US 20080116632A1

(19) **United States**

(12) **Patent Application Publication**

Russell

(10) **Pub. No.: US 2008/0116632 A1**

(43) **Pub. Date: May 22, 2008**

(54) **PORTABLE GAME BODY AND METHOD OF USING SAME**

(76) Inventor: **Mary K. Russell**, Lisle, IL (US)

Correspondence Address:
LAW OFFICES OF MARK A. HAMILL, P.C.
45 SOUTH PARK BLVD., SUITE 205
GLEN ELLYN, IL 60137

(21) Appl. No.: **11/845,022**

(22) Filed: **Aug. 24, 2007**

Related U.S. Application Data

(60) Provisional application No. 60/839,686, filed on Aug. 24, 2006.

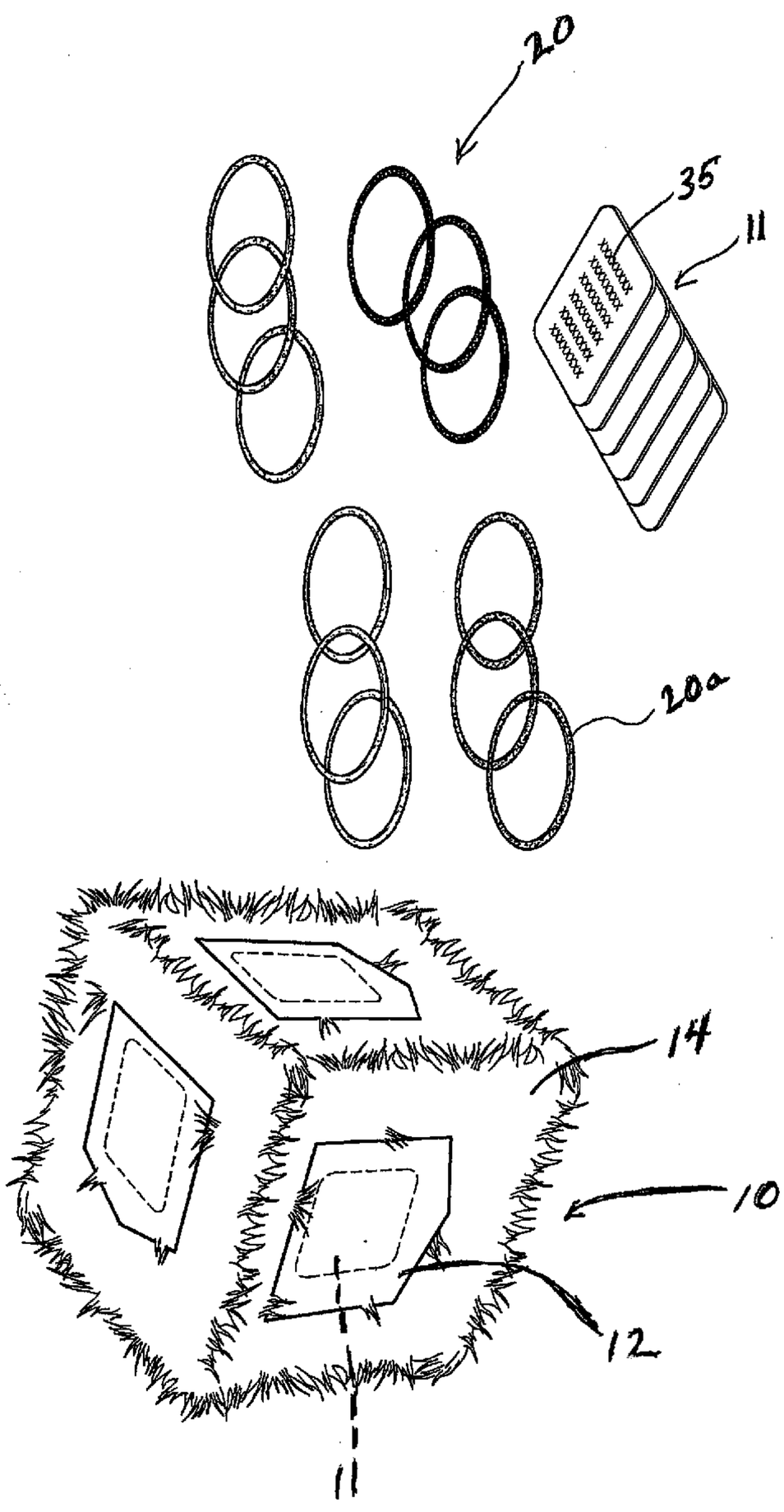
Publication Classification

(51) **Int. Cl.**
A63F 1/06 (2006.01)

(52) **U.S. Cl.** ..... **273/148 A**

(57) **ABSTRACT**

The present invention is directed to a small portable, game body that can be readily manipulated to obtain access to one or more of its sides and to contents of the pockets located on sides of the body. The contents of the pockets are typically flat cards having game or educational matter thereon. When utilized in a typical game mode, the game body may be passed or tossed among game players who, when it's their turn, remove a card bearing questions or suggestions for further conversational insights from the player. The game body also preferably includes a storage area formed within its interior in which scoring indicia or other materials may be stored.



