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(54) GAMING EQUIPMENT AND METHODS

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(63) Continuation of application No. 10/730,586, filed on Dec. 8, 2003, which is a continuation of application No. 10/189,354, filed on Jul. 3, 2002, now Pat. No. 6,659,463, which is a continuation-in-part of application No. 09/479,531, filed on Jan. 7, 2000, now Pat. No. 6,857,633.

(60) Provisional application No. 60/115,162, filed on Jan. 8, 1999. Provisional application No. 60/553,663, filed on Mar. 16, 2004.

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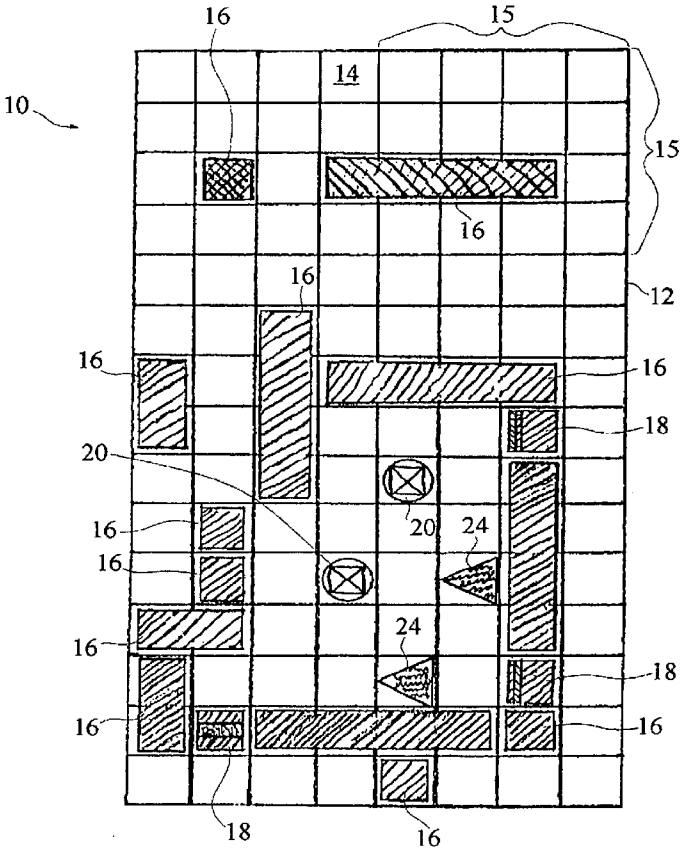
(52) **U.S. Cl.** **273/255**

(57) **ABSTRACT**

An adventure game in a simulated dungeon environment includes a standard unit grid work floor, character tokens moved upon the floor grids representing character position, free standing unit dimensioned simulated block dungeon wall members on the floor, and a plurality of free standing dungeon door members on the floor, whereby the free standing door and wall members may be rearranged to convey a plurality of distinct dungeon game environments to the players. Each character token may further represent some of the character's current actions or attributes. Each character token may include i) a figurine token representing the player's character and ii) a token base supporting the figurine token in one of a plurality of visibly distinct token locations, wherein each token location is associated with a specific character action or attribute, whereby the current character action or attribute of the player's character is visibly displayed.



