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(54) GAME DEVICE AND METHOD OF PLAYING A GAME

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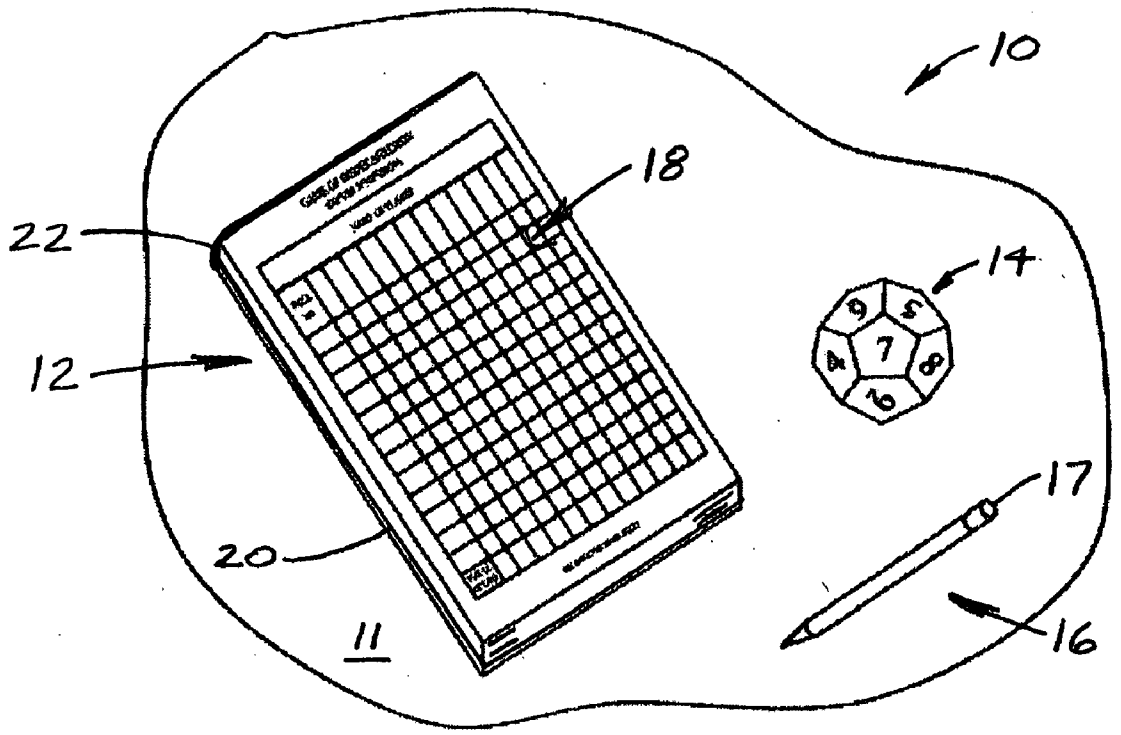
(57) **ABSTRACT**

A game device and a method of playing a game. The game device includes a chance selection device in the form of a polygonal dice, preferably a twelve-sided dodecahedron dice, to randomly select sequential numbers from one to the number of facets displayed on the dice. A plurality of score sheets are provided as part of a score pad which includes a backing sheet made of cardboard all interconnected by a resilient binding strip. Each score sheet is made of paper with a front side printed with respective areas to record player names, roll scores, and total scores, and a back side printed with game rules. A writing device is provided, preferably a pencil with integral eraser, for recording the player names, the roll scores, and the total scores on the score sheets. The dice may be of a foamed construction being molded from self-skinning urethane in a size sufficient to prevent ingestion by children. Alternatively, the dice may be of a hollowed construction made from a sheet pattern which includes a plurality of flat polygonal members, preferably pentagonal for the dodecahedron dice, having the facets with numbers interconnected at a plurality of fold lines. The sheet pattern is formed into the dodecahedron shape by folding along the fold lines and joining together an outer edge thereof. The dice may include a plurality of display cards removably attachable to each facet with the numbers disposed thereon. The method includes determining the number of turns each player gets per game using the chance selection device, deciding whether high or low score wins the game, conducting roll-offs using the chance selection device to determine player starting positions, taking turns selecting numbers using the chance selection device, recording the scores on the scoring sheet, and upon each player having the determined number of turns, adding the scores for each player to establish the winning player.



