US 20250262523A1

(19) **United States**

(12) **Patent Application Publication** (10) **Pub. No.: US 2025/0262523 A1**

Mauldin (43) **Pub. Date: Aug. 21, 2025**

(54) **BASKETBALL DICE GAME**

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(21) Appl. No.: **18/581,580**

(22) Filed: **Feb. 20, 2024**

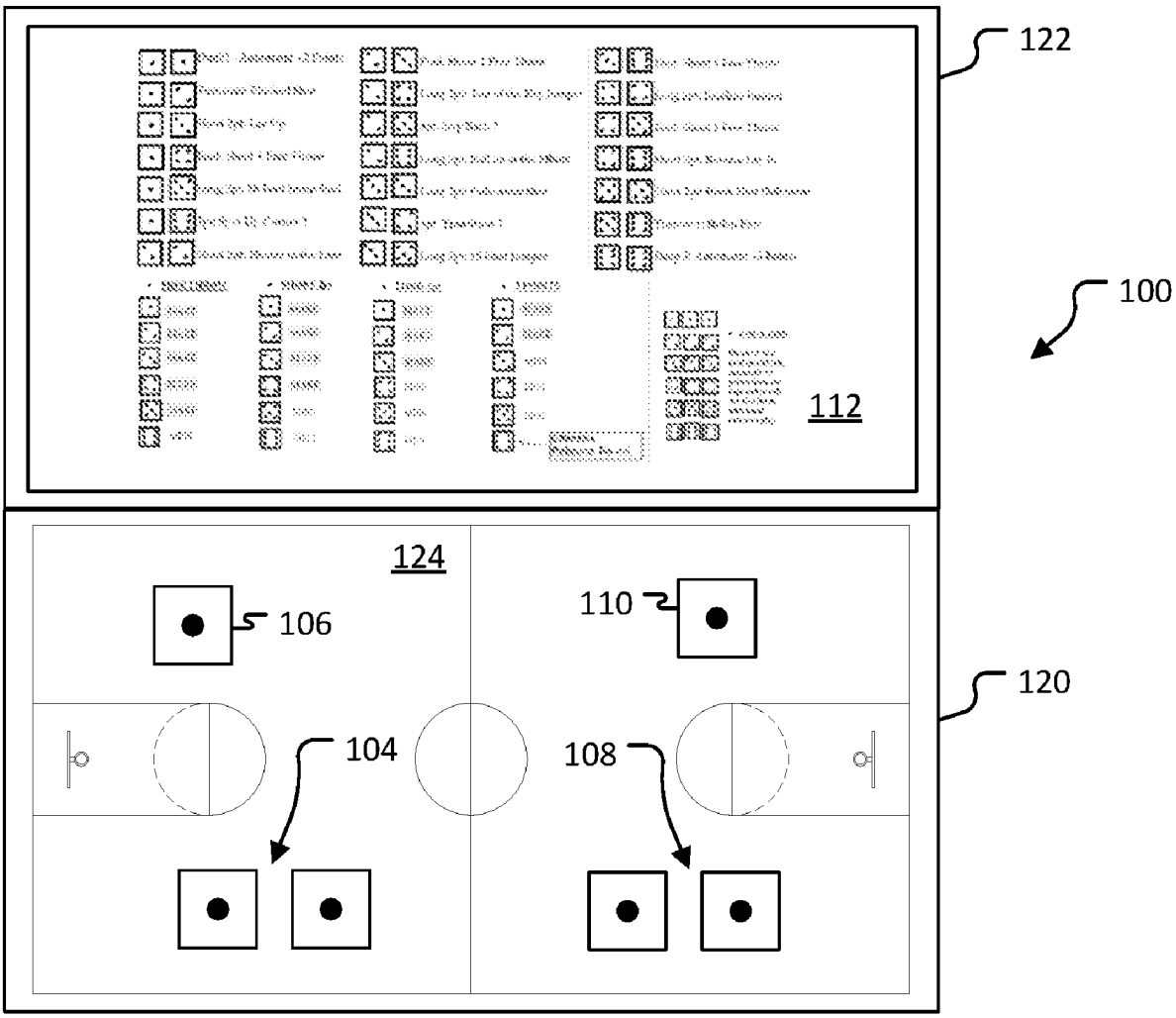
Publication Classification

(51) **Int. Cl.**
A63F 9/04 (2006.01)

(52) **U.S. Cl.**
CPC ***A63F 9/0415*** (2013.01); ***A63F 9/0413*** (2013.01)

(57) **ABSTRACT**

A basketball dice game is described. Embodiments of the basketball dice game can include a container, a first pair of dice, a first shot die, a second pair of dice, a second shot die, and instructions. The component can be kept in the container and the instructions can be included on an interior of a lid of the container for easy viewing while playing. The container can further include basketball court insignia on a bottom of the container for a playing surface. The dice can be implemented to play the game and determine when one player wins.



