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(54) Title: AN INTELLIGENCE-ENHANCING ENTERTAINMENT DEVICE AND APPLICATION METHOD THAT CAN BE PLAYED BOTH COMPUTER-BASED AND PHYSICALLY

(57) Abstract: The presented invention relates to an intelligence-enhancing entertainment device and application method that can be played both computer-based and physically, and its feature; the processor board game (1) and game elements (2) to the control display (10) to show that it contains computer game graphics the game board (1) on the screen of the electronic device to the vacant positions during the encounter of the user to avoid the opponent to space blocking (20) at least one field, one or more game element (2) from the first position to the second position to block movement of advancement to vacant positions (30) includes the steps of the process.



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SPECIFICATION**AN INTELLIGENCE-ENHANCING ENTERTAINMENT DEVICE AND
APPLICATION METHOD THAT CAN BE PLAYED BOTH COMPUTER-
5 BASED AND PHYSICALLY****Technical Field:**

The present invention relates to an intelligence-enhancing entertainment device and
10 application method that can be played both computer-based and physically.

State of the Art:

Brain teasers are games designed for people to develop their intelligence, open their mind
15 and learn something new while having fun. In general, children can develop their existing
mental and cognitive abilities with these games, as well as acquire new abilities.
Especially for children in the development period, brain games give them the ability to
make quick decisions, think and predict the next stages, calculate the possibilities, and
use logic effectively and competently. With the spread of such intelligence games and the
20 development of technology, there are many applications in the literature for playing such
games in a computer environment.

Currently, the application with the publication number US10188941B2, which is one of
the computer-based intelligence games and was developed by King Com Ltd under the
25 name Candy Crush ®, was registered in the United States on 09.01.2019. A method,
implemented as computer code being executed by one or more processors, in which a
computing device displays computer game graphics for a computer game, and in which
one or more of the processors are programmed to implement the game with: (a) a first
game mode where the player is prompted to find items on a list within a picture; and (b)
30 a second game mode where the player is prompted to compare two nearly identical images
and find the differences; (c) a third game mode where the player is promoted to find items
on a list within a certain picture, wherein the picture is darkened and only a select section
is lit up, the lit section being dependent on input given by a pointing device.

Description of the Invention:

The present invention is an intelligence-enhancing entertainment device and application method that can be played both computer-based and physically, and its feature; it is a new
5 entertainment device and system that improves the mental and cognitive abilities of users, allows one or more players to log in to the system, giving them the ability to think and predict the next stages.

In the system that is the subject of the invention, each player has one stone. Each move
10 in the game consists of two stages. In each move, the player first moves his piece horizontally, vertically and diagonally to a neighboring cell, and in addition to this as a rule, it also blocks an empty cell that does not have his/her own or opponent's stone and has not been previously closed. Making moves to the blocked cells and the cell where the opposing player is located it's blocked by the system. The object of the invention in the
15 game is to completely block the opponent's stone to make it not move at all. In the same way, the other competitor tries to do the same. The game ends when no player has a valid move left.

The system also allows the participation of two people in different combinations, for
20 example, two people versus two people in teams instead of two people in the system subject to the invention. Through the system, the user can also have the right to block two or more frames in each move instead of blocking a single frame. The main task of the system is to try to squeeze the opponent by blocking space.

25 In addition to the system that is the subject of the invention, the game can also be played physically. For this purpose, a 7x7 board has been developed in an embodiment of the physical entertainment material that is the subject of the invention. However, it can also be played in 9x9 or any other size. Metal plates are integrated into each square on this board. When the user moves his own stone, it moves on the board. However, it does this
30 by fixing the magnet-related devices specially developed for the invention to block the area it will block together with the move on the board. The blocking process can also be done by interlocking the devices on these protrusions to form protrusions on the board.

The characteristic features of the products of the invention and the advantages outlined below and all structural shapes, and these shapes by making references to the detailed written description will be understood more clearly and, therefore, must be made in
5 consideration of the evaluation of these figures and detailed description.

Description of the Figures:

The invention will be described with reference to the accompanying figures, so that the
10 features of the invention will be more clearly understood and appreciated, but the purpose of this is not to limit the invention to these certain regulations. On the contrary, it is intended to cover all alternatives, changes and equivalences that can be included in the area of the invention defined by the accompanying claims. The details shown should be understood that they are shown only for the purpose of describing the preferred
15 embodiments of the present invention and are presented in order to provide the most convenient and easily understandable description of both the shaping of methods and the rules and conceptual features of the invention. In these drawings;

- Figure 1 Perspective view of the entertainment device.
- 20 Figure 2 Sample interface view for the possible initial state of the game.
- Figure 3 Exemplary interface view for the possible state in which certain cells are closed when the game progresses and players have moved the game elements to different regions.
- Figure 4 Exemplary interface view for a possible configuration that may occur at the
25 end of the game.
- Figure 5 Schematic view of the method.

