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(54) **GROUP ATTRACTION GAME**

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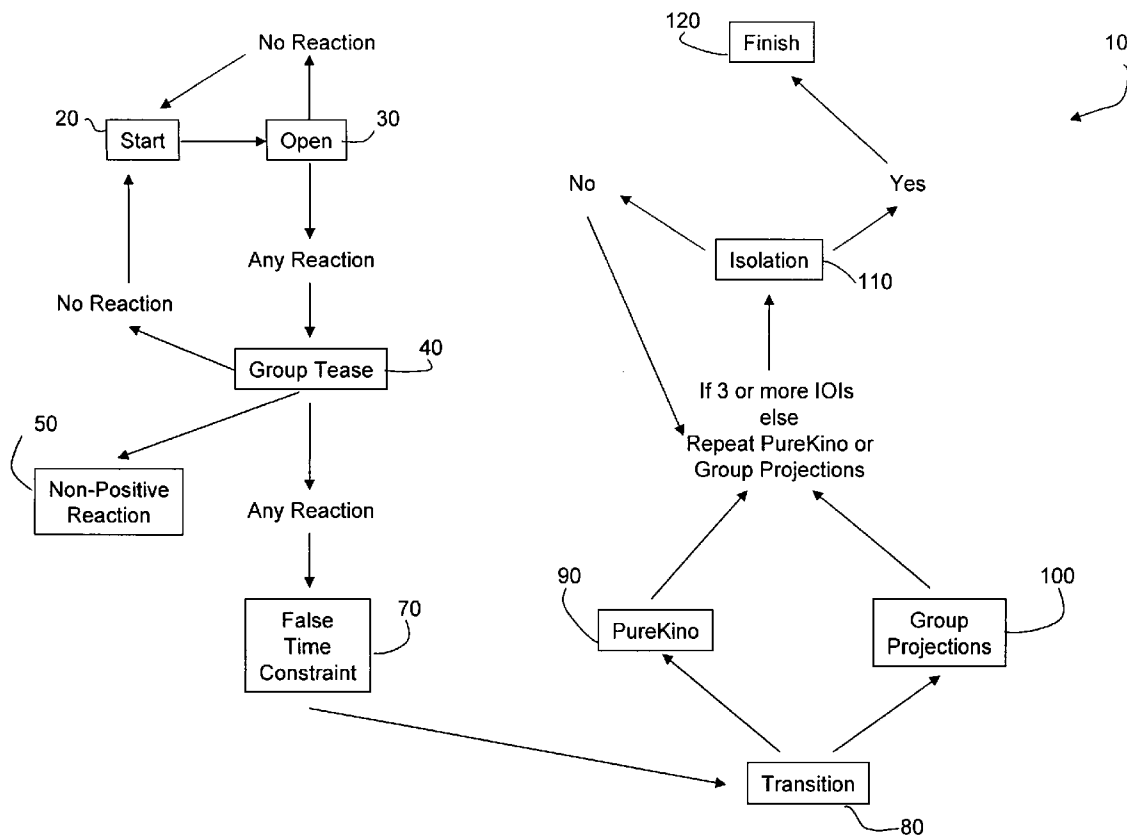
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(57) **ABSTRACT**

The embodiments described are directed to a game tool and game method having an educational effect in psychology and social interaction having at least one player and at least one individual, wherein the player executes a plurality of game tools in isolating the at least one individual.

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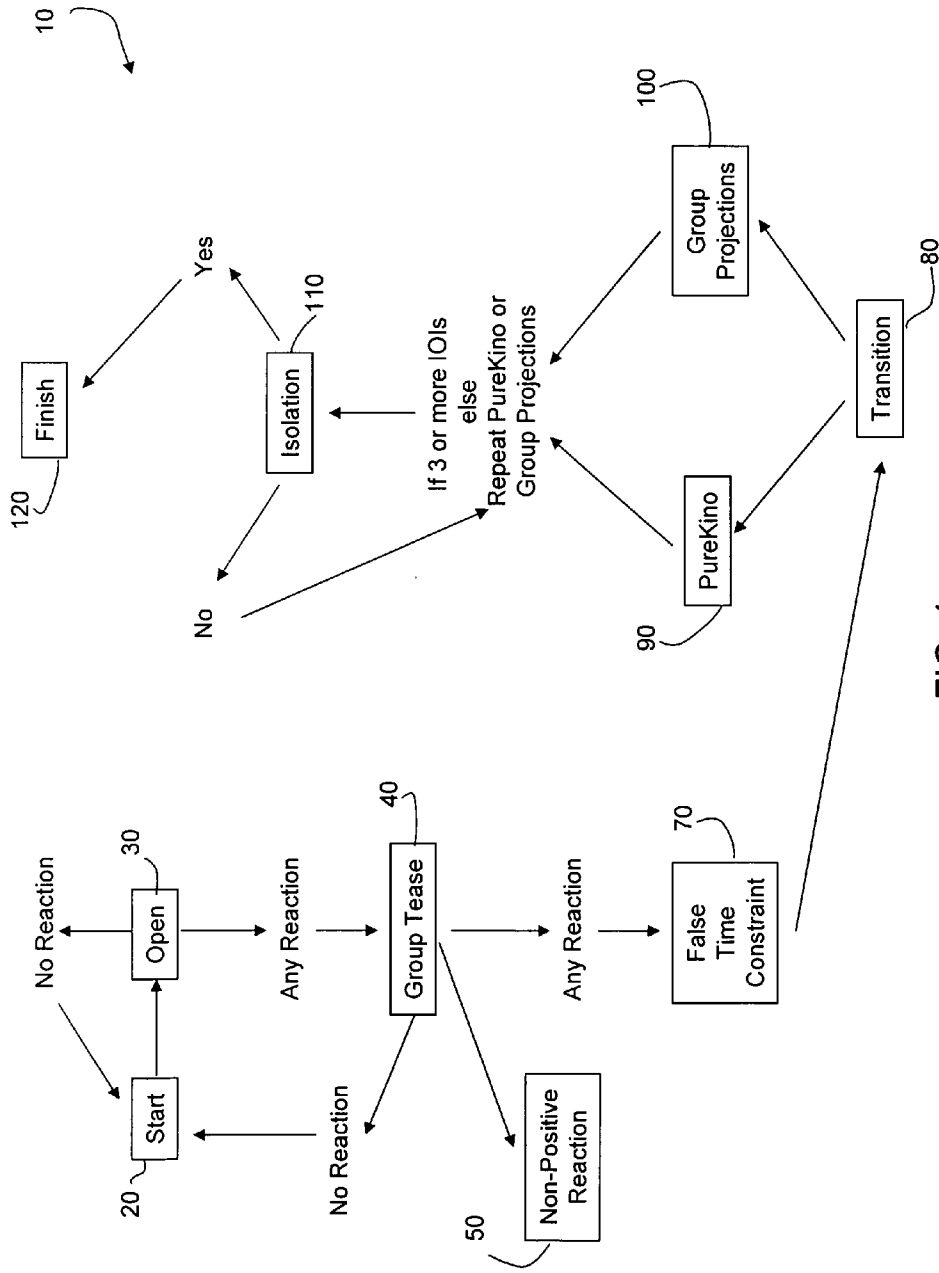