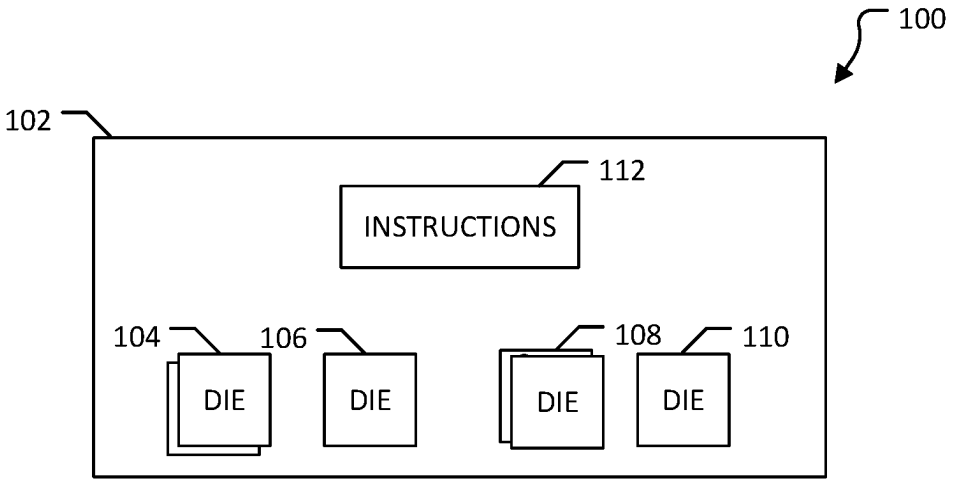

100
102
112
INSTRUCTIONS
104
106
108
110
DIE
DIE
DIE
DIE

FIG. 1

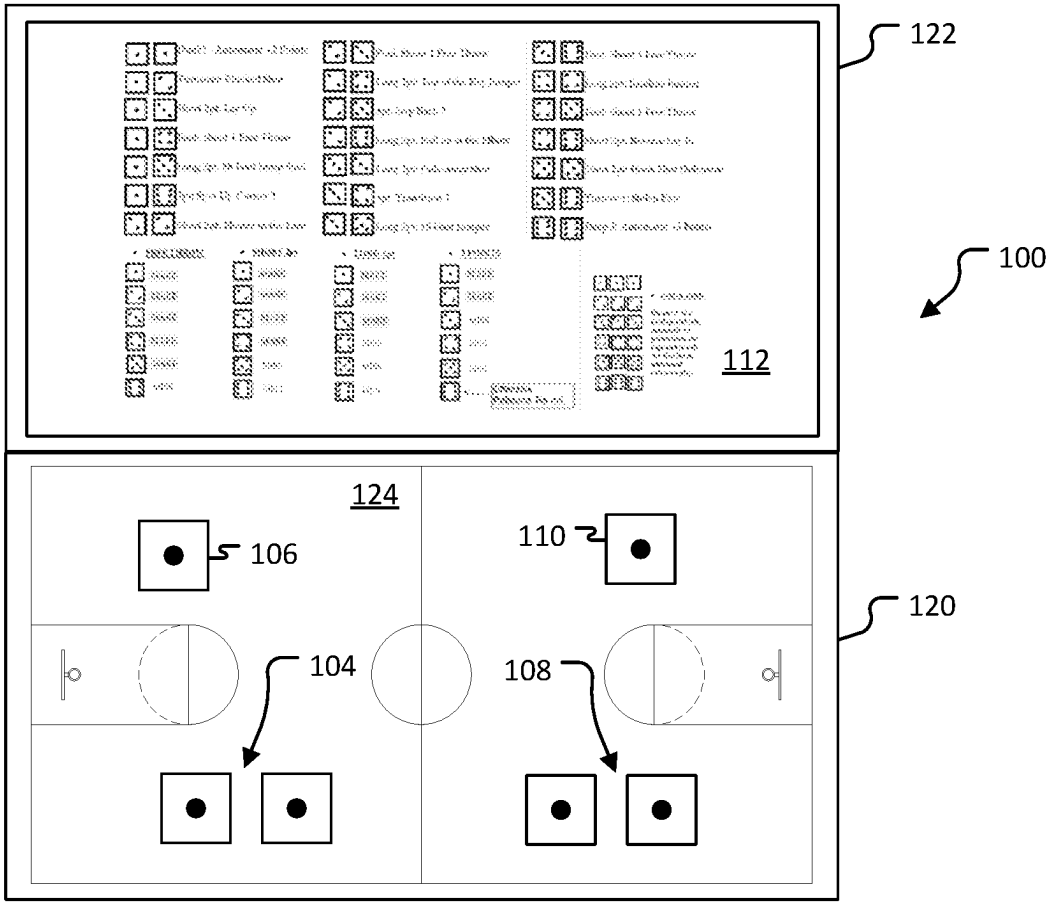

122
100
112
124
106
110
120
104
108

FIG. 2

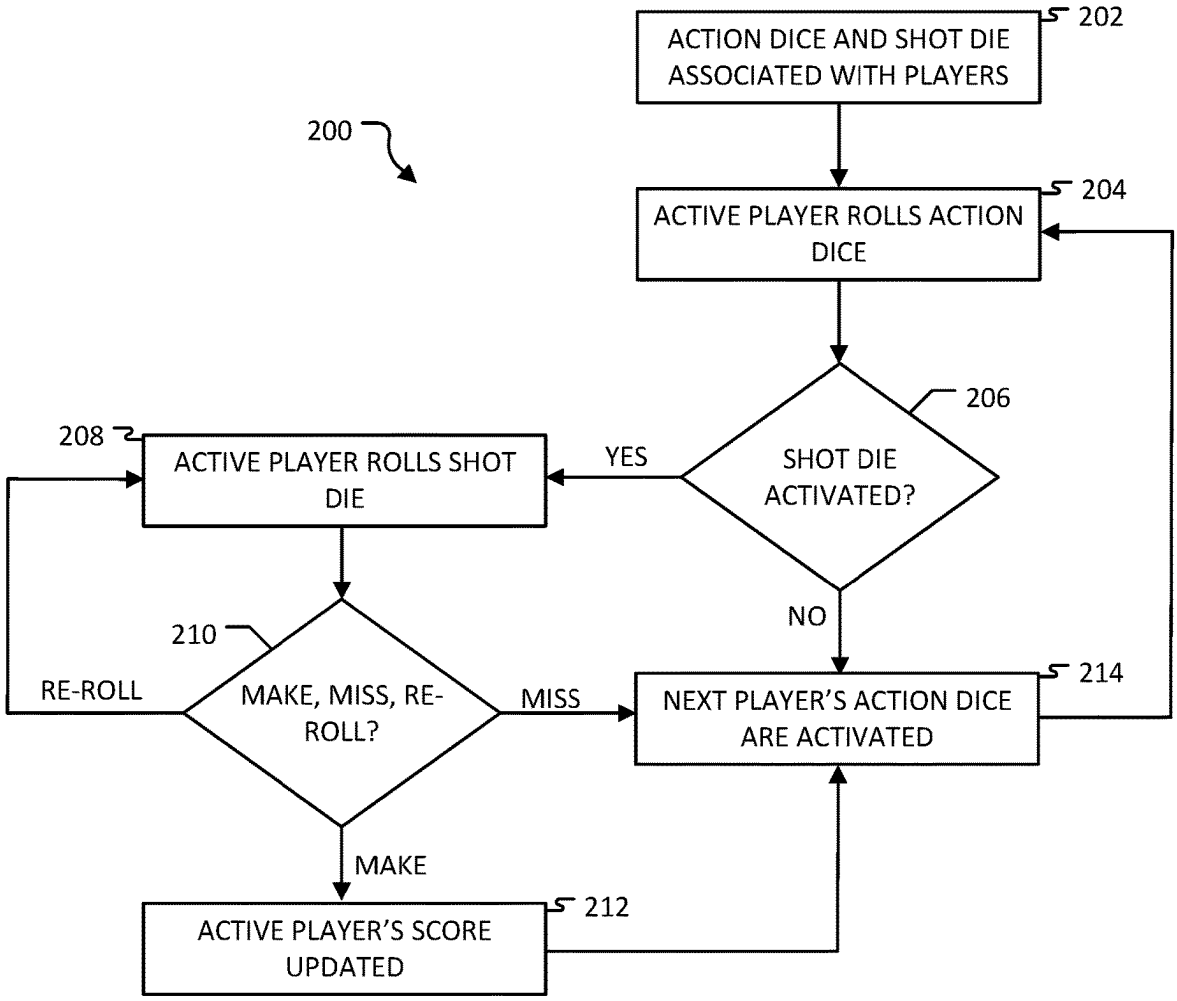

200
ACTION DICE AND SHOT DIE ASSOCIATED WITH PLAYERS
202
ACTIVE PLAYER ROLLS ACTION DICE
204
SHOT DIE ACTIVATED?
206
YES
ACTIVE PLAYER ROLLS SHOT DIE
208
NO
MAKE, MISS, RE-ROLL?
210
RE-ROLL
MISS
NEXT PLAYER'S ACTION DICE ARE ACTIVATED
214
MAKE
ACTIVE PLAYER'S SCORE UPDATED
212