The figures to help understand the present invention are numbered as indicated in the attached image and are given below along with their names.

30

Description of References:

1. Game Board
2. Game Element
- 5 3. Metal Plates
4. Blocking Apparatus
5. Magnet
10. Control Display
20. Space Blocking
- 10 30. Advancement to Vacant Positions

Description of the Invention:

The method of the subject invention; Processor game board (1) and game elements (2)
15 control display (10) to show that it contains computer game graphics, the game board(1)
on the screen of the electronic device to the vacant positions during the encounter of the
user to avoid the opponent to space block (20), at least one field one or more game
element (2) from the first position to the second position to block movement of
advancement to vacant positions (30) includes the process steps.

20

The device containing a computer code in the system subject to the invention is moved
by the processor from one or more said game elements (2) in the specified direction
advancement to vacant positions (30).

25 A subject of the invention system to the game board (1), the question of entering one or
more game elements (2), generate a match, by the processor in the board game (1), game
elements (2), calculates the absence of a possible move for at least one of the processing
steps.

In the system of the invention, the amount of progress and blocked space on the game
30 board (1) of one or more game elements (2) on the screen of the electronic device depends
on the value stored in the memory of the electronic device.

In the system of the invention, the size of the game board (1) on the screen of the electronic device depends on a value stored in the electronic device's memory.

5 In the system of the invention, the shape or size or color of the game elements (2) on the screen of the electronic device depends on a feature stored in the memory of the electronic device.

10 The physical entertainment device of the invention includes a metal plate (3) positioned on each block on the game board (1) and a blocking apparatus (4) positioned on at least one surface of the magnet (5) to be fixed to the metal plates (3).

The invention relates adhesive tape to at least one surface in a different embodiment of the physical blocking apparatus (4).

15 The invention comprises protrusions and/or recesses in a different arrangement of the physical blocking apparatus (4); each block on the said game board (1) contains protrusions and/or recesses, and the blocking apparatus (4) contains protrusions and/or recesses that are interlaced into these protrusions and/or recesses.

20 **Detailed Description of The Invention:**

The invention describes an entertainment device and application method that develops intelligence, and in this system, there are game elements (2) for each player with different characteristics. With each move, the player moves the game element (2) horizontally,
25 vertically and diagonally to a neighboring cell, and in addition to this move, blocks a cell. Making moves to the blocked cells and the cell where the opposing player is located is blocked by the system. The purpose of the invention in the game is to completely block the opponent's game element (2) to make him/her unable to move at all. In the same way, the other competitor tries to do the same. The game ends when no player has a valid move
30 left. Figure 2 shows the possible initial state of the game, Figure 3 shows that certain cells are closed when the game progresses, and players have moved the game elements (2) to different regions, and Figure 4 shows a possible configuration that may occur at the end

of the game. In the figure, the black cells represent the cells that players prefer to close, that is, block.

The system also allows the participation of two people in different combinations, for
5 example, two people versus two people in teams instead of two people in the system
subject to the invention. Through the system, the user can also have the right to block two
or more squares in each move instead of blocking a single square on the game board (1)
shown on the screen of the electronic device. The main task of the system is to try to
squeeze the opponent by blocking space.

10

Besides the electronic device, the invention can also be played physically. For this
purpose, a 7x7 game board (1) has been developed in an embodiment of the physical
entertainment material subject to the invention. However, it can also be played in 9x9 or
any other size. metal plates (3) are integrated into each square on this board. When the
15 user moves his own game element (2), this progresses on the game board (1). However,
it does this by fixing the blocking apparatus (4) on the board specially developed for the
invention and associated with the magnet (5) to block the area it will block together with
the move. The blocking operation can also be performed by interlocking the blocking
devices (4) to these protrusions so that they form protrusions on the board.

