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54 **A card game for the simulation, at desk, of football games and similar.**

57 A card game for the simulation, at a desk, of foot-ball games and similar, comprising two packs of cards, each respectively of 310 cards, divided in 140 defense cards, 140 attack cards and 30 goalkeeper cards, that may be given to two single players or to four players playing in couples.

Said cards show the figure and the relative symbol of every possible situation of the game, like the pass of the ball, the throws in the goal, fouls, punishments, penalties, saves, corners, goals and similar.

FIG.12



Description**"A CARD GAME FOR THE SIMULATION, AT A DESK, OF FOOT-BALL GAMES AND SIMILAR"**

The present invention concerns an ensemble of playing cards showing all possible events that may happen during a foot-ball game, which will be therefore perfectly simulated by the players sitting around a desk.

5 It is evident that those cards already known and in use are not at all suitable for the purpose set forth, which on the contrary will be perfectly met, according to the present invention, with two packs, each of exactly 310 cards, with which two single players or four players in two couples may play placed two by two, on a line and side by side, so that the two players of a couple may control without any difficulty all cards they have, and so that they may decide about attack or defense actions.

10 In the case of two players, each one chooses 20 of the cards at his disposal, and precisely 10 attack and 10 defense cards, according to the action he wants to perform; in the case of playing in couples, one player may go to the defense with 12 of the relative cards and the other will go to the attack also with 12 cards, or also changing the number according to the agreements.

15 The cards according to the present invention consist of defense, attack and goalkeeper cards, according to the notes written on the back of the same, and are, for each group, 140, 140 and 30.

Each card shows the action of one player, that may be shown with any uniform, so as to represent clubs and national teams of all the world, so that it will be possible to simulate foot-ball games already happened.

All cards provided are divided as follows:

20 DEFENSE CARDS: (stop, out, corner, lateral diversion) for opposing an attack from the opponent, or for starting a new throw-in action (new throw or defensive pass).

ATTACK CARDS: for starting an action having the purpose of freeing a player for the throw in the goal, or causing a punishment or a penalty to one's own advantage.

GOALKEEPER CARDS: they are useful only for the final intervention onto the opponents throw.

A particular division of the three groups of cards will provide:

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Attack cards:

9 attack passes for each player	tot.	100
4 throws in the goal for each player from 7 to 11	"	20
2 throws in the goal for each player from 2 to 6	"	10
8 punishment fouls of the oppo- nent defense	"	8
2 penalties	"	<u>2</u>
Total attack cards		140

Defense cards:

20 defensive interventions for each single defense play- er from 2 to 6 (8 new throws, 8 outs and 4 corners)	tot.	100
4 defensive passes from 2 to 6 for each single player	"	20
5 stops on throws in goal of attackers from 7 to 11	"	5
2 stops for each single player of the opponent's defense to the goal from 2 to 6 or attack action	"	10
5 outs	"	<u>5</u>
Total defense cards		140

Goalkeeper cards:

	10 saves	tot.	10
5	10 outs	"	10
	6 corners	"	6
10	4 goals	"	4
	Total goalkeeper cards		30

15 This means that each team can play with a total of 310 cards, as above said.

Within each group, particular symbols, placed in correspondence of the corners on the right of each card, explain the action shown in the card itself; the players need said symbols for quickly recognizing the fished card without uncovering the same completely, thus increasing the game suspense.

20 The present invention will be described more in detail hereinbelow relating to the attached drawings, showing some preferred embodiments.

Figures 1, 2 and 3 show the back of the three groups of cards, whereby on said back the symbol of the team may be printed.

Figures 4, 5, 6, 7 and 8 show same possible attack cards.

Figures 9, 10, 11, 12, 13 and 14 show the defense actions.

