



(19) **United States**

(12) **Patent Application Publication**

Cox et al.

(10) **Pub. No.: US 2017/0128821 A1**

(43) **Pub. Date: May 11, 2017**

(54) **PROBOUND FOOTBALL BOARD GAME**

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(21) Appl. No.: **15/273,178**

(22) Filed: **Sep. 22, 2016**

Related U.S. Application Data

(60) Provisional application No. 62/221,825, filed on Sep. 22, 2015.

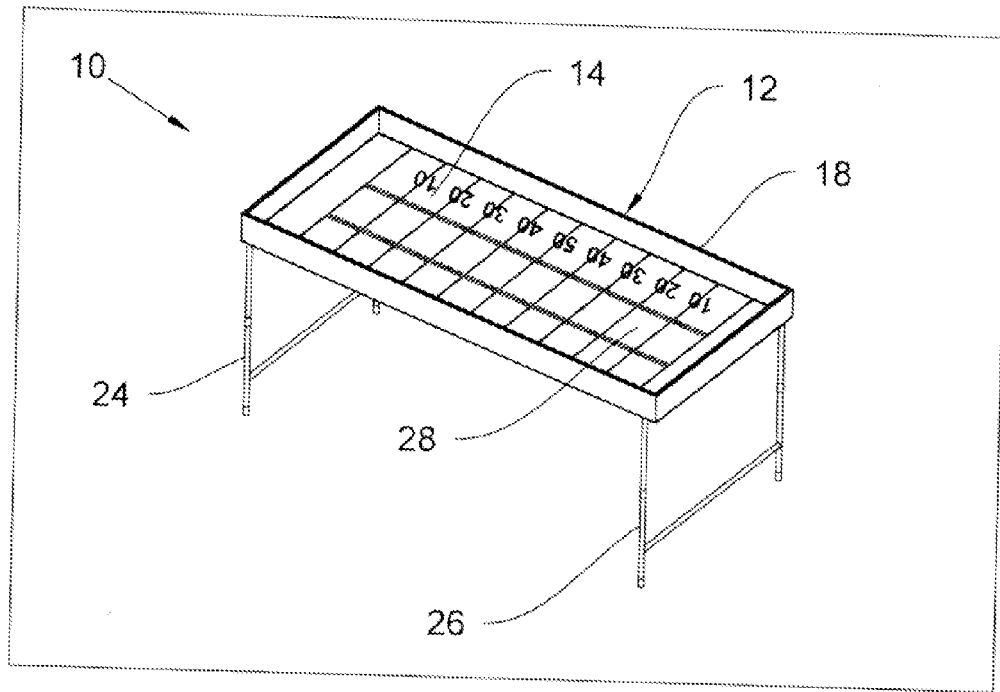
Publication Classification

(51) **Int. Cl.**
A63F 3/00 (2006.01)
A63F 11/00 (2006.01)

(52) **U.S. Cl.**
CPC *A63F 3/00041* (2013.01); *A63F 3/0023* (2013.01); *A63F 3/00261* (2013.01); *A63F 3/00697* (2013.01); *A63F 11/0011* (2013.01); *A63F 2003/00233* (2013.01); *A63F 2003/00463* (2013.01); *A63F 2003/00747* (2013.01); *A63F 2003/00974* (2013.01); *A63F 2250/162* (2013.01)

(57) **ABSTRACT**

A football board game for playing a game board version of football between opposing players is provided. The game comprises a game table having a top surface, a bottom surface, and a side wall around the complete perimeter of the game table. First and second legs are secured to the bottom surface of the game table with the legs extendable to support the game table above a surface and retractable to a position against the bottom surface of the game table. A carpeted football field is mounted to the top surface of the game table and configured to represent a standard football field and marked appropriately with yard lines, goal lines, and yardage. Two field goalposts are positionable on opposite ends of the football field. Also included are a set of thirty-two NFL cards, a pair of dice, two team figure helmets, and two yellow time out cards.



