



US 20070045952A1

(19) **United States**

(12) **Patent Application Publication**  
**Jones**

(10) **Pub. No.: US 2007/0045952 A1**

(43) **Pub. Date: Mar. 1, 2007**

(54) **INTERACTIVE GAME INCLUDING PARTIALLY CONCEALED GAME PIECES**

(52) **U.S. Cl. .... 273/236; 273/260; 273/288**

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(57) **ABSTRACT**

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An interactive game (10) for a plurality of players includes a game board (12) having a plurality of designated positions (22), a plurality of game pieces (14), a plurality of upper gameplay indicia (318U), and a plurality of lower gameplay indicia (318L). Each game piece (14) includes a game piece body (315) having an upper surface (324U), a lower surface (324L) and a wall section (326). The upper gameplay indicia (318U) are each secured to the upper surface (324U) of a corresponding game piece (14). The lower gameplay indicia (318L) are each secured to the lower surface (324L) of a corresponding game piece (14). Each game piece (14) is adapted to alternately be placed in a first position and a second position. In the first position, the wall section (326) supports the lower surface (324L) above the game board (12), the upper gameplay indicia (318U) is exposed to the players and the lower gameplay indicia (318L) is concealed from the players. In the first position, the game board (12) and the game piece (14) form a substantially enclosed space (428) for concealing a gameplay element (430).