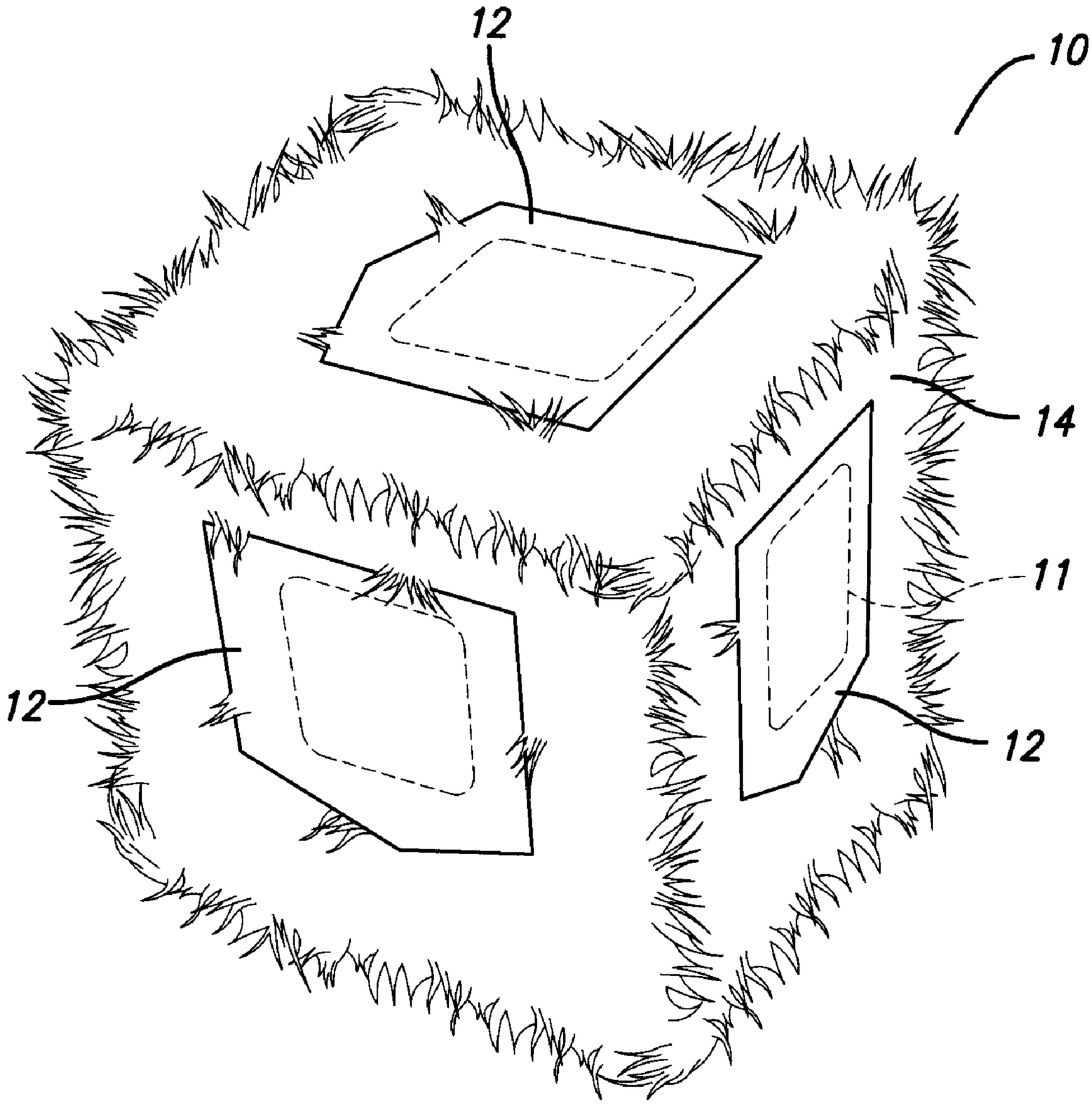


FIG. 1

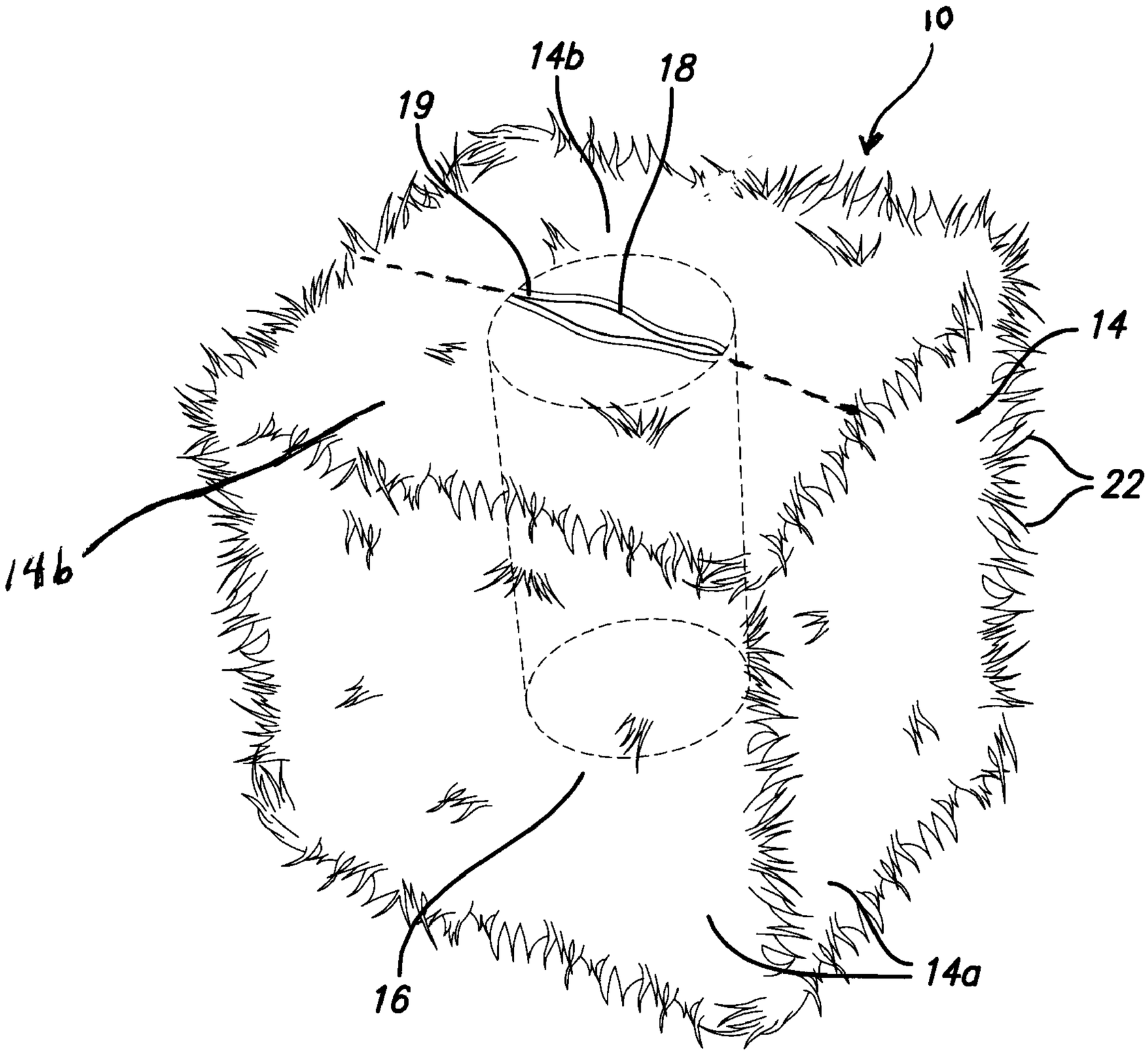


FIG. 2

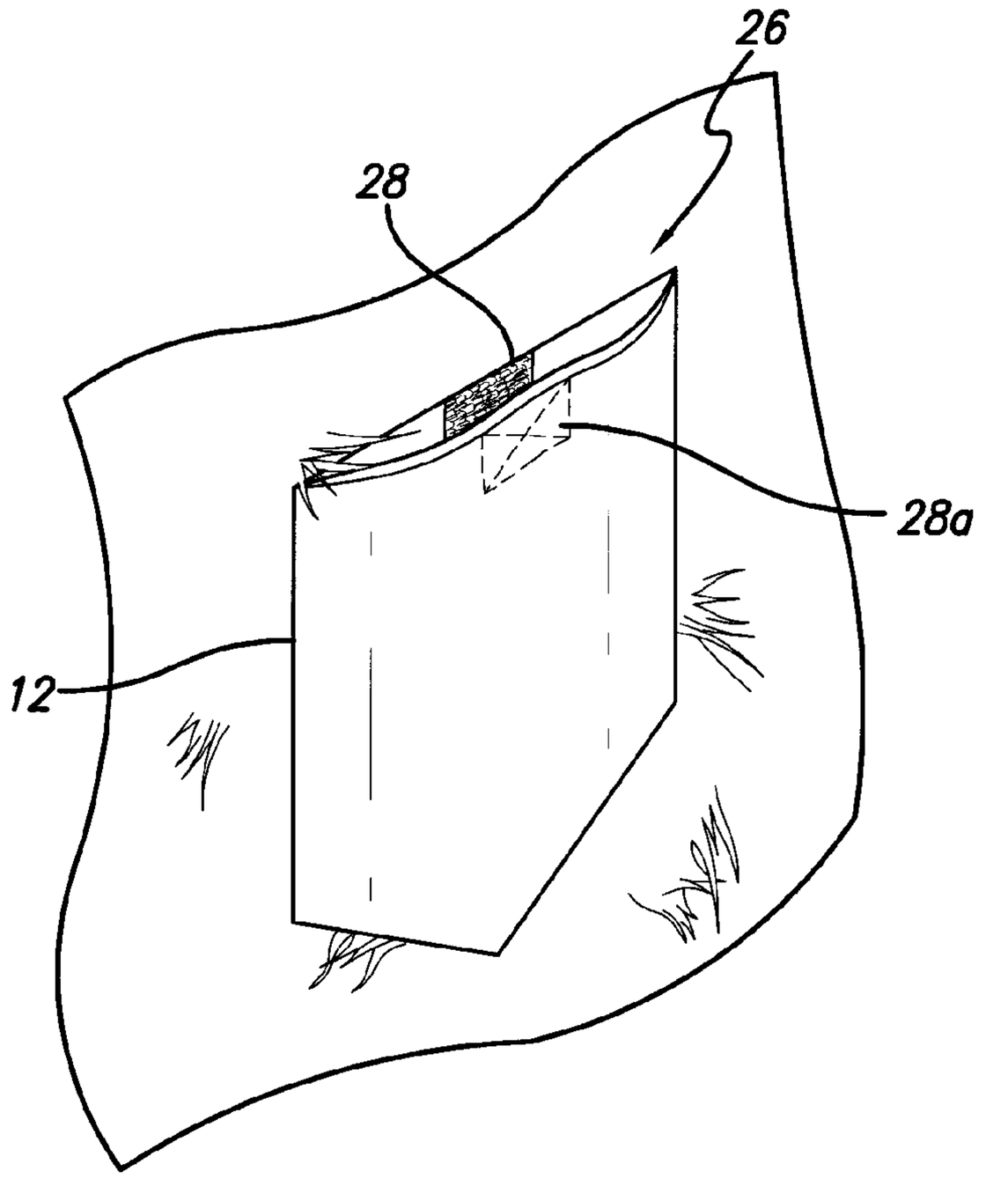


FIG. 3

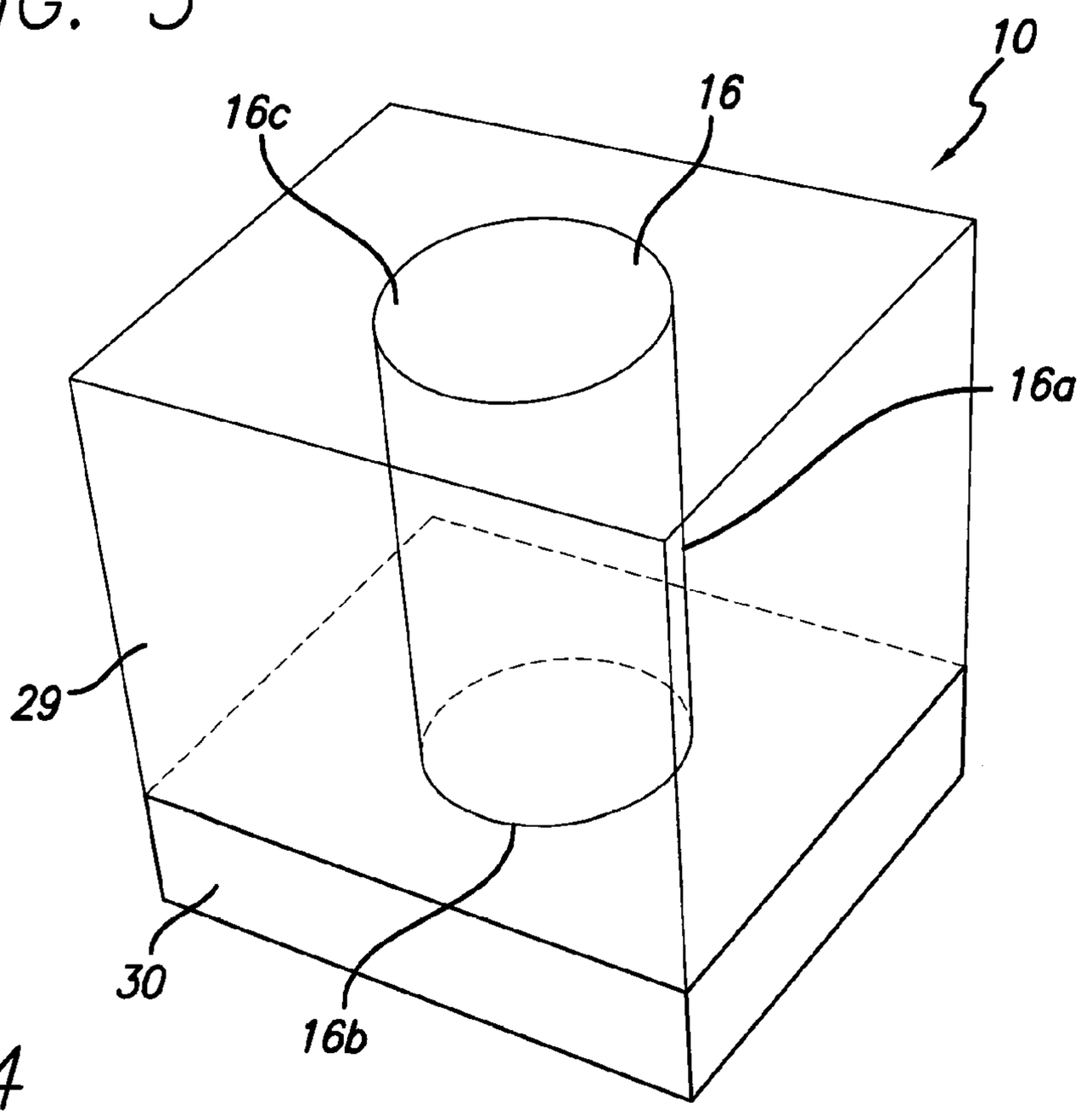


FIG. 4

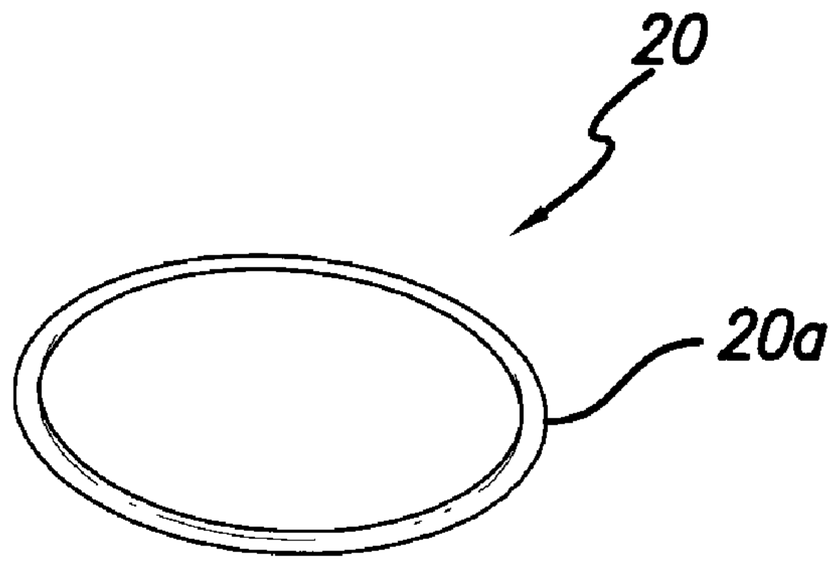

20
20a

FIG. 5

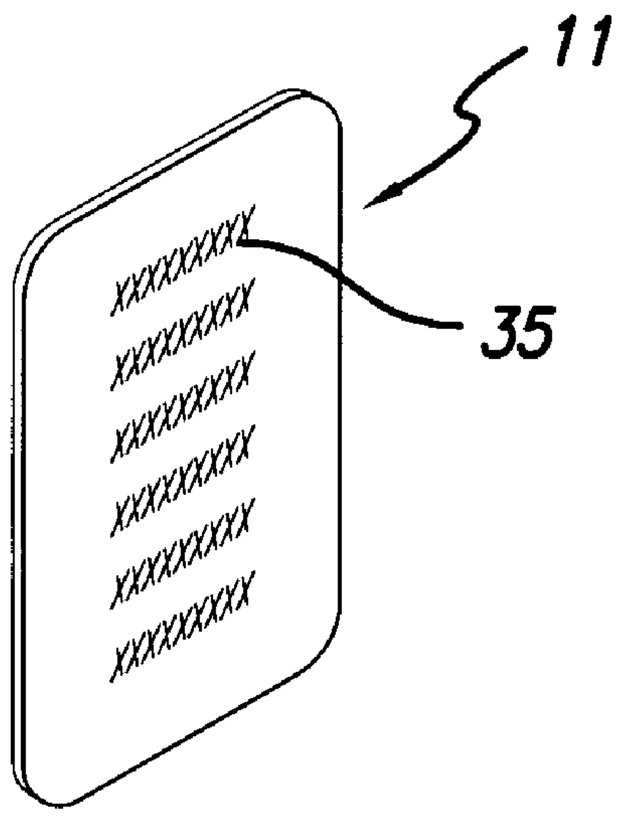

11
35
XXXXXXXXX
XXXXXXXXX
XXXXXXXXX
XXXXXXXXX
XXXXXXXXX
XXXXXXXXX
XXXXXXXXX

FIG. 6

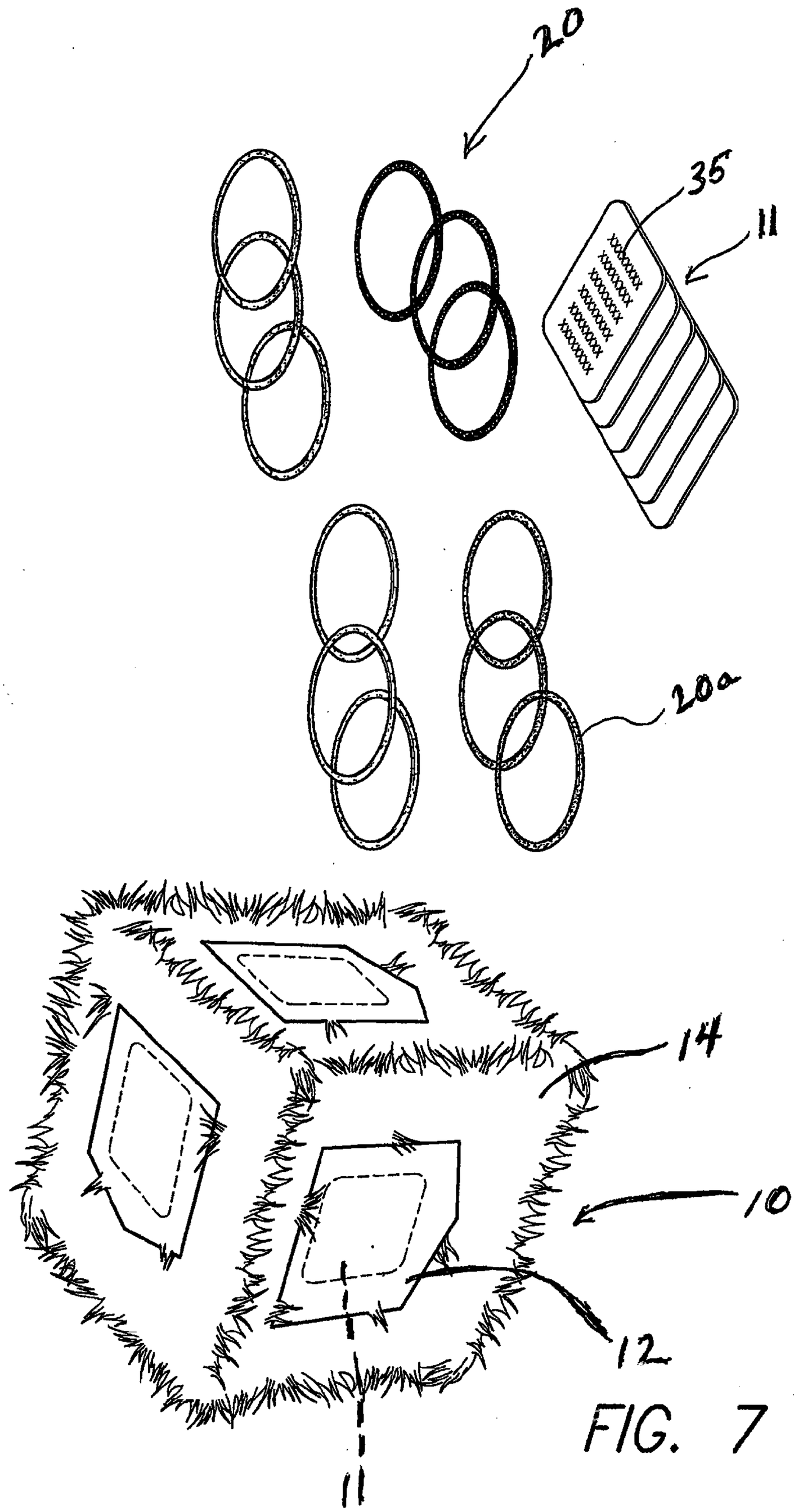


FIG. 7

PORTABLE GAME BODY AND METHOD OF USING SAME

FIELD OF THE INVENTION

[0001] This invention relates to a portable game body having pockets with game materials therein such as learning cards or socially interactive game cards having questions or interactive statements thereon, and to methods of using the same.

BACKGROUND OF THE INVENTION

