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(54) **GAME WITH ROTATING POINTER**

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(57) **ABSTRACT**

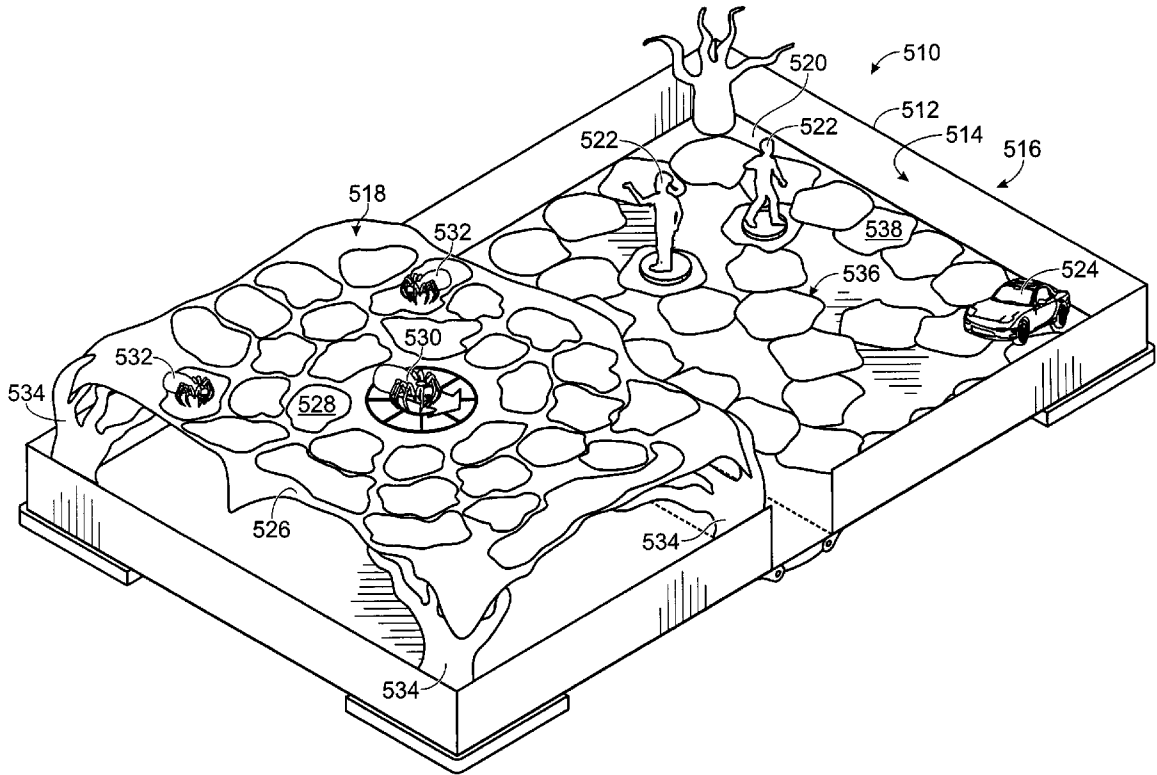
