

(12) **UK Patent Application** (19) **GB** (11) **2 415 146** (13) **A**

(43) Date of A Publication **21.12.2005**

(21) Application No: **0413405.2**
(22) Date of Filing: **16.06.2004**

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(51) INT CL⁷:
A63F 9/10 9/04

(52) UK CL (Edition X):
A6H HJF HKA

(56) Documents Cited:
GB 2307866 A **WO 2004/000429 A1**
US 4741534 A

(58) Field of Search:
UK CL (Edition W) **A6H**
INT CL⁷ **A63F**
Other: **WPI, EPODOC, PAJ, TXTE**

(54) Abstract Title: **Dice game**

(57) A dice game pack comprises:

a set of dice comprising a plurality of dice of a first type;

one or more dice of a second type; and, optionally

a game board comprising a grid defining a plurality of areas onto each of which a die of the first type may be placed;

wherein at least two of the sides of each die in the set of dice of the first type shows a different design such that the designs on the sides of dice in the set may be combined to complete at least two different representations. At least two of the sides of each die of the second type shows a design which is different from the designs of the first set. The one or more dice of a second type are selected from a set of dice of the second type but are not provided in a sufficient number to form a set of dice. A first type of representation may be completed by appropriately arranging a set of dice of the first type showing designs of that representation on their upper surface. Both types of dice are used to form large images by placing next to other dice of the same type. Also disclosed are rules for playing a game with the dice.