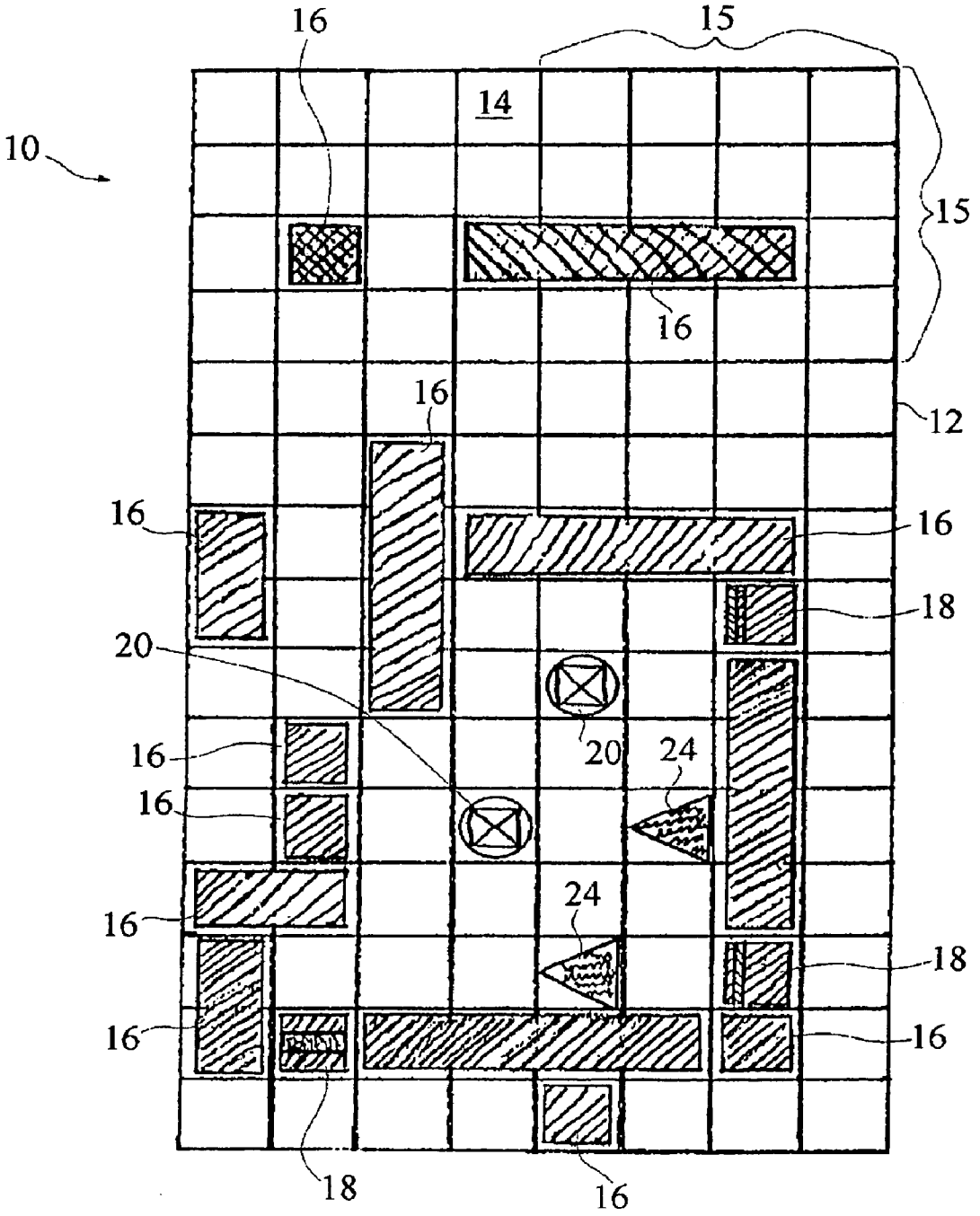


Figure 1A

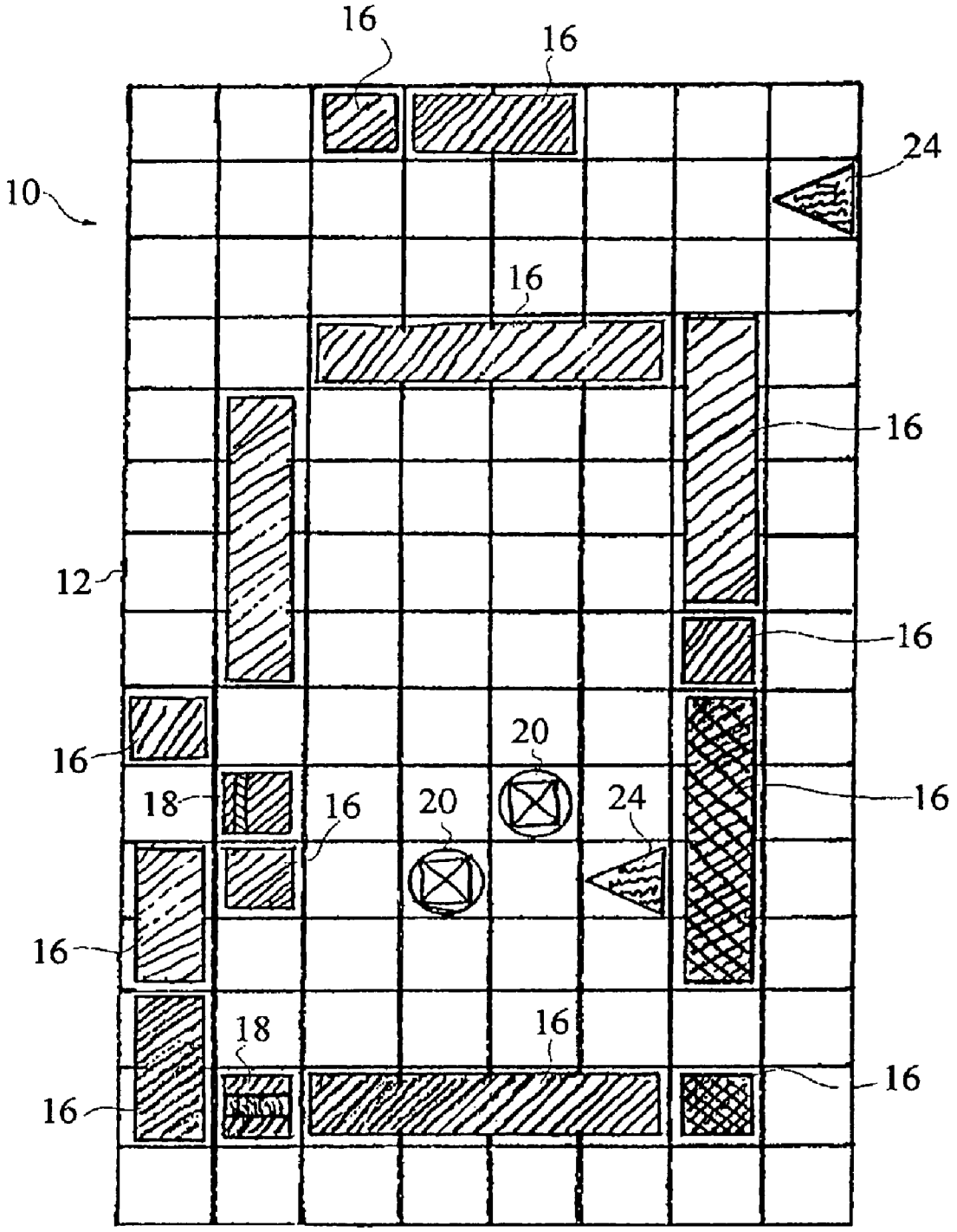


Figure 1B

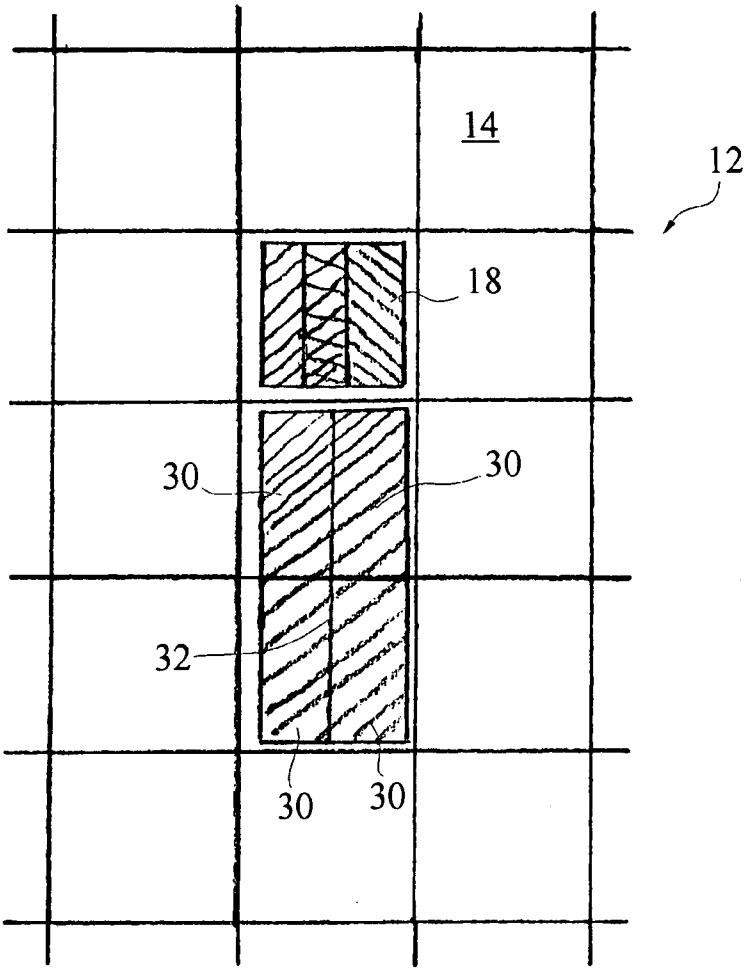


Figure 2

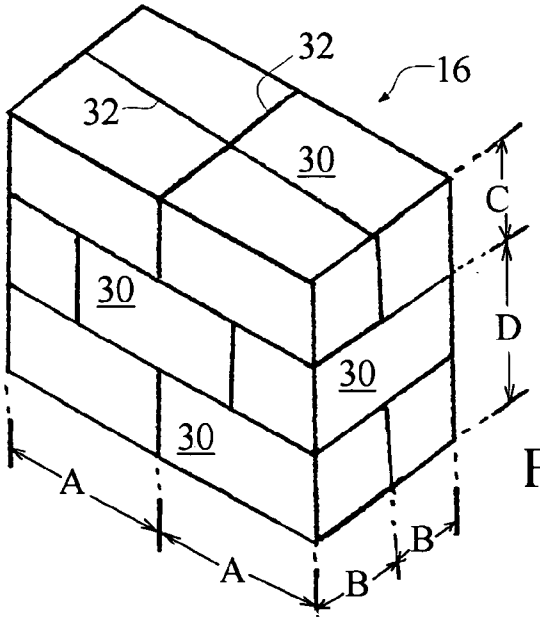


Figure 3

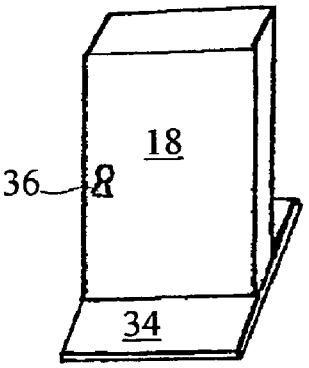


Figure 4A

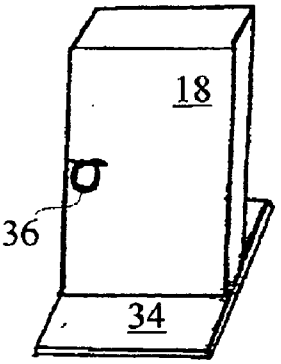


Figure 4B

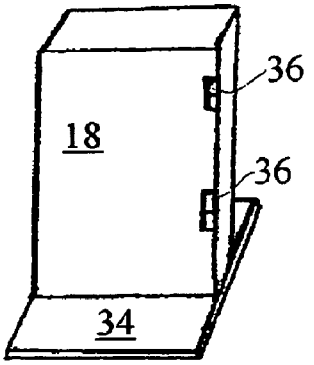


Figure 4C

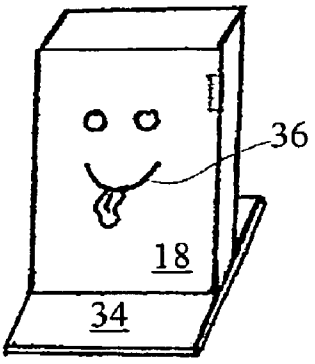
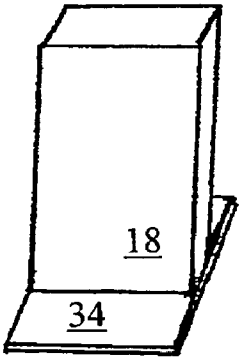


Figure 4E



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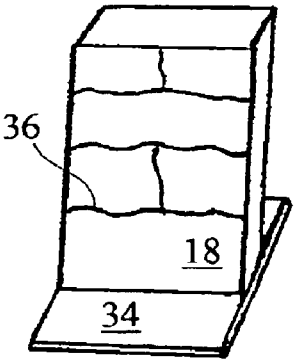

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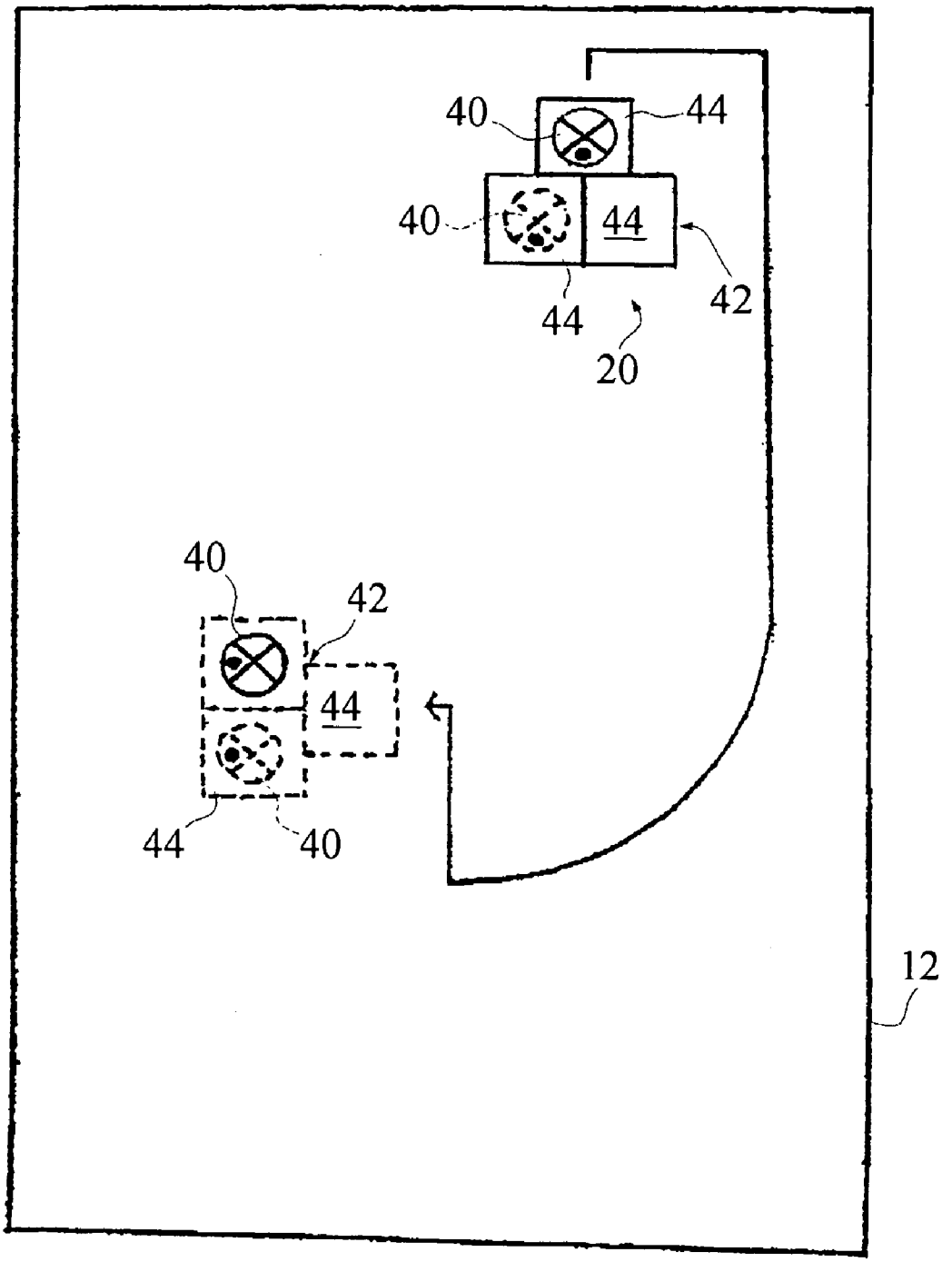

