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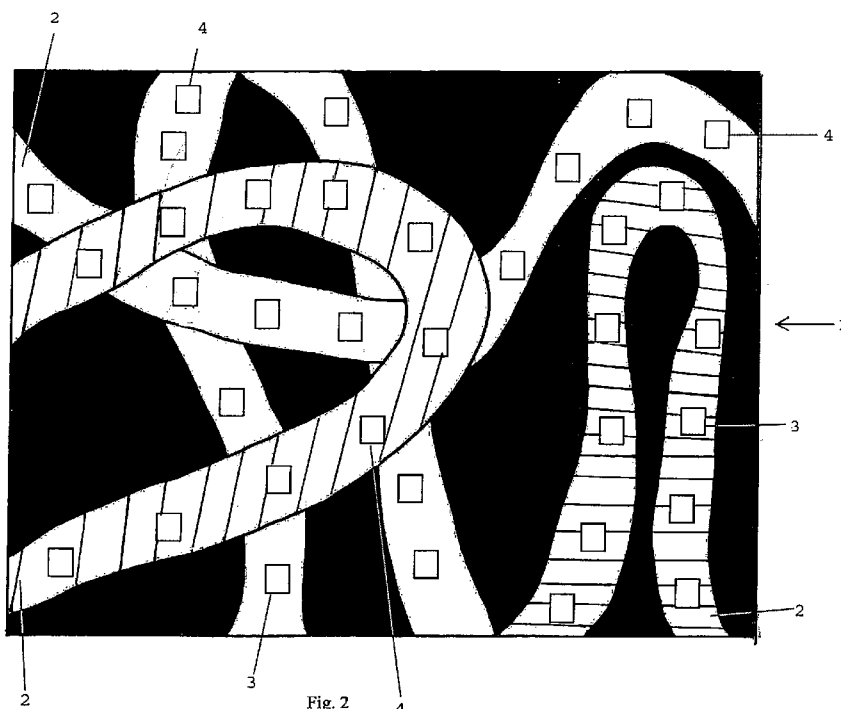
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(54) Title: FACE PAINTING GAME



(57) Abstract: A game incorporating traditional face-painting techniques of face painting, comprising a set of instructions, a means for determining which instructions are given to which player; and a face painting device for use by a player carrying out the face painting instructions. The instructions direct a player to paint another player's face, to allow the player's own face to be painted by another player, to take some other action, or no action at all.

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## Face Painting Game

### CLAIM OF PRIORITY

This application is based on and claims priority to U.S. Provisional Application 61/033,104 filed on March 3, 2008, entitled "Face Painting Game," which is  
5 hereby incorporated in full by reference.

### FIELD OF INVENTION

The present invention relates generally to the art of games for at least two players. More particularly, the present invention relates to the art of games which utilize techniques of face painting.

### 10 SUMMARY OF THE INVENTION

Embodiments of the invention provide for a face painting game with a theme for at least two players with a set of instructions to paint another player's face, a means for determining which instructions are given to which players, and a face painting device for use by the player carrying out the face painting instructions.

### 15 BRIEF DESCRIPTION OF THE DRAWINGS

Fig. 1 shows an embodiment of the game board according to an illustrative embodiment of the invention.

Fig. 2 shows another embodiment of the game board according to an illustrative embodiment of the invention.

### 20 DETAILED DESCRIPTION OF THE INVENTION

Embodiments of the invention include a game during which players paint or otherwise apply designs on another player. The games have a variety of themes. In one embodiment, the theme is space travel. Another embodiment's theme is fish; for

example, underwater travel. In another embodiment, the theme is the zoo. In yet another embodiment, the theme is travel through magical rainbow lands. In a preferred embodiment, traditional face painting techniques are incorporated into a board game.

5           Figures 1 and 2 provide illustrative examples of game boards of the invention. Referring to Fig. 2, in one embodiment, the game is a board game in which players move incrementally along a path or paths 2 having painting or design application instructions printed at a plurality of positions 3, 4 along the path or paths which are indicated by square boxes herein. The paths wind throughout the surface of the game board in a non-linear design. In another embodiment, the paths generally define a circuit  
10           around the perimeter of the game board. In another embodiment, multiple paths interconnect and are generally positioned around the center of the game board. These multiple paths may be in different colors and may be identified by different names. As an illustrative example, in Fig. 1, one path begins at a source identified as “Brrlow Zero.” Other paths on the game board of Fig. 1 are identified by their color: Purple Space, Gold  
15           Space and Green Space.