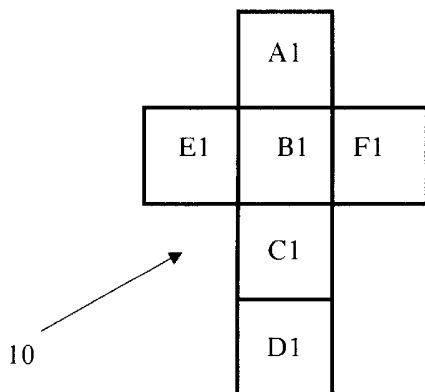


FIGURE 1

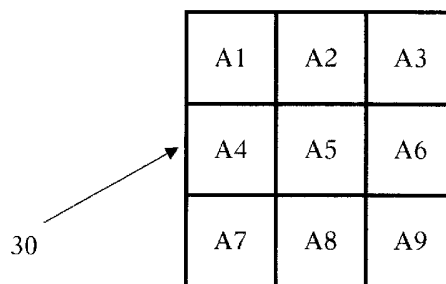


FIGURE 3

1/4

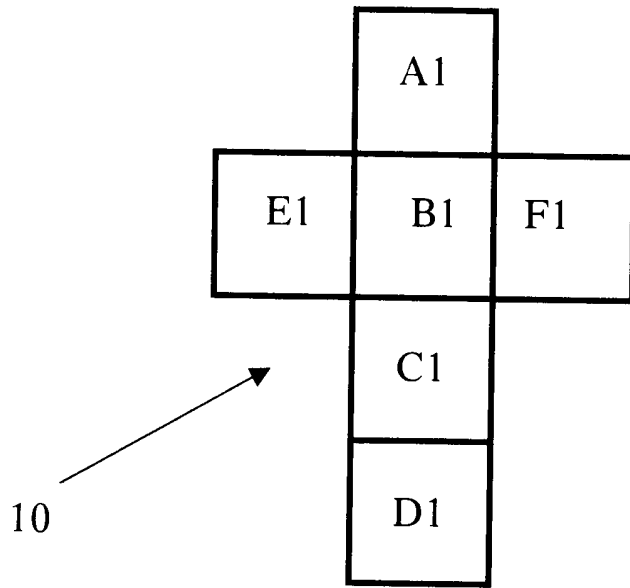


FIGURE 1

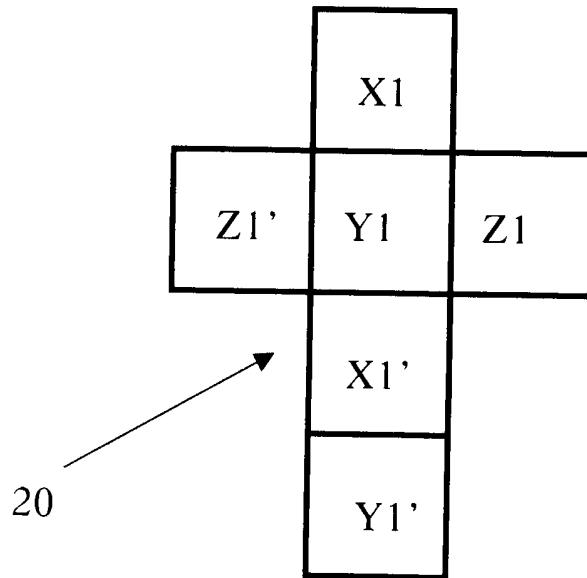


FIGURE 2

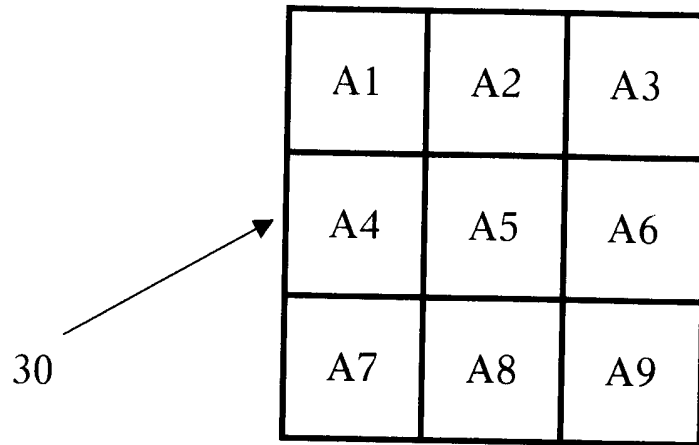


FIGURE 3

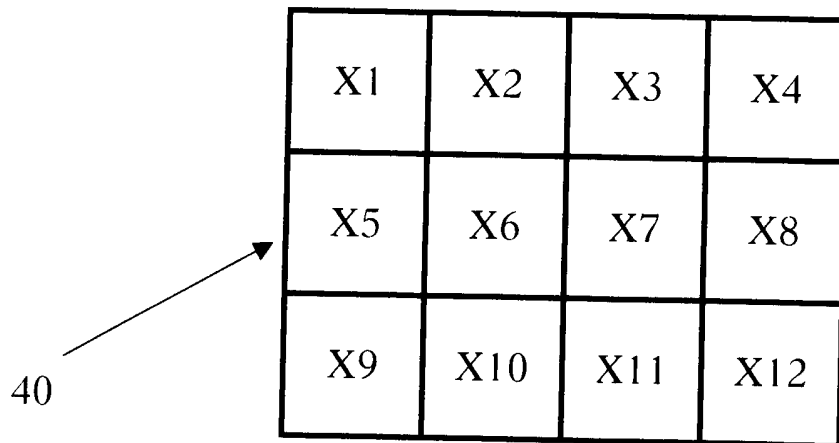


FIGURE 4

50

Y1	Y2	Y3	Y4	Y5	Y6
Y7	Y8	Y9	Y10	Y11	Y12
Y13	Y14	Y15	Y16	Y17	Y18

FIGURE 5

60

Z1	Z2	Z3	Z4	Z5	Z6
Z7	Z8	Z9	Z10	Z11	Z12
Z13	Z14	Z15	Z16	Z17	Z18
Z19	Z20	Z21	Z22	Z23	Z24
Z25	Z26	Z27	Z28	Z29	Z30
Z31	Z32	Z33	Z34	Z35	Z36

