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(54) **A board game**

(57) Board game apparatus comprising a plurality of playing pieces of at least two different shapes which are used to move a projectile around a playing surface. The

shape of the playing piece determining the movement of the projectile when the projectile is hit by the playing piece.

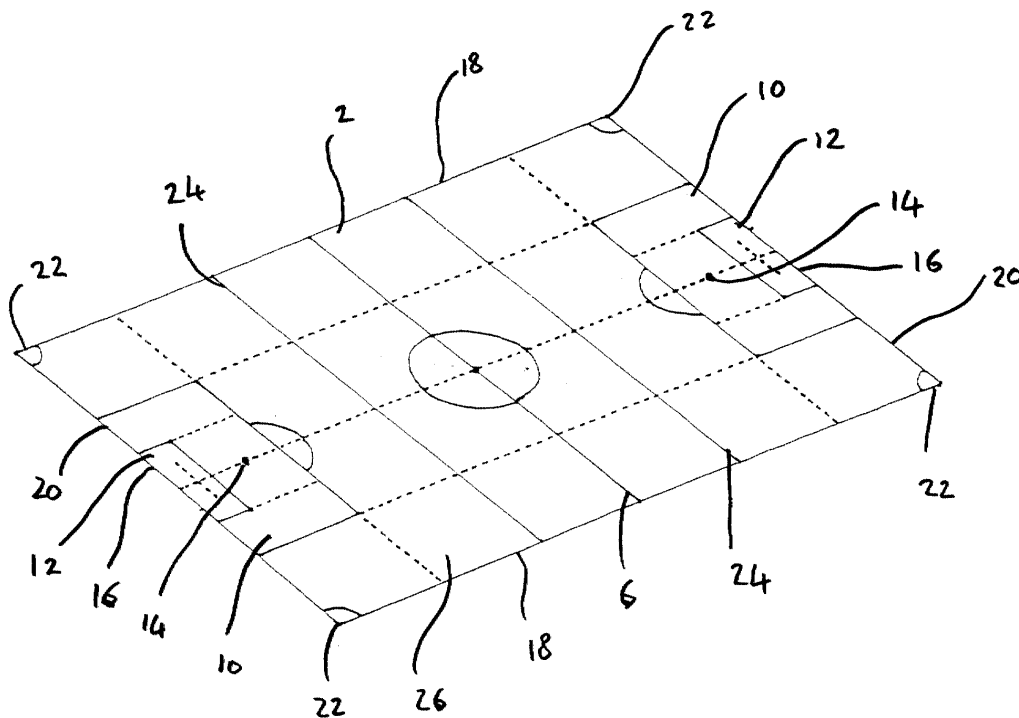


Fig. 1

Description

[0001] The present invention relates to a board game, and more particularly to a board game that resembles a sports game.

[0002] There are many football board games on the market today, the most notable game being that of Subbuteo®. Such games involve moving playing pieces around a board, generally resembling a football pitch, and using the playing pieces to hit a ball into an opponent's goal. Each player has a number of playing pieces making up a team, the team generally comprising a goalkeeper and several outfield players. The outfield playing pieces of each team are of identical shape and general appearance. Therefore, the resultant movement or projection of the ball, when hit by an outfield playing piece will be the same for each outfield playing piece being used in the game.

[0003] Football board games of this type are designed to bring out the best in the sharpness of a player's instincts, due to the simultaneous engagement of each of the players.

[0004] The invention seeks to provide an improved board game of this type, designed to require players to be more elaborate in their tactics and elegant in their style of play. Such improvement is provided by each team being constructed of a plurality of playing pieces of different shapes and sizes, the shape and size of each playing piece determining the movement and projection of a ball when hit by that playing piece.

[0005] Accordingly, there is provided apparatus for playing a game, the apparatus comprising a plurality of playing pieces of at least two different shapes, each playing piece having at least one striking surface of a shape chosen from a group of at least two different shapes of striking surface, the striking surfaces of the playing pieces being used to move a projectile around a playing surface, the shape of the striking face of a playing piece determining the movement of the projectile when the projectile is hit by the striking surface.

[0006] Preferably, the striking faces have different inclination.

[0007] Preferably, the playing pieces comprise at least two identical sets of playing pieces, each set of playing pieces comprising pieces of different general shape, and each set consisting of a number similarly shaped playing pieces having one or more different physical characteristics. The physical characteristics may include weight, height, width or breadth.

[0008] In a preferred embodiment least one of the playing pieces is disc-shaped and/or at least one of the playing pieces is cross-shaped.

[0009] Preferably still at least one of the playing pieces is arch-shaped and can be placed in a position whereupon it upstands from the playing surface.

[0010] Advantageously, the apparatus also comprises a U-shaped positioning device.

[0011] The playing surface is preferably designed to resemble a sports playing surface in its appearance.