(21) **Appl. No.: 11/508,455**

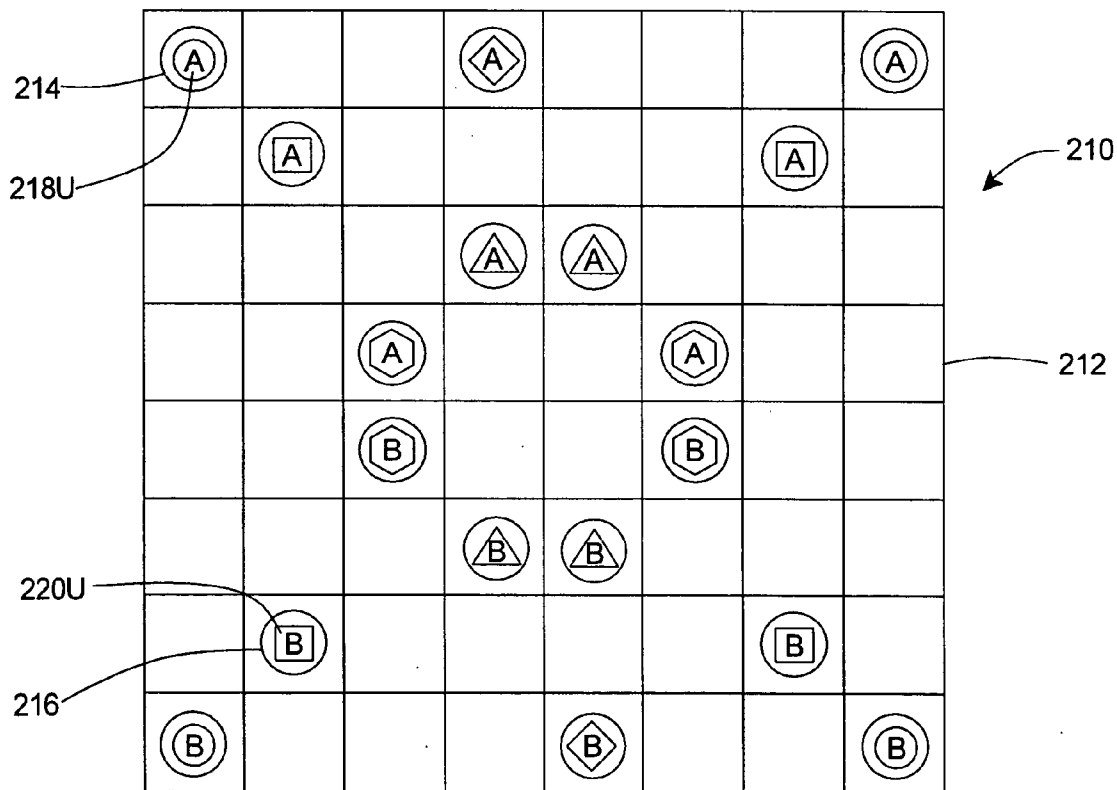
(22) **Filed: Aug. 23, 2006**

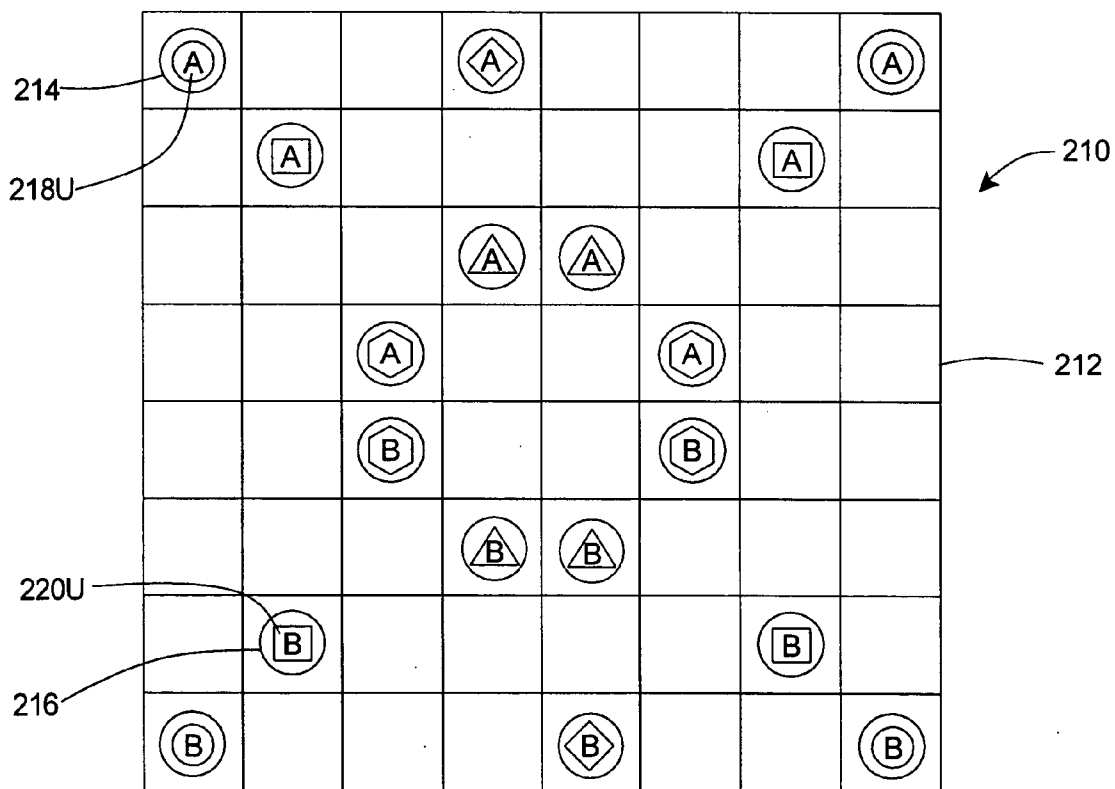
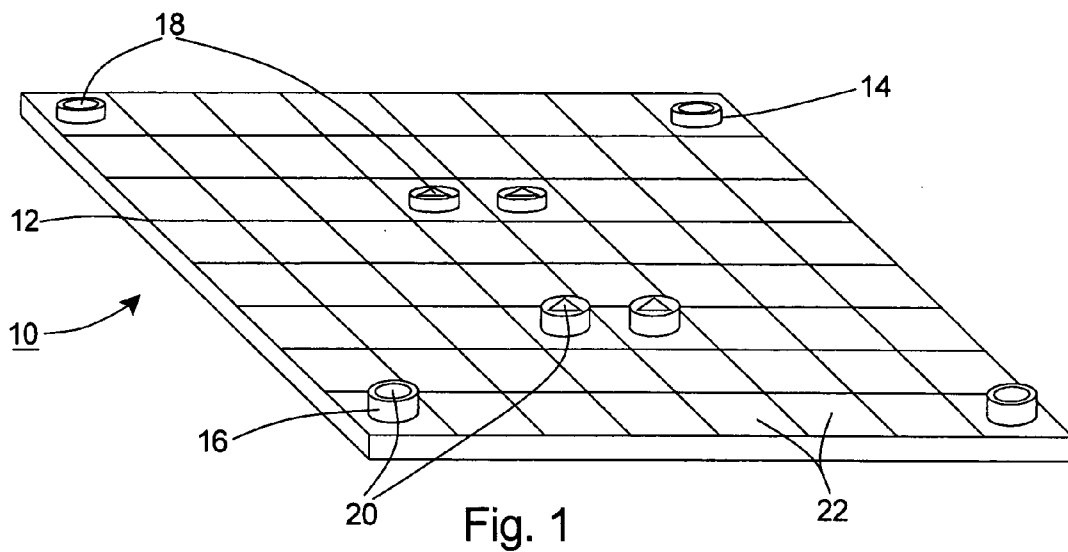
**Related U.S. Application Data**

