A board game comprises a game board having a plurality of individual play regions. Each individual play region comprising a representation of a menorah, and each menorah has from seven to nine candle representation regions. Each candle is a playing path, and each playing path is comprised of a plurality of play spaces commencing with a starting space at each candle’s proximal space and terminating with a flame designating position at its distal end. A plurality of play spaces are provided between each starting point and each corresponding flame. At least a first plurality of game cards is provided with each game card designating a play instruction.
BOARD GAME AND METHOD OF PLAYING

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] This application claims the benefit of the subject matter of Provisional Patent Application No. 60/510,382, which was filed with the U.S. Patent and Trademark Office on Oct. 10, 2003. The entire disclosure and contents of the above applications are hereby incorporated by reference.

GOVERNMENT INTEREST STATEMENT

[0002] None

BACKGROUND

Field of the Invention

[0003] The present invention relates generally to a board game, and more particularly, to a board for use in a plurality of different types of games and to the methods of playing games on the game board.

SUMMARY

[0004] According to a first broad aspect of the invention, there is provided a board game having a plurality of individual play regions. Each individual play region comprising a representation of a menorah, and each menorah having from seven to nine candle representation regions. Each candle is a playing path, and each playing path has a plurality of play spaces commencing with a starting space at each candle’s proximal space and terminating with a flame designating position at its distal end, and a plurality of play spaces between each starting point and each corresponding flame. Also provided is a move designating device. The move designating device is activatable to designate the number of spaces that a player may move a game piece along a playing path, or designate an instruction, or designate the selection of a game card containing an instruction.

BRIEF DESCRIPTION OF THE DRAWINGS

[0005] The invention will be described in conjunction with the accompanying drawings, in which:

[0006] FIG. 1 is a top view of a game board in accordance with an embodiment of the present invention;

[0007] FIG. 2 is a schematic illustration of a section of the game board of FIG. 1, illustrating an embodiment of a method of the present invention;

[0008] FIG. 3 is a schematic illustration of a section of the game board of FIG. 1, illustrating an alternate embodiment of a method of the present invention;

[0009] FIG. 4 is a schematic illustration of a section of the game board of FIG. 1, illustrating an embodiment of a method of present invention;

[0010] FIG. 5 is a schematic illustration of a section of the game board of FIG. 1, illustrating an embodiment a method of the present invention;

[0011] FIG. 6 is a schematic illustration of a wheel type designating device embodiment of the present invention;

[0012] FIG. 7 is a schematic illustration of an alternate wheel type designating device embodiment of the present invention;

[0013] FIG. 8 is a schematic illustration of a wheel type designating device embodiment of the present invention;

[0014] FIGS. 9A, 9B, 9C and 9D are side views of the four sides of a dreidel.

DETAILED DESCRIPTION

[0015] It is advantageous to define several terms before describing the invention. It should be appreciated that the following definitions are used throughout this application.

[0016] Definitions

[0017] Where the definition of terms departs from the commonly used meaning of the term, applicant intends to utilize the definitions provided below, unless specifically indicated.

[0018] For the purposes of the present invention, the term “player regions” refers to a graphical display of a series of spaces upon which players move game pieces. The image of a menorah have a plurality of candles, in which each candles are segmented to represent a plurality of spaces, can constitute a player region.

[0019] For the purposes of the present invention, the term “game cards” refers to a plurality of cards, with each card containing instructions for the player that picks up the card in accordance with the rules of the game.

[0020] For the purposes of the present invention, the term “benefit” refers to a game card having instructions for the player that are advantageous for the player. The term “benefit” is used interchangeably with the term “blessing”.

[0021] For the purposes of the present invention, the term “penalty” refers to a game card having instructions for the player that are disadvantageous for the player, as for example, the loss of a turn, having to move a game piece backwards or having to pay a penalty card. The term “penalty” is used interchangeably with the term “curse”.

[0022] For the purposes of the present invention, the term “game piece” refers to any suitable device for use with the game board of the present invention, including, but not limited to pieces of cardboard with graphical representations imprinted, three dimensional structures of wood, plastic, metal or the like.