25 Figures 15, 16, 17 and 18 show the four goalkeeper cards.

Relating now to the symbols shown in the figures on the attack cards, $\frac{10}{11}$ shows the throw of the ball from player no. 10 to player no. 11, while $\frac{8}{1}$ means a throw in the goal from play no. 8; $\frac{1}{1}$ and $\frac{1}{11}$ respectively show direct and indirect punishment on an opponent's defensive action with stop card. Finally, the attack card having the letter "R" means a penalty on an opponent's defensive intervention with stop card.

30 For what concerns the defense cards, the symbol $\frac{10}{6}$ means an action of player no. 6 on player no. 10 with a corner (see fig. 9) or lateral out (fig. 10).

The symbol $\frac{10}{6}$ means an action of player no. 6 with stop and new throw. In the game's mechanic, in case of stop and new throw the ball is taken away from the opponent and a new action is started; however, in the case of a corner or of a lateral out, the opponent may continue the game with a further action.

35 Furthermore, $\frac{1}{11}$ means a stop on a goalthrow or on a pass on player 11, O means an out on an opponent's attack throw and, finally, $\frac{3}{4}$ a possible defensive pass between defense players 3 and 4.

The goalkeeper cards provide the following four cases: P for save, G for goal, C for corner and F for out. The card game according to the present invention may take place as follows:

40 The cards may be chosen before starting the game so as to organize, according to one's wishes, the game in attack or defense, under exclusion, however, of $\frac{1}{1}$, $\frac{1}{11}$, A, O and P that shall remain in the two packs of attack or defense cards that will be mixed and cut from the opponent or from the referee.

The remaining cards will be placed in front of the players in the well aligned packs with the writings Goalkeeper, Defense and Attack visible on the back.

45 During the game, after each played card, the next one is quickly chosen from the defense or attack cards, independently from the one played.

After each played card, it is the turn of the opponent; if he can not respond, the player will continue his action.

When, on the opponent's attack, you should not have the corresponding defense card, you pass on and the opponent continues his action with a further pass or throw in the goal.

50 When the throw in the goal can not be stopped, the goalkeeper intervenes with P, G, C or F.

When the player does not have the card for continuing the action, the opponent will play again and will thus be able to start a new action.

During the game, at each turn or passing on you may lay down a card you don't need and take a new one.

55 The throw in goal may be stopped only by the corresponding stop card; the opponent, in turn, may respond with a foul or penalty.

The card O meaning out may be played only on the opponent's attack action; it may not be played on a lateral diversion, corner, first degree punishment, penalty or defense action of the opponent.

All cards corresponding to the throw in goal T must be introduced by a pass or punishment $\frac{1}{1}$ or $\frac{1}{11}$, or penalty R.

60 When the opponent will have freed one of this players for the throw in goal, and you won't be able to stop him, one card of one's own goalkeeper will be uncovered: in case of F or P a new action is started; in case of C the opponent will continue his action and, finally, in case of G (goal), the game is continued with the cards left until the end of the regular 90 minutes similar to the lasting of the real foot-ball games.

65 Furthermore, it is evident that according to the described principles, also other popular games may be simulated in a card-game, like base-ball, rugby, basket-ball etc., just varying the symbols of the figures shown

in the cards, and to be played according to the rules of the respective games.

Claims

1. A card game for the simulation, at a desk, of foot-ball games, characterized in two packs, each respectively consisting of 310 cards, divided in 140 attack cards, 140 defense cards and 30 goalkeeper cards, said attack cards comprising nine attack passes for each player, four throws in goal for each player from 7 to 11, two throws in goal for each player from 2 to 6, eight fouls of the opponent's defense and two penalties, said defense cards furthermore comprising twenty defense actions for each single defense player from 2 to 6 (eight new throws, eight outs and four corners), four defensive passes from 2 to 6 for each single player, five stops on throws in goal from attackers from 7 to 11, two stops for each single opponent's defense player in goal from 2 to 6 or attack actions, and five outs, and finally said goalkeeper cards comprising ten saves, ten outs, six corners and four goals.