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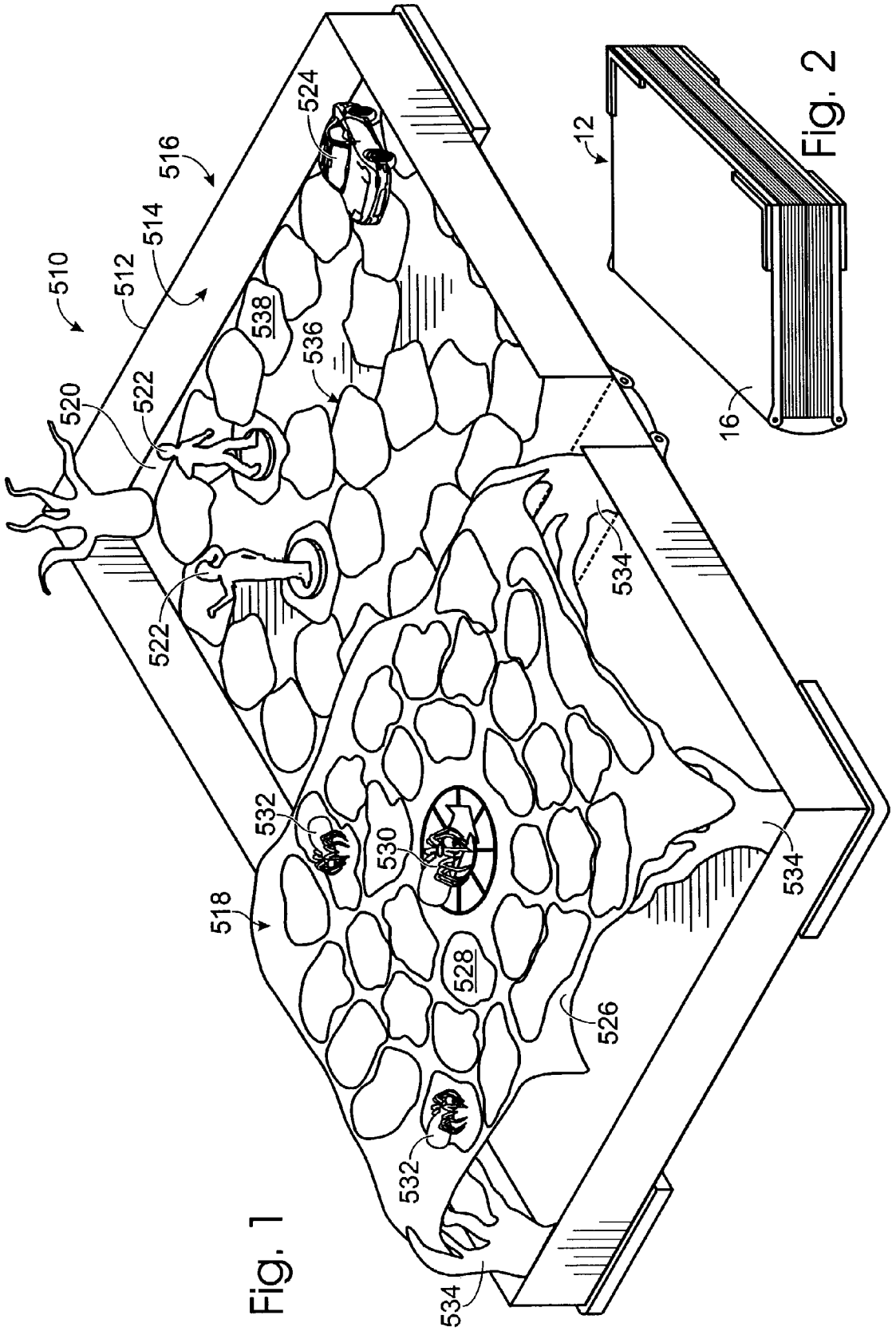
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**Related U.S. Application Data**

