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(54) **THROWING CARD GAME**

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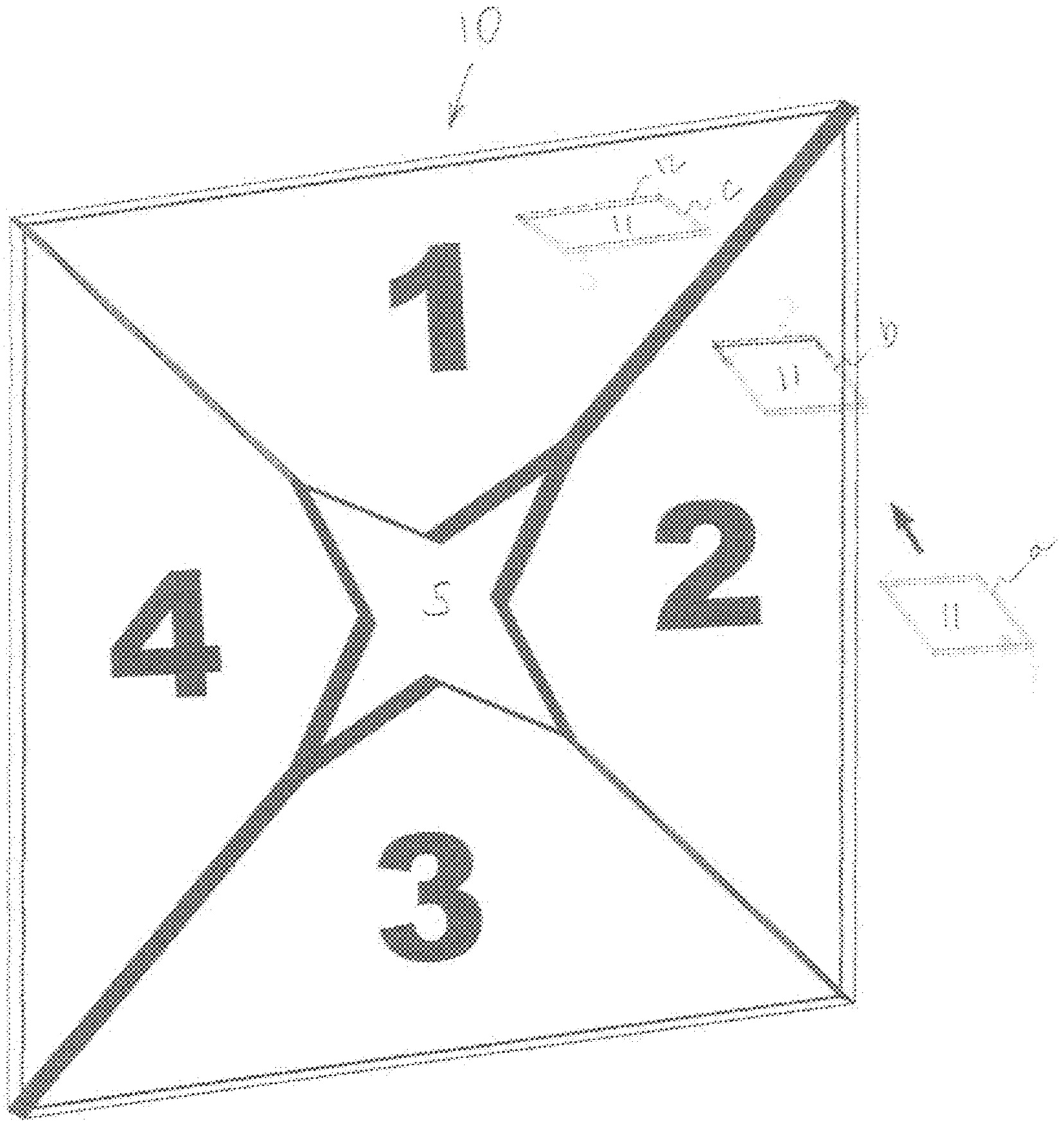
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(57) **ABSTRACT**

The present invention relates to a card throwing game. The game has a target and a plurality of projectile cards having edges for penetrating at least a portion of the target with an edge. The card throwing game may include a method for playing a throwing card game. The method includes setting a throwing spot, setting a target an agreed upon distance from the throwing spot, wherein the target has designated areas, throwing a plurality of projectile cards having edges from the throwing spot to the target for penetrating at least a portion of the target with an edge of a card, and determining a winner of the game by computing the number of cards hitting designated areas on the target.