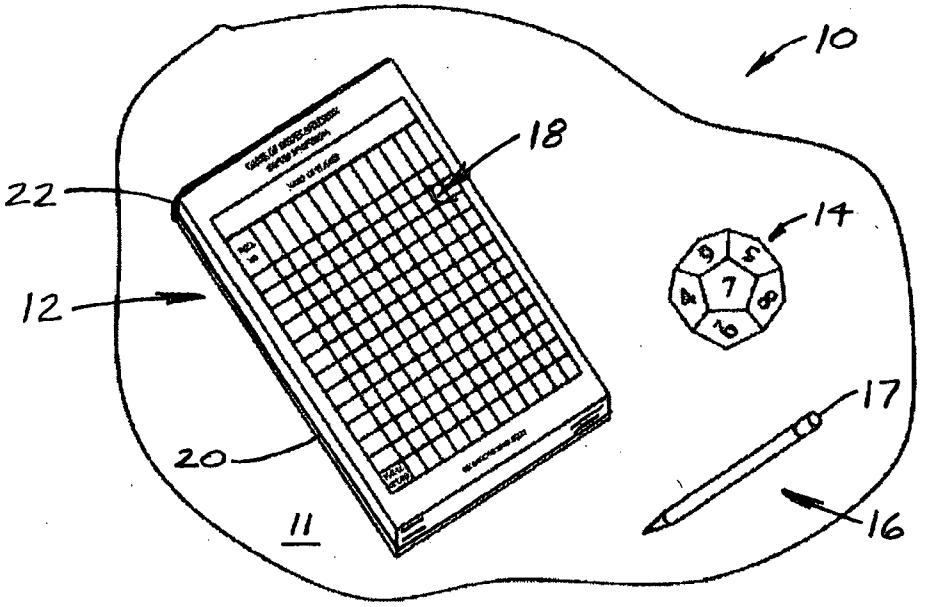

10
18
22
14
12
17
20
16
11

FIG. 1

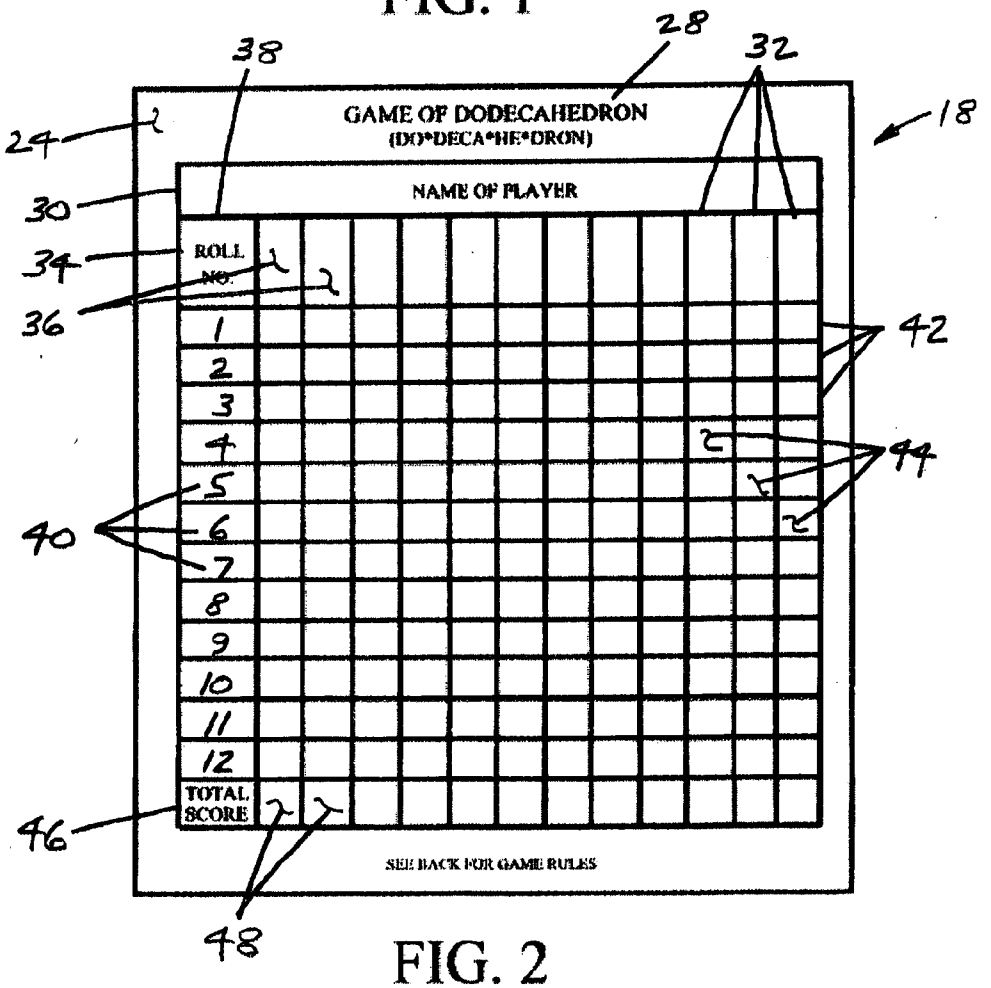

28
38
32
18
24
GAME OF DODECAHEDRON
(DO*DECA*HE*DRON)
30
NAME OF PLAYER
34
ROLL NO.
36
1
2
3
4
5
6
7
8
9
10
11
12
42
44
40
TOTAL SCORE
46
SEE BACK FOR GAME RULES
48

FIG. 2

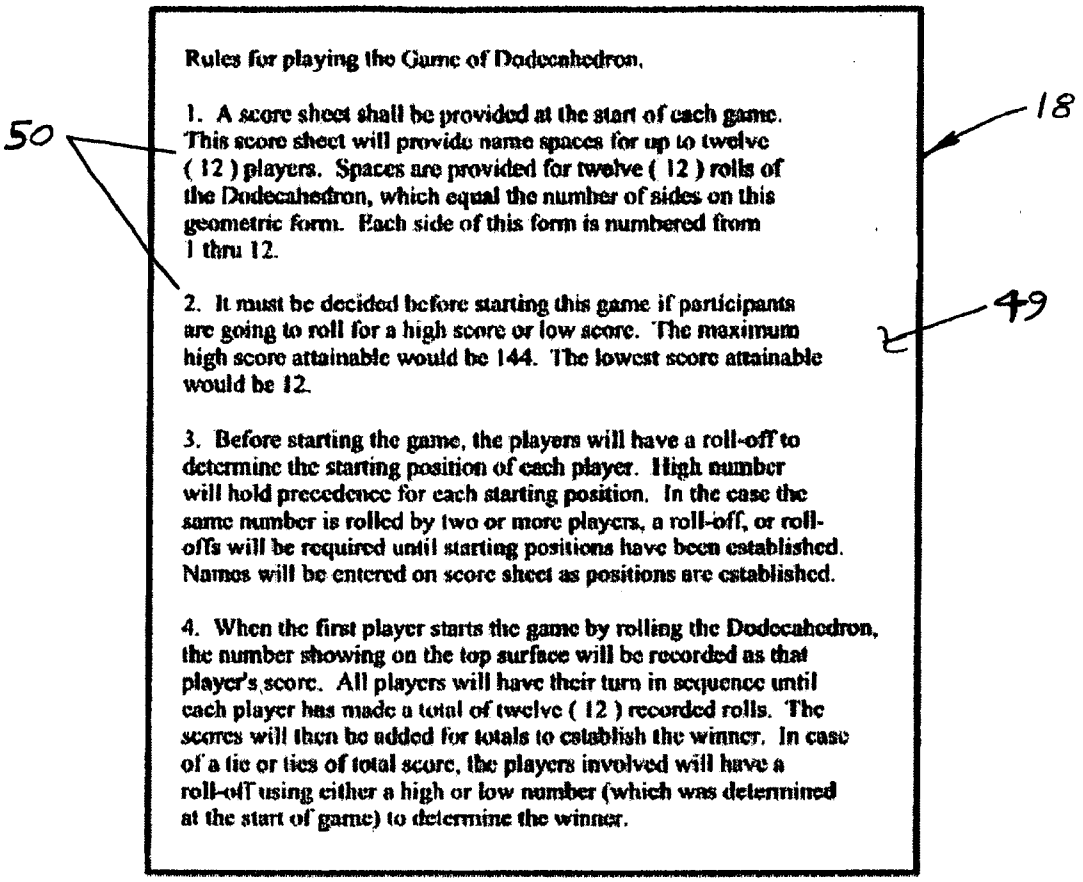

Rules for playing the Game of Dodecahedron.
1. A score sheet shall be provided at the start of each game. This score sheet will provide name spaces for up to twelve (12) players. Spaces are provided for twelve (12) rolls of the Dodecahedron, which equal the number of sides on this geometric form. Each side of this form is numbered from 1 thru 12.
2. It must be decided before starting this game if participants are going to roll for a high score or low score. The maximum high score attainable would be 144. The lowest score attainable would be 12.
3. Before starting the game, the players will have a roll-off to determine the starting position of each player. High number will hold precedence for each starting position. In the case the same number is rolled by two or more players, a roll-off, or roll-offs will be required until starting positions have been established. Names will be entered on score sheet as positions are established.
4. When the first player starts the game by rolling the Dodecahedron, the number showing on the top surface will be recorded as that player's score. All players will have their turn in sequence until each player has made a total of twelve (12) recorded rolls. The scores will then be added for totals to establish the winner. In case of a tie or ties of total score, the players involved will have a roll-off using either a high or low number (which was determined at the start of game) to determine the winner.
50
18
49