Figure 5

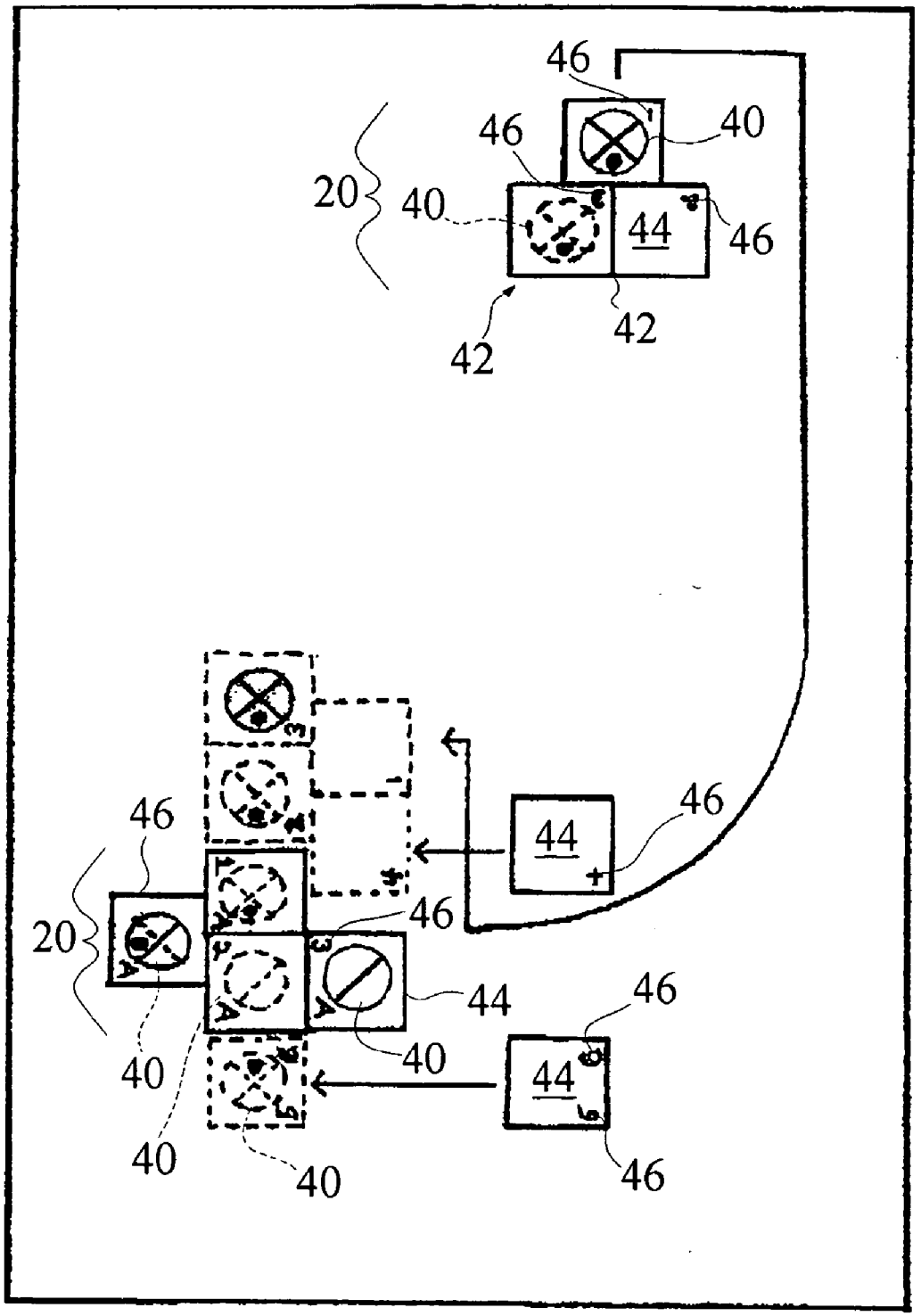

Figure 6

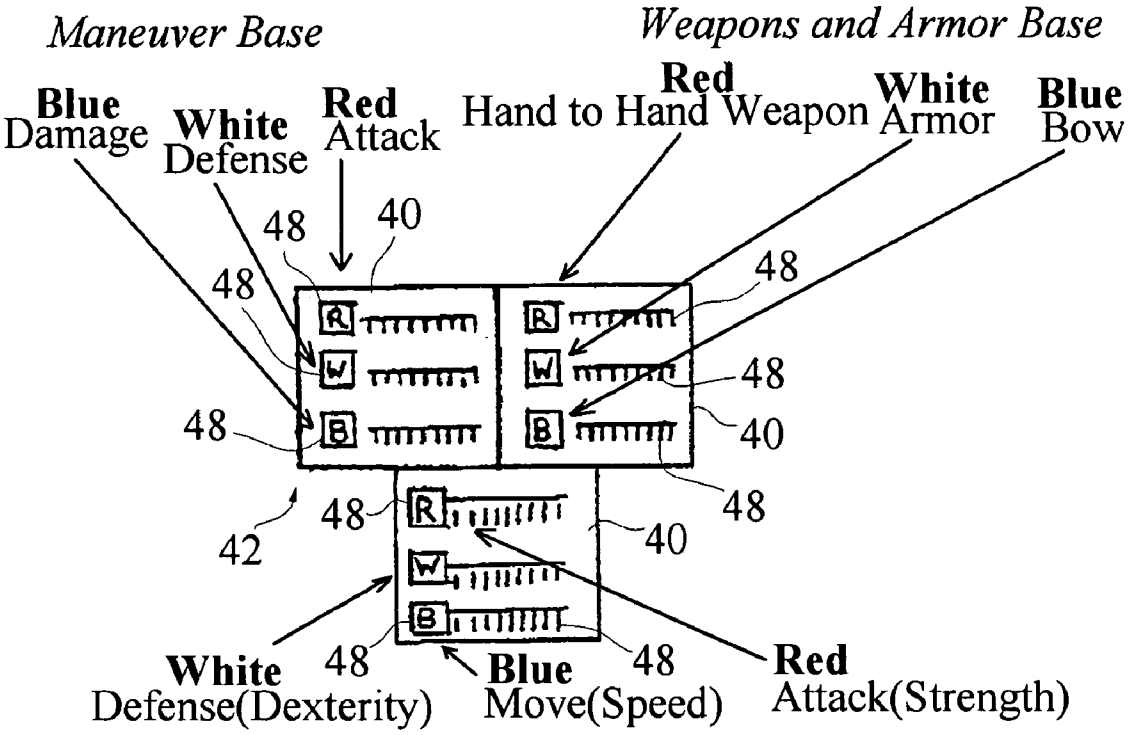
Maneuver Base
Weapons and Armor Base
Blue
Damage
White
Defense
Red
Attack
Red
Hand to Hand Weapon
White
Armor
Blue
Bow
48
40
42
White
Defense(Dexterity)
Blue
Move(Speed)
Red
Attack(Strength)
Basic Attributes Base

Figure 7

Thunder Lords

Reference chart for the Skills/Maneuvers Base.

Skills/Maneuvers Base = *SMB*

Attack Bonuses, Defense Bonuses, and Damage pertaining to hand to hand combat. Important note: Defense maneuver bonus does not extend to attacks from projectile weapons if involved in hand to hand combat (touching opponents base.) Flank and rear attack bonuses apply to projectile weapons attacks.

	SM values			
2D12	ATT (Red slider)	DEF (White slider)	DAM (Blue Slider)	Skill Name
2	2	2	2	Farquarrs Flailing
3	4	8	2	Blaemore's Dodge
4	7	3	2	Blearnore's Attack
5	4	6	2	Ludwig Maneuver
6	6	4	2	Counter Ludwig
7	5	5	2	The Advanced Ludwig
8	4	5	3	Zoltaf's Hack
9	5	4	3	Zoltaf's Thrust
10	6	3	3	Zoltaf's Block
11	3	5	4	Bullgar's Block
12	4	4	4	Bullgar's Balanced Attack
13	5	3	4	Bullgar's Bash
14	2	5	5	Wolfheim's Slash
15	3	4	5	Wolfheim's Parry
16	4	3	5	Wolfheim's Thrust
17	4	2	6	The Saeghast
18	5	1	6	The extended Saeghast
19	3	3	6	The counter Saeghast
20	6	2	4	Graywolf's Strike
21	3	3	6	Graywolfs Counter-Strike
22	3	2	7	Jed's Bonebreaker
23	4	9	2	Shield-wall Maneuver
24	5	1	9	Death-strike Maneuver

Flank attacks have a plus two bonus on all attack die rolls. Rear attacks have a plus four bonus on all attack die rolls. (Both flank and rear attacks may require two or more to attackers to force the position.)

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Figure 8

Thunder Lords

Reference Chart for the Weapons/Armor Base.
Values for the Red slider on Weapons/Armor Base.
Red slider on Weapons/Armor Base= R/WAB
Hand to hand combat weapon types, and Weapons Bonus.
Any figure using a projectile weapon/or two handed weapon, may not use a shield

Red Combat Sliders weapons Base number =R/WAB. and Point Cost per weapon Type =PC	Weapons bonus WB	Weapon type
R/WAB# = 0 PC = 0	None	Fist
R/WAB# = 1 PC = 1	WB-1	Sap , Knife
R/WAB# = 2 PC = 2	WB -2	Dagger, Club
R/WAB# = 3 PC = 3	WB -3	Spiked club, Primitive spear
R/WAB# = 4 PC = 4	WB -4	War Hammer, Mace
R/WAB# = 5 PC = 5	WB -5	Short sword, thrusting spear
R/WAB# = 6 PC = 6	WB -6	Long Sword, Scimitar
R/WAB# = 7 PC = 7	WB -7	spiked war ax
R/WAB# = 8 PC = 8	WB -8	Broad Sword
R/WAB# = 9 PC = 9	WB -9	Two Handed, War ax or War Hammer Two handed sword, Pole arm

Miniatures/ Figures may change facing on Bases free of movement point cost. Bases may be rotated about the Miniatures/ Figures axis free of movement point cost, unless there is an obstacle in the way that prevents the rotation of the Base configuration about the miniatures/ figures axis.

Flank attacks have a plus two bonus on all attack die rolls. Rear attacks have a plus four bonus on all attack die rolls. (Both flank and rear attacks may require two or more to attackers to force the position.)

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Figure 9

Thunder Lords

Reference Chart for the Weapons/Armor Base.

Weapons/Armor Base = *WAB*

Values for the White slider on Weapons/Armor Base

White slider on the Weapons/Armor Base = *W/WAB*

Armor Types, point cost and Defensive Die Roll

Any figure using a projectile weapon/or two handed weapon, may not use a shield.

Total Defense Value = Defense Basic Attribute + Armor Point Cost + Maneuver Bonus (if any) + 1D12

White Combat Slider, Weapons Base number, W/WAB	Armor Bonus Point Cost per Weapon Type, PC	Armor type/ Shield type
W/WAB# = 0,	PC = 0	
W/WAB# = 1,	PC = 1	Small shield
W/WAB# = 2,	PC = 2	Leather Armor
W/WAB# = 3,	PC = 3	Leather Armor and shield
W/WAB# = 4,	PC = 4	Chain-mail Armor
W/WAB# = 5,	PC = 5	Chain-mail Armor and shield
W/WAB# = 6,	PC = 6	Scale Armor
W/WAB# = 7,	PC = 7	Plate Armor
W/WAB# = 8	PC = 8	Plate Armor and shield
W/WAB# = 9,	PC = 9	Plate Armor and large shield

Miniatures/ Figures may change facing on Bases free of movement point cost. Bases may be rotated about the Miniatures/ Figures axis free of movement point cost, unless there is an obstacle in the way that prevents the rotation of the Base configuration about the miniatures/ figures axis.

Flank attacks have a plus two bonus on all attack die rolls. Rear attacks have a plus four bonus on all attack die rolls. (Both flank and rear attacks may require two or more to attackers to force the position.)