[0002] Currently, various learning materials such as drill cards bearing letters of the alphabet, phonetic sounds, multiplication tables or other mathematical examples, etc., are available commercially as are various board games which involve social interaction among game players. Typically in the socially interactive party games, involving cards, a series of conversational starter questions or statements are made and each player is expected to comment in a manner that is revealing of personal facts or attitudes, which are unknown or not entirely known by the other players.

[0003] In the younger set, a popular game, particularly among eight to twelve year old girls, is a Truth or Dare game in which, children, most often pre-teen or early teen girls, are asked either to answer personal, shocking truths or silly truths or alternatively to perform, stupid silly dares involving various items such as catsups, shaving cream, lipstick, ice cubes, etc. This game is traditionally played without the use of game cards or the like. Commercially sold versions of the Truth or Dare game often include game cards, a game board and spinner.

[0004] Other games use information cards or printed questions for seniors involving reminiscence therapy where seniors or others are stimulated to answer questions that require a recall from memory of an earlier life event and a vocalization of the event to others in the group of game players. Another typical game, is an ice breaker game in which participants write a short, unknown revealing statement about themselves and then others guess as to which person wrote the particular statement being read. The object being to foster relationship building among the participants to form a more closely knit group or team if the participants are intended to work with one another with an easing of tension among the group members and the introduction of laughter and playfulness into the group.