[0012] One embodiment of the board game of the present invention, and its apparatus, will now be described, by way of example, with reference the accompanying figures, in which :

Figure 1 is a perspective view of a board included in the apparatus of the board game of the present invention;

Figure 2 is a perspective view of a projectile included in the apparatus of the board game of the present invention;

Figure 3 shows the projectile of Figure 2 in part cross-section;

Figure 4 is a perspective view of a first playing piece included in the apparatus of the board game of the present invention;

Figure 5 shows the playing piece of Figure 4 in part cross-section;

Figure 6 shows a variant of the playing piece of Figure 4 which has an inclined striking face;

Figure 7 shows the playing piece of Figure 6 in part cross-section;

Figure 8 is a perspective view of a second playing piece included in the apparatus of the board game of the present invention;

Figure 9 shows the playing piece of Figure 8 in part cross-section;

Figure 10 shows a variant of the playing piece of Figure 8 which has an inclined striking face;

Figure 11 shows the playing piece of Figure 10 in part cross-section;

Figure 12 is a perspective view of a third playing piece included in the apparatus of the board game of the present invention;

Figure 13 shows the playing piece of Figure 12 in part cross-section;

Figure 14 shows a variant of the playing piece of Figure 12 which has an inclined striking face;

Figure 15 shows the playing piece of Figure 14 in part cross-section;

Figure 16 is a perspective view of a positioning device included in the apparatus of the board game of the present invention;

[0013] With reference to Figure 1, the playing surface comprises a board 1 which is primarily based on the format of a football pitch. Whilst the embodiment hereafter described refers to the board game apparatus resembling a football game, it is clearly envisaged that the board game apparatus could resemble a different sports game, such as rugby or ice hockey, in which case the board would be primarily based on the format of the pitch or playing surface of that particular sport.

[0014] The board 1 consists of two halves 2, 4 of a rectangular board separated by a centre line 6. Each half is intersected by a center line 8. Within each half 2, 4 is situated an eighteen yard box 10, with a respective six yard box 12, a penalty spot 14 and goal posts 16. Finally, the two side lines 18 and the two touch lines 20 surrounding the board are joined by four corner arcs 22.

[0015] The board 1 is divided into thirds by two lines 24, referred to as the "shooting lines". The shooting lines define the boundary at which, in use, players can shoot at the goal.

[0016] The entire pitch is divided into thirty-two rectangular squares 26 called "grid boxes". The grid boxes, in use, determine a player's possession. Such possession is explained later with reference to the "Rules of Possession". Consequently, each half 2, 4 of the board has sixteen grid boxes. From these sixteen grid boxes, ten are in the main playing area of that half, four are in the eighteen yard box and two in the six yard box.

[0017] A disc-shaped projectile 28 (see Figures 2 and 3) is moved across the board using a number of different-shaped playing pieces 30, 40, 50. The ball is designed to slide along the board rather than roll across it, and is designed to be lighter than the playing pieces.

[0018] The playing pieces consist primarily of three different shapes. The majority of the playing pieces are disc-shaped playing pieces 30 which can be clearly seen in Figures 4 to 7. The lower part 32 of the wall 34 of each disc-shaped playing piece 30 defines a striking face. This striking face may be vertical, as in Figure 4, or, alternatively, may be inclined as in Figure 6. Whether or not the striking face of the disc-shaped playing piece 30 is inclined, will affect the movement of a projectile when it is struck by the striking surface of the playing piece.

[0019] Some of the playing pieces are of rectangular shape 40 (see Figures 8 to 11). In use, the rectangular-shaped playing pieces may upstand from the playing surface. Again, each rectangular-shaped playing piece has a striking face 42 which may be vertical (Figure 8) or inclined (Figure 10).

[0020] Finally, some of the playing pieces are generally cross-shaped 50 (see Figures 12 to 15). Again, each cross-shaped playing piece has a striking face 52 which may be vertical (see Figure 12) or inclined (see Figure 15).

[0021] Although the playing pieces are made up of primarily three general shapes, each shape set is made up of a number of variants which differ in height, breadth, width and/or weight. The differences in height, breadth, width and/or weight of each playing piece within a particular shape set (disc shape 30, rectangular shape 40, cross shape 50), together with differences in inclination of the striking face of each playing piece will produce a different effect on the projectile 28 when it is hit by a particular playing piece, in terms of its direction and speed of its movement and its projection.

[0022] Several examples are given below :

[0023] An inclined striking face will tend to lift the projectile 28 off the playing surface.

[0024] A heavier playing piece will tend to hit the projectile with more force than a lighter playing piece, thus the distance and speed of the projectile once hit, will be greater.

[0025] A lighter, smaller playing piece tends to hit a projectile with more accuracy.

[0026] A cross-shaped projectile, when spun around will, affect the direction of the projectile, particularly if the projectile strikes the ends of the cross members.

[0027] In use, a team may consist of a number of different shaped playing pieces that may be used for different scenarios during the game. The playing pieces are designed with surfaces that are able to receive various stickers or the like, which can identify the playing piece by representing a name, number or particular team strip.

[0028] Referring to Figure 16, a positioning device 60 is designed, in use, to aid players in gauging shooting angles or to prevent a playing piece from flying off the pitch or moving too far when the playing piece is used to strike the

projectile 28. The positioning device 60 is substantially U-shaped, the distance between each arm 62, 64 being slightly greater than that of the diameter of the projectile 28. In use the positioning device 28 is placed over the projectile so that the projectile lies between each arm 62, 64 of the device 60.

[0029] One way of playing the board game with the apparatus according to the present invention will now be described with reference to a set of rules.

A: THE RULES FOR FLICKING AND USING THE PLAYING APPARATUS.

[0030]

[1.0]: TO FLICK A MAN,

[1.1]: Players must use either first or second finger to strike the intended man from behind in the desired direction.

[1.2]: Your hand or finger must never touch the ball or else a foul is awarded against the offender. See rule M: [1.2].

