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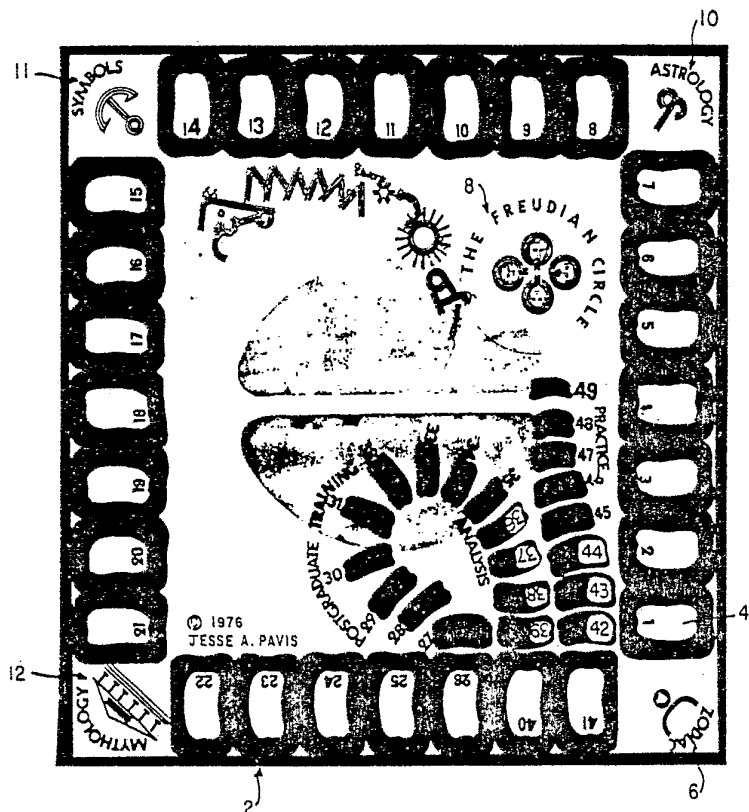
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<p>(21) International Application Number: PCT/US78/00063 (22) International Filing Date: 14 August 1978 (14.08.78) (71) Applicant; and (72) Inventor: PAVIS, Jesse, A. [US/US]; 35 Clark Street, Brooklyn, NY 11201 (US). (74) Agents: RELSON, Morris et al.; 405 Lexington Avenue, New York, NY 10017 (US).</p>		<p>(81) Designated States: CH, CH (European patent), DE, DE (European patent), FR (European patent), GB, GB (European patent), LU (European patent), SE, SE (European patent)  Published <i>With international search report</i> <i>With amended claims and statement</i></p>

(54) Title: METHOD AND APPARATUS FOR INTERPRETIVE GAME

(57) Abstract

A method and apparatus for playing a game by posing a question (18) to a player to elicit one of several possible responses (20), each of the possible responses (20) having an answer value of the selected answer determining the player's change of position (4) in the game. The questions presented may relate a dream and its context, and require the player to select one of several possible interpretations. His playing position is adjusted in proportion to the accuracy of the selected interpretation. The questions (18) presented may be broken into subsets (19), each subset comprising questions of comparable difficulty. The subset (19) from which the question for that playing turn will be taken may be determined in such manner that the likelihood of selecting a subset with questions of higher difficulty is smaller than the likelihood of selecting a subset with questions of lower difficulty.



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METHOD AND APPARATUS FOR INTERPRETIVE GAMEBackground of the Invention

5 This invention relates generally to the field of games. Various types of games are known to the prior art and include games of pure chance, such as roulette, bartering types of games, such as "Monopoly", memory games, such as "Concentration", games where one team member elicits proper answers from teammates by giving various types of clues, such as "charades" or "password", and others. Each of these popular games is competitive, and scoring or movement of a player marker along a game-board is determined by chance or by player response. In each of these games known to the prior art, however, the scoring or player movement is determined according to an "all-or-nothing" rule. That is to say in games where player judgment or response is required, the answer has only one of two answer values - a correct response or an incorrect response.

10 In none of the games of the prior art is scoring or player movement determined by a player response to a question where the responses may each take a relative answer value, i.e., "most correct", "acceptable", "unacceptable or "grossly unacceptable". The present invention provides for such scoring.

25 In the field of games heretofore known, no game deals specifically with the subject of dream interpretation. This area has been the subject of study by man for thousands of years. In many societies there have been selected members such as shamans, medicine men, and others, who the society believed to be gifted or skilled in dream interpretation. The meaning of an individual's dream was considered important, for instance as an augury or hidden truth concerning the dreamer or communication from the dead.

30 Current studies estimate that people spend about twenty percent of their sleeping time dreaming. They dream four or five times a night, and each dream lasts about twenty minutes. Consequently, everyone has a



1 variety of dreams which may be subject to interpretation.

There is no certain way of interpreting dreams and in fact, any dream interpretation is hypothetical. A variety of distinct schools of thought have developed as followers of, for instance, Alfred Adler, Sigmund  
5 Freud, Carl Jung, and Frederick Perls. Consequently, therapists variously identify themselves with differing theories of dream interpretation and structure their analyses accordingly.

10 A wealth of literature is available on the subject of psychoanalysis, psychology, and dream interpretation presenting in academic fashion certain theories of analysis and their necessary framework for dream interpretation presenting in academic fashion certain  
15 theories of analysis and their necessary framework for dream interpretation. While this material has been presented in literary form or through lectures, both in an academic context, it has not heretofore been the subject of a game.

20 Summary of the Invention:

Accordingly, it is an object of the present invention to provide a game using questions propounded to the various game players with player scoring or a  
25 advancement determined by the answering response of the player, with each of several possible responses having varying answer values.

Another object is to provide a game to test the player's ability to interpret various information dealing with a variety of subject areas.

30 A further object is to provide a recreational game of skill and acumen.

Still a further object is to provide a recreational game which will educate its game players.

35 Another object is to provide a game where a variety of answers may be given by a game player to a question propounded, and the relative value of the particular answer given determines the scoring or player

1 advancement in the game.

Another object is to provide a game where the questions which may be asked of a game player vary in degrees of difficulty, and where the benefit or detri-  
5 ment to be gained or lost by the responses varies in proportion with the difficulty of the question.

Still a further object of this invention is to provide a game where questions to be asked of a player have varying degrees of difficulty, and where the selec-  
10 tion of the question to be propounded is determined by chance, where the probability of selecting a question of lower difficulty exceeds the probability of selecting a question of higher difficulty.