[0023] For the purposes of the present invention, the term “game board” refers to any wooden, paper, cardboard or plastic planar structure having graphical representations thereon, or an electronic device, such as an LCD screen, CRT screen or any equivalent display device. Where the game board is a display device such as a computer screen, then the game piece would be an image of a device that can be moved along the image of a candle, where the movement is controlled by an computer actuation device such as a mouse or a key board, or the like.

[0024] For the purposes of the present invention, the term “menorah” or “Menorah” refers to a nine-branched candelabrum used in celebration of Hanukkah, or a ceremonial seven-branched candelabrum of the Jewish Temple.
For the purposes of the present invention, the term “dreidel” or “dreidl” refers to a toy similar to a spinning top used in games of chance played by children and adults at Hanukkah.

For the purposes of the present invention, the term “Star of David” also known as the Magen David or Mogen David refers to a six-pointed star, the symbol of Judaism that is formed by placing two triangles together one inverted over the other or interlaced. It is also called the Shield of David.

**Description**

The method of play on the game can take on many differ forms and the goal can vary as well. The critical part of the design is that the game pieces move along the candles of a menorah. The moves can consist of any variation of dice rolls and/or questions to be answered.

The physical design of the games can take a variety of forms, each of which comprises using a Menorah as the game board path for movement of each player’s game piece.

How Moves Are Determined

The moves can be determined by cards, the roll of the dice, the spinning of a dreidel, spinning of a counter or any other standard method.

Playing Pieces

The pieces used to mark the players positions can be of any assortment of shapes and colors, one example would be for the pieces to resemble candle flames so that the goal is to have all of your candles “lit” first.

Another variation can be to have disks of different colors; these disks could have pictures relating to the game. Alternatively, the pieces could be menorahs in different colors.

Background/Purpose

The game can be used as a fun way to teach about the Jewish religion and Hanukkah specifically. Alternatively, the game can be played without a religious or educational focus. Menorah like candelabras are popular during the Christmas season and the game can be modified to a more general application. The final goal can be a Christmas tree, or the star on a Christmas tree.

The method of play on the game can be many different things and the goal can vary as well, the critical part of the design is that the game pieces move along the menorah. The moves can consist of any variation of dice rolls and questions to be answered.

The games can take a variety of forms, each of which comprises using a Menorah as the game board path for movement of each player’s game piece.

The Game board can have liftable sections so that the spaces can be changed to accommodate different games. Even without the changeable sections, one board can be used for several different games just by changing the movement of the game pieces or using different cards and rules.

The game board can be used with question cards, in place of blessing and/or curse cards, turning it into a trivia or learning game. The cards can be sold in different packs for all grades of school children, families, adults, different holidays or any other combination. These packs can be bought at a later time as add-ons.

**EXAMPLES OF DIFFERENT WAYS OF PLAYING THE GAME**

Example IA

In one embodiment, each player has a piece for each candle. Each player must spin the wheel, or equivalent number and/or symbol generator, and move a piece a number of spaces, corresponding to the number indicated by the designation generator. The player must move up only one candle at a time and must land on the flame with an exact number. By exact number, it is meant that if there are two remaining empty spaces between the piece and the flame, and the player gets a three or greater number, the player must wait till the next turn to move the piece. When the piece is on the flame, then the player proceeds to get a number and move a piece up the next candle. When the player has a piece at the flame of each candle the player then gets a number to move to the Star of David. The player must roll two dice and get double number, spin a wheel or otherwise get a double number. Alternatively, there can be a special win position or number.

A representative play can be as follows.

Player 1—rolls a 6 and moves piece one forward 6 spaces.

Player 2—rolls a 4 and moves piece one forward 4 spaces.

Player 1—rolls a 5 and cannot move forward.

Player 2—rolls a 6 and cannot move forward.

Player 1—rolls a 2 and moves piece one onto flame.