2. A card game according to claim 1, characterized in the division in attack, defense and goalkeeper cards written on the back by means of the symbols or colours of the various clubs or national teams, corresponding to the uniforms of the players shown, on the right, in the various actions.

3. A card game according to claim 1 characterized in that the cards show the symbols of the actions performed by the shown players, said symbols being placed on the right of each card corresponding to the corners thereof.

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FIG.1

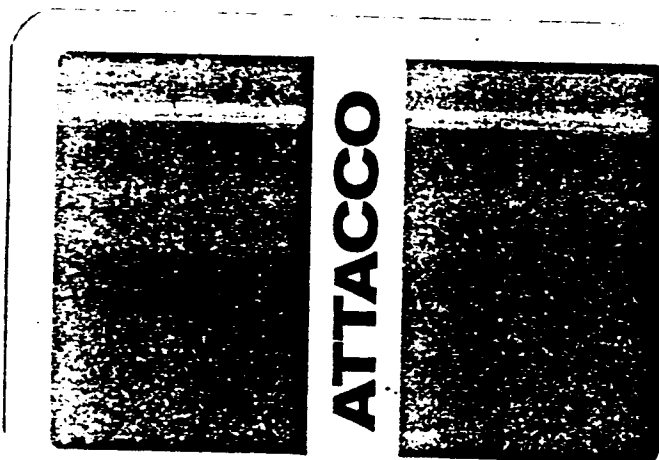


FIG.2

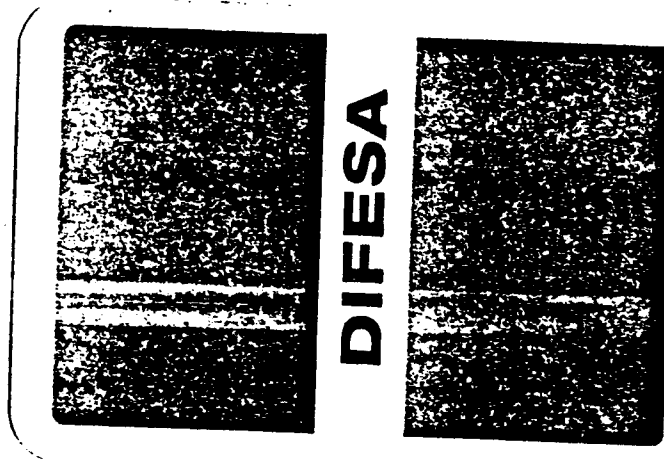
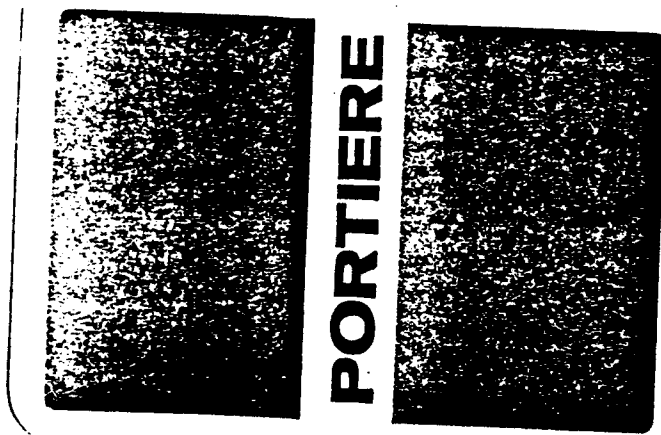


