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(54) **FANTASY HOCKEY BOARD GAME**

(52) **U.S. Cl. .... 273/259; 273/277**

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(57) **ABSTRACT**

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A board game simulating fantasy hockey season is played by two or more players according to the general rules of fantasy hockey. The board game uses a game board with indicia thereon resembling a hockey rink. A game path is formed on the game board, the game path being divided into spaces with instructions imprinted thereon directing a player to advance or retract when moving a game piece along the board according to chance means. The game uses several decks of cards, which are provided separately from the board with indicia thereon that represents actual players in actual teams, that provide instructions to the game player of the manner of progression along the board, that keep weekly and seasonal scores for the teams.

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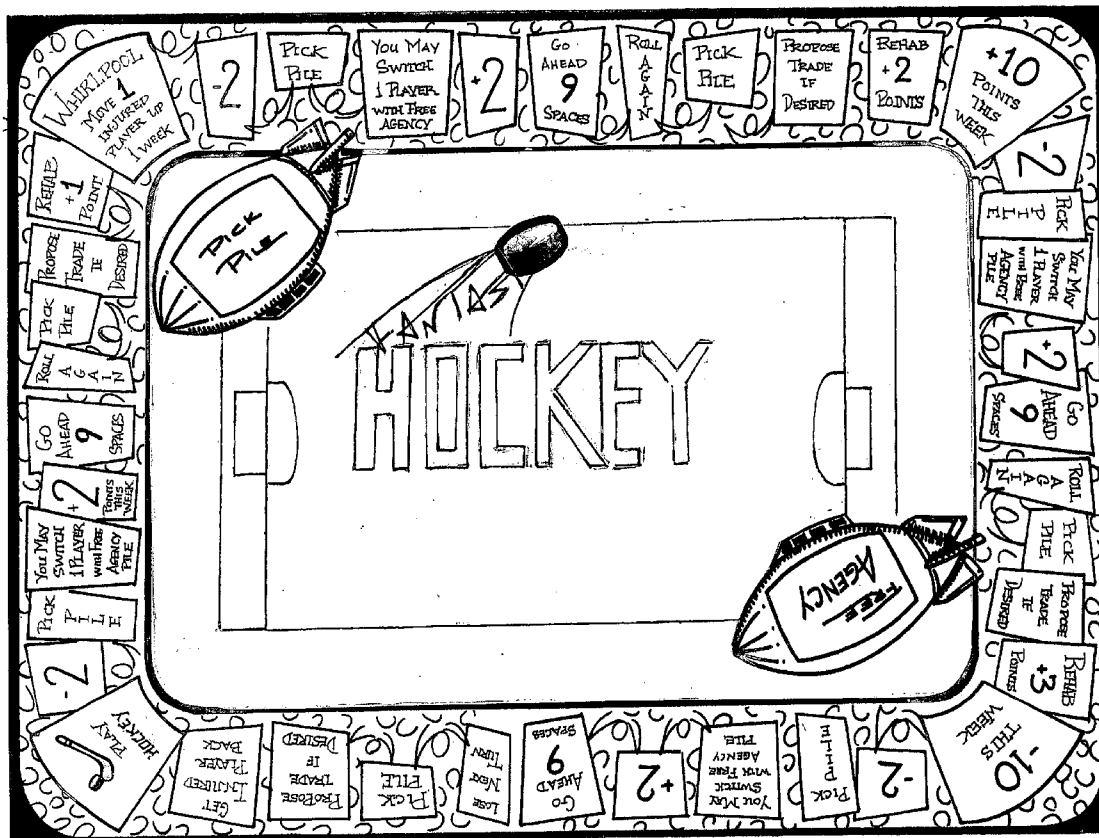