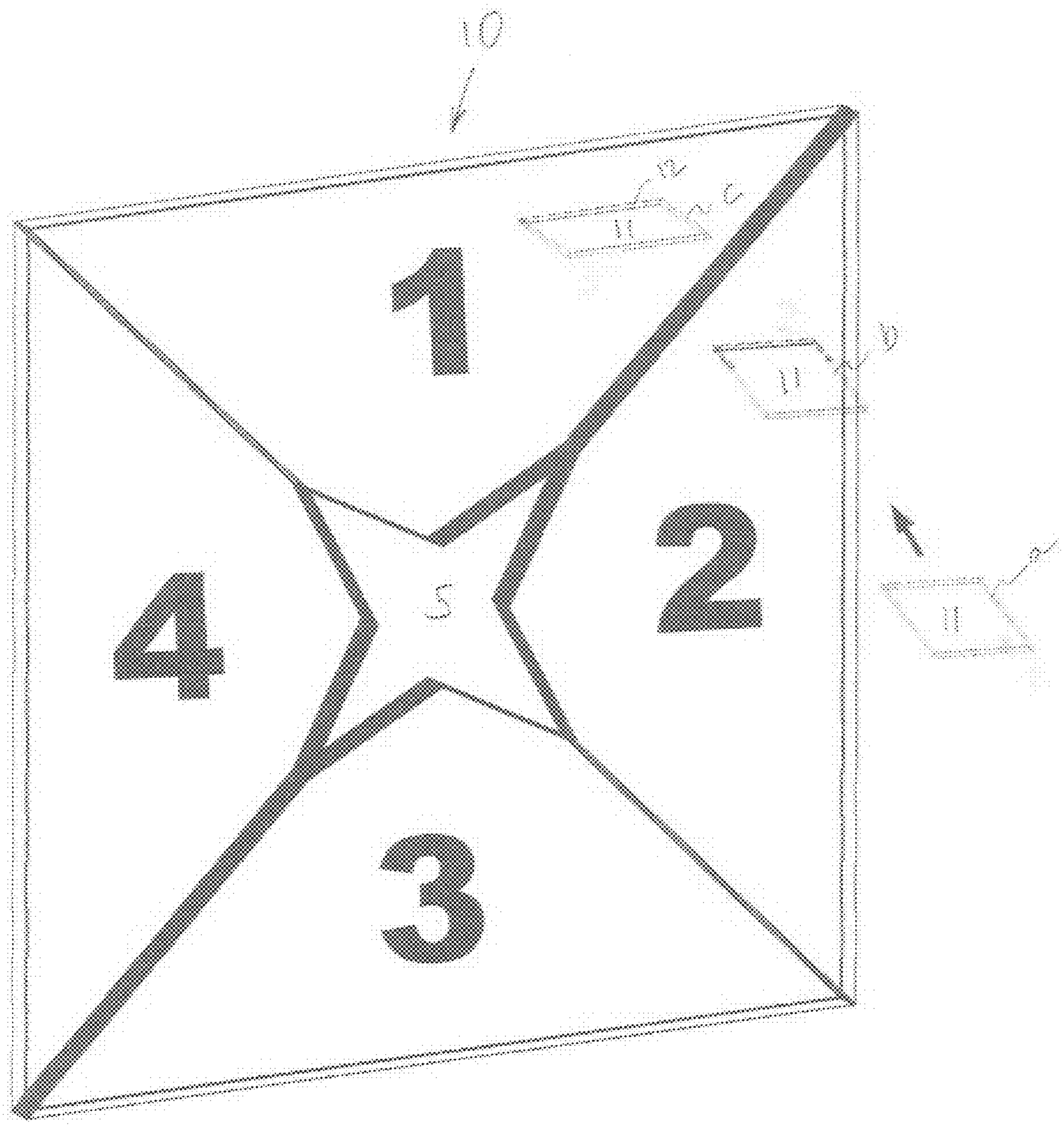


Fig.1

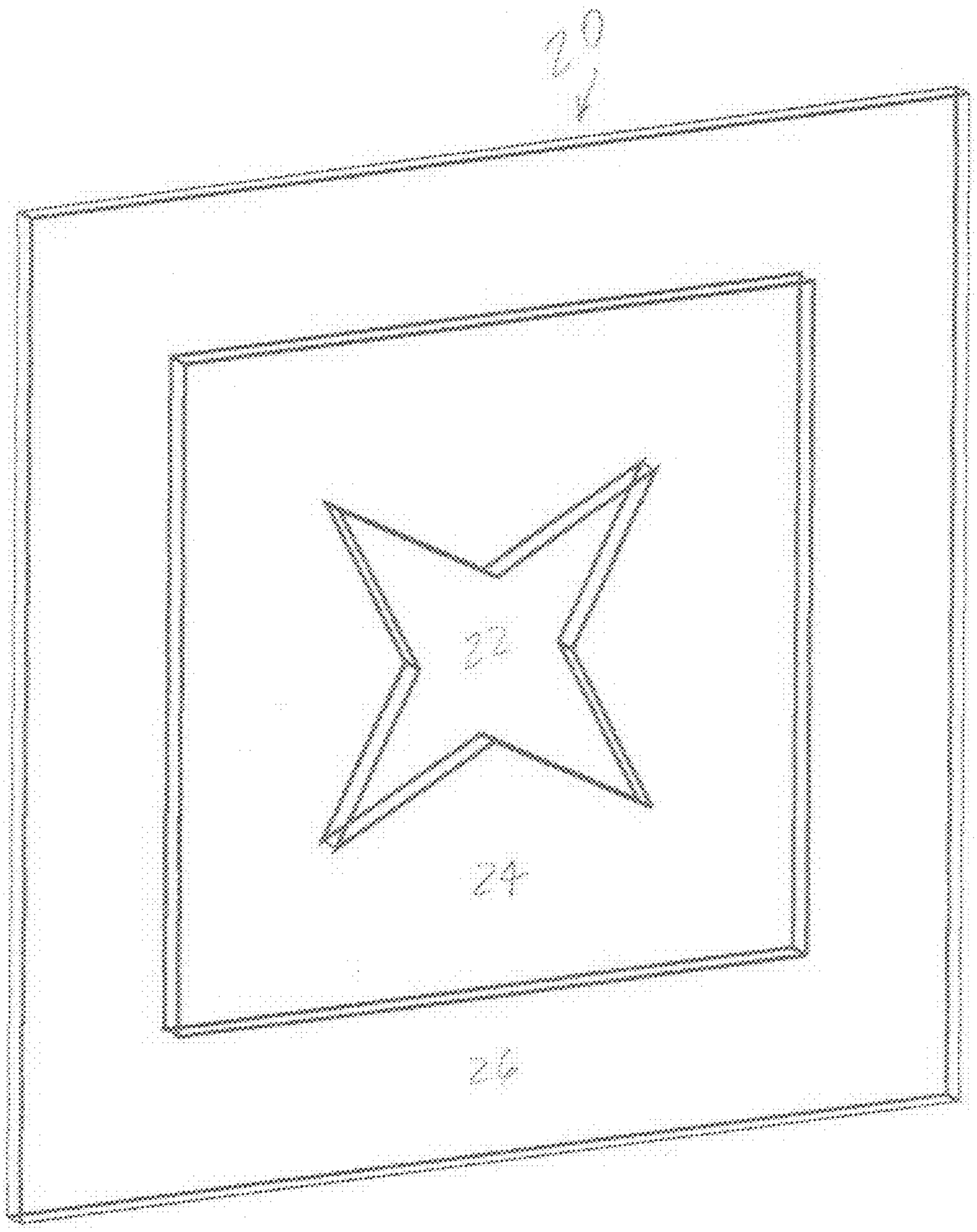


Fig.2

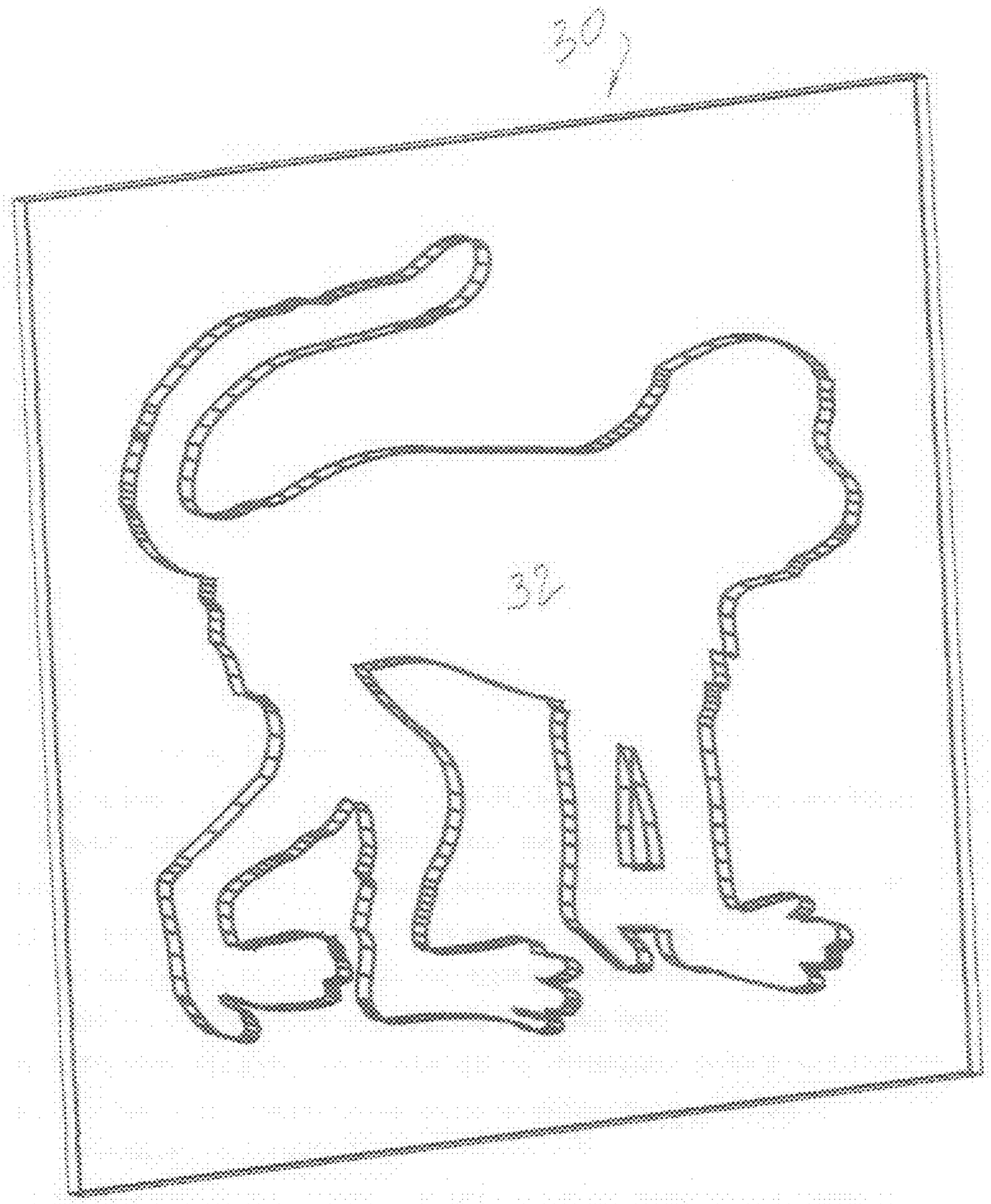


Fig.3

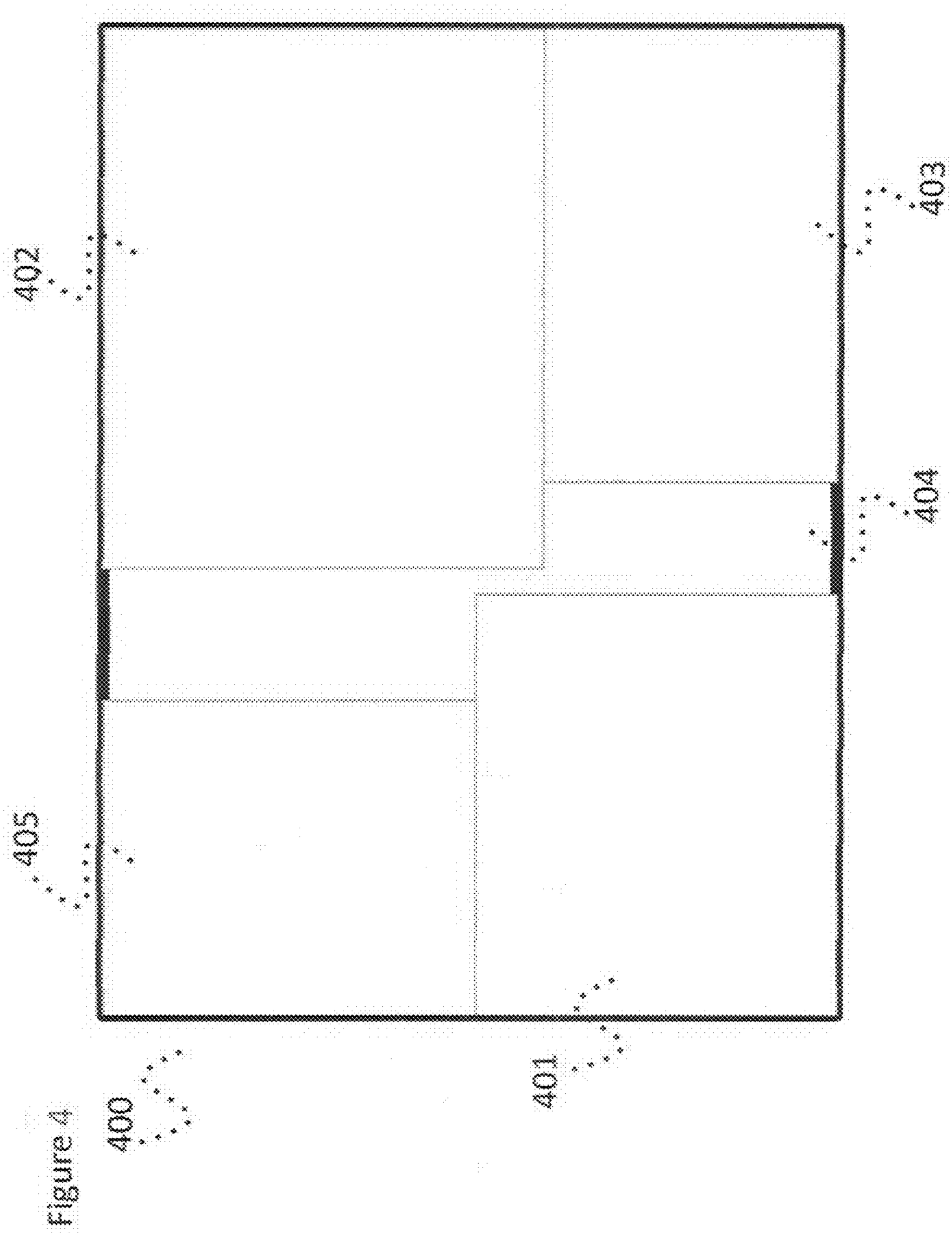


Figure 4

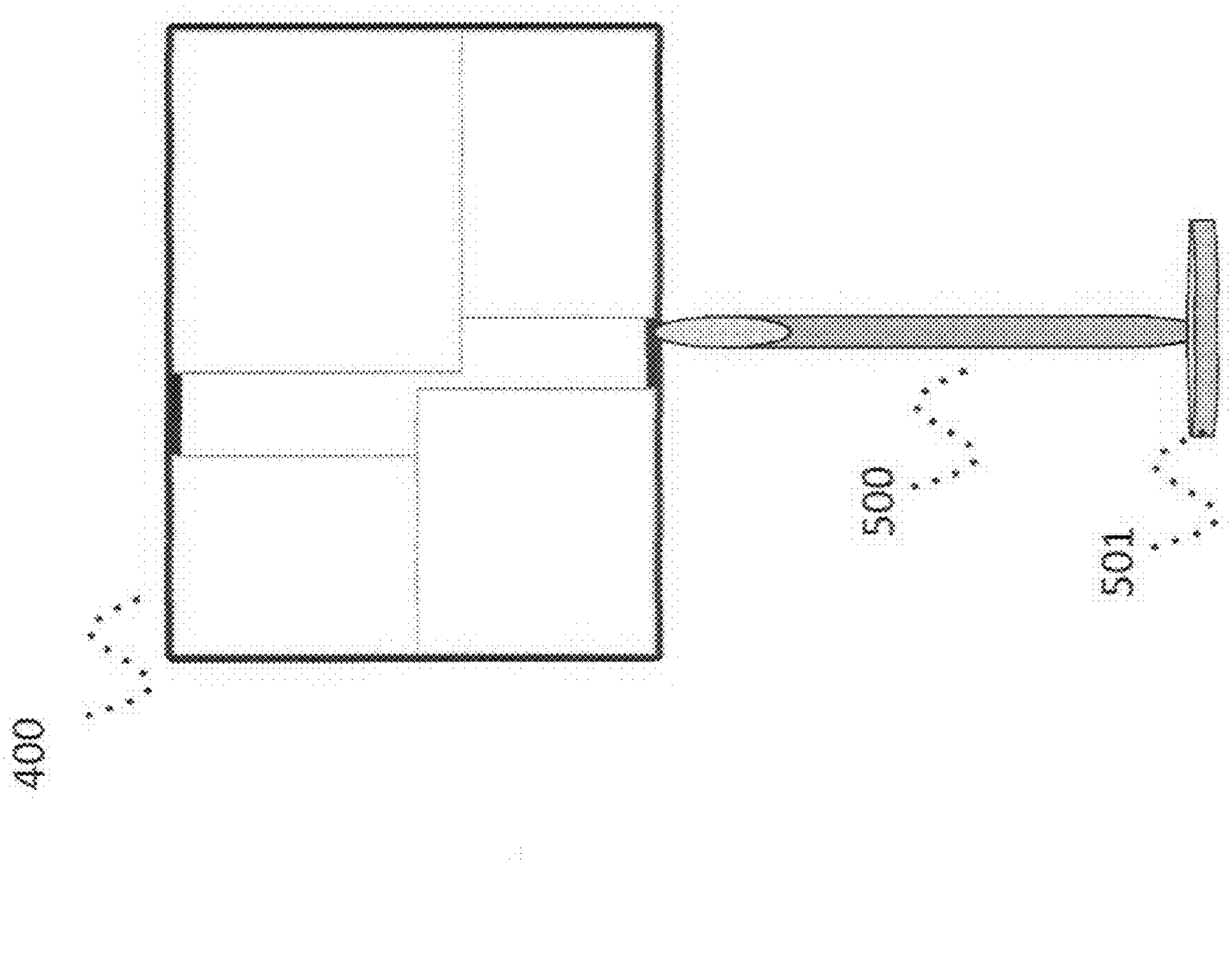


Figure 5

THROWING CARD GAME

CROSS REFERENCE TO RELATED APPLICATIONS

[0001] This application claims the benefit of U.S. Provisional Application Serial No. 13/756016, filed on Sep. 14, 2013, entitled "Throwing Game", which is incorporated in its entirety herein by reference.

BACKGROUND OF THE INVENTION

[0002] 1. Field of the Invention

[0003] The present invention generally relates to a target throwing game. Projectiles are thrown at a target which can be detachably attached thereto. Specifically, such projectiles may stick to the target or may be partially penetrated therein. More specifically, the projectiles may include cards which may be thrown by the hand of a user.

[0004] 2. Description of the Related Art

