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(54) **FOOTBALL BOARD GAME WITH TEAM STRATEGIES AND TACTICS**

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Description

Field of application

[0001] According to its more general aspect, the present invention relates to a board game reproducing a team sport.

[0002] In particular, the present invention relates to a football board game containing team strategies and tactics.

Prior art

[0003] As is known, football is a very popular sport which is followed by large sectors of the population and for this reason attempts are continuously made to reproduce the characteristics and dynamics thereof on a small scale, typically in the form of a board game.

[0004] Different football board games have therefore been devised and developed, these comprising elements representing a football field, players, a football, as well as strategy cards and game rules with the aim of simulating the characteristics of the real game of football.

[0005] For example, the French patent application FR 2329312 describes a football board game comprising a rectangle representing a football pitch subdivided into numbered boxes, figures which represent the players of a football team, a card which reproduces a specific playing area, and a plurality of cards which are provided to the board game player to move the football player figures in accordance with the rules of the game.

[0006] Moreover, the international patent application WO 2017/115213 describes a football board game comprising a rectangular grid representing a football pitch subdivided into sectors and boxes, dice, a football piece, player pieces and game rules which correlate the movement of the player pieces depending on the number resulting from throwing of the dice and with the aim of scoring the greatest number of goals in order to win the game.

[0007] However, in this sector there exists the need to devise board games which are able to simulate in a more realistic manner the playing of a real game of football, in particular from the point of view of the tactics, the strategies, the playing actions and the dynamics of the game.

[0008] In this connection, the football board games which are currently available prove to be substantially unsatisfactory in many respects, in particular both owing to the lack of material elements and because of game rules which are inadequate.

[0009] US 8740684 discloses a football board game comprising a plurality of first team player game pieces, a plurality of second team player game pieces, a football designation device, and a game board. At least one of the player game pieces may have an advantage over one or more of the other player game pieces. One or more of the player game pieces, may be allowed to move twice as fast as one or more other player game pieces, when a first designation is associated with the one or

more player game pieces that are given the advantage. The player game pieces given the advantage may move from a "fast" space, marked with a graphic, to another "fast" space, marked with the same graphic, located a predetermined number of spaces away, such as two spaces away, in any direction.

[0010] GB 2227947 discloses a board game for simulating soccer comprising a board provided with markings, a pitch area divided up into smaller areas by a grid structure and movable pieces that are placed on the board in the grid areas and represent, for example, players, a referee and a ball or similar object with which the full-scale game is played. The board game also includes are one or more dice and attacker and defender cards.

[0011] The main object of the present invention is therefore that of providing a football board game which simulates more precisely the mode of execution, the conditions and the dynamics typical of a real football match, in particular offering the board game player greater possibilities in terms of the range of actions which may be performed and the strategies and tactics which can be adopted.

[0012] A further object of the present invention is to device a football board game as described above which, in addition to offering greater possibilities in terms of game strategies and dynamics, is also able to relate the game strategies and dynamics to particular characteristics of the playing elements, in particular the football players, depending on a predetermined set of rules.

Summary of the invention

[0013] These objects are achieved primarily by a football board game as defined in claim 1.

[0014] Preferred embodiments of the invention are defined in the dependent claims.

[0015] The invention is also an electronic device comprising a board game which is defined in claim 12.

[0016] Preferably, the board game according to the invention further comprises at least one strategy card containing a description or indication of a strategy and/or a game variable.

[0017] Preferably, the board game according to the invention further comprises at least one substitution card representing the possibility of performing a replacement of a player piece with another player piece.

[0018] Preferably, the board game according to the invention further comprises at least one graphic element representing a padlock, which is referred to as "double marking".

[0019] Preferably, the board game according to the invention further comprises a turn counter which may be of any type, for example of the analog or digital type.

[0020] Further characteristic features and advantages of the present invention will become clearer from the detailed description below, provided by way of a non-limiting example.

Detailed description

[0021] In the element representing the football field, the latter comprises a playing rectangle subdivided transversely (i.e. in the width direction) into bands and preferably a central band, so-called midfield central band, laterally flanked by two end bands, so-called defense end bands. Each of the aforementioned bands is in turn subdivided into boxes and comprises action boxes having at least one symbol associated with a specific possible game action (i.e., other than a passing, dribbling and movement action) and/or neutral boxes not having any symbol associated with a possible specific game action. Preferably, but not exclusively, the symbols shown in the action boxes may relate to one of the following game actions: shot at goal (shot boxes); crosses (crossing area boxes); headers (header boxes); free kicks at goal (free kick at goal boxes). Each action box may have one or more symbols each referring to a respective game action.

[0022] Preferably, the midfield band has only neutral boxes.

[0023] In the football board game according to the invention, the number of player pieces is generally sufficient to make up the squad forming at least two football teams.

[0024] The player piece is a goalkeeper or movement player such as in particular a defender, a midfield player and a striker. Therefore, except for the goalkeeper pieces, each player piece may preferably have a unique symbol identifying the preferred role of the player.

[0025] Moreover each player piece has at least one value associated with at least one playing parameter of the player to which it refers. Preferably but not exclusively, the playing parameters for the goalkeeper may refer to the ability to make saves, to clear the ball and to save penalties, or a combination of these. Instead, still preferably but not exclusively, the playing parameters for the movement player may refer to the ability to perform passes, crosses, shots, dribbling and tackling, and to defend and execute headers and free kicks. A numerical value which is preferably comprised between 1 and 10 may be assigned to each of the aforementioned parameters.

[0026] Moreover, preferably, in the football board game according to the invention there also exists the possibility of indicating on each player piece any special skills in addition to the playing parameters. This indication may be performed by providing on the player piece a symbol associated uniquely with a predetermined, specific, special skill. The player pieces may also comprise accessory symbols indicating other characteristics such as the name of the player, the name of the team played for, the shirt number or the player's value, depending on specific needs which may arise.

[0027] It should be noted that advantageously the player pieces as well as the respective playing parameters may be determined a priori, and in particular may be established or derived from characteristics and/or parameters of a real reference player, as reviewed or assessed

in publicly available sources.

[0028] These publicly available sources (for example websites) may be both official sources and random (i.e. unofficial) sources which may show, for example in the form of one or more lists and/or data banks, playing parameters and/or characteristics of at least one real player, assigning to each of them a value, preferably a numerical value, based on a predefined criterion.

[0029] In the game according to the invention, the value, preferably numerical value, extrapolated from the publicly available source may be used as such for the playing characteristic or parameter of the real player to whom it refers, or a value derived therefrom, for example a value reduced or increased depending on a predefined criterion, may be used.

[0030] In this way, as will be seen more clearly below with reference also to the game rules and method, not only is it possible with the board game according to the invention to reproduce a very high number of situations typical of a football match, but it is also advantageously possible to reproduce these situations depending on specific and varied parameters which may also be related to real football players and real football teams.

[0031] Moreover, since the board game according to the invention may combine suitable strategy cards with the large number of playing situations relating to the playing parameters, the movements and optionally the special skills of the single football players, in the manner which will be illustrated more clearly below, the wide spectrum of possible situations arising therefrom closely resembles the complexity and the dynamics typical of a real football match.

[0032] The board game according to the invention, in addition to faithfully reproducing, in the form of a playing piece, football players and teams which really exist, also simulates very precisely a real football match both in terms of game dynamics and situations and in terms of playing formations, tactics, strategies and possible events; all of this is able to provide the game user with a general sense of enjoyment and satisfaction which is entirely comparable to that experienced by a person playing a simulated video football game.

[0033] As mentioned above, the board game according to the invention also comprises at least one device able to provide from time to time a (different) random value to be combined with a playing parameter of at least one player piece so as to determine the outcome of at least one type of game action.

[0034] This device may be of any type, for example it may be at least one dice or an electronic element (e.g. processor) able to provide a value when used (for example when at least one dice is thrown), said value being preferably a numerical value.

[0035] In accordance with the present invention, this value, in particular a numerical value, which is provided upon use of the device (for example dice or processor), is in turn related to the playing parameter of at least one player piece which is relevant for the game action in

progress in order to determine the outcome of said game action.

[0036] It should be noted moreover that the football board game according to the invention may be realized not only in the form of physical components which form it but also in a "virtual" form by means of a software program or application (APP) which allows the game components illustrated above and the associated game method to be displayed and executed.

[0037] This software may be implemented on an electronic device, and in particular on a multimedia device, which may be supplied to the user (game player) so as to allow the game to be displayed and played directly on this device.

[0038] Therefore, the present invention also relates to an electronic device, in particular a multimedia device, such as a computer, smartphone, tablet, etc., comprising the game according to the invention in the form of software or an "APP" which can be executed on it in order to play the game.

[0039] Alternatively, the software relating to the football game according to the invention may be implemented by means of the structure of a service provider (for example an Internet service provider) to which the user (game player) may have access free of charge or following drawing-up of a services contract for example via a remote connection, such as an Internet connection, from a personal device so as to be able to view and play the game on one's own device via the provider's service structure.

[0040] An example of embodiment of the board game according to the invention is provided hereinbelow, said example being provided purely by way of a non-limiting example with reference to the attached drawings in which:

- Figure 1 and Figures 1a to 1d each show a plan view of a football field of the board game according to the invention;
- Figure 2 shows examples of a player piece relating to a goalkeeper or a player piece relating to a movement player of the board game according to the invention;
- Figure 3a shows an example of a strategy card of the board game according to the invention;
- Figure 3b shows an example of a special card of the board game according to the invention;
- Figure 4 shows an example of a substitution card of the board game according to the invention;
- Figure 5 shows an example of a football playing piece of the board game according to the invention;
- Figure 6 shows an example of an element (padlock)

representing double marking in the board game according to the invention;

- Figure 7 shows in schematic form examples of playing formations of the player pieces on the playing field according to Figure 1 before the start of the game;
- Figures 8 to 17 show each an example of a playing situation which may arise during the execution of the game method with the board game according to the invention.

[0041] With reference to Figure 1, the playing field comprises a rectangular playing grid which is subdivided into three main bands: two defense bands 2 and a mid-field band 3, each of which is composed of three columns of boxes. Excluding the boxes (in this example 13) which are crossed by the midfield line, each half of the playing field comprises neutral boxes, in the example 27 boxes, which do not have any symbol or number and action boxes (in the example 25 boxes). The action boxes are subdivided into:

- shot boxes 4 (in the example nineteen shot boxes for each half of the playing field, as shown in Figure 1a) from which a shot at goal may be made;
- cross boxes 5 (in the example six cross boxes for each half of the playing field, as shown in Figure 1b) from which a cross may be made;
- header boxes 6 (in the example six header boxes for each half of the playing field, as shown in Figure 1c) from which a header may be made; and
- free kick at goal boxes 7 (in the example nine free kick at goal boxes for each half of the playing field, as shown in Figure 1d) from which the free kicks must be necessarily taken with a shot from a free kick (direct free kick).

[0042] The football board game also comprises player pieces.

[0043] In the present example, the board game contains 36 player pieces which are sufficient to form, choosing the players as desired, two teams of 18 players each (11 first-team players + 7 reserves).

[0044] The player pieces contained in the present board game example represent 4 goalkeepers and 32 "movement" players (i.e. players who have as preferred role that of a defender, midfield player or striker).

[0045] The goalkeepers have the following playing parameters: saving (SAV), clearing (CLE), penalty saves (PEN).

[0046] The movement players have the following eight playing parameters: passing (SP), crossing (CR), shooting (SH), dribbling (DR), tackling (TK), defensive play

(DF), heading (HE) and free kicks (FK). A numerical value which is preferably comprised between 1 and 10 may be assigned to each of the aforementioned parameters.

[0047] Advantageously, players pieces may be assigned also special skills and to each special skill one particular symbol is assigned. Each player piece may have a pre-established maximum number of special skills, for example up to four special skills. The special skills may be divided in skills allowing the game player to play an additional phase game (e.g. fourth phase) other than the regular (e.g. three) phases, and talents. As a non-limiting example, the skills allowing the game player to play an additional phase game may comprise for each player piece one or more of the following:

Positioning (sense of position): the player may perform an extra movement, this not counting as a game phase. Covering: the player may perform an extra movement, equivalent to one box, apart from the three moves included in a turn. This movement may be performed at any moment during the turn and in any direction, but only inside the player's own penalty area.

[0048] Fox in the box: the player may perform an extra movement, equivalent to one box, apart from the three moves included in a turn. This movement may be performed at any moment during the turn and in any direction, but only inside the opponent's penalty area.

[0049] Captain of the defense: when the player is on the field, his team may move any of its players by one box if this movement results in an offside position of an opponent's player. This movement may be performed at any moment during the turn and in any direction.

[0050] Physical play: the player may move an opponent's player not in possession of the ball positioned in a box adjacent to his own, by exchanging boxes, using only two moves instead of three.

[0051] Penalty taker: the player may throw the dice twice when a penalty is to be taken and choose which of the two throws to keep.

[0052] Penalty saver: the player may throw the dice twice when having to save a penalty and choose which of the two throws to keep.

[0053] Flank play: if a pass or cross is received, the player may forward the pass to a team mate positioned in a box at a distance from him, without using additional moves.

[0054] Ball winner: the player may make a tackle also from behind the ball line.

[0055] Sense of position: the player can perform an extra movement, this not counting as a game phase.

[0056] Timing: the player can perform an extra tackle, this not counting as a game phase.

[0057] Eagle eye: the player can perform an extra shot, this not counting as a game phase.

[0058] Metronome: the player can perform an extra pass, this not counting as a game phase.

[0059] As a non-limiting example, the talents may comprise for each player piece one or more of the following: Gorilla: the player can exchange boxes with an opponent

at the cost of two game phases.

[0060] Frog: If the player is marking an opponent on a cross, his marking malus gives a -2 instead of a -1.

[0061] Sprinter: the player can move by two boxes at a time (only horizontally or vertically).