FIGURE 6

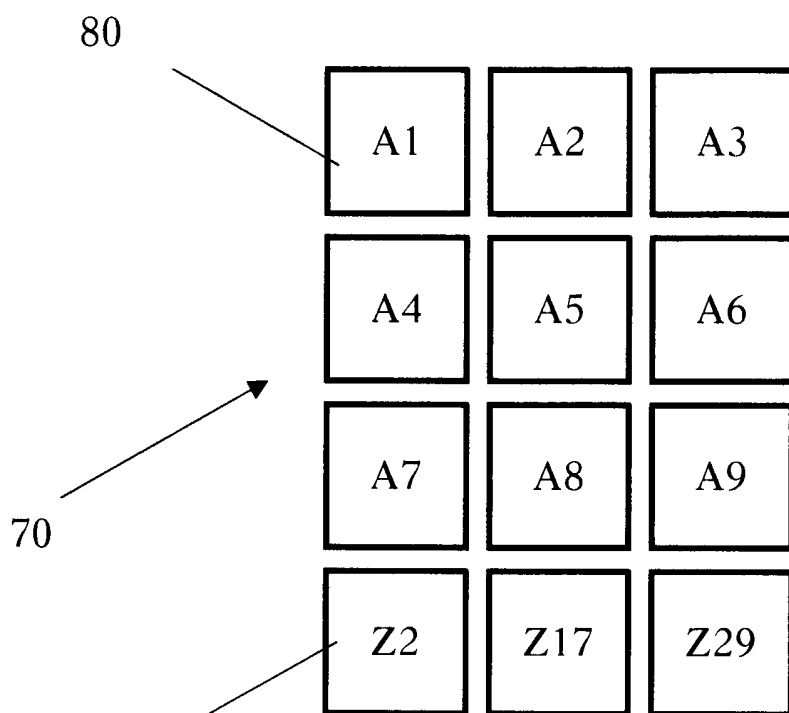


FIGURE 7

DICE GAME

The present invention relates to a dice game pack and a method of playing a dice game.

5

Competitive games involving the rolling of dice such as poker dice, Monopoly, snakes and ladders are well known. However the general public may become bored with such games and long for something new.

10 A solution to this problem has been sought.

According to the invention there is provided a dice game pack comprising:

15 a set of dice comprising a plurality of dice of a first type;
one or more dice of a second type; and, optionally
a game board comprising a grid defining a plurality of areas onto
each of which a die of the first type may be placed;

wherein at least two of the sides of each die in the set of dice of the first
type shows a different design such that the designs on the sides of dice in
20 the set may be combined to complete at least two different
representations; at least two of the sides of each die of the second type
shows a design which is different from the designs of the first set; and the
one or more dice of a second type are selected from a set of dice of the
second type but are not provided in a sufficient number to form a set of
25 dice.

A first type of representation may be completed by appropriately
arranging a set of dice of the first type showing designs of that
representation on their upper surface.

30

Preferably at least three, more preferably at least four or at least five, most preferably six of the sides each die in the set of dice of the first type shows a different design.

- 5 The at least two designs on the sides of each die of the second type are designs. Preferably at least three of the sides of each die of the second type shows a different design. More preferably on each opposing side to the side which shows a different design there is provided identification means. Identification means is preferably provided in order to facilitate
 10 completion of a representation formed by a set of dice of the second type having designs of that representation on their upper surface.

According to the invention there is also provided a method of playing a game between a plurality of players each using a game pack according to
 15 the invention which method comprises the sequential steps of

- (a) each player identifying a die of the second type to be used as a stake in the game;
- (b) each player in turn:
 - (i) throwing their set of dice on a playing surface;
 - 20 (ii) selecting which representation is to be completed; and
 - (iii) removing from the playing surface a remainder of die/dice which do not show a design from the selected representation on their upper surface;
- (c) each player in turn:
 - 25 (i) throwing the remainder of die/dice;
 - (ii) removing from the playing surface the remainder of die/dice which do not show a design from the player's selected representation on their upper surface;
- (d) repeating step (c) until a winning player completes a
 30 representation;
- (e) allocating the stake(s) to the winning player;

wherein a player may optionally repeat step (b) to change the representation to be completed.

5 The game pack provides a game where an aim is to complete a second set of dice. As will be understood, each game pack comprises a complete set of dice of a first type but an insufficient number of dice of a second type to complete a second set. Thus the method of playing a game according to the invention needs to be performed in order for a player to obtain a further die of the second set.

10

The game pack according to the invention preferably further comprises a set of rules which includes rules which identify at least one characteristic for each representation and define at least one rule regarding how a game is to be played.