FIG. 3

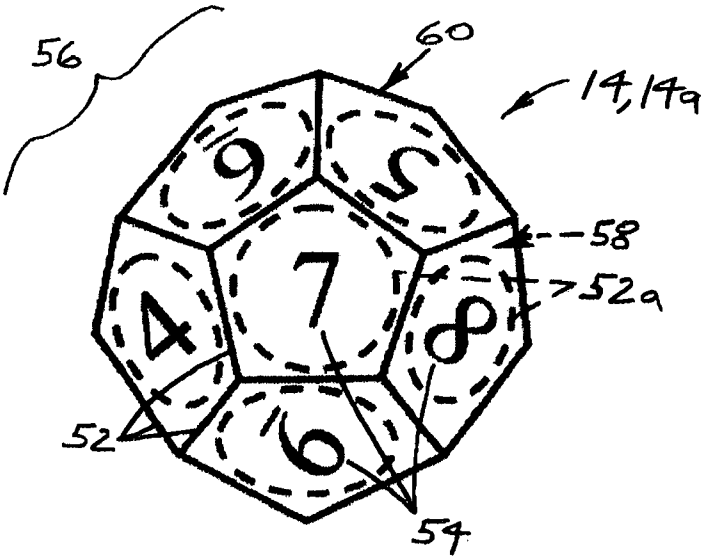

56
60
14,14a
9
5
7
4
8
6
58
52a
52
54

FIG. 4

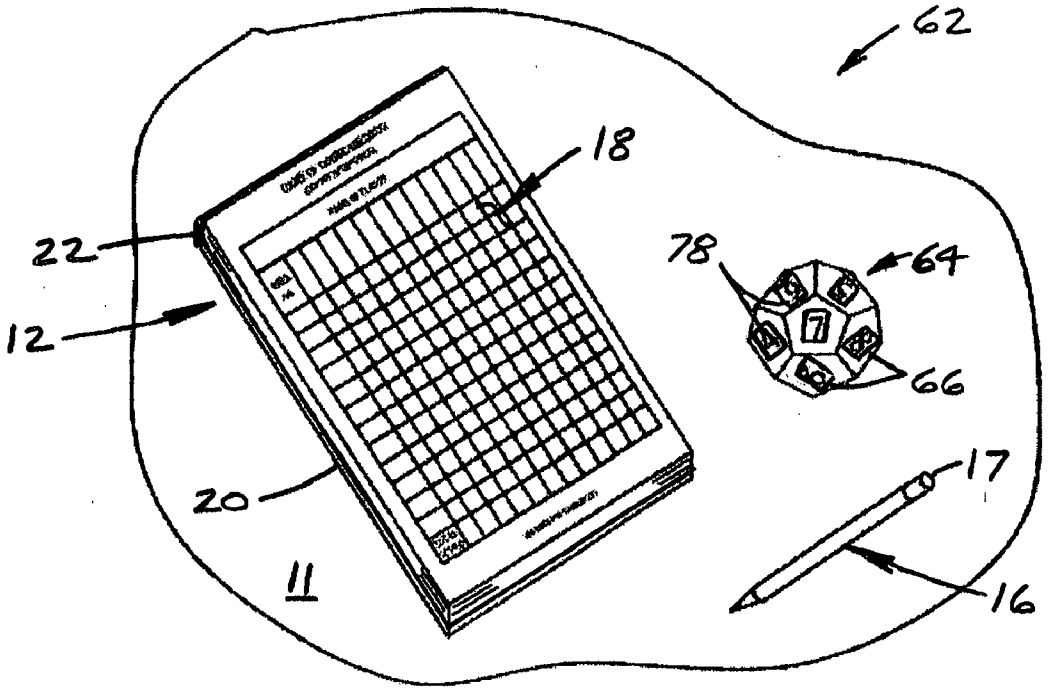

62
18
22
12
78
64
66
20
17
11
16

FIG. 5

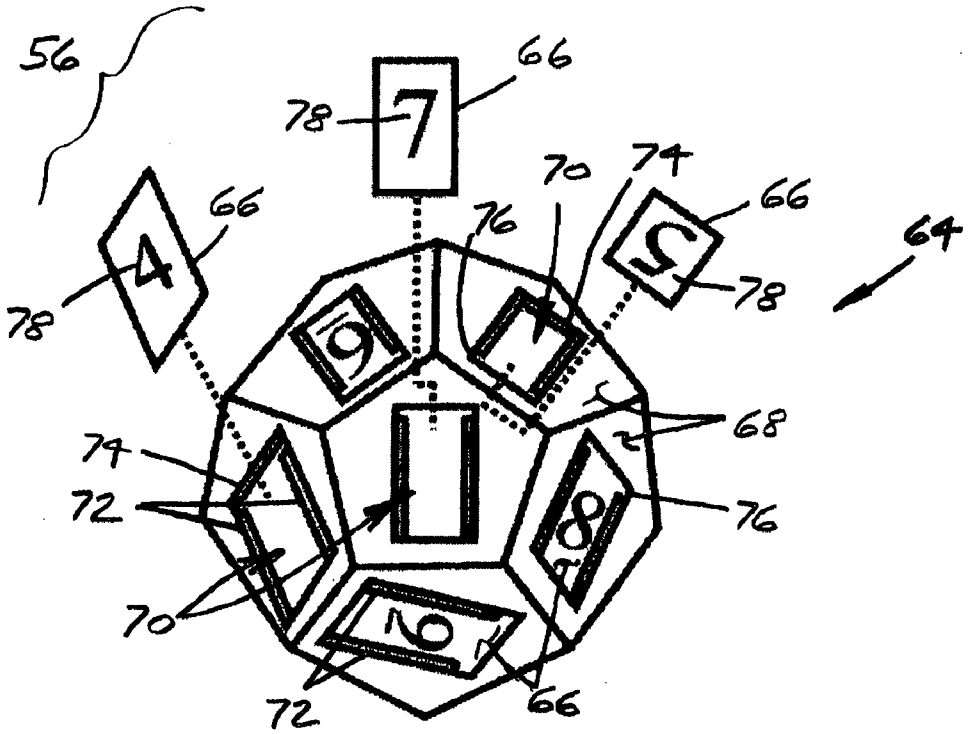

56
66
78
7
70
74
66
66
4
76
5
64
78
78
9
1
68
74
72
11
8
76
70
10
72
66

FIG. 6

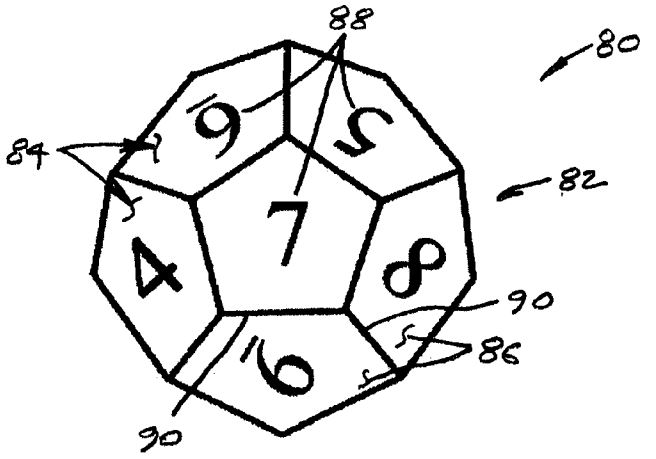

88
80
84
82
90
86
90

FIG. 7

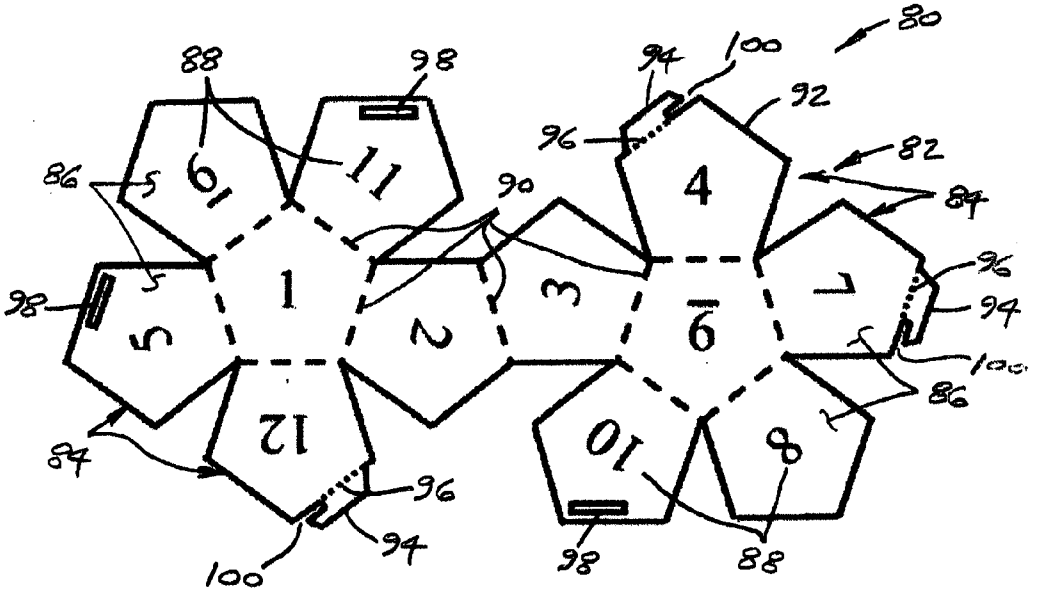

80
88
98
94
100
92
96
82
86
90
84
98
96
94
100
86
84
96
94
100
98
88

FIG. 8

GAME DEVICE AND METHOD OF PLAYING A GAME

BACKGROUND OF THE INVENTION

[0001] 1. Field

[0002] The present invention generally relates to game devices and methods of playing games, and more particularly to games of chance which utilize one or more dice and have relatively simple rules so children may play.

[0003] 2. State of the Art

[0004] Various games of chance have been developed over the years which utilize a variety of chance selection devices including one or more dice, spinners mounted on a cardboard base, and the like. The most widely used dice are the conventional cube dice which have one through six dots or dimples on the six sides or facets thereof to indicate the numbers one through six. The cube dice is used in various gambling games in casinos such as craps. Other configurations of dice are less frequently used such as for games played at home. These include a tetrahedron having four facets, an octahedron having eight facets, a decahedron having ten facets, a dodecahedron having twelve facets, and an icosahedron having twenty facets.

[0005] Various games have been patented which utilize the various configurations of dice. For example, in U.S. Pat. No. 3,959,893 issued to Sigg on Jun. 1, 1976 is disclosed an educational gaming apparatus that includes a set of six numbered blocks and one operator block all of dodecahedron shape. The numbers zero through nine are displayed on the sides or facets of the number blocks. The mathematical symbols of addition, subtraction, multiplication, and division are displayed on the sides or facets of the operator block. The numbered and operator bocks are tossed and players then arrange the blocks in such an order that the uppermost faces of the blocks indicate a mathematical problem and its solution.