[0062] Catapult: when he performs a pass, the player sees the pass recipient one quadrant closer.

[0063] Playmaker: when he performs a pass to a marked teammate, the player sees a marking man less.

[0064] Outside shot: the player gets a +1 on his SH parameter when he shoots from outside the penalty area.

[0065] Joker: after having performed a dribbling, the player exchanges boxes with the opponent and then he can move by one box in any direction.

[0066] Crossing: the player who performs the cross removes the ability "frog" of the marking defenders on the header boxes.

[0067] Aries: the player who performs a header can roll the dice twice, then keep the best score.

[0068] Examples of player pieces of the board game according to the invention are illustrated in schematic form in Figure 2.

[0069] It may be noted advantageously that the player piece represents a footballer who is a counterpart in real life: at the top in fact the information about the footballer is shown (name, photo, team, shirt number, preferred role and value), while at the bottom the playing parameters and special skills of the player are shown.

[0070] More particularly, Figure 2 shows an example of a goalkeeper piece; at the bottom symbols relating to the respective playing parameters, in this case saving (SAV), clearing (CLE) and penalty saves (PEN) are shown, while alongside each symbol the numerical value of the associated playing parameter is shown. The figure also shows a symbol 8 relating to a special skill of the goalkeeper in question, in this case a special skill in saving penalties defined in accordance with the game rules.

[0071] Moreover, Figure 2 shows an example of a player piece relating to a movement player, in this case a defender (DEF); at the bottom symbols relating to the respective playing parameters, in the case in question passing (SP), crossing (CR), shooting (SH), dribbling (DR), tackling (TK), defense (DF), heading (HE) and free kicks (FK) are shown, while alongside each symbol the numerical value of the associated playing parameter is shown. Moreover, two symbols relating to special skills of the defensive player in question are shown, in this case a symbol 9 relates to a special sprinting skill and a symbol 10 relates to a special crossing skill defined in accordance with the game rules.

[0072] In order to play a match, each player piece is provided with a symbol or additional element having the function of a role indicator. For example, the role indicators may be differently colored circles (for example violet for goalkeepers, red for defenders, yellow for midfield players and green for strikers), these providing an indication of the role or position played by a player during that match.

[0073] The table game according to the invention further comprises advantageously strategy cards, a non-limiting example of which is shown in Figure 3a.

[0074] In particular, as shown in Figure 3a, the strategy card may comprise an upper box 11 containing the indication of the type of strategy, a central box 12 showing an image suggesting or related to the strategy indicated on the card and, at the bottom, a plurality of boxes 13, 14 and 15 containing indications of the moment (start or end) during the turn of the game player when it is possible to implement the strategy, the effects associated with the use of the strategy card and the duration thereof (i.e. number of turns or immediate effect), respectively.

[0075] The strategy cards show tactical moves or playing sequences which may be used during the match.

[0076] According to an embodiment, the strategy cards may be or may include the following types:

- Green cards that improve the performances of the related team; and
- Red cards that hinder the opponent's strategy.

[0077] According to an embodiment, the strategy cards that can be played only if in related team there are players with specific special abilities. These abilities can be listed in the upper right corner of the card itself.

[0078] Each player can choose wisely which cards to hold and which to discard, as the game outcome may highly depend on the own strategies.

[0079] According to an embodiment, the board game may also include special cards of which a non-limiting example is reported in Figure 3b.

[0080] In particular, as shown in Figure 3b, the strategy card may comprise an upper box 11 containing the indication of the type of specialty, a central box 12 showing an image suggesting or related to the specialty indicated on the card and, at the bottom, single box 15 containing indications about the effects when the card is used.

[0081] Each special card can be played at any moment of the game.

[0082] Before the beginning of the match, the deck with all the cards are shuffled and three cards for each player are distributed. At the beginning of a player's turn, a card from the deck is drawn. The player's turn has to be ended with a maximum of three cards in the player's hand. If the player has more than three cards, the exceeding ones are discarded at the player's will. There is no limit to the number of cards you the player can play in each turn.

[0083] In the present example of embodiment, a match lasts 10 turns for each half. Each turn consists of three moves at the disposal of each team. Should the match end in a draw, the two trainers may decide to continue with extra time (two halves composed of 5 turns each) and, should the match still be drawn, with a penalty shoot-out. Before each match three strategy cards are dealt out to each team. Once used, a strategy card is discarded. At the end of the first half, the strategy cards which

are not used are discarded. Before starting the second half, three new strategy cards are dealt out to each team.

[0084] At the end of each playing half, the number of strategy cards used, together with the number of substitution cards, are used to determine the amount of extra time, as follows:

- Up to two strategy cards: 1 minute of extra time (1 move each in addition to the 20 turns defined in the rules)
- Up to four strategy cards: 2 minutes of extra time (2 moves each in addition to the 20 turns defined in the rules)
- Up to six strategy cards: 3 minutes of extra time (3 moves each in addition to the 20 turns defined in the rules).

[0085] The board game according to the invention further comprises advantageously substitution cards, a non-limiting example of which is shown in Figure 4.

[0086] In particular, as shown in Figure 4, the substitution card comprises an upper box 16 which may contain elements identifying the type of card in question and a lower box 17 containing graphical elements (in this case differently colored arrows) indicating the replacement of one player piece with another player piece.

[0087] With the substitution cards replacements may be performed during the match. In the present example of embodiment, before each match, each team is given three substitution cards.

[0088] A substitution card may be played only at the end of each turn. Once the substitution card has been used, it must be discarded.

[0089] At the end of each playing half, the number of substitution cards used, together with the number of strategy cards used, determine the amount of extra time, as follows:

- Up to two substitution cards: 1 minute of extra time (1 move each in addition to the 20 turns defined in the rules)
- Up to four substitution cards: 2 minutes of extra time (2 moves each in addition to the 20 turns defined in the rules);
- Up to six substitution cards: 3 minutes of extra time (3 moves each in addition to the 20 turns defined in the rules).

[0090] The substitution cards may be preferably added together with the extra time minutes/moves determined by the strategy cards.

[0091] The board game according to the invention further comprises at least one playing piece representing a football, an example of which is shown in Figure 5, at

least one element representing a double marking, for example in the form of a padlock as shown in Figure 6, at least one dice with a predetermined number of faces, each face having a different numerical value, and at least one turn counter.

[0092] The at least one dice may consist for example of dice with eight faces which may be advantageously differently colored (for example alternately black and white) with each face of a dice which shows a different numerical value ranging from 1 to 8.

[0093] The turn counter may be of any type, for example of the analog or digital type.

[0094] As regards the mode of execution or game method, before starting the game the formation of the player pieces in the two teams playing each other must be decided.

[0095] In this connection it should be pointed out that each player piece has his preferred role or position marked on the back of the piece. Except for the goalkeepers, however, a player piece does not have to be necessarily be deployed in his preferred role; each board game player may deploy each player piece in any one of the playing positions: Defense, Midfield or Attack, provided that he/she adopts one of the permitted formations. Examples of permitted formations are shown in Figure 7.

[0096] Once the line-up to be used for playing for the match has been decided, the two game players must select the 11 first-team players and affix a role indicator on each of the selected player pieces, lining up on the pitch his/her team according to one of the permitted formations.

[0097] At the start of each period of normal playing time or extra time, and after each goal, one of the two teams must take the kick-off. If the kick-off is at the start of a game, after lining up the two formations on the pitch, the two trainers must throw the dice to decide which team will take the kick-off.

[0098] The team which takes the kick-off must have a player positioned on the box in the center circle so that the match can start. The other players remain positioned in accordance with the line-up chosen. Figure 8 shows an example of a formation of the two teams at the start of the game when the kick-off is taken by the red team.

[0099] In the present example of embodiment, the kick-off is taken by passing the ball from the player positioned on the center circle box to any one of his team mates. The team which took the kick-off now has two further moves left before completing their turn.

[0100] Once the three available moves have been used, it is the opponent's turn to make their three moves and complete the turn.

[0101] The football board game according to the invention advantageously envisages both individual and team role rules for moving the player pieces.

[0102] As regards the individual movements, it must be said that, by using one of the three moves during his/her turn, a trainer may move a player piece in any direction (horizontal, vertical or diagonal) by one box.

[0103] In the case where the destination box is occupied by a player in the same team, the two players may be exchanged. In the case where the destination box is occupied by the player of the opponent's team, by using two further moves it is possible for the two players to exchange boxes as will be illustrated more clearly below.

[0104] A team may perform up to three individual movements (even using the same piece) during the same turn.

[0105] The individual movement may be performed both by a player in possession of the ball and by a player who is not in possession of the ball. Figure 9 shows an example of an individual movement of midfield player (C) in possession of the ball (on the left) and without the ball (on the right).

[0106] As regards the team role movements, instead, it must be said that, by using one of the three moves available during one's turn, a player may move several player pieces at the same time, provided that they have the same role or position (namely they have a role indicator of the same color), that the movement takes place in the same direction for all the player pieces involved (horizontal, vertical and diagonal) and that none of the destination boxes are occupied by a player of the opponent's team.

[0107] In the case where one of the destination boxes is occupied by a player in the same team, the two players in question may exchange boxes.

[0108] A team may perform up to three team role movements (even using the same pieces) during the same turn.

[0109] The team role movement may be performed both by players in possession of the ball and by players without the ball. Figure 10 shows an example of a team role movement which involves four midfield players (C) not in possession of the ball (I), two strikers (A), one of which has the ball (II) and two defenders (D) without the ball (III).

[0110] It is also possible to use three moves in order to allow a player in one's own team to swap boxes with a player in the opponent's team (only if the opponent team player does not have the ball). Figure 11 shows an example of a box swap where the blue team may swap the box of its defender (D) with that of the opponent team striker (A), using three moves.

[0111] The football board game according to the invention also envisages rules for marking in various playing situations such as in particular pass marking, header marking and double marking.

[0112] As regards pass marking, whenever a player wishes to pass the ball he must consider whether the team mate intended to receive the pass is marked by opponent players; marking actions influence the probability of success of a pass.

[0113] The player intended to receive the pass is said to be "pass marked" when one or more opponents are present in the boxes adjacent to the box occupied by said player: each of these results in a penalty point added to

the SP parameter of the player passing the ball.

[0114] Marking actions are ineffective in the case of passes between players situated in boxes adjacent to each other.

[0115] Figure 12 shows examples of pass marking: (I) striker (A) marked (-3 penalty points added to the SP value of the passing player); (II) striker (A) unmarked (no penalty points added to the SP value of the passing player); (III) striker (A) marked (-4 penalty points added to the SP value of the passing player); (IV) the striker (A) is marked by four opponents, but the marking is ineffective (pass between adjacent boxes).

[0116] As regards instead header marking, whenever a player wishes to cross the ball or must cross the ball from a free kick or a corner, he must consider whether the player intended to receive the crosses is marked by an opponent; if this so, there will be an aerial challenge with the opponent in an attempt to win the ball; otherwise the heading player will be able to head the ball unchallenged.

[0117] A player is marked when the ball is crossed during play or from a free kick or corner if an opponent is positioned in the header box situated in front of or behind the player.

[0118] In particular, it should be noted that in each half of the playing field, and in particular in the penalty area, there may be pairs of boxes situated opposite each other with symbols of the same color representing heading players, with the symbols of each pair having a color different from the symbols of any other pair, and it may be envisaged that the only way of marking a heading player situated in a box with a symbol of a given color is that of positioning a heading player on the other box with the symbol of the same color.

[0119] Figure 13 shows examples of header marking: in (I) the striker (A) is unmarked for the corner kick (no opponent situated in the box in front of him with the same colored symbol); in (II) the striker (A) is unmarked for the cross (no opponent in the box behind him with the same colored symbol); in (III) the strikers (A) on the first and second posts are marked for the corner kick, while the player positioned in the center of the area is unmarked (no opponent in the box in front of him with the same colored symbol).

[0120] As regards instead the use of double marking the pieces may be positioned or moved on the field only at the end of each game turn. As shown in the example of Figure 14, two players must be at a maximum distance of one box from each other. A double marking performed by two players of the same team prevents an opponent from passing with the ball at his feet between them or from receiving the ball when positioned in the box which separates them.

[0121] Figure 14 shows examples of how to use double marking: (I) The striker (A) is unable, while in possession of the ball, to move into the box which separates the two defenders; (II) the midfield player (C) cannot pass the ball to the striker (A); (III) the striker (A) cannot pass be-

yond the two defenders in order to reach the shooting box +3. If a player intends with the ball at his feet to break a double marking formed by two opponents he must necessarily dribble either one of the two opponents in question (see dribbling section). If the defending team, at the end of their turn, places a double marking in a box where an opponent with the ball is positioned, the latter must dribble or pass the ball.

[0122] Each team may have the possibility of using for example two double markings at the start of each match.

[0123] The football board game according to the invention also envisages rules for repositioning players in various dead ball situations which typically occur in a football match, such as in particular in the case of corners, free kicks, penalties or following scoring of a goal (in which case the teams are repositioned according to the formation prechosen from among those available, and the game is restarted with a kick-off taken by the team which conceded the goal).

[0124] Whenever such a free kick is awarded the team which must take the free kick selects a player to take the kick; if a player (a team mate or opponent) is already occupying the spot where the kick is to be taken, the player is moved into an adjacent box to make room for the prechosen free-kick taker.

[0125] At this point it is necessary to refer to the FK value of the prechosen free-kick taker in order to determine how many heading players the team taking the corner may use to occupy the header boxes, as per the following rule:

- FK < 8: maximum one heading player
- 8 < FK < 9: up to two heading players
- 9 < FK < 10: up to three heading players

[0126] The heading players will then occupy one, two or three of the heading boxes (depending on the FK value of the free-kick taker) which are marked with a predetermined symbol (for example "ATT") inside the opponent's penalty area (as can be seen in Figure 15). Should there be one or more undesirable opponent players in the heading boxes marked with the symbol ("ATT") the opponent must be asked to free the box(es) in question in order to make room for one's own heading player(s). The player piece(s) thus moved may be repositioned as desired on the playing field.