[0005] It is believed that many existing games using a board, cards, both, or neither structure could be made more stimulating or aesthetically enhanced. Thus, there is believed to be a need for a way to enhance existing games involving cards or the like that may add another enjoyable dimension to the game. There is also a need for a game device that is useful in developing new games or more enjoyable or interesting variations of existing games.

BRIEF DESCRIPTION OF THE INVENTION

[0006] In accordance with the present invention, there is provided a small portable solid, game body that can be readily manipulated to obtain access to one or more of its sides and to contents of pockets on sides of the body. The contents typically being flat cards having game or educational matter thereon. When utilized in a typically game mode, the game body may be passed or tossed among game players who, when it's their turn, remove a card bearing questions or suggestions for further conversational insights from the player. In utilizing the game body in an educational mode, the cards may have alphabetic letters, mathematic tables, or questions.

[0007] In accordance with a further aspect, the game body is provided with a storage cavity for receiving items appropriate for to the particular use to which the game body is currently being employed. For example, the storage cavity may have items such as awards or prizes for successful completion of an educational exercise or may have prizes such as scoring bracelets for those correctly answering trivia questions or the like on the game cards.

[0008] In one preferred embodiment, the game solid body is formed of a lightweight, soft, crushable, resilient foam material in the shape of a polyhedron having pockets attached to the planar sides of the polyhedron body. The solid body further having a hollow storage cavity or chamber formed therein. Preferably, the sides of the body are covered with a fabric and the pockets are attached to the fabric. In one illustrated embodiment, a plush velour fabric covers the sides of a cubic body and embellished pockets of denim fabric are attached to the velour. The pockets may be closed to retain the cards by suitable closure pieces of Velcro® or the like. In this illustrated embodiment, the storage chamber may be large and its entrance covered in part by the fabric with a narrow entry slit allowing access to a relatively large interior space of the chamber. Elasticized fabric edges on the slit in the fabric allow items or fingers to be inserted into with expansion of the slit and then the items can be retrieved. It is preferred that the elasticized edges contract and return the slit to its relaxed narrow slit size in order to prevent items stored therein from exiting the storage cavity when the body is passed or tossed between players.

[0009] In accordance with another aspect of a preferred embodiment of the invention, a resilient, solid cube is covered with a fabric, a plurality of pockets are located on the fabric for the receipt of game pieces, and a slit is provided in the fabric for entry into the hollow interior cavity or chamber in the cube. Preferably, the cube is lightweight so it can be easily passed or thrown between game participants who take turns in playing the game and who can squeeze or hug the cube to change its shape. On release of the shape changing pressure, the cube expands and returns to its original shape.

[0010] In accordance with another aspect of the invention, there is provided a method of using a portable polyhedron game body having pockets on a plurality on its sides in which readable cards or the like are stored. The method includes the steps of handling the game body for accessing one of the pockets, removing a card from the pocket, reading and responding to indicia on the card, and removing an item from a storage chamber on the game body after successful game performance. Usually, the item will be an award, a prize, or a scoring device such as a colored bracelet.

[0011] In a preferred teaching method of the invention, the card reader is learning and may be playing alone whereas in a game method the card reader may respond by answering a trivia question or describing a personal recollection or point of view prompted by the indicia on the card. In a game method, the cube is then passed by handing or throwing the cube to another game participant.

BRIEF DESCRIPTION OF THE DRAWINGS

[0012] FIG. **1** is a perspective view of a game body in accordance with an embodiment of the invention;

[0013] FIG. **2** is a view of the fabric covering the internal solid foam game body which is shown in FIG. **1**;

[0014] FIG. **3** is a perspective showing a storage chamber in the game body of FIG. **1** which is made with a cylindrical bore in a large foam block and a flat, planar foam plate covering the bottom of the bore;

[0015] FIG. **4** is an enlarged view of a pocket attached to a fabric panel;

[0016] FIG. **5** is a perspective view of a scoring bracelet that can be stored in the storage chamber; and

[0017] FIG. **6** is a perspective view of an information card for storing in a pocket on the game body.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

[0018] As best seen in FIG. **1**, a game body **10** is of a size that it is easily portable and preferably lightweight and soft so that it can be passed or tossed and caught by game participants without damage to the participant or to the game body. The game body **10** is hereinafter called the game cube **10** because the illustrated shape is that of a cube, it being understood that the shape of the game body could be any polyhedronal shape from a pyramid having three sides through an octagon shape with eight sides, etc.

[0019] For the purposes of holding various game materials or game pieces such as information bearing cards **11**, slips of paper or other things, a plurality of pockets **12** are formed on sides **10** of the cube to receive and retain the cards. The cards are usually drawn from a pocket and contain information particular to the game being played or the particular educational subject being learned by the cube user. One of the pockets may be empty at the start of the game and used as a discard pocket for previously used cards or all of the pockets may contain cards used in the game.

[0020] In one preferred embodiment of the invention illustrated in FIG. **1**, the cube **10** is covered with a fabric **14** covering all of the sides of the cube and having five pockets **12** one attached to the fabric **14** on each of five sides of the cube. The preferred fabric **14** may be made of seven flat panels; five of these panels are square pieces of fabric **14***a* joined to one another to enclose the cube with the panels having various colors such as gold, red, green, pink, orange and yellow to make an attractive design and to aid players in remembering which side pocket was previously used by themselves or other players. The sixth side of the cube is constructed of two flat pieces of fabric **14***b* overlapped by 2" edges elasticized and sewn on to form the entrance slit **18** into the hollow interior chamber **16** of the cube **10**.

[0021] For the purpose of providing a storage compartment cavity or chamber **16** for the cube **10**, it is preferred to provide the cube **10** with a hollow interior chamber **16** accessible through one of the sides of the solid foam body and accessible through the fabric panel hereinafter designated **14***b* (see FIG. **2**). In the first game embodiment described hereinafter, the chamber **16** is shaped to be cylindrical although it could be of various other shapes or formed in the different manners from that illustrated or described herein. As best seen in FIG. **4**, the cylindrically shaped chamber **16** has a curved side wall **16***a*, a bottom wall **16***b*, and entrance opening **16***c* in the side covered by the fabric panel **16***b*.

[0022] To retain prizes, cards or other materials in the storage chamber **16**, the entrance opening **16***c* is substantially covered by the fabric panel **14***b* which has a narrow entrance slit **18** aligned with the center of the cylindrical chamber **16** as can be seen in FIG. **2**. The entrance slit **18** is elongated and is deformable to allow entrance upon expansion by the fingers of a player to extract an unseen prize **20** if the prizes are of different value. Preferably, the entrance slit is maintained in a substantially closed position by an elastic material **19** which is sewn onto opposing edges of the two flat pieces of fabric **14***b* defining the slit **18**. That is, in the Truth or Dare embodiment of the game body described hereinafter, the prizes used are jelly bracelets of different colors each having a particular scoring value so that a score may be kept. By having the storage compartment thus covered and accessible, the player may blindly retrieve a jelly bracelet prize without knowing its scoring value. Manifestly, the storage chamber may be constructed in different manners from that illustrated or described herein and may be omitted entirely as will be described hereinafter in the game embodiment called the Board Game.

[0023] The illustrated fabric **16** is preferably a plush or velour fabric having very long fibers **22** (FIG. **2**) that provide an attractive, aesthetically pleasing appearance to children particularly for playing the Truth or Dare game embodiment. For other games, the fabric may be of other materials more suitable to the game players or to the particular game designer who is looking for particular fabrics and/or colors to provide a particular feel or to evoke a particular emotion or stimulus for the uses of the fabric covered cube.