FIG. 3

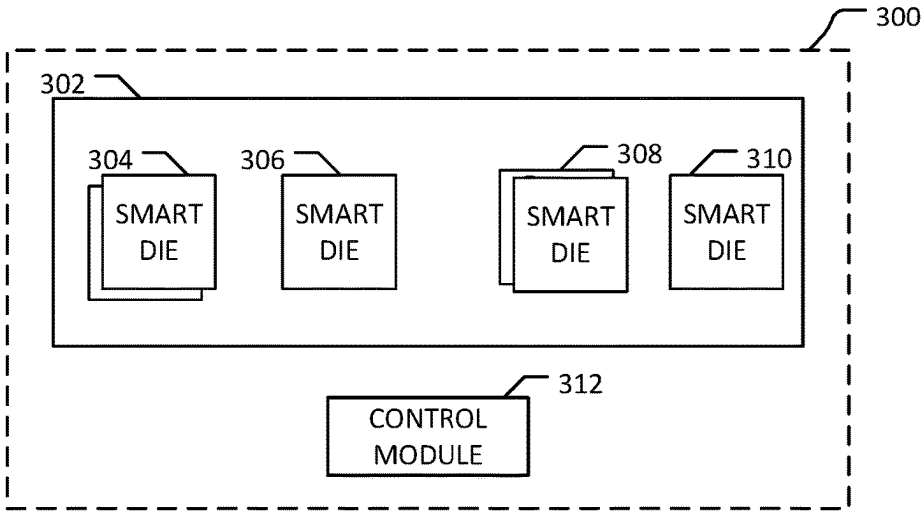

300
302
304
SMART DIE
306
SMART DIE
308
SMART DIE
310
SMART DIE
312
CONTROL MODULE

FIG. 4

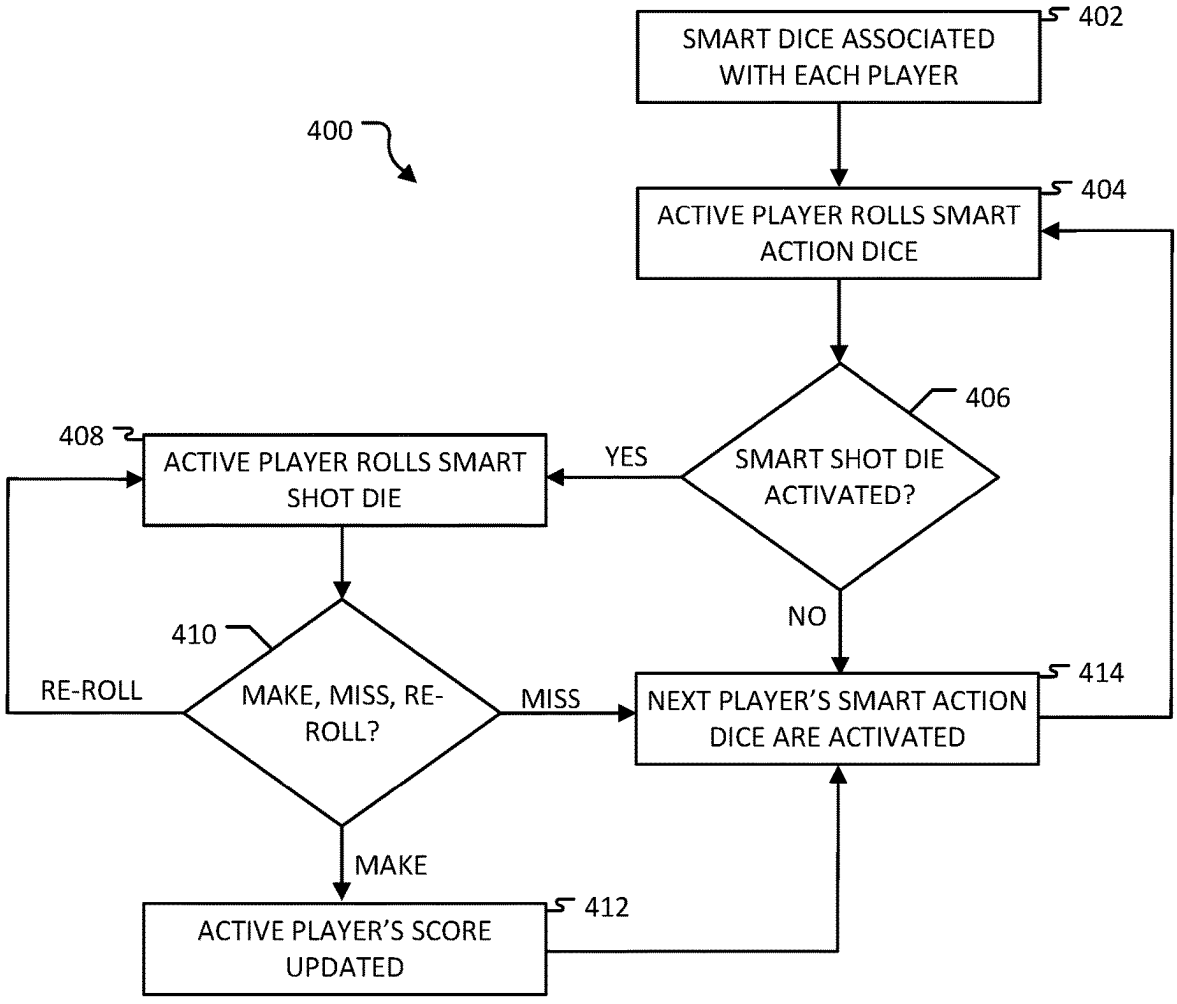

400
SMART DICE ASSOCIATED WITH EACH PLAYER
402
ACTIVE PLAYER ROLLS SMART ACTION DICE
404
SMART SHOT DIE ACTIVATED?
406
YES
ACTIVE PLAYER ROLLS SMART SHOT DIE
408
NO
MAKE, MISS, RE-ROLL?
410
RE-ROLL
MISS
NEXT PLAYER'S SMART ACTION DICE ARE ACTIVATED
414
MAKE
ACTIVE PLAYER'S SCORE UPDATED
412

FIG. 5

BASKETBALL DICE GAME

BACKGROUND

[0001] Basketball is a well-known team game involving two opposing teams each trying to score more points than the other team. A basketball, a basketball court, and two hoops are used to play a game of basketball. The teams try to score points by shooting the basketball through an opposing team's hoop. Points are awarded in increments of 1, 2, or 3 depending on where the shot is taken from. Typically, teams play for a predetermined amount of time and at an end of the time, the team with the most points wins. Dice are often used in games of chance as a randomizing device. In most dice games, the dice are implemented by a user to determine an action based on their roll.