[0127] At this point the defense chooses its heading players (1 to 3) and positions them on the heading boxes marked with a predetermined symbol (for example "DEF" as can be seen in Figure 15):

- in order to mark the attacking heading player positioned in one of the boxes intended for the attacking heading players (for example indicated by a symbol X of a certain color), the defense must position a heading player on the facing box, marked with the

same symbol X having that same color).

[0128] Once positioning of the heading players has been completed, the team which takes the corner may reposition up to three players as desired in any free box.

[0129] Thereafter and in the same way, the defending team may reposition up to three players as desired in any of the free boxes.

[0130] Figure 15 shows examples of repositioning performed for a corner: (I) in the case of a corner-kick taker with an FK value 7.5 it is possible to position at the most one heading player on a striker heading box (ATT); (II) in the case of a corner-kick taker with an FK value 8.5 it is possible to position up to two heading players on two striker heading boxes (ATT); (III) in the case of a corner-kick taker with an FK value 9.5 it is possible to position up to three heading players on three striker heading boxes (ATT). The defense may always choose how many heading players to position on the boxes "DEF").

[0131] Whenever a free kick is awarded from a box which is not a free kick at goal or crossing box, the free kick must necessarily be taken with a pass from the free kick.

[0132] The team which must take the free kick selects a player to take the free kick; the player who was fouled and is situated on the box where the free kick is to be taken must be moved onto the box occupied by the pre-chosen free-kick taker, exchanging positions with him. At this point the team taking the free kick may reposition up to three players as desired in any free box.

[0133] Thereafter and in the same manner the defense repositions three players.

[0134] Whenever a free kick is awarded from a free kick at goal box, the free kick must necessarily be taken with a shot from the free kick.

[0135] The team which make take the free kick selects a free-kick taker; the player who was fouled and is positioned on the box for taking the free kick must be moved onto the box occupied by the prechosen free-kick taker, exchanging positions with him.

[0136] At this point the defense may choose whether to form a wall.

[0137] The wall may be made up of minimum of one to a maximum of four players.

[0138] The players who form the wall must be primarily strikers. If there is not a sufficient number of strikers to form the wall, then midfield players are used to complete it.

[0139] The players who form the wall must be positioned one alongside each other and the wall must be positioned inside the penalty area.

[0140] At least one player in the wall must be positioned on a box adjacent to that from where the free kick is taken. The wall must always be positioned parallel to the end line (goal line).

[0141] Should there be one or more opponent player pieces which prevent the formation of the wall, the opponent must be asked to free the box(es) in question in

order to leave room for the player(s) forming the wall. Should there be one or more player pieces of one's own team preventing the formation of the wall, these must be moved in order to make room for the player(s) forming the wall, repositioning him/them in any desired location on the playing field

Each player who is lined up in the wall lowers the FK score of the free-kick taker by 0.5 points.

[0142] Once the wall has been positioned, the team which is attacking may reposition up to three players as desired in any free box.

[0143] Thereafter and in the same way, the defense may reposition three players.

[0144] Figure 16 shows examples of repositioning for a free kick with shot: (I) four men in the wall (II) three men in the wall; (III) two men in the wall.

[0145] Whenever a free kick is awarded from a crossing box, the free kick must necessarily be taken by crossing the ball from the free kick.

[0146] The team which make take the free kick selects a free-kick taker; the player who was fouled and is positioned on the free-kick box must be moved onto the box occupied by the prechosen free-kick taker, exchanging positions with him.

[0147] At this point it is necessary to refer to the FK value of the prechosen free-kick taker in order to determine how many heading players the team taking the free kick may use to occupy the header boxes, as per the following rule:

- FK < 8: maximum one heading player
- 8 < FK < 9: up to two heading players
- 9 < FK < 10: up to three heading players

[0148] The heading players will then occupy one, two or three of the heading boxes (depending on the FK value of the free-kick taker) which are marked with a predetermined symbol (for example "ATT") inside the opponent's penalty area (as can be seen in Figure 15). Should there be one or more undesirable opponent players in the heading boxes marked with the symbol ("ATT") the opponent must be asked to free the box(es) in question in order to make room for one's own heading player(s). The player piece(s) thus moved may be repositioned as desired on the playing field.

[0149] At this point the defense chooses its heading players (1 to 3) and positions them on the heading boxes marked with a predetermined symbol (for example "DEF" as can be seen in Figure 15):

- in order to mark the attacking heading player positioned on one of the boxes intended for the attacking heading players (for example marked with a symbol X of a certain color), the defense must position a heading player on the facing box, marked with the same symbol X having that same color).

[0150] Once positioning of the heading players has been completed, the team which takes the free kick may reposition up to three players as desired in any free box.

[0151] Thereafter and in the same way, the defending team may reposition up to three players as desired in any of the free boxes.

[0152] Figure 17 shows examples of repositioning for a free kick with cross: (I) in the case of a free-kick taker with an FK value 7.5 it is possible to position at the most one heading player on a striker heading box (ATT); (II) in the case of a free-kick taker with an FK value 8.5 it is possible to position up to two heading players on two striker heading boxes (ATT); (III) in the case of a free-kick taker with an FK value 9.5 it is possible to position up to three heading players on three striker heading boxes (ATT). The defense may choose how many heading players to position on the boxes "DEF".

[0153] Whenever a penalty kick is awarded, all the player pieces present inside the penalty area must be moved to anywhere outside the area by the trainers.

[0154] The team which has been awarded a penalty kick designates the player who is take the penalty kick and positions him on the box where the penalty spot is located.

[0155] As regards the moves which may performed a player piece, the football board game according to the invention envisages that these may comprise: dribbling, passing, shooting, crossing, heading the ball, tackling, corner kicks, passing from a free kick, shooting from a free kick, crossing from a free kick, penalty kicks and goal kicks by the goalkeeper.

[0156] With regard to dribbling, in order to perform a dribbling action the player of a given team must be situated on a box adjacent to the box occupied by the opponent who is to be dribbled past.

[0157] In order to perform a dribbling action, one of the three moves available during a playing turn is used.

[0158] A team may perform up to three dribbling actions (even using the same pieces) during the same turn.

[0159] As regards the mode of execution, the dice is thrown and the score obtained is added to the value of the DR parameter of the player in one's team.

[0160] The dribbling score thus obtained is compared with the defensive score of the opponent obtained by adding together the score resulting from throwing of the dice and the opponent's DF parameter.

[0161] If the dribbling score and the defensive score are different, the two players in question exchange boxes, and the player who obtained the higher total score keeps position of the ball and the game continues. The player who lost the challenge cannot make any tackles for one turn.

[0162] If the dribbling score and the defensive score are the same, a foul is whistled. The team which committed the foul throws the dice in order to establish any disciplinary action taken by the referee against the player who committed the foul (1 = red card; 2,3 = yellow card; 4,5,6,7,8 = verbal warning). The team whose player suf-

fered the foul, throws the dice in order to establish the extent of any injury (1 = serious injury: the player must be replaced; 2,3 = slight injury: the player cannot be used for one turn; 4,5,6,7,8 = no injury).

[0163] The team which attempted the dribbling action then starts a new turn, starting from a free kick or a penalty kick (if situated inside the penalty area), depending on where the foul was committed.

[0164] With reference to passing, in order to perform a passing action a player must be in possession of the ball.

[0165] In order to perform a passing action, one of the three moves available during a playing turn is used.

[0166] A team may perform up to three passing actions (even using the same piece) during the same turn.

[0167] As regards the mode of execution, if a pass is made to a team mate situated in a box adjacent to that occupied by the player in possession of the ball, passing may be completed without having to throw dice, irrespective as to whether the player intended to receive the pass is marked or not.

[0168] For all the other passing actions, instead, the following must be taken into account:

- 25 - number of opponents marking the player who receives the pass (marking penalty points); and
- number of rows which separate the player who makes the pass from the player who receives it (depth penalty points).

[0169] The dice is thrown and the score obtained is added to the SP parameter of one's player, then subtracting the depth penalty points and/or marking penalty points, in order to obtain the passing score.

[0170] If the score obtained is greater than or equal to 10, the pass is successfully made and the action continues.

[0171] If the score obtained is less than 10, the pass is not successful and the ball goes to the opponent's player closest to the player intended to receive the pass. If two opponent team players are equidistant from the latter, the ball is assigned to the player with the lowest total of the two. Thus a new turn starts for the team which recovered the ball.

[0172] With regard to shooting, in order to be able to shoot the player must be situated on a shot box.

[0173] In order to perform a shot one of the three moves available during a turn is used.

[0174] A team may perform only one shot per turn.

[0175] As regards the mode of execution, the dice is thrown and the score obtained is added to the value of the SH parameter of one's player, then adding or subtracting the bonus points/penalty points shown in the box from where the shot is made.

[0176] The shooting score thus obtained is compared with the saving score of the goalkeeper obtained by adding together the score resulting from throwing of the dice

and the goalkeeper's SAV parameter.

[0177] If the result of the dice being thrown is 1, the shot finishes wide and the game resumes with a goal kick taken by the goalkeeper.

[0178] If the shooting score obtained is less than the saving score, the goalkeeper saves the shot, and a new turn for the opponent thus begins, starting with the ball being put back into play by the goalkeeper.

[0179] If the shooting score obtained is greater than the saving score, the ball enters the goal and a new turn begins for the opponents, starting with a kick-off.

[0180] If the shooting score is the same as the saving score, the ball goes out for a corner kick and a new turn thus begins, starting with a corner kick for the team which attempted the shot.

[0181] With regard to crossing, in order to be able to perform a crossing action, a player must be located on a crossing box, and the player who is to receive the cross must be located on a heading box.

[0182] In order to perform a cross, one of the three moves available during a turn is used.

[0183] A team may perform only one cross per turn.

[0184] As regards the mode of execution, the dice is thrown and the score obtained is added to the value of the CR parameter of one's player, then subtracting the penalty points shown in the box from where the cross is performed, so as to obtain the crossing score.

[0185] If the score obtained is less than 10, the cross is not successful and the ball ends up with the opponent's goalkeeper. The team which recovered the ball will therefore start a new turn with the ball being put back into play by the goalkeeper.

[0186] If the score obtained is greater than or equal to 10, the cross is successfully completed and the action continues with a header by the heading player who receives the crossed ball (for the instructions regarding headers, see the appropriate section).

[0187] With regard to heading, in order for a player to be able to perform a heading action he must be situated on a heading box.

[0188] In order to perform a header after a crossing action or a cross from a free-kick or a corner kick, further moves are not used up.

[0189] A team may perform only one header per turn.

[0190] As regards the mode of execution, it is necessary to distinguish between a situation where the heading player is marked and the heading player is unmarked.

[0191] In the case of a marked heading player (opponent's heading player situated in the box in front or behind), the dice is thrown. If the result of the dice being thrown is 1, the header finishes wide and the game resumes with a goal kick taken by the goalkeeper. In all other cases, the score obtained from throwing the dice is added together with the value of the HE parameter of one's player. The heading score thus obtained is then compared with the heading score obtained by the opponent, resulting from adding together the score obtained from throwing of the dice and the opponent's HE param-

eter.

[0192] In the case where the heading score of one's own player is higher, the shooting bonus points shown in the box from where the shot is made is now added and the bonus points heading score thus obtained is compared with the clearing score of the opponent's goalkeeper, resulting from adding together the score obtained from throwing of the dice and the CLE parameter of the opponent's goalkeeper.

[0193] If the heading score + bonus is less than the clearing score, the goalkeeper saves the header, and a new turn for the opponent thus begins, starting with the ball being put back into play by the goalkeeper.

[0194] If the heading score + bonus is greater than the clearing score, the ball enters the goal and a new turn thus begins for the opponents, starting with a kick-off.

[0195] If the heading score + bonus is the same as the clearing score, the ball goes out for a corner kick and a new turn thus begins, starting with a corner kick for the team which attempted the header.

[0196] In the case of an unmarked heading player (no opponent situated in the box in front or behind), the dice is thrown.

[0197] If the result of the dice being thrown is 1, the header finishes wide and the game resumes with a goal kick taken by the goalkeeper.

[0198] In all other cases, the score obtained from throwing of the dice is added together with the value of the HE parameter of one's own player, then adding the shooting bonus shown in the box from where the header is made. The heading score + bonus thus obtained is compared with the clearing score of the opponent's goalkeeper, obtained by adding together the score resulting from throwing of the dice and the opponent goalkeeper's CLE parameter.

[0199] In the case of a marked heading player: If the heading score + bonus is less than the clearing score, the goalkeeper saves the header, and a new turn for the opponent thus begins, starting with the ball being put back into play by the goalkeeper.

[0200] If the heading score + bonus is greater than the clearing score, the ball enters the goal and a new turn begins for the opponents, starting with a kick-off.

[0201] If the heading score + bonus is the same as the clearing score, the ball goes out for a corner kick and a new turn thus begins, starting with a corner kick for the team which attempted the header.

[0202] With regard to tackling, in order to make a tackle a player must be situated on a box adjacent to the box occupied by the opponent from whom the ball is to be won by means of a sliding tackle.

[0203] In order to perform a tackle, one of the three moves available during one's turn is used.

[0204] A team may perform several tackles during the same turn, but using different players.

[0205] In order to execute a tackle, the dice must be thrown and the score obtained is added to the value of the TK parameter of one's own player.

[0206] The tackling score obtained is then compared with the dribbling score of the opponent obtained by adding together the score resulting from throwing of the dice and the opponent's DR parameter.

[0207] In the case where the tackling score and the dribbling score are different, the two players in question exchange boxes, and the player who obtained the higher total score keeps position of the ball and the game continues. The player who lost the challenge is unable to perform other tackles for one turn.