          Worm holes are marked at different positions along some of the paths. The worm-hole present at the end of a path brings the player from one color path to another, rather than simple counting spaces on a single path. Referring to Fig. 1, worm holes are present at the end of some of the path shown as “Purple Space Wormhole,”  
20           “Green Space Wormhole,” and “Gold Space Wormhole.” In another embodiment, worm holes represent connections between multiple paths and allow players to jump from their path of travel to another. In Fig. 2, worm holes 4 are located at random points along paths to signal transfer to the players. Alternately, a worm hole may be marked by a symbol.

25           In one embodiment of the invention, the first player is determined by age. The youngest player will take the first turn. In other embodiments of the invention, the first player is the person who is celebrating a special event, such as a birthday.

In one embodiment of the invention, each player has a marker or game piece that they move around the board. The game pieces may have any appearance as long as it is of a sufficiently small size in proportion to the path. In some embodiments, the game pieces may be miniature figures of, for example, humans, aliens, or animals.

5 The game pieces may also be miniature objects such as brushes, paint cans, coins, tokens, or spaceships. In another embodiment, the game pieces are 3-dimensional geometric shapes such as cubes, cylinders, or pyramids. In another embodiment, the game pieces are conventional markers such as chess pieces or arrows. In yet another embodiment, the game pieces all have the same shape but are differentiated by colors.

10 To determine where on the board the game piece or marker should be moved, a player operates a means for generating a random number or symbol. Such means include at least one die or dice with multiple sides which is operated by rolling or popping in an enclosed dice device. The dice or die may be marked with numbers or symbols. The die or dice can be traditional six-sided dice with numbers one through six  
15 on the sides. They can also be six-sided dice with other designations on the sides, the meanings of which are made known to the players. The dice can also have a different number of sides. The dice can be free rolling or be contained in a dice rolling device, such as an enclosed popping-type device. In a particular embodiment of the invention one side of one or more die has a symbol indicating that a player will progress on the  
20 board through a worm-hole.

During play, each player advances his or her game piece incrementally along its path of travel corresponding to the random number or symbol generated by the random number generating means. One player may be chosen as a master computer to keep track of everyone's progress. The game piece may land on a position having  
25 instructions to paint another player, to have the other player paint them, or to take some other action or no action at all. In other embodiments, instructions may be contained in color coordinated or specially marked cards that are drawn by the players as they move around the board. The instructions range from general to specific. Illustrative examples of instructions include:

Teleporting ahead four spaces has caused a monobrow

Planet Zebron 3 – each player must give you a black or white stripe to save you from a stampede

Null Space

5 Moon-O-Moon: Suck Your Thumb U.Y.N.T.” where U.Y.N.T is an acronym for until your next turn

Lost in asteroid field – lose one turn

Purple Space Worm Hole

Nice piloting! If you rolled double 2’s, roll again.

10 Hap Day the Neon Planet has caused a large orange circle to appear on your face.

Check out the crop circles on Alpha Beat – get a souvenir on your chin.

Black Hole sends you back to Deep Space

15 Planet Vidali 3 has toxic fumes causing each eye 3 colored tear drops. Blue eyes count too!

Red Planet Acne3 has given you 3 red zits and 3 more each time you roll a 3.

20 You have gone down under on the planet Hamilaroo and now one earlobe is green, the other yellow.

Event Horizon – go to Gold Space.

The game uses traditional face painting techniques. The drawing or application implement can be any suitable device that imparts a marking on another player. The drawing devices may include for example, pencil or pen-type implements, brushes, markers, or lipstick-type devices. The “paint” can be a liquid, gel, putty or grease-based material. In a particular embodiment of the invention, the game includes a painting kit with at least one drawing implement and at least two colors. In another embodiment, the game includes a painting kit in which at least two, preferably six, colors are contained in a crayon-like or lipstick-like form and are stackable on one another. The colors are preferably red, blue, yellow, green, black and white.

One version of the game is non-competitive. Other embodiments of the game include an element of competition. For example, in one embodiment, the first player to reach a particular location on the game board wins the game. In other embodiments, players win by applying certain required markings on other players’ faces. In yet another embodiment, players gain specific points by applying certain markings on other players’ faces. The player with the highest score at the end of the game wins the game. In one embodiment the game ends with a player reaching a specified location on the board. In another embodiment, the game ends when the players run out of instruction cards.