BRIEF DESCRIPTION OF THE DRAWINGS

[0002] FIG. **1** is a block diagram of a basketball dice game according to one embodiment of the present invention.

[0003] FIG. **2** is a top view of a basketball dice game according to one embodiment of the present invention.

[0004] FIG. **3** is a flow diagram of a method of playing a basketball dice game according to one embodiment of the present invention.

[0005] FIG. **4** is a block diagram of a smart basketball dice game according to one embodiment of the present invention.

[0006] FIG. **5** is a flow diagram of a method of playing a smart basketball dice game according to one embodiment of the present invention.

DETAILED DESCRIPTION

[0007] Embodiments of the present invention include a basketball dice game and instructions for playing the basketball dice game. The basketball dice game can include, but is not limited to, a container, a first pair of dice, a second pair of dice, a first shot die, a second shot die, and instructions. The instructions can define which action happens based on a combination of numbers rolled with the dice. A first player may implement the first pair of dice and the first shot die. A second player may implement the second pair of dice and the second shot die. The first set of dice can be a first color, the first shot die can be a second color, the second pair of dice can be a third color, and the second shot die can be a fourth color.

[0008] Typically, a first player and a second player can each start with 3 dice. Two of these dice can match in color and can be referred to as the action dice. The third, other-colored and mismatched die can be known as the shot die. Both action dice are used together, and the resulting combination can result in either a shot attempt or turnover. Results from the combinations of the action dice are detailed on the instructions in the container. The shot die can be implemented on any shot attempt and can determine if the shot is a make, a miss, or a re-roll. Made shots can be added to an overall score of the player currently rolling and a miss can result in a change of possession for the other player. In the event of a turnover, the offensive roll is over and the opposite player gains possession and rolls. This can be repeated until a target score is reached and a winner is declared.

[0009] In one example embodiment, the basketball game can include, but is not limited to, a first pair of action dice, a first shot die, a second pair of action dice, a second shot die, and a container. The first pair of action dice and the first shot die can be implemented by a first player. The second pair of action dice and the second shot die can be implemented by a second player. The container can be defined by a box having a lid. An interior bottom surface of the box can include basketball court insignia. An interior of the lid can include instructions. The instructions can define actionable outcomes for each roll of (i) the first pair of action dice, (ii) the first shot die, (iii) the second pair of action dice, and (iv) the second shot die. The actionable outcomes for the first pair of action dice and the second pair of action dice can be selected from the group consisting of a scoring opportunity, a loss of turn, and an automatic score. The actionable outcomes for the first shot die and the second shot die can be selected from a group consisting of a make, a miss, and a re-roll.

[0010] The first pair of action dice, the second pair of action dice, the first shot die, and the second shot die can each be defined by a cube shape having six faces marked 1 to 6 respectively. The scoring opportunity can be awarded to the first player (or second player) when the first pair of action dice (or second pair of action dice) are rolled and include a combination of 1-3, 1-4, 1-5, 1-6, 2-2, 2-3, 2-4, 2-5, 2-6, 3-3, 3-4, 3-5, 3-6, 4-4, 4-5, 4-6, or 5-5. The loss of turn can be awarded to the first player (or second) when the first pair of action dice (or second pair of action dice) are rolled and include a combination of 1-2 or 5-6. The automatic score can be awarded to the first player (or second player) when the first pair of action dice (or second pair of action dice) are rolled and include a combination of 1-1 or 6-6. The first shot die (or second shot die) can be used when the first player (or second player) rolls a scoring opportunity. The scoring opportunity can be selected from the group consisting of a free throw, a short 2-point shot, a long 2-point shot, and a 3-point shot. The make can be awarded for a free throw when the first shot die (or second shot die) rolls a 1, 2, 3, 4, or 5 and the miss can be awarded when a 6 is rolled. The make can be awarded for a short 2-point shot when the first shot die (or second shot die) rolls a 1, 2, 3, or 4 and the miss can be awarded when a 5 or 6 is rolled. The make can be awarded for a long 2-point shot when the first shot die (or second shot die) rolls a 1, 2, or 3 and the miss can be awarded when a 4, 5, or 6 is rolled. The make can be awarded for a 3-point shot when the first shot die (or second shot die) rolls a 1 or 2. The miss can be awarded when a 3, 4, or 5 is rolled. The re-roll can be awarded when a 6 is rolled.

[0011] Embodiments are contemplated where the dice can be smart dice. In such an embodiment, the basketball dice game can further include a control module. The control module can be configured to determine rolls of the smart dice to allow for semi-automation of the basketball dice game. After determining a roll of a pair of smart action dice, the control module can automatically determine if the player gets a scoring opportunity, a loss of turn, or automatic points. The control module may then activate an appropriate dice based on the outcome. For instance, the control module can be configured to activate a shot die based on a roll of the pair of smart action dice. In another instance, a second pair of smart dice can be activated for an inactive player based on the active player rolling a loss of turn. In some instances, the control module can send a signal to illuminate the shot die when the shot die is activated.

[0012] Described hereinafter are three example versions of ways to play the basketball dice game. A first example can be a "quick play" version. A second example can be a "long play" version. A third example can be a "your way" version.

[0013] In the "quick play" version, players can play to see who is the first to 21 points. To begin, both players can roll their shot die. The player with the highest roll can begin the game with an offensive roll of the action dice. Players can alternate rolls until one player reaches, or passes, 21 total points at which time that player is declared the winner.

[0014] In the "long play" version, players can play a simulated game of basketball with two halves. The "long play" version can include playing two halves and aiming for a target score of 50 to win. To begin, both players can roll their shot die. The player with the highest roll can decide if they would like the first offensive possession to start the game or defer for the first offensive possession of the second half. Once determined, game play can begin with both players alternating rolls until one player reaches or passes 25 total points. At this time, halftime can be initiated and players may take a break. Play can resume with the player not having the first offensive possession in the first half rolling their action dice. The players can continue to play until one player reaches or passes 50 total points. When a player reaches (or surpasses) 50 points, that player can be declared the winner.