[0208] In the case where the tackling score and dribbling score are the same, a foul is awarded. The team which committed the foul throws the dice in order to determine any disciplinary action taken by the referee against the player who committed the foul (1 = red card; 2,3 = yellow card; 4,5,6,7,8: verbal warning). The team whose player suffered the foul, throws the dice in order to establish the extent of any injury (1 = serious injury: the player must be replaced; 2,3 = slight injury: the player cannot be used for one turn).

[0209] The team whose player suffered the foul therefore begins a new turn, starting from a free kick or penalty kick, depending on where the foul was committed.

[0210] With regard to corner kicks, in order to be able to take a corner kick, a prechosen player for taking the kick must be positioned on a crossing box 0 and the heading players must be positioned on the heading boxes ATT, as described above in connection with repositioning for a corner kick.

[0211] In order to take a corner kick followed by a header an entire game turn is used.

[0212] As regards the mode of execution, the dice is thrown and the score obtained is added to the value of the FK parameter of the corner kick tacker, in order to obtain the corner kick score.

[0213] If the score obtained is less than 10, the corner kick is not successful and the ball ends up with the opponent's goalkeeper. The team which recovered the ball will therefore begin a new turn with the ball being returned into play by the goalkeeper.

[0214] If the score obtained is greater than or equal to 10, the corner kick is successfully taken. In order to establish which heading player is to be used in order to perform the header, the following rules are applied:

- $FK + \text{dice} < 12$: first post;
- $12 \leq FK + \text{dice} < 14$: center;
- $14 \leq FK + \text{dice} < 16$: second post;
- $FK + \text{dice} > 16$: free decision.

[0215] For instructions on how to perform the following header, reference should be made to the comments made above on the subject.

[0216] With regard to passing from a free kick, in order to be able to perform such an action, the player precho-

sen to take the free kick must be positioned on the "neutral" box where a foul was committed, as described above in connection with repositioning for a pass from a free kick.

5 **[0217]** In order to perform a pass from a free kick, one (the first) of the three moves available during a turn is used.

[0218] Then the dice is thrown and the score obtained is added to the value of the FK parameter of the player taking the free kick, in order to obtain the free kick (pass) score.

[0219] If the score obtained is greater than or equal to 10, the pass from the free kick is successfully completed.

10 **[0220]** If the score obtained is less than 10, the pass is not successful and the ball goes to the opponent team player closest to the player intended to receive the pass. If two opponent team players are equidistant from the latter, the ball is assigned to the player with the lowest total of the two. Thus a new turn starts for the team which recovered the ball.

15 **[0221]** With regard to a shot from a free kick, in order to be able to perform such an action, the player prechosen to take the free kick must be positioned on the free-kick at goal box where a foul was committed, as described above in connection with repositioning for a direct free kick.

[0222] In order to perform a shot from a free kick, a whole playing turn is used.

[0223] Then the dice is thrown and the score obtained is added together with the value of the FK parameter of the player taking the free kick and if necessary 0.5 points are subtracted for each player lined up in the wall, in order to obtain the free kick (shot) score.

25 **[0224]** If the result of the dice being thrown is 1, the free kick ends up wide and the game resumes with a goal kick taken by the goalkeeper.

[0225] If the free kick (shot) score is less than 10, the free kick is intercepted by the wall and the ball goes to the player in the wall with the lowest total value.

30 **[0226]** In all the other cases the free kick (shot) score is compared with the saving score of the goalkeeper obtained by adding together the result of throwing the dice and the goalkeeper's SAV parameter.

35 **[0227]** If the free kick (shot) score is less than the saving score, the goalkeeper saves the free kick, and a new turn for the opponent thus begins, starting with the ball being put back into play by the goalkeeper.

[0228] If the free kick (shot) score is greater than the saving score, the ball enters the goal and a new turn thus begins for the opponents, which will be started with a kick-off.

45 **[0229]** If the free kick (shot) score is the same as the saving score, the ball goes out for a corner kick and a new turn thus begins, starting with a corner kick for the team which took the free kick.

50 **[0230]** With regard to crossing from a free kick, in order to be able to perform such an action, the player prechosen to take the free kick must be positioned on the cross-

ing box where the foul was committed, as described above in connection with repositioning for a cross from a free kick.

[0231] In order to perform a cross from a free kick, followed by the header, a whole playing turn is used.

[0232] Then the dice is thrown and the score obtained is added to the value of the FK parameter of the free-kick taker, in order to obtain the free kick (cross) score.

[0233] If the score obtained is less than 10, the free kick is not successful and the ball ends up with the opponent's goalkeeper. The team which recovered the ball will therefore begin a new turn with the ball being returned into play by the goalkeeper.

[0234] If the score obtained is greater than or equal to 10, the free kick is successfully taken. In order to determine which heading player to use in order to perform the heading action, the following rules are applied:

- $FK + \text{dice} < 12$: first post;
- $12 \leq FK + \text{dice} < 14$: center;
- $14 \leq FK + \text{dice} < 16$: second post;
- $FK + \text{dice} > 16$: free decision.

[0235] For instructions on how to perform the following heading action, reference should be made to the comments made above on the subject.

[0236] With regard to the penalty kick, in order to be able to take a penalty the prechosen penalty-kick taker must be positioned on the penalty spot in the penalty area, as described above in connection with repositioning for the penalty kick.

[0237] In order to take a penalty kick, a whole playing turn used.

[0238] As regards the mode of execution, the dice is thrown and the score obtained is added to the value of the SH parameter of the penalty kick taker; the penalty kick bonus (+3) is added in order to obtain the penalty kick score.

[0239] If the outcome of throwing of the dice is 1, the penalty kick ends up wide of the goal.

[0240] If the penalty score obtained is less than the penalty saving score, the goalkeeper saves the shot, and a new turn for the opponent thus begins, starting with the ball being put back into play by the goalkeeper.

[0241] If the penalty score obtained is greater than the penalty saving score, the ball enters the goal and a new turn begins for the opponents, starting with a kick-off.

[0242] If the penalty score obtained is the same as the penalty saving score, the ball goes out for a corner kick and a new turn thus starts, starting with a corner kick for the team which attempted the shot.

[0243] With regard to the ball being put back into play by the goalkeeper, in order to perform such an action, the goalkeeper must have saved the ball following a shot, a header, a direct free kick or a penalty kick, or a shooting

attempt by the opponents must have finished wide (dice score = 1). The goalkeeper may choose to start the action again with a short pass or a long pass.

[0244] In order to perform a (long or short) pass, one of the three moves available during a turn is used.

[0245] In the case of a short pass, the ball is passed to a team mate positioned within the team's defensive area, without the dice having to be thrown.

[0246] The ball therefore ends up with the selected player positioned within the team's defensive area.

[0247] In the case of a long pass, the goalkeeper chooses a team mate positioned in the midfield area as the player for receiving the pass.

[0248] If there are no opponent team players in the midfield area, the ball is passed to the prechosen player without having to throw the dice.

[0249] If opponent players are present in the midfield area, the dice is thrown: the score obtained represents the clearing pass score.

[0250] If the result of throwing the dice is greater than or equal to 5, the clearing pass by the goalkeeper is successfully performed and the ball ends up with the player intended to receive the clearing pass.

[0251] If the result of throwing the dice is less than or equal to 4, the clearance by the goalkeeper is not successfully completed. The ball ends up with the opponent team's player with the lowest total value present in the midfield area.

[0252] The football board game according to the invention may be subject to numerous modifications and variations made by a person skilled in art, all of these being moreover included within the scope of protection of the attached claims.

Claims

1. Football board game comprising:

- an element representing a football field comprising a rectangular grid subdivided into bands (2,3), each band (2:3) being in turn subdivided into boxes and comprising action boxes (4,5,6) having at least one symbol associated with a possibility of game action and/or neutral boxes not having any symbol associated with a possibility of game action,
- a plurality of player pieces, each player piece having at least one playing parameter of the player to which it refers and at least one value associated with the at least one playing parameter,
- a piece representing a football,
- at least one device capable of providing from time to time a random value, possibly different, which is combined with a playing parameter of at least one player piece which is relevant for the game action in progress, so as to determine

the outcome of at least one type of game action;
preferably, the value provided by said at least
one device is a numerical value,
- a set of game rules,

wherein each player piece refers to a goalkeeper or
to a movement player and wherein the movement
player is a defender, a midfielder and a striker.

2. Board game according to claim 1, further comprising
at least one strategy card containing a description
or indication of a strategy and/or a game variable,
said at least one strategy card preferably comprising
an upper box (11) containing the indication of the
type of strategy, a central box (12) containing an im-
age evocative of or related to the strategy indicated
on the card and below at least one box (13, 14, 15)
containing indications of the moment (beginning or
end) of the player's turn when it is possible to imple-
ment the strategy, of the available turns and of the
effects of the strategy, respectively.
3. Board game according to claim 1 or 2, further com-
prising at least one substitution card representing
the possibility of performing a replacement of a play-
er piece with another player piece, said at least one
substitution card preferably comprising an upper box
(16) containing elements identifying the type of the
card and a lower box (17) containing graphic ele-
ments identifying the replacement of a player piece
with another player piece.
4. Board game according to any of the preceding
claims, wherein said at least one playing parameter
is selected for the goalkeeper from saving (SAV),
clearing (CLE) and penalty (PEN) or a combination
thereof, and for the movement player from short pass
(SP), cross (CR), shot (SH), dribbling (DR), tackle
(TK), defense (DF), header (HE) and free kicks (FK)
or a combination thereof.
5. Board game according to claim 4, wherein said value
associated with the playing parameter of the player
piece is a numerical value preferably comprised be-
tween 1 and 10.
6. Board game according to any of the preceding
claims, wherein at least one player piece has at least
one symbol (8, 9, 10) related to at least one special
skill of said at least one player piece different from
its playing parameters.
7. Board game according to any of the preceding
claims, wherein at least one player piece and/or the
respective playing parameters are predetermined or
derived from features and/or parameters of a real
reference player reviewed in publicly available
sources.

8. Board game according to any of the preceding claims
5 to 7 wherein said device is preferably selected from
at least one dice or one processor and randomly pro-
vides a numerical value upon each actuation thereof
when there is a game action, said random value be-
ing combined with the numerical value of a playing
parameter of at least one player piece so as to de-
termine the outcome of said game action.
9. Board game according to any of the preceding
claims, further comprising at least one card repre-
senting a double marking and an analog or digital
turn counter.
10. Board game according to any of the preceding
claims, wherein said playing field comprises a game
rectangle subdivided transversally (i.e. in the width
direction) into bands (2,3) and preferably a central
band (3), so-called midfield central band, laterally
flanked by two end bands (2), so-called defense end
bands, each of said bands (2,3) being in turn subdivi-
ded into boxes and comprising action boxes (4,5,6)
having at least one symbol associated with a possi-
bility of game action and/or neutral boxes not having
any symbol associated with a possibility of game ac-
tion.
11. Board game according to claim 10, wherein the sym-
bols shown in the action boxes (4,5,6) refer to one
of the following game actions: shot at goal (shot box-
es); cross (cross area boxes); header (header box-
es), free kicks at goal (free kick at goal boxes), each
action box (4,5,6) being able to have one or more
symbols, each referring to a respective game action.
12. Electronic device, in particular a multimedia device
such as a computer, smartphone or tablet compris-
ing a board game according to any of the preceding
claims in the form of a software or application (APP)
that can be performed on said electronic device for
playing the game.

Patentansprüche

1. Fußballbrettspiel umfassend:

- ein Element, das ein Fußballfeld darstellt, um-
fassend ein rechteckiges Raster, das in Bänder
(2, 3) unterteilt ist, wobei jedes Band (2:3) wie-
derum in Felder unterteilt ist und Aktionsfelder
(4, 5, 6) mit mindestens einem mit einer Mög-
lichkeit einer Spielaktion verbundenen Symbol
und/oder neutrale Felder ohne ein mit einer Mög-
lichkeit einer Spielaktion verbundenen
Symbol umfasst,
- mehrere Spielfiguren, wobei jede Spielfigur
mindestens einen Spielparameter des Spielers,

auf den es sich bezieht, und mindestens einen mit dem mindestens einen Spielparameter verbundenen Wert aufweist,

- eine Spielfigur, die einen Fußball darstellt,
- mindestens eine Vorrichtung, die in der Lage ist, von Zeit zu Zeit einen möglicherweise unterschiedlichen Zufallswert zu liefern, der mit einem Spielparameter von mindestens einer Spielfigur kombiniert wird, der für die laufende Spielhandlung relevant ist, um das Ergebnis von mindestens einer Art von Spielhandlung zu bestimmen; vorzugsweise ist der von der mindestens einen Vorrichtung gelieferte Wert ein numerischer Wert,
- einen Satz Spielregeln,

wobei sich jede Spielfigur auf einen Torhüter oder einen Bewegungsspieler bezieht und wobei der Bewegungsspieler ein Verteidiger, ein Mittelfeldspieler und ein Stürmer ist.

2. Brettspiel nach Anspruch 1, ferner umfassend mindestens eine Strategiekarte, die eine Beschreibung oder Angabe einer Strategie und/oder einer Spielvariablen enthält, wobei die mindestens eine Strategiekarte vorzugsweise ein oberes Feld (11), das die Angabe der Art der Strategie enthält, ein mittleres Feld (12), das ein Bild enthält, das an die auf der Karte angegebene Strategie erinnert oder mit ihr in Zusammenhang steht, und darunter mindestens ein Feld (13, 14, 15), das Angaben zum Zeitpunkt (Beginn oder Ende) des Spielzuges des Spielers, an dem es möglich ist, die Strategie umzusetzen, zu den verfügbaren Spielzügen bzw. zu den Auswirkungen der Strategie enthält, umfasst.
3. Brettspiel nach Anspruch 1 oder 2, ferner umfassend mindestens eine Austauschkarte, die die Möglichkeit darstellt, einen Austausch einer Spielfigur durch eine andere Spielfigur vorzunehmen, wobei die mindestens eine Austauschkarte vorzugsweise ein oberes Feld (16) umfasst, das Elemente enthält, die den Typ der Karte identifizieren, und ein unteres Feld (17), das grafische Elemente enthält, die den Austausch einer Spielfigur durch eine andere Spielfigur identifizieren.
4. Brettspiel nach einem der vorhergehenden Ansprüche, wobei der mindestens eine Spielparameter für den Torhüter aus den Parametern Retten (SAV), Klären (CLE) und Elfmeter (PEN) oder einer Kombination davon und für den Bewegungsspieler aus den Parametern Kurzpass (SP), Flanke (CR), Schuss (SH), Dribbling (DR), Tackling (TK), Verteidigung (DF), Kopfball (HE) und Freistöße (FK) oder einer Kombination davon ausgewählt wird.