FIG.3



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FIG.6

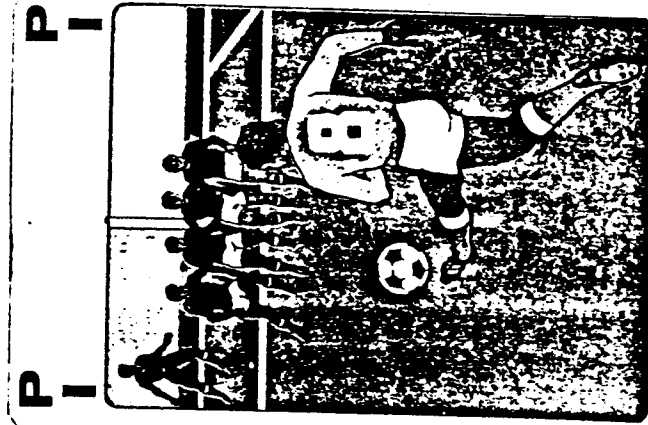


FIG.5

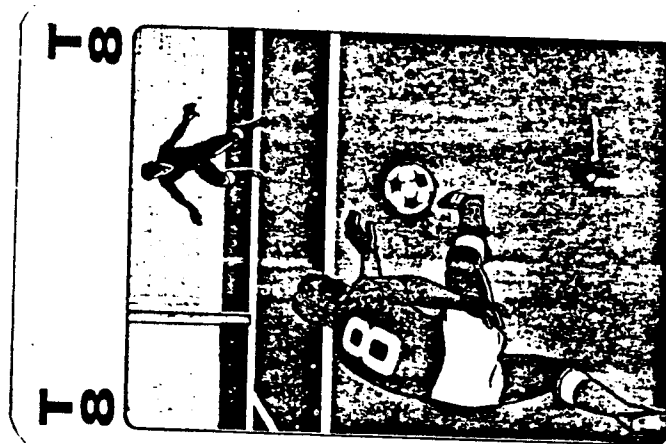


FIG.4

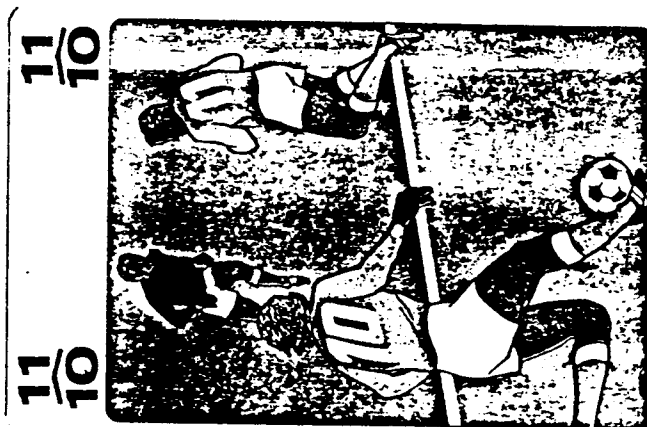


FIG.7

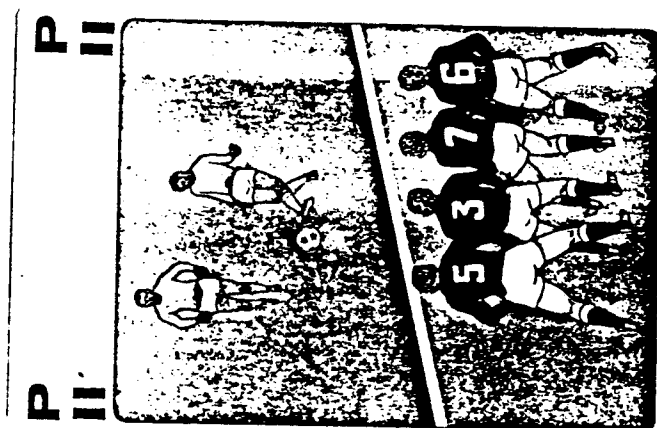


FIG.8

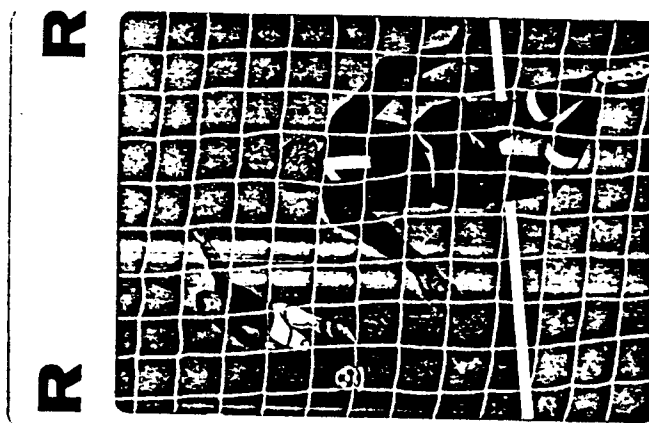


FIG.9

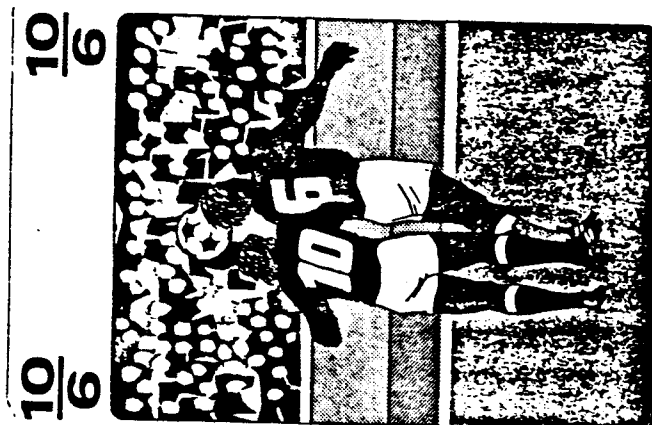


FIG.10

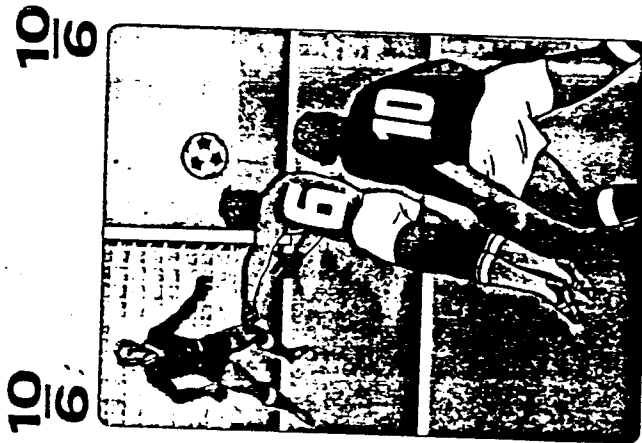