[0005] Target games have long been known, for example, to users of early throwing weapons, including, for example, the games of archery and darts. Focus and skill are used to develop techniques of being able to consistently hit a target with accuracy. Most target games that have projectiles which partially penetrating the surface of a target are pointy and sharp, such as arrows or darts. The targets that are used in these games are often made by layering different partially permeable materials onto a base and may include a metal frame and a metal mesh to define playing areas. These targets may be complex to construct and are bulky and heavy. Some new dart game systems (U.S. Pat. No. 7,163,204) have recently been developed which use a dart with a flat magnet at the front end rather than a sharp point. The target is made of materials that attract the magnet and the dart is thrown at the target and sticks to the surface due to the magnetic attraction. These games are safer than conventional dart games, however, the target for this game is even more complex than conventional targets, requiring multiple layers of different materials, including circuitry to create a magnetized region on the target. There is therefore a great need in the art for a target game which is safe and does not require a complex or bulky target or pointed and sharp projectiles.

[0006] Accordingly, there is now provided with this invention an improved throwing game effectively overcoming the aforementioned difficulties and longstanding problems inherent in other target games.

SUMMARY OF THE INVENTION

[0007] According to one aspect of certain embodiments of the invention, a throwing game is disclosed. The game has a target and a plurality of projectile cards having edges for penetrating at least a portion of the target with an edge.

[0008] According to another aspect, the present invention may include a method for playing a throwing card game. The method includes setting a throwing spot, setting a target an agreed upon distance from the throwing spot, wherein the target has designated areas, throwing a plurality of projectile cards having edges from the throwing spot to the target for penetrating at least a portion of the target with an edge of a card, and determining a winner of the game by computing the number of cards hitting designated areas on the target.