(60) **Provisional application No. 60/711,150, filed on Aug. 24, 2005.**

**Publication Classification**

(51) **Int. Cl.**  
**A63F 3/00 (2006.01)**  
**A63F 3/02 (2006.01)**





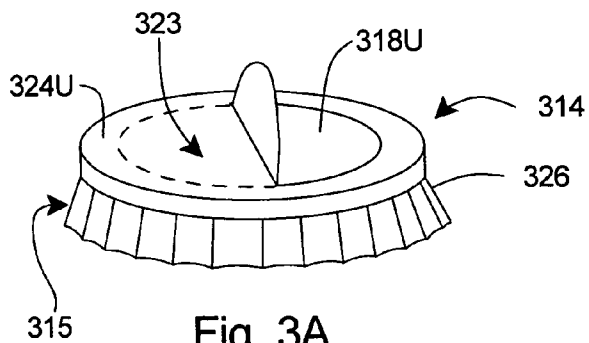


Fig. 3A

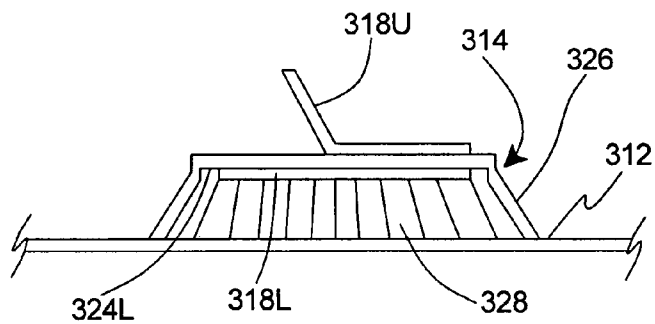


Fig. 3B

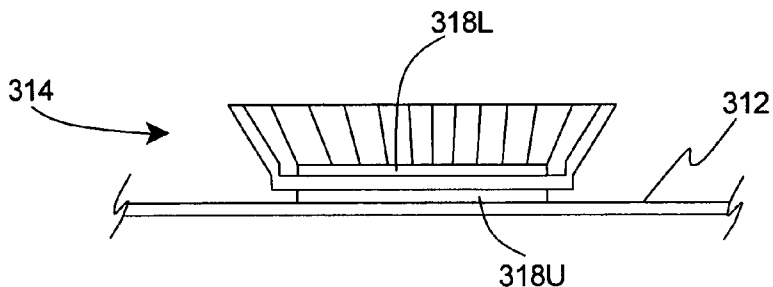


Fig. 3C

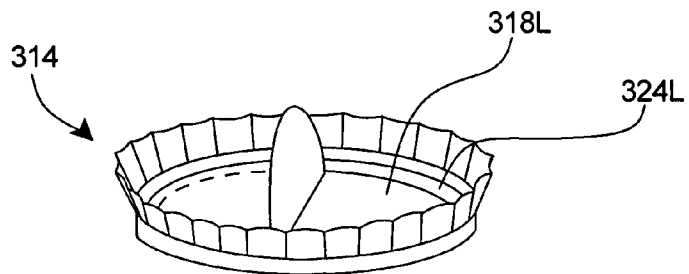


Fig. 3D

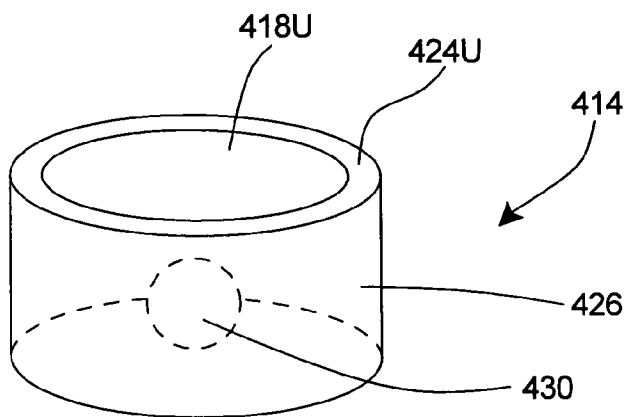


Fig. 4A

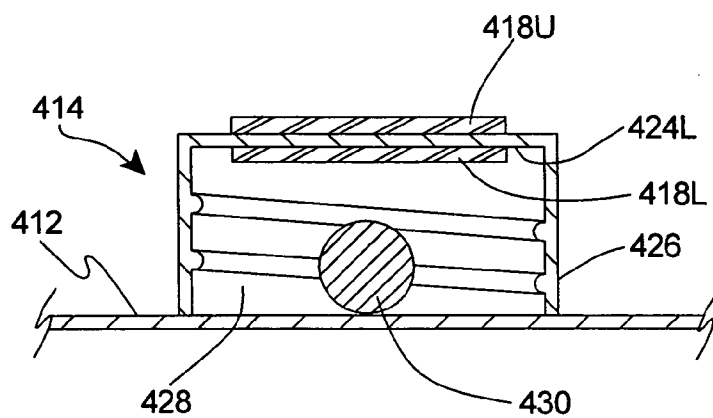


Fig. 4B

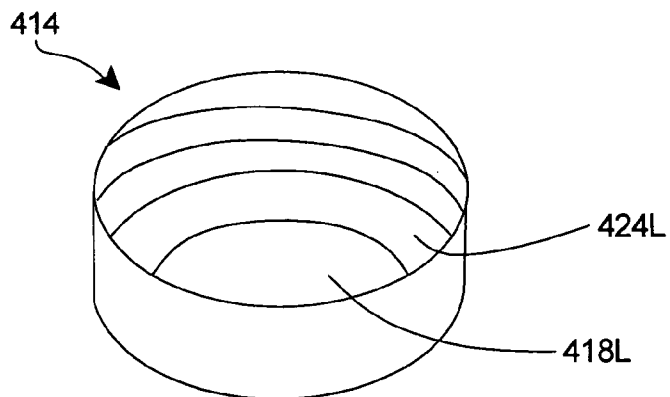


Fig. 4C

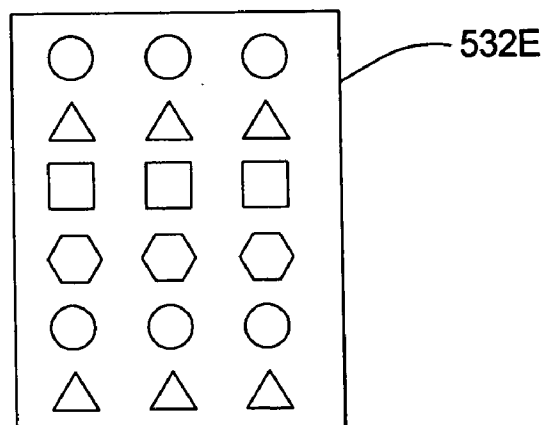
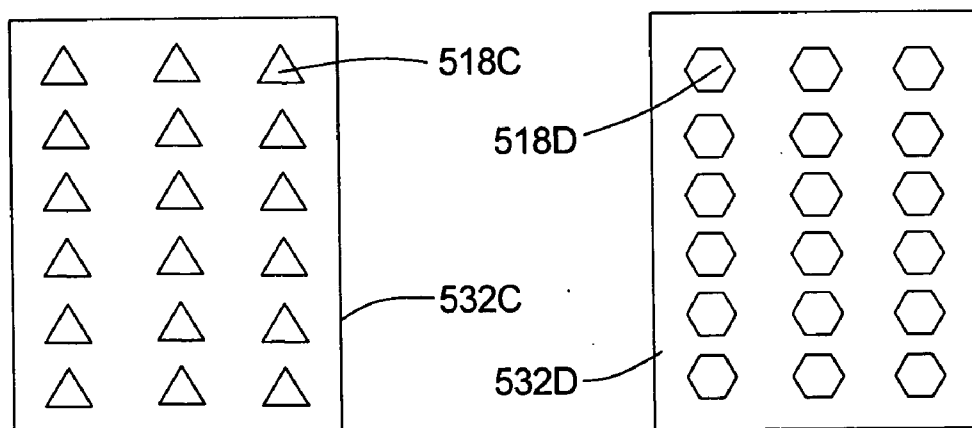
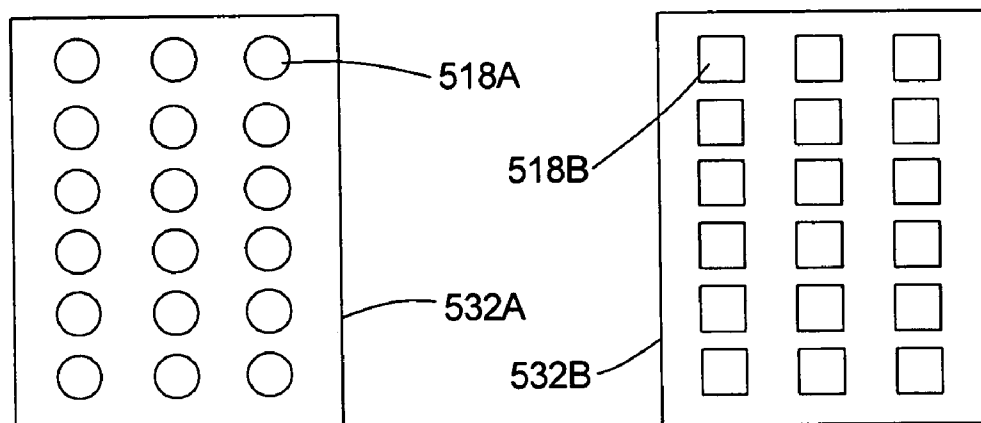