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Figure 10

Thunder Lords

Reference Chart for the Weapons/Armor Base.
Values for the Blue slider on Weapons/Armor Base.

Projectile Weapons Potential damage, and Range.
Any figure using a projectile weapon/or two handed weapon, may not use a shield.

Blue Combat Slider, Weapons/Armor Base.=B/WAB	Point Cost per Weapon Type, PC	Weapon type/range
Attack value for archers is the Basic Attack Attribute + Weapon Point Cost + 2D12 Damage = 1D12		
B/WAB# = 0,	PC = 0	none
B/WAB# = 1,	PC = 1	Throwing Knife 3 inches
B/WAB# = 2,	PC = 2	Throwing Ax 4 inches
B/WAB# = 3,	PC = 3	Spear 9 inches
B/WAB# = 4,	PC = 4	Spear with throwing stick 12 inches
B/WAB# = 5,	PC = 5	Medium Crossbow15 inches
B/WAB# = 6,	PC = 6	Short Bow 18 inches
B/WAB# = 7,	PC = 7	Heavy Crossbow 21 inches
B/WAB# = 8,	PC = 8	Long Bow 24 inches
B/WAB# = 9,	PC = 9	Re-curve Bow 27 inches

Miniatures/ Figures may change facing on Bases free of movement point cost. Bases may be rotated about the Miniatures/ Figures axis free of movement point cost, unless there is an obstacle in the way that prevents the rotation of the Base configuration about the miniatures/ figures axis.

Flank attacks have a plus two bonus on all attack die rolls. Rear attacks have a plus four bonus on all attack die rolls. (Both flank and rear attacks may require two or more to attackers to force the position.)

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Figure 11

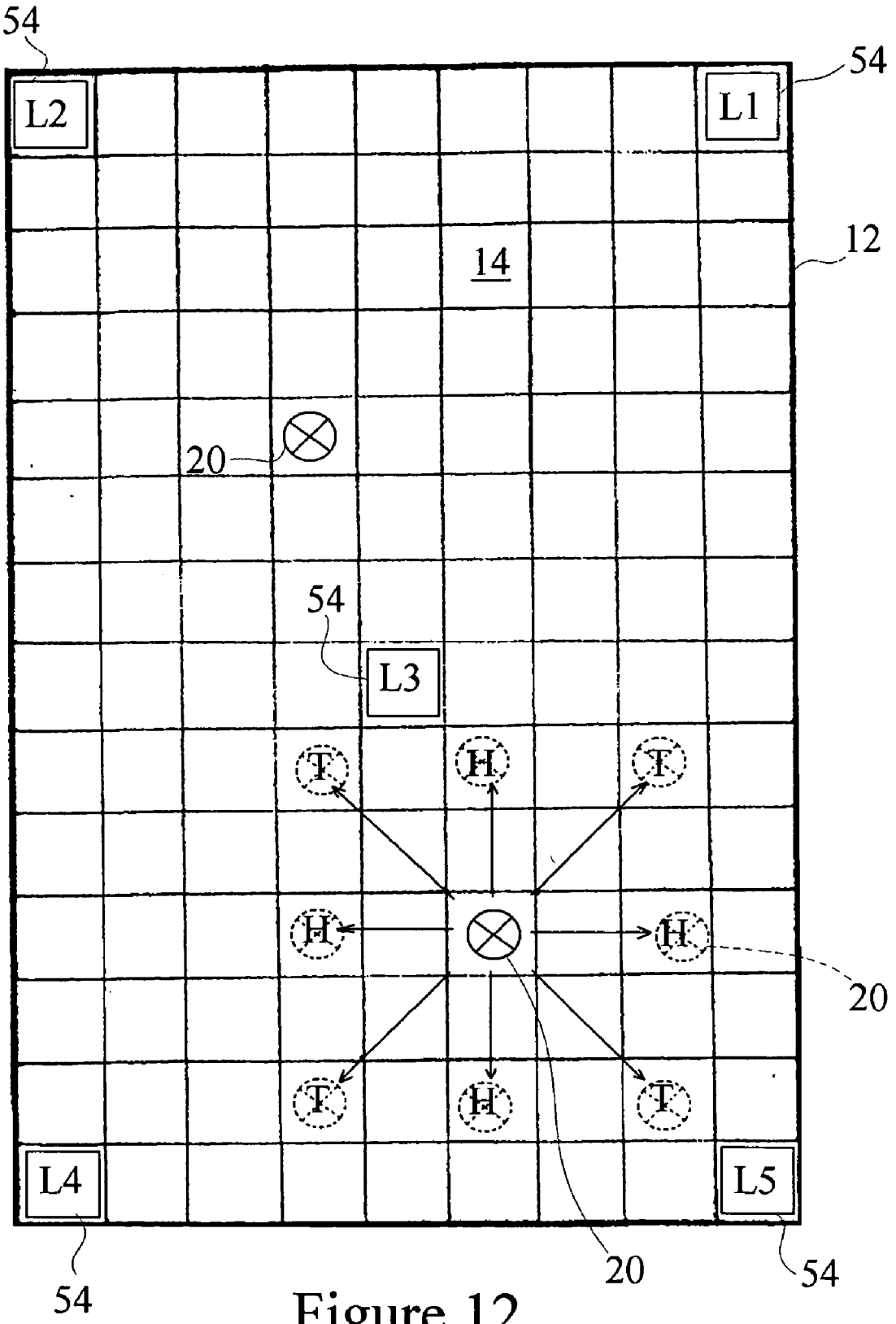

Figure 12

GAMING EQUIPMENT AND METHODS

CROSS-REFERENCE TO RELATED APPLICATION

[0001] This application is a continuation of U.S. patent application Ser. No. 10/730,586 entitled "Miniature Toy Gaming Equipment". U.S. patent application Ser. No. 10/730,586 published Jun. 24, 2004 as publication number 20040119234 and is a continuation of U.S. patent application Ser. No. 10/189,354 entitled "Castle Blocks Board Game" filed Jul. 3, 2002, now U.S. Pat. No. 6,659,463, entitled "Interconnecting Miniature Toy Figurine Bases". U.S. patent application Ser. No. 10/189,354 published May 8, 2003 as publication number 20030085517 and is a continuation-in-part of U.S. patent application Ser. No. 09/479,531 filed Jan. 7, 2000, now U.S. Pat. No. 6,857,633 entitled "Castle Blocks Board Game". U.S. patent application Ser. No. 09/479,531 claims the benefit of U.S. provisional patent application serial No. 60/115,162, filed Jan. 8, 1999, and entitled "Castle Blocks Board Game". The present U.S. patent application further claims the benefit of U.S. provisional patent application serial No. 60/553,663, filed Mar. 16, 2004, entitled "Gaming Equipment and Method" These published patent applications and issued patents are incorporated herein by reference in their entirety.

BACKGROUND OF THE INVENTION

[0002] 1. Field of the Invention

[0003] The present invention relates to games and, more particularly, to games incorporating miniature figurines.

[0004] 2. Background Information

[0005] Board games challenge the mind and teach players various skills and concepts, such as formulating strategies, sharing, socializing, competing, winning, and losing. Board games represent a class of activities that encourage cognitive mental development by challenging player's minds, as opposed to their bodies.

[0006] A common drawback of most board games, however, is that the format of the game is so structured that a player's imagination is constrained. For example, many commercially produced board games must be played on pre-printed pre-defined boards, with game pieces traveling on a never-changing pathway. Many board games also incorporate instruction cards that order a player to move their game piece, lose a turn, or execute some other command. As these games are played repeatedly, the game becomes more predictable, less challenging, and less appealing to play. Another disadvantage of many commercial board games is that the method of play is so random that original, independent thought does not help the player achieve the explicit goal of the game. Moreover, these games are essentially two-dimensional, with no requirement to estimate distances, evaluate how objects are constructed, or recognize objects.

[0007] In addition to the board games described above, miniature war gaming has developed a significant following. In miniature war gaming, participants use a collection of toy miniatures to play a given scenario. The miniatures may be, for example, historical representations (e.g. Napoleonic era soldiers), fantasy figures (e.g. elves, wizards, dragons, etc.) or science fiction characters. The game play of these often elaborate representations is hindered through piece movement limitations and inability to recognize objects and attributes.

[0008] Role Playing Games (RPGs), such as Dungeons & Dragons® games, have also become a popular alternative to conventional board games. In this RPG genre, each individual player assumes an appropriate character who works his or her way through an imagined world through the assistance of a Game Master (GM) controlling the game. The RPG genre avoids many of the constraints associated with more conventional board games. It is helpful to the players to map out the world that they are discovering to improve the game play. The current mapping is often by drawing on sheets of paper as the surrounding is described, or the GM will show the players the specific world maps that he desires them to see. Two dimensional maps may be scene as detracting from the world disclosed in the game. Three dimensional representations are available, such as pre-cast hallways and rooms, such as sold by Dwarven Forge. These three dimensional representations cannot be easily, quickly constructed, or rapidly changed as the players move onward in the game. It is therefore an object of the present invention to improve the game play of miniature toy gaming, including in particular mapping for RPG, and to provide equipment that allows for interactive, educational games that encourages input from the players and allows the players to make their own decisions, choose their own strategies, and directly affect the outcome of the game.

SUMMARY OF THE INVENTION

[0009] Obviating at least some of the drawbacks of the prior art, the present invention is directed toward an adventure game in a simulated dungeon environment comprising at least one randomizing element, such as dice, for game play; a grid work floor, a plurality of character tokens, a plurality of free standing simulated block dungeon wall members on the floor and a plurality of free standing dungeon door members on the floor. Each grid is of a standard unit dimension, such as a 1"×1" grid. Each character token, such as a figurine, is representative of a player's character in the game, and is sized to be received within an associated number of grids on the floor (e.g. the base is received in one grid, or a 2×1 grid profile portion for a larger figurine, or a 4×4 grid for a very large figurine (dragon)), and is to be moved on the grid work of the floor to represent relative changes of a character's position in the game environment. Each wall member remains unattached to the floor (e.g. it is simply resting on the floor) and has a longitudinal dimension associated with a unit number of grids (e.g. if the grids are 1" grids then there may be 1", 2", 3" 4" etc wall members). Each door member remains unattached to the floor similar to the walls. The free standing door members and wall members may be quickly and easily rearranged to convey a plurality of distinct dungeon game environment to the players.

[0010] In one aspect of the adventure game according to the present invention each character token is a miniature having multiple character indicia thereon, wherein each character indicia is indicative of character attributes of the character.