[0009] The foregoing Summary of the Invention is not intended to limit the scope of the disclosure contained herein nor limit the scope of the appended claims. To the contrary, as will be appreciated by those persons skilled in the art, variations of the foregoing described embodiments may be implemented without departing from the claimed invention.

[0010] The method and apparatus of the present invention will be better understood by reference to the following detailed discussion of specific embodiments and the attached figures which illustrate and exemplify such embodiments.

DESCRIPTION OF THE DRAWINGS

[0011] The objects and features of the invention may be understood with reference to the following detailed description of an illustrative embodiment of the present invention taken together in conjunction with the accompanying drawings in which:

[0012] FIG. **1** is an angled front view of one embodiment of the game target together with a tossed card in flight traveling toward the target.

[0013] FIG. **2** is an angled front view of another embodiment of the game target.

[0014] FIG. **3** is a front view of another embodiment of the game target having a shape in relief on a portion of its front surface.

[0015] FIG. **4** is a front view of another embodiment of the game target having other target shapes.

[0016] FIG. **5** shows an example of a moveable target.

DESCRIPTION OF THE PREFERRED EMBODIMENT

[0017] The following preferred embodiment as exemplified by the drawings is illustrative of the invention and is not intended to limit the invention as encompassed by the claims of this application. An apparatus and method for a throwing card game is disclosed herein.

[0018] FIG. **1** shows an embodiment of the present invention, which is a game that includes a target **10** and a game piece **11**. The game piece **11** is shown as a tossed card in flight in positions a and b traveling toward the target. The tossed card is then shown in position c with an edge **12** at least partially embedded into the target. The target **10** includes one or more target areas **1**, **2**, **3**, and **4**. These target areas may define an order of play or a specific hierarchy of play depending on the game of choice. Alternatively, the target areas may designate a number of points that is achieved in order to win the game.