15

The characteristics may be defined generally as the relative strengths and weaknesses of the representations. For example suitable characteristics include an attack characteristic, a defence characteristic, a speed characteristic, or a manoeuvrability characteristic. In general the characteristic(s) of a representation completed by a set of dice of the second type are more powerful than the characteristic(s) of a representation completed by a set of dice of the first type.

20 The at least one rule defines the way the game is played between at least two players building different representations. According to the characteristic(s) of each representation, examples of rules include missing a throw, gaining an extra throw, or a representation being unable to win a game against another representation.

30 Where the game pack includes a set of rules, the method of the invention preferably includes a further step:

(b1) determining from the characteristic(s) of each representation to be completed which rules will apply to the playing of the game.

5 The game pack according to the invention preferably also comprises a game board to assist a player in the completion of a representation. Preferably the game pack comprises a game board for each representation to be completed by the dice of the first type or of the second type included in the game pack.

10 The set of dice of the first type are generally six sided, square faced dice. The set of dice of the first type comprises a plurality of dice. The lower limit to the number of dice in the set of dice of the first type is preferably 2, more preferably 4, more preferably 6, most preferably 8 and the upper limit is preferably 15, more preferably 12, most preferably 10. The
15 particularly preferred number of dice in the set is 9.

The number of dice in a set of dice of the second type is preferably greater than the number of dice in the first set. There may be one or more sets of dice of the second type. The lower limit to the number of
20 dice in the set of dice of the second type is preferably 8, more preferably 12, more preferably 16, most preferably 18 and the upper limit is preferably 48, more preferably 42, most preferably 36, especially 18 or 12. The particularly preferred number of dice in a set of dice of the second type is 12, 18 or 36.

25

Where there is a set of dice of the second type having 36 dice and each die has three different designs on three of its sides, one design is for completing a representation formed from 36 dice, another design is preferably for completing a representation formed from 18 dice and the
30 last design is preferably for completing representation formed from 12 dice. Thus a set of dice of the second type having 36 dice will comprise

two subsets of dice having 18 dice and three subsets of dice having 12 dice.

5 The design on each side of a die from the first set may be the same as or different from the design on other sides of the die, preferably it is different such that each die depicts six different designs and that the dice in the first set may be combined to complete six different representations.

10 The designs on each side of a first die in the set may be combined with designs on the first sides of other dice in the set to complete a representation. In one embodiment, the designs on a first sides of each die in the set of dice of the first type combine to form a representation.

15 The invention is illustrated with reference to the Figures of the accompanying drawings in which:

Figure 1 shows a template for a first type of six-sided die for use in the invention;

20 **Figure 2** shows a template for a second type of six-sided die for use in the invention;

Figure 3 shows a first game board having 9 squares for use with the first type of six-sided dice;

25

Figure 4 shows a second game board having 12 squares for use with a first set "X" of the second type of six-sided dice;

30 **Figure 5** shows a third game board having 18 squares for use with a second set "Y" of the second type of six-sided dice; and

Figure 6 shows a fourth game board having 36 squares for use with a third set "Z" of the second type of six-sided dice; and

Figure 7 shows a sales pack of nine dice of the first type and three dice of the second type.

Figure 1 shows a template 10 suitable for application to the six sides of a first type of six-sided die for use in the invention. The template has six squares on each of which the following indicators are placed: A1, B1, C1, D1, E1 and F1. The letter refers to the design to be applied on each side of the die such that the die will have six different designs, one on each face. The numeral "1" indicates that the die is the first die of a set of dice of the first type which comprises nine dice.

15 A die may suitably have a dimension of from 18 to 22mm, preferably about 20mm. It has been found that a die having a dimension substantially greater than this range is less convenient to throw in one hand with up to eight other dice whilst a die having a dimension substantially smaller than this range is too small to show sufficient detail of each design.

Figure 2 shows a template 20 suitable for application to the six sides of a second type of six-sided die for use in the invention. The template has six squares on each of which the following indicators are placed: X1, X1', Y1, Y1', Z1, and Z1'. The letter refers to the design to be applied on each side of the die such that the die will have three different designs, one on each face of three of its faces. The numeral "1" indicates that the die is the first die of each set of dice of the second type "X" to "Z" which comprise 12, 18 and 36 dice, respectively. The indicators X1', Y1' and Z1' are arranged on the template such that they will be applied to the die on opposing faces to the indicators X1, Y1 and Z1, respectively.