FIG. 1

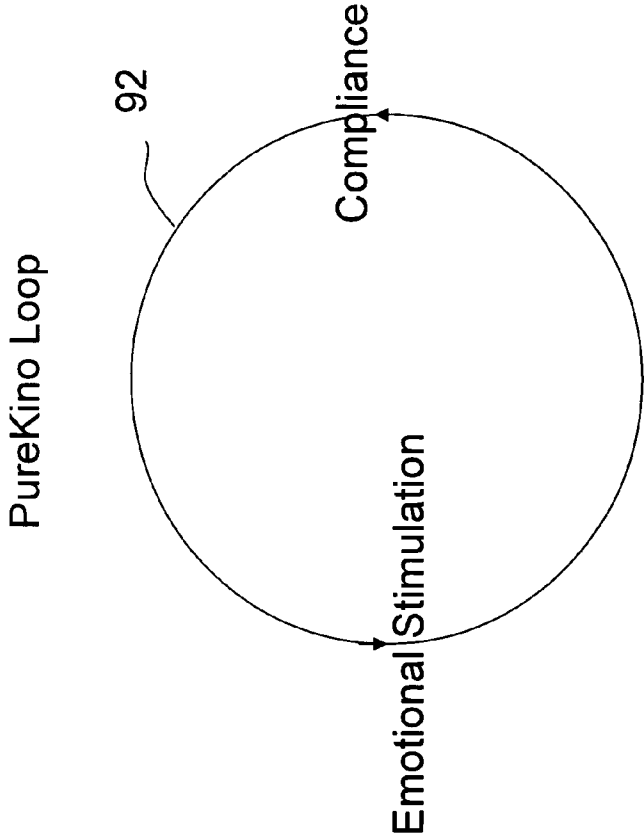


FIG. 2

Non-Positive Reaction Handling Game Tool

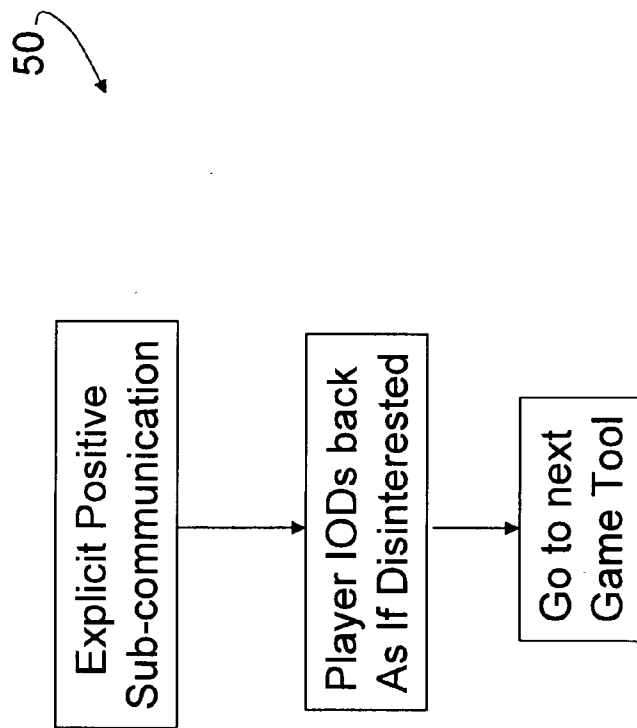


FIG. 3

GROUP ATTRACTION GAME

CROSS-REFERENCE To RELATED APPLICATIONS

[0001] This application claims the benefit of U.S. Provisional Application Ser. No. 60/885,683 filed Jan. 19, 2007, which is hereby incorporated by reference in its entirety.

TECHNICAL FIELD

[0002] The embodiments described herein are generally directed to a game tool and game method, in particular a game tool and game method having an educational effect in psychology and social interaction.

BACKGROUND

[0003] Game tools may exhibit educational effects through game tools developed to teach specific physically skills to game tools that teach an individual confidence in social interactions.

[0004] Game tools may be developed in improving an individual's self-esteem in a social environment including the workplace, at school, or in personal relationships. An individual generally has only imperfect knowledge of his or her own ability in pursuing a task, and will undertake it only if he has sufficient self-confidence. Game tools provide incentives and a methodology for developing self-confidence principles.

[0005] Game tools also promote situations where an individual may work on his or her self-confidence by having opportunities try new things and develop new skills. These opportunities will allow the individual to further develop his or her self self-confidence and self-esteem while gaining new friends and experiences in these activities.

[0006] Taking the above into consideration, it is desirable to develop a game tool and game method that teaches a logical way of approaching groups of people that assists a player in developing self-confidence and enhances the player's social interaction skills.