[0006] In U.S. Pat. No. 5,918,881 issued to Kirby on Jul. 6, 1999 is disclosed a polyhedron dice for use in player selection in place of the conventional spinner mounted on the cardboard base. The dice is a regular polyhedron having equal facets, equal vertices, and equal dihedral angles between the facets. The dice has six or more equally shaped planar facets such as the cube or sextahedron having six facets, the octahedron having eight facets, the decahedron having ten facets, the dodecahedron having twelve facets, or the icosahedron having twenty facets. An arrow is displayed on each facet of the dice which are arranged in various directions whereby rolling the dice results in the arrow an uppermost facet the dice randomly pointing to one of the players seated therearound to determine which player is selected.

[0007] Various dice which display card symbols have been patented for use in a variety of games. For example, in U.S. Pat. No. 5,145,175 issued to Gathman et al. on Sep. 8, 1992 is disclosed symmetrical dice with card indicia displayed on the facets thereof. The dice has twelve or twenty facets with a suit symbol and a value symbol on each facet that represent one of the fifty-two playing cards in a playing card deck. The dice with twelve facets have three different value symbols for each of the four suits of diamonds, hearts, spades, and clubs for a total of twelve different cards. The dice with twenty sides have five different values of each of the four suits for a total of twenty different cards. In both the dice having twelve and twenty facets, opposite facets of the dice have the same value symbol and no two adjoining facets bear the same suit symbol. The symmetrical arrangement provides complete randomness during rolling of the dice.