(60) Provisional application No. 60/340,007, filed on Nov. 1, 2001.

A game wherein players move their game pieces across two pathways and try to move their player mover onto a movable target mover while avoiding the aim of a rotating pointer. Moreover, the game may be portable. In some cases, the game apparatus may be carried in a plastic case that resembles a hard-backed book. The game components may be based on an individual chapter from a published children's book or novel.





## GAME WITH ROTATING POINTER

### CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] This application is based upon and claims priority under 35 U.S.C. §119(e) to the following U.S. provisional patent application, which is incorporated herein by reference in its entirety for all purposes: Serial No. 60/340,007 entitled "Book Based Games," filed Nov. 1, 2001.

### FIELD OF THE INVENTION

[0002] The present invention relates generally to board games, and more specifically to board games that resemble a book when closed, and resemble a children's playset when open. The invention also includes various rules and apparatus for playing a board game, including games having differently configured room-like portions.

### BACKGROUND OF THE INVENTION

[0003] Examples of board games that resemble a book are disclosed in U.S. Pat. Nos. 2,221,267, 3,880,429, 4,712,673, 4,781,384, 5,356,155, 5,961,149, and 6,203,017, and examples of board games that include multiple levels or room-like portions are disclosed in U.S. Pat. Nos. 3,767,201, 3,804,416, 4,333,654, 4,534,565, 5,195,750, 5,443,268, 5,678,819 and 6,170,825, the disclosures of all of which are incorporated by reference in their entirety for all purposes.

### SUMMARY OF THE INVENTION

[0004] The present invention includes portable games carried in a plastic case that resembles a hard-backed book. Opening the book unfolds the game board. Various embodiments may be based on an individual chapter from a published children's book or novel.

[0005] Preferably, the housing and game board double as a playset, for use with detailed figures and environments.

[0006] The present invention further includes rules and apparatus for playing a board game in which players try to penalize their opponents by rotating and aiming a pointer at their opponents' player movers before moving to a second game board.

[0007] The advantages of the present invention will be understood more readily after a consideration of the drawings and the Detailed Description.

### BRIEF DESCRIPTION OF THE DRAWINGS

[0008] FIG. 1 depicts one embodiment of the game of the present invention, including a housing, multiple chambered playing surface, and playing pieces.

[0009] FIG. 2 depicts the housing of FIG. 1 in a closed position.

### DETAILED DESCRIPTION AND BEST MODE OF THE INVENTION

[0010] The present invention is a game played by at least two players involving strategy and chance. As will be understood, game 510 may incorporate elements from a particular theme or popular cultural phenomenon, such as a book or movie. In such a case, the elements of game 510 may include depictions, shapes, and colors that reflect or

exemplify this theme or phenomenon. In particular, game 510 may be based on a particular portion of popular media, such as a chapter of a book or novel.

[0011] An exemplary embodiment of game 510 is shown in FIG. 1. Typically, game 510 includes a housing 512 having an inner surface 514 and an outer surface 516. Located on inner surface 514 are a first game board 518 and a second game board 520, player movers 522, and a target mover 524.

[0012] First game board 518 includes a pathway 526 including a plurality of spaces 528 on which the player movers 522 may be placed. Located on pathway 526 is a pointer 530, which is typically rotatably connected to game board 518. In some embodiments, pointer 530 may be placed in an approximate geometric center of game board 518, as shown. However, it should be appreciated that pointer 530 may be placed in different locations on game board 518, as desired. First game board 518 may further include a plurality of movable blockades 532, which may be placed at various locations on game board 518, in a manner described in greater detail below. In some embodiments, game board 518 may resemble a spider web, rotating pointer 530 may resemble a giant spider and movable blockades 532 may resemble smaller spiders.

[0013] First game board 518 may be affixed to supporting structure 534, which is adapted to raise game board 518 above inner surface 514 of housing 512. In some embodiments, supporting structure 534 may resemble tree trunks.

[0014] Second game board 520 includes a pathway 536 including a plurality of spaces 538 on which the player movers 522 and target mover 524 may be placed. In some embodiments, second game board 520 may resemble a mud path and target mover 524 may resemble a car. While not depicted in the figures, it should be appreciated that game board 520 may also include supporting structure such that it may be raised above and/or spaced apart from housing 512.

[0015] As stated above, game 510 may be based on a particular piece of popular media such as a book or more. More particularly, game 510 may be based on a portion of the popular media piece such as a book chapter. In such a case, it may be desirable for game 510 to also be used as a play set. As a play set, game 510 may include play items based on those items and situations described in the book or other form of popular media. Furthermore, game 510 may include additional decorative items that are not used in game play according to the rules of the game. In addition, some or all of the items used in game play may be suitable for use as part of the play set.

[0016] As stated above, game 510 may further include a housing 512 having an inner surface 514 and an outer surface 516. Typically, housing 512 is adapted to move from an open position, as shown in FIG. 1 to a closed position, as shown in FIG. 2. Generally, game boards 518 and 520 are accessible for play when the housing is in the open position. The housing may resemble a book when in the closed position. Furthermore, the housing may be adapted to contain all of the playing components including the playing pieces and any decorative items not used in game play when in the closed position.