Player 2—rolls a 2 and moves piece one forward 2 spaces, lands on a curse—read curse card (move back 2 spaces).

Player 1—rolls a 2 and moves piece two forward 2 spaces.

Player 2—rolls a 4 and moves piece one onto flame.

Player 1—rolls a 4 and moves piece two forward 4 spaces, lands on a curse—read curse card (move back to base of candle).

Player 2—rolls a 4 and moves piece two forward 4 spaces.

Player 1—rolls a 5 and moves piece two forward 5 spaces, lands on a curse—read curse card (loose one turn).

Player 2—rolls a 3 and moves piece two forward 3 spaces. Lands on a blessing—read blessing card (move forward up to 3 spaces), moves piece two one space to land on flame.

Player 1—misses turn.

Player 2—rolls a 2 and moves piece three forward 2 spaces.
Example IB

Each player must spin the wheel, or equivalent number generator, and move a piece a number of spaces, corresponding to the number produced by the number generator. The player may move up multiple candle at a time but must land on the flame with an exact number. By exact number, is meant that if there are two remaining empty spaces between the piece and the flame, and the player gets a three or greater number, the player cannot move onto the flame and must either move a piece on a different candle or skip the turn. The player can accumulate piece at varying distances from a flame. If, for example, the player has pieces that are respectively, one, three, and five positions from the flame, the player has three chances of moving a piece to a flame. In the embodiment in which the menorah has seven candles, the odds are high that the player will get a number that moves a piece to a flame. As the player gets more pieces on flames, the difficulty of landing exactly on a flame increases.

When each piece is on a flame, then the player proceeds to get a number and move a piece from a flame to the Star of David goal.

Example IIA

In another embodiment, each player has a single piece for sequential movement up each candle. Each player must spin the wheel, or equivalent number generator, and move a piece a number of spaces, corresponding to the number produced by the number generator. The player must move up only one candle at a time but need not land on the flame with an exact number. By exact number, is meant that if there are two remaining empty spaces between the piece and the flame, and the plays get a three or greater number, the player must wait till the next turn to move the piece. When the piece is on the flame, then the player proceeds to get a number and move the piece up the next candle. In another embodiment, each player has a single piece for sequential movement up each candle. This is similar to Example 1, except that each candle is played individually.

Example IIC

The goal is to be the first player with all their candles lit and the center flame moved into the star. To do this you must move the candle flame pieces up each candle to light the candles, however you can only move to the lit position with an exact roll. Once all the candles are lit the flame from the center candle needs to be moved into the Star of David but this can only be accomplished with a roll of two.

Player 1—rolls a 6 and moves one flame forward 6 spaces
Player 2—rolls a 4 and lands on a curse—read curse card (loose one turn)
Player 3—rolls a 5 and moves one flame forward 5 spaces
Player 4—rolls a 3 and lands on a blessing—read blessing card (move forward 3 spaces)
Player 5—rolls a 5 and moves a second flame forward 5 spaces
Player 6—rolls a 6 and moves a second flame forward 6 spaces
Player 7—rolls a 1 and moves a second flame forward 1 space
Player 8—rolls a 4 and lands on a curse—read curse card (move back 2 spaces)
Player 9—rolls a 2 and moves the first flame forward 2 spaces to light the candle
Player 10—rolls a 4 and moves a third flame forward 4 spaces
Player 11—rolls a 4 and lands on a curse—read curse card (move back to base of candle)
Player 12—rolls a 4 and moves the second flame forward 4 spaces to light the candle

Example IIIA

Essentially Trivia Type of Game

One variation of the game would be to have 8 or 9 “categories”, each candle representing one category. Each player has a piece at the base of each candle and the goal for each player is to move all the pieces to the top of each candle.

Categories: Old Testament, Religious events, People, Places, Geography, History (Ancient), History (Modern), Religious Philosophy, Laws of Ethical Behavior, etc.

Each player starts with a piece at the base of each candle. There is no rolling for moves in this version, to move forward you must correctly answer a question for the appropriate category.

