ABSTRACT

A game playing method and apparatus for partners generally comprises a playing surface including a plurality of targets and selection means for selecting a target. Each target includes a depiction of a person performing a physical interaction with a partner or an object specifying the physical interaction to be performed by the partner should that target be selected. In a preferred embodiment, the targets are arranged in a matrix. Each target may include a unique identifier, such as a number. Preferably, the playing surface is a sheet material, such as bed clothes, such as a sheet, upon which the physical activity can be performed by the partners. A target may be selected by skill, such as by tossing an object, such as a bean bag on a target, or by chance, such as by using a spinner, dice, or a drawing bag.
PHYSICALLY INTERACTIVE GAME FOR PARTNERS

FIELD OF THE INVENTION

[0001] This invention relates in general to a game playing apparatus and method for partners and more specifically to a game involving performance of physical interactions by the partners.

BACKGROUND OF THE INVENTION

[0002] It has been found that a cause of discord between partners is boredom in their physical interaction, such as sexual interaction. Boredom may be a result of lack of knowledge. For example, the partners are not aware of the various physical interactions available to them, or boredom may be a result of lack of imagination or the result of inhibitions. Games have been found to be a good manner of providing knowledge, increasing imagination, and lowering inhibitions.

[0003] Therefore, there has been a need for a game that broadens the knowledge of the partners as to possible physical interactions or at least reminds the partners of the interaction.

[0004] Therefore, there has been a need for a game that facilitates performance of various physical interactions by the partners.

SUMMARY OF THE INVENTION

[0005] The invention is a game playing apparatus and method for partners. The game apparatus generally comprises a playing surface including a plurality of targets and selection means for selecting a target. Each target includes a depiction of a partner performing a physical interaction with a partner or with an object specifying the physical interaction to be performed by the partner should that target be selected. Each target may include a unique identifier, such as a number. Preferably, the playing surface is a sheet material, such as bed clothes, such as a bed sheet, upon which the physical activity can be performed by the partners.

[0006] Each target may include a unique identifier, such as a number. In a preferred embodiment, the targets are arranged in a matrix. A target may be selected by skill, such as by tossing an object, such as a bean bag on to a target, or by chance, such as by using a spinner, dice, or a drawing bag.

[0007] The method of playing the interactive game comprising the steps of obtaining the game apparatus, selecting a target using a selection means, and performing with a partner or an object the physical interaction or interactions depicted on the selected targets.

[0008] Other features and many attendant advantages of the invention will become more apparent upon a reading of the following detailed description together with the drawings wherein like reference numerals refer to like parts throughout.

BRIEF DESCRIPTION OF THE DRAWINGS

[0009] FIG. 1 is a perspective view of a preferred embodiment of the game playing apparatus of the invention with the playing surface disposed on a bed and the decision means disposed on an end table.

[0010] FIG. 2 is an enlarged partial top plan view of the playing surface of FIG. 1.

[0011] FIG. 3 is a top plan view of a spinner.

[0012] FIG. 4 is a perspective view of dice.

[0013] FIG. 5 is a perspective view of a drawing bag.

[0014] FIG. 6 is a perspective view of small bean bags.

DETAILED DESCRIPTION OF THE INVENTION

[0015] With reference now to the drawings, there is shown in FIG. 1 a perspective view of a preferred embodiment of the game playing apparatus 10 of the invention with the playing surface 25 disposed on a bed 80 and the decision means 69 disposed on an end table 85 adjacent bed 80. FIG. 2 is an enlarged partial top plan view of the playing surface 25, such as the top of bed sheet 22, of FIG. 1.

[0016] The game is played with a partner. Determining the first player and the first player's partner is discussed more fully later herein.

[0017] Preferably, playing surface 25 is a sheet material, such as cloth, such as bed clothes 20, such as a blanket or bed sheet 22.

[0018] Sheet 22 includes a plurality of targets 30. In the illustrated embodiment, targets 30 are bordered squares 31 that are arranged in a matrix 50 of rows 52 and columns 54, such as in the six rows 52 and six columns 54 shown. Targets 30 could be arranged in many other configurations, such as linearly or randomly or in concentric circles, and still be in accord with the principles of the invention.

[0019] Each target 30 includes a depiction 35, such as drawing or a photograph, of a partner performing a physical interaction, i.e. touching, with a partner or an object specifying the physical interaction to be performed by the partner should that target 30 be selected. Depictions 35 of physical interaction may be acts such as hugging, kissing, giving a foot massage, giving a back rub or more intimate sex acts. The physical interaction may be interacting with an object, such as a sex toy.

[0020] Each target 30 includes target identification means 60, such as indicia 62, such as a letter or number 63, for providing a unique identifier for each target 60. For example, in FIG. 2, targets 30 are numbered 1-36 starting at the upper left target 30.

[0021] Alternatively, in the illustrative embodiment of FIG. 1 in which targets 30 are arranged in matrix 50, each target 30 may be uniquely identified by its location in matrix 50, for example by row 52 and column 54. For example, 34 would designate the target 30 at row 3 and column 4, that is target 30 numbered 16 in FIG. 1.