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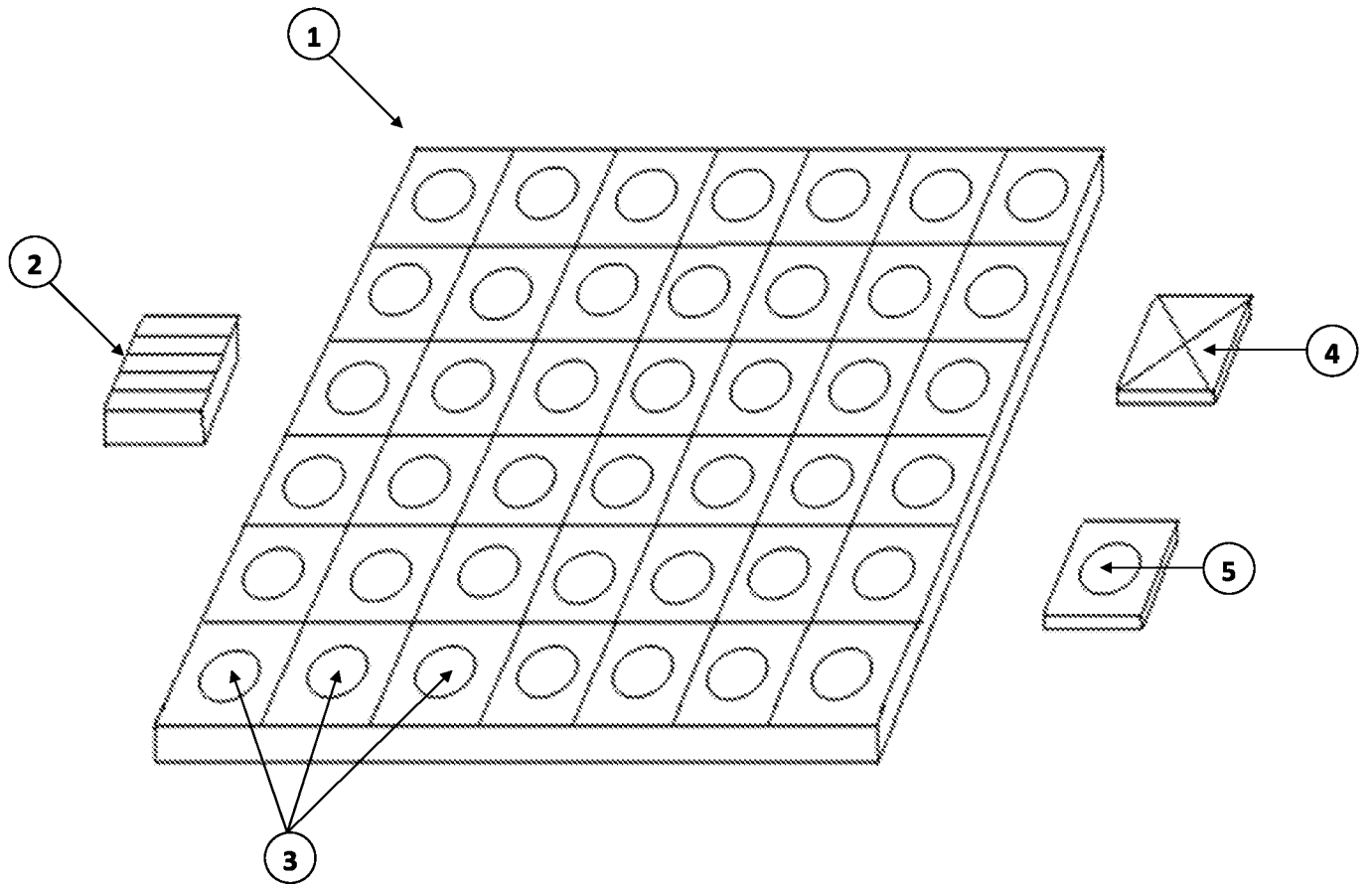
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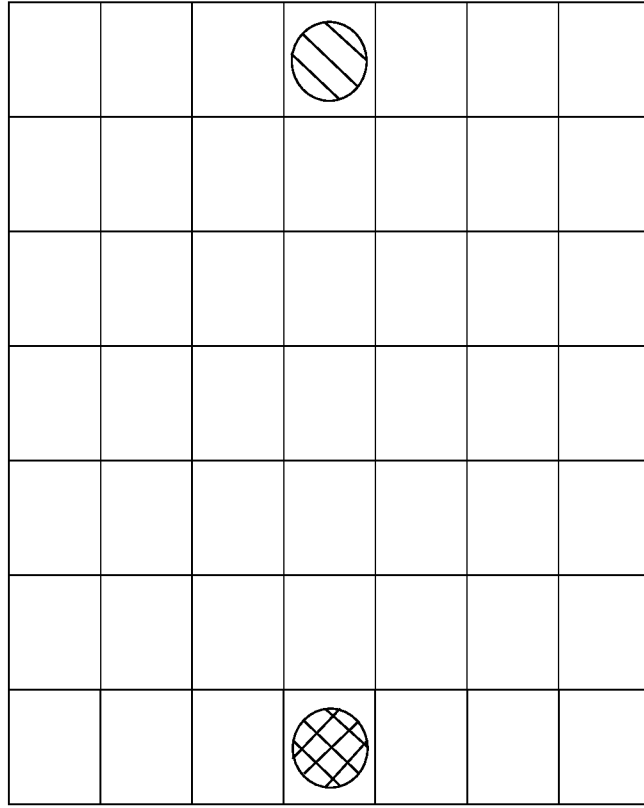
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CLAIMS