Player 1—picks candle one to start on, player 3 reads a question card from that category aloud for player 1. If player 1 answers correctly he can move piece A onto the first space of candle one.
If the player cannot correctly answer the question then they do not move their piece forward. The winner is the first player to complete all of the categories.

Example IIIB

Each player has one game piece that they need to get across the game board. To do this they must roll for moves and answer questions if they land on a question mark space. Player gets to pick category.

Player 1—rolls a 5 and moves piece forward 5 spaces, lands on a candle space and gets to pick a category. Picks category and answers question correctly so gets to roll again. Rolls a 3 and moves forward 3 spaces.

Player 2—rolls a 3 and moves forward 3 spaces, lands on a candle space a gets to pick a category. Picks category and answers question incorrectly; turn is over.

Example IIIC

Each player has one game piece that they need to get across the game board. To do this they must roll for moves and answer questions if they land on a marked space. Some spaces are blank and some spaces indicate what category question should be asked.

Player 1—rolls a 5 and moves piece forward 5 spaces, lands on a space place and has to answer a place question. Answers question correctly so gets to roll again. Rolls a 3 and moves forward 3 spaces.

Player 2—rolls a 3 and moves forward 3 spaces, lands on a person space a has to answer a person question. Answers question incorrectly, turn is over.

Example IIID

Each menorah represents one category and can be played by an almost unlimited (within reason) number of players. Each player would answer questions to move forward and multiple players can be on the same space simultaneously.

Example IIIE

In this version, the game would be played by 2-4 teams, each team having up to 9 players. Each player has their own candle that their piece moves along. The players have to answer questions to move their pieces along their candle. The questions can be either from random categories or picked by a method such as the roll of the dice. Each correct question lets you move forward one space.

Example IV

Another variation would be to have each of the menorahs on the board represent a different category and each of the 2-9 players would place one piece on their own candle of each menorah. Answering a question correctly moves a piece, one space. A question card can also represent a blessing or a curse, thus adding another dimension to the game.

Example V

Alternatively, each player can have their own menorah to move along using one piece with the goal to be to move up and down the candles, using the flames as a bridge. This example is represented in FIG. 3.

Example VI

All pieces start at flame, must get down candle, up center candle and into star. The goal is to be the first player with all their candles lit and the center flame moved into the star. To do this you must move the candle flame pieces up each candle to light the candles, however you can only move to the lit position with an exact roll. Once all the candles are lit the flame from the center candle needs to be moved into the Star of David but this can only be accomplished with a roll of two.

Player 1—rolls a 6 and moves one flame forward 6 spaces

Player 2—rolls a 4 and lands on a curse—read curse card (lose one turn)

Player 3—rolls a 5 and moves one flame forward 5 spaces

Player 4—rolls a three and lands on a blessing—read blessing card (move forward 3 spaces)

Player 1—rolls a 5 and moves a second flame forward 5 spaces

Player 2—rolls a 6 and moves a second flame forward 6 spaces

Player 3—rolls a 1 and moves a second flame forward 1 space

Player 4—rolls a 4 and lands on a curse—read curse card (move back 2 spaces)

Player 1—rolls a 2 and moves the first flame forward 2 spaces to light the candle

Player 2—rolls a 4 and moves a third flame forward 4 spaces

Player 3—rolls a 4 and lands on a curse—read curse card (move back to base of candle)

Player 4—rolls a four and moves the second flame forward four spaces to light the candle

This continues until the first player, with all eight candles lit, rolls a two in order to reach the center of the star.

Example VII

The goal is to be the first player with both of their pieces in the star. To do this you must move the two pieces up and down the candle paths (illustrated in FIG. 2) to reach the center candle, however you can only have one piece on a space at a time. Additionally, you must have an exact roll to move into the star.