Another object of this invention is to provide  
15 a game where the game players are required to interpret meaning of a dream.

A further object of this invention is to provide a game where a player's interpretation of a dream is measured against an interpretation of that same dream in  
20 the same context by a prevailing school of thought.

Briefly, these and other objects are achieved by providing a game for two or more players where each player in turn is asked a selected question in a given area of subject matter, the responses to which have  
25 relative values as determined by accepted theories of the prevailing schools of thought. Each possible player response is associated with a player scoring addition or loss, or position marker advancement or retreat, in accordance with the relative answer value associated with  
30 the player's response. The questions may be in predetermined order or may be selected at random or by choice of the player. The questions may be divided into subsets, with selected subsets having more difficult questions than other subsets. Both the subset and the included question  
35 may be selected in predetermined order, or by selection by the player, or by a chance event. In one embodiment, the questions may relate a dream and its context or

1 selected facts relating to the dreamer, and ask the game  
player to select one of a possible number of dream inter-  
pretations. Each interpretation may have a relative  
answer value in accordance with interpretation of that  
5 same dream and context by prevailing schools of thought in  
dream analysis.

Brief Description of the Drawings:

In describing the preferred embodiment of the  
present invention, reference will be made to the appended  
10 drawings in which:

Fig. 1 is a plan view of a gameboard for playing  
one game of dream interpretation;

Fig. 2 is a diagrammatic illustration showing  
a set of question cards for the game divided into subsets;

15 Fig. 3 is a diagrammatic illustration of a set  
of answer cards divided into subsets corresponding to  
the question card subsets;

Figs. 4a, 4b and 4c are diagrammatic illustra-  
tions of player markers which may be used in playing the  
20 game;

Figs. 5a, 5b and 5c show three decks of corner  
cards used in playing the game; and

Fig. 6 illustrates a chance device for selecting  
a question by each player during his turn.

25 Description of a Preferred Embodiment:

Fig. 1 shows a gameboard 2 particularly adapted  
to playing a game according to the present invention  
dealing with the subject matter of dream interpretation.  
Certain of a plurality of marker spaces 4 are disposed  
30 central area of the square gameboard 2. The marker spaces  
4 are preferably serially numbered for the orderly pro-  
gression of player markers 14 around the board. The  
gameboard 2 includes a starting position 6 and a winner  
circle or position 8. The starting position 6, adjacent  
35 the marker space "1" is disposed at one corner of the  
gameboard 2 and is labeled "Zodiac". The remaining three  
corners 10, 11 and 12 of the gameboard 2 are respectively

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1 labeled "Astrology", "Symbols", and "Mythology". As will  
be seen, these corners may be designated as other cate-  
gories of information.

5 After leaving the starting position 6, and  
proceeding around the perimeter of the gameboard 2, in  
accordance with the digits associated with each marker  
space 4, the course of the game may follow marker spaces  
disposed in any desired fashion in the center of the  
board, so long as the course leads to a winner's circle or  
10 position 8, here designated "Freudian Circle". It is not  
necessary that the game course proceed around the peri-  
meter of the board, or even that the board be square. Any  
regular or irregular geometric shape may be used, such as  
a pentagon, hexagon, triangle, or such irregular shapes as  
15 a large question mark or a plan or elevational view of a  
human cerebrum. In the form illustrated, the spaces  
numbered 1 to 26 extend around the periphery of the board  
2, and are interspersed with the "Astrology", "Symbols"  
and "Mythology" corner positions. The sequence of  
20 numbered spaces continues as Nos. 27 through 32, desig-  
nated "Post-graduate Training", to Nos. 33 through 39,  
designated "Analysis", to return to Nos. 40 and 41 on the  
perimeter. The sequence continues from Nos. 42 to 49,  
designated "Practice" to the goal marked "Freudian  
25 Circle." Thus the advancement along the numbered spaces  
represents progressively regular study, postgraduate  
training, psychoanalysis and professional practice until  
the goal of the Freudian Circle is attained. In essence,  
a player's position on the numbered spaces indicates  
30 his level of achievement and his progress through the  
spaces represents his advancement towards the ultimate  
level of achievement.

Three distinctive markers 14 are shown in  
Figs. 4a, 4b and 4c for movement along the markers spaces  
35 4. These markers 14 may assume any shape desired so long  
as they are distinguishable and each will fit on a marker  
space 4. In the present embodiment, Zodiacal figures



1 are preferably employed, and Figs. 4a, 4b and 4c show  
certain figures associated with the Zodiac signs of  
"Aries", "Aquarius", and "Cancer". These figurines, as  
members of the Zodiac signs, connote the imprecise science  
5 of dream interpretation, and are particularly well-suited  
to comport with the astrological, symbological, and  
mythological features of this game. Alternatively,  
markers having portraits or comprising figurines of  
prominent philosophers, psychiatrists, or psychologists  
10 are suggested. The number of markers should be sufficient  
to accommodate the desired number of game players, which  
must be at least two.

The plurality of player-movement determining  
items 16 shown in Figs. 2 and 3 comprise a set of question  
15 cards 18 and a set of answer cards 20. Each question  
card includes indicia indicating a question for which a  
player response is required. Illustratively these ques-  
tions may comprise a short narrative dealing with the  
context or dream history of a dreamer, a brief description  
20 of a dream, and a question requiring the player to inter-  
pret the dream by selecting one of a plurality of pre-  
determined answers. Each of the answer cards corresponds  
to a respective one of the question cards 18 and includes  
indicia to indicate a player score gain or loss or a  
25 magnitude of marker advancement or retreat along the  
gameboard marker spaces 4. In essence, the answer cards  
provide for an adjustment in a player's achievement level  
in accordance with his answer to the selected question.  
Wide latitude is embraced by this arrangement, the only  
30 essential feature being that the player responses to  
questions are associated with corresponding varying answer  
values. Thus, it is not necessary that the question be  
presented on a card separate from the answer card. The  
question may be read verbally by another player or by a  
35 non-player who reads from a single card, or from a booklet  
and may have immediate access to the answer values, as is  
a common arrangement for games played on broadcast televi-



1 sion. Neither is it necessary that the questions deal  
with the interpretation of dreams. So long as the ques-  
tion is framed reasonably to elicit one of a number of  
responses, with each response having a corresponding  
5 individual answer value, then any subject area may be  
explored. For instance, the question may deal with the  
interpretation of art, theater, or music. The question  
may ask for an interpretation of historical fact or an  
economic situation or may require the player to answer a  
10 question dealing with science or sport. Thus, although  
the embodiment described relates to the interpretation of  
dreams, it will be understood that any subject area may be  
utilized so long as each question is associated with a  
number of responses having varying degrees of accuracy,  
15 probability or correctness, which thereby permits a  
corresponding variation in player advancement or detriment  
according to the elicited response.