In one embodiment of the invention, players are given a set of overall instructions for the game in addition to those instructions printed on the game board or on cards. An illustrative example of such instructions include:

#### **S.M.E.D.**

The purpose of being a space medical emergency driver is to save planet IX, they are very short on humor and need a dose of laughter.

#### **Rules and regulations:**

Youngest goes first then counterclockwise.

Roll the dice and proceed.

U.N.Y.T. = Until Your Next Turn

5           **The following are mere guidelines and may be changed  
in your universe:**

The Wormhole (on the dice) only works to move you from one space color to another and counts as a zero.

You need to roll any number and a wormhole to change space color.

10           A double Wormhole is still zero, roll again.

Nine is your top speed so double fives moves you only five.

If your first to become magnetized everyone else to become magnetized moves near you.

Every alarm should be different.

15           No two crop circles are the same.

An extra dose of laughter may be needed so more than one player may win!

The medical oath is as follows: I vow to fly to forever whenever I am called.

20           Other embodiments of the game do not contain a game board. The game features can be implemented as a card game or an electronic game. One key point of the invention is the transformation of face painting into a game. Players can draw cards with

painting or other instructions, or the instructions can be provided in an electronic medium.

While the invention has been described by illustrative embodiments, additional advantages and modifications will occur to those skilled in the art. Therefore, 5 the invention in its broader aspects is not limited to specific details shown and described herein. Modifications may be made without departing from the spirit and scope of the invention. Particular embodiments of the invention may also be applied to other industries. Accordingly, it is intended that the invention not be limited to the specific 10 illustrative embodiments, but be interpreted within the full spirit and scope of the embodiments described herein and their equivalents.



What is claimed is:

1. A game comprising:
  - a set of instructions regarding painting another player's face;
  - a means for determining which instructions are given to which  
5 player;
  - a face painting device for use by a player carrying out the face painting instructions.
2. The game of claim 1, wherein the face painting device comprises a painting kit with at least two colors in a crayon-like form.
- 10 3. The game of claim 2, where the colors are contained in a lipstick-like form.
4. The game of claim 2, where the kit further comprises at least one drawing implement.
5. The game of claim 1 wherein the means for determining which  
15 instructions are given to which player comprises a board on which the instructions are written and a means of generating a random number or symbol.
6. The game of claim 5, wherein the means of generating a random number or symbol comprises one or more dice.
7. The game of claim 5, wherein the means of generating a random  
20 number or symbol comprises an enclosed dice-popping type device.
8. A method of playing a game comprising:
  - a. Obtaining a random number or symbol using a means of generating a random number or symbol;

- b. moving a game piece to a position on a board according to the number or symbol to access instructions regarding painting at least one other player's face; and
- c. reading instructions; and
- 5 d. applying paint to the other player's face according to the instructions

9. The method of claim 8, wherein a the instructions further comprise instructions to allow the player's face to be painted by another player, instructions to take another action, and instructions to take no action.

10 10. The method of claim 8, wherein the instructions are printed on the board in a plurality of positions, and the instructions are accessed by moving the game piece into position.

11. The method of claim 8, wherein the instructions are printed on color coordinated cards, and the instructions are accessed by the player pulling the card.