These indicators are labels. Since the representations of the second set are more complex than the first, the labels are provided to help locating each die on the appropriate square of the gameboard.

- 5 Figure 3 shows a game board 30 suitable for use with the first type of die. It is in the form of a grid of squares having three squares along each side. The dimensions of each square are approximately the same as the dimensions of the first type of die. Each square in the grid is labelled with a letter "A" and a consecutive integral number such that the labels
10 are from A1 to A9. The labels are arranged in number order across the grid.

- Figure 4 shows a game board 40 suitable for use with a first set of the second type of die. It is in the form of a grid of squares having four
15 squares along one side and three squares along the other side. The dimensions of each square are approximately the same as the dimensions of the second type of die. Each square in the grid is labelled with a letter "X" and a consecutive integral number such that the labels are from X1 to X12. The labels are arranged in number order across the grid. As an
20 alternate arrangement, the squares in the grid could be arranged differently such as a grid in the shape of an inverted "T" having four squares along the cross bar of the "T", two squares deep and two squares across the upright of the "T", two squares high.

- 25 Figure 5 shows a game board 50 suitable for use with a second set of the second type of die. It is in the form of a grid of squares having six squares along one side and three squares along the other side. The dimensions of each square are approximately the same as the dimensions of the second type of die. Each square in the grid is labelled with a letter
30 "Y" and a consecutive integral number such that the labels are from Y1 to Y18. The labels are arranged in number order across the grid. As an

alternate arrangement, the squares in the grid could be arranged differently such as a grid with the squares arranged in the shape of pyramid.

- 5 Figure 6 shows a game board 60 suitable for use with a third set of the second type of die. It is in the form of a grid of squares having six squares along one side and six squares along the other side. The dimensions of each square are approximately the same as the dimensions of the second type of die. Each square in the grid is labelled with a letter
- 10 "Z" and a consecutive integral number such that the labels are from Z1 to Z36. The labels are arranged in number order across the grid. As an alternate arrangement, the squares in the grid could be arranged differently such as a grid with the squares arranged in the shape of pyramid.

15

Figure 7 shows a game pack 70 of dice comprising nine dice of the first type 80 and three dice of the second type 90. The nine dice of the first type form a set of dice whereas the three dice of the second type are randomly selected from a set of the second type of dice.

20

The first type of die 80 is designed to form a set of nine dice. Thus each design A, B, C, D, E or F on each side of each die is designed to be a part of a complete picture formed by arranging all nine dice in a grid such as that shown in Figure 3 where all sides A of the dice are facing

25 uppermost and are arranged in order from 1 to 9 to form a representation.

The second type of die 90 has a design X, Y or Z on one side and a corresponding label X', Y' or Z' on respective opposing side of the die. Each design X, Y or Z is designed to be a part of a complete picture.

30 For representation X, the complete picture is formed by arranging 12 dice of the second type in a grid as shown in Figure 4. For representation Y,

the complete picture is formed by arranging 18 dice of the second type in a grid as shown in Figure 5. For representation Z, the complete picture is formed by arranging 36 dice of the second type in a grid as shown in Figure 6. The corresponding labels X', Y' or Z' can be used to help
5 arrange the dice in the grid.

The dice are arranged to play the game as follows. With each sales pack of dice, there might be provided the following background information:
"The year is 2018 and the world as you know it is now just a distant
10 memory. During the early years of the twenty first century, there was huge public fear and uproar with regards to the imminent threat of nuclear war. After much global debate, it was decided to rid the world of not only these weapons of mass destruction, but of all weapons altogether. And so it was done! All weapons, whether big or small,
15 were destroyed once and for all. And, for almost a decade, life was tranquil and safe. No wars, no riots, no violence, in fact, almost no crime at all. It was an era of incredible peace and harmony.

