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(54) **COMPUTER ENABLED, INTERACTIVE,
ROLE PLAYING ENTERTAINMENT SYSTEM**

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(76) **Inventor: Louis DiBlasi, East Rutherford, NJ
(US)**

(57) **ABSTRACT**

Correspondence Address:
DAVID A. BIRCH
170 RALSTON AVENUE
SOUTH ORANGE, NJ 07079 (US)

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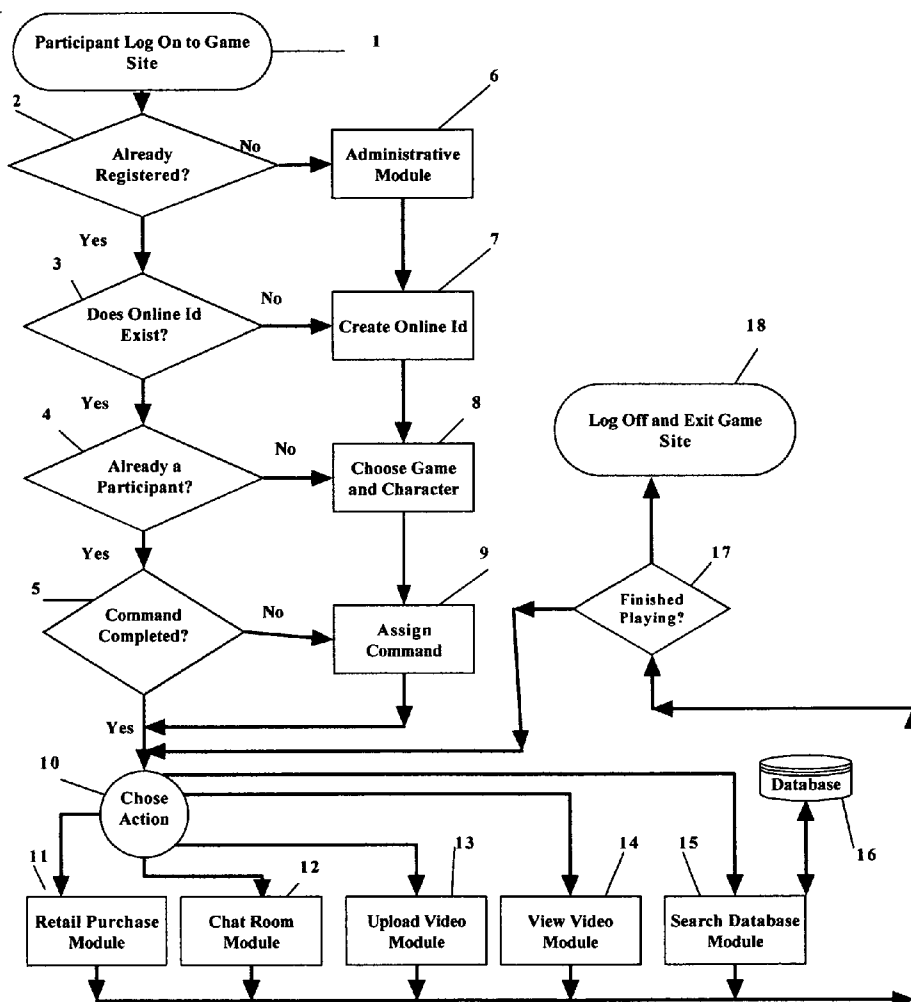
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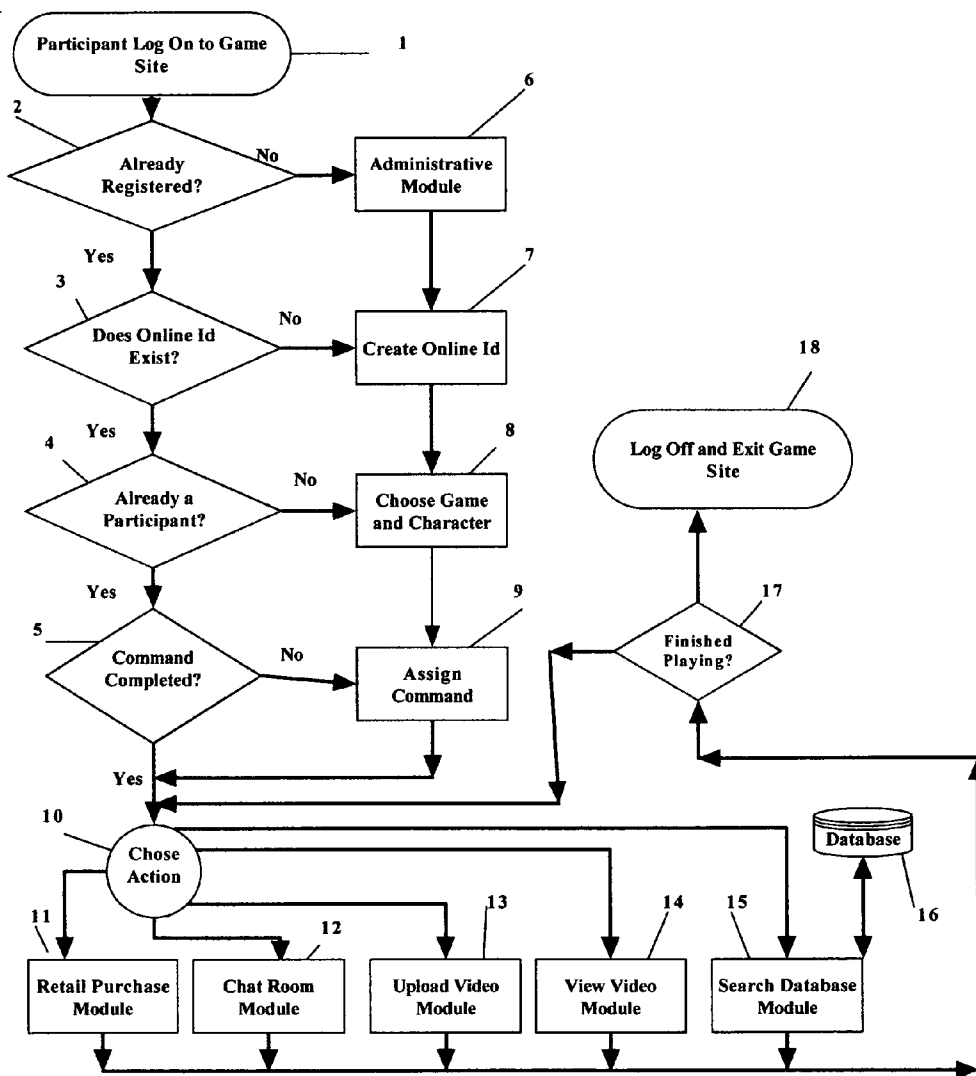
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This invention is a computer enabled, interactive, role playing entertainment system wherein a multitude of participants interact with one another both over an Internet connected computer and by face-to-face meetings. It includes a Game Site on the Internet that administers and regulates the play of the various games, distributes the Roles that are to be played in the various games, facilitates the Internet and real life meetings of the participants and provides a means for all of the participants to be entertained by observing the Roles played by other participants.