5. Brettspiel nach Anspruch 4, wobei der dem Spielpa-

rameter der Spielfigur zugeordnete Wert ein numerischer Wert ist, der vorzugsweise zwischen 1 und 10 liegt.

6. Brettspiel nach einem der vorhergehenden Ansprüche, wobei mindestens eine Spielfigur mindestens ein Symbol (8, 9, 10) aufweist, das sich auf mindestens eine besondere Fähigkeit der mindestens einen Spielfigur bezieht, die sich von ihren Spielparametern unterscheidet.
7. Brettspiel nach einem der vorhergehenden Ansprüche, wobei mindestens eine Spielfigur und/oder die jeweiligen Spielparameter vorbestimmt sind oder von Merkmalen und/oder Parametern eines realen Referenzspielers abgeleitet sind, die in öffentlich zugänglichen Quellen überprüft wurden.
8. Brettspiel nach einem der vorangehenden Ansprüche 5 bis 7, wobei die Vorrichtung vorzugsweise aus mindestens einem Würfel oder einem Prozessor ausgewählt ist und bei jeder Betätigung zufällig einen numerischen Wert liefert, wenn eine Spielaktion stattfindet, wobei der Zufallswert mit dem numerischen Wert eines Spielparameters von mindestens einer Spielfigur kombiniert wird, um das Ergebnis der Spielaktion zu bestimmen.
9. Brettspiel nach einem der vorhergehenden Ansprüche, ferner umfassend mindestens eine Karte, die eine Doppelmarkierung darstellt, und einen analogen oder digitalen Zugzähler.
10. Brettspiel nach einem der vorhergehenden Ansprüche, wobei das Spielfeld ein Spielrechteck umfasst, das quer (d.h. in Breitenrichtung) in Bänder (2, 3), und vorzugsweise in ein zentrales Band (3), das sogenannte Mittelfeld-Mittelband, das seitlich von zwei Endbändern (2), den sogenannten Verteidigungs-Endbändern, flankiert wird, unterteilt ist, wobei jedes der Bänder (2, 3) wiederum in Felder unterteilt ist und Aktionsfelder (4, 5, 6) mit mindestens einem mit einer Möglichkeit einer Spielaktion verbundenen Symbol und/oder neutrale Felder ohne ein mit einer Möglichkeit einer Spielaktion verbundenes Symbol umfasst.
11. Brettspiel nach Anspruch 10, wobei die in den Aktionsfeldern (4, 5, 6) gezeigten Symbole sich auf eine der folgenden Spielaktionen beziehen: Schuss auf das Tor (Schussfelder); Flanke (Flankenbereichsfelder); Kopfball (Kopfballfelder), Freistöße auf das Tor (Freistoß-aufs-Tor-Felder), wobei jedes Aktionsfeld (4, 5, 6) ein oder mehrere Symbole haben kann, die sich jeweils auf eine entsprechende Spielaktion beziehen.
12. Elektronisches Gerät, insbesondere ein Multimedi-

agerät wie ein Computer, Smartphone oder Tablet, umfassend ein Brettspiel nach einem der vorhergehenden Ansprüche in Form einer Software oder Anwendung (APP), die auf dem elektronischen Gerät zum Spielen des Spiels ausgeführt werden kann.

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Revendications

1. Jeu de société de football comprenant :

- un élément représentant un terrain de football comprenant une grille rectangulaire subdivisée en bandes (2, 3), chaque bande (2 :3) étant à son tour subdivisée en cases et comportant des cases d'action (4, 5, 6) ayant au moins un symbole associé avec une possibilité d'action de jeu et/ou des cases neutres ne comportant aucun symbole associé à une possibilité d'action de jeu,
- une pluralité de pions de joueur, chaque pion de joueur comportant au moins un paramètre de jeu du joueur auquel elle fait référence et au moins une valeur associée au dernier paramètre de jeu,
- une pièce représentant un ballon de football,
- au moins un dispositif apte à fournir de temps à autre une valeur aléatoire, optionnellement différente, qui est combinée avec un paramètre de jeu d'au moins un pion de joueur qui est pertinent pour l'action de jeu en cours, de manière à déterminer le résultat d'au moins un type d'action de jeu ;
- de préférence, la valeur fournie par ledit au moins un dispositif est une valeur numérique,
- un ensemble de règles de jeu,

chaque pion de joueur faisant référence à un gardien ou à un joueur de champ, et le joueur de champ étant un défenseur, un milieu de terrain et un attaquant.

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2. Jeu de société selon la revendication 1, comprenant en outre au moins une carte de stratégie contenant une description ou une indication d'une stratégie et/ou une variable de jeu, ladite au moins une carte de stratégie comprenant de préférence une case supérieure (11) contenant l'indication du type de stratégie, une case centrale (12) contenant une image évocatrice ou en rapport avec la stratégie indiquée sur la carte et en dessous au moins une case (13, 14, 15) contenant des indications du moment (début ou fin) de l'entrée en jeu du joueur quand il est possible de mettre en oeuvre la stratégie, parmi les entrées en jeu disponibles et des effets de la stratégie, respectivement.
3. Jeu de société selon la revendication 1 ou la revendication 2, comprenant en outre au moins une carte

de substitution représentant la possibilité d'effectuer un remplacement d'un pion de joueur par un autre pion de joueur, ladite au moins une carte de substitution comprenant de préférence une case supérieure (16) contenant des éléments identifiant le type de la carte et une case inférieure (17) contenant des éléments graphiques identifiant le remplacement d'un pion de joueur par un autre pion de joueur.

4. Jeu de société selon l'une quelconque des revendications précédentes, dans lequel ledit au moins un paramètre de jeu est sélectionné pour le gardien de but à partir d'un arrêt (SAV), d'un dégagement (CLE) et d'un penalty (PEN) ou d'une combinaison de ceux-ci, et pour le mouvement du joueur depuis passe courte (SP), centre (CR), tir (SH), dribble (DR), tackle (TK), défense (DF), tête (HE) et coups francs (FK) ou une combinaison de ceux-ci.

5. Jeu de société selon la revendication 4, dans lequel ladite valeur associée au paramètre de jeu du pion de joueur est une valeur numérique comprise de préférence entre 1 et 10.

6. Jeu de société selon l'une quelconque des revendications précédentes, dans lequel au moins un pion de joueur présente au moins un symbole (8, 9, 10) lié à au moins une compétence particulière dudit au moins un pion de joueur différente de ses paramètres de jeu.

7. Jeu de société selon l'une quelconque des revendications précédentes, dans lequel au moins un pion de joueur et/ou les paramètres de jeu respectifs sont prédéterminés ou dérivés de caractéristiques et/ou de paramètres d'un joueur de référence réel examiné dans des sources accessibles au public.

8. Jeu de société selon l'une quelconque des revendications précédentes 5 à 7, dans lequel ledit dispositif est de préférence choisi parmi au moins un dé ou un processeur et fournit aléatoirement une valeur numérique à chaque actionnement de celui-ci lorsqu'il y a une action de jeu, ladite valeur aléatoire étant combinée avec la valeur numérique d'un paramètre de jeu d'au moins un pion de joueur de manière à déterminer le résultat de ladite action de jeu.

9. Jeu de société selon l'une quelconque des revendications précédentes, comprenant en outre au moins une carte représentant un double marquage et un compteur de tours analogique ou numérique.

10. Jeu de société selon l'une quelconque des revendications précédentes, dans lequel ledit terrain de jeu comprend un rectangle de jeu subdivisé transversalement (c'est-à-dire dans le sens de la largeur) en bandes (2, 3) et de préférence une bande centrale

(3), dite bande centrale de milieu de terrain., flanquée latéralement de deux bandes d'extrémité (2), dites bandes d'extrémité de défense, chacune des dites bandes (2, 3) étant à son tour subdivisée en cases et comprenant des cases d'action (4, 5, 6) ayant au moins un symbole associé à une possibilité d'action de jeu et/ou des cases neutres ne comportant aucun symbole associé à une possibilité d'action de jeu.

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11. Jeu de société selon la revendication 10, dans lequel les symboles représentés dans les cases d'action (4, 5, 6) font référence à l'une des actions de jeu suivantes : tir au but (cases de tirs) ; centres (case de zones de centres) ; jeu de tête (cases de jeu de tête), coups francs vers le but (cases de coup franc vers le but), chaque case d'action (4, 5, 6) étant apte à avoir un ou plusieurs symboles, chacun faisant référence à une action de jeu respective.

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12. Appareil électronique, notamment appareil multimédia tel qu'un ordinateur, un smartphone ou une tablette comprenant un jeu de société selon l'une quelconque des revendications précédentes sous la forme d'un logiciel ou d'une application (APP) qui est apte à être exécuté sur ledit appareil électronique permettant de jouer au jeu.

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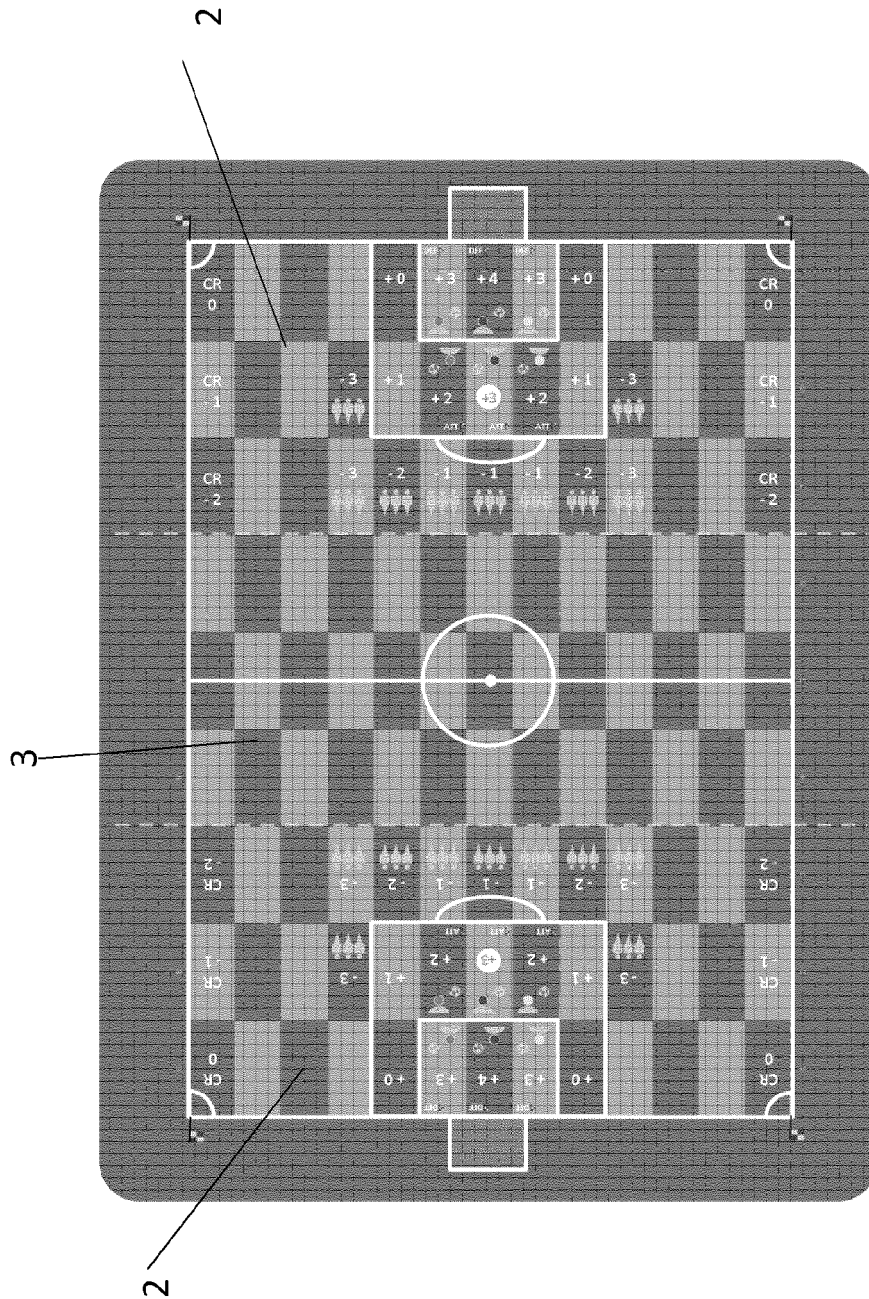