SUMMARY

[0007] In the methods and tools described herein are generally directed to a game tool and game method, in particular a game tool and game method having an educational effect in psychology and social interaction. The game tools described teach a logical way of approaching groups of people that help a player develop self-confidence and enhance the player's social interaction skills. The game tools promote interaction between individuals in a social setting. The game involves a number of methods and activities to be performed by at least one player to elicit a desired response by at least one person, who is sometimes in a group. When the player performs each task based on the game tool, the player may move to the next stage of the game. The player is rewarded by receiving points based on his or her performance within the specific game tool. The object of the game is to develop a logical way of approaching groups of people that help a player develop self-confidence and enhance the player's social interaction skills while playing a game that is scored.

BRIEF DESCRIPTION OF THE DRAWINGS

[0008] The features and inventive aspects of the present invention will become more apparent upon reading the fol-

lowing detailed description, claims, and drawings, of which the following is a brief description:

[0009] FIG. 1 is a flowchart illustrating one embodiment of the invention;

[0010] FIG. 2 is a flowchart illustrating a PureKino Loop of a PureKino game tool; and

[0011] FIG. 3 is a flowchart illustrating one exemplary flow of a Non-Positive Reaction game tool.

DETAILED DESCRIPTION

[0012] Referring now to the drawings, illustrative embodiments are shown in detail. Although the drawings represent the embodiments, the drawings are not necessarily to scale and certain features may be exaggerated to better illustrate and explain an innovative aspect of an embodiment. Further, the embodiments described herein are not intended to be exhaustive or otherwise limit or restrict the invention to the precise form and configuration shown in the drawings and disclosed in the following detailed description.

[0013] The term "attract" as used throughout the specification is defined hereinafter to include and is not limited to: to draw by appealing to the emotions or senses, by stimulating interest, or by exciting admiration; allure; and invite.

[0014] The term "player" as used throughout the specification is defined hereinafter to include and is not limited to: a person who executes the game tools of the game.

[0015] The term "target" as used throughout the specification is defined hereinafter to include and is not limited to: an individual or group of individuals of interest.

[0016] The term "obstacle" as used throughout the specification is defined hereinafter to include and is not limited to: an individual or individuals within a group that are not the target.

[0017] The term "kino" as used throughout the specification is defined hereinafter to include and is not limited to: physical touching; light strokes; affect emotion by physical contact; raise and increase interest by physical contact; pat; stroke; brush; move; push; pull; hold; and caress; Any touching simultaneous and/or sequential touching of the people in a group or any individual including group hugs, dancing with more than one person, handshakes, hi-5s, and the like with any touching of the group or individual

[0018] The term "open" as used throughout the specification is defined hereinafter to include and is not limited to: engaging a person or a group.

[0019] The term "IOI" (Indicator of Interest) as used throughout the specification is defined hereinafter to include and is not limited to: expressing a state of curiosity, attraction, and excitement towards a group or an individual. IOI's include: 1) Compliments—Any compliments to the group such as 'You guys are fun!', 'You guys have a cool energy!', 'You guys are sort of fun though' and 'You guys are special' etc. Explicit Verbal IOI's—such as 'I love you guys'; Direct Openers—such as 'You guys are fun, I had to come over here and say hi!' or just the act of walking up directly to a group and saying anything; and Body Language—such as a head tilt. IOI's are any action by a person in the group towards the player or vice versa that may indicate a friendly or romantic interest. IOIs further include doing things for the person of interest such as telling stories and buying drinks. Also, IOIs may be subconscious actions such as facing the player with the body or playing with their hair.

[0020] The term "IOD" (Indicator of Disinterest) as used throughout the specification is defined hereinafter to include and is not limited to: expressing a state of disinterest for a

group or individual. IODs include: (1) Group Negs (i.e. Teasing)—such as ‘You guys suck!’, ‘You guys are too nerdy for me!’, ‘You guys are geeky!’, ‘You guys are nerdy!’, ‘It’s the feisty ones you always have to watch out for!’, ‘Oh my God, you are total space aliens!’, ‘You guys are total knuckleheads!’, and ‘You are the coolest girls I have met . . . In the last 5 minutes,’ etc.; (2) Kino Discontinue—such as when you push girls away from you after you touch them; (3) False Disqualifiers—when you explicitly tell one or more persons that you are not interested such as ‘Ladies! I am not making out with you guys!’, ‘We (addressing the whole group) would never get along!’, ‘I hate you!’ etc; and (4) False Time Constraint (FTC)—when the player states that the player has to go when the player really doesn’t such as ‘I have to go in a second my friends are here!’, ‘I have to go in a sec, I have to pee’. It’s good to get at least one of these types of IODs, usually a Group IOD, in the interaction, preferably early on.

[0021] The term “pickup” as used throughout the specification is defined hereinafter to include and is not limited to: a casual, usually un-introduced acquaintance isolated by executing the game tools.

[0022] The term “game” as used throughout the specification is defined hereinafter to include and is not limited to: achieving success in predetermined stages of playing while adhering to the rules for the purpose of isolating the target and obtaining a score of points.

[0023] Referring now to FIG. 1, a Group Attract Game 10 flowchart is illustrated. The Group Attraction Game 10 also works for situations where there is only one member instead of a group. FIG. 1 is one extemporary embodiment of the present invention. Many other variations of the game tools may be possible. The Group Attract Game 10 begins at a Start game tool 20. The Start Game 10 tool includes defining the player(s), selecting the venue for the Group Attract Game 10, establishing the predetermined parameters for the game including maximum time for executing a specific tool within the Group Attract Game 10 and predetermining the points allotted for properly executing the specific tool.

[0024] One example of a scoring scheme includes earning one (1) point for each game tool properly executed. Earning ten (10) points for isolating a target within five (5) minutes. Earning an extra ten (10) points for isolating the target within three (3) minutes. If a player isolates a target and handles all the IODs during the interaction, the player earns five (5) points for each IOD handled. A player earns one (1) point for only using PureKino to isolate the target. A player earns 5 points for each minute in isolation. The scoring scheme is not limited to these examples. The scoring system may be further developed by the player(s) prior to playing the Group Attract Game 10.