Figure 1

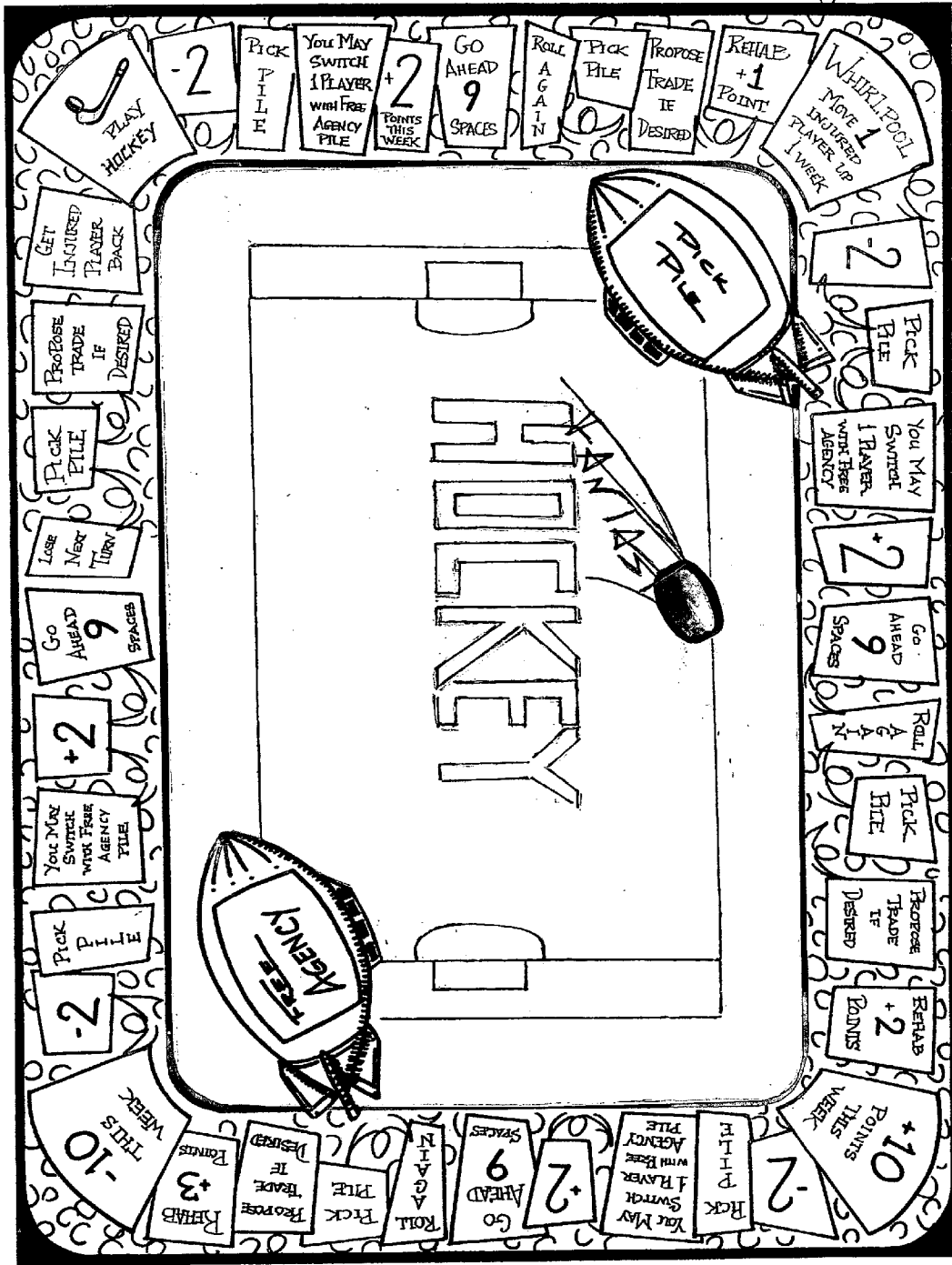


Figure 2

TEAM # \_\_\_\_\_

WEEK	POINTS	W/L
1		/
2		/
TOTAL		
3		/
TOTAL		
4		/
TOTAL		
5		/
TOTAL		
6		/
TOTAL		
7		/
TOTAL		
8		/
TOTAL		
9		/
TOTAL		
10		/
TOTAL		
11		/
TOTAL		
12		/
TOTAL		
13		/
TOTAL		
14		/
TOTAL		/
SEASON CHIPS		/
GRAND TOTAL		/

WEEK	POINTS	W/L
1		/
2		/
TOTAL		
3		/
TOTAL		
4		/
TOTAL		
5		/
TOTAL		
6		/
TOTAL		
7		/
TOTAL		
8		/
TOTAL		
9		/
TOTAL		
10		/
TOTAL		
11		/
TOTAL		
12		/
TOTAL		
13		/
TOTAL		
14		/
TOTAL		/
SEASON CHIPS		/
GRAND TOTAL		/

WEEK	POINTS	W/L
1		/
2		/
TOTAL		
3		/
TOTAL		
4		/
TOTAL		
5		/
TOTAL		
6		/
TOTAL		
7		/
TOTAL		
8		/
TOTAL		
9		/
TOTAL		
10		/
TOTAL		
11		/
TOTAL		
12		/
TOTAL		
13		/
TOTAL		
14		/
TOTAL		/
SEASON CHIPS		/
GRAND TOTAL		/

Figure 3

TEAM # \_\_\_\_\_

WEEK # 1		
POS.	PLAYER	PTS.
1B		
2B		
3B		
C		
SS		
TOTAL		
WEEKLY CHIP COUNT		
WEEKLY TOTAL		*

\*Transfer Score to Sheet 1

WEEK # 4		
POS.	PLAYER	PTS.
C		
RW		
LW		
D		
G		
TOTAL		
WEEKLY CHIP COUNT		
WEEKLY TOTAL		*

\*Transfer Score to Sheet 1

WEEK # 2		
POS.	PLAYER	PTS.
1B		
2B		
3B		
C		
SS		
TOTAL		
WEEKLY CHIP COUNT		
WEEKLY TOTAL		*

\*Transfer Score to Sheet 1

WEEK # 5		
POS.	PLAYER	PTS.
C		
RW		
LW		
D		
G		
TOTAL		
WEEKLY CHIP COUNT		
WEEKLY TOTAL		*

\*Transfer Score to Sheet 1

WEEK # 7		
POS.	PLAYER	PTS.
C		
RW		
LW		
D		
G		
TOTAL		
WEEKLY CHIP COUNT		
WEEKLY TOTAL		*

\*Transfer Score to Sheet 1

WEEK # 3		
POS.	PLAYER	PTS.
1B		
2B		
3B		
C		
SS		
TOTAL		
WEEKLY CHIP COUNT		
WEEKLY TOTAL		*

\*Transfer Score to Sheet 1

WEEK # 6		
POS.	PLAYER	PTS.
C		
RW		
LW		
D		
G		
TOTAL		
WEEKLY CHIP COUNT		
WEEKLY TOTAL		*

\*Transfer Score to Sheet 1

Figure 4

**TEAM #** \_\_\_\_\_

**WEEK # 8**

POS.	PLAYER	PTS.
C		
RW		
LW		
D		
G		
TOTAL		
WEEKLY CHIP COUNT		
WEEKLY TOTAL		*

\*Transfer Score to Sheet 1

**WEEK # 11**

POS.	PLAYER	PTS.
C		
RW		
LW		
D		
G		
TOTAL		
WEEKLY CHIP COUNT		
WEEKLY TOTAL		*

\*Transfer Score to Sheet 1

**WEEK # 9**

POS.	PLAYER	PTS.
C		
RW		
LW		
D		
G		
TOTAL		
WEEKLY CHIP COUNT		
WEEKLY TOTAL		*

\*Transfer Score to Sheet 1

**WEEK # 12**

POS.	PLAYER	PTS.
C		
RW		
LW		
D		
G		
TOTAL		
WEEKLY CHIP COUNT		
WEEKLY TOTAL		*

\*Transfer Score to Sheet 1

**WEEK # 14**

POS.	PLAYER	PTS.
C		
RW		
LW		
D		
G		
TOTAL		
WEEKLY CHIP COUNT		
WEEKLY TOTAL		*

\*Transfer Score to Sheet 1

**WEEK # 10**

POS.	PLAYER	PTS.
C		
RW		
LW		
D		
G		
TOTAL		
WEEKLY CHIP COUNT		
WEEKLY TOTAL		*

\*Transfer Score to Sheet 1

**WEEK # 13**

POS.	PLAYER	PTS.
C		
RW		
LW		
D		
G		
TOTAL		
WEEKLY CHIP COUNT		
WEEKLY TOTAL		*

\*Transfer Score to Sheet 1

Figure 5

**First Round of PLAYOFFS WEEK # 15**

FIRST - SEED TEAM #		
Position	Player	Points
C		
RW		
LW		
D		
G		
<b>TOTAL</b>		

vs.

FOURTH - SEED TEAM #		
Position	Player	Points
C		
RW		
LW		
D		
G		
<b>TOTAL</b>		

SECOND - SEED TEAM #		
Position	Player	Points
C		
RW		
LW		
D		
G		
<b>TOTAL</b>		

vs.

THIRD - SEED TEAM #		
Position	Player	Points
C		
RW		
LW		
D		
G		
<b>TOTAL</b>		

Figure 6

CHAMPIONSHIP ROUND WEEK # 16

A.

WINNER OF GAME 1 WEEK #15		
Position	Player	Points
C		
RW		
LW		
D		
G		
<b>TOTAL</b>		

WINNER OF GAME 2 WEEK #15		
Position	Player	Points
C		
RW		
LW		
D		
G		
<b>TOTAL</b>		

vs.

LOSER OF GAME 1 WEEK #15		
Position	Player	Points
C		
RW		
LW		
D		
G		
<b>TOTAL</b>		

LOSER OF GAME 2 WEEK #15		
Position	Player	Points
C		
RW		
LW		
D		
G		
<b>TOTAL</b>		

B.

