaments have been established that involve trick catch competitions and other flying disc competitions. Accordingly, a need exists for new and/or improved flying discs and/or games using such discs.

SUMMARY

[0004] In one embodiment, the present invention is a flying disc having indicia disposed at different radians about a center of the flying disc for defining a flying disc game.

BRIEF DESCRIPTION OF THE DRAWINGS

[0005] These and other features and advantages of the present invention will be better understood by reference to the following detailed description when considered in conjunction with the accompanying drawings wherein:

[0006] FIG. 1 is a plan view of an exemplary embodiment of a flying disc according to the present invention;

[0007] FIG. 1A is a side view of the flying disc of FIG. 1;

[0008] FIG. 2 is a perspective view of another exemplary embodiment of a flying disc according to the present invention;

[0009] FIG. 3 is a perspective view of another exemplary embodiment of a flying disc according to the present invention;

[0010] FIG. 4 is a plan view of another exemplary embodiment of a flying disc according to the present invention;

[0011] FIG. 5 is a plan view of another exemplary embodiment of a flying disc according to the present invention;

[0012] FIG. 6 is a plan view of another exemplary embodiment of a flying disc according to the present invention along with game cards which together define a flying disc game; and

[0013] FIG. 7 is a perspective view of another exemplary embodiment of a flying disc according to the present invention along with a target ball which together define a flying disc game.

DETAILED DESCRIPTION OF EMBODIMENTS OF THE INVENTION

[0014] As shown in FIGS. 1-7, embodiments of the present invention are directed to a flying disc 10 having indicia 12 disposed at different radians about a center thereof for defining one or more flying disc games. Indicia, as used herein, means numbers, letters, words, phrases, symbols, pictorial representations or any combination thereof. Indicia, as used herein, does not include colors, however, colors may be used in combination with any of the indicia defined above.

[0015] The indicia 12 may be applied to the flying disc 10 by any one of a variety of means, such as engraving or painting among other means. Alternatively, the indicia 12 may be applied to a separate component, such as a sheet, plate, disc or sticker that is applied to the flying disc 10 by any one of a variety of means, such as adhering, screw fastening, snap-fitting or stitching among other means. The indicia 12 allows for a variety of games to be played in combination with traditional disc throwing or disc throwing and catching activities.

[0016] The flying disc 10 can be composed of plastic, fabric or another material suitable for the indicia 12 to be applied to a surface, preferably an outer surface, of the flying disc 10, and as long as the disc will sail when thrown by a first user and can be caught by a second user. The profile shape of the flying disc 10 can take on several aerodynamic and different designs as discussed hereinafter.

[0017] FIGS. 1-3 shows exemplary embodiments of the flying disc 10. In the embodiment of FIGS. 1-1A, the flying disc 10 is a round flat plate-shaped disc with parallel upper and lower sides and a circular edge therebetween having a diameter in a range of approximately 6 inches to approximately 18 inches and a thickness in a range of approximately ¼ inch to approximately ¾ inch. This embodiment is made out of a foam rubber mesh fabric material that provides a rough upper surface, allows for easy gripping by a user, and allows the indicia 12, which in this case is a separate component of the flying disc 10, to be stitched or glued onto the fabric.

[0018] One example of this material is marketed as a “non-slip rug pad” and is manufactured by MSM Industries in Smyrna, Tenn. The “non-slip rug pad” is made from a high quality polyester fabric constructed in an open weave pattern, and coated with a high-grade vinyl compound, such that the material has the appearance and texture of Polyvinyl Acetate Foam (PVA). For added stability and weight, a heavy gauge steel wire may be disposed within the fabric material.

[0019] In the embodiment depicted in FIG. 2 and 3, the flying disc 10 is C-shaped in cross-section for aerodynamic purpose. The flying disc 10 of FIG. 3 is constructed as disclosed in U.S. Pat. No. 3,359,678, the disclosure of which is incorporated herein by reference.

[0020] In the depicted embodiments of FIGS. 1-3, the indicia 12 is a number. The flying disc 10 of FIGS. 1-3 includes a plurality of scoring sections 14, wherein each scoring section 14 includes one of the indicia 12, in this case a number. As shown, each indicia 12 is disposed at a different radian about a center of each flying disc 10.
In the depicted embodiments of FIGS. 1-3, each flying disc 10 includes four scoring sections 14, separately labeled with a different numeric value of “10”, “20”, “30” or “40”. However, it is not necessary that the numeric values of each scoring section 14 is different. In addition, the flying disc 10 may contain any number of scoring sections 14 and the scoring sections 14 may include any one or any combination of the indicia 12 defined above.