[0024] Preferably, the pockets **12** may also include retention devices or pocket closures to retain the cards **11** therein, which is particularly useful where the cube is being tossed or thrown between players as in the Truth or Dare game method of using the game cube **10**. The illustrated retention closure **26** is a Velcro® (FIG. **3**) fastener **28** with a first portion **28***a* attached to the upper inner edge at the entry side of the pocket and a second portion **28***b* to the fabric panel in a position aligned with the first portion **28***a*. Elastic edges, snaps, or other closures may be provided as retention closures for the pockets rather than the illustrated Velcro pieces or the retention devices may be omitted where not needed or desired, such as, for example, in a game body designed for adult games where the cube **10** is not intended to be handled in a manner that would be likely to discharge cards or other materials from a pocket.

[0025] From a manufacturing standpoint, it has been found that the illustrated cube **10** may be manufactured more economically by taking a first solid block **29** (FIG. **4**) of foam and drilling a bore through the foam block to produce the curved side wall **16***a*, for the chamber **16** and securing a separate rectangular foam plate **30** to cover the bottom side of the chamber with a circular portion of this plate **30** forming the bottom wall **16***b* of the chamber. The other open end of the bore forms the entrance opening **16***c* which will be covered by the fabric panel **14***b* having the entrance slit **18**. The preferred plate has a thickness such that when attached to the foam block such as by an adhesive that the cube **10** is formed with six sides of equal dimensions. Other constructions of the foam body may be a one piece body for example, a foam block that is formed with the cavity formed in situ, to serve as the storage chamber during the manufacture of the one piece block body; or a cavity may be cut or machined into the one piece block to make a storage chamber in the one piece foam block. For some games, the internal chamber **16** may be omitted from the block body altogether in this instance a one piece block would be the preferable construction.

[0026] Another alternate construction method for the game cube **10** having 6 inch side dimensions is to join together six side plates of foam with one of the plates having an entrance opening into the hollow chamber within the cube. For instance, five of the side plates will be constructed of a 6"×6" piece of 1" foam rubber. The sixth side of will be constructed of a 6"×6" piece of 1" foam rubber, with a 3" diameter circular hole cut into the center. The six sides are glued together to form a hollow 6" cube shape. The hollow circular hole enables hand entry to the inside storage chamber compartment **16** which has a hollow cubic shape. This compartment will be used to hold scoring prizes **20** such as colored jelly bracelets **20***a* (FIG. **4**) for the Truth or Dare edition's game play, or friendship stickers for the Now You're Talkin' edition's game play, or reward stickers the for Lil' Scholars' edition's game play. All game components including cards, jelly bracelets and stickers may be stored in this compartment when the game is not in use.

[0027] In the Truth or Dare embodiment of the game, the preferred cube **10** will be covered with various colorful plush fabric panels **14***a* and **14***b*, as best seen in FIG. **2**. The plush fabric will be fabricated into a cube-shaped covering (or skin), seamed together at each side. It will then be fitted over the foam rubber cube, covering all sides. For the side which enables entry into the scoring compartment, the plush will be fabricated by overlapping pieces of fabric with elasticized material **19** located at the edges of the entry slit **18**.

[0028] In the illustrated embodiment, five sides have four inch pockets **12** sewn onto them for the purpose of holding game cards. These pockets may be fabricated out of a denim material, and may be embellished with decorative stitching and the logo and icon. Preferably each of the pockets is fabricated with a Velcro® closure **28** along the top of the pocket.

[0029] Packs of playing cards **11** (FIG. **6**) are printed for use in the Truth or Dare embodiment of the game information **35** and packaged for use with this game. The illustrated cards are preferably 2.5" square, with rounded edges, made of standard playing card stock. Each card is printed with the logo on one side and the game card questions on the reverse side. These cards are preferably stored inside the pockets for removal during game playing and are stored in the pockets when the game is not in use. "Bonus Boxes" containing additional playing cards **11**, prizes **20**, jelly scoring bracelets **20***a*, or stickers may also be packaged with the game body, if so desired, or may be packaged and sold separately.

[0030] When the cube **10** is used in a multiple player game, participants will pull a card **11** from one of the five pockets, answer the question posed or perform the task indicated, and then toss the cube to another participant. The game may be either competitive or non-competitive, depending on the particular game application or the age or competitive nature of a particular group of game players.

[0031] The Truth or Dare embodiment of the invention has been found to be particularly attractive to young girls, ages 8 through 12. Other game applications may include the same game components described above, however, the text on the playing cards **11** may change to suit the particular game application. It is also contemplated that different versions of the Truth or Dare game, which are appropriate for different age groups and/or purposes may be offered. For example, an adult version of the game would include truth questions concerning marriage, relationships, or habits of a significant other. Further, versions for business application could involve questions concerning workplace issues and dare tasks that are designed to enhance team building.

[0032] In the Truth or Dare Game using the cube **10**, the players need to stay alert, because they never know if the cube will be tossed their way. This game requires a minimum of two players, but it is preferred that larger groups participate. In the Truth or Dare embodiment of the game described herein, the game components include a cube **10**, forty Truth or Dare Cards **11**, thirty-five Scoring Bracelets **20** (including five gold colored Bonus Bracelets **20***a* and thirty Scoring Bracelets **20** having colors other than gold).

[0033] The object of the game is to have the players answer personal, shocking, and sometimes really silly truths and complete crazy, tricky and sometimes really gross dares. The first player to earn 10 points wins the game. In this embodiment of the method of the game, it is scored utilizing the scoring bracelets **20**. For each point a player scores by successful completion of a task or providing an honest answer to a truth question, the player reaches inside the chamber **16** without peeking, and pulls a scoring bracelet **20**. If the player pulls a Gold Bonus Bracelet **20***a*, the player is awarded five points instead of one point for the other non-gold **20** (preferably purple colored) bracelets. The players should wear their bracelets **20**, **20***a* on a wrist for the duration of the game to show how many points the player has scored. If a player loses a point, she must give one of her bracelets to the player who tossed her the cube. The Gold Bracelets **20***a* are worth 5 points each, therefore it only takes 2 gold bracelets to win because the first player to score 10 points wins the game.

[0034] In one preferred embodiment of the method of the invention, the game is set up by evenly distributing the forty Truth or Dare cards into four stacks of ten cards. A Kubit2me card is placed in the middle of each stack. One stack of cards is placed into each of four pockets **12** of the cube leaving one pocket empty to receive discarded cards. The illustrated cube **10** shows a logo on the pockets **12**. The discard pocket is preferably the pocket with a logo icon or similar indicator on it. Preferably, all of the Cube Scoring Bracelets and Gold Bonus Bracelets are inserted into storage chamber **16** during game set up.

[0035] Usually, most dares involve things that are found around the game owner's house or in the case of a corporate version for business use, the site designated for play. But just to be on the safe side, the Host intending to play the game would be best advised to make sure that on hand are all or some items commonly used in dare tasks, such as, e.g., a blindfold, ketchup, marshmallows, hot sauce, shaving cream, markers, lipstick, and/or ice cubes. Other items may be selected by the owner which are age appropriate for the guest players.

[0036] RULES:

[0037] The preferred rules for the Truth or Dare game are as follows. The youngest player goes first. When each player has completed their turn to the satisfaction of the other players, they toss the game cube **10** to the player of their choice. But, it is preferred that the player does not announce who the game cube **10** will be thrown to next. The trick here is to catch the player by surprise and keep everyone on their toes because they never know if the game cube **10** will be tossed their way. The players keep the game fun and exciting by including all the players. To this end, most embodiments of this method of the invention will include the rule that no player may toss the game cube **10** to the same person two turns in a row.