[0025] The Group Attract Game 10 includes a series of game tools that may be executed in a predetermined series of steps or may be selected randomly by each player. The Group Attract Game 10 includes an Open game tool 30, a Group Tease game tool 40, a Non-Positive Reaction game tool 50, a False Time Constraint game tool 70, a Transition game tool 80, a PureKino™ game tool 90, a Group Projection game tool 100, an Isolation game tool 110, and a Finish 120 where the player(s) tabulate their scores and transpose them to a form. The player obtains a score for successfully performing each of the plurality of game tools and obtains predetermined points for successfully performing the Isolation game tool 110 within a predetermined time. An example of a form includes having each game tool listed in column form and having a sequential set of numbers representing the row number on the left hand side. The form may also include time intervals with a series of times that correspond to a set number

of points. As the time interval for a specific game tool is increased, the number of points for that performance is decreased except for isolation where the longer isolation occurs the more points the player obtains.

[0026] One exemplary sequential flow of the Group Attract Game 10 includes performing the Group Tease game tool 40 after the Open game tool 30. The False Time Constraint game tool 70 is performed after the Group Tease game tool 40. The Transition game tool 80 is performed after the False Time Constraint game tool 70. The PureKino game tool 90 or the Group Projection game tool 100 is performed after the Transition game tool 80. The Isolation game tool 110 is performed after either the PureKino game tool 90 or the Group Projection game tool 100. An example in progressing to the Isolation tool 100 includes having the player wait for three (3) or more IOIs before attempting to perform the Isolation tool 100. The Game 10 is finished when one or more Isolation game tools 110 have been successfully completed and the Finish game tool 120 is performed by tabulating the players score.

[0027] The Group Attract Game 10 attracts all the individuals in a particular group. The terms ‘you’ and ‘your’ refer to the player performing the pickup in an effort to win the game.

[0028] The Group Attract Game 10 tools are superior to other methods because: if the player gets the entire group engaged, the group begins to compete with each other for the player’s attention; managing the group is easier because the player does not focus on befriending or disarming the obstacles; the target is picked at the leisure of the player while executing the game tools for the group; attracting the interest all the people in the group by bringing value; controlling all the obstacles in the group by being the player that brings the most value to the group; and obstacles are decisively shut-down in case they get feisty. Brining “value” to the group or individual in this context means providing emotional stimulation.

[0029] There are three main elements to the Group Attraction Game 10 structure: 1) the Group Tease game tool 40; 2) The PureKino game tool 90; and 3) the Group Projection game tool 100. The overall structure of the Game 10 is to perform the Open game tool 30, then start of with the Group Tease game tool 40 and escalate into the PureKino game tool 90 while the player is constantly Group Teasing 40

[0030] I. Open Game Tool

[0031] The Open game tool 30 includes having the player perform anything that gets the group or individual to react to the player. The Open game tool 30 is used to start the interaction between the player and the group or individual the player will be performing for.

[0032] II. Group Teasing Game Tool

[0033] The Group Teasing game tool 40 includes direct or indirect IOIs, Group Indicators of Disinterest (GIOD), or Group Indicators of Interest (GIOI). The basic structure may be application of GIOIs and GIOD in a sequential manner. The Group Teasing game tool 40 includes at least one IOI or IOD. By way of example, the Group Teasing game tool 40 includes a plurality of IOIs, IODs, GIOIs, or GIODs. The Group Teasing game tool 40 may be used on groups or individuals.

[0034] An IOI includes when one person says or does something which indicates that they are romantically or otherwise interested in one or more people. Examples include just saying “I like you,” or asking a questions such as “Where are you from?” or “What is your name?” or non verbals like touching you or leaning in. Another type of IOI is when someone does something for somebody else, like walk with them, follow them, or tell them a story.

[0035] An IOD includes when one person says or does something which indicates that they are not romantically or otherwise interested in one or more people. Examples include saying “Piss off” or leaning back or walking away or not complying with an implicit or explicit request by the player.

[0036] GIOI and GIOD are similar to IOI and IOD except that the interaction is specific to a group of people. In a GIOI and GIOD, the subject of the IOI or IOD is a plurality of people.

[0037] By way of example: the player opens the group so that is a GIOI. The player follows the GIOI by a GIOD by saying: “It’s always the quiet ones you have to watch out for.” Compliment the group (GIOI) by saying: “You guys are fun.” Offer a false time constraint (FTC) (GIOD) by saying: “I have to go in a second my friends are here.” By way of example, the player may perform the Group Projection game tool **100** or PureKeno game tool **90** where the player keeps doing the Group Teasing game tool **40** as follows:

[0038] “If we were partying in Hollywood together, I could not keep you people out of the tabloids . . .” (group neg—GIOD) . . . (continue Group Projection game tool **100** with more IOI/IODs). “You guys are so much fun, I’m going to make you my new little sisters.” group hug (The group hug is an GIOI while group false disqualifier is a GIOD).

[0039] By way of example, the player may use any of the following Group Teasing game tool **40** examples: “You guys are total knuckleheads, you are fun though . . . I have to go in a second my friends are here;” “You guys are *special*, in that short bus to school sort of way;” “There could be sooo much love between us, buy I think you guys are too nerdy for me;” “You are the coolest girls I’ve met . . . in the last 10 seconds;” “Group Hug!” group hug kino and ‘I am not making out with you guys!;’ ‘Group Hug!’ group hug kino and ‘You guys are soo fun, I’m totally going to make you my new little sisters;’ ‘Aww you guys are feisty (happy, fun, etc.), come ere!’ group hug and ‘Tough love is all you get!;’ ‘Sisterly hug, come ere!’ group hug and ‘We soooo can’t ever be lovers!’ or ‘You guys hug like my weirdly touchy aunt!’

[0040] By way of example, some GIOI and GIODs together are: “You guys are special . . . In a ‘short bus to school’ sort of way;” and “You guys are total knuckleheads . . . but you are sort of fun though.”

[0041] The player may also mix GIOIs and GIODs simultaneously and/or sequentially such as when you hug the group and say how much they suck and then when you push them away tell them you love them. Mixing kino with the opposite verbal IOI or IOD is called Opposed Kino (OK).