Neither is it essential that the question be  
presented in multiple choice form. Thus, the questions  
20 may be framed as "matching-type" questions, where the  
player is required to watch each of a plurality of ques-  
tions with a corresponding one a plurality of answers. An  
answer card or other appropriate answering key may score  
the player advancement or detriment in accordance with the  
25 value of the associations made by the player. Alterna-  
tively, the questions may be framed as "fill-ins" which  
require the player to read a question in the form of an  
incomplete sentence, leaving the completion to the player.  
The answer card or other answering key could provide a  
30 predetermined advancement or detriment to the player for  
each of several likely responses, even though it would not  
be certain to cover all possible responses of a "fill-in"  
question.

The player-movement determining items 16 which  
35 present questions and weighted answers in the preferred  
form present interpretations drawn from a study of the  
work of many theorists and practitioners utilizing the

1 most significant material developed by those working  
in the area of dream interpretation. The player should  
not therefore seek a single line of interpretation for  
the various dreams. Nor should he assume an arbitrary  
5 interpretation. Rather, the interpretation which is  
most closely related to the dreamer and situation should  
be selected. In general, dreams involve a variety of  
symbols, and a game player would have an advantage if  
he knows something about the use of such symbols. However  
10 because the same feature in two dreams may symbolize  
two different antecedents, the game player should not  
rigidly apply a predetermined meaning to any one symbol.

The selected question card 18 may contain  
an indication that the dream is "recurrent". This means  
15 that the dreamer has had the same dream over a period  
of days or years, and this factor must be considered  
by the player in formulating his response. The re-  
current dream usually points to a continuing problem  
faced by the dreamer which is reflected in the response  
20 choices for such questions. In the preferred embodi-  
ment other cards have also been marked with the indi-  
cation that the player is "taking the position of" or  
"taking the role of...". This is utilized where the  
dreamer supposes or imagines himself to be some other  
25 person, being or object in the dream. The question  
card indicates that the dream may be interpreted by  
taking the role of one of other persons, beings or  
objects.

A third variation on the dream question cards 18  
30 is the inclusion of a statement from the dreamer that is  
called "association". This association means the first or  
key statement that a dreamer makes about his dream. Some  
schools of thought, particularly the Freudian, emphasize  
the necessity of obtaining continuous associations in  
35 dream interpretation. Other schols have pointed out that  
these associations can be unknowingly guided and that  
they may include a potpourri of antecedent thoughts,

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1 feelings, or happenings that have no relationship to  
to the dream and should not be relied upon. The player is  
called upon to carefully analyze the dream in this context  
and judge how heavily he should rely on the associative  
5 material given.

In a fourth variation, certain question cards  
18 may contain a number of dreams which have transpired  
during a single night. Many people working in dream  
interpretation believe that knowledge of other dreams  
10 that occur during the same night as the dream being  
interpreted assists the interpretation. Thus, the  
question cards 18 may include other dreams.

These four variations or special conditions  
described on the question cards raise particular prob-  
15 lems of interpretation. These or other types of special  
conditions indicated on the question cards 18 may be  
grouped according to degrees of question difficulty into  
subsets 19. Thus, each question on a question card in any  
one of the selection card subsets 19 will have approxi-  
20 mately the same difficulty. The answer pieces 20 will  
similarly be divided into subsets 21, and each of the  
question cards 18 will correspond to one answer card  
of the set 20 of the answer pieces. When a special  
condition is encountered, the opportunity for player  
25 advancement or detriment will be enhanced in the pre-  
ferred embodiment, although this is not necessary. It  
will be appreciated that in the preferred embodiment, the  
difficulty of the question is related to its potential  
achievement level advancement value and that this value is  
30 the same for all questions in a subset.

The questions may be presented to a player  
in preselected order, or may be determined by chance  
or a combination of order and chance. Thus, questions  
may be asked in turn of players in a predetermined order,  
35 thereby precluding player control or opportunity for  
variance of the question difficulty. For example, the  
question cards may be shuffled so that there is no order



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1 among the cards, while requiring that the players in  
rotation select cards from the top of the deck 18. Each  
of the question cards 18 would be identified with an  
answer key which may take the form of an answer card  
5 20. Alternatively, the subset from which the question  
18 is selected may be determined randomly, as by the  
throw of dice, the spin of a roulette or similar wheel,  
the electronic random selection of a card number, or the  
blind selection by the player of one of the remaining  
10 cards.

In the preferred embodiment, a further embellishment is used. Each player selects a question card 18 by the roll of dice 25. Each of the numbers which may be thrown by the device is associated with one of eleven  
15 subsets 19 of question cards. The questions indicated on the cards of the subset 19 associated with the dice throw totaling 7, the most probable number, are the least difficult questions. The most difficult questions are included in the subset 19 of questions pieces 18 which  
20 correspond to the dice throw totaling either 2 or 12, the least probable throws. The question difficulty in the remaining subsets also varies inversely with the relative probability of throwing a selected number with the dice. The player marker movements associated with the most  
25 difficult question may have a wider range (i.e., greater advancement for the better answers and greater retrogression for the poorer answers) than the questions of lesser difficulty. This feature allows the opportunity for amplified player movement with the amplification factor  
30 varying inversely with the probability of a random event.

The square shape of the gameboard 2 provides a convenient corner starting position 6 and three other corners 10, 11, and 12 upon which to place corner cards  
30. These cards may enhance the game by providing a  
35 second opportunity for a player to advance or retreat his market 14. The corner cards 30 each include indicia indicating a question which requires a player response.

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1 The subject matter of the questions may vary if desired,  
or may be segregated into a respective particular type  
of subject matter for each of the three corners 10,  
11, and 12. In the embodiment described, these corners  
5 illustratively have been labeled respectively for ques-  
tions dealing with astrology, symbolism, and mythology.  
Each of the decks 30 includes a number of corner cards,  
each of which poses a question. The respective answers  
appear on the backs of the cards. Various rules may be  
10 devised to allow a player to select a corner card and may  
include, for instance, second or third roll of doubles on  
the dice 25, a chance selection of a predetermined number  
or symbol, or advancement of the marker 14 along the  
marker spaces 4 to a position terminating on a corner  
15 space 10, 11 or 12. The questions may be objective rather  
than the subject of interpretation, and thereby elicit an  
answer which is either correct or incorrect, rather than a  
response having various relative answer values.  
Accordingly a correct answer elicited from a player may  
20 allow that player's marker 14 to advance a bonus number  
of marker spaces 4 along the gameboard 2. If incorrect,  
the player may be forced to retreat a predetermined  
number of marker spaces 4. These corner cards have  
been selected from subject areas related to dream inter-  
25 pretation, and if this game is played in other subject  
areas, such as art, music, literature, science, economics  
or history interpretation, appropriate questions may be  
selected from corresponding related fields.