[0019] The target is typically made of a material that is at least partially permeable to at least a portion of the game piece such that a portion of a game piece can penetrate the surface to which the game pieces are aimed. This material may be, for example, Styrofoam® or any other material that would be partially permeable by a portion of the game piece. The target material should be sufficiently brittle and porous as to allow the edge of the card **12** to at least partially penetrate upon striking the target. In one embodiment of the game, the consistency of the target should be consistent across its entire target surface, for example, the same type of foam. Alternatively, the target may have different areas, each of which may have a different composition and permeability. Another alternative target may have a variety of modular parts which can be placed at different areas of the target depending on the game desired. Yet another alternative target may include some parts of the target that prevent the throwing card from penetrating, thereby further increasing the difficulty of the game.

[0020] The target may be affixed on a vertical surface, such as a wall. Alternatively, the target may suspended in a way that allows for spinning or, it may be attached to a base that provides vibration to further increase the complexity of the game. In either scenario, the target is typically placed an agreed upon distance from an agreed upon throwing spot over which the thrower may not step. Alternatively, different players may each have different throwing spots.

[0021] The game may further include a set of instructions for setting up the target or parts of targets in a frame, playing techniques, and rules for a game or multiple games.

[0022] The projectile game cards should generally be of a sufficient size, weight, and thickness to allow an edge to at least partially penetrating the surface of the target **10** when thrown towards it at a sufficient speed and velocity. The projectile game cards should also generally be of a suitable size to be held in a player's hand. The card may typically be made of plastic or other lightweight material, for example, paper or cardboard, or paper or cardboard that has been coated with plastic. It has been found that a card of substantially 30 mm thickness may be thrown at typical Styrofoam® target and at least partially embed therein. The card may either be perforated, solid, or have a single hole therethrough. The single hole through the card may be used to insert a thrower's finger to thereby increase the spinning speed provided to the card. The projectile game cards may typically be of a similar in size and weight than that of standard playing cards, hotel room keys, or credit cards. However, it should be noted that the game cards may be of varying sizes, shapes, and thicknesses and may also be constructed of a variety of materials. A further embodiment of a set of cards for the game may include cards having different characteristics (density, shape, thickness, or weight) such that some cards are easier to throw than others to provide different levels of play.

[0023] The projectile game cards may be collectable cards or cards that are custom made with specific attributes (e.g. a picture). The cards may also include RFID or QR codes or bar codes to enable features through a web site or other media.

[0024] A further embodiment of the game may include a card reader/writer device for keeping statistics, points, or any other data pertaining to the players and the game.

[0025] A still further embodiment of the game may include a throwing device for projecting the cards towards the target. The throwing device may alternatively be combined with the card reader/writer device.

[0026] In play, the aim of the game is to throw the card at the target and to have the card partially penetrate the surface of the target and remain there until the player removes it at the end of play. Each player may take turns throwing a single card or a plurality of cards. The number of cards thrown at a given turn can be based on age or may be determined randomly at each turn using, for example, dice. When more than one card is used in a turn, they can be thrown all at the same time with the intent that as many as possible stick to the target, or they can be thrown one after another. An embodiment may be a game in which the players try to hit the numbered areas **1**, **2**, **3**, and **4** in sequence with the final target being the center area **5**. Alternatively, the player may need to strike the numbered targets first and then once that is completed in sequence, strike the center area, or the opposite may be true in which the players must start of by successfully striking the center area first.

[0027] FIG. **2** illustrates an angled front view of another embodiment of the game target **20**. This game target **20** includes a central target area **22** and two outer target areas **24** and **26**, respectively. In this embodiment of the game, a player may try to hit the central target area and would receive points for either hitting the central target or hitting one of the outer target areas whereby a higher level of points would result from hitting the central target and fewer points for the outer target areas, with the outermost target area providing the least number of points because it is furthest from the central target. The game may also include a game order whereby a player must hit one specific target area first before progressing to the next area on a hierarchical basis. In one embodiment of play, each player may take turns, which may further include each player tossing one card each or each player tossing a plurality of cards.

[0028] The cards may be tossed overhand, underhand, with a flick of the wrist, or any other technique.

[0029] FIG. **3** is another embodiment of the present invention and shows a game target **30** having an animal shape **32** defined thereon which further may be recessed on the surface of the game target or may be projected in relief therefrom. A possible game for this embodiment may include either different point values, or a defined order of play, depending on a specific area on the target **32** that a projectile game card strikes. Alternatively, a player must hit the tail first, then the head, and so on. Furthermore, a specific area may have a higher point value such that the tail may be the highest point value and the head or body the lowest.