[0017] In one embodiment, the present invention provides rules for using the above-described apparatus wherein play-

ers move their player movers across game boards **518** and **520** and attempt to reach target mover **524**. Typically, the player movers first travel along path **526**, taking turns moving their player movers and rotating pointer **530**. According to the rules of the game, when pointer **530** is aimed at a player mover traveling on path **526**, the player controlling the player mover is penalized. In some cases, the penalty may be returning the player mover to the beginning of path **526**.

**[0018]** Once a player mover has successfully traversed game board **518**, the player mover is transferred to game board **520**. Player movers travel along path **536**, taking turns moving their player movers and the target mover. The first player to move their player mover onto the target mover wins the game.

**[0019]** As stated above, the game may be based on a well-known popular culture phenomenon, such as a book or movie. Accordingly, the example below is based on the popular children's book *Harry Potter and the Sorcerer's Stone*, by J. K. Rowling. Accordingly, an example of a set of rules for a game constructed in accordance with an embodiment of the present invention follows:

#### EXAMPLE I

**[0020]**

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Harry Potter and the Sorcerer's Stone™ ARAGOG Chapter Game
<hr/> CONTENTS
1 Mini Game Book 1 Web Maze 1 Harry Potter Mover 1 Ron Weasley Mover 1 Spinning Giant Spider (Aragog) 4 Small Spiders 4 Tree Trunk Web-Supports 1 Forest Background Piece 1 Flying Car Mover 1 Six-Sided Custom Die (The Object Die) 1 Six-Sided Numbered Die 1 Label Sheet

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**[0021]** Set Up

**[0022]** 1. Unfold game board.

**[0023]** 2. Apply labels to the Web Maze as the numbers indicate (see diagram 1).

**[0024]** 3. Using the 4 Tree Trunk Web-Supports, place the Web Maze firmly on the designated spot (Spot #A—see diagram 2)

**[0025]** 4. Attach Aragog (the Spinning Giant Spider) firmly to the center of the Web Maze. (Spot #B—see diagram 2)

**[0026]** 5. Roll the numbered die for each small spider and place the spider on the corresponding numbered graphic in the Web Maze (see diagram 3). If two spiders are placed on the same number, remove one spider. That spider will not be used for this game.

**[0027]** 6. Place the Forest Background Piece along the Mud Path (see diagram 2)

**[0028]** 7. Place the Flying Car Mover on the wooden sign that appears on the Mud Path.

**[0029]** 8. Each player rolls the numbered die. Highest roll plays with the Harry Potter Mover.

**[0030]** 9. Each player places their Mover at the beginning of the Web Maze (Labels of Harry & Ron) in the position indicated on the board. (see diagram 4).

#### OBJECT

**[0031]** Successfully navigate your Mover through the Web Maze, avoiding Aragog and his family and be the first player to escape in the Flying Car

**[0032]** The Dice

**[0033]** This game contains two dice. One of the dice is an ordinary six-sided numbered die. The second die (the Object Die) has pictures and numbers—pictures of a car and pictures of a spider, each picture labeled with a 1, 2, or 3. When the spider appears on a roll, you rotate Aragog the number of web sectors indicated by the die. When the car appears, you move the Flying Car Mover the number of spaces indicated by the Object Die.

**[0034]** Let's Play

**[0035]** The player with the Harry Potter Mover goes first.

**[0036]** Navigating the Web Maze

**[0037]** 1. On your turn, roll both dice. Depending on what you roll on the Object Die, the following will occur:

**[0038]** If you roll the car symbol on the Object Die, move the Flying Car Mover clockwise along the Mud Path the number of spaces the Object Die indicates. When you roll the spider symbol on the Object Die, you get to rotate Aragog clockwise or counter-clockwise the number of sectors indicated on the die (there are a total of 8 sectors on the web maze). If Aragog points toward either of the Movers after he stops spinning, that Mover is placed back on the starting space of the Web Maze.