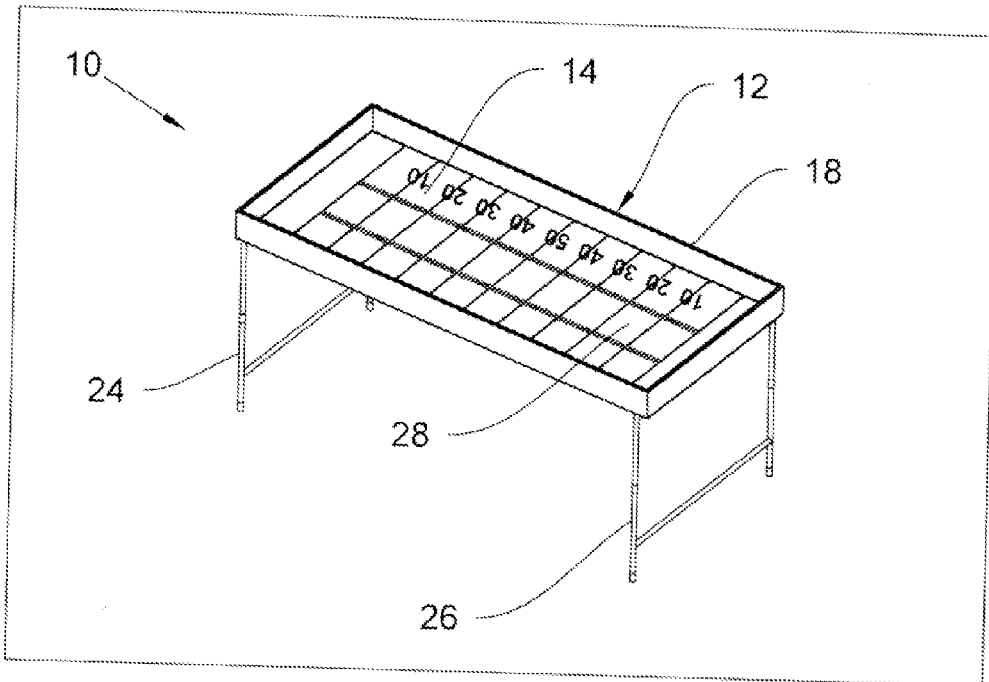


Fig. 1

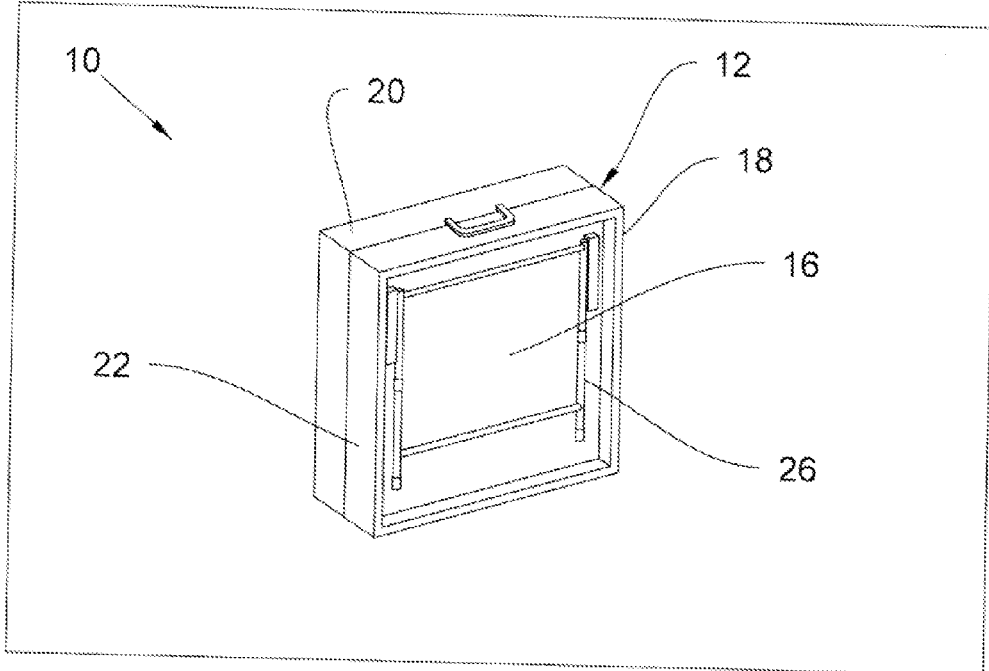


Fig. 2

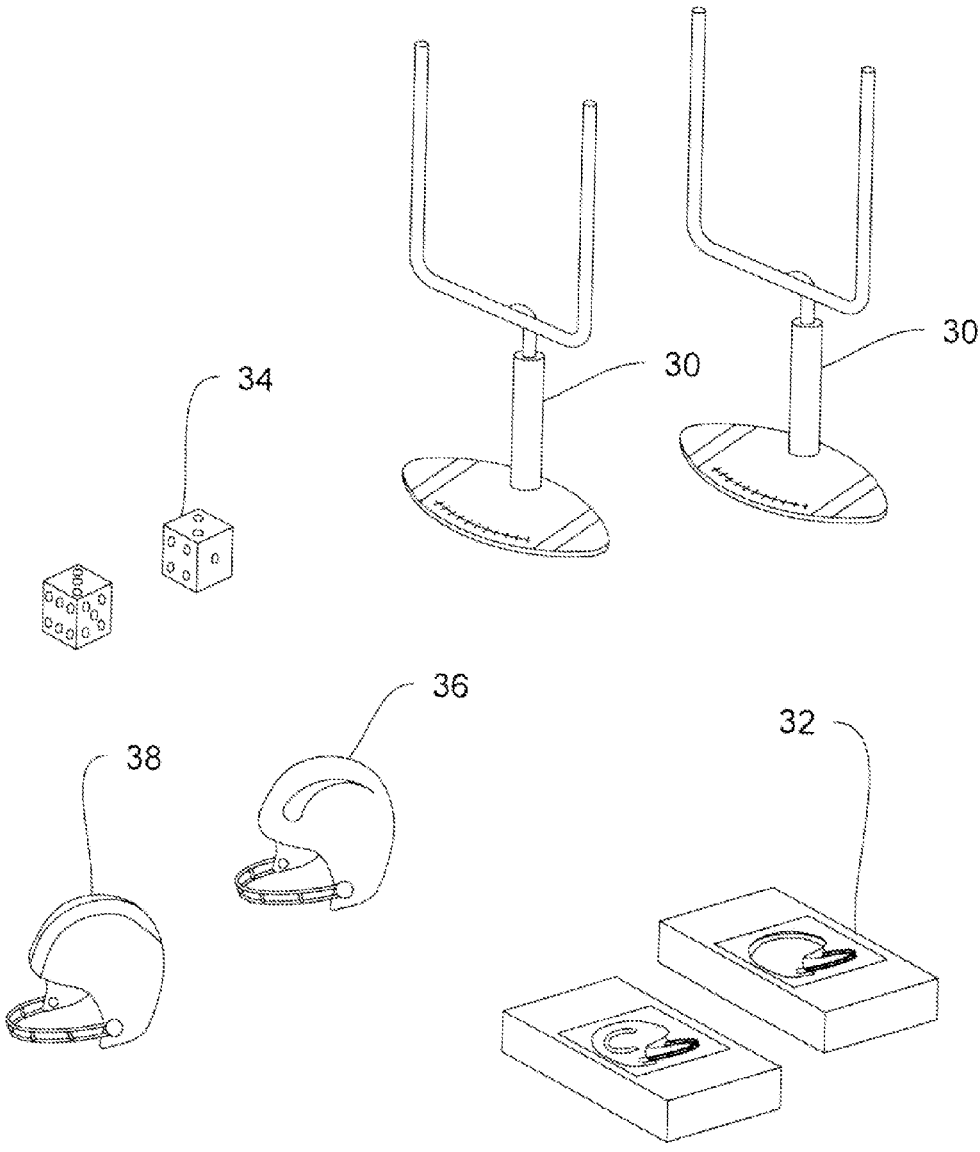


Fig. 3

PROBOUND FOOTBALL BOARD GAME

CLAIM OF PRIORITY

[0001] This patent application claims priority under 35 USC 119 (e) (1) from U.S. Provisional Patent Application Ser. No. 62/221,825 filed Sep. 22, 2015, of common inventorship herewith entitled, “NDFL National Dice Football League,” which is incorporated herein by reference as though the same were set forth in its entirety.