In the embodiments of FIGS. 2 and 3, each scoring section 14 includes a different color, for example red, green, blue and yellow (in the illustrations each color is denoted by a different line or cross-hatching pattern) to make the scoring sections 14 more easily distinguishable. For example, sections 14a, 14b, 14c and 14d each contain different cross-hatchings to designate the colors red, yellow, green, and blue, respectively. This may be accomplished alternatively, or additionally by varying the size and/or the shape of the scoring sections 14. Although in the depicted embodiments, each scoring sections 14 has approximately the same size and shape.

In the depicted embodiments of FIGS. 1-3, each scoring section 14 is separated by an unmarked area 16. However, in an alternative embodiment, such as that shown in FIG. 5 each scoring section 14 is directly adjacent to another scoring section 14. Each scoring section 14 extends to (FIG. 2) or near (FIGS. 1 and 3) the outer circular edge of the flying disc 10.

The indicia or scoring sections or both may also be on a side edge or on a bottom surface of the disc, but in the embodiments shown are on a top surface of the disc.

The flying discs 10 depicted in FIG. 1-3 can be used in any number of throwing or throwing and catching flying disc games to be played by any number of players. For example, in one game each player scores points when a player catches the flying disc 10 by grabbing it on or near one of the indicia 12, or alternatively by grabbing it in one of the scoring sections 14. In embodiments where the indicia 12 is a number, the player who catches the flying disc 10 scores the number of points indicated by the number nearest to the catcher’s fingers where the catcher catches the flying disc 10 or the number of points indicated in the scoring section 14 where the catcher catches the flying disc 10. In embodiments where the flying disc 10 contains unmarked areas 16, either no points or negative points can be awarded when a player catches the flying disc 10 in one of the unmarked areas 16.

In one game, using the above rules, each player takes a turn attempting to catch the flying disc 10 and the player with the highest point total after a number of rounds, for example ten rounds, wins. In another game, the first player to reach a certain point total, for example one hundred points, wins. In another game, the first player to catch the flying disc 10 in each of the different scoring sections 14 wins. In another game, the thrower rather than the catcher scores the points. Players can play these games either individually or in teams.

In another embodiment, the indicia 12 is a word or phrase. The word or phrase may include a prediction, such as “definitely yes”, “my source say no”, or “ask again later” such that the flying disc 10 becomes a flying magic 8 ball. Alternatively, the word or phrase may include a fortune, such as “you will succeed” or “you find great happiness”, or a comedic phrase such as “born loser” or “eat my shorts”, among other types of words or phrases.

FIG. 4 shows another embodiment of the flying disc 10. In the flying disc 10 of FIG. 4, the indicia 12 includes numeric values 26, pictorial representations 28 and colored sections 30a, 30b, 30c, and 30d. Colored sections 30a, 30b, 30c, and 30d are, by way of example, cross-hatched for the colors red, green, blue, and yellow, respectively. Each of the colored sections is further coded with different shades of the same color. The darkest shades of each color are depicted by cross-hatchings with the thickest lines. The lightest shades of each color are depicted by cross-hatchings with the thinnest lines. Other shades are depicted by cross-hatchings with a line thickness that is in between the thickness of the darkest shade and the lightest shade for that color. The flying disc 10 may also include a plurality of numeric scoring sections 26a that each contain a numeric value 26.

In the depicted embodiment, the flying disc 10 includes eight numeric scoring sections 26a that each have a different numeric value 26 from “1” through “8”, although in other embodiments any number of numeric scoring sections 26a and numeric values 26 may be used. In this example, the numeric values 26 are not consecutively disposed about the flying disc 10. Instead, the low numeric values 26 (“1” through “4”) and the high numeric values 26 (“5” through “8”) are scattered about the flying disc 10 similar to the scattering of numeric values on a dart board.