[0011] Obviating at least some of the drawbacks of the prior art, the present invention is directed toward a rapid

game mapping system for conveying the game environment to the players of the game including a grid work floor, a plurality of character tokens, a plurality of free standing wall members on the floor, and plurality of free standing door members on the floor. Each grid is of a standard unit dimension, such as a 1"×1" square or even a 1" per side hexagon. Each character token is representative of a player's character in the game with each token sized to be received within an associated number of grids on the floor (e.g. 1 grid, or two or more grids for larger character tokens typically representing larger elements in the game environment). The character tokens are to be moved on the grid work of the floor to represent relative changes of a character's position in the game environment. Each wall member remains unattached to the floor with each wall member having a longitudinal dimension associated with a unit number of grids (e.g. a 1" wall, a 2" wall or a 4" wall), and each wall has a base portion having a width that is perpendicular to the longitudinal dimension and is at least 50% of the length of a unit dimension of one grid providing a substantive, stable fee standing wall member. Each door member remains unattached to the floor with each door member having a width portion that is parallel to the plane of the door and is at least 50% of the length of a unit dimension of one grid providing a substantive, stable fee standing door member. The free standing door members and wall members may be rapidly and simply rearranged to convey the changing game environment to the players.

[0012] In one aspect of the mapping adventure game according to the present invention each longitudinal dimension of each free standing wall member is equal to the value of the associated with a unit number of grids minus 1-50% of the standard unit dimension, whereby each wall member is undersized for the associated unit number of grids providing for rapid positioning. In a similar fashion, each free standing door member is 50-99% of the standard unit dimension, whereby each door member is undersized for rapid positioning. Further, each free standing wall member may be formed of uniform dimensioned blocks that have width, length and height dimensions associated with the standard unit dimension of the grid, whereby the blocks of each wall member provide for independent measurement to the players of the relative position of elements in the game environment in both horizontal and vertical dimensions. Actually it may be the simulated mortar joints that provide for independent measurement to the players of the relative position of elements in the game environment, in this manner non-uniform blocks could be used while still providing a measurement function.

[0013] In one aspect of the mapping adventure game according to the present invention wherein each free standing door member includes physical identifying structure, such as hinges, door lock, handle, solid stone facing (secret door) on at least one side to identify operational characteristics of the door (e.g. which way the door opens, which side may be locked, whether there is any mechanism to allow the players to open the door in the game environment, etc) in the game environment.

[0014] In one aspect of the mapping adventure game according to the present invention wherein each character token is a character figurine, such as an animal or human, or humanoid, having multiple recorded attributes of the character visible on the figurine or associated base. The recorded character attributes of each character figurine may be recorded on a variable record keeping member on the character token, such as the slider base members of U.S. Pat. No. 6,659,463, entitled "Interconnecting Miniature Toy Figurine Bases", the Combat Dial™ miniature figurine base system of Wizkids, Inc. or the Combat HeX™ miniature figurine base system of Sabertooth Games, Inc.

[0015] Obviating at least some of the drawbacks of the prior art, the present invention is directed toward a gaming system having a plurality of player characters in which the player characters have defined range or movement values and distinct actions or attributes in the game environment. This gaming system comprises a game playing surface (e.g. a game board, or game playing mat, etc), and a plurality of character tokens with each character token representative of a player's character and at least some of the character's current actions or attributes (e.g. abilities) in the game environment, and each character token to be moved on the game playing surface to represent relative changes of a character's position in the game environment. Each character token includes i) a figurine token representative of a player's character in the game and a ii) a token base supporting the figurine token there on in one of a plurality of visibly distinct token locations, wherein each token location is associated with a specific character action or attribute, whereby the current character action or attribute of the player's character is visibly displayed by the specific token location occupied by the figurine token, and wherein the token base in movable about the game playing surface to represent relative changes of a character's position in the game environment.

[0016] In one aspect of the gaming system according to the present invention each token location includes visible indicia, such as color coding and/or printed indicia, indicative of the specific character actions or attributes associated with that token location. Further, at least one of the figurine token and token base may visibly illustrate relative changes of a character's orientation in the game environment. Further, the token locations may be removably attached together, such as in the slider base members of U.S. Pat. No. 6,659,463, entitled "Interconnecting Miniature Toy Figurine Bases", whereby token locations may be added to and taken from each token base. Additionally each token base may includes a record tracking member at each token location that can track and display variable information associated with the specific character actions or attributes associated with that token location, again such as in the slider base members of U.S. Pat. No. 6,659,463, entitled "Interconnecting Miniature Toy Figurine Bases".

[0017] In one aspect of the gaming system according to the present invention each token base has a profile outline that is indicative of the player character's orientation. Further, each token base may have a profile outline that is indicative of the each distinct token location.

[0018] These and other advantages of the present invention will be clarified in the Brief Description of the Preferred Embodiments taken together with the attached drawings in which like reference numerals represent like elements throughout.

BRIEF DESCRIPTION OF THE DRAWINGS

[0019] **FIGS. 1***a* and *b* are schematic top plan views of a rapid game mapping system for conveying the game envi-

ronment to the players of the game and an adventure game in a simulated dungeon environment using the mapping system according to the present invention;

[0020] **FIG. 2** is an enlarged schematic plan view of a wall member and a door member on a grid worked floor of the mapping system of **FIGS. 1***a* and *b;*

[0021] **FIG. 3** is a schematic perspective view of a simulated universal block and mortar dungeon wall member of the mapping system of **FIGS. 1***a* and *b;*

[0022] **FIGS. 4***a-f* are schematic perspective views of representative free standing door member of the mapping system of **FIGS. 1***a* and *b* illustrating physical identifying structure of the door in the game environment;

[0023] **FIGS. 5 and 6** are a schematic perspective views of a game playing surface and a plurality of character tokens for a gaming system according to the present invention;

[0024] **FIG. 7** is a schematic perspective view of a specific embodiment of a character token for a gaming system according to the present invention;

[0025] **FIGS. 8-11** are reference charts for a specific embodiment of a gaming system according to the present invention; and

[0026] **FIG. 12** is a schematic plan view of a card based board game according to another embodiment of the present invention.

DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0027] A rapid game mapping system **10** for conveying the game environment to the players of the game are schematically illustrated in top plan view in **FIGS. 1***a* and *b*. An adventure game in a simulated dungeon environment uses the mapping system **10** according to the present invention as will be described hereinafter. The term "mapping system" within the meaning of the present invention defines a system for visually displaying the relative position of game elements in a gaming environment to the players of the game. The system is particularly well suited for RPGs in which game players are accustomed to "mapping" the game environment as it is being "discovered". "Players" within the meaning of this application could also include game masters or even spectators, as both will also receive information from the mapping system **10**.

[0028] rapid game mapping system **10** includes a playing surface or floor **12**. The floor **12** includes a grid work **14** thereon, wherein each grid **14** is of a standard unit dimension. Typically the standard unit will be 1" such that the grids **14** are 1" squares. Other unit dimensions, such as 1½", are also possible. Further, the grids need not be square shaped, rectangular (with a given unit relationship between the short and long sides), hexagonal and other polygons having unit length sides are also possible. The grids may also be offset from adjacent rows in some applications. The floor **12** may be formed in any number of conventional manner. The floor may be a printed game mat, such as sold under the mark Chessex™ mats, or may be a pre-printed cardboard or laminated member. The floor **12** may be in the form of separate floor tiles (**15** in **figure 1***a*—only one is shown as a representative example) arranged in a variety of configurations, with each floor tile (**15** in **FIG. 1***a*) having a smaller grid work thereon with the tiles **15** positioned adjacent each other, such as sold by DaGOOM under the mark Game Mason Dungeons™ (and such individual floor tiles may even include a mechanism to physically connect them together if desired). The separate floor tiles allow the floor **12** to take the shape of a large rectangle, a long skinny hallway, or other configuration desired in the game play. A further modification of the floor **12** is that it may be formed on multi-planar levels, such as found on the top of simulated rock out cropping sold by DaGOOM under the mark of Geonomolies™. If provided in multi-planar levels, it is preferred that the levels be vertically offset by a distinct unit spacing to more realistically illustrate and account for changes in levels (e.g. it takes one movement to climb a level). The floor **12** can be a combination of the above items, and can include discontinuities therein as appropriate for the desired game play.

[0029] A plurality of free standing wall members **16** are provided on the floor **12**. Free standing within the meaning of this application is that each wall member **16** remains unattached to the floor **12**. The wall member **12** is simply resting thereon. The wall member **16** should have a base surface or base portion of sufficient size to create a stable free standing wall. Specifically, each wall member **16** has a base portion with a width that is perpendicular to the longitudinal dimension of the wall member **16** and is, at least, 50% of the length of a unit dimension of one grid **14**. In other words, in a 1" grid **14** the walls will have a width of at least ½ inch. Preferably the width will be at least 75% of the unit dimension. Each wall member **16** has a longitudinal dimension, i.e. along the length of the wall member **16**, that is associated with a unit number of grids **14**. In other words, where a grid **14** is 1" square, there will be 1" wall members **16**, 2" wall members **16**, 3" wall members **16**, and the like. As described below a 2" wall member will be slightly less than 2" in length due to the purposeful undersizing of the wall member **16**. The wall members **16** are also preferably stackable on top of each other to provide added versatility.

[0030] A plurality of free standing door members **18** are on the floor, Free standing within the meaning of this application is that each door member **16** remains unattached to the floor **12**. Preferably the door members **16** remain separate from the wall members **18**, but it is anticipated that the door members **18** may be incorporated into a wall member **18**. Each door member **18** has a width portion that is parallel to the plane of the door and is at least 50% of the length of a unit dimension of one grid **14**. In other words, in a 1" grid **14** the door members **18** will have a width of at least ½ inch, although at least 75% of the width is preferred.

[0031] As shown in **FIG. 2**, the longitudinal dimension of each free standing wall member **16** is equal to the value of the associated with a unit number of grids **14** minus 1-50% of the standard unit dimension. In other words a 2" wall will have a length dimension of 1.5 to 1.99" in length, whereby each wall members **16** is undersized for the associated unit number of grids **14** providing for rapid positioning and repositioning of the wall members. Additionally the dimensions of the wall members **16** are selected to visually fill the identified grids **14** so that the perception of a continuous wall is conveyed when two walls members are adjacent each other. The under-sizing is important for rapid repositioning of the wall members **16**, but the gap cannot be too big or the

continuous wall concept is not sufficiently conveyed to the game players and it distorts the perception of the gaming environment. Each free standing door member **18** is 50-99% of the standard unit dimension, whereby each door member **18** is undersized for rapid positioning similar to the door members **16**. The under sizing prevents efficient interconnection of the wall members **16** (e.g. snap fit together), but such an attachment (although possible) is believed to detrimentally slow down the implementation of the mapping system **10**. In summary, the free standing door members **16** and wall members **18** may be quickly and easily rearranged to convey the changing game environment to the players.