FIELD OF THE INVENTION

[0002] The present invention pertains to the field of competitive games, and more specifically to the field of sport simulating board games.

BACKGROUND OF THE INVENTION

[0003] A favorite pastime enjoyed by children and adults alike is playing games. Whether a group of youngsters playing an enthusiastic game of Mouse Trap, a group of college students immersed in the fantasy game Dungeons and Dragons, or casual party of couples engaged in a challenging round of Trivial Pursuit, games provide an outlet through which players can escape the simple routines of daily life. Exciting and fun, most board, card and trivia games combine mental strategies and set rules with pure chance and luck. While a night out at the movies is expensive and electronic video games are quite costly, playing board games provides a great form of socialization and entertainment, especially when playing with a group of friends, peers or coworkers.

[0004] The prior art has put forth several designs for sport simulating board games. Among these are:

[0005] US Patent Publication 2010/0276883 to Shawn Mack describes an entertainment and knowledge based board game and method of play concerning twelve dispensations starting with the Garden of Eden and ending with the Israelites entering into the Promise Land. The board game is designed to promote Biblical knowledge and spiritual growth in its players. The board game comprises a game board, God cards, Grace cards, breastplates of righteousness and gems. The game comprises Bible related trivia questions along with a set of user instructions.

[0006] US Patent Publication 2008/0026847 to Raymond J. Mueller and Andrew Van Luchene describes various novel concepts to a video game environment. The disclosed invention enables a game environment that progresses in discrete time frames such as eras or ages. Under certain controlled situations, play may return to previous eras via temporary time travel to alter or change the outcome of a previous era in an effort to ultimately improve the outcome of the current game environment.

[0007] US Patent Publication 2007/0087798 to Elliot McGucken describes a video game and game system incorporating a game character’s morality level that is affected by game occurrences such as moral, amoral, or immoral choices in an epic story’s deeper context. The character’s morality level affects the game’s environment. Such a feedback system based on moral premises provides an efficient means to enhance and deepen game play, as a sensible, realistic, meaningful, profound, and epic story naturally emerges. The measurement of moral choices allows a player’s soul to be rendered upon the screen in cinematic action paralleling internal dramatic action, thus providing the dra-

matic elements of classic literature and film. The presentation of moral choices in the game, based upon moral premises, allow plot points that result in character arcs, romantic relationships, exalted game play, and epic story. Moral choices lead to overall success, while immoral or amoral choices lead to overall failure.

[0008] US Patent Publication 2011/0148036 to Howard E. Nolen describes a board game simulating American football. The game board has enclosed sides and the playing surface has a simulated, full size football field with designated scoring areas in each end zone. The players move a simulated football token by thumping it with their finger through obstacles located on the board, to a scoring area located in the opposite end zone. Preferably, the game board is rotatable approximately one hundred eighty degrees for simulating side changes at halftime, specifically after a first player reaches approximately five total scores.

[0009] U.S. Pat. No. 7,232,128 to Jeffrey Laporte describes a board game simulating a football season that is played by two or more players according to the general rules of the game of Fantasy Football. The board game uses a game board with indicia thereon resembling a football field. 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.

[0010] U.S. Pat. No. 5,901,956 to Tod L. Warmack describes a game simulating a team sport which tests and improves players’ knowledge of, for example, favorite teams, whereby players select play cards and alternately ask and answer questions. Players generally advance teams and score by answering questions correctly. After answering questions correctly, players spin a move wheel, determining by chance move outcomes. Move outcomes include realistic possibilities, such as various numbers of yards to advance, interception by the opposing team exchanging defense and offense, number of penalty yards to retreat and awards of first downs or touchdowns. Players roll dice to begin play or attempt supplementary moves. Players mark scoreboards to record teams’ changing scores. Scoreboards include play counters and question counters for convenience.

[0011] None of these prior art references describe the present invention.