[0015] In the "your way" version, players can make up their own rules and can be easily adjustable. In one instance, the players may set a timer and play until the sound of the buzzer. To begin, both players can roll their shot die. The player with the highest roller can get the first offensive roll. Players may then alternate rolls until time runs out, at which time the player with the highest score is declared the winner.

Terminology

[0016] The terms and phrases as indicated in quotation marks (" ") in this section are intended to have the meaning ascribed to them in this Terminology section applied to them throughout this document, including in the claims, unless clearly indicated otherwise in context. Further, as applicable, the stated definitions are to apply, regardless of the word or phrase's case, to the singular and plural variations of the defined word or phrase.

[0017] The term "or" as used in this specification and the appended claims is not meant to be exclusive; rather the term is inclusive, meaning either or both.

[0018] References in the specification to "one embodiment", "an embodiment", "another embodiment, "a preferred embodiment", "an alternative embodiment", "one variation", "a variation" and similar phrases mean that a particular feature, structure, or characteristic described in connection with the embodiment or variation, is included in at least an embodiment or variation of the invention. The phrase "in one embodiment", "in one variation" or similar phrases, as used in various places in the specification, are not necessarily meant to refer to the same embodiment or the same variation.

[0019] The term "couple" or "coupled" as used in this specification and appended claims refers to an indirect or direct physical connection between the identified elements, components, or objects. Often the manner of the coupling will be related specifically to the manner in which the two coupled elements interact.

[0020] The term "directly coupled" or "coupled directly," as used in this specification and appended claims, refers to a physical connection between identified elements, components, or objects, in which no other element, component, or object resides between those identified as being directly coupled.

[0021] The term "approximately," as used in this specification and appended claims, refers to plus or minus 10% of the value given.

[0022] The term "about," as used in this specification and appended claims, refers to plus or minus 20% of the value given.

[0023] The terms "generally" and "substantially," as used in this specification and appended claims, mean mostly, or for the most part.

[0024] Directional and/or relationary terms such as, but not limited to, left, right, nadir, apex, top, bottom, vertical, horizontal, back, front and lateral are relative to each other and are dependent on the specific orientation of a applicable element or article, and are used accordingly to aid in the description of the various embodiments and are not necessarily intended to be construed as limiting.

[0025] The term "software," as used in this specification and the appended claims, refers to programs, procedures, rules, instructions, and any associated documentation pertaining to the operation of a system.

[0026] The term "firmware," as used in this specification and the appended claims, refers to computer programs, procedures, rules, instructions, and any associated documentation contained permanently in a hardware device and can also be flashware.

[0027] The term "hardware," as used in this specification and the appended claims, refers to the physical, electrical, and mechanical parts of a system.

[0028] The terms "computer-usable medium" or "computer-readable medium," as used in this specification and the appended claims, refers to any medium that can contain, store, communicate, propagate, or transport the program for use by or in connection with the instruction execution system, apparatus, or device. The computer-usable or computer-readable medium may be, for example but not limited to, an electronic, magnetic, optical, electromagnetic, infrared, or semiconductor system, apparatus, device, or propagation medium. By way of example, and not limitation, computer readable media may comprise computer storage media and communication media.

[0029] The term "signal," as used in this specification and the appended claims, refers to a signal that has one or more of its characteristics set or changed in such a manner as to encode information in the signal. It is to be appreciated that wireless means of sending signals can be implemented including, but not limited to, Bluetooth, Wi-Fi, acoustic, RF, infrared and other wireless means.

[0030] The terms "dice" or "die," as used in this specification and the appended claims, refers to a solid cube having six faces marked 1 to 6 respectively.

A First Embodiment of a Basketball Dice Game

[0031] Referring to FIG. **1**, a block diagram of an embodiment **100** of a basketball dice game is illustrated. The basketball dice game **100** can be implemented by two players and implement a scoring system based on combinations of dice rolls.

[0032] As shown, the basketball dice game **100** can include, but is not limited to, a container **102**, a first pair of dice **104**, a first shot die **106**, a second pair of dice **108**, a second shot die **110**, and instructions **112**. Typically, the container **102** can be configured to store each of the components **104-112**. The container **102** can further be configured to be a playing surface for the basketball dice game **100**.

[0033] Referring to FIG. **2**, a top view of the basketball dice game **100** is illustrated. As shown, the container **102** can typically be defined by a box **120** having a lid **122**. Of note, the lid **122** is open in FIG. **2** showing an interior of the box **120** and an underside of the lid **122**. In some embodiments, the lid **122** may be rotatably coupled to the box **120**. In other embodiments, the lid **122** may be removable from the box **120**. The instructions **112** can be provided on an interior of the lid **122** for easy viewing while playing a game. An interior bottom surface of the box **120** may include basketball court insignia **124**. The basketball court insignia **124** may mimic the markings of a typical basketball court.

[0034] The first set of dice **104** and the first shot die **106** can be implemented by a first player. The first set of dice **104** can both be a first color. The first shot die **106** can be a second color. The first set of dice **104** can be implemented by the first player as action dice. The second set of dice **108** and the second shot die **110** can be implemented by a second player. The second set of dice **108** can each be a third color. The second shot die **110** can be a fourth color. The second set of dice **108** can be implemented by the second player as action dice. Of note, during gameplay, a combination of the action dice **104**, **108** can determine if a player has a scoring opportunity or a turnover. The shot dice **106**, **110** can determine if a player scores points when awarded a scoring opportunity.

[0035] As previously mentioned, the action dice **104**, **108** can be implemented to determine if one of the players is awarded a scoring opportunity, has a turnover, or gets automatic points. One or more predetermined combinations of a pair of dice may result in the scoring opportunity, the loss of turn, or automatic points for the player that rolled said combination. Listed below is a list of outcomes (as provided on the instructions **112**) for each combination of the pairs of action dice **104**, **108**. The combinations can be the same for the first pair of action dice **104** and the second pair of action dice **108**. As can be appreciated, with a pair of six-sided dice each enumerated 1-6, there is a potential of 21 different combinations. More specifically, the list of outcomes treats a first die rolling 1 and a second die rolling 2 the same as the first die rolling 2 and the second die rolling 1.