Player 1—rolls a 6 and moves piece A forward 6 spaces

Player 2—rolls a 4 and lands on a curse—read curse card (lose one turn)

Player 3—rolls a 5 and moves a piece forward 5 spaces

Player 4—rolls a three and lands on a blessing—read blessing card (roll again)
Player 1—rolls a 5 and moves piece B forward 5 spaces

Player 2—rolls a 4 and lands on a curse—read curse card (move back 3 spaces)

Player 3—rolls a 5 and moves a piece forward 5 spaces

Player 4—rolls a 3 and lands on a blessing—read blessing card (move forward 2 spaces)

Player 1—rolls a 3 and moves piece B forward 3 spaces

Player 2—rolls a 5 and moves a piece forward 5 spaces

Player 3—rolls a 1 and moves a piece forward 1 space

Player 4—rolls a 2 and moves a piece forward 2 spaces

Player 1—rolls a three and lands on a blessing—read blessing card (roll again)

Player 2—rolls a 6 and moves a piece forward 6 spaces

Player 3—rolls a 6 and moves a piece forward 6 spaces

Player 4—rolls a 2 and moves a piece forward 2 spaces

This continues until the one of the players is able to move both pieces up the center candle and into the center of the star. However, to reach the star you must have an exact roll.

Example VIII

The goal is to be the first player with all nine of their pieces in the star. To do this you must move a piece up each candle. The challenge to this is that to reach the flame and then the star you must have an exact roll.

Player 1—rolls a 5 and moves a piece forward 5 spaces

Player 2—rolls a 3 and moves a piece forward 3 spaces

Player 3—rolls a three and lands on a blessing—read blessing card

Player 4—rolls a 6 and moves a piece forward 6 spaces

Player 1—rolls a 5 and moves a piece forward 5 spaces

Player 2—rolls a three and lands on a blessing—read blessing card

Player 3—rolls a 4 and lands on a curse—read curse card

Player 4—rolls a three and lands on a blessing—read blessing card

Player 1—rolls a 2 and moves a piece forward 2 spaces

Example IX

The goal is to be the first player with all of your candles lit. To achieve this you must move your game piece from the base of the candle to the top “lighting” the candle. Each candle represents a different category of questions. To move a piece you must correctly answer a question for the category candle you wish to move. Each correct answer will earn you the right to move your piece one space.

Example X

The play can be similar to each of the prior Examples (I, II & III), except that the play is from the two outermost candles, to the center candle, and then to one of the six triangular spaces in the Star of David. When a player has a piece in each of two triangular spaces, the player then goes for the hexagonal center space, following a rule as noted above, such as getting a double number, special number, or the like. If there are four players, then one player can be blocked from entering the Star of David, and loses. Advantageously, a player can get a turn for each piece in the triangular zone, thus providing an advantage in having two pieces and two turns, as compared to having one piece in a triangular zone and one turn.

Example XI

Game rules. Players, 2, 3 or 4, start with nine pieces at the bottom of each candle on the menorah. The first player to get all nine pieces to the Star of David space in the center of the board wins the covenant of peace for the nation. Pieces move to the Star of David from the flame of each candle. All pieces must enter both the flame and the star on exact count. If a piece cannot be moved to the flame or Star of David on exact count, the player forfeits that part of their turn.

No piece can be move to the Star of David until at least five of the player’s pieces have reached the flame. Once a piece reaches the safety of the covenant in the Star, it cannot be removed by a curse. For a dreidel design, the symbol for “hi” can represent a movement of one space, gimel represents two spaces, shin—pull a blessing card, and nun, pull a curse.

If the spirit of David card is pulled, the player may hold that card and use it one time to avoid a future curse. The card is to be laid face up and to the right of that player’s
menorah until it is used. The SOD card does not have to be used immediately, but when it is used to avoid a curse, the Curse Card is not pulled. Instead, the player places the SOD card back on the bottom of the Blessing Card stack and spins the dreidel again. The player who pulls the SOD card may choose to move his pieces according to the instructions. A player may not hold more than one SOD card at a time. If a player is holding one SOD card and pulls another, he must move his piece or pieces according to the instructions on that second card and immediately place that second card on the bottom of the blessing card stack.