SUMMARY OF THE INVENTION

[0012] It is an object of the present invention to provide a specially constructed board game based on the exciting sport of football.

[0013] The present invention is a football board game for playing a game board version of football between a first player and a second player is provided. The football board game comprises a game table having a top surface, a bottom surface, and a side wall around the complete perimeter of the game table. A first leg supporting member and a second leg supporting member are secured to the bottom surface of the game table with the first leg supporting member and the second leg supporting member extendable to support the game table above a surface and retractable to a position against the bottom surface of the game table. A carpeted

football field is mounted to the top surface of the game table with the football field configured to represent a standard football field and marked appropriately with yard lines, goal lines, and yardage. Two field goalposts are positionable on opposite ends of the football field. Also included are a set of thirty-two NFL cards, a pair of dice, two team figure helmets, and two yellow time out cards wherein the players are provided with a fun and challenging football board game with which to celebrate their favorite sport.

[0014] In addition, the present invention includes a method for playing a football board game, as described above. The method comprises rolling the dice to advance a team figure helmet along the football field with, each dice roll determining the play depending on the number rolled.

BRIEF DESCRIPTION OF THE DRAWINGS

[0015] FIG. 1 is a perspective view illustrating a game table of a football board game, constructed in accordance with the present invention, with the game table being set in an open, playing condition.

[0016] FIG. 2 is a perspective view illustrating the game table of the football board game, constructed in accordance with the present invention, with the game table in a folded position for storage purposes.

[0017] FIG. 3 is a perspective view illustrating game accessories of the football board game, constructed in accordance with the present invention, showing field goals, dice, helmets, and game cards for each opponent.

DETAILED DESCRIPTION OF THE INVENTION

[0018] The present invention, hereinafter referred to as the ProBound Football Board Game, indicated generally at **10**, providing a specially constructed board game based on the exciting sport of football. The Football Board Game **10** provides users, particularly football enthusiasts, with a fun and challenging game with which to celebrate their favorite sport as well as enjoy good natured competition with friends and loved ones. Played by two or more players, the Football Board Game **10** is a game of skill and chance developed to provide hours of competitive fun.

[0019] The Football Board Game **10** of the present invention is played on a flat surface and includes a game table **12** having a top surface **14**, a bottom surface **16**, and a side wall **18** around the complete perimeter of the game table **12**. Preferably, the side wall **18** extends a predetermined distance beyond the top surface **14** and a predetermined distance beyond the bottom surface **16**. The game table **10** has a first game table portion **20** hingedly connected to a second game table portion **22** allowing the game table **12** to fold substantially in half. A first leg supporting member **24** is secured to the bottom surface **16** of the first game table portion **20** and a second leg supporting member **26** is secured to the bottom surface **16** of the second game table portion **22** with the first leg supporting member **24** and the second leg supporting member **26** extendable to support the game table **12** above a surface. Both the first leg supporting member **24** and the second leg supporting member **26** are retractable to a position against the bottom surface **16** such that the first leg supporting member **24** and the second leg supporting member **26** do not extend beyond the side wall **18** around the perimeter of the game table **12** allowing the game

table **12** to be positioned on a table or the like without using the first leg supporting member **24** and the second leg supporting member **26**.

[0020] Each Football Board Game **10** of the present invention includes a carpeted football field **28** mounted to the top surface **14** of the game table **12**, two field goalposts **30**, a set of approximately thirty-two NFL cards **32**, two dice cups, a pair of dice **34**, one team figure helmet **36**, one blank white helmet **38**, two yellow time out cards, and one instructional CD that details rules of the game. The carpeted football field **28** is configured expressly to represent a standard football field and is marked appropriately with yard lines and similar boundaries. The aforementioned game components are housed in a handy cardboard or comparable storage box with individual holders for the different game components or can be housed between the top surfaces **14** of the first game table portion **24** and the second game table portion **26** when the game table **12** is folded in half.