[0042] An Example of OK includes: giving the person a hug and saying: “I hate you!” Kino IOD and Verbal IOI include pushing the females away and saying: “I love you!” Body Language IOI and Verbal IOD include tilting your head and saying: “You totally suck!”

[0043] An example of a sequential to simultaneous sequence is as follows: 1) Verbal IOI—‘You guys are special . . . group hug!;’ 2) Kino IOI group hug and while hugging Verbal IOD ‘. . . in a ride short bus to school sort of way;’ and 3) Kino IOD push away with Verbal IOI ‘You smell good!’

[0044] Further, the sequencing does not always have to be IOI then IOD . . . the player can mix up some IOD then IOI, or combinations such as IOI, IOI, IOD, IOD, IOI, IOD etc. Typically though IOI then IOD works best as it resolves ‘oh my god, the player is really into me’ tension. An example is ‘You guys are the awesomest . . . cutest . . . house kitties I’ve met today.’

[0045] All of the IOIs and IODs work optimally on 2 people because the player has 2 hands (which, incidentally, should be free of any objects). If there are more than 2 people, then the player distributes the kino around sequentially in a random manner. Getting this down will allow the player to get the interest of the entire group.

[0046] By way of example, once the player is able to keep the group open (still talking) with the Group Teasing game tool **40** the player has passed the second stage of the game.

[0047] III. False Time Constraint Game Tool

[0048] The False Time Constraint game tool **70** includes False Time Constraint (FTC). After the player receives any reaction from the group during the Group Tease game tool **40**, the player communicates to the group that the player has to go when the player really doesn’t. By way of example, the player may say: ‘I have to go in a second my friends are here!’ or ‘I have to go in a sec, I have to pee’. It’s good to get at least one of these types of group IODs in the interaction, preferably early on. The False Time Constraint game tool **70** may also be used on individuals.

[0049] IV. Transition Game Tool

[0050] The Transition game tool **80** includes a qualifying compliment that communicates to the group that the player is judging them and based on the player’s positive judgment, the group assumes that whatever the player does next they deserve. This sense of “deserving” allows the interaction to smoothly continue. For example, “You guys are fun!” and then transition to the PureKino game tool **90**. The Transition game tool **80** may also be used on individuals.

[0051] V. PureKino Game Tool

[0052] The PureKino game tool **90** allows the player to build attraction and compliance with groups by kino (touching) performances. The PureKino game tool **90** may also be used on individuals. By way of example, compliance includes the group, the member of the group, the individual, or targets following the player’s implicit, explicit physical or verbal instructions. FIG. 2 illustrates a PureKino loop **92** having an emotional stimulation portion and a compliance portion. The PureKino game tool **90** includes at least one PureKino loop **92**. One example of the PureKino game tool **90** includes a plurality of PureKino loops **92** that may have a single theme or subject. The emotional stimulation portion may be a physical or verbal performance executed by the player and the compliance portion may be a verbal or physical reaction by the group, the member of the group, or the target as further discussed below.

[0053] PureKino game tool **90** includes having the player give the group, the member of the group, or the target emotional stimulation followed by physical contact. Another example of PureKino game tool **90** includes having the player give the group, the member of the group, or the target emotional stimulation while simultaneously engaged in physical contact. The PureKino game tool **90** may also include providing emotional stimulation rewards for compliance of any kind by the group or individual. The PureKino game tool **90** provides by repeating emotional stimulation and physical touching repeatedly, a method for the player to have the group comply with the player’s requests for compliance. The PureKino game tool **90** also provides a method for rewarding the group, members of the group for compliance via emotional stimulation. The PureKino game tool **90** also provides a method for obtaining further compliance following or simultaneously with the emotional stimulation rewards.

[0054] The PureKino game tool **90** also provides the player by the repeated emotional stimulation and physical touching a means of entertaining and controlling the group. Emotional stimulation is provided by either physical or verbal means or a combination of verbal and physical means as further discussed below. In one example of the Game **10**, the player repeats PureKino game tool **90** having different themed PureKino game tool **90** thereby allowing the player more time to perform additional game tools.

[0055] What is unique about this method is that the player repeats the PureKino loop **92** having emotional stimulation and compliance portions, as illustrated in FIG. **2**, following some attraction spikes developed by the Group Tease game tool **40**. The player typically runs the performance to the group as opposed to performing only for the target. The performance usually involves simultaneously touching multiple people while performing the game tool. Furthermore, the PureKino game tool **90** is stackable. The player may do the PureKino loop **92** in continuous sequence. By way of example, the player may use the Group Tease game tool **40** described above to get enough attraction to start the PureKino game tool **90**.

[0056] While talking to the set and performing the PureKino game tool **90**, it is really good to do kino ping—meaning the player touches the guys and girls in the group, as the player is performing the PureKino game tool **90**. One element of the way the player gets initial kino compliance is to touch the people in the group with the back of the player's hand. Women are far less likely to withdraw from a back of the hand initial touch than other types of kino. The player should touch the men in the group in a more alpha shoulder tap “you are a cool guy” sort of way.

[0057] Below are descriptions of **10** exemplary PureKino game tools **90** formed into 5 stacks of 2 game tools each. Various other game tool combinations and game tool examples are possible.

[0058] The player should have both hands free for the below PureKino game tool **90** examples to work properly. The player should also watch out for groups that have both their hands occupied—a drink in one and a cigarette in the other, for example. The reason for this is that the hands are a gateway to more intense touching so if the individual's hands are busy, the player may not successfully perform the PureKino game tool **90**. The player may also use the game tools of the Group Attraction Game **10** to get the persons holding things in their hands to put them down, store them, or give them to someone else in the group.

[0059] Stack 1—San Francisco Handshake and Kino Best Friends Test Example

[0060] 1. The San Francisco Handshake Example

[0061] The player says: “You guys look like east coast girls.”

[0062] People Respond

[0063] “Do you know the San Diego (or whatever city) handshake?”

[0064] People Respond

[0065] “I will show it to you . . . go like this.”

[0066] Show one of the people some arbitrary handshake usually consisting of 2 or more simple steps such as a hand-slap followed by a funky grip followed by ‘the rock.’