FIG.11

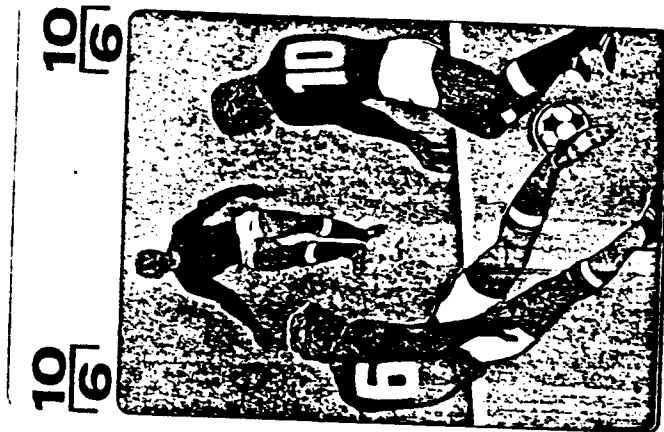


FIG.12

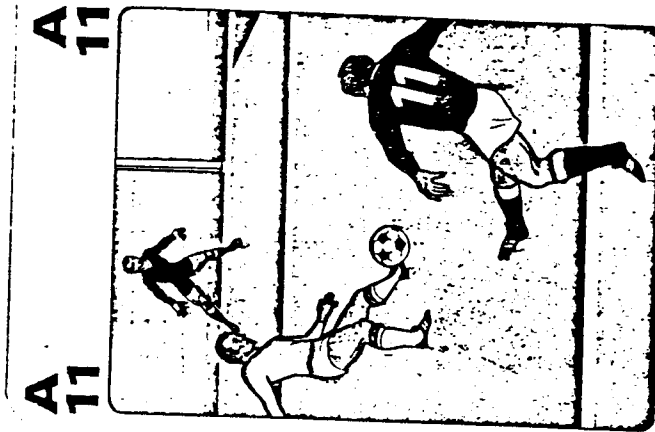


FIG.13

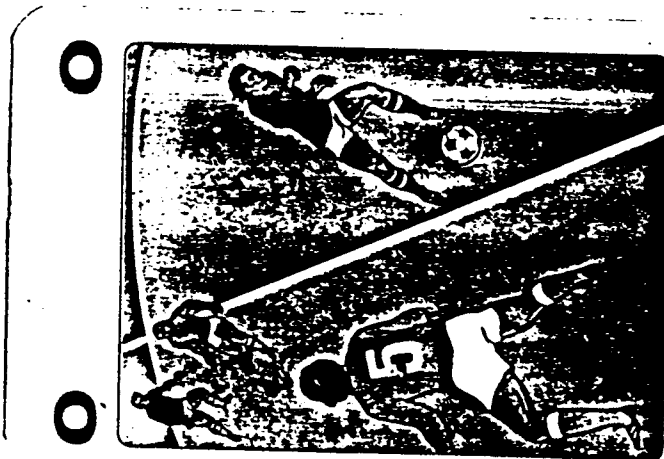


FIG.14

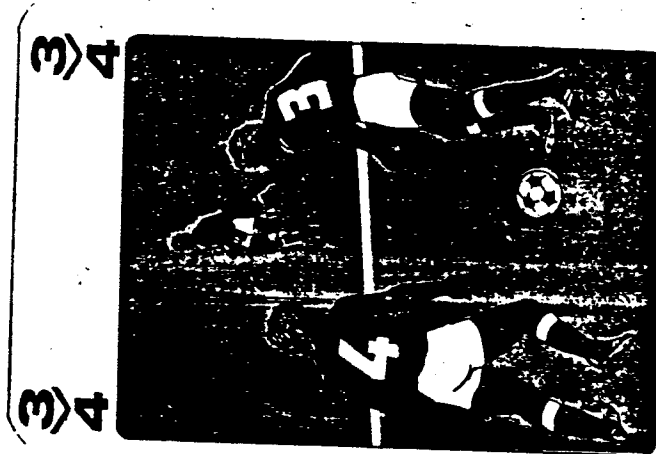


FIG.15

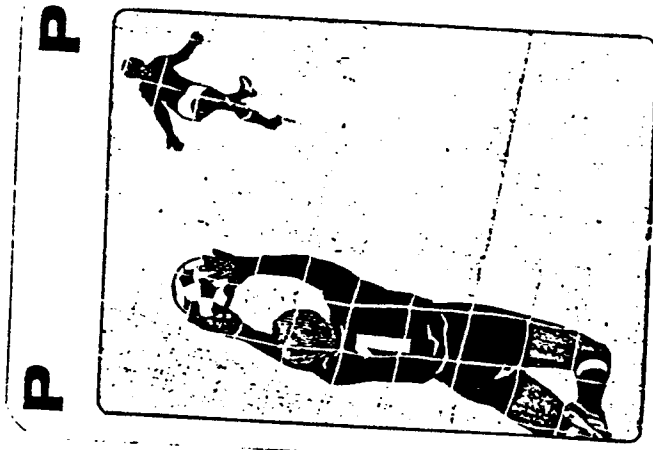


FIG.16

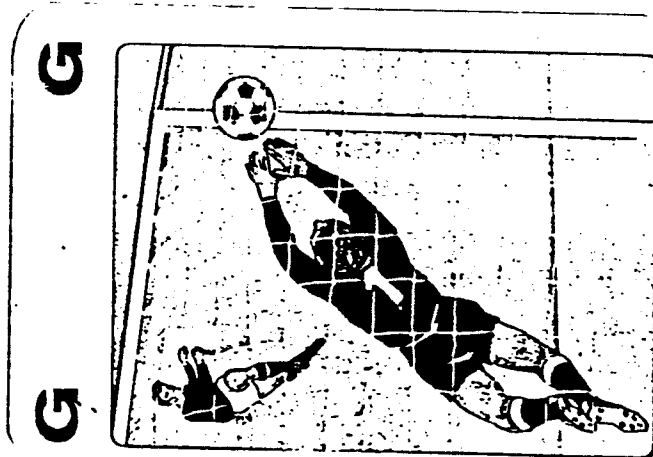


FIG.17

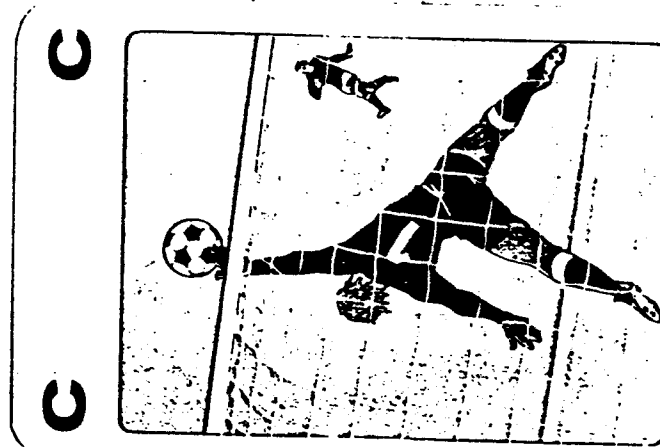
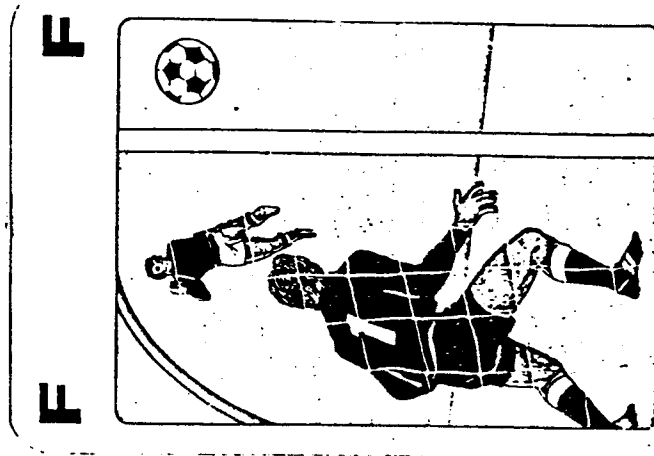


FIG.18





DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (Int. Cl. 4)
A	US-A-2 460 541 (I.B. SILER)		A 63 F 1/00
A	US-A-4 289 315 (O'BARR)		
			TECHNICAL FIELDS SEARCHED (Int. Cl. 4)
			A 63 F
The present search report has been drawn up for all claims			
Place of search THE HAGUE		Date of completion of the search 03-09-1986	Examiner SEDY, R.
CATEGORY OF CITED DOCUMENTS			
X : particularly relevant if taken alone Y : particularly relevant if combined with another document of the same category A : technological background O : non-written disclosure P : intermediate document		T : theory or principle underlying the invention E : earlier patent document, but published on, or after the filing date D : document cited in the application L : document cited for other reasons & : member of the same patent family, corresponding document	