For example, the numeric values 26 may be scattered about the flying disc 10 such that each high numeric value 26 is adjacent to a low numeric value 26 and vice versa. This creates a more challenging scoring system wherein a catcher trying to make a high scoring catch by catching the flying disc 10 in a numeric scoring sections 26a that has a high numeric value 26 risks catching the flying disc 10 in an adjacent numeric scoring sections 26a that has a low numeric value 26.

The numeric scoring sections 26a, pictorial representations 28 and the colored sections 30 may overlap. In the depicted embodiment, each colored section 30 overlaps two numeric scoring sections 26a and facilitates distinguishing the numeric scoring sections 26a. In this embodiment, the flying disc 10 includes four colored sections 30 colored red, green, blue and yellow (in the illustrations each color is denoted by a different line or cross-hatching pattern), although in other embodiments any number of colored sections 30 and any colors and/or patterns may be used.

In one example, each colored section 30 includes adjacent light and dark shades of the same color (in the illustrations different shades of the same color have the same line or crosshatching pattern but a different line thickness), wherein the border of the light and dark shades of the same color defines one border 20 of each numeric scoring section 26a and a border of a first colored section and a second colored scoring section defines another border 18 of the numeric scoring section 26a.

In the depicted embodiment, the pictorial representations 28 include four flying disc stunts: catching the flying disc 10 behind the back, catching the flying disc 10 between the legs, simultaneously jumping and catching the flying
disc 10 between the legs, and spinning the flying disc 10 on a finger, although in other embodiments any number of pictorial representations 28 and any flying disc stunt may be used.

[0034] Using the flying disc 10 of FIG. 4, a multitude of different types of games can be played using the same flying disc 10. For example, by using the numeric values 26 any of the previously described games may be played. In addition, a game of “flying disc darts” can be played wherein each player attempts to catch the flying disc 10 in ascending or descending order with respect to the numeric values 26.

[0035] For example, in the descending flying disc dart game, a player begins by attempting to catch the flying disc 10 nearest to the highest numeric value 26 or nearest to the numeric scoring section 26A that includes the highest numeric value 26, which in the depicted embodiment is “5”. During each turn the player attempts to catch the flying disc 10 nearest to the highest numeric value 26 or nearest to the numeric scoring section 26A that includes the highest numeric value 26 until the player is successful. After successful, during the player’s next turn, the player attempts to grab the flying disc 10 nearest to the next highest numeric value 26 or nearest to the numeric scoring section 26A that includes the next highest numeric value 26, which in the depicted embodiment is “7”. The player continues in this manner until the player has successfully grabbed the flying disc 10 nearest to the lowest numeric value 26 or nearest to the numeric scoring section 26A that includes the lowest numeric value 26, which in the depicted embodiment is “1”. The first player to successfully catch the flying disc 10 nearest to the lowest numeric value 26 or nearest to the numeric scoring section 26A that includes the lowest numeric value 26 wins. The ascending flying disc dart game is described for the descending dart game, played in the reverse numeric order.

[0036] The flying disc 10 of FIG. 4 can also be used to play various flying disc card games, i.e. each color can be considered a “suit” and the numeric values 26 constitute the card “value or number”. In the depicted embodiment, the “deck” of cards includes a green 1, a green 6, a red 2, a red 4, a yellow 8, a yellow 3, a blue 7 and a blue 5.

[0037] An exemplary game is “full house flying disc”. This game is similar to poker, wherein each player makes a number of initial catches, for example five. These five catches constitute the player’s “dealt hand” or initial hand. Each player then shows the player’s hand. Hands include for example, “2 or more of a kind”, “a flush” or “a straight” among others. The player with the best poker hand wins. In an alternative, after the “dealt hand” each player can “discard” unwanted cards and make an additional grab for each discarded card. Each player show the player’s hand and a winner can be determined as described above.

[0038] A game of solitaire can be played with a player both throwing and catching the flying disc 10. Alternatively, solitaire can be played with two players, a thrower and a catcher.