[0022] Game apparatus 10 includes decision means 69 including target selection means 70 for selecting a target 30. Target selection means 70 is preferably a skill selection means 71, such as an object for tossing onto sheet 22 at a target 30, such as a token or bean bag 72, as illustrated in perspective view in FIG. 6. Alternatively, target selection means 70 may be a random selection means 73, such as a spinner 74, dice 75, drawing bag 76, or a deck of cards, not shown. Spinner 74 includes indicia 62, such as numbers,
indicating a target location for aiding in selecting a target 30. Dice 75 include indicia 62, such as spots, for aiding in selecting a target 30. For example, a dice throw of 5 and 6 may be used to indicate the target 30 at row 5 and column 6. Drawing bag 76 contains items, such as chips 77, each having a target identifier 60 thereon, such as a unique indicia 62 or a partial identifier.

[0023] To play game 10 according to the method of the invention, the first player is decided by any suitable method, such as mutual agreement or by using a decision means 69, such as by rolling a die or dice 75 for the largest number. The first player's partner is decided by any suitable method, such as by default or mutual agreement or by using a decision means 69, such as by rolling a die or dice 75 for the largest number. The method of target selection is decided by any suitable method, such as mutual agreement or by using a decision means 69, such as by rolling a die or dice 75, spinner 74 or drawing bag 76. In an alternate random selection means, a partner, such as the first player, names a playing card from a deck of playing cards and tosses the cards on a playing surface 25 such that they randomly fall on a playing surface 25. The target is selected by the named card similar to a selection by tossing the bean bag 72.

[0024] If an object to be tossed, such as a bean bag 72, is used as target selection means 60, the first player throws a bean bag 72 onto a playing surface 25. The partner performs with player or with the object the physical interaction of depiction 35 of the selected target 30, that is the target 30 landed upon by the tossed bean bag 72, with the partner or with the depicted object. If the tossed bean bag 72 overlaps two or more targets, the selected target is the target over which the majority of the bean bag 72 is positioned. As a game option, the partners can decide that, if the tossed bean bag 72 overlaps two or more targets, then all of the targets are selected and performed.

[0025] Preferably, playing surface 25 is adapted, such as being a sheet material, such as a blanket or sheet 22, for performing thereon the depicted physical interactions.

[0026] Although particular embodiments of the invention have been illustrated and described, various changes may be made in the form, composition, construction, and arrangement of the parts herein without sacrificing any of its advantages. Therefore, it is to be understood that all matter herein is to be interpreted as illustrative and not in any limiting sense, and it is intended to cover in the appended claims such modifications as come within the true spirit and scope of the invention.

1 claim:
1. Game playing apparatus for partners comprising:
   a playing surface including:
   a plurality of targets on said playing surface; each said target including a depiction of a partner performing a physical interaction with a partner or with an object specifying the physical interaction to be performed by the partner should that target be selected; and
   selection means for selecting a target.
2. The game of claim 1 wherein:
   said targets are arranged in a matrix.
3. The game of claim 1 wherein:
   each said target includes a unique identifier.
4. The game of claim 1 wherein:
   said selection means comprises:
   an object for tossing on said playing surface by a partner for landing on a target for selecting the target landed upon.
5. The game of claim 1 wherein:
   said selection means is chance determined.
6. The game of claim 1 wherein:
   said playing surface is a sheet material.
7. The game of claim 1 wherein:
   said playing surface is a bed cloth.
8. The game of claim 1 wherein:
   said playing surface is a bed sheet.
9. The game of claim 1 wherein:
   said playing surface is adapted for performing thereon by the partner the depicted physical interactions.
10. A method of playing an interactive game comprising the steps of:
   obtaining a game apparatus including a playing surface including: a plurality of delineated targets on the playing surface; each target including a depiction of a person performing a physical interaction with a partner or with an object;
   selecting a target or targets using a selection means; and
   performing with a partner or with an object the physical interaction or interactions depicted on the selected targets.
11. The method of claim 10 further including the step of:
   selecting a partner using a selection means.
12. The method of claim 10 wherein:
   the step of selecting a target or targets includes the step of tossing an object onto the playing surface.
13. A method of playing an interactive game comprising the steps of:
   obtaining a game apparatus including a playing surface including: a plurality of targets arranged in a matrix on the playing surface; each target including a depiction of two persons performing a physical interaction:
   selecting a target or targets using a selection means; and
   performing with a partner the physical interaction or interactions depicted on the selected targets.
14. The method of claim 13 further including the step of:
   selecting a partner using a selection means.
15. The method of claim 13 wherein:
   the step of selecting a target or targets includes the step of tossing an object onto the playing surface.
16. The method of claim 13 wherein:

the step of selecting a target or targets includes using a
random selection means to identify a unique identifier
on the target.

17. The method of claim 13 wherein:

the step of selecting a target or targets includes using a
random selection means to identify the location of a
target in the matrix.

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