[0036] Referring to Table 1 below, example instructions for implementing the action dice **104**, **108** based on combinations of the action dice being rolled are described. It is to be appreciated that the described instructions are one example and not meant to be limiting. The instructions described below can be used in combination with the basketball dice game **100**. The 21 combinations and associated actions are listed in Table 1 below:

TABLE 1

Action	Roll
1. Dunk!-Automatic +2 Points	(1-1)
2. Turnover: Blocked Shot	(1-2)
3. Short 2 pt: Lay Up	(1-3)
4. Foul: Shoot 1 Free Throw	(1-4)
5. Long 2 pt: 18 Foot Jump Shot	(1-5)
6. 3 pt: Spot Up Corner 3	(1-6)
7. Short 2 pt: Floater in the Lane	(2-2)
8. Foul: Shoot 1 Free Throw	(2-3)
9. Long 2 pt: Top of the Key Jumper	(2-4)
10. 3 pt: Step Back 3	(2-5)
11. Long 2 pt: Pull up at the Elbow	(2-6)
12. Long 2 pt: Fade-away Shot	(3-3)
13. 3 pt: Transition 3	(3-4)
14. Long 2 pt: 15 Foot Jumper	(3-5)
15. Foul: Shoot 1 Free Throw	(3-6)
16. Long 2 pt: Baseline Jumper	(4-4)
17. Foul: Shoot 1 Free Throw	(4-5)
18. Short 2 pt: Reverse Lay In	(4-6)
19. Short 2 pt: Hook Shot	(5-5)
20. Defensive Turnover: Stolen Pass	(5-6)
21. Deep 3! Automatic +3 Points	(6-6)

[0037] If a player is awarded a scoring opportunity, one of the the shot dice **106**, **110** can be implemented depending on the active player (e.g., player 1 or player 2). Based on the scoring opportunity, the shot dice **106**, **110** can have different outcomes.

[0038] Referring to Table 2 below, example instructions for implementing the shot dice **106**, **110** are described. It is to be appreciated that the described instructions are one example and not meant to be limiting. The instructions described below can be used in combination with the basketball dice game **100**. Listed below in Table 2 are various outcomes for different scoring opportunities when implementing the shot dice **106**, **110**.

TABLE 2

Roll	Free Throw	Short 2 pt	Long 2 pt	3 pt
1	Make	Make	Make	Make
2	Make	Make	Make	Make
3	Make	Make	Make	Miss
4	Make	Make	Miss	Miss
5	Make	Miss	Miss	Miss
6	Miss	Miss	Miss	Re-roll

[0039] Referring to FIG. **3**, a flow diagram of a method (or process) **200** of implementing the basketball dice game **100** is illustrated.

[0040] In block **202**, the first pair of action dice **104** and the first shot die **106** can be associated with a first player and the second pair of action dice **108** and the second shot die **110** can be associated with a second player. As previously mentioned, the first pair of action dice **104** can be a first color, the first shot die **106** can be a second color, the second pair of action dice **108** can be a third color, and the second shot die **110** can be a fourth color. As such, the first player and the second player can easily determine which dice are for them.

[0041] In block **204**, a simulated basketball game can begin and an active player (whomever of the first player and second player whose turn it is) may roll their action dice (the first pair of action dice **104** or the second pair of action dice **108**). Of note, a first action from either the first player or the second player can be to roll the respective action dice. The

players may quickly look at the instructions **112** when needed to determine how they are to proceed after rolling the dice.

[0042] In decision block **206**, a shot die of the active player can be activated or not activated based on which predetermined combination of the action dice is rolled. Depending on a combination of the rolled action dice, the active player may get a scoring opportunity where the shot die is activated or the active player may lose possession and the shot die is not activated. In a third instance, the active player may be awarded automatic points and the shot die may not be activated. An example listing of outcomes for the action dice are listed in TABLE 1. If the process **200** determines the shot die should be activated, the process **200** can move to block **208**. If the process **200** determines the shot die should not be activated, the process **200** can move to block **214**.

[0043] In block **208**, the active player can roll their shot die. Similar to the action dice, an outcome of the roll of the shot die can be predetermined and associated with a number rolled. An example listing of outcomes for the shot die are listed in TABLE 2 and included in the instructions **112** of the basketball dice game **100**.

[0044] In decision block **210**, the process **200** can determine if the player rolled a make, a miss, or a re-roll with the action die. As can be appreciated, depending on the type of scoring opportunity associated with the previous roll of the action dice, the process **200** can determine if the active player made the scoring opportunity (make), missed the scoring opportunity (miss), or gets to re-roll the shot die. If the process **200** determines a make, the process **200** can move to block **212**. If the process **200** determines a miss, the process **200** can move to block **214**. If the process **200** determines a re-roll, the process **200** can move to block **208**.

[0045] In block **212**, a score of the active player can be updated based on the roll of the action dice and the shot die. For instance, the active player may be awarded 2 points based on attempting a short 2-point scoring opportunity and making the attempt. The process **200** may then move to block **214**.

[0046] In block **214**, a next player (e.g., second player) can have their action dice activated. The process **200** can then move back to block **204** where the next player has become the active player.

[0047] The process **200** can repeat until one player reaches a predetermined score.

A Second Embodiment of a Basketball Dice Game

[0048] Referring to FIG. **4**, a block diagram of a second embodiment **300** of a basketball dice game is illustrated. The second embodiment basketball dice game **300** can be implemented by two players and implement a scoring system based on combinations of dice rolls. The second embodiment basketball dice game **300** can implement smart dice and a control module to keep score while playing the smart basketball dice game **300**.

[0049] As shown, the smart basketball dice game **300** can include, but is not limited to, a container **302**, a first pair of smart dice **304**, a first smart shot die **306**, a second pair of smart dice **308**, a second smart shot die **310**, and a control module **312**. Typically, the container **302** can be configured to store each of the components **304-310**. The container **302** can further be configured to be a playing surface for the smart dice **304-310** of the smart basketball dice game **300**. The first pair of smart dice **304** and the second pair of smart dice **308** can each be implemented as action dice.

[0050] Typically, the control module **312** can be any type of computing device including, but not limited to, a personal computer, a server, a game console, a smartphone, a tablet, a netbook computer, or other computing devices. The computing device can typically include a screen for displaying information to the players. In one embodiment, the control module **312** can be a distributed system wherein computing functions are distributed over several computers connected to a network. The control module **312** can typically have a hardware platform and software components.

[0051] The control module **312** can generally include a processor, random-access memory, a network interface, and a nonvolatile storage (or memory). The processor can be a single microprocessor, multi-core processor, or a group of processors. The random-access memory can store executable code as well as data that may be immediately accessible to the processor, while the nonvolatile storage can store executable code and data in a persistent state. The network interface can include hardwired and wireless interfaces through which the control module can communicate with other devices and/or networks.