CHAMPION: WINNER OF GAME 1 TEAM #
2ND PLACE: LOSER OF GAME 1 TEAM #
3RD PLACE: WINNER OF GAME 2 TEAM #
4TH PLACE: LOSER OF GAME 2 TEAM #





Figure 8

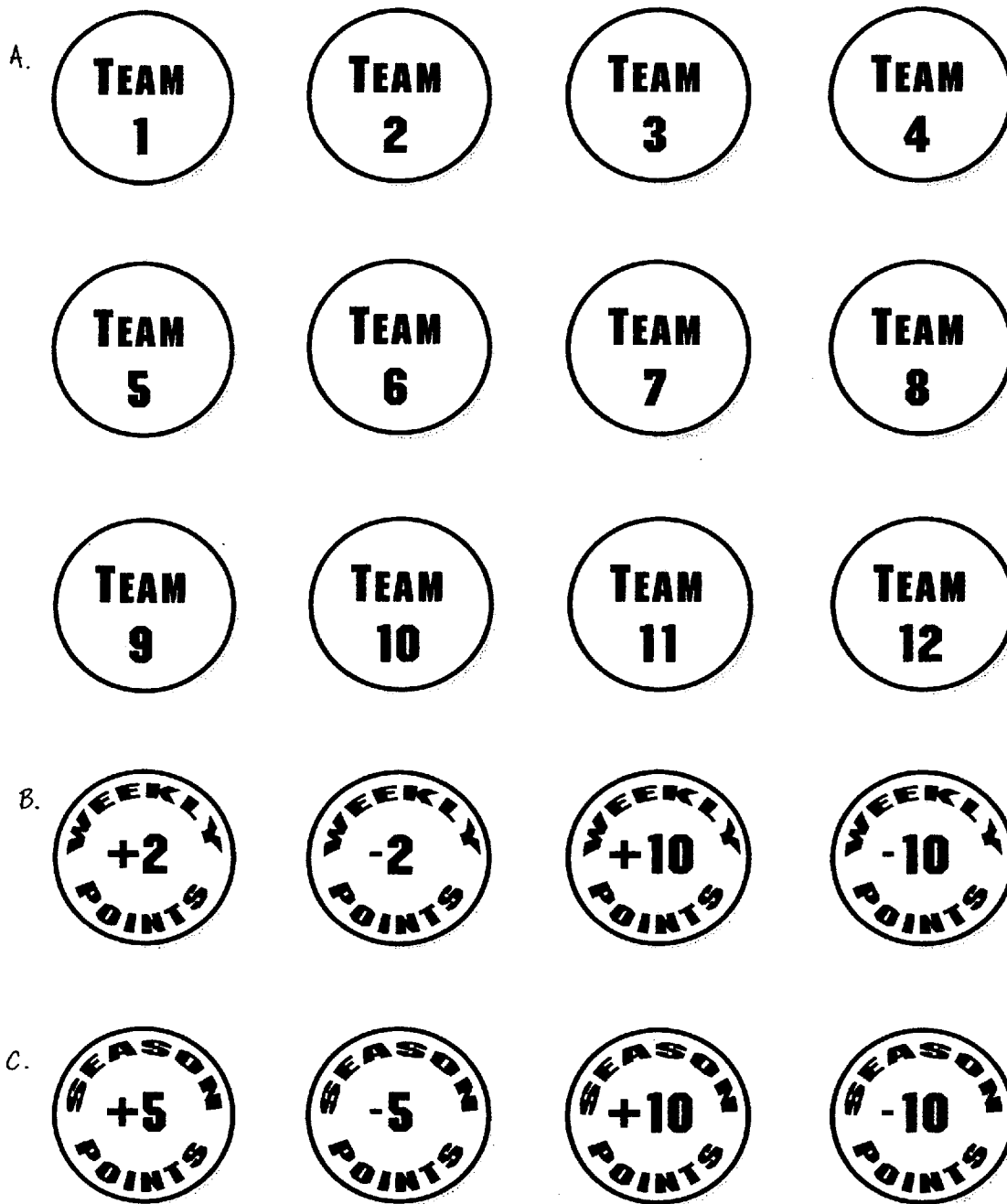


Figure 9