Fig. 1

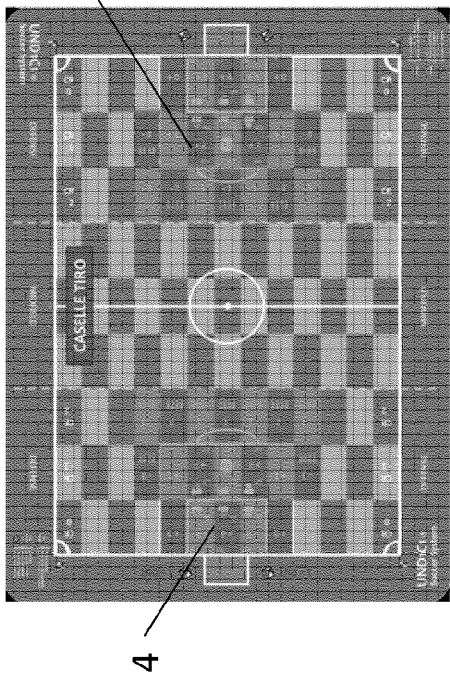


Fig. 1a

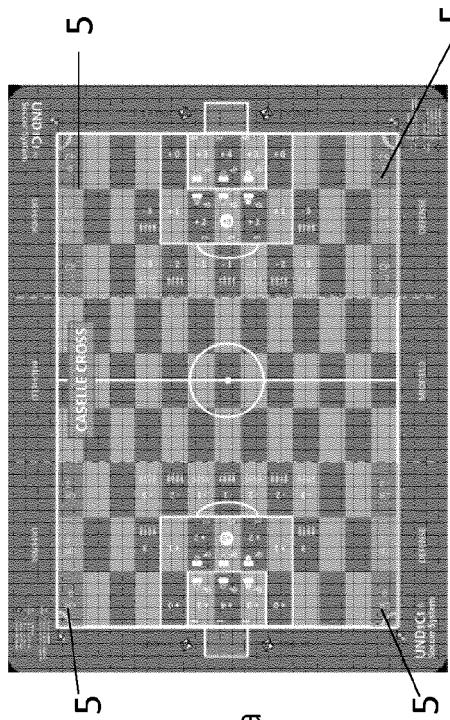


Fig. 1b

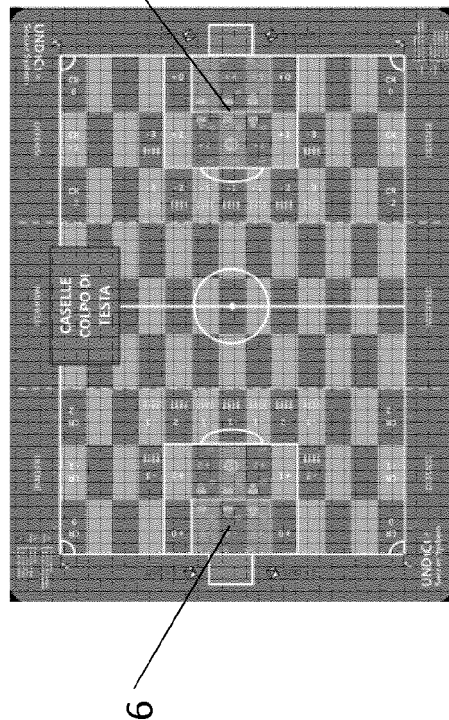


Fig. 1c

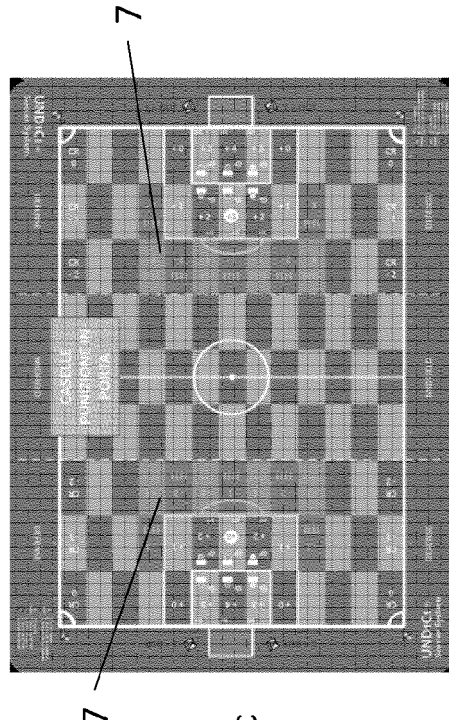


Fig. 1d

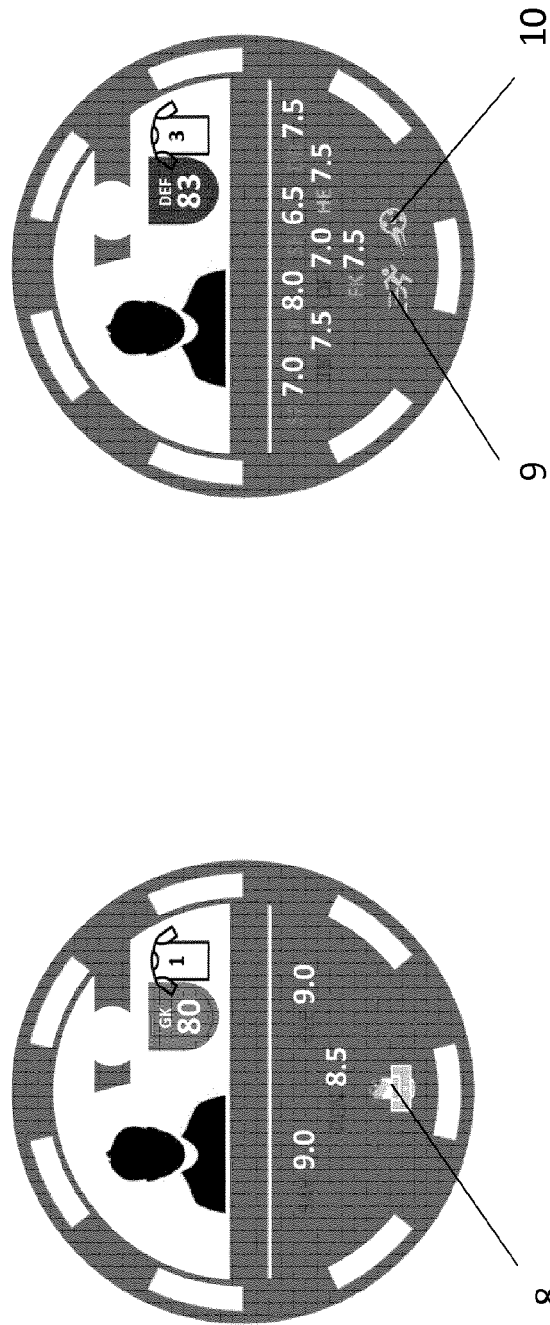


Fig. 2

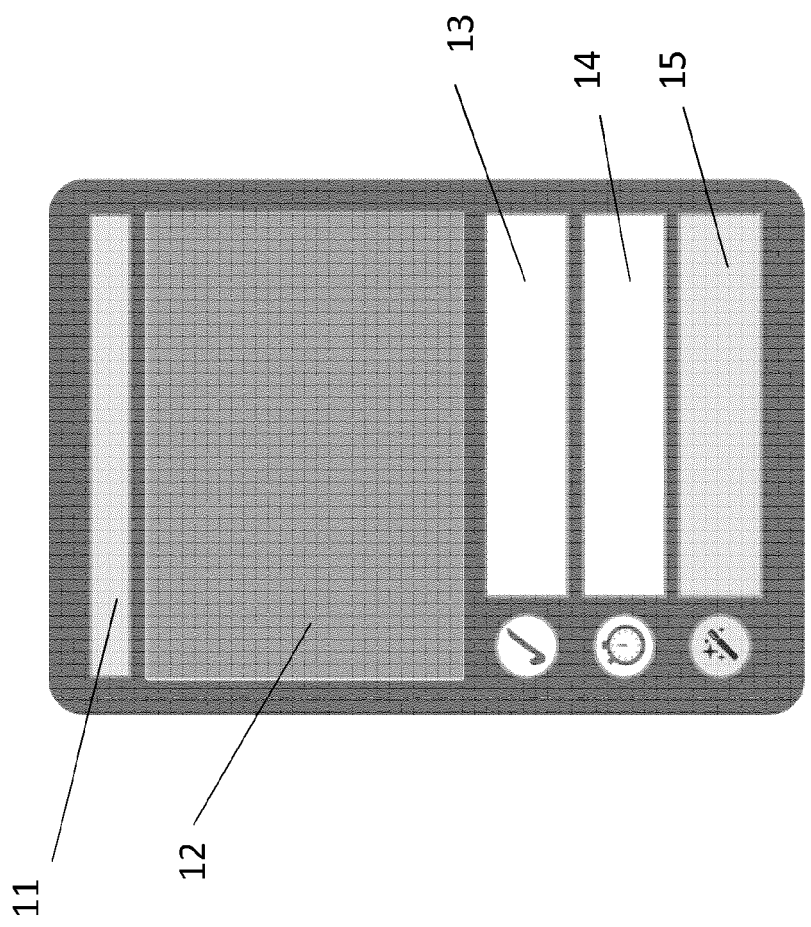


Fig. 3a

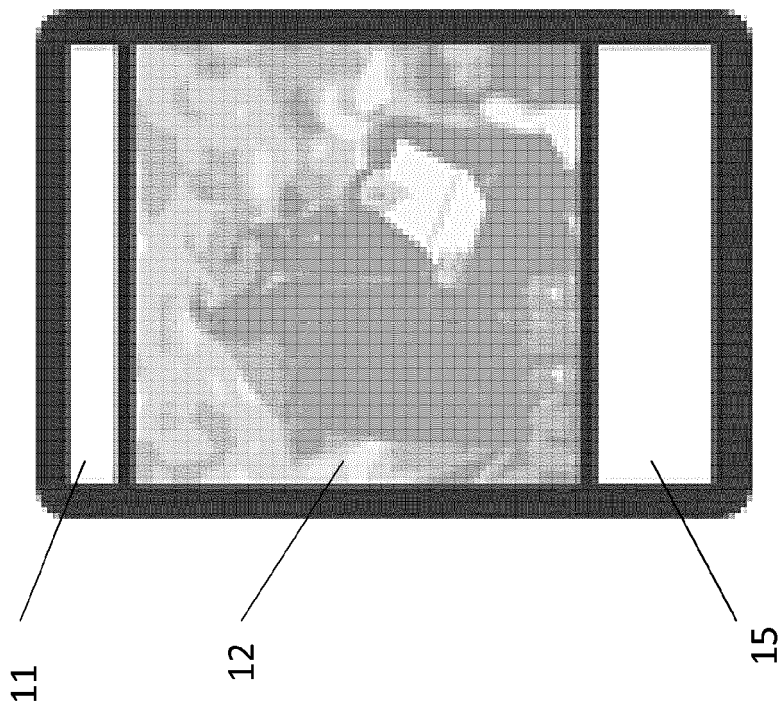


Fig. 3b

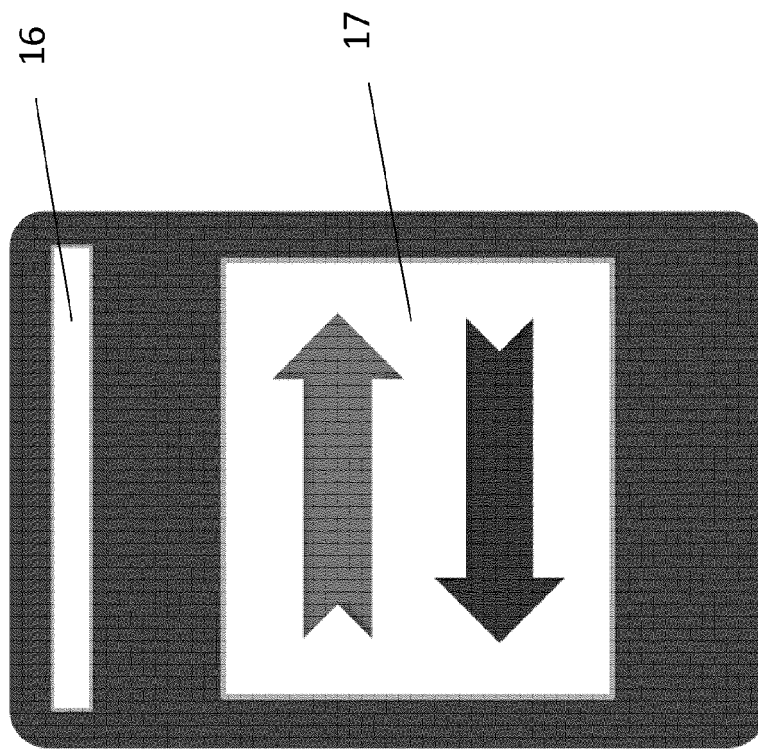