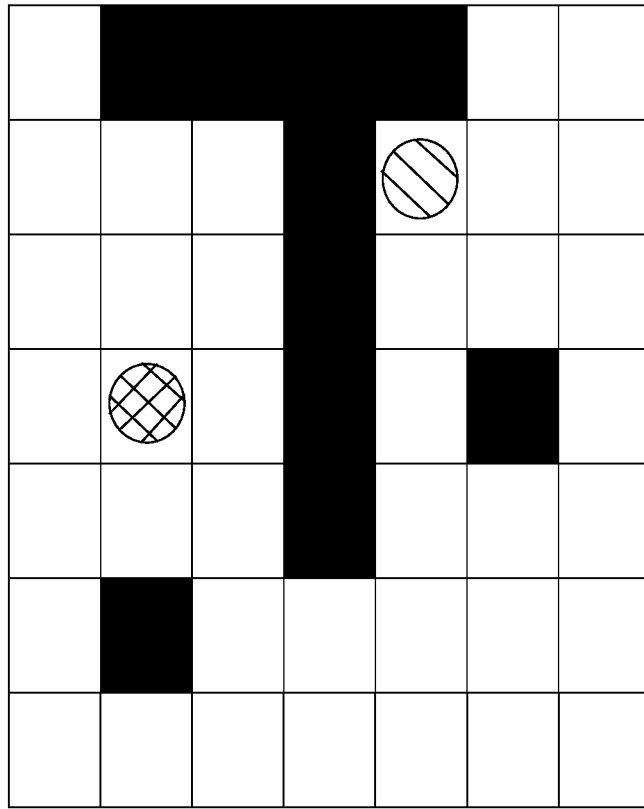
- 1- The invention, playing a computer game adapted for an electronic device, a processor, a memory, a display, a user interface and stored in the device memory
5 by the processor, perform the following steps to executable computer code that contains the method of application of the intelligence developer it is related to feature an entertainment mechanism;
- The processor's game board (1) and game elements (2) Control Display containing computer game graphics (10),
 - 10 - The game board (1) on the screen of the electronic device the user must block at least one space blocking (20) during the encounter so that there are no empty positions left for the opposing player,
 - moving one or more game elements (2) from the first position to the second position advancement to vacant positions (30) involves the operation steps.
- 15
- 2- As mentioned in Claim 1, it is an electronic device, the peculiarity of which is that the device containing a computer code is characterized by the processor advancing one or more said game elements (2) from the designated advancement to vacant positions (30).
- 20
- 3- As mentioned in Claim 1, it is an electronic device, the feature of which is;
- one or more game elements (2) entering the game board (1) create an encounter,
 - the absence of a possible move by the processor on the game board (1) for at
25 least one of the game elements (2) is characterized by the fact that it calculates the process steps.
- 30
- 4- As mentioned in Claim 4, it is an electronic device, the peculiarity of which is that it is characterized by the fact that it calculates the case when the said game element (2) loses the encounter if there is no possible move for at least one of the game elements (2).