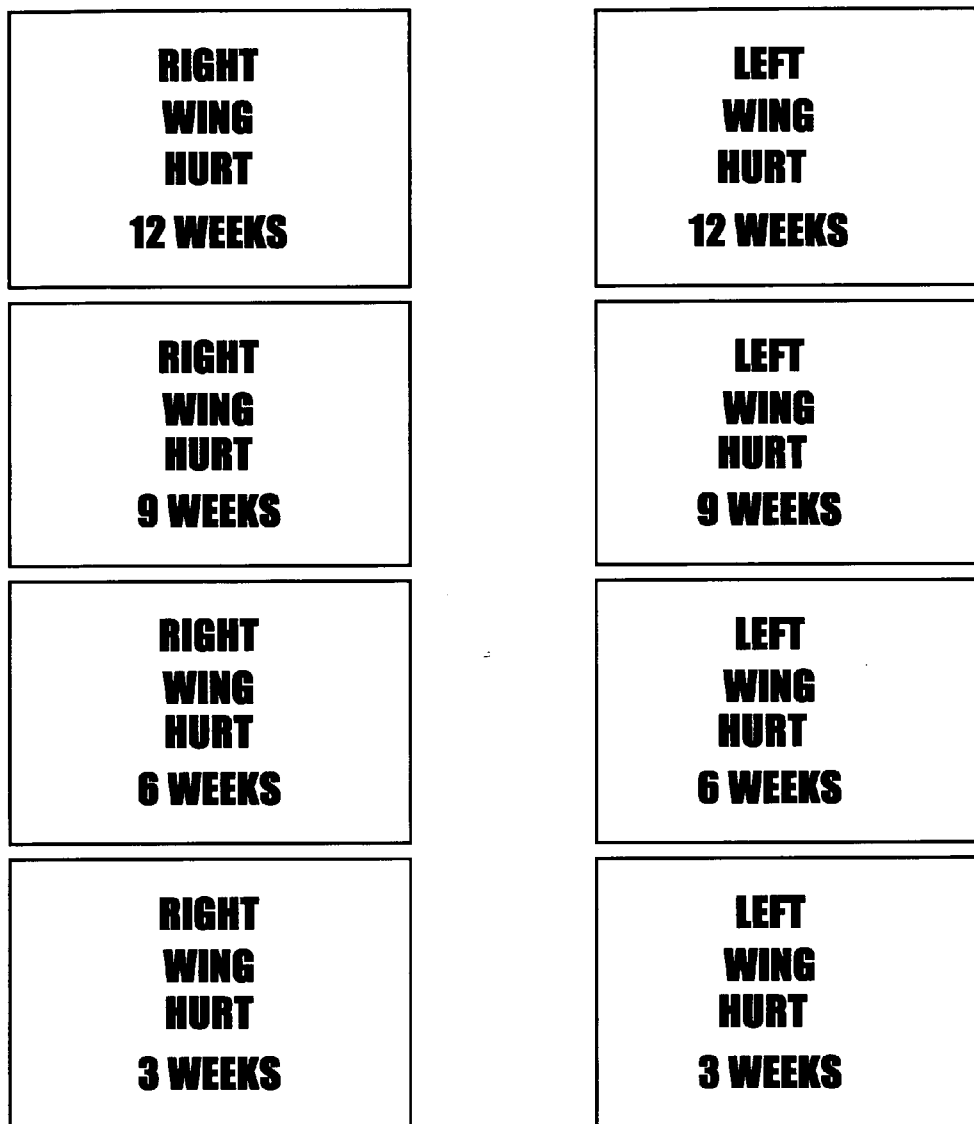


Figure 9

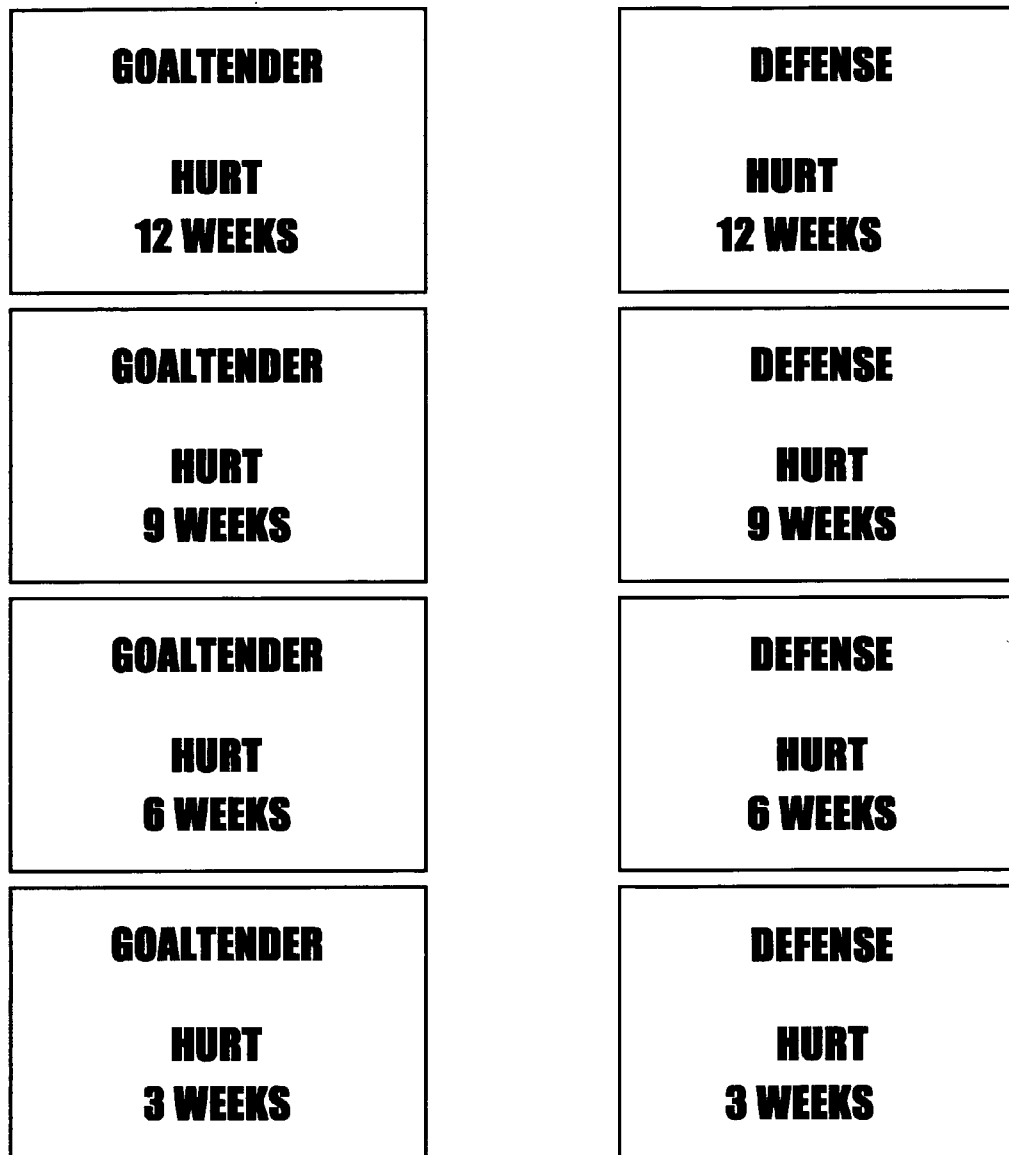


Figure 9

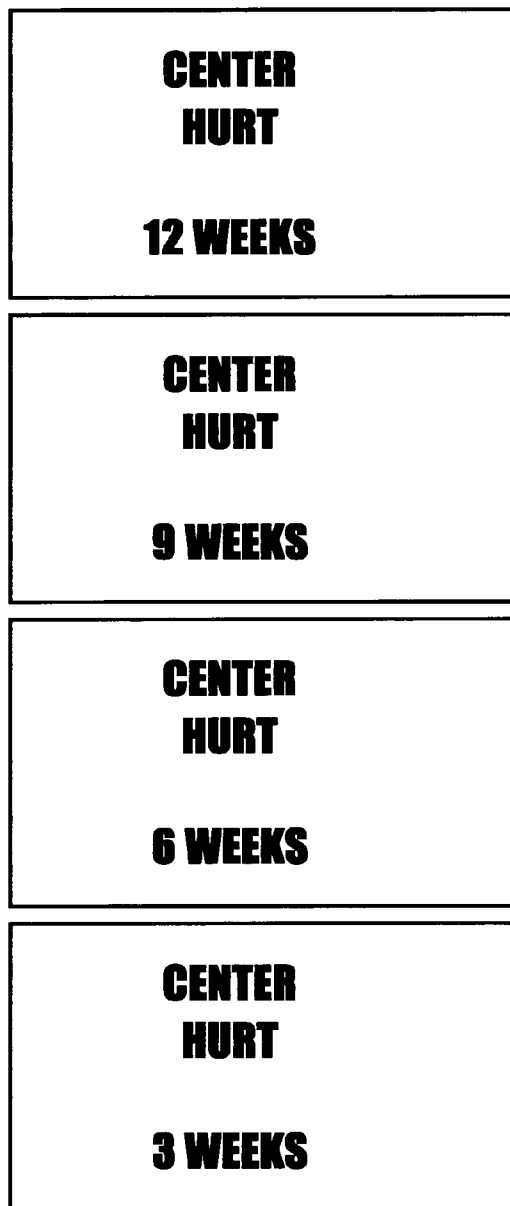


Figure 9



Figure 9



Figure 10

A. **PICK PILE**

B.