[0038] As soon as a player catches the cube **10**, and before the player takes a card from one of the pockets **12**, the player must declare whether they will answer the Truth question or perform the Dare task. The player then pulls a random card **11** from any of the four cube pockets containing fresh cards. The group decides if the player has completed the challenge successfully (by a vote, if necessary), and points are awarded with a successful answering of a card with a Truth question worth one point and a successfully accomplished dare task worth two points. If the group determines that the dare task has not been successfully completed or that an honest answer has not been given, the player loses a point and must give one of their bracelets **20***a* to the player who tossed them the cube. Used cards are put into the designated discard pocket of the cube. Once the player's turn is over, she strategically selects the next player and throws her the cube **10**. If the player does not catch an accurately thrown cube (the group must decide whether the throw was sufficient accurate to be "catchable"), the player must perform both actions—answer the Truth and perform the DARE. Points are awarded as above. In the event a throw is deemed sufficiently accurate to be constituted "catchable," the player failing to catch the cube is not required to perform both actions on the card.

[0039] If a player chooses not to answer after reading the Truth card, the player must perform the Dare task. If the player performs the Dare task successfully after passing on the truth question, the player is awarded only one point. If the player decides to skip the Truth or Dare altogether, the player loses two points and must give two bracelets to the person who tossed them the cube. There is no penalty if the player has 0 points. If a player selects the special cube card, the player has a choice to make. Once the player selects the special cube card, the player immediately pulls out another card from the pocket and reads aloud the Truth or Dare (whichever the player declared at the start of their turn). Now the player can either play out the Truth or Dare, or randomly select another player to play it out by tossing them the cube **10**.

[0040] The new player must perform the Truth or Dare that was originally declared by the possessor of the cube card. The new player is not given a choice. If the new player completes the challenge to the group's satisfaction, both players are awarded points (1 for Truth; 2 for Dare). If the new player decides not to take on the challenge, or is unsuccessful in completing the challenge, they lose a point and must give one of their bracelets to the original player. The player holding the cube **10** continues the game by tossing it to whomever they choose.

[0041] The lucky player who pulls out a Gold Bonus Bracelet **20***a* from the scoring pocket chamber **16** is awarded an extra 4 points (5 total points). Because the game owner or host knows the players better than anyone, the owner can be creative and make up their own Truth question or Dare tasks on cards and simply place them in the pockets **12** to make the game more personalized or age appropriate for anticipated participants.

Early Childhood Games (Ages 3-7)

[0042] The game body of the invention may also be used in a variety of games designed for younger children than the Truth or Dare embodiment described above. For example, the cube **10** may also be used at home or in the classroom, providing a variety of novel fun, engaging educational games, as well as providing an opportunity to improve hand-eye coordination and attention span.

[0043] One such game using the cube is called CIRCLE TIME FEELINGS. In this game, each card will have a picture of a face depicting the following emotions: happy, sad, grumpy, scared, surprised, confused. The participant will explain which emotion is depicted in each of the pictures, and can draw life experiences into their description.

[0044] Another game using the cube is called OPPOSITES. Each card **11** in a pocket **12** on the cube **10** will have a word on it. The participant will give its opposite. Example: nice, mean; hot, cold; sweet, sour; old, young; clean, dirty, etc.

[0045] Another game is used to improve the memory and hence is called the MEMORY GAME. Pairs of cards **11** will be randomly placed in pockets **12**. Players will try to make pairs by pulling cards from pockets. If a pair is not retrieved, cards will be replaced into pockets and game play will continue throughout group until all pairs have been matched. Players must try to remember which pocket contains which cards. Player with the most pairs wins.

[0046] NUMBER RECOGNITION FLASHCARDS: Each card will have a number on it with a visual of each number. The participant will say the number.

[0047] LETTER RECOGNITION FLASHCARDS: Each card will have an upper & lower case letter on it. The participant will say the letter.

[0048] YOUR FIVE SENSES: Each card will have a picture on it (i.e. flower, baseball, horn, bunny, apple, telephone). The participant will be given cues to describe:

[0049] Sight: Which picture can you see, but not touch?

[0050] Hearing: Which picture makes a sound that you can hear?

[0051] Smell: Which picture shows something you can smell?

[0052] Touch: Which picture would feel hard/soft if you touched it?

[0053] Taste: Which picture would taste sweet/salty if you tasted it?

Reminiscence Game for Senior Citizens

[0054] A version of the cube **10** may also be to health care professionals that care for senior citizens. In one embodiment of the method of the invention, the game involves vocally recalling events in a person's life in a group meeting setting. The cube **10** will be used in a group activity, in which participants are encouraged to talk about past events, people, things and stories. The cube **10** can be used for reminiscence therapy in hospitals, senior centers, community groups and other programs as an effective method to stimulate communication with verbally unresponsive or under-responsive elderly. Each cube **11** card will a have phrase, question or picture on it. The participant's memory may be jogged, and he/she may be inspired to recreate a compelling childhood memory, or they can be encouraged to share a brief story of their upbringing or cultural heritage. Sample phrases/questions:

[0055] Did you have a pet as a child? What was it & what was its name?

[0056] Did you ever see a silent movie? Who starred in it & what became of them?

[0057] What were you doing on Jun. 2, 1953 when was Queen Elizabeth was crowned?

[0058] Did you ever go fruit picking?

Open ended subjects may include:

[0059] "the family car"

[0060] "life during the depression"

[0061] "a baseball game"

[0062] "holiday traditions"

[0063] Another game using the cube **10** is called FAMOUS COUPLES in which each card **11** is printed with one of the names of a famous couple. The participant will try to give the other name. Sample famous couples:

Mutt and	_____ (Jeff)
(Lucy) and	_____ (Ricky)
Romeo and	_____ (Juliet)
Mom and	_____ (Dad)
(Tarzan)	_____ and Jane
Roy Rogers and	_____ (Dale Evans)
(Lone Ranger) and	_____ Tonto
Batman and	_____ (Robin)

[0064] Another game using the cube **10** is called PAIRS MATCHUP in which each card is printed with one name of a pair. The participant will try to give the other name. Sample pairs of things:

[0065] salt and pepper

[0066] sugar and spice

[0067] shoes and socks

[0068] comb and brush

[0069] pencil and paper

[0070] hand and glove

[0071] knife and fork

[0072] pork and beans

[0073] In another embodiment of the methods of the invention, the health care worker can select a version of the game in which the elder players short term memory is stimulated, rather than long term memory. In this method, the questions can be directed to common group experiences, such as, the menu at the morning breakfast, the address of the geriatric center, the phone number of loved ones, or other important information for the elder's safety. As such information is not inherently interesting to the players, the health care worker can provide an appropriate motivation system or rewards for successful game task completion.

[0074] Another method of the invention which utilizes the cube **10** and appropriately drafted cards is a Self-Expression Game, which can be used in conjunction with Intervention Therapy. In this game, the cube **10** is used in a group setting involving family, classroom, church, counseling sessions, etc., as a way to encourage sharing and understanding in a safe, non-competitive atmosphere. It improves listening skills and fosters better communication within any small group setting, while allowing the participants to experience freedom to express oneself and spend quality time together.

[0075] Sample questions in this Self-Expression game may include questions such as the following:

[0076] What are the 4 most important things in your life?