Set of Preferred Rules:

30 A preferred method of play is as follows:  
Each of the players selects a player marker  
14 and the players throw one die or the dice to deter-  
mine the highest throw the player upon whom the privilege  
of the first move is conferred. Thereafter playing will  
35 continue in clockwise rotation. The players arrange their  
markers 14 at the starting position 6 which is labeled  
with the indication "Zodiac". The first player throws the



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1 dice 25 to yield a certain number between 2 and 12. He  
then selects a question card 18. These question cards  
18 are divided into eleven subsets 19. The cards of a  
card subset are labeled with a digit and letter, the  
5 digits ranging from 2 to 12 and the letters proceeding  
from A to H. If a player has rolled a 4, he selects the  
4A card from the appropriate question subset deck 19.  
(The player who next rolls a 4 selects the "4B" question  
card 18 from the same No. 4 subset 19.) One of the other  
10 players reads the question to the player whose turn it  
is. The question comprises a short narrative dealing  
with a dream. At the end of the narrative are four inter-  
pretative statements, each of which is labeled "A", "B",  
"C", or "D". The player selects whichever interpretation  
15 he considers most accurate. After locating the answer card  
21 which is labeled "4A" from the appropriate answer  
subset 21, either the player-in-turn or another player  
compares the answer selection with the legend on the  
answer card 20. For each of the interpretations A, B, C  
20 or D, an instruction will be given on the answer card  
20 to advance or retract the player's marker a given  
number of spaces. If the most correct answer was the  
selection of the interpretation marked "C", the player  
will advance a greater number of marker spaces 4 than if  
25 he had selected a less correct answer. An incorrect  
answer would have a corresponding instruction on the  
answer piece 20 to retreat a certain number of marker  
spaces 4.

As an example, a question card selected by  
30 rolling a 12 with the dice may say:

"Situation: A young woman of thirty-four  
who is unhappy in her marriage and is thinking of having  
an affair with a friend."

"Dream: I meet a friend who has a white cat  
35 in a small cage. It is wild and mean and is perhaps  
an ocelot. The cage has two levels. The cat squeezes  
from the top to the bottom level. I open the cage  
just a tiny bit to let the cat get down to the bottom

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1 level. I was afraid that he was going to get out and I  
was sorry I had unlatched the cage. The cat was  
ferociously pushing against the door and bit and clawed  
clawed my hand."

5 "Association: I am not sure who the friend  
was, but I think he's the man I am most interested in  
at the present time."

"Interpretation:

- 10 a. The woman is afraid that her friend who  
appears so quiet and nice is really a  
violent person.
- b. The woman is afraid of having an affair  
because she believes it will only cause her  
suffering and pain.
- 15 c. The woman is full of deep feelings that she  
is too frightened to understand or express.
- d. The woman unconsciously wants to be hurt."

After selection of one of the interpretatons  
a, b, c or d, the answer card is consulted, which may  
20 read:

- "a. Take six steps back.  
b. Take two steps forward.  
c. Take six steps forward.  
d. Take two steps back.

25 Other questions, of varying degrees of sophistication  
and complexity, will appear on other question cards,  
graded in accordance with probablity of selecting the  
card, and correspondingly graded answers will appear on  
the counterpart answer card.

30 The play proceeds in this manner with the  
markers 14 moving sequentially along the marker spaces 4  
until one player wins the game by reaching the last marker  
space, "the Freudian circle", after passing the regions  
marked "Postgraduate Training", "Analysis", and "Practice",  
35 showing progress toward the goal.

Experienced players may adopt a variation  
whereby selection of incorrect answers by players in



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1 advanced positions along the gameboard 2 requires a  
greater penalty. Thus, a player "in practice", (i.e., one  
whose marker 14 is on any marker space from number 45 to  
5 his marker 14 to the beginning of "analysis", marker  
space number 36. Similarly a player "in analysis" who  
selects an incorrect interpretation must retreat to  
the beginning of "postgraduate training", marker number  
27. Finally, players in "postgraduate training" selecting  
10 wrong interpretations must retreat to the "Mythology"  
corner.

In moving along the marker spaces 4, any  
player who lands his marker 14 on one of the corners  
10, 11, or 12, (or, alternatively, who passes one of  
15 the corners) must select a corner card 30 of the appro-  
priate corresponding category. The corner card 30 for  
the corner 10 bear the legend "astrology". Selecting the  
top card from the "astrology" deck, the player-in-turn  
reads the question and formulates and pronounces his  
20 answer. Then each player in turn clockwise must answer  
the same question. After all players have formulated  
their answers and disclosed them, the selected corner card  
30 is turned over to reveal the desired answer. Any  
corect answer merits an advance of the markers 14 a number  
25 of marker spaces 4, such as six. An incorrect answer by  
the player-in-turn may require a retreat of three marker  
spaces 4, while an incorrect answer by a player not  
in turn, may require a marker retreat of only two spaces.  
Alternatively, after each player determines his answer,  
30 without revealing it to the others, the answer card is  
consulted. If the player-in-turn is correct, he advances  
his marker the preset number of spaces. If not, he must  
retrogress a set number of spaces, and the next player  
(e.g. clockwise) is given a chance to advance or be put  
35 back, depending upon the correctness of his answer. This  
continues only until a correct answer is attained .

The corner cards 30 are utilized also by any





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1 player who rolls doubles on the dice 25. This procedure  
is the same as that described where a plyer landed his  
marker 14 at one of the corners.

5 In sum, the game described herein includes  
several novel features. The use of questions posed to  
the game players in turn, to elicit one of several  
possible responses, each response being associated with  
an answer value differing from answer values of other  
responses, is but one inventive aspect of the game.  
10 The use of the accuracy or degree of validity of an  
interpretation of a dream to determine player gain or  
loss is one of the other inventive features of the  
game.