PLAYER NAME	PLAYER TEAM	
	HELMET	
	STATE	PTS.
WEEK 1		
WEEK 2		
WEEK 3		
WEEK 4		
WEEK 5		
WEEK 6		
WEEK 7		
WEEK 8		
WEEK 9		
WEEK 10		
WEEK 11		
WEEK 12		
WEEK 13		
WEEK 14		
WEEK 15		
WEEK 16		

C. **+10  
SEASON POINTS**

**+20  
SEASON POINTS**

**+30  
SEASON POINTS**

Figure 11

2 TEAMS PLAY HEAD TO HEAD EACH WEEK; TEAMS W/BYE WEEKS STILL ACCUMULATE POINT'S

**3 TEAMS**

WEEK	TEAMS	BYE
1	1-2	3
2	2-3	1
3	1-3	2
4	1-2	3
5	2-3	1
6	1-3	2
7	1-2	3
8	2-3	1
9	1-3	2
10	1-2	3
11	2-3	1
12	1-3	2
13	1-2	3
14	2-3	1

**4 TEAMS**

WEEK	TEAMS
1	1-2 3-4
2	1-3 2-4
3	1-4 2-3
4	1-2 3-4
5	1-3 2-4
6	1-4 2-3
7	1-2 3-4
8	1-3 2-4
9	1-4 2-3
10	1-2 3-4
11	1-3 2-4
12	1-4 2-3
13	1-2 3-4
14	1-3 2-4

**5 TEAMS**

WEEK	TEAMS	BYE
1	1-2 3-4	5
2	1-3 2-5	4
3	1-4 3-5	2
4	1-5 2-4	3
5	2-3 4-5	1
6	1-2 3-4	5
7	1-3 2-5	4
8	1-4 3-5	2
9	1-5 2-4	3
10	2-3 4-5	1
11	1-2 3-4	5
12	1-3 2-5	4
13	1-4 3-5	2
14	2-3 2-4	3

**6 TEAMS**

WEEK	TEAMS
1	1-2 3-4
2	1-3 2-5
3	1-4 2-6
4	1-5 3-6
5	1-6 2-3
6	1-2 3-4
7	1-3 2-5
8	1-4 2-6
9	1-5 3-6
10	1-6 2-3
11	1-2 3-4
12	1-3 2-5
13	1-4 2-6
14	1-5 3-6



Figure 11

2 TEAMS PLAY HEAD TO HEAD EACH WEEK; TEAMS W/BYE WEEKS STILL ACCUMULATE POINT'S

**7 TEAMS**

	WEEK	TEAMS			BYE
5-6	1	1-2	3-4	5-6	7
4-6	2	1-3	2-4	5-7	6
3-5	3	1-4	2-3	6-7	5
4-2	4	1-5	2-6	3-7	4
4-5	5	1-6	2-5	4-7	3
5-6	6	1-7	3-5	4-6	2
4-6	7	2-7	3-6	4-5	1
3-5	8	1-2	3-4	5-6	7
4-2	9	1-3	2-4	5-7	6
4-5	10	1-4	2-3	6-7	5
5-6	11	1-5	2-6	3-7	4
4-6	12	1-6	2-5	4-7	3
3-5	13	1-7	3-5	4-6	2
4-2	14	2-7	3-6	4-5	1

**8 TEAMS**

WEEK	TEAMS			
1	1-2	3-4	5-6	7-8
2	1-3	2-4	5-7	6-8
3	1-4	2-3	5-8	6-7
4	1-5	2-6	3-7	4-8
5	1-6	2-7	3-8	4-5
6	1-7	2-8	3-5	4-6
7	1-8	2-5	3-6	4-7
8	1-2	3-4	5-6	7-8
9	1-3	2-4	5-7	6-8
10	1-4	2-3	5-8	6-7
11	1-5	2-6	3-7	4-8
12	1-6	2-7	3-8	4-5
13	1-7	2-8	3-5	4-6
14	1-8	2-5	3-6	4-7

**9 TEAMS**

WEEK	TEAMS				BYE
1	1-2	3-4	5-6	7-8	9
2	1-3	2-4	5-7	6-9	8
3	1-4	2-3	5-9	6-8	7
4	1-5	2-9	3-7	4-8	6
5	1-6	2-7	3-8	4-9	5
6	1-7	2-6	3-5	9-8	4
7	1-8	2-5	9-7	4-6	3
8	1-9	3-6	4-7	5-8	2
9	2-8	3-9	4-5	6-7	1
10	1-2	3-4	5-6	7-8	9
11	1-3	2-4	5-7	6-9	8
12	1-4	2-3	5-9	6-8	7
13	1-5	2-9	3-7	4-8	6
14	1-6	2-7	3-8	4-9	5

Figure 11

2 TEAMS PLAY HEAD TO HEAD EACH WEEK; TEAMS W/BYE WEEKS STILL ACCUMULATE POINT'S.

10 TEAMS

WEEK	TEAMS				
1	1-2	3-4	5-6	7-8	9-10
2	1-8	3-5	4-10	7-6	9-2
3	1-6	3-7	4-5	9-8	10-2
4	1-3	4-7	5-10	9-6	2-8
5	1-4	3-9	5-7	7-6	8-10
6	1-5	3-2	4-9	7-10	8-6
7	1-7	3-8	4-2	5-9	6-10
8	1-10	3-6	4-8	5-2	7-9
9	1-9	3-10	4-6	5-8	7-2
10	1-2	3-4	5-6	7-8	9-10
11	1-8	3-5	4-10	7-6	9-2
12	1-6	3-7	4-5	9-8	10-2
13	1-3	4-7	5-10	9-6	2-8
14	1-4	3-9	5-7	7-6	8-10

Figure 11

2 TEAMS PLAY HEAD TO HEAD EACH WEEK; TEAMS W/BYE WEEKS STILL ACCUMULATE POINT'S.

**11 TEAMS**

WEEK	TEAMS					BYE
1	1-2	3-4	5-6	7-8	9-10	11
2	1-3	2-4	10-7	6-8	9-11	5
3	1-4	2-3	5-8	6-7	10-11	9
4	1-5	2-6	3-9	4-10	7-11	8
5	1-6	2-5	3-10	4-9	8-11	7
6	1-10	2-8	3-5	4-4	7-9	6
7	1-8	2-7	6-9	4-5	3-4	10
8	1-9	2-10	3-8	6-4	5-7	4
9	1-7	2-9	5-4	8-10	6-4	3
10	1-11	3-7	5-9	8-4	6-10	2
11	2-11	4-7	5-10	8-9	6-3	1
12	1-2	3-4	5-6	7-8	9-10	11
13	1-3	2-4	10-7	6-8	9-11	5
14	1-4	2-3	5-8	6-7	10-11	9