**[0039]** 2. Once the results of the Object Die have been resolved, you may then move your Mover the number of spaces indicated on the numbered die. While in the Web Maze you can move both forward and backward, but you cannot pass through the members of Aragog's family (the small spiders). If you end your move on a space that Aragog is facing, you must return to the start of the Web Maze.

**[0040]** 3. Movers may not cross the purple lines on the Web Maze—these lines are barriers that you must travel around (see diagram 5)

**[0041]** 4. The two Movers cannot share the same space. If you land on a space already occupied by your opponent, move to the next available space.

**[0042]** 5. Once players have left the Web maze and reached the path, Aragog CANNOT send them back to the beginning of the Web Maze.

**[0043]** The Mud Path

**[0044]** 1. While on the Tiny Webs, you must always travel in a counter-clockwise direction following the path of inter-connected Tiny Webs (see diagram 6). The Flying Car Mover will be traveling in the opposite direction, moving clockwise around the Mud Path.

**[0045]** 2. The first player to land by exact count on a Tiny Web that is occupied by the Flying Car mover wins the game. If the Flying Car Mover lands on a Mover by exact count, that player wins.

**[0046]** It is believed that the disclosure set forth above encompasses multiple distinct inventions with independent utility. While each of these inventions has been disclosed in its preferred form, the specific embodiments thereof as disclosed and illustrated herein are not to be considered in a limiting sense as numerous variations are possible. The subject matter of the inventions includes all novel and non-obvious combinations and subcombinations of the various elements, features, functions and/or properties disclosed herein. Similarly, where the claims recite "a" or "a first" element or the equivalent thereof, such claims should be understood to include incorporation of one or more such elements, neither requiring nor excluding two or more such elements.

**[0047]** Inventions embodied in various combinations and subcombinations of features, functions, elements and/or properties may be claimed in this or a related application. Such claims, whether they are directed to a different invention or directed to the same invention, whether different, broader, narrower or equal in scope to any original claims, are also regarded as included within the subject matter of the inventions of the present disclosure.

What is claimed is:

1. A game comprising:

a first game board comprising:

a first pathway including a plurality of spaces;

a rotatable pointer located at an approximate geometric center of the game board, wherein the pointer points towards a subset of the plurality of spaces when the pointer is stationary;

a plurality of movable blockades, wherein each movable blockade is adapted to be placed on one of the plurality of spaces; and

a target mover;

a second game board depicting a second pathway; the second pathway including a plurality of spaces on which the target mover may travel;

two or more player movers.

2. The game of claim 1 wherein the rotating pointer is shaped to resemble a spider.

3. The game of claim 2 wherein the movable blockades are shaped to resemble spiders.

4. The game of claim 1 wherein the first game board is shaped to resemble a spider web.

5. The game of claim 1 wherein the target mover is shaped to resemble a car.

6. The game of claim 1 further including a housing that is movable from an open position to a closed position, wherein the housing provides a planar surface to which the second game board may be affixed when the housing is in the open position.

7. The game of claim 6 wherein the first game board includes supporting structure connected to the housing such that the first game board is mounted above a portion of the planar surface.

8. The game of claim 6 wherein the housing is adapted to contain the first and second game boards, pointer, movable blockades, random number generator, target mover and player movers when the housing is in the closed position.

9. The game of claim 6 wherein the housing resembles a closed book when the housing is in the closed position.

10. A method of playing a game comprising:

moving playing pieces on multiple game boards, wherein a turn in the game comprises:

at least one of:

moving a rotating pointer on a first game board; or

moving a target mover in a first direction around a second game board; and

moving a player mover;

assessing a penalty if the rotating pointer points at a space on which a player mover is located;

assessing a reward if the a player mover shares a space with the target mover.

11. The method of claim 10 wherein the penalty is returning the player mover to a start space.

12. The method of claim 10 wherein the reward is winning the game.

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