[0077] What do you want your last words to be?

[0078] What makes you happy?

[0079] If you could live your life over, what would you change?

[0080] What is your definition of love?

[0081] How do you feel when someone laughs at you?

[0082] What is your favorite food? Movie Star? Dream vacation?

[0083] Another game using the cube **10** with the cards **11** in the pockets **12** is called The Boardroom Icebreaker. In advance of playing the Boardroom game, meeting participants write a short paragraph describing something about themselves that other meeting participants would not know. These paragraphs will then be written on cards **11** such as common index cards and placed in the pockets **12** of the cube **10**. Meeting facilitator will begin the game by pulling one card **11** from any cube pocket reading the description to the group. Participants will try to guess who in the room the story is describing. The cube **10** will then be tossed to whoever guessed correctly. This activity should encourage teamwork, foster relationship building amongst team, provide engaging activity in an otherwise dull boardroom, cultivate creative environment, promote levity, and ease tension.

[0084] In a College Campus directed method of the invention, the cube **10** will have cards **11** printed with information relative to a college sport or trivia information about the college. The cube **10** will be fabricated using college colors and/or logo if appropriate. The cube game can be sold in college bookstores or online, appealing to both students and educators. Games might include topics such as sports trivia, information useful as a dorm room party game, or information useful as a classroom icebreaker.

[0085] The foregoing list of games is merely exemplary of games which may be played using the portable game body covered by the appended claims. The game body covered by such claims may be, of course, used with games other than those set forth herein.

What is claimed is:

1. A portable solid game body that can be manipulated by a user to obtain access to its sides comprising:

a solid body having a plurality of sides;

a plurality of pockets located on a plurality of the body sides;

game materials in the pockets for removal for use by the user; and

a storage cavity formed in the solid body being accessible by a user for storing items therein.

2. A portable solid game body in accordance with claim **1** wherein the game materials are substantially planar cards stored in the game pockets.

3. A portable solid game body in accordance with claim **1** wherein solid body is a polyhedron.

4. A portable solid game body in accordance with claim **3** wherein the solid body is a cube.

5. A portable solid game body in accordance with claim **3** wherein the solid body is a foam body.

6. A portable solid game body in accordance with claim **5** wherein the foam body is soft and resilient block of foam.

7. A portable solid game body in accordance with claim **1** wherein the block of foam comprises:

a large block of solid foam having a bore therein extending from an opening in one side of the block to an opening in the other side of the block; and

a plate of foam attached to the large block and covering the bore opening in one side thereof.

8. A portable solid game body in accordance with claim **1** wherein at least one scoring indicia is stored in the storage cavity.

9. A portable solid game body in accordance with claim **1** further comprising a fabric substantially covering the outer sides of the body and wherein the pockets are attached to the fabric.

10. A portable solid game body in accordance with claim **1** where at least one retention closure is provided to close at least one of said plurality of pockets to retain the cards therein.

11. A portable solid game body in accordance with claim **9** wherein the fabric covers a portion of the storage cavity.

12. A portable solid game body in accordance with claim **11** wherein the fabric covering the portion of the storage cavity has an elongated entry slit and the fabric includes a resilient material located along edges of the slit.

13. A portable solid game body in accordance with claim **1** further comprising:

a plurality of items stored in the storage cavity.

14. A portable solid game body in accordance with claim **13** wherein the stored items comprise:

a plurality of scoring indicia.

15. A portable solid game body in accordance with claim **14** wherein the plurality of scoring indicia are a plurality of bracelets of at least two different colors and each of said bracelets of a given color represents a different scoring value for the game.

16. A portable solid game body in accordance with claim **13** wherein the items comprise:

awards for a successful performance of a game task by a user of the solid game body.

17. A portable game cube comprising:

a game body formed from a solid block of foamed material;

a fabric covering the game body; and

a plurality of pockets on the fabric for storing game materials therein.

18. A portable game cube in accordance with claim **17** wherein:

the solid block is formed of two pieces and has a storage cavity formed in at least one of the two pieces.

19. A portable game cube wherein the cubic body in accordance with claim **17** wherein the body comprises:

a lightweight foam capable of being thrown from player to player and is crushable and resilient.

20. A game cube in accordance with claim **17** further comprising:

the fabric being a plush fabric;

the pockets being made of denim and attached to the plush fabric;

a plurality of cards having indicia stored in the pockets; and

the pockets retaining the cards within the pockets when the block is being manipulated or being thrown from player to player.

21. A portable game body for being passed among game players comprising:

a polyhedron body of lightweight material;

a plurality of pockets on sides of the polyhedron having game cards therein;

a storage chamber formed in the polyhedron body; and

a plurality of items for storage in the storage chamber and for removal by a player during game playing.

22. A portable game body in accordance with claim **21** comprising:

a cover for covering the items stored in the storage chamber so that the player blindly selects an item stored in storage chamber.

23. A portable game body in accordance with claim **22** wherein the storage chamber comprises:

a hollow interior cavity in the game body accessible through one of the sides of the polyhedron body.

24. A portable game body in accordance with claim **23** further comprising:

a plurality of game cards for insertion in the pockets having game related information material thereon.

25. A portable game body in accordance with claim **24** wherein the polyhedron body comprises a lightweight, crushable body of foam and further comprising:

a fabric layer covering the foam crushable body and having the pockets attached to the fabric layer.

26. A portable game body in accordance with claim **25** wherein the fabric layer comprises a plush fabric.

27. A method of using a portable, lightweight polyhedron game body having pockets on a plurality of its sides with a plurality of readable cards inserted in the pockets and further having a storage chamber formed in the game body, the games comprising:

handling the game body for selecting and accessing one of the pockets on one of the sides of the game body;

removing one of the plurality of cards from the selected and accessed pocket;

reading and responding to the information on the card; and

removing an item from the storage chamber on the game body upon successful completion of the game indicia on the card.

28. A method in accordance with claim **17** wherein the game is being played by multiple players and comprising:

passing of the game body to another game players for removing a second card; and

reading and responding to the information on the second card.

29. A method in accordance with claim **28** wherein the step of passing the game body includes a first player tossing the game body to a second game player;

and further including the step of the second game player choosing whether to tell the Truth in response to a question written on one of the plurality of game cards or perform a Dare task written on one of a plurality of game cards.

30. A method in accordance with claim **29** wherein the step of reading and responding to the information on the second card includes pulling a game card from a pocket by the second player; and

performing the Dare task or providing a True Answer to the question written on the card.

31. A method in accordance with claim **28** wherein the storage chamber comprises:

an internal hollow cavity in the game body arranged such that items stored therein can not be viewed by the players; and further including the step of the second player blindly removing one of the items from the storage cavity upon successful completion of the Dare task.

32. A method in accordance with claim **31** including the further step of the second player blindly selecting a scoring indicia from the storage chamber.

33. The method of claim **31** wherein the step of blinding selecting a scoring indicia further includes the step of calculating a competitive score for the second player based upon the scoring indicia selected.

34. The method of claim **31** wherein the scoring indicia are at least two different colored bracelets and each of the at least

two different colors of the bracelets having been assigned a scoring value.

35. A method in accordance with claim **27** comprising:

learning indicia on the cards and a learner is playing a learning game and further comprising:

the learner accessing another card from another pocket on another side of the game body.

36. A method in accordance with claim **27** wherein the cube body has a storage chamber thereon and further comprising:

accessing the storage chamber to obtain an award item stored therein.

* * * * *