[1.3]: When flicking your hand or thumb must not be used as a spring or make contact with then pitch.

[1.4]: Each player has a turn to flick, after the other.

[2.0]: USING THE PLAYING APPARATUS,

[2.1]: The playing apparatus is designed to aid players in gauging passing or shooting angles or to prevent a playing man from flying off the pitch or far out of position, following a hard shot flick, however its use is not compulsory.

It is shaped like an 'n', so that the players can hold it from the top with their thumb and index finger both pointing downwards and pressing along the legs of the playing apparatus which is then pressed against the pitch.

[2.2]: The playing apparatus must be placed directly over the ball, thus the ball must be between the legs of the apparatus.

[2.3]: The ball must never touch the apparatus or else a foul is awarded against the offender. See rule M: [1.2].

B: OTHER RULES.

[0031]

[1.0]: DURATION.

[1.1]: The game consists of two periods of 45 minutes, with a 10 minutes break between them.

[1.2]: during the half time break, both players and teams must change halves on the pitch.

[1.3]: A stop return clock may be used to control the pace of the game.

[2.0]: SUBSTITUTION,

[2.1]: both players are entitled to a maximum of three substitutions during the game.

[2.2]: substitutions can only be made when the ball is out of play.

[2.3]: the man to be substituted must first be taken off before the substitute in brought on.

[3.0]: SCORING A GOAL.

[3.1]: To score a goal, the playing man flicked or the ball is forced off, must be within the opposing team's shooting area.

C: THE RULES FOR KICK OFF.

[0032]

[1.0]: Kick off is decided by a coin toss.

[2.0]: before kick off, rules D:[1.1], D: [1.2], D: [1.3] must be obeyed.

[3.0]: the team kicking off is entitled to up to 3 consecutive flicks, using three different team Mates.

[3.1]: FLICK ONE:

A first man is to be flicked into the defending teams half of the centre circle.

[3.2]: FLICK TWO:

Using a second man, the ball is hit towards the first man.

This passed ball may or may not touch the first man but it must not touch the

Second man on the rebound, any defending men or overrun the first man otherwise the pass is Retaken.

[3.3]: FLICK THREE:

If the ball rebounds off the first man or not, with him still in possession, then flick three is taken to try and pass the ball to a third team Mate his own half.

Also if the ball rebounds into free space, then flick three may be taken to try and regain possession. For information on free space, see rule G: [3.0].

However if on the second flick, the ball rebounds off the first man into possession for a defending man, then possession is lost by the passing or attacking team. Thus the third flick is not required as the rules E: , F: and G: are applied.

Or if on the second flick, the ball rebounds off the first man into possession by a team mate, the third flick is not required as the rules E: , F: and G: are applied.

D: THE RULES OF POSITIONONG.

[0033]

[1.0]: BEFORE EVERY KICK OFF OR PASS AFTER A GOAL.

[1.1]: All men of both teams must be alone within a grid box in their respective halves of the pitch and both goal keepers must be within their respective 6 yard boxes.

[1.2]: no defending men should be within the centre circle.

[1.3]: the men may be positioned as close as possible to the border lines of the grid boxes but never on.

[2.0]: BEFORE; DIRECT FREE KICKS, CORNER KICKS, GOAL KICKS, THROW INS OR PENALTY KICKS, EXCEPT INDIRECT FREE KICKS.

[2.1]: Both players may physically lift and move their men around the pitch, repositioning them in suitable tactical positions, obeying rules D: [1.3] and D: [2.2].

[2.2]: Only a maximum of two men, one of each team, may be repositioned within any grid box, obeying rule D: [1.3].

[2.3]: In the event of a direct free kick, only the men forming the wall are exempted from rule D: [2.2].

[2.4]: In the event of an indirect free kick,

The ball is to be replaced on the same position the and in the same grid box the offence was committed.

The attacking man to pass or shoot is then positioned. May use rule D: [2.1].

The attacking team is also entitled to either an assisting flick or an onside flick, see rules F: [1.1] and F: [1.2] respectively. However this extra flick is not compulsory.

The defending team is then obliged to either a blocking flick or a marking flick,

See rules F: [2.1] and F: [2.2] respectively. However this is only allowed if an extra attacking flick was made by the attacking team.

The indirect free kick is then played.

[2.5]: In the case of a penalty kick during the game, rules D: [1.3] and D: [2.2] are to be obeyed by all other men but none from whichever team may be positioned beyond the edge of or in the 18 yard box.

[3.0]: IN THE 6 YARD BOX.

[3.1]: The only time other than during free flow, any men of either teams are allowed to be positioned within any of the two grid boxes that make up the 6 yard box, is before a direct free kick or a comer kick. See rules G: for information on free flow.

[3.2]: Players may reposition their men for tactical reasons, using rule D: [2.1] but must also abide by rules D: [1.3] and D: [2.2].

E: THE RULES OF POSSESSION.**[0034]****[1.0]: TO BE IN POSSESSION.**

[1.1]: To be in possession, i.e. the attacking team, an attacking man and the ball must fully or partly share a grid box.

[1.2]: Unless the ball is in 'free space', only the attacking man in possession must hit the ball to pass or shoot

[2.0]: MAINTAINING OR LOOSING POSSESSION.