**12 TEAMS**

WEEK	TEAMS					
1	1-2	3-4	5-6	7-8	9-10	11-12
2	1-3	2-4	5-7	6-8	9-11	10-12
3	1-4	2-3	5-8	6-7	9-12	10-11
4	1-5	2-6	3-9	4-10	7-11	8-12
5	1-6	2-5	3-10	4-9	7-12	8-11
6	1-7	2-8	3-11	4-12	5-9	6-10
7	1-8	2-7	3-12	4-11	5-10	6-9
8	1-9	2-10	5-11	6-12	7-3	8-4
9	1-10	2-9	5-12	6-11	7-4	8-3
10	1-11	2-12	3-5	4-6	7-9	8-10
11	1-12	2-11	3-6	4-5	7-10	8-9
12	1-2	3-4	5-6	7-8	9-10	11-12
13	1-3	2-4	5-7	6-8	9-11	10-12
14	1-4	2-3	5-8	6-7	9-12	10-11

**FANTASY HOCKEY BOARD GAME**

**BACKGROUND OF THE INVENTION**

[0001] This invention relates generally to board games that have its origins in sporting events, such as professional hockey games. More particularly, the present invention relates to a board game, which has a rolling dice, a plurality of playing pieces with indicia thereon, as well as score cards.

[0002] There are numerous sport board games, which correspond to sporting events, such as football, basketball, and the like. Some board games are played by 2 persons, while others are more regularly played by three or more persons. Many board games employ a playing board in combination with playing cards, with a board defining a path along which a player moves upon rolling of the dice. The players are required to draw cards from a deck of randomly arranged cards and move a playing piece according to the instructions of the space wherein the player's playing piece has landed. It is noted that games give a player an opportunity to exhibit the player's knowledge of the game, while other games are purely games of chance, which little or no skill required to win the game.

[0003] The present invention contemplates a provision of a board game that has its basis in and utilizes terminology of professional hockey. The present invention seeks to capitalize on a rapidly growing industry called "Fantasy Hockey" in which people pay to join leagues over the internet. Each of the leagues members draft National Hockey League players to be on their team and receive points based on their drafted player's performance each week of the season.

[0004] I have invented a board game titled "Fantasy Hockey Board Game" in which people draft National Hockey League players from a deck of hockey playing cards with statistics from their pervious season or from a deck of cards projecting what their stats will be in their next season (this deck will be purchased separately). They can then play through an entire hockey season in one sitting rather than having to follow the actual season one week at a time as they do in the internet leagues.

[0005] This game involves some features of a game of chance with some features of a skill game.

**SUMMARY OF THE INVENTION**

[0006] It is, therefore, and object of the present invention to provide a board game that can be played by two or more people using the decks of specially imprinted cards corresponding to the terminology of American hockey.

[0007] It is another object of the present invention to provide a board game, which can be played by rolling to the die for advancing the playing piece of the player around the board game.

[0008] These and other objects of the present invention are achieved through a provision of a board game, which simulates the game of fantasy hockey. According to the rules of the game, a first deck of cards is provided with indicia thereon representative of actual hockey players and their respective scores during a previous playing season. The indicia also includes the indication of the actual player's position in a team, such as a center, a right wing, a left wing, defensemen, and a goal tender. A chance means, such as

dice, is provided for selecting the first game player that is afforded a chance to compose the game player's team by drafting desired players from the first deck of cards. As a result, the first player has an opportunity to choose his or her "dream team" with the highest score, which will be added to the score during the game.

[0009] Once all the game players built their team, the game is progressed according to the instructions on the game board and corresponding first plurality of playing cards. The game board has indicia thereon resembling a hockey rink and a designated path divided into a plurality of spaces, each containing instructions for advancing along the designated path. The instructions contain indicia stimulating real situations in a hockey game, such as "You May Switch 1 Player with Free Agency Pile," "Propose a Trade," and the like. Some of the spaces have indicia directing a game player to "Pick Pile" which will cause the game player to pick a card from the first plurality of the Pick Pile deck of cards. The points can be added or lost as the player follows the game board and the playing card instructions. The game is played simulating the weekly games progressing to playoffs, with the player securing the highest score advancing to the finals.

[0010] The board game further comprises a second plurality of decks of cards, which are used for recording the score during the "weekly" plays. The score is kept for every team and each week. The board game further comprises a plurality of tokens, which, depending on the roll of the dice, direct the players to add or subtract points during the progression of the game. Some of the instructions on the game board and the instruction cards instruct a particular hockey player to be excluded from the game due to an imaginary injury. The missing players cause the game player to lose a designated number of points. The board game may be played by two or more players, repeating weekly plays and season plays indefinitely.

**BREIF DESCRIPTION OF THE DRAWINGS**

[0011] Reference will now be made to the drawings, wherein like parts are designated by like numerals, and wherein

[0012] FIG. 1 is a plan view of the board game in accordance with the present invention.

[0013] FIG. 1 is a plan view of the playing board with directions for moving a playing piece around the board.

[0014] FIG. 2 is a plan view of the individual score sheet for the season issued to each player

[0015] FIG. 3 is a plan view of the individual score sheets and weekly rosters to be filled in by an individual player for every week for Weeks 1 through 7.

[0016] FIG. 4 is a plan view of the individual score sheets and weekly rosters for playing during Weeks 8 through 14.

[0017] FIG. 5 is a plan view of a playoff score sheet for Week #15.

[0018] FIG. 6a is a plan view of a playoff score sheet for Championship Round Week #16.

[0019] FIG. 6b is a plan view of a player score sheet of the Consolation Round Week #16.

[0020] FIG. 7 is a plan view of “Injured Players” tables to be filled in by the board game players.

[0021] FIG. 8a is a plan view of the playing tokens for teams 1 through 12.

[0022] FIG. 8b is a plan view of weekly point tokens.

[0023] FIG. 8c is a plan view of season point tokens.

[0024] FIG. 9 is a plan view of the “pick pile” cards.

[0025] FIG. 10a is a plan view of a plurality of the top side of the pick pile cards

[0026] FIG. 10b is a plan view of a playing piece with a particular player name to be used on the card.

[0027] FIG. 10c is a plan view of additional pick pile cards.

[0028] FIG. 11 is a plan view of a weekly schedule formula for a number of playing teams.

#### DETAIL DESCRIPTION OF THE PREFERRED EMBODIMENT

[0029] Turning now to the drawings in more detail, numeral 10 designates a board game of the present invention with indicia imprinted thereon. The board game has a top planar surface, which simulates a hockey rink. The central area 12 of the board game 10 simulates a hockey rink with two goals schematically shown on the board. An area surrounding the central area 12 of the game board 10 has indicia thereon representing “stadium seats” occupied by spectators schematically designed by numeral 20 in the drawings. The spectators hold up a plurality of signs, or game playing spaces, which form a game path for moving along the board 10.