[0039] The flying disc 10 of FIG. 4 can also be used to play various “stunt” games. For example, one example is a stunt game similar to the basketball game of H-O-R-S-E, wherein to start the game the first player selects a stunt from among the stunts pictured in the pictorial representations 28. The first player must then attempt the selected stunt. If the first player is unsuccessful, the second player selects and attempts a stunt. If the first player is successful, the second player must do the same stunt. If the second player is unsuccessful at performing the stunt, then the second player receives the first letter of a word, for example in the game of H-O-R-S-E the first letter is “H”. The game resumes with the first player selecting a stunt (if only two players are playing) or with the third player selecting a stunt (if more than two players are playing). If the second player is successful, then the second player does not receive a letter and the third player must attempt the stunt (if more than two players are playing) or the first player must select a stunt again (if only two players are playing). Each time a player unsuccessfully completes a stunt immediately after a previous player successfully completes the identical stunt the unsuccessful player receives a successive letter in the word until the word is spelled. The last player remaining that has not spelled the chosen word wins. Any word may be chosen, although “pig” or “horse” is typical.

[0040] FIG. 5 shows another embodiment of the flying disc 10. In the flying disc 10 of FIG. 5, the indicia 12 is a numeric value 26. The flying disc 10 may also include a plurality of numeric scoring sections 26A that each contain one of the numeric values 26. Each numeric scoring section 26A may further include a color. The depicted embodiment includes three numeric scoring sections 26A, a red scoring section having a numeric value 26 of “1”, a blue scoring section having a numeric value 26 of “2”, and a yellow scoring section having a numeric value 26 of “3”, although in other embodiments any number of numeric scoring sections 26A with any combination of numeric value 26 and colors or patterns may be used (in the illustrations each color is denoted by a different line or cross-hatching pattern).

[0041] A number of flying disc games can be played using the flying disc 10 of FIG. 5. For example, “color war” can be played where a thrower challenges a catcher to catch the flying disc 10 in a numeric scoring section 26A that has a specified color. If the catcher catches the flying disc 10 in the specified numeric scoring section 26A, then the catcher receives zero points, and the thrower receives points equal to the number that corresponds to the specified numeric scoring sections 26A. On the other hand, if the catcher does not catch the flying disc 10 in the specified numeric scoring section 26A, then the catcher receives points equal to the number that corresponds to the specified numeric scoring section 26A. The goal is to score the least number of points possible.

[0042] In one game, using the above rules, each player takes a turn attempting to catch the flying disc 10 and the player with the lowest point total after a number of rounds, for example ten rounds, wins. In another game, the first player to reach a certain point total, for example twenty two, wins.

[0043] FIG. 6 shows another embodiment of the flying disc 10. In the flying disc 10 of FIG. 6, the indicia 12 includes a plurality of trivia category indicators 34, such as words, letters, symbols, phrases or pictures, among others, that indicate one of a plurality of trivia categories. The flying disc 10 may also include a plurality of trivia sections 36 that each contain a trivia category indicators 34. In one embodiment, each trivia section 36 also includes a different color to
make the trivia sections 36 more easily distinguishable. Using the flying disc 10 of FIG. 6 along with a plurality of trivia cards 24, a game called "triviator" can be played. Each of the plurality of trivia cards 24 includes a trivia question and answer and is designated as being in one of the plurality trivia categories.

[0044] For this game, when a player catches the flying disc 10 that player must answer a trivia question from the category corresponding to the trivia category indicators 34 that is nearest to the catcher’s fingers where the catcher catches the flying disc 10 or corresponding to the trivia category indicator 34 that is within the trivia sections 36 where the catcher catches the flying disc 10. If the trivia question is answered correctly, then the player receives another turn. If the trivia question is answered incorrectly, then the player’s turn is over. When a player answers a question from each category, that player wins.

[0045] Alternatively, when a player answers a question correctly that player must then answer a question from an adjacent category and consecutively answer a question from each adjacent category until that player reached the initial grabbed category. If the player answers incorrectly in any category before that player reaches the initially grabbed category, then that player’s turn is over and that player must start over when that player’s turn comes up again. When a player answers a question from each category, consecutively, that player wins.

[0046] FIG. 7 shows another embodiment of the flying disc 10. In this embodiment the flying disc 10 includes a plurality of colored sections 30. For example, in the depicted embodiment, the flying disc 10 includes four colored sections 30A-30D, red, green, blue and yellow, although in other embodiments any number of colored sections 30 with any colors and/or patterns may be used (in the illustrations each color is denoted by a different line or cross-hatching pattern).