[2.1]: If as a result of a pass from an attacking team mate, the ball stops in or is sharing a grid box shared by parts or the whole of any two or more men from either teams, without hitting any of them, possession is maintained by the team mate intended for the pass.

[2.2]: Or if the ball rebounds of any men of either teams as a result of a passing flick, priority is given to the team of the last man the ball rebounds off, if it stops in the same grid box. If it rebounds into a different grid box, then rules E: [2.1] and E: [3.1], are appropriately applied.

[3.0]: GAINING POSSESSION.

[3.1]: If the ball is in free space, the attacking team loses possession and the defending team then gets the next flick to try and flick his man or the ball into possession, as in rules E: [1.0] and E: [2.1] or may clear the ball for defensive reason

[3.2]: If in the event of the situation in rule E: [3.1], possession was not gained the other team gets the next flick. Rules E: [3.1] and E: [3.2] are repeated until possession is gained by one of the teams or the ball is played out of touch.

[3.3]: Possession can also be gained, if as a result of an entitled tackling flick, the ball is successfully passed. See rules F: [5.1].

F: THE RULES FOR TACTICAL COORDINATION.**[0035]**

[1.0]: On gaining possession, the attacking team is entitled to any of 5 possible 'extra attacking flick, however this is not compulsory.

[1.1]: THE ASSISTING FLICK.

This is used to attempt to flick one other attacking team mate into a better tactical position, in an a bid to maintain possession from passing or to rebound the ball in a different direction.

The assisting man flicked must not hit any defending men or else a foul is awarded against him. See rule M: [1.3].

If the man flicked was intended for assistance, then he must not hit the ball or else the defending team is immediately entitled to a tackling flick. See rule F: [5.1].

[1.2]: THE ADJUSTING FLICK

This is used to re-adjust by flicking again the particular man in possession, in an attempt to line him in a better position to pass or shot.

If the flick was intended for adjustment, then the flicked man must hit the ball before stopping or else the defending team may immediately take a tackling flick. See rule F: [5.1].

[1.3]: THE ONSIDE FLICK.

If an attacking man is beyond the last defending man and as a result is going to be caught offside from the following pass or shot he may be flicked back onside.

[1.4]: THE OFF TRAP FLICK

This is used to flick your last men in field, attempting to set an offside trap

The re-adjusting man flicked must not hit any opposing men or else a foul is awarded against him. See rule M: [1.3].

[1.5]: THE FLICK ON FLICK.

This is used to flick another team mate into the same grid box as your man in possession, attempting to

set for a shot or shield the ball. The flicked man must not hit the ball or else the defending team then gets a tackling flick. See rule F: [5.1].

The man flicked on must not hit any opposing men or else a foul is awarded against him. See rule M: [1.3].

[2.0]: For any of these extra attacking flicks, the defending team thus entitled to any of 2 possible defensive flicks, however this only applies if the extra attacking flick was taken earlier.

[2.1]: THE MARKING FLICK.

This is used to flick one of the defending men into a position in an attempt to hinder any assisting men
A flick is a marking flick if the flicked man stops in or on any other grid box, other than that of the attacking man in possession.

The marking man flicked, must not hit any attacking men, or else a foul is awarded against him. See rule M: [1.3].

[2.2]: THE BLOCKING FLICK.

This is used to flick one of the defending men into a position in an attempt to block or deflect the ball, when the pass or shot is taken.

A flick is a blocking flick if the flicked man stops in or on the same grid box as the attacking man in possession.

The blocking man flicked, must not hit the ball or any attacking men, or else a foul is awarded against him. See rule M: [1.4].

[2.3]: for the defensive flick, the off trap flick does not count.

[3.0]: whether or not the extra attacking flick in F: [1.0] or the defensive flick in F: [2.0] were taken, the attacking team must make either of the following attacking flicks.

[3.1]: THE PASSING FLICK.

To pass, the attacking man in possession must hit the ball towards a team mate in another grid box.

If the pass is intended for a team mate in contact with the same grid box, then the passed ball must hit the team mate if there is also a defending man in contact with the same grid box, otherwise the defending team gets a tackling flick. Also see rule G: [4.0].

[3.2]: THE SHOOTING FLICK.

Take a hard flick with the attacking man in possession to shoot.

[4.0]: If as a result of a good blocking flick, bad assisting flick, adjusting flick or a necessary onside flick, the attacking team could be forced or obliged to forfeit the passing or shooting flick for one of the following;

[4.1]: THE RE-ADJUSTING FLICK.

This is used to re-adjust the attacking man in possession for in case of another chance after the defending team's turn or to try and shield the ball from the defending team who get the next turn.

The re-adjusting man flicked may hit the ball, but must not hit any defending men or else a foul is awarded against him. See rule M: [1.3].

[4.2]: THE RE-ASSISTING FLICK.

This is used to re-adjust one of the assisting men of the attacking team to assist his team mate in possession by trying to shield the ball from the defending team who get the next turn.

If the man flicked was intended for re-assistance, then he must not hit the ball or else the defending team is immediately entitled to a tackling flick. See rule F: [5.1].

The re-assisting man flicked, must not hit the ball or any attacking men, or else a foul is awarded against him. See rule M: [1.4].

[4.3]: THE ONSIDE FLICK.

[4.4]: THE OFF TRAP FLICK.

[5.0]: If the attacking team takes anyone of the flicks in rule F: [4.0], then the defending team is entitled to any of the following flicks.