[0008] While the prior art games and dice are generally adequate for the purposes intended, they have some serious shortcomings. Firstly, the rules of many such games are too complicated for children to understand. Secondly, the dice are typically of a relatively small size which can be ingested by children providing a choking hazard. Thirdly, the dice are typically of solid plastic construction which can lead to injury by children falling on or throwing the dice. Fourthly, the dice have fixed number, playing card, or other indicia molded, printed, or otherwise permanently displayed thereon. This limits use of the dice to particular games without the ability to change the indicia for playing other games which require different indicia. Fifthly, the solid plastic construction of the dice requires an excessive amount of plastic if made in larger sizes to prevent ingesting.

[0009] There is a continuing need for a game device and a method of playing a game which solves the shortcomings with the prior art games and dice by: 1) having simple rules which children understand; 2) the dice being of a larger size which cannot be ingested by children alleviating the choking hazard; 3) the dice being of soft construction which can be fallen on or thrown by children without leading to injury; 4) the dice having interchangeable numbers, playing cards, or other indicia removably displayed thereon to provide flexibility of use for various games which require different indicia; and 5) the dice having a hollowed construction which requires a minimal amount of plastic when made in larger sizes to prevent ingesting.

SUMMARY OF THE INVENTION

[0010] The present invention is a game device and a method of playing a game. The game device comprises a chance selection device adapted to randomly select sequential integers from respective predetermined low to high numbers and at least one score sheet having a front side printed with respective areas to record player names, roll scores, and total scores.

[0011] In preferred embodiments of the game device, the chance selection includes a twelve-sided regular dodecahedron dice having twelve facets each of pentagonal shape and equal area with a unique number from one to twelve displayed thereon. A plurality of the score sheets are provided as part of a score pad which includes a backing sheet made of cardboard all interconnected by a resilient binding strip. Each score sheet is made of paper with a back side printed with game rules. The pad has between about twenty to fifty of the score sheets. The front side of each score sheet includes a name of player row, a plurality of player name columns, and a roll number row which together with the player name columns define a plurality of player name areas in which to record the player names. A roll number column with successive roll numbers and a plurality of roll number rows together with the player name columns define a plurality of roll score areas in which to record the roll scores for each player. A total score row together with the player name columns define a plurality of total score areas in which to

write the total scores of the roll score spaces in each player name column. There are a number of the player name columns and a number of the roll number rows which correspond with a number of facets of the dice. A writing device is provided adapted for recording the player names, the roll scores, and the total scores on the score sheets.

[0012] In a first preferred embodiment of the game device, the dice is of a foamed construction being molded from self-skinning urethane and of a size sufficient to prevent ingestion by children.

[0013] In a second preferred embodiment of the game device, the dice includes a plurality of display cards respectively attachable to each facet with the numbers disposed thereon. The display cards are retained within respective recesses of the facets by a pair of laterally dependent elongate retaining tabs disposed at each recess and abutting a pair of end surfaces. Each recess having a transverse opening where the retaining tabs end to permit insertion of the display cards thereinto. The display cards are made of a flexible material such as cardboard or sheet plastic. The dice is of a hollowed, a foamed, or a solid construction.

[0014] In a third preferred embodiment of the game device, the dice is of a hollowed construction comprising a sheet pattern cut from a thin sheet material which includes a plurality of flat pentagonal members having the facets with numbers interconnected at a plurality of fold lines. The sheet pattern is formed into the dodecahedron shape by folding along the fold lines and joining together an outer edge thereof using a joining process such as adhesively, heat welding, or ultrasonic welding. The sheet pattern further includes a plurality of joining tabs connected to respective of the pentagonal members at respective fold lines. The joining tabs closely fit through mating retaining slots through the pentagonal members to secure the sheet pattern in the dodecahedron shape. The joining tabs have respective transverse slots to anchor the joining tabs in the retaining slots. The fold lines are of a perforated, thinned, or printed type or a combination thereof to facilitate bending of the sheet pattern therealong.

[0015] The method of playing a game includes the steps of: 1) providing a chance selection device adapted to randomly select sequential integers from respective predetermined low to high numbers and at least one score sheet to record player names, roll scores, and total scores; 2) determining a number of turns each players gets randomly selecting integers per game using the chance selection device; 3) deciding which of high score and low score wins the game; 4) conducting a primary roll-off using the chance selection device to determine starting positions of each player which is a playing sequence for the entire duration of the game; 5) conducting any secondary roll-offs using the chance selection device necessary to break ties between players until all of the starting positions are established; 6) writing player names onto the score sheet; 7) players taking turns randomly selecting integers using the chance selection device in the playing sequence and recording the score on the scoring sheet until each player has the determined number of turns; 8) adding the scores entered on the scoring sheet for each player and recording a total to establish a winning player according to whom has the highest or lowest total score determined at the start of the game; and 9) conducting any secondary roll-offs using the chance selection device necessary to break ties between players until the winning player is established.

[0016] In a preferred embodiment of the method, the chance selection device used comprises a twelve-sided dodecahedron dice having a plurality of facets each of pentagonal shape and equal area with a unique number displayed thereon from one to twelve. The number on the topmost of the facets is the score for each roll. The player names are written onto the score sheet in the playing sequence as the starting positions are established by the primary and any secondary roll-offs. One or more of the steps of conducting the primary roll-off and any secondary roll-offs using the chance selection device are done using the same of the high score and low score decided to win the game. The determined number of turns is twelve which is the same as the number of facets of the dice.

THE DRAWINGS

[0017] The best mode presently contemplated for carrying out the invention is illustrated in the accompanying drawings, in which:

[0018] FIG. **1** is a perspective view of a first embodiment game device of the present invention shown on a support surface including a score pad which includes a plurality of score sheets, a first embodiment twelve-sided dodecahedron dice of foam construction, and a pencil for writing on the score sheets;

[0019] FIG. **2**, a top plan view showing a front side of the score sheets printed with a game title, a name of player row, a plurality of player name columns, a roll number row, a plurality of player name areas, a roll number column with successive roll numbers, a plurality of roll number rows, a plurality of roll score areas, a total score row, and a plurality of total score areas;

[0020] FIG. **3**, a bottom plan view showing a back side of the score sheets printed with a plurality of game rules;

[0021] FIG. **4**, a perspective view of the dodecahedron dice showing twelve facets each of five-sided pentagonal shape having a unique number from one to twelve displayed thereon;

[0022] FIG. **5**, a perspective view of a second embodiment game device of the present invention shown on the support surface including the score pad with score sheets, a second embodiment twelve-sided dodecahedron dice of solid plastic construction, a plurality of removable display cards, and the pencil with attached eraser, the dodecahedron dice;

[0023] FIG. **6**, a perspective view of the dodecahedron dice showing twelve facets each of five-sided pentagonal shape having respective recesses with pairs of elongate retaining tabs to retain the display cards each with unique number from one to twelve displayed thereon;

[0024] FIG. **7**, a perspective view of a third embodiment dodecahedron dice of hollow plastic construction made from a sheet pattern of thin sheet plastic material showing twelve facets each of five-sided pentagonal shape having a unique number from one to twelve displayed thereon; and

[0025] FIG. **8**, a top plan view of a sheet pattern which includes a plurality of flat pentagonal members having the facets with the numbers disposed thereon interconnected at

a plurality of fold lines, a plurality of joining tabs connected to the pentagonal members at respective fold lines which fit through mating slots to secure the sheet pattern in the dodecahedron shape by connecting together an outer periphery thereof.