15 Although the game is described herein as  
a board game, it need not be so limited. The players  
may play without a gameboard, which is one type of  
scoring device, and use others. For instance, the  
game may be scored by assigning point values to each  
possible response to a question of interpretation, and  
20 continuing the game until a certain score is accumulated.  
The scores could be recorded on paper or by an electronic  
display scoreboard, which is particularly well adapted  
for use with games played for television broadcast.  
Other arrangements for denoting player position may  
25 be used as desired.

The questions posed to the game players in  
the game described above are questions calling for an  
interpretation. Each of various interpretations of  
an event may have a certain merit, and call for a cor-  
30 responding change in player position. It will be under-  
stood, however, that a game of interpretation may be  
played wherein only one of several possible responses is  
considered to be the correct response, and player position  
may be improved only by selecting that response. While  
35 such a scoring method follows an "all-or-nothing" rule, it  
does require an interpretation of an event, a novel  
feature of the present invention.

From the above description it will be apparent



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1       that the subject matter of this invention is capable  
of taking various useful forms, and it is preferred,  
therefore, that this disclosure be taken in an exemplary  
sense and the scope of protection afforded by determined  
5       by the appended claims.

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What is claimed is:

1. A game designed to test players' abilities in a field of knowledge and to assign each player to one of a pre-defined set of progressive achievement levels, comprising:

a scoring device for displaying each player's achievement level, said scoring device initially showing the lowest level for each player;

question posing means including a plurality of questions in said field of knowledge to be answered by the players, each question being of a fixed level-advancement value selected from a plurality of different level-advancement values, each question having at least two possible answers of different validity; and

means for providing a level-adjustment value for each player in accordance with the answer he provides for a selected question and the level-advancement value of the question, said level-adjustment value being combinable with the achievement level indicated for that player by said scoring device to produce an updated achievement level.

2. A game in accordance with claim 1 further comprising a selector operated by each player for randomly indicating which question is to be answered, said selector being adapted to indicate each question with a probability related to the level-advancement value thereof.

3. A game in accordance with claim 3 wherein said questions are arranged in subsets each including questions of a fixed level-advancement value different other subsets, said selector indicating the subset from which a question is to be answered with a probability related to the level-advancement value of the questions included in the subset.

4. A game in accordance with any of claims 2 or 3 wherein said selector cooperates with said question posing means to indicate each question with a probability which is inversely related to the level-advancement value of the selected question.



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5. A game in accordance with any of claims 1-4 wherein said level-advancement value is related to the difficulty of the selected question.

6. A game in accordance with any preceding claim whereinsaid scoring device comprises:

a gameboard having a continuous main course, said main course including a series of spaces extending about said board; and

a plurality of distinctive markers, each of said markers being moved along said spaces by a different one of said players in playing said game, the position of each player's marker along the path indicating his achievement level, each marker being moved along said path in accordance with said level-adjustment value.

7. A game according to any preceding claim wherein: said question posing means comprises a set of dream cards describing dreams of different degrees of difficulty of interpretation corresponding to level-advancement value, each dream card bearing a statement of a dream fact pattern and a plurality of possible interpretations of the dream, each of said possible interpretations having a relative validity differing from the others of said interpretations for the same dream fact pattern; and

said means for providing a level-adjustment value comprises a set of answer cards each corresponding to a respective one of said dream cards and indicating the player's adjustment in achievement level for each one of the possible interpretations of the dream fact pattern represented on its corresponding dream card, the indicated adjustment being related to the relative validity of the corresponding interpretation and the degree of difficulty of interpretation of the dream fact pattern.

8. The game apparatus according to claim 7 wherein certain of said dream cards indicate that said dream patterns are recurrent to the dreamer.



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9. The game apparatus according to claim 7 wherein certain of said dream cards indicate that the dreamer of said dream fact patterns imagines himself to be taking the role of an object of said dream patterns.

10. The game apparatus according to claim 7 wherein certain of said dream cards indicate first statements of said dreamer about said dream patterns.

11. The game apparatus according to claim 7 wherein certain of said dream cards indicate that a plurality of dreams transpired during a single night by the dreamer.

12. A method of playing a game for a plurality of players comprising the steps of:

selecting by chance one of a plurality of player-movement-determining items, each of said items indicating a question of one of a plurality of different levels of difficulty and having at least two possible responses of varying validity, each of said possible responses having a respective relative answer value corresponding to the validity of the response and the level of difficulty of the corresponding question;

selecting one of said possible responses; and  
adjusting a scoring device in accordance with the relative answer value of the selected response.

13. The game method according to claim 12 wherein said adjusting a scoring device step comprises moving a marker along a continuous main course on a gameboard, said main course including a series of marker spaces extending about said gameboard.

14. The game method according to claim 13 utilized in a game concerning the interpretation of dreams, said player-movement determining items comprising a plurality of question cards forming question subsets each corresponding to the probability of a chance determination, said selecting by chance step comprising the steps of:

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initiating a chance event by each of said players in order;

after each such initiation, selecting one of said subsets in accordance with the outcome of said chance determination; and

selecting one of a plurality of question cards from said selected question subset, each of said question cards presenting a question dealing with the interpretation of a dream and requiring one of a selected number of player responses, each of said responses having relative answer value differing from relative answer value of at least one other response to said question.

15. The method according to claim 14 wherein each of said question subsets presents questions of a degree of difficulty differing from the degree of difficulty of questions of other question subsets and the probability of selecting a question subset having questions of higher difficulty varies inversely with the degree of relative difficulty of said questions.

16. The method according to claim 15 wherein selection of a response to a question of a question subset of higher degree of difficulty determines a greater change in player position than selection of a response to a question of a question subset of a lower degree of difficulty.

17. The game method according to claim 12 wherein the chance selection of a player-movement-determining item is characterized by selection of certain ones of said items having a probability of selection differing from probability of selection of others of said items; and

each of said player-movement-determining items indicates a question having difficulty varying from other items, said difficulty correlating inversely to the probability of selection of said item.

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18. The game method according to claim 17 wherein the magnitude of scoring adjustment corresponds to the difficulty of the question indicated on the selected player-movement-determining item.

## AMENDED CLAIMS

(received by the International Bureau on 21 January 1980 (21.01.80))

1. A game designed to test players' abilities in a field of knowledge and to assign each player to one of a predefined set of progressive achievement levels, comprising:

a scoring device for displaying each player's achievement level, said scoring device initially showing the lowest level for each player;

question posing means including a plurality of questions in said field of knowledge to be answered by the players, each question being of a fixed level-advancement value selected from a plurality of different level-advancement values, each question having at least two possible answers of different validity; and

means for providing a level-adjustment value for each player in accordance with the answer he provides for a selected question and the level-advancement value of the question, said level-adjustment value being combinable with the achievement level indicated for that player by said scoring device to produce an updated achievement level.