Fig. 4



Fig. 5



Fig. 6

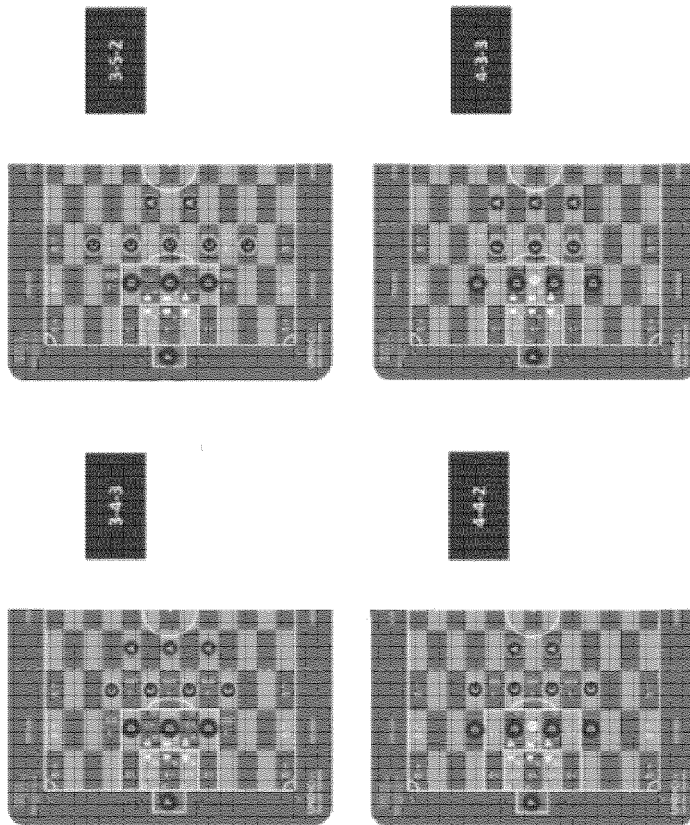


Fig. 7

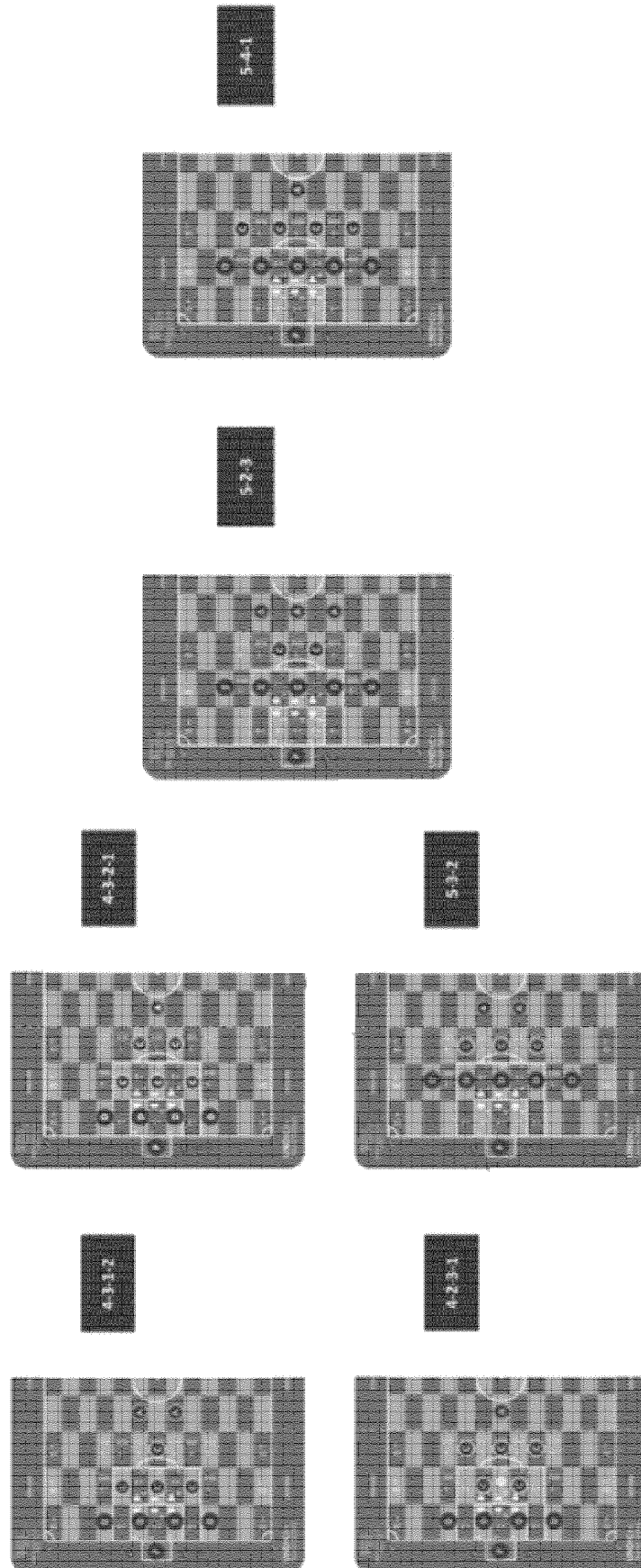


Fig. 7 (continuation)

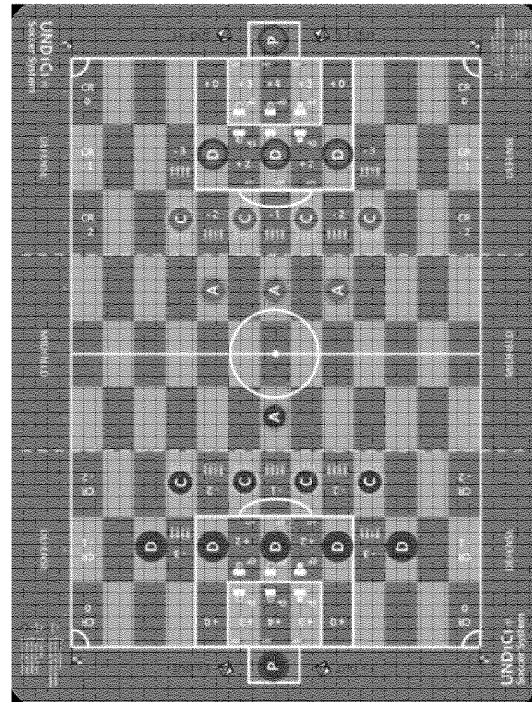
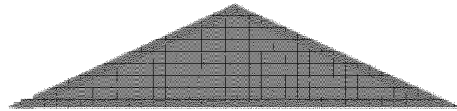
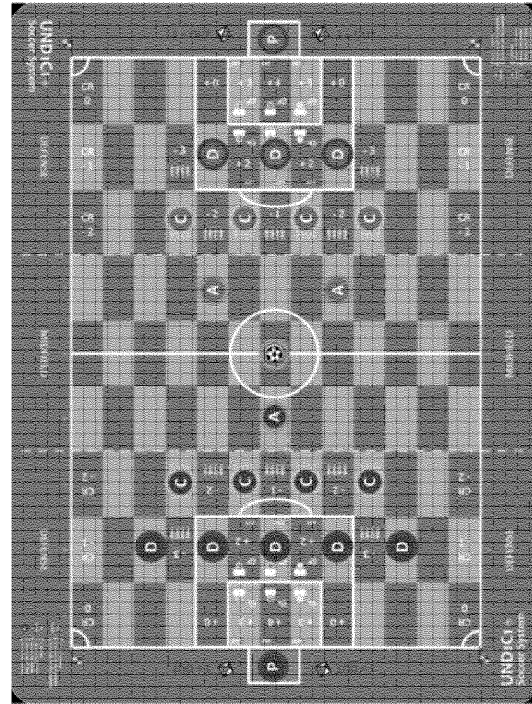


Fig. 8

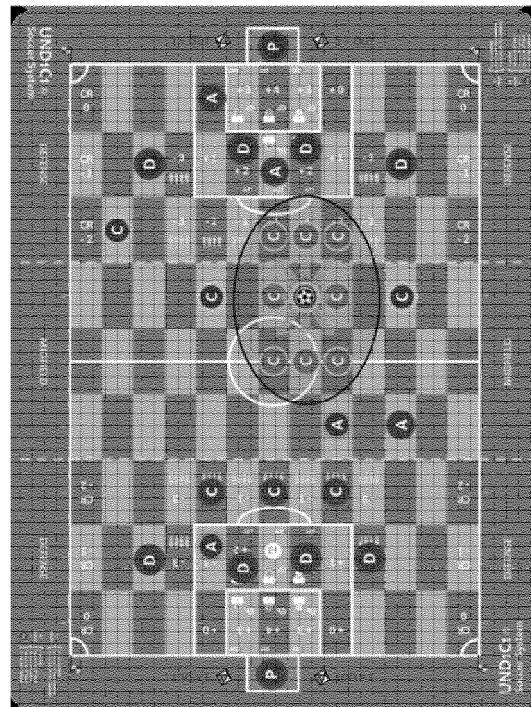
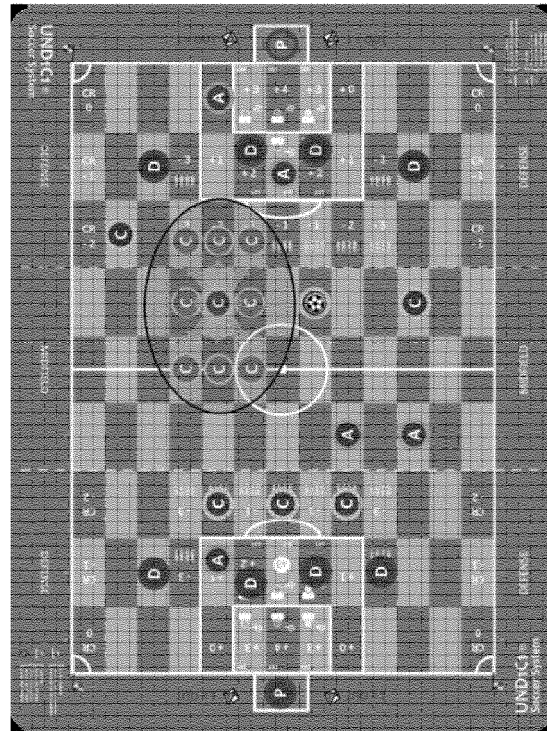
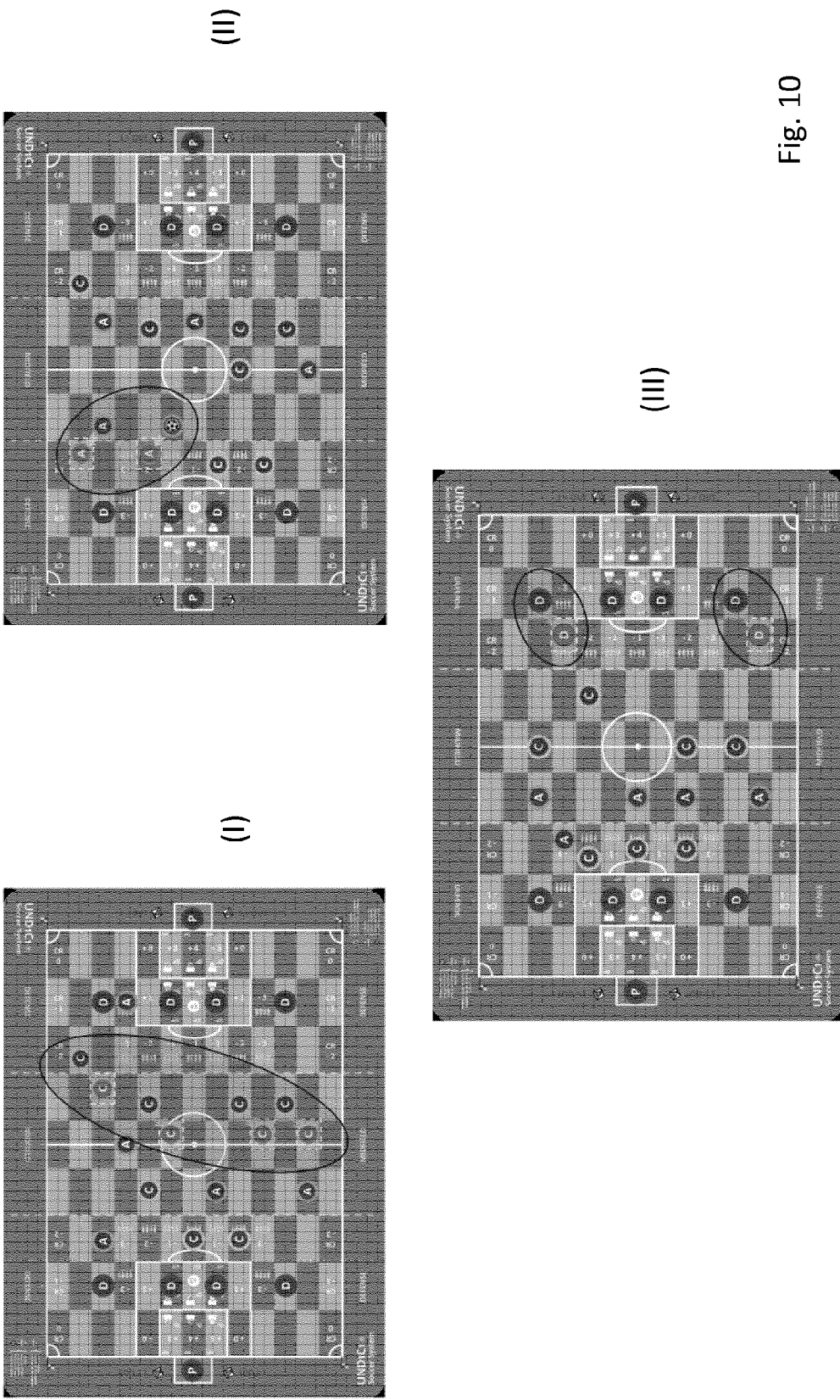