"In this new civilisation, there was no need for armies, vigilantes, police
20 or any other enforces of law and order... and so it was for many peaceful years... But recently things have become very different. With no one to police their actions, rebels began to take things upon themselves, and destroy the peace. Why work for food, necessities and luxuries, when they could simply take them?!! This hostile looting increased and
25 continued. But no one was prepared for what we have now... Looters, bandits, pirates of the modern world roaming the earth with machinery made to destroy everything and everyone in its path. You have no choice but to build you own machine of destruction to protect what is rightfully yours and destroy any opponent hoping to challenge you. Be the first to
30 build your machine and destroy your challenger. Then collect spare parts

to build bigger and stronger machines because in this new world, you must fight to survive!”

5 In this the representations, formed by combining the designs on 9 dice of the first type or the designs on 12, 18 or 36 dice of the second type, are of machines of destruction. The representations of machines of destruction on the dice of the first type are of ordinary machines whereas the representations of machines on the dice of the second type are of superior machines.

10

Each of the ordinary machines has a different characteristic in terms of speed, manoeuvrability, and aggressive behaviour/weaponry. A set of rules may be provided with each sales pack which define how these relative characteristics influence the way that the game is played.

15 Examples of ordinary machines include a machine that charges which would lose a throw of the dice against a machine that throws or casts an object, a machine that attacks from close range with a heavy object which would give an extra throw of the dice to a machine which strikes from a distance, a machine that casts a chain link net to pull over an opponent

20 machine which would be of no use against a superior machine, a machine which attacks by trying to turn an opponent machine over which would be of no use against a superior machine, a machine which has a rolling attack which would be vulnerable to attack from a charging machine or a turning over machine and so would lose one throw against such machines.

25

It will be understood that each sales pack contains sufficient dice to build a representation of an ordinary machine but only contains three dice of the second type. Therefore to build a superior machine, more dice need to be obtained. One way of playing the game is to find at least one

30 suitable opponent who has a different die of the second type who is willing to use it as a stake in the game. Alternatively the game may be

played for a duplicate or a spare die of the second type or it may be played just for fun.

Having agreed which die each player is willing to play for, each player
5 takes it in turn to throw his dice, the object of the game being to complete
a machine. Unless a player is particularly lucky, it will normally take a
few throws of the dice to do this. Normally after the first throw, a
plurality of dice would have designs of the same representation of
machine facing upwards. A player may then decide to build a machine
10 having that representation.

Once the other player(s) have taken their first turn, the relationships
between the machines may be determined according to the rules. At this
stage, a player may decide to abandon the machine he/she had decided to
15 build because it is ineffective against other machines. For example if one
player is building a superior machine, another player will not want to
build a machine which is ineffective against a superior machine. If a
player abandons a machine, he/she will have to start again from the
beginning. To assist in the building of a machine, a player may choose to
20 use a game board such as one shown in Figures 3, 4, 5 or 6.

To complete the game, each player takes it in turn to throw their dice to
try to complete their chosen machine, subject to the relative rules as
determined. The first one to complete their machine wins the game and
25 collects the die/dice used as stake(s). It will be understood that two or
more players may choose to play the game such that a winner may collect
more than one additional dice to add to their collection. Where a player
chooses to build a superior machine, the stake in that game may be a die
from that machine.

It will be understood that the references to representations being in the form of machines are given by way of example only. Alternative forms of representation include spaceships, aliens, warriors, fantastical creatures (such as elves, orcs or dwarves), or football teams.

- 5 Furthermore, each representation may be formed from a different number of dice.

CLAIMS

1. A dice game pack comprising:
a set of dice comprising a plurality of dice of a first type;
5 one or more dice of a second type; and, optionally
a game board comprising a grid defining a plurality of areas onto
each of which a die of the first type may be placed;
wherein at least two of the sides of each die in the set of dice of the first
type shows a different design such that the designs on the sides of dice in
10 the set may be combined to complete at least two different
representations; at least two of the sides of each die of the second type
shows a design which is different from the designs of the first set; and the
one or more dice of a second type are selected from a set of dice of the
second type but are not provided in a sufficient number to form a set of
15 dice.
2. A pack according to claim 1 wherein at least three, more
preferably at least four or at least five, most preferably six of the sides
each die in the set of dice of the first type shows a different design.
20
3. A pack according to claim 1 or claim 2 wherein at least three of
the sides of each die of the second type shows a different design.
4. A pack according to claim 3 wherein on each opposing side to the
25 side of each die of the second type which shows a different design there is
provided identification means for the opposing design.
5. A pack according to any one of the preceding claims which further
comprises a set of rules which includes rules which identify at least one
30 characteristic for each representation and define at least one rule
regarding how a game is to be played.