[5.1]: THE TACKLING FLICK.

This is used to try and disposes the attacking man or gain possession. The tackling man flicked must hit the ball or else he does not gain possession

If he hits an attacking man before the ball. a foul is awarded against him. See rule M: [1.3].

[5.2]: THE OFF TRAP FLICK.

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This is used to flick your last men in field, attempting to set an offside trap
The re-adjusting man flicked must not hit any opposing men or else a foul is awarded against him. See rule M: [1.4].

G: THE RULES FOR FREE FLOW OF GAME.

[0036]

[1.0]: As long as the ball is inside the playing pitch, the following rules are to be ignored to allow free flow and of the game; D: [2.1], D: [2.2] and D: [3.1].

[2.0]: For fair flow of the game, all rules E: and F: must be obeyed.

[3.0]: FREE SPACE.

The ball is in free space when it stops in an unoccupied grid box.

[4.0]: CONSECUTIVE PASSING.

When in possession, the extra attacking flicks in rules F: [1.0] may be ignored by the player whose team is in possession, so that he may attempt immediately, another pass. If the pass was successful, he may continue this trend until possession is lost.

[5.0]: ADVANTAGE PLAY.

If on taking any of the defensive flicks in rule F: [2.0], the flicked defending man hits the ball or any attacking men, the advantage is played on provided the attacking player decrees that his game plan has not been hindered.

H: THE RULES FOR SETTING PIECES FOR SET PIECES.

[0037]

[1.0]: This rule only applies in the event of either a direct free kick, corner kick or a penalty kick during the game.

[1.1]: The attacking man to take the shot and the ball, must first both be set by the attacking player.

[1.2]: The defending team may then reposition as many as desired defending men into desired tactical positions, obeying rules D: [2.1], D: [2.2], D: [2.3] And D: [2.5]. Only the men forming the wall are exempted from rule D: [2.2].

[1.3]: The attacking team may also then reposition as many as desired attacking men into desired tactical positions, obeying rules D: [2.1], D: [2.2], D: [2.3] And D: [2.5].

[1.4]: The defending team may then set their goalkeeper.

[1.5]: Finally the shot is then taken.

[2.0]: In the event of a penalty shoot out situation,

[2.1]: The attacking man to take the shot and the ball, must first both be set by the attacking player.

[2.2]: The defending team may then set their goalkeeper, any where but behind the leap line in the 6 yard box.

[2.3]: Finally the shot is then taken.

I: THE RULES FOR FORCING THE BALL.

[1.0]: Forcing the ball is an event where the ball is played to rebound off any men on the pitch.

[1.1]: If an attacking flick is forced off any defending man in his own;

If an attacking flick is forced off any attacking man in defending team's;

		into his own net.	over his own line.	into defending team's net.	over defending team's line.	over his own line.
mid field	goal kick	goal kick	corner	goal kick	goal kick	corner
shooting area	goal kick	goal kick	corner	goal	goal kick	corner
18 yard box	own goal	goal kick	corner	goal	goal kick	corner
6 yard box	own goal	goal kick	corner	goal	goal kick	corner

[1.2]: If an attacking flick is forced off any defending man in the attacking team's;

If an attacking flick is forced off any attacking man in his own;

	into his own net.	over his own line.	into defending team's net.	over defending team's line.	over his own line.
mid field	goal kick	goal kick	goal kick	goal kick	corner
shooting area	goal kick	goal kick	goal kick	own goal	corner
18 yard box	goal kick	goal kick	goal kick	own goal	corner
6 yard box	goal kick	goal kick	goal kick	own goal	corner

J: THE RULES FOR THROW IN'S.

[0038]

[1.0]: A throw in is awarded against the team to play the ball over the side line.

[1.1]: The attacking man to take the throw and the ball must be off the pitch, behind the point where the ball was played out.

[1.2]: The rules D: [2.1] and D: [2.2] are obeyed.

[1.3]: The ball is placed on the throwing man, inclined between him and the floor of the pitch.

[1.4]: A foul throw is awarded against the throwing team if on flicking for the throw in, the flicked man comes onto the pitch. In the event of this, the other team acquires the rethrow. The playing apparatus may be used for this flick.

[1.5]: immediately after a throw in flick, before any other flicks by any deserving team, the flicked man must be repositioned just inside the side line, from the point the throw was taken from.

[1.6]: after a throw in, the man who flicked the throw, must not touch the ball again until the ball has touched any other team mates or any opposing men. In the event of this, the other team acquires the re-throw.

[1.7]: The last man to hit or to be hit by the ball before going over the side line, concedes a throw in.

K: THE RULES FOR GOAL KICKS.

[0039] There are three possible ways of taking a goal kick.

[1.0]: FIRST METHOD.

[1.1]: The ball is positioned in the involved 6 or 18 yard box.

[1.2]: The goalie is placed down flat and positioned to take the shot.

[1.3]: The goalie then shots or passes.

[2.0]: SECOND METHOD.

[2.1]: After applying rule K: [1.1], instead of the goalie as in rule K. [1.2], a team mate may be positioned to take the shot.

[2.2]: If the attacking player applied rule K: [2.1], then he does not get a passing or shooting flick until a tackling flick is taken by the opposing team.

[3.0]: THIRD METHOD

[3.1]: The goalie is placed down flat and positioned to take the shot, in the involved 6 or 18 yard box.