Computer Enabled Interactive Role Playing Entertainment System



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COMPUTER ENABLED, INTERACTIVE, ROLE PLAYING ENTERTAINMENT SYSTEM

CROSS-REFERENCE TO RELATED INVENTIONS

[0001] Not applicable

STATEMENT REGARDING FEDERALLY SPONSORED RESEARCH

[0002] Not applicable

BACKGROUND OF THE INVENTION

[0003] The present Invention is related to Internet game playing, more particularly a role playing game wherein the participants interact both over the Internet and in face-to-face meetings. It has some of the characteristics of the classic "scavenger hunt" game insofar as the participants must participate in a certain number of Roles in order to win the game. In addition to its entertainment value, the invention also assists the participants in meeting new acquaintances and making new friends.

[0004] There are a plethora of Internet-enabled role playing games on the market. One common defining characteristic of all such games is that the interactions of the players are limited to the roles they play in the game. In the on-line role playing games, most players never get the chance to meet those against whom they are playing in the real world.

[0005] U.S. Pat. No. 6,634,949 to Briggs and Westin discloses a multi-media interactive play system, but the interactions are either between player and computer or are competitions among players. The role playing aspects of the invention are minimal, if any, and it does not even suggest any relationship building value.

[0006] U.S. Pat. No. 6,609,713 to Heffron and Zimmer discloses a scavenger hunt type of role playing face-to-face interaction, but it is based exclusively on specialized playing cards. It bears no relationship to the Internet based interaction facilitation of the present invention.

[0007] There are also a great number of Internet based "match making" or relationship forming services, but none encompass any entertainment value per se.

[0008] The present invention is the first to meld the objectives of role playing and relationship building, both in real-time (face-to-face) and over the Internet, in an entertaining fashion.

BRIEF SUMMARY OF THE INVENTION

[0009] The invention is an entertainment system which comprises an Internet based Game Site and the plurality of Games hosted thereon. The various Games are based upon different types of personal interactions. Each Game consists of Roles that are common and appropriate for the particular Game. Associated with each Role are multiple Commands. The various Commands are all short, imperative phrases spoken by one Game Player to another. The play of any particular Game entails choosing the Game; being assigned a Role; identifying another Game participant; speaking the Command to another Player who, in turn, acts upon the

Command with the identified participant (a "Scene"); recording the Scene; and, the electronic transmission of the recording to the Game Site.

[0010] The Game Site includes a number of additional features that, taken together, constitute the invention. These features comprise: (1) a database of participants containing personal information submitted by them and searchable by all participants; (2) a text messaging feature and Internet "chatroom" allowing for real time communication among participants; (3) a sales module wherein participants may purchase objects imprinted with the various Commands; (4) a means for participants to transmit digital video recordings to the Site; and, (5) a means for participants to view the videos submitted by others.

[0011] The invention thus has echoes of the well-known generic games such as scavenger hunt and charades. The ultimate purpose of the game is both entertainment and the making of new acquaintances.

DESCRIPTION OF THE DRAWINGS

[0012] The logic flow of the entertainment system is depicted on Drawing 1. The flow begins at point 1 ("Participant Log On to Game Site") and flows to point 2 which determines whether the participant is already registered with the owner of the Game Site as a participant. If he/she is so registered, the logic flows to point 3; if not, the participant is directed to point 6 ("Administrative Module") where he/she can become so registered.

[0013] If the new participant registers through the Administrative Module, the subsequent logic flows through points 7 ("Create Online Id"), 8 ("Choose Game and Character") and 9 ("Assign Command"), until reaching point 10 ("Choose Action").

[0014] If the participant was previously registered, the logic flows to point 3 ("Does Online Id Exist?"). If the participant wishes to choose an additional Online Id, for example in order to play more than one game at a time, he/she is directed to point 7 to create a new Id; if the participant chooses to continue with his or her current Id, the logic flows to point 4 ("Already a Participant?"). If the player is already a participant in a Game, he/she continues to point 5 ("Command Completed?"); if not, he/she is directed to point 8 ("Choose Game and Character"). In point 8 the participant chooses which of the multiple Games he/she wishes to play and which Character within the chosen Game he/she wishes to take on. The logic then flows from point 8 to point 9 ("Assign Command"). Existing Participants whose current Command has not yet been completed, are directed to point 10 ("Chose Action").

[0015] If the player's current Command has been completed, he/she is directed to point 9 where a new Command is assigned and thence on to point 10. If the current Command has not yet been completed, the logic flows from point 5 on to point 10 ("Choose Action"). In point 10 the player chooses one of five (5) possible actions: (11) purchase certain indicia ("Command Ids") of their current Command in order to identify themselves to other players; (12) go to an internet "Chat Room" to converse online with other players and to attempt to arrange to meet such players in order to act out Scenes that include their Commands; (13) upload to the Game Site homemade videos depicting them acting out

Scenes including their Commands; (14) view videos uploaded by other players; and, (15) search the Game Site database (point 16) in order to identify others who may be interested in interacting with the player to compose and act out a Scene.