DETAILED DESCRIPTION OF THE ILLUSTRATED EMBODIMENTS

[0026] Referring to FIG. **1**, therein is shown a first embodiment game device, designated generally at **10**, shown on a support surface **11** including a score pad **12**, a chance selection device in the form of a polyhedral dice, preferably a first embodiment dodecahedron dice **14** of foam construction, to randomly select sequential integers from respective predetermined low to high numbers, and a writing device in the form of a pencil **16** with an attached eraser **17** for recording player names, roll scores, and total scores on the score pad **12**. The game device **10** is designed both for entertainment of players of all ages, and for the education of children in recognizing and adding numbers together.

[0027] The score pad **12** includes a plurality of score sheets **18** and a backing sheet **20** all interconnected by a resilient binding strip **22** in conventional manner. The score sheets **18** are typically made of paper and the backing sheet **20** made of cardboard. The score pad **12** typically includes between about twenty to fifty of the score sheets **18**.

[0028] Referring to FIGS. **2** and **3**, each score sheet **18** includes a front side **24** and a back side **26**. The front side **24** is printed with respective areas to record player names, roll scores, and total score including a game title **28**, a name of player row **30**, a plurality of player name columns **32**, preferably twelve to correspond with the theme of using the twelve-sided dodecahedron dice **14**, a roll number row **34** which together with the player name columns **32** define a plurality of player name areas **36** in which to record the player names, preferably twelve for the aforementioned reason, a roll number column **38** with successive roll numbers **40**, a plurality of roll number rows **42** which together with the player name columns **32** define a plurality of roll score areas **44** in which to record the roll scores for each player, and a total score row **46** which together with the player name columns **32** define a plurality of total score areas **48** in which to write the total scores of the roll score areas **44** in each player name column **32**. The number of the player name columns **32** and roll number rows **42** correspond with the number of facets (see below) of the dodecahedron dice **14**. The back side **26** of each score sheet **18** is printed with game rules **50** for quick reference.

[0029] Referring to FIG. **4**, the dodecahedron dice **14** is of a regular type having twelve flat facets **52** each of identical angular five-sided pentagonal shape and equal area. An alternative semi-circular version dodecahedron dice **14***a* has facets **52***a* of circular shape (dotted lines). This semi-circular version can also be done in the embodiments that follow. The facets **52** or **52***a* have a unique number **54** from a low number of one to a high number of twelve, which is a total number of the facets **52** or **52***a*, that is printed, molded, or otherwise displayed thereon. The positioning of the numbers **54** on the facets **52** or **52***a* can be any desired, with an exemplary layout **56** being shown.

[0030] The dodecahedron dice **14** of the foam construction is molded from self-skinning urethane which provides a foam core **58** of the urethane material and a smooth outer skin **60** of a desired color. The urethane material allows children to throw, sit on, or otherwise play with the dodecahedron dice **14** without being injured or injuring others. The dodecahedron dice **14**, as well as those which follow, are preferably of a size sufficient to prevent ingestion by children to prevent a choking hazard. The dodecahedron dice **14** may alternatively be made of other constructions such as solid and from other materials such as plastic materials including polyvinyl chloride, polyethylene, nylon, or polypropylene, metals such as stainless steel, painted or otherwise coated carbon steel, or aluminum, or other suitable material. The dodecahedron dice **14** can be of hollow and virtually as large as desired. The dodecahedron dice **14**, as well as those which follow, may be of other shapes such as a tetrahedron, a hexahedron, an octahedron, or a icosahedron.

[0031] The game device **10** is used to play a dice game for use by two to twelve players which is educational, instructional, and amusing. The players first decide whether high score or low score wins the game. The maximum attainable high score attainable is one-hundred-forty-four by rolling twelve twelves and the lowest attainable score is twelve by rolling twelve ones. The players then have a roll-off to determine the starting positions of each player which is the rolling sequence for the entire duration of the game. The number **54** on the topmost of the flat facets **52** of the dodecahedron dice **14** is the score for each roll. The players are sequenced in order from highest to lowest numbers rolled with ties being broken by additional roll-offs between the tying players until starting positions have been established. Player names written in the player name spaces **36** in the starting order using the pencil **16** as the playing sequence is determined during the roll-offs. The objective of the game is to roll the highest or lowest score as decided. The game is then played by all players rolling the dice **14** in the sequence and the scores recorded in respective of the scoring spaces **44** until each player has had twelve rolls. The scores entered in the scoring spaces **44** of each player name column **32** are added together and recorded in the total score spaces **48** to establish the winner according to whom has the highest or lowest total score determined at the start of the game. Ties are settled by a roll-off using either the highest or lowest number **54** rolled also as determined at the start of game to determine the winner.

[0032] Referring to FIG. **5**, a second embodiment game device **62**, shown on the support surface **11**, including the score pad **12**, a second embodiment dodecahedron dice **64** of solid configuration, a plurality of display cards **66**, and the pencil **16** with attached eraser **17**. The game device **62** is used to play a dice game as described above.

[0033] Referring to FIG. **6**, the dodecahedron dice **64** is of the regular type having twelve flat facets **68** each of identical angular five-sided pentagonal shape and equal area. The facets **68** each have a recess **70** with a pair of laterally dependent elongate retaining tabs **72**, a pair of end surfaces **74**, and a transverse opening **76** where the retaining tabs **72** end. The dodecahedron dice **66** is of solid or hollow plastic constructions made from the aforementioned plastic materials.

