Non-Provisional Application for United States Design Patent

ABSTRACT: Detailed here are the game components of a novel board game that are in the form of trading cards and card mat design. This game is intended to be played for entertainment purposes. This is a game of strategy and chance where players assemble their own library of cards, either by purchasing cards or by trading cards with fellow players to create their own unique playing deck. They will use their own library of cards or playing deck to play against the deck of cards of an opposing player. Cards may be obtained from retail outlets, trading with other players or collectors, and winning cards at games and tournaments. Although the design stays the same, the game components may take other forms in addition to a board game printed on thick laminated paper/plastic, such as being played in different media, such as electronic games, video games, computer games, and interactive network.

TITLE: Badland Battle Board Game

INVENTOR: Tarun Srivatsan

FIGURE DESCRIPTIONS:
Figure 1 – Design of the back of every card
Figure 2 – Sample Armor class - Helmet subclass card with effects illustrated
Figure 3 – Sample Armor class – Chestplate subclass card
Figure 4 – Sample Armor class – Leggings subclass card
Figure 5 – Sample Armor class – Boots subclass card
Figure 6 – Sample Armor class – Gloves subclass card
Figure 7 – Sample Weapon class card
Figure 8 – Sample Perk class card
Figure 9 – Sample Ability class card
Figure 10 – Sample Item class card
Figure 11 – Icons representing the six types (Fist, Water, Gale, Plant, Lightning)

FEATURE DESCRIPTION: The board game consists of a deck of uniquely designed cards. Each card has front face with a colored border (**1**) and a white back (Figure 1) face containing the name of the game(BADLAND BATTLE) and TP Productions logo. The important details needed for playing are on the front face of the card. The first pack of published cards, called the Basic Deck, comprises cards with a green border on the front face of each card. Subsequent decks and add-on packs will be marked by borders of different colors. Cards are of different categories indicated by a 'class | subclass' label on a horizontal bar (**2**) in the middle of the card. There are five basic classes of cards (Armor, Weapons, Perks, Abilities, Items), each with zero or more subclasses, as illustrated by examples in Figures 2-6,7,8,9,10 respectively. The Armor Class Card has five subclasses (Helmet, Chestplate, Leggings, Boots and Gloves) indicated by the main image and as shown by examples in Figure 2,3,4,5,6 respectively. Weapon and Perks class of cards are of six types (Fist, Lightning, Fire, Water, Plant, and Gale). The type is indicated by an icon (see icon samples in Figure 11) located on the top right corner (**3**) of the card. The middle of the card lists effects that grant you bonuses. This is illustrated by zero or more rows of effect icons followed by an operator and a number (**4**). Text in the middle (**5**) and at the lower part (**6**) of the card details effects, damage received and relevant information for the play.

CLAIM: The ornamental design for Badland Battle board game as shown and described.

DRAWINGS:

Figure 1

Badland Battle™

Figure 2

Viking Helmet

Armor | Helmet

+ 5

– 15

– 10

Add 5 to your current Total Armor Defense (while you have this card equipped). If an opponent attacks you with a fist type attack, after the initial Total Armor Defense subtraction, subtract an additional 15 from the resulting damage. If an opponent attacks you with any type of attack except for a fist type, after the initial Total Armor Defense subtraction, subtract an additional 10 from the result.

Figure 3

Mail Coat

Armor | Chestplate

+ 2

+ 2

+ 3

– 3

Add 2 to your Total Armor Defense (while this card is equipped). If an opponent attacks you, after the initial Total Armor Defense subtraction, apply the following, depending on the type of card they used. If it was lightning type, add 3 to the result. If it was fist type, add 2 to the result. If it was any other type, subtract an additional 3 from the result.

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Figure 4

Winter Pants

Armor | Leggings

+ 1

- 5

Add 1 point to your current Total Armor Defense (while you have this card equipped). If an opponent attacks you with a water type attack, after the initial Total Armor Defense subtraction, subtract an additional 5 from the result.

Figure 5

Fur Boots

Armor | Boots

+ 2

- 15

2 + 5 ♥

1 + 10 ♥ ◎

Add 2 to your Total Armor Defense (while this card is equipped). When you equip this card, you can choose ONE of the following effects and apply it. For the next 1 turn, gain 10 Heart Tokens and remove all negative effects that you have. For the next 2 turns, gain 5 Heart Tokens. If an opponent attacks you with a water type attack, after the initial Total Armor Defense subtraction, subtract an additional 15 from the result.

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Figure 6

Big Thumbed Gloves

Armor | Gloves

– 20

x 2   +2

Add 2 to your Total Damage Output (while you have this card equipped). If an opponent attacks you with a lightning type attack, after the initial Total Armor Defense subtraction, subtract an additional 20 from the result. If an opponent attacks you with a gale type attack, after the initial Total Armor Defense subtraction, double the result.

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Figure 7

Shield and Sword

Fist

Weapon

+ 2

x 2

+5

Add 2 to your Total Armor Defense (while this card is equipped). Add 5 to your Total Damage Output (while this card is equipped). If you attack an opponent that currently has a fist type weapon equipped, before the initial Total Armor Defense subtraction, double your Total Damage Output. After your opponent takes damage (if any), your Total Damage Output returns to normal.

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Figure 8

Anvil

Fist

Perk

Doubles all stats except negative ones on a piece of armor or a weapon that you own. Negative effects on the chosen card are halved.

If you roll a 3, 4, 5, or 6, instead of using your weapon to attack, you must use this card. The amount of damage this card does overrides the amount of damage you would have done with your weapon. When you attack with this card, apply its effect.

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Figure 9

Mulision

Fire

Ability

Use effects in order.

2 ⏱ +2

2 ⏱ ❓ – 20

If you roll a 6, instead of using your Perk (If you have one), you can use this card instead. When this card is used, apply the following in order. For the first two turns after this card was used, double your Total Damage Output. For the next two turns after the first effect ended, if an opponent attacks you, after the initial Total Armor Defense subtraction, subtract an additional 20 from the result.

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⑤

③

Figure 10

Universal Card Token

❓

All Types

Item

Pick any non-armor card from the main deck. After that, use this card as the selected card immediately, and shuffle the other card back into the deck.

❓

You can use this card at any time during your turn before you attack. When this card is used, you can look at the deck and select 1 card that isn't an armor card (Helmet, Chestplate, Leggings, Boots, Gloves). Then, attack with this card as if it were that card, and then discard this card. After your turn is over, shuffle the selected card back into the deck.

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Figure 11

Fist   Water   Gale   Fire   Plant   Lightning