[0030] Some of the instructions on the playing spaces allow a player to proceed a designated number of spaces, other instructions require the players to pick a card from the pile, still others instruct the player to “Roll Again,” “You May Switch One Player with the Free Agency Pile,” “Play Ball”, and the like.

[0031] The board game is played between two or more opponents, using the below described rules. To start, the team tokens are sorted to correspond to the number of players in the game. The tokens are placed face down and then selected by each player. The number a player receives in the draft order (if using serpentine draft) becomes the order of the first roll. In the serpentine draft, the player drafts from the smallest number to the largest number for odd number draft rounds and from largest number to the smallest number for even number rounds. For instance, round one is number 1-12, the number 12 player would then draft first in the second round and then go into the descending order until number one player drafts. In round three, number one player would go first again.

[0032] The game is then played starting with week number one. In the first week, each player, starting with team number one rolls the dice and follows the directions on the board. The other team follows along the board path. Week one is considered over when the first person lands or crosses the “Play Hockey” square schematically illustrated in FIG. 1 and designated by numeral 22.

[0033] The subsequent weeks 2-14 are played substantially identically, that is the first person that crosses the “Play Ball” square 22 of week 1 and every week thereafter, starts first during the next week, followed by team numbers in sequence. The playoff weeks number 14 and 15 each start with the lowest number team left and follow in sequence of team numbers. The progress of the play is documented and recorded on the score sheets shown in FIG. 2 for each individual team.

[0034] At the start of each week, each team must select their starting roster for that week and fill it in on the individual score/team roster sheet before the first person rolls the dice. At the end of each week, starting with the first weeks and ending with week 14, the players collect weekly chips and use them to adjust the weekly score. The weekly number is written in the box next to the weekly chip count for the corresponding week on the individual score/roster sheet (FIG. 2). At the same time, a score is kept for the player’s cards for the corresponding week, wherein the points for each player are written next to the name of the individual score/team roster sheet shown in FIG. 3. All players add their score based on the individual players; they also keep the score, with the total score point being printed next to the weekly total line. In the individual score sheets and weekly rosters, a score is kept for each player for the week.

[0035] As shown in FIG. 3, an exemplary card 24 contains several columns: the first column 26 corresponds to a position of the player; the central column 28 corresponds to the particular player, while the third column 30 corresponds to the points earned by the player during that week. Additionally, the position of the player is designated in abbreviated fashion, common to professional team players’ position. More specifically, “RW” corresponds to right wing, “LW” corresponds to left wing, “D” corresponds to defenseman, and “C” corresponds to center. The total of the points is entered in column 3, added with the weekly chip count and the weekly total, and the resultant score is transferred to the week points score card shown in FIG. 2. The individual score cards of FIG. 2 also contain three columns. The first column corresponds to a particular week/league score.

[0036] After the player scores and points have been added and entered into the total box, the player looks at the weekly schedule sheet to see which players will participate in the next week’s plays. If the score of the player number 1 is higher than the team that player number 1 will be facing, the first player gets a win for the week. The score is entered and the total of the individual score for the season sheet is generated based on the scores of the cards shown in FIG. 2. At the end of weeks 1-14, the players collect their season point chips.

[0037] At the end of week 14, the season points of the individual score sheets for the season are added up, then the season point sheets are added and placed in the corresponding box on one of the cards shown in FIG. 2. The top four teams advance to the playoffs. The total points in the playoffs are only used to break ties.

[0038] At the end of playoff week number 15, the weekly sheets do not count. The lowest team number throws the dice first and then is followed in sequence of team numbers. A playoff score sheet for weeks number 15, shown in FIG. 5, is used to keep the scores. As can be seen in FIG. 5, the

scorecard is divided into three columns for each seed team number. The first column corresponds to the player position, the central column corresponds to the player, and the last column corresponds to the points earned during the game. Two winning teams play for championship, and two losing teams play for the 3<sup>rd</sup> and 4th place.

[0039] The scorecards for week 16 are schematically shown in FIG. 6a wherein the winner of game 1 for week number 15 and the winner of game 2 for week 15 are played against each other. The scorecard for the championship week number 16 is similarly divided into three columns designating the position, the player, and the points earned by each particular player on the team. The total numbers are calculated and entered into the scorecards 40 and 42. The winner of the championship game during week 16 is the champion and the loser receives second place in the game. The winner of the consolation game is third place and the loser takes fourth place. The consolation round week is played at the end of playoff week 16 and the score is tabulated in the cards 44 and 46. The final placement of the teams is entered in the card 48 shown in FIG. 6b.

[0040] While the game is played, a number of playing pieces are used for advancing the players around the game board. Season chips are used to adjust season total scores after week 14 has ended. These chips are not used during playoff weeks. Weekly chips are used to adjust the score at the end of each week. A free agent pile corresponds to the players left after the draft or players that are dropped by the game player during the season. The season point tokens or season chips are schematically shown in FIG. 8c and designated by numeral 50 in the drawings. These chips allow adding or subtracting between 5 and 10 season points. The weekly point chips or tokens are schematically shown in FIG. 8b and designated by numeral 52. These tokens allow to adjust the score between adding or subtracting 2 and 10 points. The player tokens for team 1 through 12 are schematically illustrated in FIG. 8a and designated by numeral 54 in the drawings. The playing tokens have indicia thereon corresponding to the team numbers.

[0041] The board game of the present invention further provides for the use of "Pick Pile" deck of cards shown in FIGS. 9 and 10c in the drawings. The cards of FIG. 9, designated by numeral 60 and the cards of FIG. 10c, designated by numeral 62 are part of the "Pick Pile" deck of cards. These cards are shuffled and placed face down. They are shuffled each time the last card is taken. The player progresses along the game board following the directions on the card, such as "Pick Pile," "Add 10 season points," and "Add 30 season points".

[0042] According to the rules of the game, the game player may switch the "Free Agent" pile. If the game player playing piece lands on the space, designated by numeral 64 in FIG. 1, the game player may chose a player from the team of players and switch with one from the "Free Agent" pile. If the game player lands on one of the spaces designated by numeral 66 in FIG. 1, the game player is allowed to trade with another team. This step may involve multiple players or just one player. If the trade is accepted, it must be approved by at least two other game players, if there are four or more players in the game. If there are three persons playing the game, the trade must be approved by the third game player.

[0043] The players also accumulate points for their "bye" weeks. After the game player reaches 5 rehab points, that

game player can trade the points in to get an injured player from the team off the injured list. The rehab players' position is illustrated in FIG. 1 and is designated by numeral 68. Some of the positions allow to add 3 rehab points, while other rehab positions allow to add 1 rehab point to the total score. Rehab tokens in FIG. 8d are given to the player that lands on the rehab positions.