[0052] The control module **312** can be configured to interface with the smart dice **304-310** and determine when each die should be used. Typically, the control module **312** can be configured to run a program (or application) which can decipher signals generated by the smart dice **304-310**. The control module **312** can further be configured to run a simulated basketball dice game where the smart dice **304-310** can be implemented to play the simulated basketball dice game. The control module **312** can include instructions previously described to automatically determine outcomes based on rolls of the smart dice **304-310**. For instance, a first player may roll the first pair of smart dice **304** to determine if they will have a chance to score points or lose their turn. The control module **312** can be configured to automatically determine what the first pair of smart dice **304** rolled and provide instructions to the players based on the roll. The control module **312** may then indicate to the first player whether they should roll the first smart shot die **306**. In some instances, the control module **312** can be configured to illuminate a shot die based on the shot die being activated. This can visually alert a player that they have a scoring opportunity.

[0053] In general, the control module **312** can run the simulated basketball dice game where the control module **312** can determine rolls of dice by communicating with the smart dice **304-310**. The control module **312** can be configured to associate each smart dice with a player and whether the smart dice is an action die or a shot die.

[0054] The smart dice **304-310** can be operatively connected to the control module **312**. Typically, a Bluetooth protocol can be implemented to operatively connect the smart dice **304-310** to the control module **312**. It is to be appreciated that other means of wirelessly connecting the smart dice **304-310** to the control module **312** are contemplated and not outside a scope of the present invention.

[0055] Referring to FIG. **5**, a flow diagram of a method (or process) **400** of implementing the smart basketball dice game **300** is illustrated.

[0056] In block **402**, the first pair of smart dice **304** and the first smart shot die **306** can be associated with a first player

and the second pair of smart dice **308** and the second smart shot die **310** can be associated with a second player.

[0057] In block **404**, a simulated basketball game can begin and an active player (whomever of the first player and second player whose turn it is) may roll their smart dice.

[0058] In decision block **406**, the process **400** can determine if shot die of the active player should be activated. Depending on a combination of the rolled action dice, the active player may get a scoring opportunity where the shot die is activated or the active player may lose possession and the shot die is not activated. In another instance, the active player may be awarded automatic points and their shot die may not be activated. In such an instance, the non-active player would have their smart dice activated as action dice. In one example, the control module **312** can be configured to send a signal to the shot die when the shot die has been activated to light-up or provide another visual signal to the active player that they should roll the shot die. If the control module **312** determines the shot die should be activated, the process can move to block **408**. If the control module **312** determines the shot die should not be activated, the process can move to block **414**.

[0059] In block **408**, the active player can roll their shot die.

[0060] In decision block **410**, the process **400** can determine if the player rolled a make, miss, or re-roll. As can be appreciated, depending on the type of scoring opportunity associated with the previous roll of the action dice, the control module **312** can determine if the active player made the scoring opportunity (make), missed the scoring opportunity (miss), or gets to re-roll the shot die. If the control module **312** determines a make, the process **400** can move to block **412**. If the control module **312** determines a miss, the process **400** can move to block **414**. If the control module **312** determines a re-roll, the process **400** can move to block **408**.

[0061] In block **412**, a score of the active player can be updated based on the roll of the action dice and the shot die.

[0062] In block **414**, a next player (e.g., second player) can have their action dice activated. The process **400** can then move back to block **404** where the next player has become the active player.

[0063] The process **400** can repeat until one player reaches a predetermined score.

Alternative Embodiments and Variations

[0064] The various embodiments and variations thereof, illustrated in the accompanying Figures and/or described above, are merely exemplary and are not meant to limit the scope of the invention. It is to be appreciated that numerous other variations of the invention have been contemplated, as would be obvious to one of ordinary skill in the art, given the benefit of this disclosure. All variations of the invention that read upon appended claims are intended and contemplated to be within the scope of the invention.

I claim:

1. A basketball dice game consisting of:

a first pair of action dice and a first shot die for a first player;

a second pair of action dice and a second shot die for a second player; and

a container defined by:

a box having a lid;

an interior bottom surface of the box having basketball court insignia; and

an interior of the lid including instructions, the instructions defining actionable outcomes for each roll of (i) the first pair of action dice, (ii) the first shot die, (iii) the second pair of action dice, and (iv) the second shot die;

wherein (i) the actionable outcomes for the first pair of action dice and the second pair of action dice are selected from the group consisting of a scoring opportunity, a loss of turn, and an automatic score; and (ii) the actionable outcomes for the first shot die and the second shot die are selected from a group consisting of a make, a miss, and a re-roll.

2. The basketball dice game of claim **1**, wherein the first pair of action dice, the second pair of action dice, the first shot die, and the second shot die are each defined by a cube shape having six faces marked 1 to 6 respectively.

3. The basketball dice game of claim **2**, wherein (i) the scoring opportunity is awarded to the first player when the first pair of action dice are rolled and include a combination of 1-3, 1-4, 1-5, 1-6, 2-2, 2-3, 2-4, 2-5, 2-6, 3-3, 3-4, 3-5, 3-6, 4-4, 4-5, 4-6, or 5-5; (ii) the loss of turn is awarded to the first player when the first pair of action dice are rolled and include a combination of 1-2 or 5-6; and (iii) the automatic score is awarded to the first player when the first pair of action dice are rolled and include a combination of 1-1 or 6-6.

4. The basketball dice game of claim **3**, wherein the first shot die is used when the first player rolls a combination for the scoring opportunity.

5. The basketball dice game of claim **4**, wherein the scoring opportunity is selected from the group consisting of a free throw, a short 2-point shot, a long 2-point shot, and a 3-point shot.

6. The basketball dice game of claim **5**, wherein (i) the make is awarded for a free throw when the first shot die rolls a 1, 2, 3, 4, or 5 and the miss is awarded when a 6 is rolled; (ii) the make is awarded for a short 2-point shot when the first shot die rolls a 1, 2, 3, or 4 and the miss is awarded when a 5 or 6 is rolled; (iii) the make is awarded for a long 2-point shot when the first shot die rolls a 1, 2, or 3 and the miss is awarded when a 4, 5, or 6 is rolled; and (iv) (a) the make is awarded for a 3-point shot when the first shot die rolls a 1 or 2, (b) the miss is awarded when a 3, 4, or 5 is rolled, and (c) the re-roll is awarded when a 6 is rolled.

7. The basketball dice game of claim **2**, wherein (i) the scoring opportunity is awarded to the second player when the second pair of action dice are rolled and include a combination of 1-3, 1-4, 1-5, 1-6, 2-2, 2-3, 2-4, 2-5, 2-6, 3-3, 3-4, 3-5, 3-6, 4-4, 4-5, 4-6, or 5-5; (ii) the loss of turn is awarded to the second player when the second pair of action dice are rolled and include a combination of 1-2 or 5-6; and (iii) the automatic score is awarded to the second player when the second pair of action dice are rolled and include a combination of 1-1 or 6-6.