Fig. 9



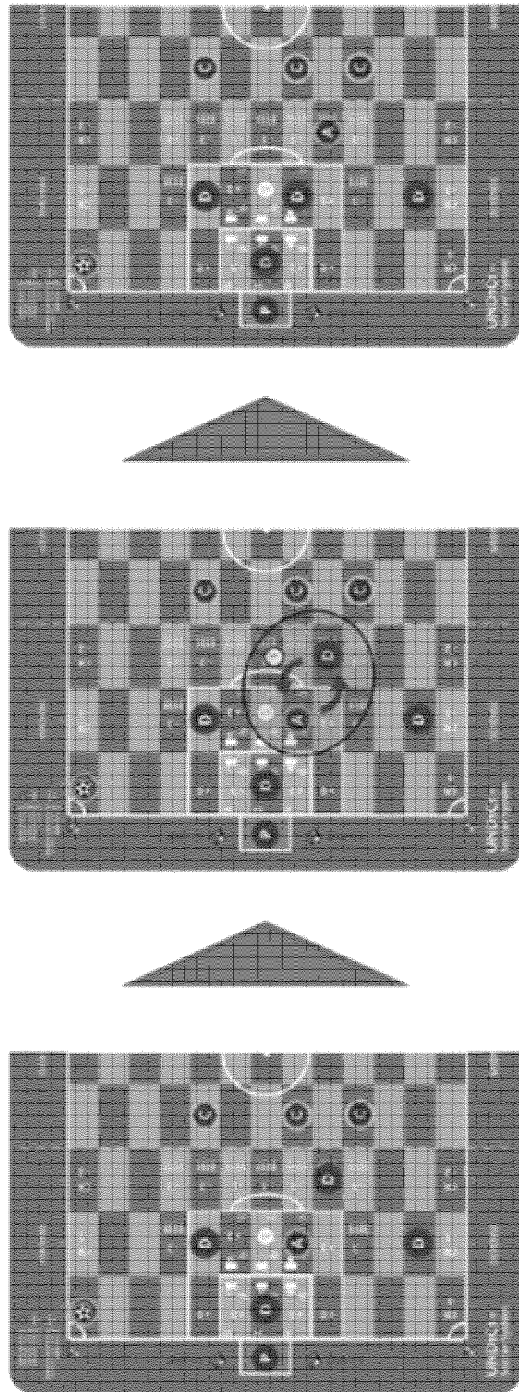


Fig. 11

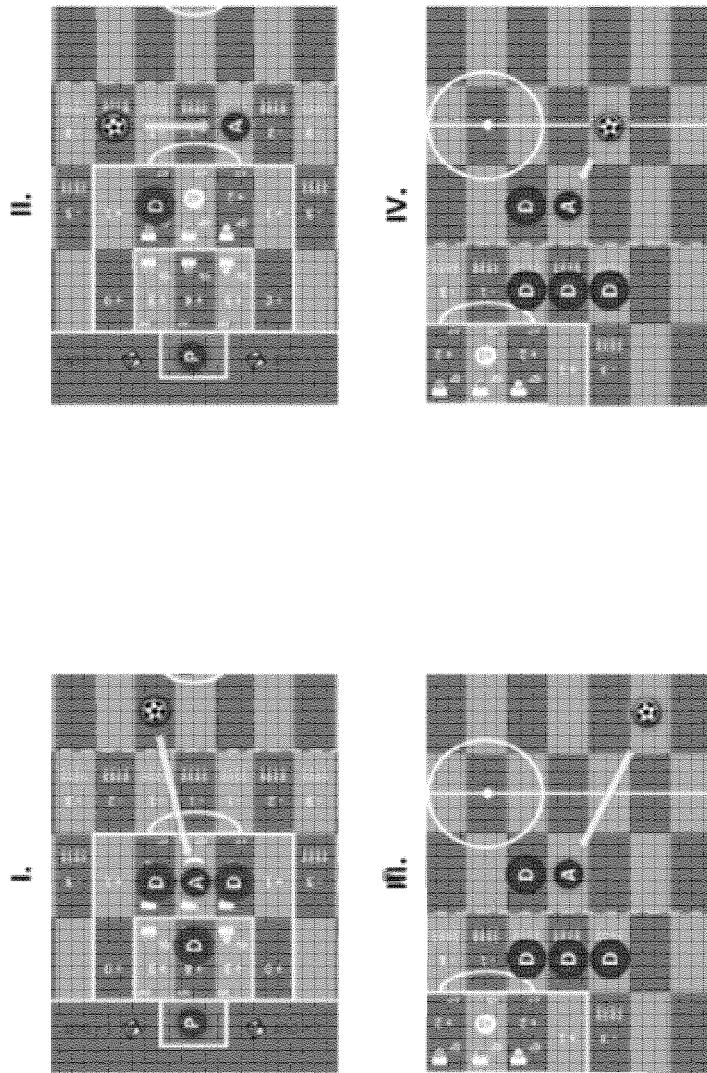


Fig. 12

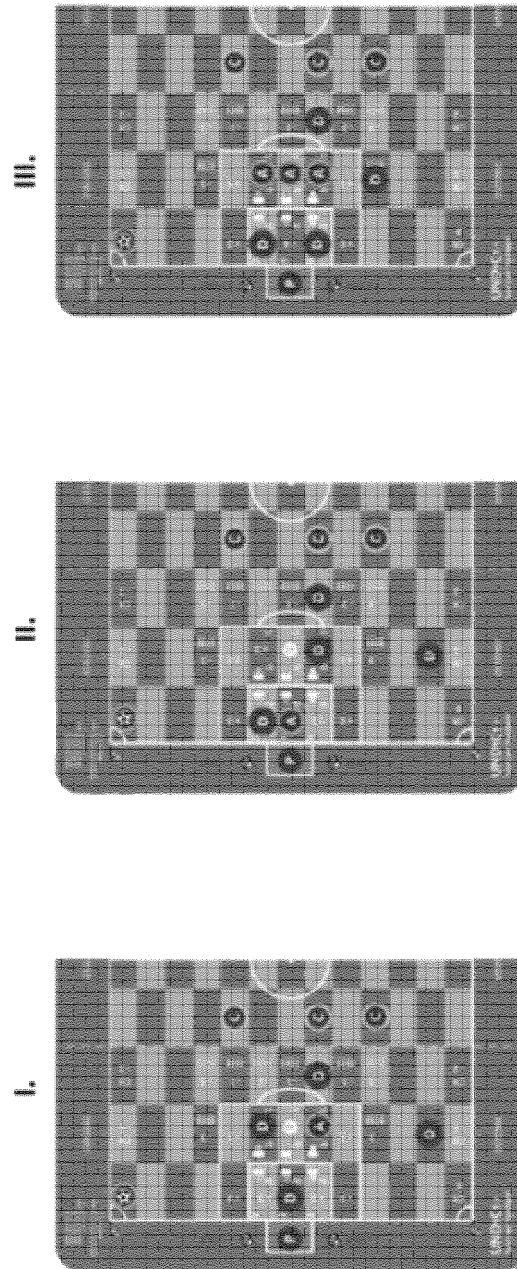


Fig. 13

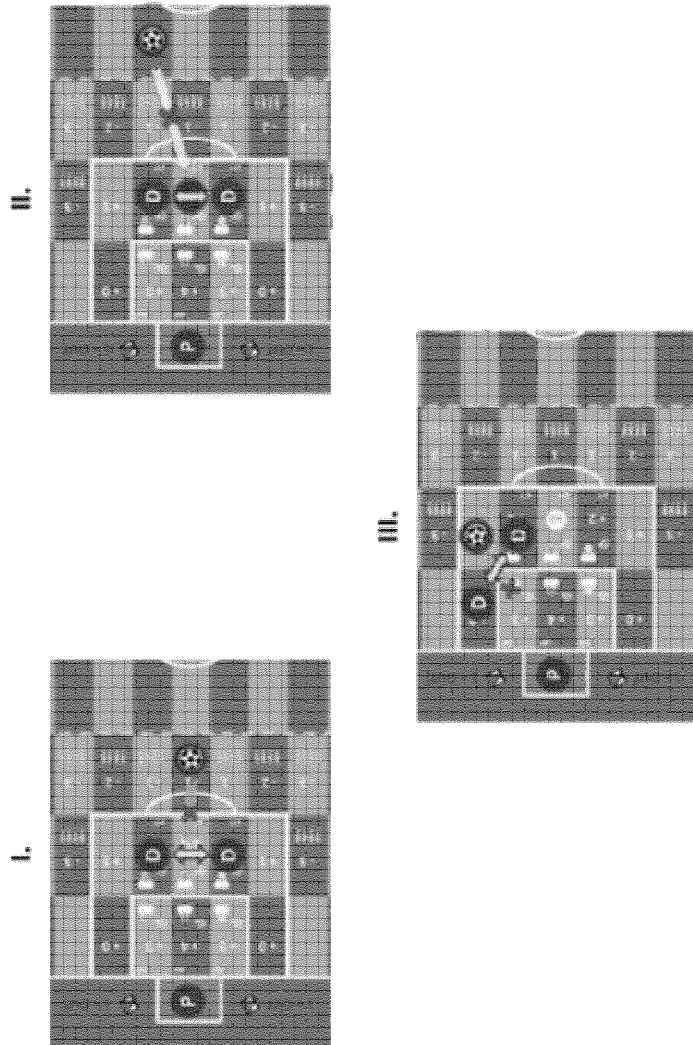


Fig. 14

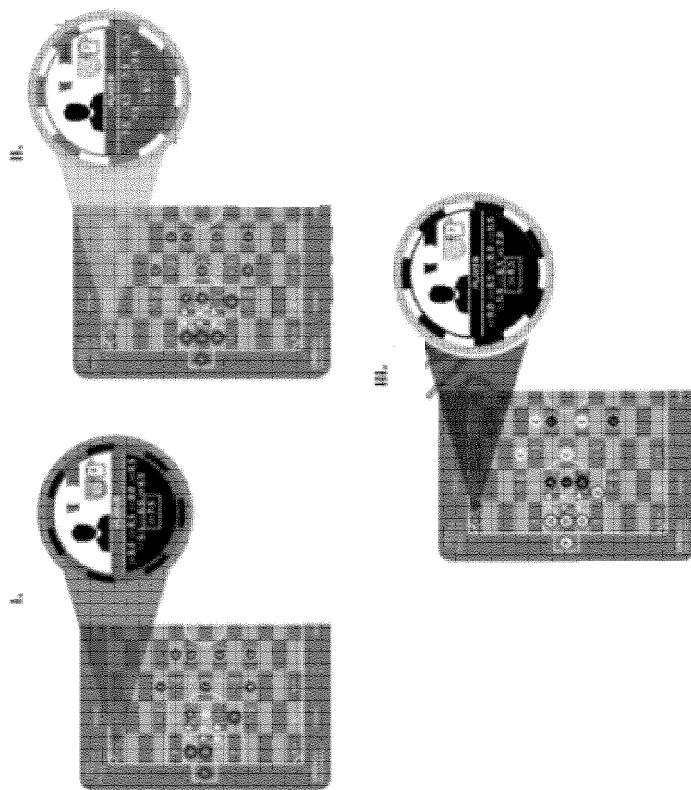


Fig. 15

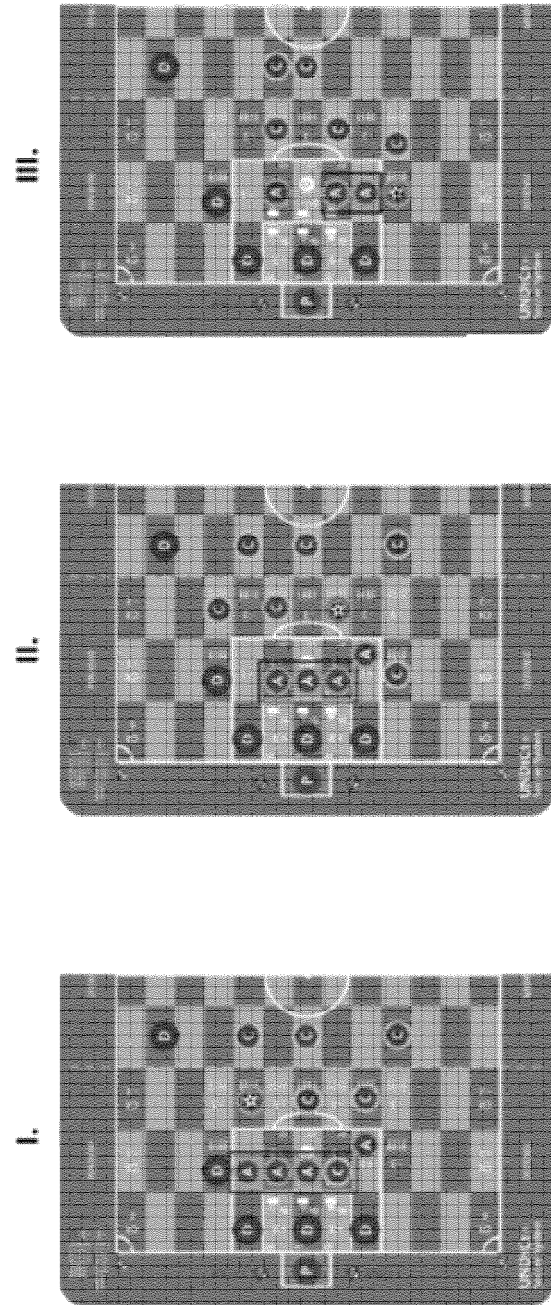


Fig. 16

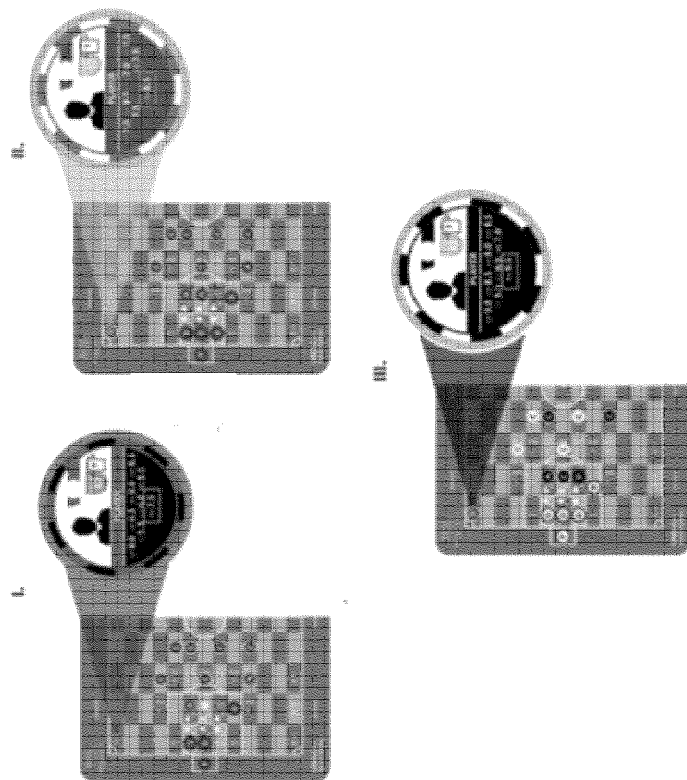


Fig. 17

REFERENCES CITED IN THE DESCRIPTION

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