6. A pack according to claim 5 wherein according to the characteristic(s) of each representation, a rule includes missing a throw, gaining an extra throw, or a representation being unable to win a game
5 against another representation.

7. A pack according to any one of the preceding claims which also comprises a game board to assist a player in the completion of a representation. Preferably the game pack comprises a game board for
10 each representation to be completed by the dice of the first type or of the second type included in the game pack.

8. A pack according to any one of the preceding claims wherein the lower limit to the number of dice in the set of dice of the first type is preferably 2, more preferably 4, more preferably 6, most preferably 8
15 and the upper limit is preferably 15, more preferably 12, most preferably 10.

9. A pack according to claim 8 wherein the number of dice in a set of
20 dice of the first type is 9.

10. A pack according to any one of the preceding claims wherein lower limit to the number of dice in a set of dice of the second type is 8, more preferably 12, more preferably 16, most preferably 18 and the upper limit
25 is 48, more preferably 42, most preferably 36, especially 18 or 12.

11. A dice game pack substantially as hereinbefore described and/or illustrated with reference to the Figures of the accompanying drawings.

12. A method of playing a game between a plurality of players each using a game pack according to any one of the preceding claims which method comprises the sequential steps of
- 5 (a) each player identifying a die of the second type to be used as a stake in the game;
 - (b) each player in turn:
 - (i) throwing their set of dice on a playing surface;
 - (ii) selecting which representation is to be completed; and
 - 10 (iii) removing from the playing surface a remainder of die/dice which do not show a design from the selected representation on their upper surface;
 - (c) each player in turn:
 - (i) throwing the remainder of die/dice;
 - (ii) removing from the playing surface the remainder of
 - 15 die/dice which do not show a design from the player's selected representation on their upper surface;
 - (d) repeating step (c) until a winning player completes a representation;
 - (e) allocating the stake(s) to the winning player;
 - 20 wherein a player may optionally repeat step (b) to change the representation to be completed.

13. A method according to claim 12 wherein the game pack includes a set of rules as defined in claim 5, wherein the method of the invention
- 25 includes a further step of:
- (b1) determining from the characteristic(s) of each representation to be completed which rules will apply to the playing of the game.

14. A method of playing a game between a plurality of players each
- 30 using a game pack according to any one of claims 1 to 11 which method

is substantially as hereinbefore described with reference to the Figures of the accompanying drawings.



Application No: GB0413405.2

Examiner: Andrew Hole

Claims searched: 1 to 11

Date of search: 14 September 2004

Patents Act 1977: Search Report under Section 17

Documents considered to be relevant:

Category	Relevant to claims	Identity of document and passage or figure of particular relevance
X,Y	X: 1 to 6, 8 to 10. Y: 7	GB 2307866 A (ATTACK) See Figures and page 1, paragraph 4.
X,Y	X: 1 to 6, 8 to 10. Y: 7	US 4741534 A (ROGAHN) See Figures and column 2, lines 15 to 32.
Y	7	WO 2004/000429 A1 (POVITZ) See Figures and page 4, line 30 to page 7, line 31.

Categories:

X	Document indicating lack of novelty or inventive step	A	Document indicating technological background and/or state of the art.
Y	Document indicating lack of inventive step if combined with one or more other documents of same category.	P	Document published on or after the declared priority date but before the filing date of this invention.
&	Member of the same patent family	E	Patent document published on or after, but with priority date earlier than, the filing date of this application.

Field of Search:

Search of GB, EP, WO & US patent documents classified in the following areas of the UKC^W :

A6H

Worldwide search of patent documents classified in the following areas of the IPC⁰⁷

A63F

The following online and other databases have been used in the preparation of this search report

WPI, EPODOC, PAJ, TXTE