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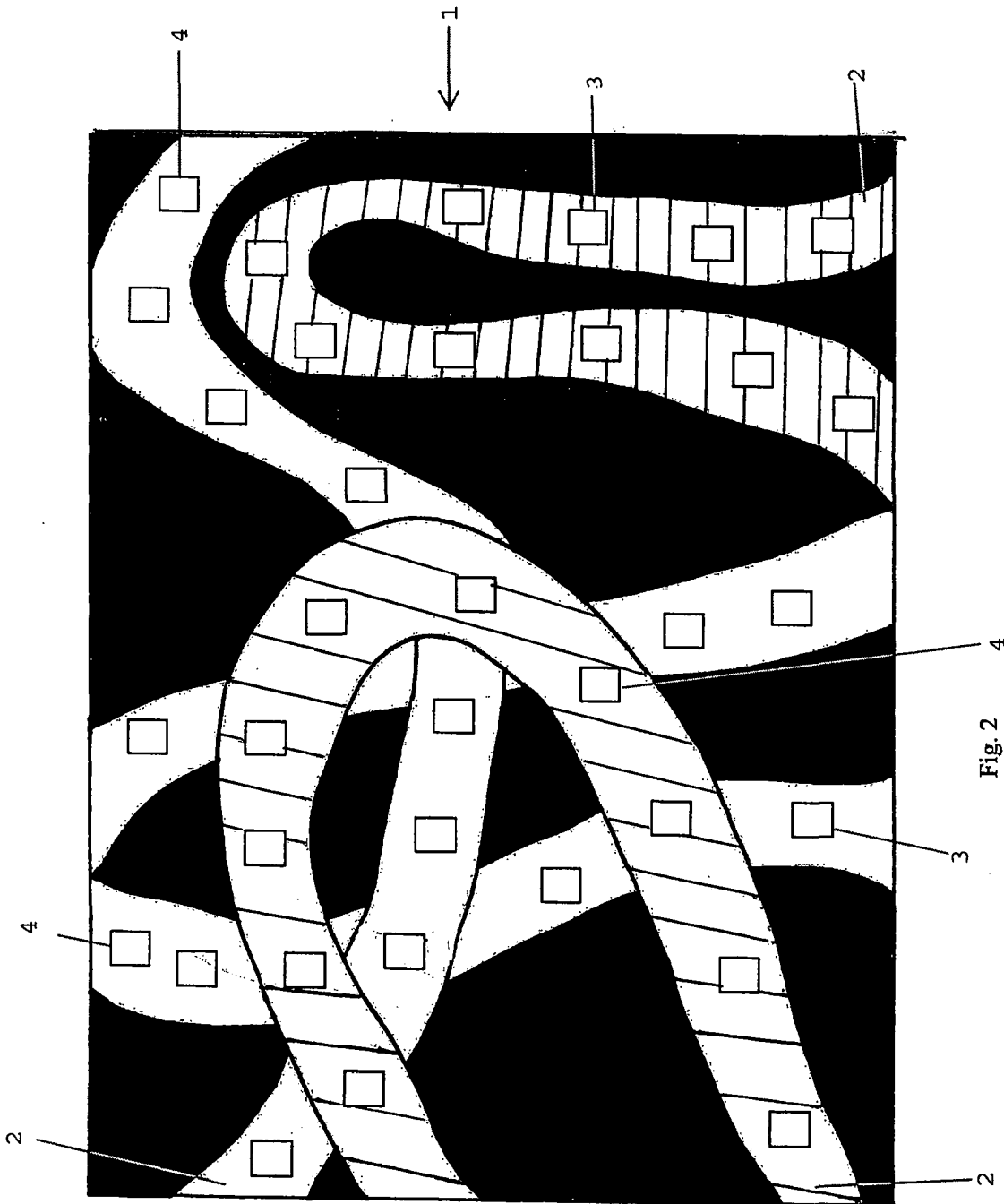


Fig. 2

**INTERNATIONAL SEARCH REPORT**

International application No.  
PCT/US2009/035883

**A. CLASSIFICATION OF SUBJECT MATTER**

IPC(8) - A63F 3/00 (2009.01)

USPC - 273/243

According to International Patent Classification (IPC) or to both national classification and IPC

**B. FIELDS SEARCHED**

Minimum documentation searched (classification system followed by classification symbols)

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USPC - 273/236, 243, 287

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

PatBase, Google Patents

**C. DOCUMENTS CONSIDERED TO BE RELEVANT**

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X ---	US 4,993,717 A (FISKE) 19 February 1991 (19.02.1991) entire document	1, 5-6, 8-10
Y		----- 2-4, 7, 11
Y	US 2004/0258452 A1 (SHYU) 23 December 2004 (23.12.2004) entire document	2-4
Y	US 4,602,886 A (SMIT) 29 July 1986 (29.07.1986) entire document	3
Y	US 2005/0184460 A1 (HOCKENBROCHT) 25 August 2005 (25.08.2005) entire document	7
Y	US 4,693,480 A (SMITH) 15 September 1987 (15.09.1987) entire document	11

Further documents are listed in the continuation of Box C.

* Special categories of cited documents:	"T" later document published 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
"A" document defining the general state of the art which is not considered to be of particular relevance	"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone
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