[0044] Still another feature of the present invention is the "injured player card". These cards illustrated in FIGS. 1 and 7 of the drawings. The injured player cards 70 in FIG. 1 show a number of steps for the game players. For instance, if a game player No. 1, who would be considered symbolically "injured." If team No. 1 picks this card, the highest number team blindly picks the player who would be considered "injured". The statue of the "injured" player suspends the "injured" player for a period of time between a free weeks to 12 weeks, depending on the particular card drawn by the game player. The team with the "injured" player takes all the players on its team at that position and holds them up, while allowing the team with the next lowest score to pick a player. For instance, a player may be designated as "injured" in week 3 and will remain injured for 6 weeks if card number 72 is picked. The "injured" player will become available in week 3 but not it weeks 4 through 9, making the "injured" player again available in week number 10. If the "injured" player is dropped from the team, the "injured" player becomes a "free" agent. However, the "injured" player remains on the injured players' list until the injury period as set on the play card 72 is over.

[0045] The cards of the present invention also allow the game participants to choose players depending on the instructions given on the card. Similarly, the game participant may change right wing, left wing, and center, depending on the particular card drawn by the game participant. If the game participant draws this card, the game player must switch with the next lower numbered team. This step is conducted as a blind draw by both teams. Each team holds all their players in that position up and the other player draws. If team number one draws a card, they switch with the highest numbered team. If the game participant lands on game space 78, it allows the game participant to get the injured player back. FIG. 11a illustrates the manner in which the score is kept for 3 to 12 teams playing each week. According to the rules of the board game, teams with "Bye weeks" still accumulate points. The weekly schedule formula is recorded in the pay sheets for weeks 1 through 14 and the cores are kept for every week, from week 1 to week 14. At the end of week 14, the four teams with the most points will go to the playoffs, as was described above. The points are used to break a tie. If one or more teams in odd numbered leagues (3, 5, 7, 9, 11) have played less games die to having more "bye weeks" it presents no difference to the progression of the game. Still the four teams that accumulated the most score wins. For instance, a score of 7:5 becomes No. 2, score of 7:4 becomes No. 5. Team No. 2 and team No. 5 would be tied and would have to consider the earned points to break the tie. The team with more "bye" weeks is at a disadvantage. Therefore, it is preferred that the game is played with an even number of teams.

[0046] The present invention provides for the play tokens shown in FIG. 8a to be shuffled and picked for draft order and playing the game. The weekly point tokens shown in FIG. 8b are received by landing on a corresponding space on

the game board. The season point tokens shown in FIG. 8c are received when picking a corresponding card from the "Pick Pile". The "Pick Pile" contains a deck of cards with different instructions for the game participants reenacting progression of the player according to the instructions on the card.

[0047] The player cards shown in FIG. 10b and designated by numeral 90 in the drawings correspond to current hockey players in their previous season's statistics, broken down into 16 weeks with corresponding points. It is envisioned that the player and the player's name will be incorporated in the card 90. The player cards may be based on the actual players participating in the National Hockey League games, providing suitable agreements are reached with the league—licensing agency.

[0048] It is envisioned that the game can be easily adapted for playing other games, such as basketball, soccer, hockey, etc. The instructions on the playing cards and the board can be changed to stimulate rules of the respective games.

[0049] Many other changes and modifications may be made in the game of the present invention without departing from the spirit thereof. I, therefore, pray that my rights to the present invention be limited only by the scope of the appended claims.

I claim:

1. A method of playing a simulated fantasy hockey season, comprising the following steps:

Providing a game board having indicia thereon including instructions for advancing along A designated path along a game board;

Providing a first deck of cards with indicia thereon representative of hockey players,

Score points achieved by the hockey players during a previous playing season and hockey players' respective position in actual teams;

Providing a chance means for randomly determining an order of selection of cards from the first deck of cards by two or more game players;

Providing a first plurality of deck of cards for recording a game score, each of said plurality of the deck of cards being representative of a weekly score during a playing season;

Providing a second plurality of deck of cards having indicia thereon representative of instructions for advancing along the designated path on the game board, which correspond to instructions on the game board;

Providing a plurality of game tokens representing team numbers, weekly and season scores;

Beginning a play by using the chance means to select a first game player allowed picking cards representative of baseball players to form a team;

Using the chance means until all game players selected hockey players for their respective teams;

Using the chance means to advance game players along the game board, while following instructions for

advancing along the game board imprinted on the game board and the second plurality of the deck of cards;

Counting play points as simulated scores for weekly and season plays and declaring a winner based on the highest score achieved at the end of a playoffs week.

2. The method of claim 1, wherein instructions of the second plurality of the deck of cards simulate conventional rules of the game of hockey.

3. The method of claim 1, wherein the cards in the first deck of cards represent actual players indifferent hockey teams.

4. The method of claim 1, wherein said game board has a generally planar top surface, with further indicia imprinted thereon which is simulative of a hockey rink.

5. The method of claim 1, further comprising a step of providing game pieces for advancing a number of spaces along the designated path according to said chance means.

6. The method of claim 1, wherein instructions on the game board comprise indicia representing addition and deduction of score points corresponding to the indicia contained in the second plurality of deck of cards.

7. The method of claim 1, further comprising a step of providing a plurality of score indicators for indicating the score and status of the team during a playing season.

8. The method of claim 1, further comprising a step of providing a set of rules for the game.

9. A board game that simulates a fantasy hockey season, comprising:

A game board having indicia thereon including instructions for advancing along a designated path along a game board;

A first deck of cards with indicia thereon representative of hockey players, score points achieved by the hockey players during a previous playing season and hockey players' respective position in actual teams;

A chance means for randomly determining an order of selection of cards from the first deck of cards by two or more game players;

A first plurality of deck of cards for recording a game score, each of said plurality of the deck of cards being representative of a weekly score during a playing season;

A second plurality of deck of cards having indicia thereon representative of instructions for advancing along the designated path on the game board, which correspond to instructions on the game board.

10. The board game of claim 9, wherein said instructions contained in the second plurality of the deck of cards simulate consequences which affect the players of the board game

11. The board game of claim 9, wherein said indicia contained in the first deck of cards represents actual players in different hockey teams.

12. The board game of claim 9, wherein said game board has a generally planar top surface, with further indicia imprinted thereon which is simulative of a hockey rink.

13. The board game of claim 1, further comprising a plurality of game pieces for advancing a number of spaces along the designated path according to said chance means.

14. The board game of claim 9, wherein instructions on the game board comprise indicia representing addition and

deduction of score points corresponding to the indicia contained in the second plurality of deck of cards.

**15.** The game board of claim 9, further comprising a plurality of score indicators for indicating the score and status of the team during a playing season.

**16.** The board game of claim 9, wherein the decks of cards, game pieces and tokens are positioned separately from the game board.

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