2. A game in accordance with claim 1 further comprising a selector operated by each player for randomly indicating which question is to be answered, said selector being adapted to indicate each question with a probability related to the level-advancement value thereof.

3. A game in accordance with claim 2 wherein said questions are arranged in subsets each including questions of a fixed level-advancement value different other subsets, said selector indicating the subset from which a question is to be answered with a probability related to the level-advancement value of the questions included in the subset.

4. A game in accordance with any of claims 2 or 3 wherein said selector cooperates with said question posing means to indicate each question with a probability which is inversely related to the level-advancement value of the selected question.





5. A game in accordance with any of claims 1-3 wherein said level-advancement value is related to the difficulty of the selected question.

6. A game in accordance with any one of claims 1-3 wherein said scoring device comprises:

a gameboard having a continuous main course, said main course including a series of spaces extending about said board; and

a plurality of distinctive markers, each of said markers being moved along said spaces by a different one of said players in playing said game, the position of each player's marker along the path indicating his achievement level, each marker being moved along said path in accordance with said level-adjustment value.

7. A game according to any of claims 1-3 wherein:

said question posing means comprises a set of dream cards describing dreams of different degrees of difficulty of interpretation corresponding to level-advancement value, each dream card bearing a statement of a dream fact pattern and a plurality of possible interpretations of the dream, each of said possible interpretations having a relative validity differing from the others of said interpretations for the same dream fact pattern; and

said means for providing a level-adjustment value comprises a set of answer cards each corresponding to a respective one of said dream cards and indicating the player's adjustment in achievement level for each one of the possible interpretations of the dream fact pattern represented on its corresponding dream card, the indicated adjustment being related to the relative validity of the corresponding interpretation and the degree of difficulty of interpretation of the dream fact pattern.

8. The game apparatus according to claim 7 wherein certain of said dream cards indicate that said dream patterns are recurrent to the dreamer.



9. The game apparatus according to claim 7 wherein certain of said dream cards indicate that the dreamer of said dream fact patterns imagines himself to be taking the role of an object of said dream patterns.

10. The game apparatus according to claim 7 wherein certain of said dream cards indicate first statements of said dreamer about said dream patterns.

11. The game apparatus according to claim 7 wherein certain of said dream cards indicate that a plurality of dreams transpired during a single night by the dreamer.

12. A method of manipulating the components of a game for a plurality of players, said game including a plurality of player movement-determining items, response means, and a scoring device, said method comprising the steps of:

selecting by chance one of said player-movement-determining items, each of said items indicating a question of one of a plurality of different levels of difficulty and having at least two possible responses of varying validity, each of said possible responses having a respective relative answer value corresponding to the validity of the response and the level of difficulty of the corresponding question, said answer value being indicated by said response means;

selecting one of said possible responses; and  
adjusting said scoring device in accordance with the relative answer value of the selected response.

13. The method according to claim 12 wherein said adjusting a scoring device step comprises moving a marker along a continuous main course on a gameboard, said main course including a series of marker spaces extending about said gameboard.

14. The method according to claim 13 utilized in a game concerning the interpretation of dreams, said player-movement determining items comprising a plurality of question



cards forming question subsets each corresponding to the probability of a chance determination, said selecting by chance step comprising the steps of:

initiating a chance event means by each of said players in order;

after each such initiation, selecting one of said subsets in accordance with the outcome of said chance determination; and

selecting one of a plurality of question cards from said selected question subset, each of said question cards presenting a question dealing with the interpretation of a dream and requiring one of a selected number of player responses, each of said responses having relative answer value differing from relative answer value of at least one other response to said question.

15. The method according to claim 14 wherein each of said question subsets presents questions of a degree of difficulty differing from the degree of difficulty of questions of other question subsets and the probability of selecting a question subset having questions of higher difficulty varies inversely with the degree of relative difficulty of said questions.

16. The method according to claim 15 wherein selection of a response to a question of a question subset of higher degree of difficulty determines a greater change in player position than selection of a response to a question of a question subset of a lower degree of difficulty.

17. The method according to claim 12 wherein the chance selection of a player-movement-determining item is characterized by selection of certain ones of said items having a probability of selection differing from probability of selection of others of said items; and

each of said player-movement-determining items indicates a question having difficulty varying from



other items, said difficulty correlating inversely to the probability of selection of said item.

18. The method according to claim 17 wherein the magnitude of scoring adjustment corresponds to the difficulty of the question indicated on the selected player-movement-determining item.

19. A game in accordance with claim 4 wherein said level-advancement value is related to the difficulty of the selected question.

20. A game in accordance with claim 4 wherein said scoring device comprises:

a gameboard having a continuous main course, said main course including a series of spaces extending about said board; and

a plurality of distinctive markers, each of said markers being moved along said spaces by a different one of said players in playing said game, the position of each player's marker along the path indicating his achievement level, each marker being moved along said path in accordance with said level-adjustment value.

21. A game in accordance with claim 5 wherein said scoring device comprises:

a gameboard having a continuous main course, said main course including a series of spaces extending about said board; and

a plurality of distinctive markers, each of said markers being moved along said spaces by a different one of said players in playing said game, the position of each player's marker along the path indicating his achievement level, each marker being moved along said path in accordance with said level-adjustment value.



22. A game according to claim 4 wherein:

said question posing means comprises a set of dream cards describing dreams of different degrees of difficulty of interpretation corresponding to level-advancement value, each dream card bearing a statement of a dream fact pattern and a plurality of possible interpretations of the dream, each of said possible interpretations having a relative validity differing from the others of said interpretations for the same dream fact pattern; and

said means for providing a level-adjustment value comprises a set of answer cards each corresponding to a respective one of said dream cards and indicating the player's adjustment in achievement level for each one of the possible interpretations of the dream fact pattern represented on its corresponding dream card, the indicated adjustment being related to the relative validity of the corresponding interpretation and the degree of difficulty of interpretation of the dream fact pattern.

23. A game according to claim 5 wherein:

said question posing means comprises a set of dream cards describing dreams of different degrees of difficulty of interpretation corresponding to level-advancement value, each dream card bearing a statement of a dream fact pattern and a plurality of possible interpretations of the dream, each of said possible interpretations having a relative validity differing from the others of said interpretations for the same dream fact pattern; and

said means for providing a level-adjustment value comprises a set of answer cards each corresponding to a respective one of said dream cards and indicating the player's adjustment in achievement level for each one of the possible interpretations of the dream fact pattern represented on its corresponding dream card, the indicated adjustment being related to the relative validity of the corresponding interpretation and the degree of difficulty of interpretation of the dream fact pattern.