[0030] Alternative embodiments of targets may include figures of people, different logos, or playing cards as targets for the target board. A target board with a "Playing Cards Target" would enable the games of black jack or poker to be used for game play. In some embodiments, players would aim at certain playing cards on the target board to create a hand. For example, for the game of blackjack, players would try to obtain the best hand by aiming for certain playing cards on the target board such that their hand adds up to 21, without going over 21.

[0031] Another embodiments of play may be included in a rule book which may include many alternative directions on how to play the game. For example, a recommended throwing distance, and rules for different games that can be played with the projectile throwing cards. One example of a game that can be played is called "Around the World". In this game, players are required to hit each number on the target board in order (ascending or descending) ending with the star. Numbers hit out of order do not count. The first player to complete Around the World wins. Another game is "Death Star." In this game, players take turns throwing one card at a time, trying to hit the star on the target board. Once a player hits the star, he/she is safe. The last player remaining who has not hit the star loses. In some games, different color cards can be worth different point values, which can be added to the point values hit on the target board by the cards. Individual cards can also have specific rules that pertain to game play.

[0032] FIG. **4** shows a front view of another embodiment of the game target **400**. This embodiment may include different parts **401**, **402**, **403**, **404**, and **405** each of which may have a different composition with different characteristics (for example, each target area may have a different density and/or permeability). The parts may be permanently positioned, or alternatively, be moveable to alter the target when needed. One or more of the parts may also be solid such that the card cannot penetrate that section.

[0033] FIG. **5** shows an example of a moveable target. In this embodiment, the target may be attached to a post **500**. The post **500** may be rigid, or it may be flexible so has to make the card penetration in the target more difficult. The post **500** may have a base **501** that comprises a motor to generate oscillations or vibrations for increasing the game's difficulty. Alternatively, the post and base may be removed and the target may be hung so that it may move side to side or twirl to further increase the difficulty of successfully hitting the target.

[0034] The game may further be implemented in software using a Wii® like or any type of smart-gaming system that includes a motion detector.

[0035] It should be noted by a person of ordinary skill in the art that other configurations of the game target, including different target types, game spaces, and target shapes target textures, target and card colors, card textures, and card shapes may be also be provided and would accordingly, also be included within the scope of the present invention. Furthermore additional game pieces, such as dice, time pieces, a rule book, and score sheets may also be used without departing from the scope of the present invention.

[0036] Although the particular embodiments shown and described above will prove to be useful in many applications in the target gaming arts to which the present invention pertains, further modifications of the present invention will occur to persons skilled in the art. All such modifications are deemed to be within the scope and spirit of the present invention as defined by the appended claims.

What is claimed is:

1. A throwing game, comprising:

a. a target; and

b. a plurality of projectile cards having edges for penetrating at least a portion of the target with an edge.

2. The game of claim **1**, wherein the target has designated areas for aiming the cards thereto.

3. The game of claim **1**, wherein at least a portion of the target is permeable material.

4. The game of claim **3**, wherein the permeable material is Styrofoam.

5. The game of claim **4**, wherein the cards are plastic.

6. The game of claim **5**, wherein the cards have a hole therethrough.

7. The game of claim **6**, further comprising a throwing device for projecting the cards toward the target.

8. The game of claim **7**, wherein the throwing device comprises a card reader.

9. The game of claim **1**, wherein the target has a plurality of areas each having different permeability characteristics.

10. The game of claim **9**, wherein the cards have computer readable indicia thereon.

11. A method for playing a throwing card game comprising:

a. setting a throwing spot;

b. setting a target an agreed upon distance from the throwing spot, wherein the target has designated areas;

c. throwing a plurality of projectile cards having edges from the throwing spot to the target for penetrating at least a portion of the target with an edge of a card; and

d. determining a winner of the game by computing the number of cards hitting designated areas on the target.

12. The method of claim **11**, wherein the target has designated areas for aiming the cards thereto.

13. The method of claim **11**, wherein at least a portion of the target is permeable material.

14. The method of claim **13**, wherein the permeable material is Styrofoam™.

15. The method of claim **14**, wherein the cards are plastic.

16. The method of claim **15**, wherein the cards have a hole therethrough.

17. The method of claim **16**, further comprising a throwing device for projecting the cards toward the target.

18. The method of claim **17**, wherein the throwing device comprises a card reader.

19. The method of claim **13**, wherein the target has a plurality of areas each having different permeability characteristics.

20. The method of claim **19**, wherein the cards have computer readable indicia thereon.

* * * * *