- 5- As mentioned in Claim 1, an electronic device is characterized by the fact that one or more of the game elements (2) are located on the game board (1) on the screen of the electronic device, the amount of progress and blocked space depends on the value stored in the memory of the electronic device.
- 5
- 6- As mentioned in Claim 1, an electronic device is characterized by the fact that the size of the game board (1) on the screen of the electronic device depends on the value stored in the electronic device's memory.
- 10
- 7- As mentioned in Claim 1, an electronic device, the characteristic of which is that the shape or size or color of the game elements (2) on the screen of the electronic device is characterized by the fact that it depends on a feature stored in the memory of the electronic device.
- 15
- 8- The invention relates to an intelligence-enhancing entertainment device that includes a game board (1) and a game element (2), the feature of which is;
- a metal plate (3) positioned on each block on the game board (1),
 - it consists of a blocking apparatus (4), which is positioned on at least one surface of the magnet (5) for fixing to metal plates (3).
- 20
- 9- As mentioned in Claim 8, it concerns a different arrangement of the blocking apparatus (4), the peculiarity of which is that it is characterized by the association of adhesive tape on at least one surface.
- 25
- 10- As mentioned in Claim 8, it concerns a different arrangement of the blocking apparatus (4), which is, it is characterized by the fact that each block on the said game board (1) contains protrusions and/or recesses, and the blocking apparatus (4) contains protrusions and/or recesses in such a way that they are interlaced into these protrusions and/or recesses.
- 30

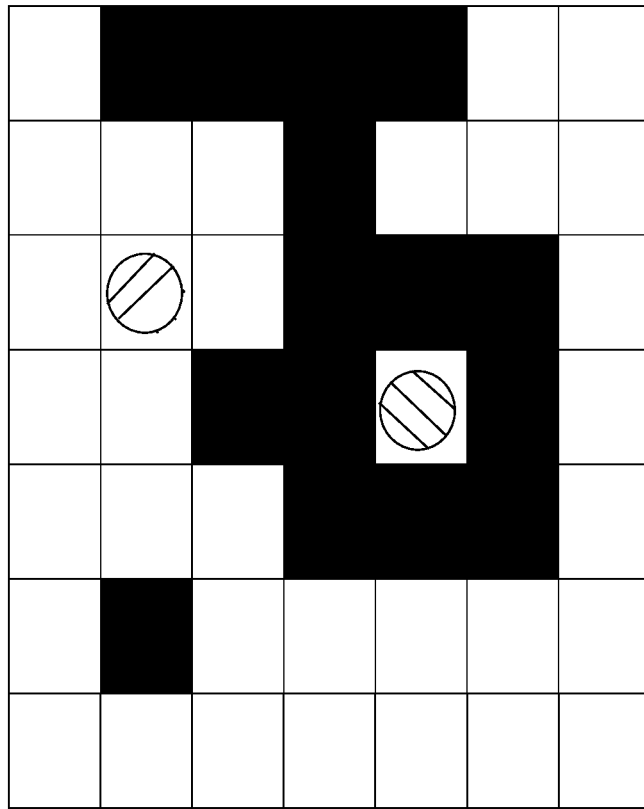




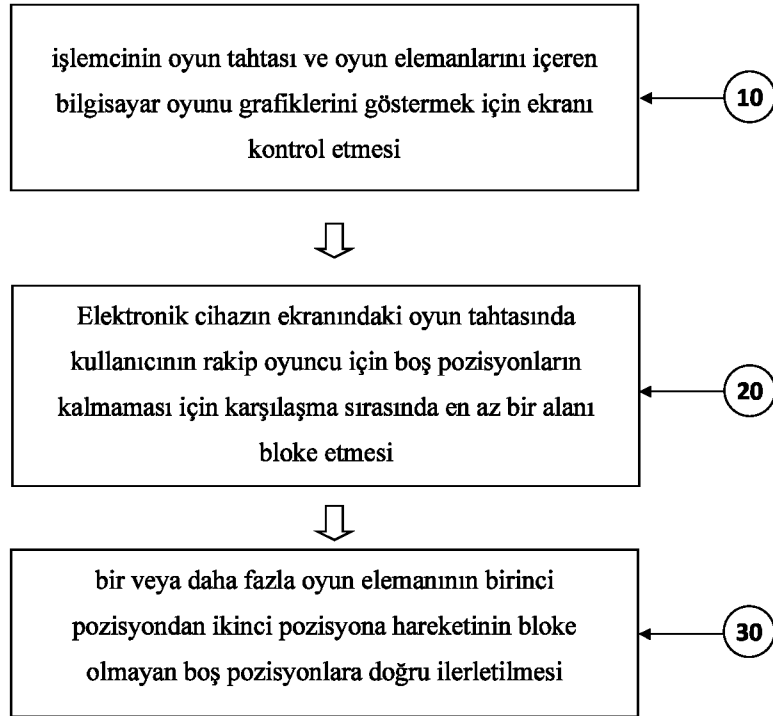
Şekil-2



Şekil-3



Şekil-4

**Şekil-5**