Fig. 5

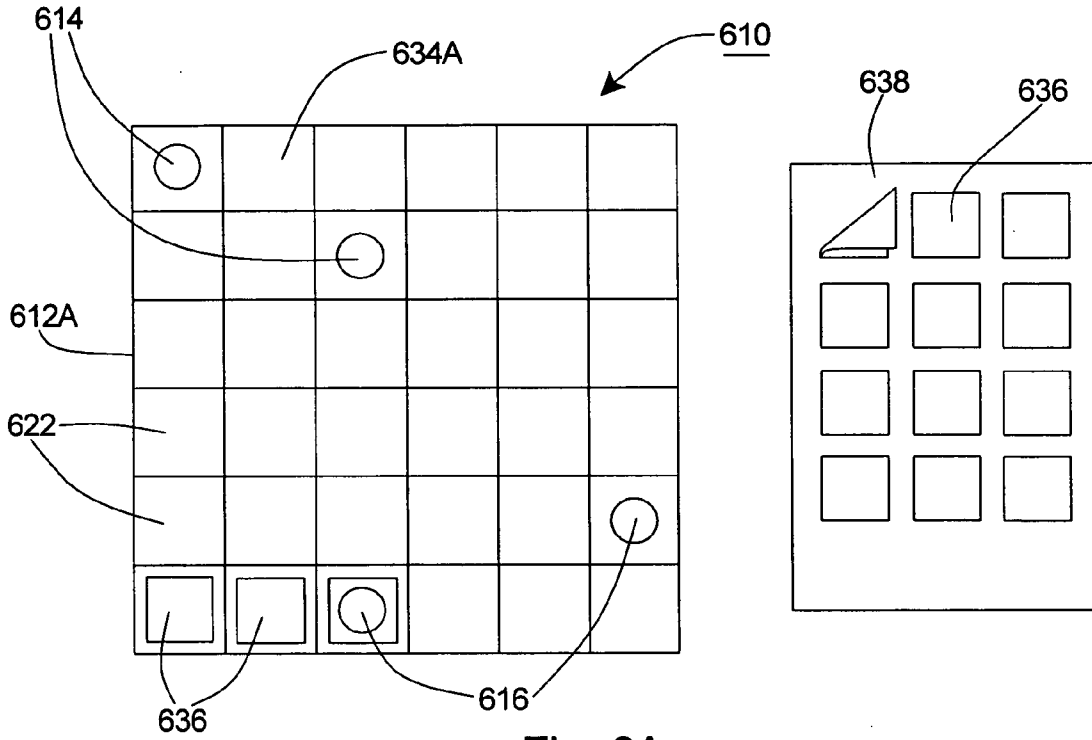


Fig. 6A

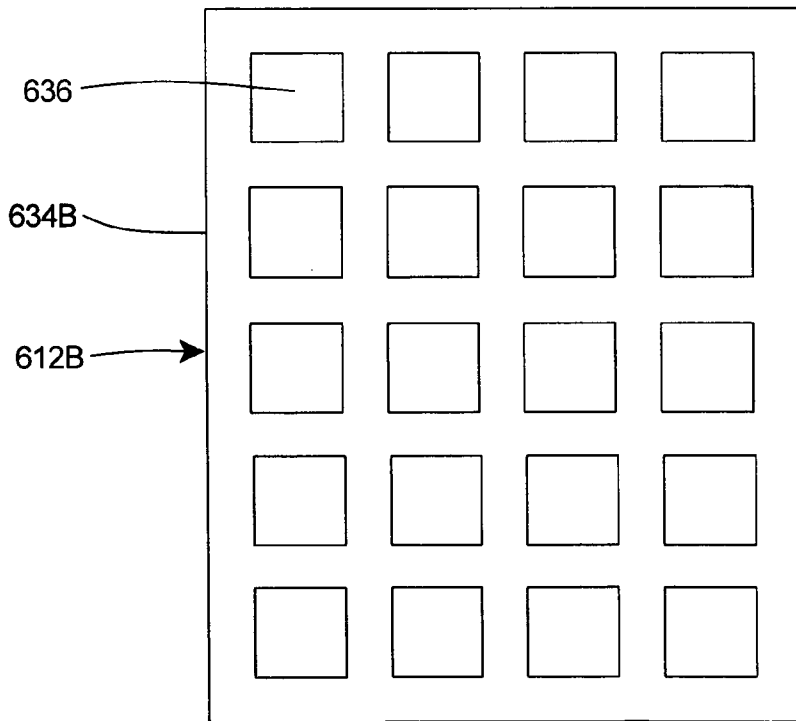


Fig. 6B

**INTERACTIVE GAME INCLUDING PARTIALLY CONCEALED GAME PIECES**

**RELATED APPLICATION**

[0001] This Application claims the benefit on U.S. Provisional Application Ser. No. 60/711,150 filed on Aug. 24, 2005. The contents of U.S. Provisional Application Ser. No. 60/711,150 are incorporated herein by reference.

**BACKGROUND**

[0002] Interactive games that use game pieces have been played for centuries. Many of today's interactive games include numerous specific game pieces that are necessary in order to properly play the particular game. Unfortunately, these game pieces often get misplaced, lost or damaged. Replacing game pieces that are unique to a particular game can be difficult, at best. In the event a game piece can be purchased to restore the game to its original form, these replacement game pieces can be relatively expensive to obtain.

[0003] In addition, many interactive games include relatively simplistic game pieces that lack complexity or a strategic component. These rather uni-dimensional game pieces rarely incorporate an element of surprise. As a result, these types of interactive games can be somewhat lackluster and uninspiring.

**SUMMARY**

[0004] The present invention is directed toward an interactive game for a plurality of players. In one embodiment, the interactive game includes a game board having a plurality of designated positions, a plurality of game pieces, a plurality of upper gameplay indicia, and a plurality of lower gameplay indicia. Each game piece includes a game piece body having an upper surface, a lower surface that is substantially opposite the upper surface, and a wall section. The upper gameplay indicia are each secured to the upper surface of a corresponding game piece. The lower gameplay indicia are each secured to the lower surface of a corresponding game piece. In one embodiment, the second gameplay indicia influence the outcome of a portion of the game.