[**0032**] The mapping system **10** includes the use of a plurality of character tokens **20** with each character token **20** representative of a player's character in the game. Characters in the game that are not represented by a player (often called NPC for Non-Player Characters) may also use a character token **20**. Each token **20** is sized to be received within an associated number of grids **14** on the floor **12**, and to be moved on the grid work **14** of the floor **12** to represent relative changes of a character's position in the game environment. The character tokens **20** may take many conventional forms such as a non-descript graspable member (e.g. a Parcheesi game piece, or a pawn in a standard chess set), an image on a flat panel (e.g. such as found in the Stratego® game), a miniature figurine, such as sold by Reaper® miniatures, or figurine with separable base and record tracking member as disclosed in shape, such as U.S. Pat. No. 6,659,463, entitled "Interconnecting Miniature Toy Figurine Bases". It is the miniatures, such as humans, humanoids (robots, werewolves, etc), animals and the like, that are preferred as these better convey the playing environment to the players. The standard character tokens **20** are expected to fit within one grid **14** with larger representations (e.g. a mountain troll character or a dragon) sized to be received on multiple grids **14** to convey the relative size.

[**0033**] As shown in **FIG. 3**, each free standing wall member is formed of uniform dimensioned blocks **30** that have a fixed width B, length A and height dimensions C associated with the standard unit dimension of the grid **14**, whereby the blocks **30** of each wall member **16** provide for independent measurement to the players of the relative position of elements in the game environment in both horizontal and vertical dimensions. The Height C of each block is preferably ½ a unit length whereby 2 blocks (shown as D) show a one grid **14** or one unit height distance. The height **14** is not affected by the under-sizing of the wall members **16**. In view of the under-sizing it is actually the simulated mortar joints **32** that are more accurately associated with the standard unit dimension of the grid **14**, whereby the motor joints **32** of each wall member **16** provide for independent measurement to the players of the relative position of elements in the game environment in both horizontal and vertical dimensions. The gaps between adjacent wall members **16** act as virtual mortar joints and allow the mortar joints **32** and therefore the blocks **30** there between, to serve as an accurate measuring element along the length of the wall members **16**. The wall members **16** could, alternatively, be formed as planar cutouts, but the three dimensional implementation is preferred as it better conveys the game playing environment to the players.

[**0034**] Each free standing door member **18** may include a base **34** to support the free standing structure and may include physical identifying structure **36** on at least one side to identify operational characteristics of the door member **18** in the game environment. Examples of identifying indicia are shown if **FIGS. 4*a*-4*g*** and include a handle, hinges, lock or keyhole, stone facing, even a blank side. The operational characteristics include, which side the door opens from, which way it opens, which side it can be locked from, whether the lock can be picked from one side, whether it cannot be opened from that side (blank facing), the presence of a "secret door" (stone on one side of the door), and any number of other features that may be accounted for in the specific game rules.

[**0035**] The mapping system **10** can be used to construct an adventure game in a simulated dungeon environment with at least one randomizing element for game play, such as one or more dice, the grid work **14** floor **12**, the plurality of character tokens **20**, the plurality of free standing simulated block dungeon wall members **16** on the floor, and the plurality of free standing dungeon door members **18** on the floor, whereby the free standing door members **16** and wall members **18** may be rearranged to convey the a plurality of distinct dungeon game environment to the players for different games or rounds of the same game. In the simplest embodiment the characters tokens **20** are moved through the dungeon (according to any set of desired movement rules—such as roll a d6 die and move the identified number of grids **14**) set up to recover items **24**, such as treasure chests and other items randomly placed in the dungeon on the floor **12**. NPC character tokens, representing monsters/villains, can be placed in the dungeon for opposing the characters according to pre-defined combat rules. Any set of convenient miniature war-gaming rules could apply. One simple example is that each NPC begins with 3 "hit-points" and in each combat round the player rolls a d6 and if he rolls higher than the NPC then one hit-point of damage is done to the NPC which is eliminated when the hit-points of the NPC reach 0 (i.e. it takes three successful hits to eliminate an NPC) Players would start with a greater number of hit points and also suffer damage that effects certain character attributes such as movement, ability to carry items, attack, defense or the like, and are provided with a mechanism to heal their hit-points. The intention of this application is to describe the unique apparatus rather than all of the particular methods in which they may be utilized, but another interesting aspect of the dungeon game is a rule that all the players will lose if one of the players is killed in the game, thereby creating a co-operative competitive game. Although competing against an opponent to obtain as much treasure in the dungeon, the competitors may, from time to time, be forced to drop their booty and rush to a competitor's defense in order to allow someone, presumably themselves, to win the game. These advantageous rules aside, it is the rapid and ever-changing playing board set up provided by the mapping system **10** that is significant in this adventure game.

[**0036**] The mapping system **10** may also be called a castle or dungeon block building block set which is tied to RPGs. The system **10** can be used to easily and rapidly build game scenarios. The system **10** includes the 1" square grid **14** floor **12** with wall members **16** and door members **18** and accessory pieces **24** (fireplace, fire pits, barrels, treasure chests, pelt bedding, etc) resting thereon. The wall members **16** are stackable and the floor tiles **15**, if formed from a rigid structure, could act as multiple levels. The pieces are undersized to easily reconstruct rooms and move pieces within

rooms. The door members **18** are free standing to allow for simulation of open and closed doors. The secret door member (stone facing on one side) can replace existing wall piece after discovery of secret passage by players. Further the scene can be built according to visual range viewable to RPG players (i.e. only display what could be scene by the players in the simulated environment. Felted bottom floor tiles **15** can be turned over to simulate grass. Wall members **18** may be formed of a resin and stone blend to form heavy stone-like pieces. The wall heights are sized to be only slightly above character heights so the character could not "see" over the wall but the players can see the pieces from a seated position. Other changes in the system **10** can be made without changing the function and operation thereof, for example, the mortar joints can receive items such as torches therein.

[**0037**] **FIGS. 5 and 6** are a schematic perspective views of a game playing surface **12**, that may or may not include grids **14**, and a plurality of character tokens **20** for a gaming system according to another aspect of the present invention. The gaming system of **FIGS. 5-6** has a plurality of player characters in which the player characters have defined range or movement values and distinct actions or attributes in the game environment. The gaming system includes the game playing surface **12**, and a plurality of character tokens **20**. Each character token **20** is again representative of a player's character and further is representative of at least some of the character's current actions or attributes in the game environment. The characters actions or attributes within the meaning of the present invention refers to the characters abilities (such a spell casting, archery, and melee fighting in a war gaming environment, or dribbling, passing and shooting in a basketball related game environment—the possibilities are limitless as will be clarified hereinafter. Each character token **20** is to be moved on the game playing surface **12** to represent relative changes of a character's position and/or orientation in the game environment, such as shown in **FIGS. 5 and 6** wherein one token **20** is moved from one portion of the game playing surface **12** to another with a change in the rotational position of the character (i.e. the orientation). Each character token **20** includes i) a figurine token **40** representative of a player's character in the game, and ii) a token base **42** supporting the figurine token there on in one of a plurality of visibly distinct token locations **44**. Preferably the figurine token **40** is in the form of a figurine to better convey the gaming environment to the players. Each token location **44** is associated with a specific character action or attribute (i.e. ability), whereby the current character action or attribute of the player's character is visibly displayed by the specific token location **44** occupied by the figurine token **40**.

[**0038**] Each token base **42** is movable about the game playing surface **12***c* to represent relative changes of a character's position in the game environment. The token base **42** may be in the form of vehicle, a boat, or other item associated with carrying a character, particularly those in which different locations on the item would naturally be associated with different attributes (e.g. a plane might have pilot, bombardier and gunner stations for the token locations **44**). The token base may also be formed from interconnected sub-bases as disclosed in U.S. Pat. No. 6,659,463, entitled "Interconnecting Miniature Toy Figurine Bases". The token location **44** includes visible indicia **46** indicative of the specific character actions or attributes associated with that token location **44**. The token locations **44** may be on sub bases that are removably attached together as shown in U.S. Pat. No. 6,659,463, entitled "Interconnecting Miniature Toy Figurine Bases", whereby token locations **44** may be added to and taken from each token base. Further, the token base **42** may includes a record tracking member **48**, such as sliders disclosed in U.S. Pat. No. 6,659,463, entitled "Interconnecting Miniature Toy Figurine Bases", at each token location **44**. The use of sliders for the record tracking member **48** allows each record tracking member **48** to track and display variable information associated with the specific character abilities (actions or attributes) associated with that token location **44**.

[**0039**] Each token base **42** may have a profile outline, i.e. the plan view of the base **42**, that is indicative of the player character's orientation. As shown in **FIG. 5**, if the base has one offset token location **44**, then the orientation of the base **42** will be conveyed with or without indicia such as **46**. This simple connection of token locations **44** on the base **42** results in a profile outline (plan view) in which each distinct token location **44** is apparent (with or without indicia).

[**0040**] The details of the game system according to the present invention may be further explained in the following detailed embodiment that incorporates the gaming system. This game embodiment is called "Thunder Lords of DaGOOM" (Thunder Lords) described in connection with **FIGS. 7-11** and incorporates many of the character details of a roll playing game yet has no need for a dedicated game master. Thunder Lords is intended to seamlessly blend the high level of character detail commonly found in a roll playing game into an easily mastered miniature war game. Thunder Lords provides a high level of combat detail in a fast moving game. Characters are developed by the player (The Thunder Lord) to have basic attributes associated with his physical characteristics. In addition, characters are equipped with weapons and armor, either through purchase or as the spoils of war. Finally, characters are developed by the player to have combat skills acquired through initial training and enhanced through victorious combat experience. There is a realistic interrelationship among the character attributes. The result is to create vivid personas for each individual heroic adventurer.

[**0041**] Thunder Lords, avoids the pitfalls of existing miniature war gaming combat in which characters stand, unmoving, until a non-descriptive, bland, combat resolution sequence that determines a winner (i.e. the characters, stand toe to toe whacking each other over the head until someone wins). In a Thunder Lords combat sequence, character combatants depend upon the combination of their personal strengths, their armor and weapons, and their training and combat experience. The characters training and combat experience gives them a particular style of attack that may grow with success. Furthermore, various injuries may be sustained in combat effecting different character attributes. The training and combat experience is reflected in one or more descriptive maneuvers that together with various injuries inflicted will paint an imaginative picture of combat.

[**0042**] As a Thunder Lord the player is in the game and has a miniature representing his chosen persona defining a sphere of influence. The Thunder Lord creates, equips, and trains his warriors to build an army that suits his combat style. The Thunder Lord's armies gain combat experience

and the spoils of war from their fallen enemies while the Thunder Lord absorbs the essence of the vanquished surrounding himself with the mists of power. The Thunder Lord may reach into the mists of power to project energy to his troops, enhancing chosen warriors in accordance with his sphere of influence. Each of the troops is reflected in a character token **20** controlled by the player.