[0047] A variety of games may be played with the depicted flying disc 10, such as "flying disc bocce". "Flying disc bocce" is played with the depicted flying disc 10 and a target ball 22 that has a plurality of colored sections 23, that have the same colors as the flying disc 10. For example, in the depicted embodiment target ball 22 includes four colored sections 23A-23D, red, green, blue and yellow (in the illustrations each color is denoted by a different line or cross-hatching pattern).

[0048] To begin the game, the target ball 22 is thrown or placed on the ground. Each player then throws the flying disc 10 at the target ball 22 attempting to land the flying disc 10 on or near the target ball 22. The object is to have the colored section 30 of the flying disc 10 that is pointing to the target ball 22 match the color of the color section 23 of the target ball 22 that is pointing to the flying disc 10. If this occurs, the player has a color match. If both players obtain color matches, the player whose flying disc 10 is closest to the target ball 22 wins. If neither player has a color match, then the player whose flying disc 10 is closest to the target ball 22 wins.

[0049] The preceding description has been presented with reference to presently preferred embodiments of the invention. Persons skilled in the art and technology to which this invention pertains will appreciate that alterations and changes in the described structures and methods of operation can be practiced without meaningfully departing from the principle, spirit and scope of this invention. Accordingly, the foregoing description should not be read as pertaining only to the precise structures described and shown in the accompanying drawings, but rather should be read as consistent with and as support for the following claims, which are to have their fullest and fairest scope.

1. A flying disc comprising:
   - indicia disposed at different radians about a center of the flying disc for defining a flying disc game.
   - the flying disc of claim 1, wherein the indicia are selected from one or more of the groups consisting of numbers, letters, words, phrases, symbols, and pictorial representations.
   - a plurality of scoring sections disposed at different radians about a center of the disc, wherein each scoring section comprises at least one of the indicia.
   - the flying disc of claim 3, wherein each of the plurality of scoring sections extends out at least adjacent to an outer edge of the flying disc.
   - the flying disc of claim 3, wherein each scoring section further comprises a color designator.
   - the flying disc of claim 1, wherein the indicia comprise numbers.
   - the flying disc of claim 6, further comprising a plurality of scoring sections, wherein each of the plurality of scoring sections comprises at least one of the numbers.
   - the flying disc of claim 7, wherein each of the plurality of scoring sections further comprises a color designator.
   - the flying disc of claim 7, wherein each of the plurality of scoring sections is adjacent to another scoring section.
   - the flying disc of claim 7, wherein each of the plurality of scoring sections extends out at least adjacent to an outer edge of the flying disc.
   - the flying disc of claim 1, wherein the indicia comprise numbers, pictorial representations and a plurality of colored sections.
   - the flying disc of claim 12, further comprising a plurality of numeric scoring sections, wherein each numeric scoring sections includes at least one of the numbers.
   - the flying disc of claim 12, wherein each of the plurality of colored sections overlaps at least two of the plurality of numeric scoring sections.

2. A game comprising:
   - a flying disc having a plurality of trivia category indicators that each indicate one of a plurality of trivia categories; and
   - a plurality of trivia cards having a trivia question and answer, wherein each trivia card is designated as being in one of the plurality of trivia categories.

3. The game of claim 1, wherein each of the plurality of trivia category indicators is disposed at a different radians about a center of the flying disc.

4. The game of claim 15, wherein each of the plurality of trivia category indicators includes at least one word or phrase.

5. The flying disc of claim 15, further comprising a plurality of trivia sections, wherein each trivia section comprises one of the plurality of trivia category indicators.
19. The game of claim 18, wherein each of the plurality of trivia sections further includes a different color designator.

20. A game comprising:

a flying disc having a plurality of colored sections, wherein each of the plurality of colored sections comprises one of a plurality of different colors; and

a target ball having a plurality of colored sections, wherein each of the plurality of colored sections of the target ball comprises a different one of the plurality of different colors.

21. A method of at least two players playing a flying disc game, wherein the game includes a flying disc comprising a plurality of scoring sections, with each such scoring section comprising a numeric value, the method comprising:

each player catching a throw of said disc; and

scoring points when each of the players catch the disc in one of the scoring sections according to the numeric value of the scoring section in which the disc is caught.

22. The method of claim 21, comprising assigning a win to one of the players, after a predetermined number of attempted catches, based on the scoring points.

23. The method of claim 21, comprising assigning a win to one of the players when that player’s scoring points meets or exceeds a predetermined point value.