[0005] Further, each game piece is adapted to alternately be placed in a first position and a second position. When in the first position, the wall section supports the lower surface above the game board, the upper gameplay indicia is exposed to the players and the lower gameplay indicia is concealed from the players. Further, in the first position, the game board and one of the game pieces form a substantially enclosed space. In one embodiment, the game further includes a three-dimensional gameplay element that is selectively positioned within the enclosed space so that the gameplay element is concealed from view by at least one of the players.

[0006] In the second position, the lower gameplay indicia is exposed to the players and the upper gameplay indicia is concealed from the players. In one embodiment, the upper gameplay indicia and the lower gameplay indicia each includes an adhesive-backed sticker. The gameplay indicia can each be removably or non-removably secured to the game piece. In one embodiment, the game piece can be a bottle cap or a screw-top cap to a beverage container. In

some embodiments, the upper gameplay indicia can include an image of a character, and the lower gameplay indicia includes a functionality of the game piece. In another embodiment, the type of lower gameplay indicia that can be positioned on the game piece is limited by the upper gameplay indicia that is positioned on the game piece.

[0007] The game can also include a plurality of board indicia that are each positioned on one of the designated positions of the game board. The board indicia can include adhesive-backed stickers and can be positioned by the players to form a layout of the game board.

**BRIEF DESCRIPTION OF THE DRAWINGS**

[0008] The novel features of this invention, as well as the invention itself, both as to its structure and its operation, will be best understood from the accompanying drawings, taken in conjunction with the accompanying description, in which similar reference characters refer to similar parts, and in which:

[0009] FIG. 1 is a perspective view of one embodiment of an interactive game having features of the present invention, including a game board and a plurality of game pieces;

[0010] FIG. 2 is a top view of another embodiment of the interactive game;

[0011] FIG. 3A is a top perspective view of one embodiment of the game piece used in the interactive game;

[0012] FIG. 3B is a cross-sectional view of the game piece taken on line 3B-3B in FIG. 3A shown in a first position relative to the game board;

[0013] FIG. 3C is a cross-sectional view of the game piece shown in a second position relative to the game board;

[0014] FIG. 3D is a bottom perspective view of one embodiment of the game piece;

[0015] FIG. 4A is a top perspective view of another embodiment of the game piece used in the interactive game;

[0016] FIG. 4B is a cross-sectional view of the game piece illustrated in FIG. 4A;

[0017] FIG. 4C is a bottom perspective view of the game piece illustrated in FIG. 4A;

[0018] FIG. 5 is a top view of a plurality of a different embodiments of gameplay indicia;

[0019] FIG. 6A is one embodiment of the game board and a plurality of board indicia; and

[0020] FIG. 6B is another embodiment of the game board and a plurality of board indicia.

**DESCRIPTION**

[0021] Referring to FIG. 1, the present invention is directed toward an interactive game 10 (sometimes simply referred to herein as a "game") that can be played by a plurality of players including a first player and a second player. In this embodiment, the game 10 includes a game board 12, a plurality of first game pieces 14 (shown as shorter cylinders in FIG. 1) and a plurality of second game pieces 16 (shown as taller cylinders in FIG. 1). In addition, the game 10 includes a plurality of first gameplay indicia 18 that are positioned on the first game pieces 14, and a

plurality of second gameplay indicia **20** that are positioned on the second game pieces **16**, as provided herein. In one embodiment, the configuration of the first game pieces **14** is different than the configuration of the second game pieces **16**. Alternatively, the configuration of the game pieces **14**, **16** can be the same. Still alternatively, the configuration of the first game pieces **14** can vary, and/or the configuration of the second game pieces **16** can vary.

[0022] The game board **12** includes a plurality of designated positions **22** upon which the game pieces are positioned. The dimensions of the game board **12** and the designated positions **22** can be varied to suit the design requirements of the game **10**. Additionally, the number and positioning of the designated positions **22** can vary. In the embodiment illustrated in FIG. 1, the game board **12** includes an 8x8 grid of designated positions **22**. In non-exclusive alternative embodiments, the game board **12** can include a 4x4 grid, a 6x6 grid, a 12x12 grid, a 6x10 grid, or any other suitable patterned or random arrangement of designated positions **22**. It is recognized that the foregoing arrangements the game board are provided as examples only, and are not intended to limit the scope of the game **10** in any manner.

[0023] Further, the shape of the game board **12** can vary. In the embodiment illustrated in FIG. 1, the game board **12** is substantially square, and includes substantially square designated positions **22**. In non-exclusive alternative embodiments, the game board **12** can be rectangular, circular, triangular, elliptical, trapezoidal or any other suitable shape. Somewhat similarly, the designated positions **22** can be rectangular, circular, triangular, elliptical, trapezoidal or any other suitable shape, or can combine different shapes.

[0024] In the embodiment illustrated in FIG. 1, the designated positions are blank. However, as provided in greater detail in the description of subsequent Figures, the designated positions **22** can have indicia positioned within one or more of the designated positions **22**, with the indicia either being for aesthetic purposes or having an impact on play of the game **10**.

[0025] FIG. 2 illustrates another embodiment of the game **210**, including an initial setup of the first game pieces **214** (each referenced by an "A") and the second game pieces **216** (each referenced by a "B") on the game board **212**. The "A" and "B" references are provided in this example to delineate the first game pieces **214** and the second game pieces **216** only, and are not necessarily representative of the actual indicia positioned on the game pieces **214**, **216**.

[0026] In this embodiment, the game pieces **214**, **216** are arranged in a specific pattern on the game board **212** immediately prior to commencing play of the game **210**. It is recognized that the specific pattern used by the players can be varied as determined by the players or the rules of the particular game being played. In this embodiment, various upper gameplay indicia **218U**, **220U** are positioned on the game pieces **214**, **216** (shown in FIG. 2 by differing shapes). The different shapes are representative of different types of upper gameplay indicia **218U**, **220U**, and are provided for ease of discussion only. For example, the upper gameplay indicia **218U**, **220U** that include circles can represent a particular character, wording, color, figure, etc., with each type of upper gameplay indicia **218U**, **220U** having different gameplay characteristics as described in greater detail below.