[**0043**] The sequence of events during a single game turn is as follows: Initiatives are rolled (D12) and the highest numbers move first. Any player at any given point during a turn, (prior to a particular dice-rolling event) may declare usage of any mists of power expenditure. After initiative is the movement phase. Players move the miniatures **40** as desired, to the appropriate location on their token base **42**, then the remaining movement points are used to move the miniature's base **42** to a desired location. As shown in **FIG. 7**, a miniature **40** maximum movement is based upon the value of the movement value (blue slider) on the Basic Attributes Base **42**, plus nine, minus the value (weight) of the armor (white slider) on the weapons/armor base. (Simply look at the number of slashes to the right of the white slider on the weapons armor base and add the value of the blue slider on the basic attributes base. This is an effective method of determining the encumbrance of your armor.) When moving the entire miniature's base **42**, or moving the miniature **40** on its base **42** between the token locations **44**, the movement scale is one inch per point of movement value. A change of the miniature's facing (rotational orientation) on a base **42** is free of any movement point cost. Rotation of the miniature's base **42** about the miniature **40** axis is free of any movement point cost. Rotation of the miniature's base **42** that is not about the miniature's **40** axis is not allowed.

[**0044**] Projectile weapons are fired at opponents if desired. The attacking miniature **40** must be located on the weapons base (token location**44**) within the base **42** to make use of a projectile weapon. The positioning of the figurine token **40** on this token location identifies to every player that this character is using a projectile weapon (or may be using such), and visually conveys this decision to the remaining players. An opponent that is being fired at must be within a clear line of sight. Opponent must be within range. (Choose only one target and use a flexible ruler to check if it is in range). Check for flank and rear attack bonuses. Bonuses are only potentially applicable when an opponent is in combat. (Touching an enemies base, or under fire from multiple directions). Projectile weapons attack with 3D12 plus the basic attribute attack value. Damage is determined by 1D12, and removed from a single randomly determined basic attribute. Excess damage is not carried over to the next basic attribute. (The type of damage is determined by the roll of a D12. 1-3=ATT 4-8=DEF 9-12=MV. If one of the values is at zero prior to the attack, a D12 is used to randomly determine the damage, D12. 1 to 6, 7 to 12.) If the opponent is in contact with an enemy's base, they do not receive any maneuver base defensive bonuses(the white slider on the maneuver base) against projectile weapon attacks. (too busy defending oneself from a potential hand to hand combatant)

[**0045**] Hand to hand combat takes place next in the sequence. The initiative winner can make any inner base **42** between locations **44** movements first. (Hand to hand combat maneuvering, which is movement on that miniature's base **42** between locations **44** if using multiple maneuver bases or locations **44**, or simply changing the facing direction). The number of attacks and defenses a character token **20** can have is three per maneuver base per game turn. A maximum number of attacks/defenses sequences are based directly upon the characters armor encumbrance value. If a miniature **40** is forced to defend itself from an attacker/s that has a greater number attacks, the defense bonus based upon the maneuver base that the defender is currently on will "run out" after three attacks. (The type of damage is determined by the roll of a D12. 1-3=ATT 4-8**32** DEF 9-12=MV. If one of the values is at zero prior to the attack, a D12 is used to randomly determine the damage, D12. 1 to 6, 7 to 12.)

[**0046**] Combat resolution is next in which all initiatives are player based not figure based, with one initiative per player per turn. To make a successful hit to your opponent, you must overcome their defenses. The Attack value is determined by adding the Basic Attributes red slider value (Attack), plus the Weapons/Armors red slider value (Weapon type), plus the maneuvers base red slider (Maneuver attack bonus) to a roll of two twelve sided dice (2D12). The total attack value (Not including any die roll, only base totals) is recorded on the rniniature's character record sheet for quick/easy reference. The Defense value is determined by adding the Basic Attributes white slider value (Defense), plus the Weapons/Armors white slider value (Armor type), plus the maneuvers base white slider (Maneuver defense bonus) to a roll of two twelve sided dice (2D12). The total defense value (Not including any die roll, only base totals) is recorded on the miniature's character record sheet for quick/easy reference. (If an attacker makes more than three attacks, the additional numbers of attacks that exceed three are made at an advantage. The defender may only use the bonus value of the maneuver base against three attacks per round of combat, subsequent attacks during that round of combat could be looked at as having a bonus to hit of an amount equal to the defenders maneuver defense bonus. (The white slider on the defenders maneuver base is either added to the attackers total attack value, or subtracted from the defenders total defense value.) When the total attack value including dice roll is greater than the defenders total defense value, damage is inflicted upon the defender. The amount of damage is determined by referring to the attackers blue slider on the maneuver base and subtracting the damage inflicted to a randomly determined Basic attribute. (The type of damage is determined by the roll of a D12. 1-3=ATT 4-8=DEF 9-12=MV. If one of the values is at zero prior to the attack, a D12 is used to randomly determine the effective damage location, D12. 1 to 6=1st basic attribute, 7 to 12=2nd.) The Attacker's Attack sequence consists of three attacks from the maneuver base that it is currently located on (Possibly at multiple defenders as long as the maximum number of three attacks is not exceeded), the defender/s make three defensive maneuvers (parries) in an attempt to block the attacks. The defender/s now attack, and the attacker defends.

[**0047**] Now the hand to hand combat movement phase begins, and is based upon armor encumbrance. A player may move the miniature **40** in hand to hand combat to additional learned (captured) maneuver bases (locations **44**) if the armor encumbrance value allows. The armor encumbrance value is equal to nine minus the armor value. (Or simply count the number of dashes to the right of the white slider on the weapons armor base, and this will tell you the maximum number of maneuver bases allowed for that **FIG.**

40.) If a miniature **40** has additional maneuver bases or locations **44**, and the armor encumbrance value allows for it, the maneuvers may now be taken advantage of during the hand to hand combat sequence. The victor (whomever gives the killing blow), if in contact, may now take the weapons and armor of the defeated enemy by adjusting the appropriate values on your base record keeping member **48**. A maneuver base (with location **44**) of your choice may also be taken and added to the maneuver capabilities of the victor, by attaching a defeated enemies maneuver base or location **44** to your maneuver base. (No half-lap connections are allowed other than the basic attributes base connection as this defines the orientation for the game piece.) If an enemy is defeated by a projectile weapon the vanquished foes valuables are left on the field for the first miniature to come in contact with the base **42** (also called base grouping due to the collection of locations **44** that may be added or subtracted in different groupings. (Maneuver bases can not be gained this way). Following a victory 1 point is now added to the victorious Thunder Lord's mists of power base. An important note regarding damage taken in combat an option to speed play during a round of combat is to record damage on your characters base during combat, but do not give the effect to attack, defense or move until the end of the turn when the adjustments to the character record sheet can be easily made (your warrior had not felt the effects of battle until the combat round was over.)

[**0048**] Using the mists of power. During the game a Thunder Lord accumulates points from the essence of your armies defeated foes. Each destroyed enemy gives one point to the Thunder Lords mists of power base. At any given point during a turn of the game and prior to a die rolling event, a Thunder Lord may tap in to the mists of power, expending one point for the benefit of one miniature for the entire, or remaining portion of that game turn. The bonuses given to the miniature are equal to the sphere of influence of your particular Thunder Lord. (The Thunder Lord of Balance has a sphere of influence equal to +4 ATT, +4 DEF, +4 MV.) These values are added for one turn to your miniatures Basic Attributes.

[**0049**] Basic game setup-Building your army which is described in connection with the relevant charts **50** in **FIGS. 8-11**. Your army is built by using a point-based system that is divided into two elements, and the random selection of initial fighting styles. These elements consist of basic attributes point expenditures, weapons and armor point expenditures and using two twelve sided dice in conjunction with a skills/maneuvers chart to determine each figures initial fighting style. Each figure has three basic attributes located on the basic attribute base. These values reflect the physical stature of the warrior. The three elements are attack/strength (the red slider), defense/dexterity (the white slider), and movement/speed (the blue slider). Each figure is given a maximum of twelve points to be divided among the three attributes with no single attribute exceeding nine points. A small army uses a sixty-point cap for basic attributes. (A sixty-point army is equal to five miniatures per person, with each having used the twelve-point basic attributes cap per figure.) Each figure purchases weapons and armor using pool of sixty points that is to be used for the entire army. The three basic types of equipment are hand to hand combat weapons, armor, and projectile weapons (bows etc.). This equipment is reflected by the red white and blue sliders relative to the weapons/armor base. The type of weapons used impact upon the likelihood of a successful attack and the type of armor used reflects upon the likelihood of fending off an opponent's attack as well as having an impact upon movement in combat. The red slider indicates the hand to hand combat weapon type, the white slider indicates the armor type, and the blue slider indicates the projectile weapon type. The weapons/armor base is also the location where the miniature must be placed to make all of the projectile weapons attacks. The last step in building any warrior is to roll two twelve sided dice (2D12) to randomly generate his battle skills. The sum of the two die are compared to the skills/maneuvers chart and a skills/maneuver base's values are set up as indicated by the chart. The red slider on this base indicates an attack bonus, the white slider indicates a defense bonus and the blue slider indicates the battle damage inflicted upon an enemy when a successful attack is made. In most cases you will notice that an attack that has a high bonus, will have a lower damage value. This represents that a quick jab may have more of a likelihood of striking an opponent, but is not as powerful as a slower yet vicious overhead chop.

[**0050**] Choosing and building your Thunder Lord Persona is at the start of the game, wherein each player chooses one of the five Thunder Lord personas. These personas are the Thunder Lords of Battle, Balance, Protection, Speed or chaos. Each Thunder Lord can bestow upon his warriors differing bonuses depending upon the Thunder Lords sphere of influence. The following is a list of a Thunder Lord's effects on a warrior that can last for one turn of the game: Thunder Lord of Battle. (Attack+8, Defense+1, Move+3); Thunder Lord of Balance. (Attack+4, Defense+4, Move+4); Thunder Lord of Protection. (Attack+1, Defense+8, Move+3); Thunder Lord of Speed (Attack+2, Defense+2, Move+8); Thunder Lord of Chaos (1D12 minus 2 for each of the basic attributes ((Lowest value possible=to 1, Highest allowed value=to 9). The effects last for one turn). A Thunder Lord's Basic attributes are always (Attack 9, Defense 9, Move 9.). A Thunder Lord may never personally initiate an attack, and they may only defend themselves and counter attack when attacked during the round of an attack. Thunder Lords roll 2D12 when in combat and add the basic attribute value plus their sphere of influence adjustment without having to expend any mists of power points. (Mists of power may be expended upon themselves, thus effectively doubling their bonus in relation to their sphere of influence.)