[0067] The player says: “Cool, that was simple . . . now we are going to get more complicated . . . do you know the San Francisco handshake? . . . go like this.”

[0068] The player starts with just doing a simple handhold of two people in the Group and once the player gets them holding the player's hand, the player spins both of the people around and then pushes them away while still holding hands. Then the player pulls them back towards the player and hugs them both and then pushes away and stops the handhold while saying the following:

[0069] “My girl showed me this . . . (gay voice) . . . oh my god . . . you guys look FANTABOULOUS . . . have you guys lost weight . . . we so have to go shopping together . . . you guys would buy me the best cashmere sweater EVER!”

[0070] 2. Kino Best Friends Test Example

[0071] The player says: “You guys look like you have known each other for a super long time . . . for shits and giggles I will show you how I knew that.”

[0072] The player says: “Go like this . . .” and match your own hands together as if you were praying.

[0073] The player says: “This is the official psychic position . . . now we can't be psychic by ourselves so we have to do this together.”

[0074] The player matches one of the player's hands to each of the people's hands and has them match their free hand to each other so the group makes a ‘psychic triangle.’ While in the ‘psychic triangle,’ the player subtly pushes their hands away from the player and/or breaks contact then resumes it.

[0075] The player says: “What is the capital of France?”

[0076] People respond.

[0077] The player says: “That's totally wrong . . . but you guys almost passed the test, that was the first part.” The player stops matching hands.

[0078] The player says: “Ok, second part . . .” The player matches hands with one of the people again.

[0079] The player says: “Now this is nothing dirty so get your mind out of the gutter. You can follow directions, yes? . . . ok, cool . . . watch what I do very carefully because you will do this exact thing in a second.”

[0080] With the thumb and index finger of the player's free hand, the player's fingers rubs up and down matching index fingers. It will feel like half the person's index finger is numb.

[0081] The player says: “Wild . . . it's like your finger is missing . . . you try it.”

[0082] The player has the person repeat the motion with their free hand.

[0083] The player then repeats the same thing with another person.

[0084] The player says: “You guys totally are best friends . . . this is all theater . . . if you were not best friends then you would be looking at me as the touching is happening . . . but instead you guys are always looking at each other . . . like that . . . I can tell that you (point to whichever person) are the ‘alpha person’ as she is looking at you more then you are at her.”

[0085] Stack 2—Dual Thumb War and Group Stripper Name Example

[0086] 1. The Dual Thumb War Example

[0087] The player says: “Go like this . . .” The player extends his hand as if the player were doing a handshake—once the people are holding the player's hand, then the player says: “No, no . . . were doing a thumb war . . . with both of you. These two girls in Vegas showed me this. One, two, three, four . . . I declare a thumb war.”

[0088] The player cheats (index finger works great for this) and the player beats them, while the player says: “So the Vegas girls told me ‘if we win we're gonna take you home

with us' . . . I was like 'whoa whoa I'm not your drunk Vegas hookup!'" and the player let's go of their hands.

[0089] 2. The Group Stripper Name Example

[0090] The player says: "I just found out that if I was born as a girl my name would be (insert funny girl name here) . . . what would your boy names be?"

[0091] People respond

[0092] The player says: "Cool . . . what would your stripper names be?"

[0093] People respond

[0094] "You guys want to know what my stripper name would be?"

[0095] People respond

[0096] The player says: "Ok, cool . . . I'm going to walk away (point) to right over there and then I'm going to walk past you and you guys are going to ask my name."

[0097] The player walks away normally then spins around and walks toward the people with a confident slightly overdone 'I'm a male stripper' swagger. When the player gets close the group responds. The player grabs two people around the back of their shoulders, pulls them in close to the player, slides the player's hands up and does a hair-pull on each one at the same time and whispers in their ear: "Buck Wild" or some other funny male stripper name and then pushes the two people away.

[0098] Stack 3—Single Thumb War and Mehow's ESP Test Example

[0099] This stack is good for one player and two person groups.

[0100] 1. The Single Thumb War Example

[0101] The player says: "You know what's amazing, everywhere I go . . . and I mean everywhere . . . I can always beat any girl at thumb wars, with my secret technique. One, two, three, four . . . I declare a thumb war!"

[0102] The player does a thumb war with the person in the group and cheats and beats the person by using the player's index finger and let's go of the person's hand right afterwards. While the person is still trying to beat the player, the player lets go of the person's hand after the player cheats.

[0103] 2. The Mehow's ESP Test Example

[0104] The player says: "Do you believe in spells or psychic connections or anything like that?"

[0105] Person responds.

[0106] The player says: "Ok, cool . . . for shits and giggles . . . we are going to find out how psychic you are."

[0107] The player repeats 'this is the official psychic position' bit from the 'Kino Best Friends Test' above and matches hands with the player. While matching hands, the player subtly slowly pushes the person's hand away and/or breaks and then regains contact.

[0108] The player says: "Now with you other hand . . . rub my arm like this."

[0109] The player gets the person to rub the sleeve of the player's free hand.

[0110] The player says: "Actually, that has nothing to do with ESP but it feels good." And the player takes the arm that is being rubbed away. The player is still matching the player's other hands through the arm rub.

[0111] The player says: "I want you to pick one of the objects I'm about to describe and focus on it in your mind but don't tell me which one . . . ok . . . think of a circle, a square or a triangle. You got it? . . . ok Good."

[0112] The player randomly picks one of the three and says it.

[0113] If the player gets it right . . . The player says: "OMG (Oh my God!), we are psychic, we would never get along if we could reach each others thoughts."

[0114] If the player gets it wrong . . . The player says: "See . . . empirical proof that ESP is bullshit." Or "Yea . . . the whole ESP thing could be bullshit."

[0115] The player may also do other psychic tests such as the kino described above. The player may also do this on two people, have one rub the player's arm, the other do the hand connection from the Kino Best Friend's test example.