24. A game according to claim 6 wherein:  
said question posing means comprises a set of dream cards describing dreams of different degrees of difficulty of interpretation corresponding to level-advancement value, each dream card bearing a statement of a dream fact pattern and a plurality of possible interpretations of the dream, each of said possible interpretations having a relative validity differing from the others of said interpretations for the same dream fact pattern; and

said means for providing a level-adjustment value comprises a set of answer cards each corresponding to a respective one of said dream cards and indicating the player's adjustment in achievement level for each one of the possible interpretations of the dream fact pattern represented on its corresponding dream card, the indicated adjustment being related to the relative validity of the corresponding interpretation and the degree of difficulty of interpretation of the dream fact pattern.

## STATEMENT UNDER ARTICLE 19

Claims 12-18 were amended in order to avoid any conflict with Rule 39. These claims now relate to a method for manipulating the components of a game, and the major components of the game are specifically set forth. These claims now relate to an actual process which could no longer be considered as coming under the schemes or essentially mental steps contemplated by Rule 39 (iii). It is believed that there is therefore no longer any possible conflict of claims 12-18 with Rule 39.

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FIG. 1

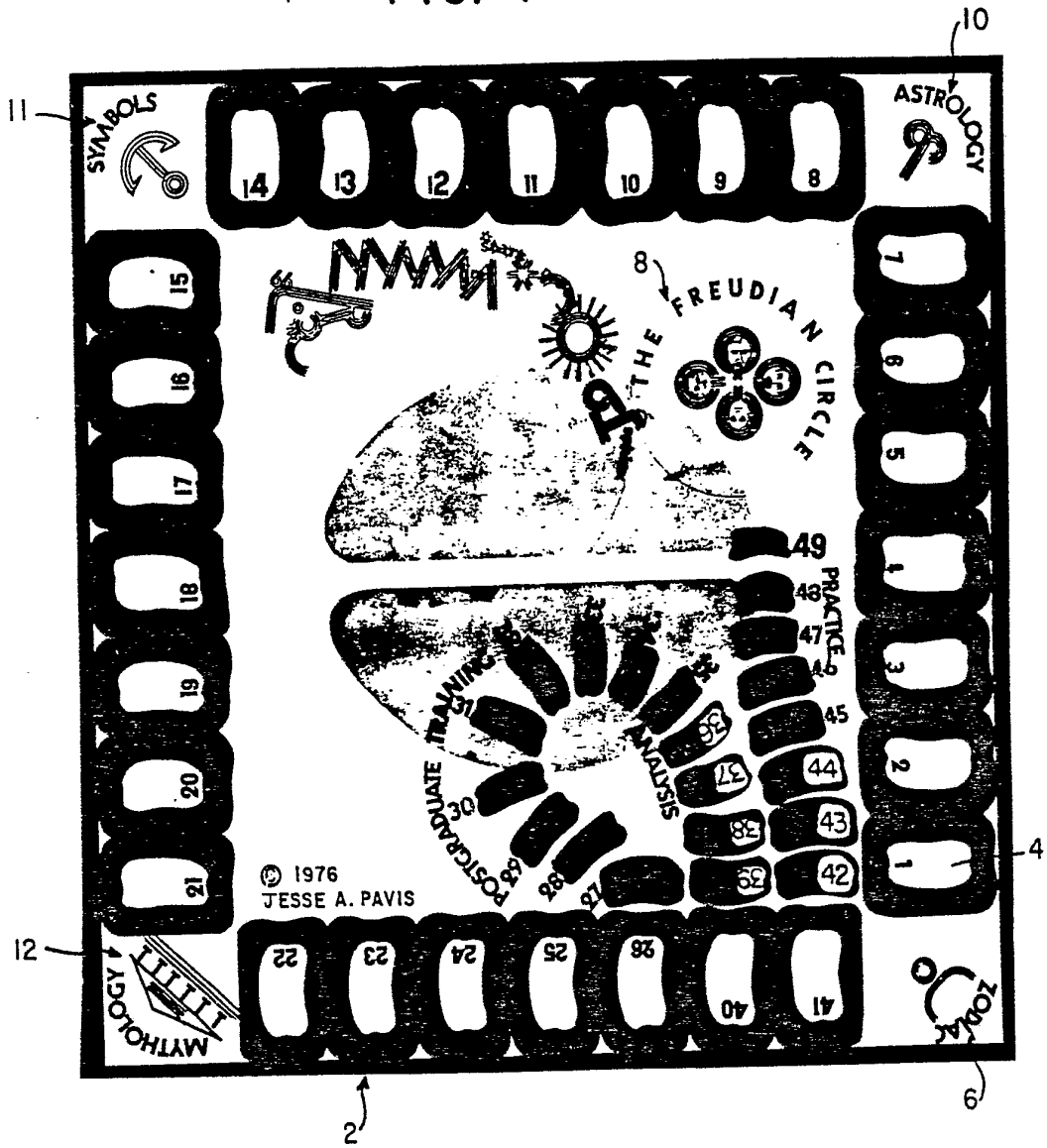




FIG. 2

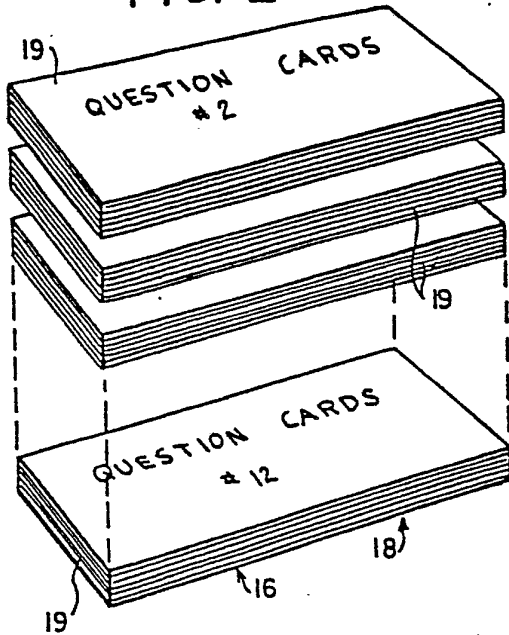


FIG. 3

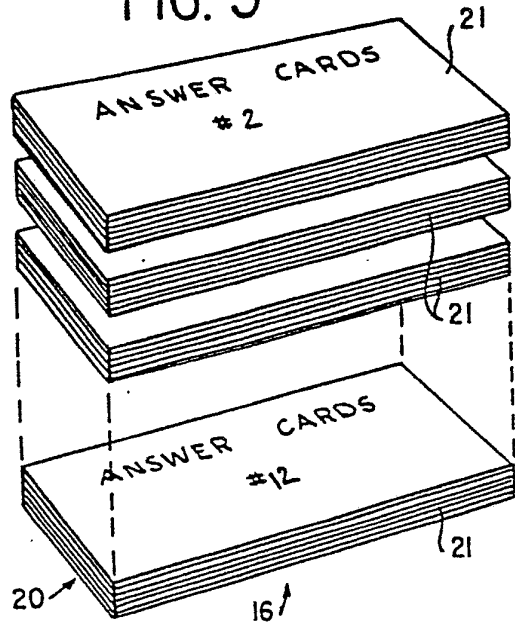


FIG. 4a

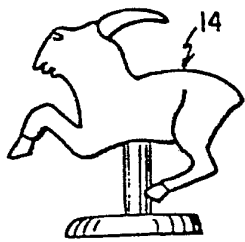


FIG. 4b



FIG. 4c

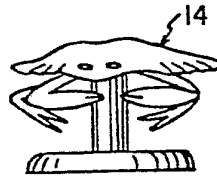


FIG. 6

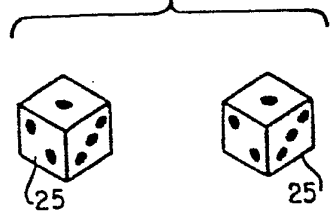


FIG. 5a

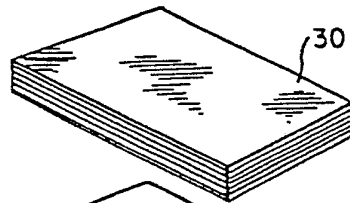


FIG. 5b

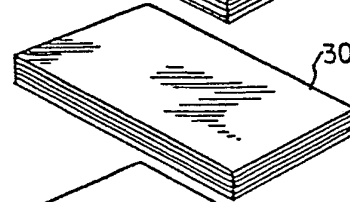
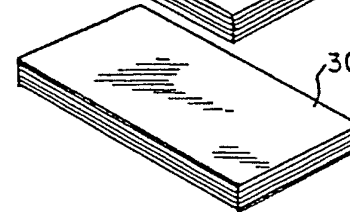


FIG. 5c



# INTERNATIONAL SEARCH REPORT

International Application No PCT/US78/00063

I. CLASSIFICATION OF SUBJECT MATTER (if several classification symbols apply, indicate all) *		
According to International Patent Classification (IPC) or to both National Classification and IPC		
U.S. Cl. 273/249; 273/243; 35/22R		Wo. 80/00416
Int. Cl. A63 F 3/00		
II. FIELDS SEARCHED		
Minimum Documentation Searched <sup>4</sup>		
Classification System	Classification Symbols	
U.S.	273/243, 248, 249 35/22R, 69	
Documentation Searched other than Minimum Documentation to the Extent that such Documents are Included in the Fields Searched <sup>5</sup>		
E		
III. DOCUMENTS CONSIDERED TO BE RELEVANT <sup>14</sup>		
Category *	Citation of Document, <sup>16</sup> with indication, where appropriate, of the relevant passages <sup>17</sup>	Relevant to Claim No. <sup>18</sup>
E	US,A, 4,124,214, Published 07 November 1978 Pavis	
X	US,A, 3,939,578, Published 24 February 1976 Coffey	1-4
X	US,A, 3,815,919, Published 11 June 1974 Cain et al	1-4
X	US,A, 4,029,320, Published 14 June 1977 Hausman	1-4