[**0051**] Choosing a location to play and Setting up the battlefield or playing surface **12** is described next. Any good solid table top that meets the initial setup requirements of figure placement will do for a battlefield. (Thunder Lords must be twenty-four inches from each other and within six inches of the edge of the table.). The surface could be a grid **14** as noted above, but not needed in this game system. Use as many or as few terrain features as you like. Place the terrain in a group and then roll initiatives to see the order of placement. The player to roll the highest number places the first piece of terrain, then the second and so-forth. The player's Thunder Lord is placed next using an initiative roll to determine the order of placement (Thunder Lords must be placed no closer than twenty inches from each other, and no more than six inches from the edge of the table. Your Warriors are now placed one at a time, as determined by the initiative, on the battlefield within twelve inches of your Thunder Lord.

[0052] Victory conditions can be described as follows. In a thunder Lords game, your Thunder Lord accumulates points whenever you defeat an enemy in combat. As you already know these points (Mists of power) can be used for bonuses to your warriors in combat. The Mists of power points also can force a draw (tie) if at the end of the game when only one warrior is left the most points are held by someone other than the Thunder Lord with the last warrior standing. In a game with two players, a draw is declared when the last warrior standing is not the warrior of the Thunder Lord with the highest Mists of power points. In short what this means is that having the last warrior standing will not guarantee an overall victory, but it is required to win the game. In a three or more person game, one victory point is given for having the last warrior standing, and one victory point is given for having the most Mists of power points at the end of the game. A two-point winner would have the most Mists of power points and have the last warrior standing. (A true Thunder Lord)

[0053] **FIG. 12** represents a distinctly different game system according to a further aspect of the present invention. This is essentially a card based board game that can be used to review a book or other preset storyline, or to play through unique storylines. The game includes a plurality of locations **54** on the grids **14** of the playing surface **20**. The size of the playing surface **12** is not critical. The locations **54** are associated with the storyline and generally represent locations of the storyline (e.g. The Apartment Building, the University, the Library, the Cemetery, and the Jail). The Locations are randomly placed on the playing surface with one in each corner to use the entire playing surface. Play begins with reading of a prologue card which will identify a starting location (11-15) and the beginning of the story. The prologue will have a hint as to which is the next location in the sequence (the desired location for round one). The locations 11-15 may be cards as well or punch-outs of a card. How clear the hint on the Prologue card is depends, of course, on the intended audience for the game.

[0054] The players then move to what they individually believe is the next location in the sequence. Movement is one or two spaces at the player's option in a diagonal direction or along the rows and columns of the grid **14**. A flip of a coin will determine whether the player moves diagonally or along the rows and columns (Tails—Diagonal movement; head—Rows and columns). This is intended to add some randomizing elements into the game. The amount of the movement can be changed depending upon the size of the board or playing surface **12**.

[0055] There is one location card for each round of the game, so if "Jail" is a location then there is a Jail round 1 card, a Jail round 2 card, etc. through the last round. When a player lands on a location token **54**, he may examine the location card for the round that the player is in and must announce the location and the round to the other players (such as "I am looking at the Round 3 JAIL Card"—such that all players can track there own locations and that of other players). All players begin in round 1. Players do not advance to the second round until they have reached the relevant round 1 location, or the round 1 goal. Players are not required to announce when they have advanced a round UNTIL they elect to view location card for the next higher round. The second and third rounds are played the same. Thus if another player announces that he is looking at the round three JAIL card then a review of that players prior card inspections would give hints as to the proper location for rounds 1 and 2. Further, it is anticipated that the correct card will continue with the desired storyline together with an indication that it is the correct card for that round and a hint as to the next round target location (unless it is the last round and then it announce the player as the winner. A further aspect of the game is that the wrong target locations for a given round will have a hint to the desired location—i.e. the University for round 2 may say "Wrong location, school closed for summer break—try studying for next term" when the correct location for that round is the library location.

[0056] The goal of the game is to find all the desired locations for each round completing the story. The first player to compete the story wins. When a player wins the game, the player must identify the location goals for each round, and read these cards to the other players, in order. If he is incorrect then he is disqualified and play continues with the remaining players. There is no limit to the number of rounds, no requirement that all of the locations be used as a target location for any round or that the same location may not be the target location for successive rounds.

[0057] The advantage of the game is that it is essentially a card based game. The board **12** is not critically important for the distribution of the game. The cards for a game, once played are not likely to be played again by the same players, which is one of the marketing points of the game. The game cards are sold with replacement packs for subsequent games, and as merely being cards a new game, or package of three games, can be relatively inexpensive. The game can be made has hard or as easy as desired based upon the rounds, number of locations, and the hints (or mis-directions) given. The cards, when done in the correct order effectively tell a story and can therefore be used as a review of a given story, or to introduce classics to children. The game is easily adapted to display distinct genres, for example the locations **54** may be islands and the tokens **12** a ship.

[0058] The invention has therefore been described with reference to the preferred embodiments. Obvious modifications and alterations will occur to others upon reading and understanding the preceding detailed description. It is intended that the invention be construed as including all such modifications and alterations insofar as they come within the scope of the appended claims or the equivalents thereof.

What is claimed is:

1. A rapid game mapping system for conveying the game environment to the players of the game comprising:

A grid work floor, wherein each grid is of a standard unit dimension,

A plurality of character tokens, each character token representative of a player's character in the game, each token sized to be received within an associated number of grids on the floor, and to be moved on the grid work of the floor to represent relative changes of a character's position in the game environment;

A plurality of free standing wall members on the floor, each wall member remaining unattached to the floor, each wall member having a longitudinal dimension associated with a unit number of grids, and each wall having a base portion having a width that is perpen-

dicular to the longitudinal dimension and is at least 50% of the length of a unit dimension of one grid; and

A plurality of free standing door members on the floor, each door member remaining unattached to the floor, each door member having a width portion that is parallel to the plane of the door and is at least 50% of the length of a unit dimension of one grid; whereby the free standing door members and wall members may be rearranged to convey the changing game environment to the players.

2. The mapping system of claim 1 wherein the longitudinal dimension of each free standing wall member is equal to the value of the associated with a unit number of grids minus 1-50% of the standard unit dimension, whereby each wall member is undersized for the associated unit number of grids providing for rapid positioning.

3. The mapping system of claim 1 wherein the width dimension of each free standing door member is 50-99% of the standard unit dimension, whereby each door member is undersized for rapid positioning.

4. The mapping system of claim 1 wherein each free standing wall member is formed of uniform dimensioned blocks that have width, length and height dimensions associated with the standard unit dimension of the grid, whereby the blocks of each wall member provide for independent measurement to the players of the relative position of elements in the game environment in both horizontal and vertical dimensions.

5. The mapping system of claim 1 wherein each free standing door member includes physical identifying structure on at least one side to identify operational characteristics of the door in the game environment.

6. The mapping system of claim 1 wherein the floor is formed of a plurality of floor tiles that can be arranged in a variety of configurations.

7. The mapping system of claim 1 wherein each character token is a character figurine having multiple recorded attributes of the character and wherein the recorded character attributes of each character figurine is recorded on a variable record keeping member on the character token.

8. The mapping system of claim 1 wherein each free standing wall member includes a plurality of simulated mortar joints that provide for independent measurement to the players of the relative position of elements in the game environment.

9. The mapping system of claim 1 wherein each character token including

i) a figurine token representative of a player's character in the game;

ii) a token base supporting the figurine token there on in one of a plurality of visibly distinct token locations, wherein each token location is associated with a specific character action or attribute, whereby the current character action or attribute of the player's character is visibly displayed by the specific token location occupied by the figurine token, wherein the token base in movable about the game playing surface to represent relative changes of a character's position in the game environment, and at least one of the figurine token and token base visibly illustrating relative changes of a character's orientation in the game environment.

10. A gaming system having a plurality of player characters in which the player characters have defined range or movement values and distinct actions or attributes in the game environment, the gaming system comprising:

A game playing surface; and

A plurality of character tokens, each character token representative of a player's character and at least some of the character's current actions or attributes in the game environment, each character token to be moved on the game playing surface to represent relative changes of a character's position in the game environment, each character token including

i) a figurine token representative of a player's character in the game; and

ii) a token base supporting the figurine token there on in one of a plurality of visibly distinct token locations, wherein each token location is associated with a specific character action or attribute, whereby the current character action or attribute of the player's character is visibly displayed by the specific token location occupied by the figurine token, wherein the token base in movable about the game playing surface to represent relative changes of a character's position in the game environment.

11. The gaming system of claim 10 further including a rapid game mapping system for conveying the game environment to the players of the game comprising:

A grid work floor forming the game playing surface, wherein each grid is of a standard unit dimension, wherein the character tokens to be received within an associated number of grids on the floor, and to be moved on the grid work of the floor to represent relative changes of a character's position in the game environment;

A plurality of free standing wall members on the floor, each wall member remaining unattached to the floor, each wall member having a longitudinal dimension associated with a unit number of grids, and each wall having a base portion having a width that is perpendicular to the longitudinal dimension and is at least 50% of the length of a unit dimension of one grid; and

A plurality of free standing door members on the floor, each door member remaining unattached to the floor, each door member having a width portion that is parallel to the plane of the door and is at least 50% of the length of a unit dimension of one grid; whereby the free standing door members and wall members may be rearranged to convey the changing game environment to the players.

12. The gaming system of claim 10 wherein each token location includes visible indicia indicative of the specific character actions or attributes associated with that token location and at least one of the figurine token and token base visibly illustrating relative changes of a character's orientation in the game environment.

13. The gaming system of claim 10 wherein the token locations are removably attached together, whereby token locations may be added to and taken from each token base and at least one of the figurine token and token base visibly illustrating relative changes of a character's orientation in the game environment.

14. The gaming system of claim 10 wherein the token base includes a record tracking member at each token

location and at least one of the figurine token and token base visibly illustrating relative changes of a character's orientation in the game environment.

15. The gaming system of claim 14 wherein each record tracking member can track and display variable information associated with the specific character actions or attributes associated with that token location.

16. The gaming system of claim 10 wherein each token base has a profile outline that is indicative of the player character's orientation and wherein the token base includes a record tracking member at each token location.

17. The gaming system of claim 10 wherein each token base has a profile outline that is indicative of the player character's orientation.

18. The gaming system of claim 10 wherein each token base has a profile outline that is indicative of the each distinct token location.

19. An adventure game in a simulated dungeon environment comprising:

at least one randomizing element for game play; and

A grid work floor, wherein each grid is of a standard unit dimension,

A plurality of character tokens, each character token representative of a player's character in the game, each token sized to be received within an associated number of grids on the floor, and to be moved on the grid work of the floor to represent relative changes of a character's position in the game environment;

A plurality of free standing simulated block dungeon wall members on the floor, each wall member remaining unattached to the floor, each wall member having a longitudinal dimension associated with a unit number of grids; and

A plurality of free standing dungeon door members on the floor, each door member remaining unattached to the floor; whereby the free standing door members and wall members may be rearranged to convey the a plurality of distinct dungeon game environment to the players.

20. The adventure game of claim 19 wherein each character token is a miniature having multiple character indicia thereon, wherein each character indicia is indicative of character attributes of the character.

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