[0027] Referring to FIGS. 3A-3D, one embodiment of a first game piece **314** is described in greater detail, although it is recognized that this discussion can be equally applicable to the second game piece **16** (illustrated in FIG. 1, for example).

[0028] FIG. 3A is a top perspective view of the first game piece **314**. In one embodiment, the first game piece **314** can be a typical bottle cap or another type of household top that is used to cap a beverage container, such as a water or soda bottle, for example. Any suitable type of removable cap or screw top can be used as the first game piece **314**. The first game piece **314** can be formed from any appropriate material, such as metal and/or plastic, as non-exclusive examples.

[0029] In this embodiment, the first game piece **314** includes a game piece body **315** having a top section **323** and a wall section **326**. The top section **323** includes an upper surface **324U**, a lower surface **324L** (illustrated in FIG. 3B) and a wall section **326**. The first upper gameplay indicia **318U** is shown partially adhered to the upper surface **324U**. However, during play of the game **10**, the first upper gameplay indicia **318U** is typically fully adhered to the upper surface **324U** of the first game piece **314**. In one embodiment, the first upper gameplay indicia **318U** is an adhesive-backed sticker, such as a circular die-cut sticker, that is positioned on the first game piece **314** by the first player either before or during play of the game **10**. Alternatively, the first upper gameplay indicia **318U** can be attached to the first game piece **314** by any other suitable means, such as magnetically, in one non-exclusive example.

[0030] FIG. 3B is a cross-sectional view of the first game piece **314** illustrated in FIG. 3A and a portion of the game board **312**. In FIG. 3B, the first game piece **314** is shown in a first position relative to the game board **312**. In the first position, the first upper gameplay indicia **318U** is face up and exposed, and is viewable by the players. Additionally, in this embodiment, a first lower gameplay indicia **318L** is positioned on the lower surface **324L** of the first game piece **314**. In this embodiment, the first lower gameplay indicia **318L** is hidden from view from the players when the first game piece **314** is in the first position as shown in FIG. 3B. In one embodiment, in the first position the wall section **326** suspends and/or supports the lower surface **324L** and the first lower gameplay indicia **318L** above the game board **312** so that the first game piece **314** and the game board **312** form an enclosed space **328**. In one embodiment, the wall section **326** is curved, and can be substantially annular, cylindrical and/or tubular in shape.

[0031] FIG. 3C is a cross-sectional view of the first game piece **314** illustrated in an alternate, second position wherein the first game piece **314** is flipped over on the game board **312**. In the second position, the first lower gameplay indicia **318L** is exposed, and the first upper gameplay indicia **318U** is effectively hidden from view. In the second position, in one embodiment, the game piece **314** and the game board **312** do not form an enclosed space **328** (illustrated in FIG. 3B).

[0032] It is understood that as used herein, the terms "upper" and "lower" are provided for ease of discussion only. It is recognized that depending upon the positioning of the first game piece **314** relative to the game board **312**, the terms upper and lower may actually be opposite the actual positioning of the gameplay indicia relative to the game piece upon which the gameplay indicia is positioned.



[0033] FIG. 3D is a bottom perspective view of the first game piece 314. In this embodiment, the first lower gameplay indicia 318L is shown partially adhered to the lower surface 324L. However, during play of the game 10, the first lower gameplay indicia 318L is typically fully adhered to the lower surface 324L of the first game piece 314. Similar to the first upper gameplay indicia 318U (illustrated in FIG. 3C), the first lower gameplay indicia 318L can be an adhesive-backed, die-cut sticker that is attached to the first game piece 314 by the first player either before or during play of the game 10. Alternatively, the first lower gameplay indicia 318L can be attached to the first game piece 314 by any other suitable means, such as magnetically, in one non-exclusive example.

[0034] Referring to FIGS. 4A-4C, another embodiment of the first game piece 414 is provided, although it is recognized that this discussion can be equally applicable to the second game piece 16 (illustrated in FIG. 1, for example).

[0035] FIG. 4A is a top perspective view of the first game piece 414. In one embodiment, the first game piece 414 can be a typical screw-type cap or another similar type of household top that is used to cap a container. Any suitable type of removable cap or screw top can be used as the first game piece 414. The first game piece 414 can be formed from any appropriate material, such as metal and/or plastic, as non-exclusive examples.

[0036] In this embodiment, the first game piece 414 includes an upper surface 424U, a lower surface 424L (illustrated in FIG. 4B) and a wall section 426. The first upper gameplay indicia 418U is shown fully adhered to the upper surface 424U. The first upper gameplay indicia 418U can be substantially similar to first upper gameplay indicia 318U described previously with respect to FIGS. 3A-3D. In addition, as described in greater detail below, the game 10 can include a gameplay element 430 (illustrated in phantom in FIG. 4A) that is selectively hidden from view by the players.

[0037] FIG. 4B is a cross-sectional view of the first game piece 414 illustrated in FIG. 4A and a portion of the game board 412. In FIG. 4B, the first game piece 414 is shown in a first position relative to the game board 412. In the first position, the first upper gameplay indicia 418U is face up and exposed, and is viewable by the players. Additionally, in this embodiment, the first lower gameplay indicia 418L is positioned on the lower surface 424L of the first game piece 414. In this embodiment, the first lower gameplay indicia 418L is hidden from view from the players when the first game piece 414 is in the first position as shown in FIG. 4B.

[0038] In one embodiment, in the first position the wall section 426 suspends and/or supports the lower surface 424L and the first lower gameplay indicia 418L above the game board 412 so that the first game piece 414 and the game board 412 form an enclosed space 428. In certain embodiments, the gameplay element 430 can be positioned within the enclosed space 428 when the first game piece 414 is in the first position. The gameplay element 430 can be selectively exposed by one or more of the players during play of the game 10 depending upon the rules of the particular game 10 being played.

[0039] FIG. 4C is a bottom perspective view of the first game piece 414. In this embodiment, the first lower gameplay

play indicia 418L is shown fully adhered to the lower surface 424L. Similar to the first upper gameplay indicia 418U (illustrated in FIG. 4B), the first lower gameplay indicia 418L can be an adhesive-backed, die-cut sticker that is attached to the first game piece 414 by the first player either before or during play of the game 10. Alternatively, the first lower gameplay indicia 418L can be attached to the first game piece 414 by any other suitable means, such as magnetically, in one non-exclusive example.