[0034] The display cards **66** are made of a flexible material such as cardboard or thin sheet plastic material such as those

described above and have a unique number **78** from one through twelve printed, molded, or otherwise displayed thereon. The display cards **66** are inserted through the transverse opening **76** and are retained within respective of the recesses **70** of the facets **68** by the pair of retaining tabs **72** and abutting the end surfaces **74**. The positioning of the numbers **78** on the dodecahedron dice **64** can be any desired, with the exemplary layout **56** which is the same as dodecahedron dice **14** being shown. The display cards **66** allow the dodecahedron dice **64** to be used for other game devices **62** such as by substituting display cards **66** with different numbers, playing cards, or other indicia with the score sheets **18** eliminated or modified to fit the particular game device **62**.

[**0035**] The dodecahedron dice **64** may alternatively be used as a yearly calendar and paper weight by using display cards **66** each of which has a unique monthly calendar (not shown) printed thereon for the particular year. The twelve display cards **66** on the twelve facets **68** thus have the complete yearly calendar. The current month is displayed by positioning the dodecahedron dice **64** with the display card **66** having the current month as the uppermost of the facets **68**. Each display card **66** can also have other indicia (not shown) printed thereon such as advertising.

[**0036**] Referring to FIGS. **7** and **8**, a third embodiment dodecahedron dice **80** of a hollowed construction is comprised of a sheet pattern **82** die cut from a thin sheet material such as the aforementioned plastic materials. The sheet pattern **82** includes a plurality of flat polygonal or pentagonal members **84** having respective facets **86** with numbers **88** printed or otherwise disposed thereon. The pentagonal members **84** are interconnected at a plurality of fold lines **90** to form the polygonal or dodecahedron shape by folding therealong and joining together an outer edge **92** thereof. The joining together of the sheet pattern **82** may be done adhesively, heat welding, ultrasonic welding, or other suitable process. The sheet pattern **82** may include a plurality of joining tabs **94** integral with some of the pentagonal members **84** at respective fold lines **96**. The joining tabs **94** closely fit through mating retaining slots **98** disposed through other of the pentagonal members **84** to secure the sheet pattern **82** in the dodecahedron shape. The joining tabs **94** have respective transverse slots **100** to anchor the joining tabs **94** in the retaining slots **98**. The fold lines **90** and **96** may be of a perforated, thinned, or printed type or combinations thereof to facilitate bending of the sheet pattern **82** therealong.

[**0037**] The method of playing the game comprises the steps of: 1) providing a chance selection device adapted to randomly select sequential integers from respective predetermined low to high numbers and at least one score sheet to record player names, roll scores, and total scores; 2) determining a number of turns each players gets randomly selecting integers per game using the chance selection device; 3) deciding which of high score and low score wins the game; 4) conducting a primary roll-off using the chance selection device to determine starting positions of each player which is a playing sequence for the entire duration of the game; 5) conducting any secondary roll-offs using the chance selection device necessary to break ties between players until all of the starting positions are established; 6) writing player names onto the score sheet; 7) players taking turns randomly selecting integers using the chance selection device in the playing sequence and recording the score on the scoring sheet until each player has the determined number of turns; 8) adding the scores entered on the scoring sheet for each player and recording a total to establish a winning player according to whom has the highest or lowest total score determined at the start of the game; and 9) conducting any secondary roll-offs using the chance selection device necessary to break ties between players until the winning player is established.

[**0038**] In a preferred method, the chance selection device used comprises a polyhedral dice having a plurality of facets each of equal area with a unique number displayed thereon from one and the high number of a total number of the facets, and the number on the topmost of the facets is the score for each roll. The dice comprises a twelve-sided dodecahedron wherein the facets are of pentagonal shape. The player names are written onto the score sheet in the playing sequence as the starting positions are established by the primary and any secondary roll-offs. One or more of the steps of conducting the primary roll-off and any secondary roll-offs using the dodecahedron dice device is done using the same of the high score and low score decided to win the game. The determined number of turns is the same as the number of facets of the dice.

[**0039**] The game device and a method of playing the game thus solve the shortcomings with the prior art games and dice by: 1) having simple rules which children understand requiring only a basic understanding of the numbers one through twelve, addition of these numbers, and comprehending high versus low number totals; 2) the dice being of a larger size which cannot be ingested by children alleviating the choking hazard up to virtually any size desired; 3) the dice being of soft foam construction from self-skinning urethane which can be fallen on or thrown by children without leading to injury; 4) the dice having interchangeable display cards for the numbers, playing cards, or other indicia removably displayed thereon to provide flexibility of use for various games which require different indicia; and 5) the dice having a hollowed sheet construction which requires a minimal amount of plastic when made in larger sizes to prevent ingesting.

[**0040**] Whereas this invention is here illustrated and described with reference to embodiments thereof presently contemplated as the best mode of carrying out such invention in actual practice, it is to be understood that various changes may be made in adapting the invention to different embodiments without departing from the broader inventive concepts disclosed herein and comprehended by the claims that follow.

I claim:

1. A game device, comprising:

a chance selection device adapted to randomly select sequential integers from respective predetermined low to high numbers; and

at least one score sheet having a front side printed with respective areas to record player names, roll scores, and total scores.

2. The game device according to claim 1, wherein the chance selection device comprises a polyhedral dice having a plurality of facets each of equal area with a unique number displayed thereon from the low to the high numbers.

3. The game device according to claim 2, wherein the low number is one and the high number is a total number of the facets.

4. The game device according to claim 2, wherein the dice comprises a twelve-sided dodecahedron wherein the facets are of pentagonal shape.

5. The game device according to claim 2, wherein the polyhedron is of a type chosen from the group consisting of a regular polyhedron wherein the facets are of angular shape and a semi-circular polyhedron wherein said facets are of circular shape.

6. The game device according to claim 2, wherein the dice is molded from self-skinning urethane.

7. The game device according to claim 2, wherein the dice is of a size sufficient to prevent ingestion by children.

8. The game device according to claim 2, wherein the dice is made of a material chosen from the group consisting of plastic materials including polyvinyl chloride, polyethylene, nylon, and polypropylene, and metals including stainless steel, coated carbon steel, and aluminum.

9. The game device according to claim 2, wherein the dice is of a construction chosen from the group consisting of hollowed, foamed, and solid.

10. The game device according to claim 2, wherein the dice includes a plurality of display cards respectively attachable to each facet with the numbers disposed thereon.

11. The game device according to claim 10, wherein the display cards are retained within respective recesses of the facets by a plurality of laterally dependent retaining tabs and abutting a pair of end surfaces.

12. The game device according to claim 11, wherein a pair of elongate retaining tabs are disposed at each recess.

13. The game device according to claim 10, wherein each recess has a transverse opening where the retaining tabs end to permit insertion of the display cards thereinto.

14. The game device according to claim 10, wherein the display cards are made of a flexible material chosen from the group consisting of cardboard and sheet plastic.