[0116] Stack 4—Two Girl Air Drawing and Two Girl Puppyscruff Pull Example

[0117] 1. The Two Girl Air Drawing Example

[0118] The player says: "You guys have known each other for a while . . . you know they say that friends can sometimes read each other's minds. For shits and giggles . . . we are going to see how psychic you guys are together. Give me one hand each . . . ok, cool."

[0119] The player grabs one hand of each person in such a way that the player's index fingers are matching so the player can air-draw with each of them. While the player is doing this, the player may subtly slowly push their hands away and/or break and re-establish contact.

[0120] The player says: "ok . . . good . . . now face me and with your eyes open . . . this first part is easy . . . watch as I draw one half of a letter with each of your hands in the air and tell me what letter I drew."

[0121] The player draws a random letter with their hands in the air.

[0122] People respond.

[0123] The player says: "ok . . . cool . . . now we are going to make this harder . . . face each other and close your eyes. Now I'm going to draw another letter."

[0124] The player draws a different letter in the air.

[0125] The player says: "What was it?"

[0126] If they get it right . . . The player says: "OMG, you guys are right, group hug!" and goes into a Group Teasing performance.

[0127] If they get it wrong . . . The player says: "OMG, you guys are . . . (hug them) . . . totally WRONG!" and push away. (Group Teasing game tool 40)

[0128] 2. The Two Girl Puppyscruff Pull Example

[0129] This example is a good dovetail with the air drawing above particularly if the people get it wrong or the player makes sure they get it wrong.

[0130] The player says: ". . . totally WRONG!" (optional). You guys so need some tough Puppyscruff love! You guys don't even know where your Puppyscruff is, do you? Get your mind out of the gutter, its nothing dirty! . . . I'll show you."

[0131] The player does a hair pull on both of them and releases.

[0132] The player says: "It's where the lioness picks up the cubs."

[0133] Stack 5—Dual 3-7 and Vegas Dirty Handshake Example

[0134] 1. The Dual 3-7 Example

[0135] The player says: "You guys have known each other for a while . . . you know they say that friends can sometimes read each other's minds. For shits and giggles . . . we are going to see how psychic you guys are together. Give me one hand each . . . ok, cool and hold your hands together"

[0136] The player holds their hands and subtly pushes away.

[0137] The player says: “Face each other and close your eyes. I want both of you to think of . . . the first number between 1 and 4 that pops into your mind . . . don’t say what it is yet . . . are you thinking of it clearly . . . ok, good.”

[0138] The player turns to one of the people and asks: “What number were you thinking?”

[0139] 90% of the time people will both be thinking 3 and they will flip out with attraction for the player.

[0140] If they get it right . . . The player says: “OMG, you guys are right, group hug!” and goes into a Group Teasing performance. The player can also additionally say, “We would so never get along if we could read each other’s thoughts.”

[0141] If they get it wrong . . . The player says: “OMG, you guys suck!”

[0142] 2. The Vegas Dirty Handshake Example

[0143] The player says: “Girls are total predators. I was in Vegas and these two girls shook my hand . . . like this . . .”

[0144] The player shakes both of their hands and when the player is shaking their hands takes the player’s middle finger and rubs their palm. Right when the player starts doing that, the player says: “I was like OMG, what is wrong with you girls I’m not your drunk Vegas hookup!”

[0145] VI. Group Projection Game Tool

[0146] An effective stage of the Game 10 is to get the group interested in the player by having the player perform the Group Projection game tool 100. The Projection game tool 100 includes fantastic unreal elocutions on what the player and the group or individual are going to do or have fictitiously done in the past together or are currently doing. The key is to make the group or individual filled with emotional stimulation like drama, fantasy, surprise, suspense, mystery, happiness, sadness and the like. By way of example, the Group Projection game tool 100 may include the Group Teasing 40 game tool, as illustrated below.

[0147] It is far easier to get attraction quickly early on with emotional material as opposed to demonstration of higher value (DHV) stories. Furthermore, to attract all the people, the material has to be targeted to the group.

[0148] By way of example, a Group Projection game tool 100 is an example called the Hollywood Entourage Example, which includes saying:

[0149] “If we’re partying in LA together . . . I could not keep you girls out of the tabloids . . . OMG that whole thing you guys did on the red carpet last week getting in that huge brawl with the paparazzi . . . that was totally unacceptable . . . I have a reputation to protect . . . did you know that we even made the British tabloids . . . how low grade is that?” Since this example references things that happened in the past we call it a past Group Projection.

[0150] Another example of a Group Projection game tool 100 is an example called the Intergalactic Space Princess Future Projection Example, which includes saying:

[0151] “You guys are totally fun . . . you know what I would do with you guys . . . I would dress you up . . . 1965 Barbarella style . . . in vinyl . . . both of you would have the same cut . . . but you, since you are the bad one . . . you would get a black outfit . . . and you since you are . . . the total angel . . . would get the white one . . . and then I would give you guys ray guns . . . like you know, those ones you can zap little green aliens with . . . and I would take you in my . . . spaceship . . . and we would go . . . all over the galaxy together . . . and have amazing space adventures! . . . and when you came back down to this bar, right here on earth . . . all your friends would be com-

pletely jealous . . . because you guys would be my . . . intergalactic space princesses.” A good follow on for either of the above two above examples is a group hug as listed in the Group Tease 40 section. Since this example references things that happen in the future we call that a future Group Projection.

[0152] VII. Isolation Game Tool

[0153] The Isolation game tool 110 includes any conversation or kino, which is addressed towards the target or targets only. The Isolation game tool is successful if the target spends at least 5 (interrupted or uninterrupted) minutes alone with the player such that they are the only people interacting together. Other people may be in close proximity and even listening.

[0154] VIII. Non-Positive Reaction Handling Game Tool

[0155] Referring now to FIG. 3, the Non-Positive Reaction Handling game tool 50 includes having the player respond to the individual providing the player with IOD or any non-positive reaction with explicit positive sub-communication portion followed by an IOD portion. The player should first assess the level of non-positive reaction. If the non-positive reaction is relatively low, then the player should perform the Non-Positive Reaction game tool 50 without performing the IOD portion. However, if the level of the non-positive reaction is relatively high, then the player should perform the Non-Positive Reaction game tool 50 in full.