[3.2]: The ball is then inclined against the goalie.

[3.3]: A flick is the taken to throw the ball.

L: THE RULES FOR THE GOAL KEEPERS.

[0040]

[1.0]: The goalie may catch any stationary ball fully or partly in his 6 yard box at any time, as long as it is not a pass back. This involves his player, picking him up and placing him on the ball and then applying any one of the rules under K:.

[2.0]: In the case of a pass back stopping within his 6 or 18 yard boxes, his must be placed down flat in his present position and then flicked.

[3.0]: The goalie may also make tackling, passing or shooting flicks within his 18 yard box and beyond or even be but, his must be placed down flat in his present position and then flicked.

[4.0]: Before any flicks by any player, the other player is obliged to adjust his goalie.

[5.0]: when positioning the goalie, the following rules must be obeyed.

[5.1]: In any of the 6yard boxes, players may position their goalies upright.

[5.2]: In any other part of the pitch, the must be placed flat and flicked or else see rule M: [1.2].

[6.0]: For penalty shots, the goalie must be behind the leap line.

M: THE RULES FOR DISCIPLINE.

[0041]

[1.0]: FOULS.

[1.1]: Man on ball. This foul is committed when a playing man is on top of the ball.

[1.2]: Hand ball. This foul is committed when the ball hits any player's hand or playing apparatus.

[1.3]: Man before ball. This foul is committed when a flicked man hits an opposing man before the ball.

[1.4]: Charging. This foul is committed when a flicked man hits an opposing man or the ball during a defensive flicks, see rules F: [2.0].

[2.0]: PUNISHMENTS.

[2.1]: Any combination of any 2 of these offences by the same man results in a yellow card award.

[2.2]: Any combination of any 4 of these offences by the same man results in a red card award and that man is sent off.

[2.3]: If any of these offences, committed by any playing man in their own; 6 and 18 yard box, a penalty kick is conceded.

Shooting area, a direct free kick is conceded.

Midfield, an indirect free kick is conceded.

[2.4]: If any of these offences, committed by any playing man in the opposing team's; 6 and 18 yard box, an indirect free direct free kick is conceded.

Shooting area, an indirect free direct free kick is conceded.

Midfield, an indirect free kick is conceded.

Claims

1. Apparatus for playing a game, the apparatus comprising a plurality of playing pieces of at least two different shapes, each playing piece having at least one striking surface of a shape chosen from a group of at least two different shapes of striking surface, the striking surfaces of the playing pieces being used to move a projectile around a playing surface, the shape of the striking face of a playing piece determining the movement of the projectile when the projectile is hit by the striking surface.
2. Apparatus according to claim 1, wherein at least two of the striking faces in the group have different inclination.
3. Apparatus according to claim 1 or claim 2, wherein the playing pieces comprise at least two identical sets of playing pieces, each set of playing pieces comprising pieces of different general shape, and each set consisting of a number similarly shaped playing pieces having one or more different physical characteristics.
4. Apparatus according to claim 3 wherein the physical characteristics include weight, height, width or breadth.
5. Apparatus according to any one of claims 1 to 4, wherein at least one of the playing pieces is disc-shaped.
6. Apparatus according to any one of claims 1 to 5, wherein at least one of the playing pieces is cross-shaped.
7. Apparatus according to any one of claims 1 to 6, wherein at least one of the playing pieces is arch-shaped.
8. Apparatus according to claim 7, wherein the arch-shaped playing piece can be placed in a position whereupon it upstands from the playing surface.

9. Apparatus according to any one of claims 1 to 8, further comprising a U-shaped positioning device.
10. Apparatus according to any preceding claim, wherein the playing surface is designed to resemble a sports playing surface in its appearance.

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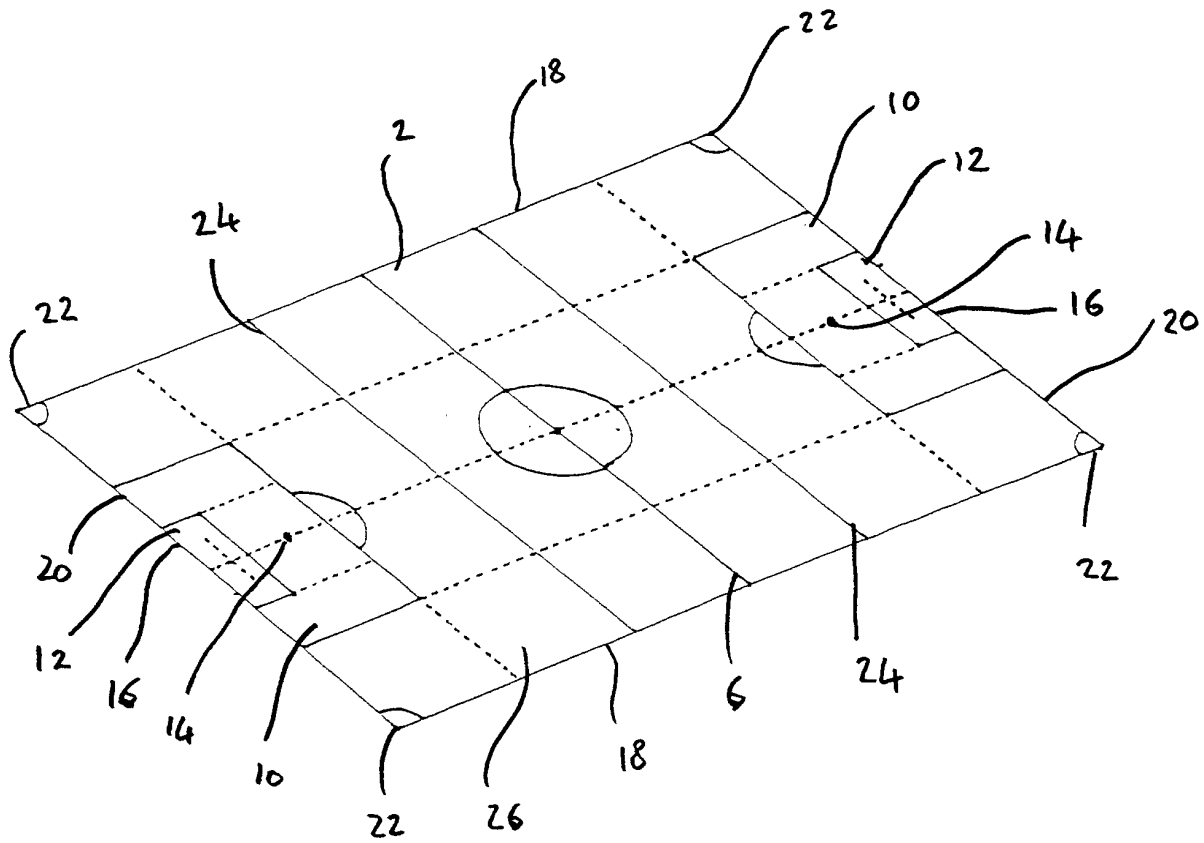