Example XII

[0143] Menorah with nine candles and seven spaces plus flame on each candle is provided on a game board.

[0144] Players (1-4) start with nine pieces at the bottom of each candle on the menorah. The first player to get all nine pieces to the Star of David space in the center of the board wins the covenant of peace for the nation.

[0145] Pieces move to the Star of David from the flame of each candle. All pieces must enter both the flame and the star on exact count. If a piece cannot be moved to the flame of Star of David on exact count, the player forfeits that part of their turn.

[0146] No piece may be moved to the Star of David until at least (5) of that player’s pieces have reached the flame. Once a piece reaches the safety of the covenant in the Star, it cannot be removed by a curse.

[0147] If the Spirit of David card is pulled, the player may hold that card and use it one time to avoid a future curse. The card is to be laid face up and to the right of that player’s menorah until it is used. The SOD card does not have to be used immediately, but when it is used to avoid a curse, the Curse Card is not pulled. Instead, the player places the SOD card back on the bottom of the Blessing Card stack and spins the dreidel again. The player who pulls the SOD card may choose to move his pieces according to the instructions. A player may not hold more than one SOD card at a time. If a player is holding one SOD card and pulls another, he must move his piece or pieces according to the instructions on that second card and immediately place that second card on the bottom of the blessing card stack Star of David Covenant.

[0148] Spinning the Dreidel

[0149] The dreidel has four sides and side one has the letter א (nun), the second side has the letter ב (be or hi), the third side has the letter ג (gimel) and the fourth side has the letter ד (dalet).

[0150] The sides can represent the following instructions:

[0151] Pronounced “hi’” Move 1 piece 1 space
[0152] Pronounced “gimel” — Move 1 piece 2 spaces
[0153] Pronounced, “shin” — Pull Blessing Card
[0154] Pronounced “nun” — Pull Curse Card
[0155] Card Use
[0156] BLESSING CARD: When a Blessing card is pulled, move a piece, or pieces according to instructions.

[0157] CURSE CARD: When a Curse Card is pulled, move piece or pieces according to instructions for as much of the curse as possible.

[0158] Blessing — Use to move 3 pieces one time each or hold for use to avoid any curse, and then return to blessing stack.

[0159] Spirit of David Blessing — The Mossad foils the evil plot of Hamas. Move one piece 2 spaces

[0160] Curse —Israel bows to International pressure and ignores God given mandate to possess the land — Move 3 pieces back 1 space each

[0161] FIG. 1 shows an exemplary game board in which a Menorah indicated generally as 100, represents a players game playing region. The candles 102 are segmented to form a plurality of spaces 104. Each candle has a flame 106. Two stacks of cards 108 and 110 are provided. One stack is curse cards, and the other stack is blessing cards. The final goal or destination mark 112 is designated by a Star Of David. The game board is indicated as 120. The game board can be a visual image on a display screen, as for example, a computer screen or can be a physical board made of typical game board materials, as for example, wood, plastic and cardboard.

[0162] FIGS. 2 and 3 show exemplary forms of play in which game pieces 200 and 202 are placed at the base of the end candles or the first space of each end candle. The game pieces are moved up the end candles as indicated by arrow 204 to the end space or the flame and then move to the first space of the adjacent inner candle as indicated by arrow 206. The progression continues until the game piece moves to the Star Of David, as indicated by arrow 208 and is positioned within the Star, as indicated by 210.

[0163] FIG. 3 shows a similar form of play except that the game pieces first move to an outer triangle 300 and when two game pieces for one player are within the Star, the play can then move the game pieces to the central hexagon 302.

[0164] FIG. 4 shows an exemplary form of play in which a game piece is positioned at the first space 400 of each candle and moves from the flame 402 to the Star Of David 404. Winning the play can consist of being the first player to bring a designated number of game pieces to the Star Of David, as for example, three, four, five or six pieces.

[0165] FIG. 5 shows an exemplary form of play in which a game piece is positioned at the first space 500 of each candle and moves from the flame 502 to the Star Of David in a triangle zone as for example 502. In this example, a player must have at least two or three game pieces in a triangular zone before moving to the hexagonal zone. Since there are only six triangular zones, less no more than two or three player can be in the final round.