8. The basketball dice game of claim **7**, wherein the second shot die is used when the second player rolls a combination for the scoring opportunity.

9. The basketball dice game of claim 8, wherein the scoring opportunity is selected from the group consisting of a free throw, a short 2-point shot, a long 2-point shot, and a 3-point shot.

10. The basketball dice game of claim 9, wherein (i) the make is awarded for a free throw when the second shot die rolls a 1, 2, 3, 4, or 5 and the miss is awarded when a 6 is rolled; (ii) the make is awarded for a short 2-point shot when the second shot die rolls a 1, 2, 3, or 4 and the miss is awarded when a 5 or 6 is rolled; (iii) the make is awarded for a long 2-point shot when the second shot die rolls a 1, 2, or 3 and the miss is awarded when a 4, 5, or 6 is rolled; and (iv) (a) the make is awarded for a 3-point shot when the second shot die rolls a 1 or 2, (b) the miss is awarded when a 3, 4, or 5 is rolled, and (c) the re-roll is awarded when a 6 is rolled.

11. A basketball dice game comprising:

a first pair of action dice and a first shot die for a first player;

a second pair of action dice and a second shot die for a second player;

wherein the first pair of action dice, the second pair of action dice, the first shot die, and the second shot die are each defined by a cube shape having six faces marked 1 to 6 respectively; and

a container defined by:

a box having a lid;

an interior of the box having basketball court insignia; and

an interior of the lid including instructions, the instructions defining actionable outcomes for each roll of (i) the first pair of action dice, (ii) the first shot die, (iii) the second pair of action dice, and (iv) the second shot die;

wherein the actionable outcomes (i) for the first pair of action dice and the second pair of action dice are selected from the group consisting of a scoring opportunity, a loss of turn, and an automatic score; and (ii) for the first shot die and the second shot die are selected from the group consisting of a make, a miss, and a re-roll;

wherein the scoring opportunity is selected from the group consisting of a free throw, a short 2-point shot, a long 2-point shot, and a 3-point shot;

wherein (i) the scoring opportunity is selected when one of the first pair of action dice and the second pair of action dice are rolled and include a combination of 1-3, 1-4, 1-5, 1-6, 2-2, 2-3, 2-4, 2-5, 2-6, 3-3, 3-4, 3-5, 3-6, 4-4, 4-5, 4-6, or 5-5; (ii) the loss of turn is selected when one of the first pair of action dice and the second pair of action dice are rolled and include a combination of 1-2 or 5-6; and (iii) the automatic score is selected when one of the first pair of action dice and the second pair of action dice are rolled and include a combination of 1-1 or 6-6;

wherein (i) the make is awarded for a free throw when one of the first shot die and the second shot die rolls a 1, 2, 3, 4, or 5 and the miss is awarded when a 6 is rolled; (ii) the make is awarded for a short 2-point shot when one of the first shot die and the second shot die rolls a 1, 2, 3, or 4 and the miss is awarded when a 5 or 6 is rolled; (iii) the make is awarded for a long 2-point shot when one of the first shot die and the second shot die rolls a 1, 2, or 3 and the miss is awarded when a 4, 5, or 6 is rolled; and (iv) (a) the make is awarded for a 3-point shot when one of the first shot die and the second shot die rolls a 1 or 2, (b) the miss is awarded when a 3, 4, or 5 is rolled, and (c) the re-roll is awarded when a 6 is rolled.

12. The basketball dice game of claim 11, wherein the first pair of action dice, the second pair of action dice, the first shot die, and the second shot die are each smart die.

13. The basketball dice game of claim 12, the basketball dice game further including a control module operatively connected to the first pair of action dice, the second pair of action dice, the first shot die, and the second shot die.

14. The basketball dice game of claim 13, wherein the control module is adapted to determine an outcome of a roll from each of the first pair of action dice, the second pair of action dice, the first shot die, and the second shot die.

15. The basketball dice game of claim 14, wherein the control module activates the first shot die based on the first pair of action dice being rolled and at least one predetermined combination of the first pair of action dice results in a scoring opportunity.

16. The basketball dice game of claim 15, wherein the control module activates the second shot die based on the second pair of action dice being rolled and at least one predetermined combination of the second pair of action dice results in a scoring opportunity.

17. The basketball dice game of claim 13, wherein the control module is adapted to activate the first action die based on determining a roll of the first pair of action dice.

18. The basketball dice game of claim 17, wherein the control module is adapted to activate the second action die based on determining a roll of the second pair of action dice.

19. The basketball dice game of claim 13, wherein the control module is adapted to keep score based on rolls of the first action dice, the first shot die, the second action dice, and the second shot die.

20. A basketball dice game consisting of:

a first pair of action dice and a first shot die for a first player, the first pair of action dice and the first shot die defined by a cube shape having six faces marked 1 to 6 respectively;

a second pair of action dice and a second shot die for a second player, the second pair of action dice and the second shot die defined by a cube shape having six faces marked 1 to 6 respectively; and

a container defined by:

a box having a lid;

an interior bottom surface of the box having basketball court insignia; and

an interior of the lid including instructions, the instructions defining actionable outcomes for each roll of (i) the first pair of action dice, (ii) the first shot die, (iii) the second pair of action dice, and (iv) the second shot die;

wherein the actionable outcomes for (i) the first pair of action dice and the second pair of action dice are selected from the group consisting of a scoring opportunity, a loss of turn, and an automatic score; and (ii) the first shot die and the second shot die are selected from a group consisting of a make, a miss, and a re-roll;

wherein (i) the scoring opportunity is awarded to the first player when the first pair of action dice are rolled and include a combination of 1-3, 1-4, 1-5, 1-6, 2-2, 2-3, 2-4, 2-5, 2-6, 3-3, 3-4, 3-5, 3-6, 4-4, 4-5, 4-6, or 5-5, (ii)

the loss of turn is awarded to the first player when the first pair of action dice are rolled and include a combination of 1-2 or 5-6, (iii) the automatic score is awarded to the first player when the first pair of action dice are rolled and include a combination of 1-1 or 6-6;

wherein (i) the make is awarded for a free throw when the first shot die rolls a 1,2, 3, 4, or 5 and the miss is awarded when a 6 is rolled, (ii) the make is awarded for a short 2-point shot when the first shot die rolls a 1, 2, 3, or 4 and the miss is awarded when a 5 or 6 is rolled, (iii) the make is awarded for a long 2-point shot when the first shot die rolls a 1, 2, or 3 and the miss is awarded when a 4, 5, or 6 is rolled, and (iv) (a) the make is awarded for a 3-point shot when the first shot die rolls a 1 or 2, (b) the miss is awarded when a 3, 4, or 5 is rolled, and (c) the re-roll is awarded when a 6 is rolled.

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