Fig. 1

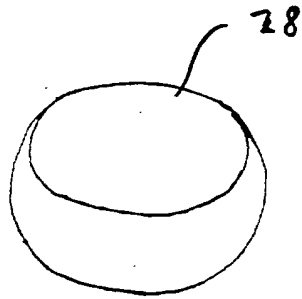


Fig. 2.

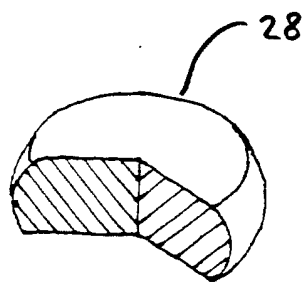


Fig. 3

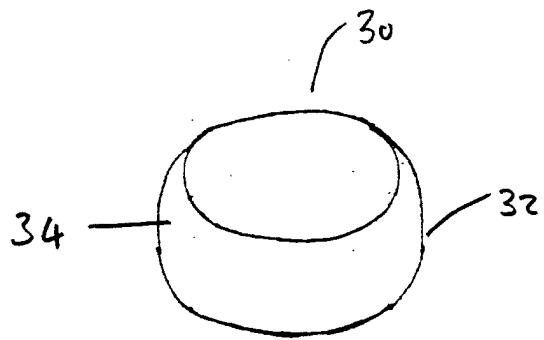


Fig. 4.

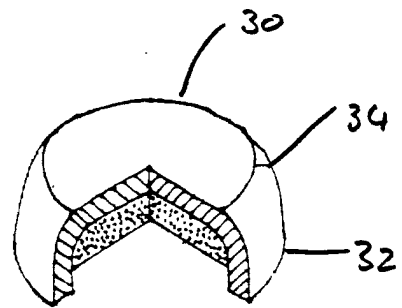


Fig. 5

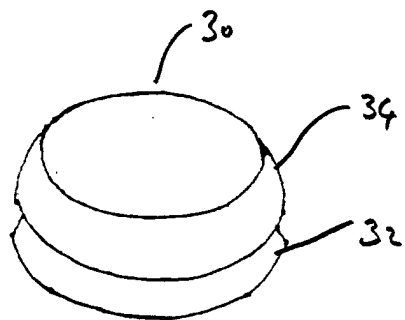


Fig. 6

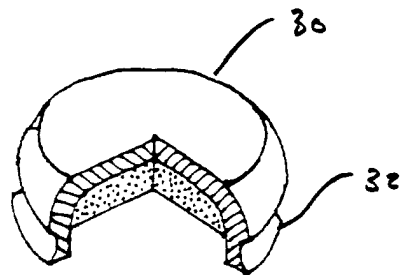


Fig. 7

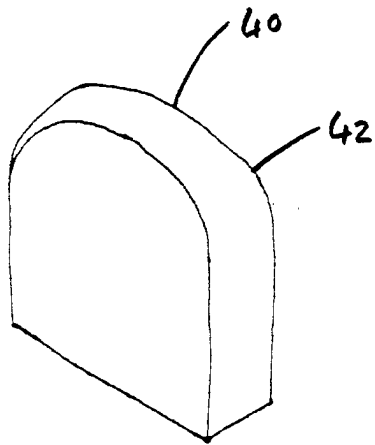


Fig. 8

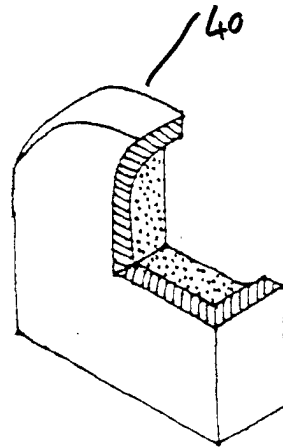


Fig. 9.