[0166] Winning the play can consist of being the first player to bring a designated number of game pieces from a triangular zone to the central hexagonal zone in the Star Of David, as for example, one, or two, pieces if there are four players or a larger number of games pieces if there are only two or three players.

[0167] FIG. 6 shows an exemplary wheel with a spinning arrow and a plurality of move designations. The move designations can be instructions to move a total number of
spaces to be assigned to a single game piece or distributed among a plurality of game pieces.

[0168] FIG. 7 shows an alternate exemplary wheel with a spinning arrow and a plurality of move designations. The move designations can be instructions to move a total number of spaces to be assigned to a single game piece or distributed among a plurality of game pieces.

[0169] FIG. 8 illustrates an embodiment of the present invention in which the wheel contains only numbers.

[0170] FIGS. 9A, B, C, and D show the four sides of an exemplary dreidel.

[0171] All documents, patents, journal articles, and other materials cited in the present application are hereby incorporated by reference.

[0172] Although the present invention has been fully described in conjunction with several embodiments thereof with reference to the accompanying drawings, it is to be understood that various changes and modifications may be apparent to those skilled in the art. Such changes and modifications are to be understood as included within the scope of the present invention as defined by the appended claims, unless they depart there from.

What is claimed is:

1. A board game comprising:
   (a) a game board having a plurality of individual play regions, each individual play region having a plurality of starting areas and a grid of interconnected positions commencing at each starting point and terminating at a destination point distant from said starting point;
   (b) a first plurality of game cards, each game card of said first plurality of game cards designating a penalty;
   (c) a second plurality of game cards, each game card of said second plurality of game cards designating a benefit;
   (d) a set of game pieces for each individual play region;
   and
   (e) a move designating device, for use in designating the number of positions a player can move a game piece in said player's play region.

2. The board game of claim 1, wherein said game cards designating a penalty are curse cards.

3. The board game of claim 1, wherein said game cards designating a penalty are blessing cards.

4. The board game of claim 1, wherein each play region is a region for an individual player and is in the form of a menorah.

5. The board game of claim 4, wherein each menorah has a plurality of candle-like regions, each candle-region having a starting point at its proximal end, a flame designating position at its distal end, and plurality of positions between each starting point and each corresponding flame.

6. The board game of claim 5, further comprising a star centrally positioned between said plurality of individual player regions, said star designating a final destination point for each game piece.

7. The board game of claim 1, wherein said move designating device, for use in designating the number of positions a player can move a game piece in said player's play region is a dreidel.

8. The board game of claim 1, wherein said move designating device, for use in designating the number of positions a player can move a game piece in said player's play region is a arrow rotationally mounted on a backing member, said backing member having a plurality of indicia regions, wherein a plurality of indicia regions designate the number of positions that a player may move a game piece.

9. The board game of claim 5, wherein each of said menorah have nine candle-like regions and each candle has at least four positions between said starting point and said flame designating position.

10. The board game of claim 1, wherein each play region is in the form of a menorah, and each menorah has a plurality of candle-like regions, wherein a first play region has candle-like regions having a first color, a second player region, a second play region has candle-like regions having a second color, a third play region has candle-like regions having a third color, and a fourth play region has candle-like regions having a fourth color, and wherein said first color, said second color, said third color and said fourth color are different from each other.

11. The board game of claim 7 wherein said dreidel has different indicia marked on each of its four sides, and wherein a first indicia represents a first number of moves that a player may move a game piece, a second indicia represents a second number of moves that a player may move a game piece, a first indicia represents a second number of moves that a player may move a game piece, a second indicia represents a second number of moves that a player may move a game piece, a first indicia represents a second number of moves that a player may move a game piece, and a second indicia represents a second number of moves that a player may move a game piece, and a second indicia represents a second number of moves that a player may move a game piece, and a second indicia represents a second number of moves that a player may move a game piece.