24. A method of at least two players playing a flying disc game, the game comprising a flying disc comprising a plurality of scoring sections, with each such scoring section comprising a different numeric value, the method comprising:

each player catching a throw of said disc; and

assigning a win to one of the players when that player either consecutively or non-consecutively catches the disc in each scoring section in a sequence of values of the numeric value in the scoring sections from the highest numerically valued scoring section to the lowest numerically valued scoring section or vice versa.

25. The method of claim 24, wherein one of the players is assigned a win when that player consecutively catches the disc in each scoring section in an order between the highest numerically valued scoring section and the lowest numerically valued scoring section.

26. A method of at least two players playing a flying disc game, wherein the game comprises a flying disc comprising a plurality of scoring sections, with each such scoring section including a numeric value and a suit indicator chosen from the group consisting of colors, patterns, letters, words and symbols, the method comprising:

each player catching a throw of the disc, wherein the player that catches the disc receives a score corresponding to the numeric value and suit indicator on the disc in the scoring section where the player catches the disc;

accumulating, for each player, an initial hand of cards having numeric values and suit indicators corresponding to scoring sections of the disc where the disc is caught; and

assigning a win to one of the players having an initial hand of cards with the highest poker value.

27. The method of claim 26, further comprising allowing each player to discard any unwanted card from that player’s initial hand of cards and that player receiving a throw of the disc and a chance to score a new card for each card that the player discards to form a final hand.

28. The method of claim 27, further comprising assigning a win to one of the players having a final hand of cards with the highest poker value.

29. A method of at least two players playing a flying disc game, wherein the game comprises a flying disc comprising a plurality of scoring sections, with each such scoring section comprises one of a plurality of pictorial representations of a flying disc stunt, the method comprising:

one of the at least two players selecting a stunt to perform from among the plurality of pictorial representations of flying disc stunts and attempting to perform the selected stunt, wherein if the player is successful in performing the selected stunt each player must attempt the stunt until either each player performs the stunt successfully or one player performs the stunt unsuccessfully;

each player receiving a successive letter in a predetermined word each time that player unsuccessfully completes a stunt immediately after a previous player successfully completes an identical stunt; and

assigning a win to one of the players when each of the other players spells the predetermined word.

30. A method of at least two players playing a flying disc game, wherein the game comprises a flying disc comprising a plurality of scoring sections, with each such scoring section comprising a different color, the method comprising:

a catcher receiving a throw of said disc;

a thrower predetermining one of the colors of the scoring sections where the catcher must catch the disc, wherein if the catcher catches the thrown disc in the scoring section that contains the predetermined color, the thrower receives an amount of points that is designated for that color and wherein if the catcher does not catch the thrown disc in the scoring section that contains the predetermined color, the catcher receives the amount of points that is designated for that color.

31. The method of claim 30, further comprising assigning a win to one of the players when after a predetermined number of throws that player has a lowest amount of accumulated points.

32. The method of claim 30, further comprising assigning a loss to one of the players when that player’s accumulated points meets or exceeds a predetermined point value.

33. A method of at least two players playing a flying disc game, wherein the game comprises a flying disc comprising a plurality of scoring sections, with each such scoring section comprising a word or phrase that designates a trivia category, the method comprising:

each player catching the thrown disc in one of the scoring sections; and

that player answering a trivia question from the trivia category based on where the player catches the disc in one of the scoring sections.

34. The method of claim 33, further comprising assigning a win to one of the players when that player consecutively or non-consecutively correctly answers a trivia question from each trivia category.
35. The method of claim 33, further comprising assigning a win to one of the players when that player consecutively correctly answers a trivia question from each trivia category.

36. A method of at least two players playing a flying disc game, wherein the game comprises a flying disc and a target ball, with the flying disc comprising a plurality of scoring sections, with each such scoring section comprising a different one of a plurality of different colors, and wherein the target ball comprises a plurality of colored sections each having a different one of the plurality of different colors, the method comprising:

- each player throwing the flying disc at the target ball;
- each player scoring a color match when that player’s thrown disc has a colored section pointing to one of the sections of the target ball that is of the same color; and
- assigning a win to one of the players when that player has a color match and that player’s thrown disc is closest to the target ball or that player’s thrown disc is closest to the target ball in the case where no player has a color match.