X	GB,A, 867,150, Published 03 May 1961 Wynn	1-4
A	US,A, 3,124,358, Published 10 March 1964 Weedman	
A	US,A, 1,635,734, Published 12 July 1927 Ziegler	
* Special categories of cited documents: <sup>15</sup>		
"A" document defining the general state of the art	"P" document published prior to the international filing date but on or after the priority date claimed	
"E" earlier document but published on or after the international filing date	"T" later document published on or after the international filing date or priority date and not in conflict with the application, but cited to understand the principle or theory underlying the invention	
"L" document cited for special reason other than those referred to in the other categories	"X" document of particular relevance	
"O" document referring to an oral disclosure, use, exhibition or other means		
IV. CERTIFICATION		
Date of the Actual Completion of the International Search <sup>2</sup>	Date of Mailing of this International Search Report <sup>2</sup>	
15 November 1979	21 NOV 1979	
International Searching Authority <sup>1</sup>	Signature of Authorized Officer <sup>3</sup>	
ISA/US	<div style="display: flex; align-items: center;"> <div style="flex: 1;"> <p style="margin: 0;">RICHARD C. PINKHAM</p> <p style="margin: 0;">R.C. Moy</p> </div> <div style="flex: 1; text-align: right;"> </div> </div>	
<b>EXAMINER</b>		

## FURTHER INFORMATION CONTINUED FROM THE SECOND SHEET

V.  OBSERVATIONS WHERE CERTAIN CLAIMS WERE FOUND UNSEARCHABLE <sup>10</sup>

This international search report has not been established in respect of certain claims under Article 17(2) (a) for the following reasons:

1.  Claim numbers 12-18, because they relate to subject matter <sup>12</sup> not required to be searched by this Authority, namely:

Methods of playing games.

See PCT rule 39.

2.  Claim numbers 5-11, because they relate to parts of the international application that do not comply with the prescribed requirements to such an extent that no meaningful international search can be carried out <sup>13</sup>, specifically:

Claims are improperly dependent. Only 1 multiply dependent claim per string allowed.

VI.  OBSERVATIONS WHERE UNITY OF INVENTION IS LACKING <sup>11</sup>

This International Searching Authority found multiple inventions in this international application as follows:

1.  As all required additional search fees were timely paid by the applicant, this international search report covers all searchable claims of the international application.
2.  As only some of the required additional search fees were timely paid by the applicant, this international search report covers only those claims of the international application for which fees were paid, specifically claims:
3.  No required additional search fees were timely paid by the applicant. Consequently, this international search report is restricted to the invention first mentioned in the claims; it is covered by claim numbers:

## Remark on Protest

- The additional search fees were accompanied by applicant's protest.
- No protest accompanied the payment of additional search fees.