[0040] FIG. 5 illustrates representative examples of various gameplay indicia 518A-D positioned on indicia retainers 532A-E. The indicia retainers 532A-E retain the gameplay indicia 518A-D until they are positioned on the game pieces by the players. Although the gameplay indicia 518A-D are shown in FIG. 5 as geometric shapes, it is recognized that these shapes can be merely symbolic of different types of gameplay indicia. For example, the gameplay indicia can be different colors, shapes, text, characters, etc. Further, in alternative embodiments, the gameplay indicia 518A-D can be two- or three-dimensional. The gameplay indicia 518A-D can be used for either or both of the upper and lower gameplay indicia described herein.

[0041] FIG. 6A is another embodiment of the interactive game 610. In this embodiment, the game 610 includes a game board 612A that is at least partially constructed by one or more of the players and a plurality of game pieces 614, 616. In one embodiment, the game board 612A includes a base surface 634A and one or more board indicia 636 that are positioned on the base surface 634A. The base surface 634A can be any surface, formed from any material, upon which board indicia 636 can be placed. In the embodiment illustrated in FIG. 6A, the base surface can be formed as a grid having designated positions 622, or it can be devoid of designated positions 622, allowing the players to determine where the board indicia 636 are positioned. In one embodiment, the base surface 634A allows removability and/or reusability of the board indicia 636. Alternatively, the base surface 634A permanently retains the board indicia 636 so that the board indicia 636 is not removed or reused, allowing the players to save the game board 612A as memorabilia, for example.

[0042] In one embodiment, the board indicia 636 are somewhat similar to the gameplay indicia described previously. For instance, the board indicia 636 can be die-cut stickers with an adhesive backing for adhering to the base surface 634A. Alternatively, the board indicia 636 can be any other suitable type of material that can be attached to the base surface 634A.

[0043] The board indicia 636 can have numerous uses in the game 610. For example, the board indicia 636 can be used to direct movement of the game pieces on the game board 612A. Alternatively, the board indicia 636 can include text or other directions that describe a particular functionality of the board indicia 636 relevant to a specific game 610 being played by the players.

[0044] The board indicia 636 illustrated in FIG. 6A can be positioned on the base surface 634A either prior to or during play of the game 610. In one embodiment, the board indicia 634A are stored or retained on a board indicia retainer 638 until the board indicia 634A is to be positioned on the base surface 634A. The board indicia retainer 638 is formed from a material that allows relatively easy removal of the board indicia 636 for placement onto the base surface 634A.

[0045] FIG. 6B is a top view of another embodiment of the game board 612B, including the base surface 634B and board indicia 636. In one embodiment, for example, the base surface 634B can be a standard, plain sheet of 8½"×11" paper (or any other sized paper) that is readily obtainable by the players. Alternatively, the base surface 634B can be any other surface that accepts the board indicia 636.

[0046] As provided herein, in certain embodiments, the game 10 uses the inherent functionality of adhesive stickers to enable the creation of custom game pieces. In these embodiments, the present invention allows players to purchase or otherwise obtain very low price point materials (sticker packs) and use the materials to create very rich game pieces (custom bottle caps). The use of these game pieces is determined by the individual rules for the various gaming applications and/or can be used as a collectable. It is a benefit to the players to use common disposable household materials to create custom collectable game pieces.

[0047] The game pieces provide ample room to house at least two gameplay indicia, such as circular die cut stickers. These gameplay indicia can be affixed to any standard bottle cap and allow for adequate room for art and/or game text. The game pieces also provide inherent gameplay functionality, referred to herein as a blind reveal. Referring to FIGS. 3A-3D, this blind reveal allows players to position an upper gameplay indicia 318U on the upper surface 324U of the game piece 314, and to conceal a lower gameplay indicia 318L on the lower surface 324L. In one embodiment, when gameplay dictates an action from the game piece 314, it can be moved from the first position to the second position to reveal a game functionality dictated by the lower gameplay indicia 318L, for example.

[0048] Literally thousands of different types of games can be played using the structures described herein. The following provides two embodiments of different games that can be played, although it is recognized that these embodiments are provided as examples only, and are not intended to in any way limit the scope of the present invention.

[0049] A first example of a game pursuant to the present invention includes the players each creating a "monster" and fighting to control one or more fighting areas on the game board. With this design, players can collect upper gameplay indicia in the form of monster stickers, and can use lower gameplay indicia as attack stickers. The upper and lower gameplay indicia are positioned on the game pieces to create custom game piece gladiators.

[0050] Each upper gameplay indicia can include a monster image, logo, number and/or symbol. These upper gameplay indicia are used when determining the type of lower gameplay indicia that can be affixed to the lower surface of the game piece. In other words, in one embodiment, the type of upper gameplay indicia used on the game piece can limit or otherwise determine the type of lower gameplay indicia that is positioned on the same game piece. In certain embodiments, the upper gameplay indicia are indicative of the particular character of the game piece, i.e. images, text, or other identification of the character of the game piece.

[0051] Further, in certain embodiments, the lower gameplay indicia provide functionality for the particular game piece, which can be in the form of text, rules of movement, attack or defense strength, or any other indication of how the game piece functions in the particular game being played. The type of lower gameplay indicia on a specific game piece can be limited or dependent upon the specific upper gameplay indicia on that game piece.

[0052] The players assemble and position their game piece gladiators on the game board. In one embodiment, the board indicia determine where the game pieces may be initially placed. Each player attempts to capture specific designated positions on the game board and destroy the other player's game piece gladiators. The game ends when one player controls all the power tiles or destroys all the opponents' game piece gladiators.

[0053] In another embodiment, the game includes controlling current and/or past soccer stars as they attempt to dominate the soccer field and score goals. In this embodiment, each player creates a soccer star game piece and assigns specific kicks and abilities to each. These kicks and abilities are balanced against a number and symbol included on the upper gameplay indicia assigned to the soccer player represented. The number on the soccer player can represent the number of spaces the game piece can move, and the symbol can help balance the types of kicks and abilities the soccer star game piece can have.