[0156] By way of example, the player says to the individual: “2+9=54” and freezes out (ignores) the individual from the next game tool performance.

[0157] The preceding description has been presented only to illustrate and describe exemplary embodiments of the methods and systems of the present invention. It is not intended to be exhaustive or to limit the invention to any precise form disclosed. It will be understood by those skilled in the art that various changes may be made and equivalents may be substituted for elements thereof without departing from the scope of the invention. In addition, many modifications may be made to adapt a particular situation or material to the teachings of the invention without departing from the essential scope. Therefore, it is intended that the invention not be limited to the particular embodiment disclosed as the best mode contemplated for carrying out this invention, but that the invention will include all embodiments falling within the scope of the claims. The invention may be practiced otherwise than is specifically explained and illustrated without departing from its spirit or scope. The scope of the invention is limited solely by the following claims.

What is claimed is:

1. A game method comprising: at least one player and a group of at least two individuals, said at least two individuals include at least one target individual wherein said player executes at least one game tool in isolating said at least one target individual.
2. The game method of claim 1, wherein said at least one game tool includes at least one of an Open game tool, a Group Tease game tool, a False Time Constraint game tool, a PureKino game tool, and an Isolation game tool.
3. The game method of claim 2, where said at least one game tool includes a Group Projection game tool.
4. The game method of claim 3, wherein said player obtains a score for successfully performing each of said at least one game tool.
5. The game method of claim 4, wherein said score is tabulated and transposed onto a form.

6. The game method of claim 3, wherein said player obtains a score for successfully performing each of said at least one game tool and obtains predetermined points for successfully performing said Isolation game tool within a predetermined time.

7. The game method of claim 3, wherein said Group Tease game tool is performed after said Open game tool.

8. The game method of claim 7, wherein said False Time Constraint game tool is performed after said Group Tease game tool.

9. The game method of claim 8, wherein said Transition game tool is performed after said False Time Constraint game tool.

10. The game method of claim 9, wherein either said PureKino game tool or said Group Projection game tool is performed after said Transition game tool.

11. The game method of claim 10, wherein said Isolation game tool is performed after either said PureKino game tool or said Group Projection game tool.

12. A game method comprising: at least one player and a group of at least two individuals, said at least two individuals include at least one target individual wherein said player executes a plurality of game tools in finishing a game, wherein said plurality of game tools include an Open game tool, a Group Tease game tool, a False Time Constraint game tool, a PureKino game tool, a Group Projection game tool and an Isolation game tool, wherein said player obtains a score for successfully performing each of said plurality of game tools.

13. The game method of claim 12, wherein said player obtains a score for successfully performing each of said plurality of game tools and obtains predetermined points for successfully performing said Isolation game tool within a predetermined time.

14. The game method of claim 12, wherein said player obtains a predetermined additional score for performing only one said PureKino game tool before finishing said game and said score is tabulated and transposed onto a form.

15. The game method of claim 14, wherein said score of said player is tallied and reported on a form.

16. The game method of claim 15, wherein said Group Tease game tool is performed after said Open game tool.

17. The game method of claim 16, wherein said False Time Constraint game tool is performed after said Group Tease game tool.

18. The game method of claim 17, wherein said Transition game tool is performed after said False Time Constraint game tool.

19. The game method of claim 18, wherein either said PureKino game tool or said Group Projection game tool is performed after said Transition game tool.

20. The game method of claim 19, wherein said Isolation game tool is performed after either said PureKino game tool or said Group Projection game tool.

21. A game method comprising: at least one player and a group of at least two individuals, said at least two individuals include at least one target individual wherein said player executes a plurality of game tools in finishing a game, wherein said plurality of game tools include an Open game tool, a Group Tease game tool, a False Time Constraint game tool, a PureKino game tool, a Group Projection game tool and

an Isolation game tool, wherein said player obtains a score for successfully performing each of said plurality of game tools, wherein said player obtains a score for successfully performing each of said plurality of game tools and obtains predetermined point for successfully performing said Isolation game tool within a predetermined time, wherein said Group Tease game tool is performed after said Open game tool, wherein said False Time Constraint game tool is performed after said Group Tease game tool, wherein said Transition game tool is performed after said False Time Constraint game tool, wherein either said PureKino game tool or said Group Projection game tool is performed after said Transition game tool, wherein said Isolation game tool is performed after either said PureKino game tool or said Group Projection game tool.

22. The game method of claim 21, wherein said score of said player is tallied and transposed onto a form.

23. A game method comprising: at least one player and at least one target individual, wherein said player executes a PureKino game tool by performing at least one PurKino loop in isolating said at least one target individual.

24. The game method of claim 23, wherein said player performs said PureKino game tool and earns a score.

25. The game method of claim 24, wherein said score is tallied and transposed to a form.

26. A game method comprising: at least one player and at least one target individual, wherein said player executes a at least one game tool in isolating said at least one target individual.

27. The game method of claim 26, wherein said at least one game tool includes at least one of an Open game tool, a Group Tease game tool, a False Time Constraint game tool, a PureKino game tool, and an Isolation game tool.

28. The game method of claim 27, where said at least one game tool includes a Group Projection game tool.

29. The game method of claim 28, wherein said player obtains a score for successfully performing each of said at least one game tool.

30. The game method of claim 29, wherein said score is tabulated and transposed onto a form.

31. The game method of claim 28, wherein said player obtains a score for successfully performing each of said at least one game tool and obtains predetermined points for successfully performing said Isolation game tool within a predetermined time.

32. The game method of claim 28, wherein said Group Tease game tool is performed after said Open game tool.

33. The game method of claim 32, wherein said False Time Constraint game tool is performed after said Group Tease game tool.

34. The game method of claim 33, wherein said Transition game tool is performed after said False Time Constraint game tool.

35. The game method of claim 34, wherein either said PureKino game tool or said Group Projection game tool is performed after said Transition game tool.

36. The game method of claim 35, wherein said Isolation game tool is performed after either said PureKino game tool or said Group Projection game tool.