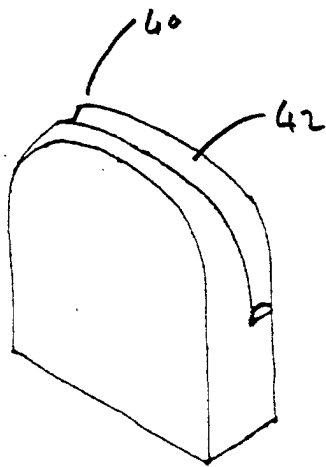


Fig. 10.

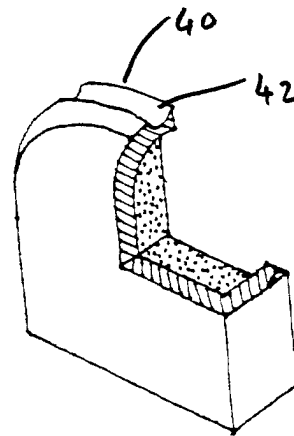


Fig. 11

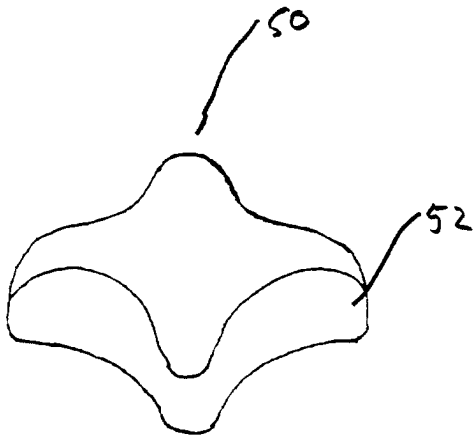


Fig. 12

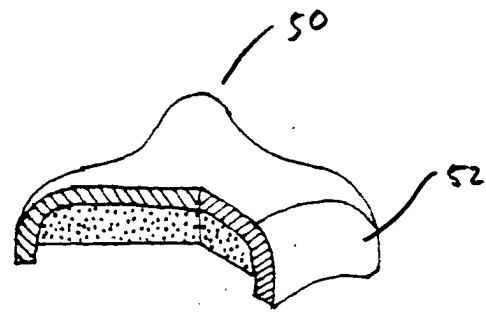


Fig. 13

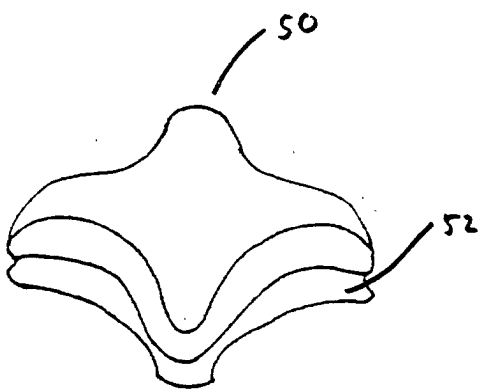


Fig. 14

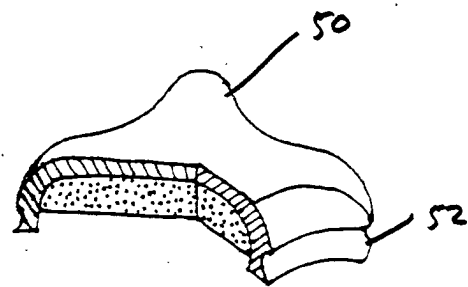


Fig. 15

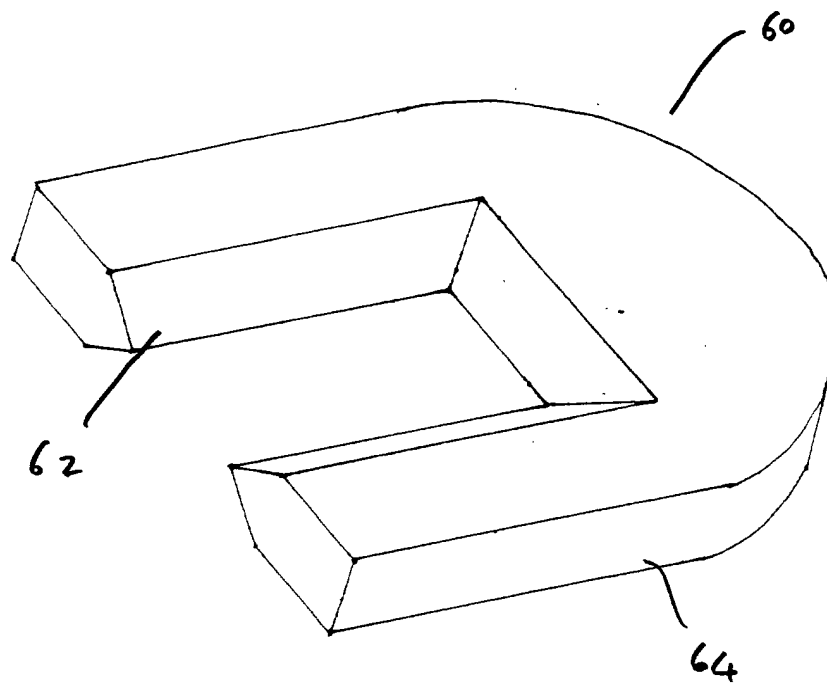


Fig. 16.