[0054] In one embodiment, the kicks can be represented by a number/letter pattern (e.g., R2-F4, would send the ball two designated positions right then four designated positions forward) and can occur at the end of a turn. The abilities can include things like moving one extra designated position after the ball is kicked, or dodging the attack of an opponent's soccer star game piece. Each player can take turns moving their soccer star game piece(s).

[0055] When all the movement has occurred, the soccer star game pieces can be flipped over to the second position to reveal which soccer star game piece is holding a previously concealed gameplay element, e.g., a soccer ball or other type of element. The kick is then applied and depending on a particular movement sequence, a goal may be scored, or perhaps the ball can be loose on the field and ready to be intercepted by an opposing player. This game play continues until a predetermined number of goals are scored and a winner is declared.

[0056] While the particular interactive game 10 as herein shown and disclosed in detail is fully capable of obtaining the objects and providing the advantages herein before stated, it is to be understood that it is merely illustrative of the presently preferred embodiments of the invention and that no limitations are intended to the details of construction or design herein shown other than as described in the appended claims.

What is claimed is:

1. An interactive game for a plurality of players, the interactive game comprising:

- a game board having a plurality of designated positions;
- a plurality of game pieces, each game piece being adapted to alternately be placed in a first position and a second position, each game piece including (i) a game piece body having an upper surface, (ii) a lower surface that is substantially opposite the upper surface, and (iii) a wall section;
- a plurality of upper gameplay indicia that are each secured to the upper surface of a corresponding game piece; and
- a plurality of lower gameplay indicia that are each secured to the lower surface of a corresponding game piece, the second gameplay indicia influencing the outcome of a portion of the game;

wherein for each of the game pieces, when in the first position, the wall section supports the lower surface above the game board, the upper gameplay indicia is exposed to the players and the lower gameplay indicia is concealed from the players.

2. The interactive game of claim 1 wherein the wall section is curved.

3. The interactive game of claim 1 wherein the upper gameplay indicia includes an adhesive-backed sticker.

4. The interactive game of claim 1 wherein the lower gameplay indicia includes an adhesive-backed sticker.

5. The interactive game of claim 4 wherein the upper gameplay indicia includes an adhesive-backed sticker.

6. The interactive game of claim 1 wherein the upper gameplay indicia is removably secured to the game piece.

7. The interactive game of claim 1 wherein the upper gameplay indicia is non-removably secured to the first game piece.

8. The interactive game of claim 1 wherein the first game piece is a bottle cap.

9. The interactive game of claim 1 wherein the first game piece is a screw-top cap to a beverage container.

10. The interactive game of claim 1 wherein in the second position the lower gameplay indicia is exposed to the players and the upper gameplay indicia is concealed from the players.

11. The interactive game of claim 1 wherein in the first position, the game board and one of the game pieces form a substantially enclosed space.

12. The interactive game of claim 11 further comprising a three-dimensional gameplay element that is selectively positioned within the enclosed space so that the gameplay element is concealed from view by at least one of the players.

13. The interactive game of claim 1 wherein the upper gameplay indicia includes an image of a character, and the lower gameplay indicia includes a functionality of the game piece.

14. The interactive game of claim 1 wherein the type of lower gameplay indicia that can be positioned on the game piece is limited by the upper gameplay indicia that is positioned on the game piece.

15. The interactive game of claim 1 further comprising a plurality of board indicia that are each positioned on one of the designated positions of the game board, each board indicia including an adhesive-backed sticker.

16. The interactive game of claim 15 wherein the board indicia are positioned by the players to form a layout of the game board.

17. The interactive game of claim 1 wherein the game board includes a base surface that is formed from a sheet of paper, the board indicia being secured to the base surface.

18. An interactive game for a first player and a second player, the interactive game comprising:

- a game board including a base surface and a plurality of board indicia that are each attached to the base surface by at least one of the players;
- a first game piece that is moved along the game board by the first player, the first game piece including a first game piece body having an upper surface, a lower surface that is substantially opposite the upper surface, and a wall section, the first game piece being movable between a first position and a second position;
- an upper gameplay indicia secured to the upper surface; and

- a lower gameplay indicia secured to the lower surface;

wherein in the first position, the lower gameplay indicia is suspended above the game board by the wall section, the first gameplay indicia is exposed to the players and the second gameplay indicia is concealed from the players.

19. The interactive game of claim 18 wherein the wall section is curved.

20. The interactive game of claim 18 wherein the upper gameplay indicia includes an adhesive-backed sticker.

21. The interactive game of claim 18 wherein the lower gameplay indicia includes an adhesive-backed sticker.

22. The interactive game of claim 21 wherein the upper gameplay indicia includes an adhesive-backed sticker.

23. The interactive game of claim 18 wherein the first game piece is a beverage cap.

24. The interactive game of claim 18 wherein in the second position the lower gameplay indicia is exposed to the players and the upper gameplay indicia is concealed from the players.

25. The interactive game of claim 18 wherein in the first position, the game board and the game piece form a substantially enclosed space.

26. The interactive game of claim 25 further comprising a three-dimensional gameplay element that is selectively positioned within the enclosed space so that the gameplay element is concealed from view by at least one of the players.

27. The interactive game of claim 18 wherein the lower gameplay indicia includes a functionality of the game piece.

28. The interactive game of claim 18 wherein the type of lower gameplay indicia that can be positioned on the game piece is limited by the upper gameplay indicia that is positioned on the game piece.

29. The interactive game of claim 18 wherein the board indicia are positioned by the players to form a layout of the game board.

30. An interactive game for a first player and a second player, the interactive game comprising:

- a game board including a base surface and a plurality of board indicia that are each attached to the base surface by at least one of the players;
- a first game piece that is moved along the game board by the first player, the first game piece including a first game piece body having an upper surface, a lower surface that is substantially opposite the upper surface, and a wall section, the first game piece being movable between a first position and a second position;
- an upper gameplay indicia that is adhesively secured to the upper surface; and
- a lower gameplay indicia that is adhesively secured to the lower surface, the lower gameplay indicia including functionality of the game piece;

wherein in the first position, the lower gameplay indicia is suspended above the game board by the wall section, the game board and the game piece form a substantially enclosed space, the first gameplay indicia is exposed to the players, and the second gameplay indicia is concealed from the players.