12. The board game of claim 1, wherein said first number of moves is one, and said second number of moves is two.

13. A method of playing a board game having a:
   (a) a game board having a plurality of individual player regions, each individual player region having a plurality of starting areas and a grid of interconnected positions commencing at each starting point and terminating at a destination point distant from said starting point;
   (b) a first plurality of game cards, each game card of said first plurality of game cards designating a penalty;
   (c) a second plurality of game cards, each game card of said second plurality of game cards designating a benefit;
   (d) a set of game pieces for each individual player region; and
   (e) a move designating device, for use in designating the number of positions a player can move a game piece in said player's play region;

comprising the steps of:
   activating said move designating device and taking an action designated by said move designating device;
   when said designating device designates that a player shall move a game piece a prescribed number of positions, said player moves a game piece said prescribed number of positions;
   when said designating device designates that a player shall select a benefit card, said player selects a benefit card; and
when said designating device designates that a player shall select a penalty card, said player selects a penalty card.

14. The method of claim 13, where said designating device designates that a player shall move a game piece either one or two positions.

15. The method of claim 13, where said a player is permitted to move shall move a game piece either one or two positions.

16. The method of claim 13, wherein each player region is in the form of a menorah, each menorah has a plurality of candle-like regions, each candle-region having a starting point at its proximal end, a flame designating position at its distal end, and plurality of positions between each starting point and each corresponding flame further comprising the step of moving a game piece to a land directly on a flame designating position when the number of position moves designated by said designating device is equal to the number of positions that a game piece must move to land directly on said flame designating position, and wherein a game piece may not be moved to a flame designating position when the number of position moves designated by said designating device is greater than the number of positions that a game piece must move to land directly on said flame designating position, and a game piece may must land on a flame designating position prior to move to a final position.

17. The method of claim 13, further comprising a star centrally positioned between said plurality of individual player regions, said star designating a final destination point for each game piece and wherein each player region is in the form of a menorah, each menorah has a plurality of candle-like regions, each candle-region having a starting point at its proximal end, a flame designating position at its distal end, and plurality of positions between each starting point and each corresponding flame further comprising the steps of:

a game piece being required to land on a flame designating position prior to move to a final position, said final position be said star, and a game piece being precluded from moving to said star when the number of position moves designated by said designating device is greater than the number of positions that a game piece must move from said flame designating position to said star.

18. The method of claim 17, wherein said star is the Star of David.

19. The method of claim 13, wherein the game starts with a game piece on each player’s candle-regions of each menorah.

20. The method of claim 13, wherein in turn, each player actives said designating device and consistent with the resultant designation, moves a game piece from each said candle-region’s starting point to said each flame designating position, or selects a benefit card or selects a penalty card.

21. A board game comprising:

(a) a game board having

a plurality of individual play regions,

each individual play region comprising a representation of a menorah,

each menorah having from seven to nine candle representation regions, each candle being a playing path, and

each playing path being comprised of a plurality of play spaces commencing with a starting space at each candle’s proximal space and terminating with a flame designating position at its distal end, and a plurality of play spaces between each starting point and each corresponding flame;

(b) at least a first plurality of game cards, each game card of said at least a first plurality of game cards designating a play instruction;

(c) a set of game pieces for each individual play; and

(d) a move designating device,

whereby said move designating device is activatable to designate the number of spaces that a player may move a game piece along a playing path, or designate the selection of a game card.

22. A board game comprising:

(a) a game board having

a plurality of individual play regions,

each individual play region comprising a representation of a menorah,

each menorah having from seven to nine candle representation regions, each candle being a playing path, and

each playing path being comprised of a plurality of play spaces commencing with a starting space at each candle’s proximal space and terminating with a flame designating position at its distal end, and a plurality of play spaces between each starting point and each corresponding flame;

(b) a move designating device,

whereby said move designating device is activatable to designate the number of spaces that a player may move a game piece along a playing path, or designate an instruction, or designate the selection of a game card containing an instruction.

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