[0016] Regardless of the choice made, the player is then directed to point 17 (“Finished Playing?”). If the player is done, he/she is then logged off the Game Site. If not, the player is redirected back to point 10 to choose another action.

DETAILED DESCRIPTION OF THE INVENTION

[0017] Referring to FIG. 1, the participant begins a game session by establishing a computer connection via the Internet to the game server and enters the logic flow of the system at point #1. The participant is queried at point #2 to determine whether (s)he is already registered with the operator of the entertainment system. If the participant is so registered, (s)he proceeds to logic point #3; if not, the participant moves to point #6, an administrative software module where the person will become registered.

[0018] For the new participant just registered at point #6, the game’s logic flow proceeds through points #7, 8 and 9. For an already-registered participant, the flow proceeds through points #3, 4 and 5 instead where (s)he is queried to determine whether (s)he is presently playing a particular Game. If yes, the participant goes through points #7, 8 and 9, as appropriate, to obtain the necessary elements of such as a new Role before reaching point #10. At point #10, all participants, new and old, choose which aspect of the Game (s)he wishes to utilize. The choices are shown on FIG. 1 as points #11, 12, 13, 14 and 15. After playing the chosen part of the Game, the participant moves to point #17 where (s)he is queried as to whether (s)he is finished playing for the time being. If yes, the logic flow goes to point #18 and the participant logs off the game site. If the participant is not through playing, (s)he is returned to point #10 in order to choose another aspect of the game to play.

[0019] In the preferred embodiment of the invention, the Games among which a participant may choose include: Interpersonal Relationships (non-sexual); Adult Relationships (sexual in nature); Business Relationships. Each Game is associated with two or more Roles that the participant will act out. Each Role includes the speaking of two or more Commands. The general play of the invention is the same for each of the Games encompassed therein. Each player, having chosen a particular Game and having been given a particular Role with specific Commands, must: (1) compose a script for a play-acting Scene of two or more characters wherein the player speaks a Command to one or more of the other actors in the Scene and the recipient of the Command then acts it out; (2) identify and make contact with another player already registered with the game site and induce the participant so identified to act in the Scene that was scripted according to subpart 1; record the acting out of the Scene so composed and transmit the record of the acting to the Game Site.

[0020] Upon successful completion of each of these three objectives for each Command associated with the player’s current Role, the player is assigned a new Role with new Commands associated with it. Upon the successful scripting,

acting, recording and transmission of Scenes containing all of the Commands associated with all of the Roles in a particular Game, the player has “won” the Game and may choose to play another Game or to replay the Game just completed.

[0021] Other sections of the game site, all of which are integral parts of the entertainment system invention, contribute to helping the players to succeed in their endeavors as described in the preceding paragraph. The sections include: (a) a database of personal information pertaining to each person registered to participate in playing Games on the system; (b) an Internet “chat room” wherein registered participants may exchange text messages with one another while trying to find actors for their Scenes; (c) a retail sale area where participants may purchase various items such as articles of clothing, bumper stickers and the like that are imprinted with one of the various Commands; (d) a video streaming section wherein the participants may, for their amusement, view Scenes made and contributed by other participants.

[0022] It should be clear that the actual use of this entertainment system invention takes place on multiple levels both in the real world and in the “cyber” or computer world over an extended period of time involving a multitude of different persons. One important objective of the invention, beyond providing entertainment and amusement for participants, is to provide opportunities for persons to meet new friends and make new acquaintances. This objective is facilitated by, among other things, the player’s use of the registrant database noted above. By employing various search criteria such as gender, geographic location and interests, the player can obtain an on-line id that will allow him or her to converse in the system’s chat rooms and leave on-line messages for persons identified through the database search. The identification of potential actors is facilitated in the real world by the purchase and utilization of the clothing or other items (“Command Ids”) with Commands imprinted on them.