15. The game device according to claim 2, wherein the dice comprises a sheet pattern which includes a plurality of flat polygonal members having the facets with numbers being interconnected at a plurality of fold lines to form the polygonal shape by folding along said fold lines and joining together an outer edge thereof.

16. The game device according to claim 15, wherein the sheet pattern is cut from a thin sheet material.

17. The game device according to claim 15, wherein the joining together of the sheet pattern is done using a joining process chosen from the group consisting of adhesively, heat welding, and ultrasonic welding.

18. The game device according to claim 15, wherein the sheet pattern includes a plurality of joining tabs connected to respective of the polygonal members at respective fold lines that closely fit through mating retaining slots through said polygonal members to secure said sheet pattern in the polygonal shape.

19. The game device according to claim 18, wherein the joining tabs have respective transverse slots to anchor said joining tabs in the retaining slots.

20. The game device according to claim 15, wherein the fold lines are of a type chosen from the group consisting of perforated, thinned, printed, and combinations thereof to facilitate bending of the sheet pattern therealong.

21. The game device according to claim 1, wherein the front side of each score sheet is printed with a game title.

22. The game device according to claim 21, wherein the front side of each score sheet is printed with a name of player row, a plurality of player name columns, a roll number row which together with said player name columns define a plurality of player name areas in which to record the player names, a roll number column with successive roll numbers, a plurality of roll number rows which together with said player name columns define a plurality of roll score areas in which to record the roll scores for each player, and a total score row which together with said player name columns define a plurality of total score areas in which to write the total scores of said roll score areas in each player name column.

23. The game device according to claim 22, wherein there are a number of the player name columns and a number of the roll number rows which correspond with a number of facets of the dice.

24. The game device according to claim 1, wherein each score sheet includes a back side which is printed with game rules.

25. The game device according to claim 1, wherein there are a plurality of the score sheets as part of a score pad which includes a backing sheet all interconnected by a resilient binding strip.

26. The game device according to claim 25, wherein the score sheets are made of paper and the backing sheet is made of cardboard.

27. The game device according to claim 25, wherein the pad includes between about twenty to fifty of the score sheets.

28. The game device according to claim 1, further comprising a writing device adapted for recording the player names, the roll scores, and the total scores on the score sheets.

29. The game device according to claim 28, wherein the writing device comprises a pencil with an attached eraser.

30. A game device, comprising:

a chance selection device adapted to randomly select sequential integers from respective predetermined low to high numbers comprising a twelve-sided regular dodecahedron dice having twelve facets each of pentagonal shape and equal area with a unique number from one to twelve displayed thereon;

at least one score sheet having a front side printed with respective areas to record player names, roll scores, and total scores which includes a name of player row, a plurality of player name columns, a roll number row which together with said player name columns define a plurality of player name areas in which to record the player names, a roll number column with successive roll numbers, a plurality of roll number rows which together with said player name columns define a plurality of roll score areas in which to record the roll scores for each player, and a total score row which together with said player name columns define a plurality of total score areas in which to write the total scores of said roll score areas in each player name column, and wherein there are a number of said player name columns and a number of said roll number rows which correspond with a number of facets of said dice; and

a writing device adapted for recording the player names, the roll scores, and the total scores on said score sheets.

31. The game device according to claim 30, wherein the dice is of a foamed construction being molded from self-skinning urethane and of a size sufficient to prevent ingestion by children.

32. The game device according to claim 30, wherein the dice includes a plurality of display cards respectively attachable to each facet with the numbers disposed thereon, said display cards being retained within respective recesses of said facets by a pair of laterally dependent elongate retaining tabs disposed at each recess and abutting a pair of end surfaces, each recess having a transverse opening where said retaining tabs end to permit insertion of said display cards thereinto, said display cards being made of a flexible material chosen from the group consisting of cardboard and sheet plastic and said dice being of a construction chosen from the group consisting of hollowed, foamed, and solid.

33. The game device according to claim 30, wherein the dice is of a hollowed construction comprising a sheet pattern cut from a thin sheet material which includes a plurality of flat pentagonal members having the facets with numbers interconnected at a plurality of fold lines to form the dodecahedron shape by folding along said fold lines and joining together an outer edge thereof using a joining process chosen from the group consisting of adhesively, heat welding, and ultrasonic welding, said sheet pattern further including a plurality of joining tabs connected to respective of said pentagonal members at respective fold lines that closely fit through mating retaining slots through said pentagonal members to secure said sheet pattern in said dodecahedron shape, said joining tabs having respective transverse slots to anchor said joining tabs in said retaining slots, and said fold lines being of a type chosen from the group consisting of perforated, thinned, printed, and combinations thereof to facilitate bending of said sheet pattern therealong.

34. The game device according to claim 30, wherein there are a plurality of the score sheets each made of paper with a back side printed with game rules as part of a score pad which includes a backing sheet made of cardboard all interconnected by a resilient binding strip, said pad including between about twenty to fifty of said score sheets.

35. A method of playing a game, comprising the steps of:

providing a chance selection device adapted to randomly select sequential integers from respective predetermined low to high numbers and at least one score sheet to record player names, roll scores, and total scores;

determining a number of turns per game each player gets randomly selecting integers using the chance selection device;

deciding which of high score and low score wins the game;

conducting a primary roll-off using the chance selection device to determine starting positions of each player which is a playing sequence for the entire duration of the game;

conducting any secondary roll-offs using the chance selection device necessary to break ties between players until all of the starting positions are established;

writing player names onto the score sheet;

players taking turns randomly selecting integers using the chance selection device in the playing sequence and recording the score on the scoring sheet until each player has the determined number of turns;

adding the scores entered on the scoring sheet for each player and recording a total to establish a winning player according to whom has the highest or lowest total score determined at the start of the game; and

conducting any secondary roll-offs using the chance selection device necessary to break ties between players until the winning player is established.

36. The method according to claim 35, wherein the chance selection device used comprises a polyhedral dice having a plurality of facets each of equal area with a unique number displayed thereon from one and the high number of a total number of the facets, and the number on the topmost of the facets is the score for each roll.

37. The method according to claim 36, wherein the dice comprises a twelve-sided dodecahedron wherein the facets are of pentagonal shape.

38. The method according to claim 35, wherein the player names are written onto the score sheet in the playing sequence as the starting positions are established by the primary and any secondary roll-offs.

39. The method according to claim 35, wherein at least one of the steps of conducting the primary roll-off and any secondary roll-offs using the chance selection device is done using the same of the high score and low score decided to win the game.

40. The method according to claim 35, wherein the determined number of turns is the same as the number of facets of the dice.

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