[0023] It must be understood that the invention claimed herein is not limited to the particular Games, Roles and Commands set forth in the claims. It would be relatively simple for anyone skilled in the field of role-playing amusements to devise additional Games, additional Roles for the claimed Games and additional Commands for the claimed Roles. All such expanded versions of the above-described entertainment system are claimed to be encompassed by this invention.

What is claimed is:

1. A computer enabled, interactive, role playing entertainment system for two or more participants comprising:

A computer connected via the Internet to a Game Site;

One or more Games that may be selected by the participants;

A means of communication among and identification of participants;

A means whereby participants may transfer evidence of their successful play of the Game to the Game Site.

2. The system of claim 1 wherein each Game consists of two or more Roles that are assigned to participants on a random, non-repeating basis.

3. The system of claim 2 wherein each Role consists of one or more Commands that must be jointly performed in a sequential fashion by two participants.

4. The system of claim 3 wherein the means of communicating among participants is on-line text messaging.

5. The system of claim 3 wherein the means of identification of participants is a database searchable on the computer through the Game Site wherein each participant may store personal identifying information such as real or assumed name, age, gender, geographic region of residence and interests in a format accessible to the other participants.

6. The system of claim 3 and further comprising a means whereby participants may purchase indicia of their participation in a particular Game.

7. The system of claim 6 wherein the indicia of participation comprise automobile bumper stickers, articles of clothing and magnetic buttons with individual Commands printed thereon.

8. The system of claim 3 wherein the means of evidencing successful completion of a Command is the transfer of a digital video recording of the Command completion to the Game Site.

9. The system of claim 3 wherein one of the Games is focused upon Interpersonal Relationships.

10. The system of claim 9 wherein the Roles include "Spiritual Leader," "Mentor" and "Empathy Provider."

11. The system of claim 10 wherein the Spiritual Leader Commands include "Let GO!", "Pray" and "Forgive."

12. The system of claim 10 wherein the Mentor Commands include "Respect Yourself," "Encourage One Another" and "Help Each Other."

13. The system of claim 10 wherein the Empathy Provider Commands include "Hug One Another," "Hold Each Other" and "Listen Sympathetically."

14. The system of claim 3 wherein one of the Games is focused upon sexually oriented Adult Interactions.

15. The system of claim 14 wherein the Roles include "Married Couple," "Dominator(rix)," "Submissive Person," "Girlfriend," "Boyfriend" and "Pathetic Character."

16. The system of claim 15 wherein the Married Couple Commands include "Ask Me," "Beg Me" and "Don't Touch Me."

17. The system of claim 15 wherein the Dominator(rix) Commands include "Obey Me," "Worship Me," "Beg Me" and "Respect Me."

18. The system of claim 15 wherein the Submissive Person Commands include "Spank Me," "Whip Me," "Devour Me" and "Fulfill Me."

19. The system of claim 15 wherein the Girlfriend Commands include "Ask Me," "Love Me," "Follow Me" and "Respect Me."

20. The system of claim 15 wherein the Boyfriend Commands include "Blow Me," "Try Me," "Pay Me" and "Do Me."

21. The system of claim 15 wherein the Pathetic Person Commands include "Ask Me," "Eat Me," "Follow Me" and "Spank Me."

22. The system of claim 3 wherein one of the Games is focused on Business Interactions.

23. The system of claim 22 wherein the Roles include "Employer," "Employee," "Investor" and "Regulator."

24. The system of claim 23 wherein the Employer Commands include "Plan," "Hire," "Fire" and "Delegate."

25. The system of claim 23 wherein the Employee Commands include "Ask for Raise," "Kiss Up," "Goof Off" and "Work Cooperatively."

26. The system of claim 23 wherein the Investor Commands include "Increase Sales," "Cut Costs," "Merge" and "Expand."

27. The system of claim 24 wherein the Regulator Commands include "Test," "Cease and Desist," "Strengthen" and "Resign."

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