Manner of Play:

[0021] Prior to starting play of Football Board Game **10** of the present invention, each player rolls one die and the player who rolls the highest score has the option of playing first. Each player selects a specific helmet prior to the start of the game, with these helmets placed on the opposing **20** yard lines of the carpeted game surface. The player who rolled the highest number prior to the start of the game executes the first play of the game by rolling the die. Whatever number the player rolls, they must roll that number again to continue play. For instance, if a player rolls a number of six, they must roll another number of six prior to rolling a number of seven to earn a first down. If the player earns a first down, they then advance their team helmet ten yards on the playing field. If the player then rolls a number of five, they must roll another number of five to continue their drive toward the end zone. If they roll a number of seven before rolling a second number of five, they must turn the dice over to their opponent who then takes their turn. Successful rolls of the die result in the player driving their team helmet down the field toward the end zone.

[0022] Each roll of the die and numerical sequence signify different aspects of the game of football such as sacks, penalties and touchdowns, as set forth below. The Football Board Game **10** contains components, called Big Plays that earn a player greater advances on the field. Rolling a number of seven or eleven earns the player a twenty yard gain if it is their first roll of the die, while subsequent rolls of eleven earn the player a five yard gain. Certain rolls of the dice result in the players suffering penalties, such as rolling a number of two, which is a quarterback sack, or three, which is an off-sides penalty results in a five yard loss. Rolling a number of twelve after having already earned a point, which is a holding call, results in a ten yard loss. Players may end up in their own end zone which is a safety, giving the opposite team two points, by rolling a number of two, three or twelve after they have earned a point.

[0023] The following are a summary of the contents and rules of the Football Board Game **10** of the present invention.

Contents:

- [0024]** 1 Mini Crap Size Table
- [0025]** 1 Carpeted Football Field

- [0026] 2 Dice (Brown & White)
- [0027] 2 Yellow Goal Posts
- [0028] 32 Football Cards
- [0029] 2 Brown Dice Cups
- [0030] 1 Home Field Team Figure Helmet
- [0031] 1 Blank White Helmet
- [0032] 2 Yellow Time Out Cards
- [0033] 1 Instructional CD (Rules to the Game)
- [0034] OBJECT: Score fourteen points before your opponent to win!
- [0035] COIN FLIP—At the beginning of each game each player takes one dice and rolls it to see who goes first. The player that rolls the highest number on the dice goes first.
- [0036] KICKOFF—Each player positions their team figure helmet on opposite twenty yard lines.
- [0037] EXAMPLE—Player one rolls a number 8. Player one must then roll a number 8 again before rolling a number 7. If the player rolls the number 8 before the number 7, the player advances the team figure helmet ten yards giving them a first down. Player one then rolls again and rolls a number 9. Player one must then roll a number 9 again before rolling a number 7 to complete another first down. If a number 7 is rolled before rolling a number 9. Player one then turns the ball over to their opponent. Even though player one turned the ball over, the player remains on the 30 yard line because the player did complete one first down for a ten yard gain. Wherever the last roll ended is where the team figure helmet remains until it is that player's turn to roll the dice again.
- [0038] NUMBERS TO AVOID: While driving a player's team down field towards the end zone, there are certain rolled numbers that can penalize the player.
- [0039] 2: Rolling the number "2" is considered a "QUARTER BACK SACK", which is a 5 yard loss.
- [0040] 3: Rolling the number "3" is considered a "HOLDING CALL" on the offense, which is a 5 yard loss.
- [0041] 12: Rolling the number "12" after having set a point, it is a "PASS INTERFERENCE CALL" on the offense which is a 10 yard loss.
- [0042] If the team continues to receive loss yardage, the team can end up in their own end zone allowing the other team points for a safety which will then give the opponent 1 point.
- [0043] Several rolls allow a team to keep a drive alive:
- [0044] If a number "7" is rolled on the first roll, it is a twenty yard gain.
- [0045] If a number "11" is rolled on the first roll, it is a twenty yard gain.
- [0046] If a number "11" is continued to be rolled after a team has a point, it is a 5 yard gain.
- [0047] If a number "12" is rolled on the first roll, it is a touchdown regardless of position on the field. The number "12" is a biggest play in the game. But only if it is on the first roll. But if you already have a point and then roll a number "12", it is a "PASS INTERFERENCE CALL ON THE OFFENSE" and resorts into a ten yard loss.
- [0048] EXTRA POINT ATTEMPT: After a team successfully drives down field and scores a touchdown, the team receives 6 points and the team can attempt an extra point adding 1 point to the your score giving the team a total of 7 points (OR)
- [0049] TWO POINT CONVERSION: To score a two point conversion, the team figure helmet is positioned at the five yard line, the player then rolls the die to get a point. Once a point is attained, the team must roll the die again and try to roll the same point again before rolling any craps which are number "2", number "three", number "eleven", and number "seven". If a team successfully rolls the point before rolling any of the crap numbers, the team completes a two point conversion.
- [0050] FIELD GOAL: Players can attempt a field goal by rolling the dice and avoid rolling a number "1" on either die. Field goals are attempted from within a forty yard range of one's opponent with special rules included for scoring a game winning field goal. To attempt a field goal, the team must get to the opponents 40 yard line or less to go for the game winning field goal. The team must roll the dice twice without rolling a number "1" on either dice to score 3 additional points. If the field goal is unsuccessful, the team must take the team helmet to their own 20 yard line.
- [0051] TIME OUT: Each team has one time out which can be called by placing the yellow time out card on the field.
- [0052] FREEZING THE KICKER: If desired, the opposing player can use the time out card to interrupt play and prevent the successful field goal, thereby making the other player roll twice. A team can call a time out on the first roll or the second roll to freeze the kicker, making the team have to roll again thereby making the chances a lot harder to make a successful field goal.
- [0053] SCORING
- [0054] OFFENSE SCORE CARD
- [0055] 1. ROLL 7 ON THE FIRST ROLL FOR A 20 YARD GAIN. AFTER MAKING A POINT AND THEN ROLL 7, IT IS A TURNOVER.
- [0056] 2. ROLL 11 ON THE FIRST ROLL FOR A 20 YARD GAIN. AFTER MAKING A POINT AND THEN ROLL 11, IT IS A 5 YARD GAIN.
- [0057] 3. ROLL 12 ON THE FIRST ROLL FOR A TOUCHDOWN FROM ANYWHERE ON THE FIELD.
- [0058] DEFENSE SCORE CARD
- [0059] 1. ROLL 2, IT ISA QUARTERBACK SACK AND A 5 YARD LOSS.
- [0060] 2. ROLL 3; IT IS A HOLDING CALL AND A 5 YARD LOSS.
- [0061] 3. ROLL 12 AFTER MAKING A POINT, IT ISA 10 YARD LOSS.
- [0062] Play of the Football Board Game 10 continues between players until the first player earns fourteen points and is declared winner of the game.
- [0063] An innovative game of chance and skill, the Football Board Game 10 of the present invention provides players a simulated football game that is enjoyed in the comfort of their own homes. Players enjoy the thrill of playing on the Football Board Game's 10 realistic carpeted football field, rolling the dice to successfully drive their team helmet down the field or suffer a devastating sack that will set them back in their play. Durably constructed, the Football Board Game 10 will withstand years of exciting game play.
- [0064] Although this invention has been described with respect to specific embodiments, it is not intended to be limited thereto and various modifications which will become apparent to the person of ordinary skill in the art are intended to fall within the spirit and scope of the invention as described herein taken in conjunction with the accompanying drawings and the appended claims.

1. A football board game for playing a game board version of football between a first player and a second player, the football board game comprising:

a game table having a top surface, a bottom surface, and a side wall around the complete perimeter of the game table;

a first leg supporting member secured to the bottom surface of the game table;

a second leg supporting member secured to the bottom surface of the game table, the first leg supporting member and the second leg supporting member extendable to support the game table above a surface and retractable to a position against the bottom surface of the game table;

a carpeted football field mounted to the top surface of the game table, the football field configured to represent a standard football field and marked appropriately with yard lines, goal lines, and yardage;

two field goalposts positionable on opposite ends of the football field;

a set of thirty-two NFL cards;

a pair of dice;

two team figure helmets; and

two yellow time out cards;

wherein the players are provided with a fun and challenging football board game with which to celebrate their favorite sport.

2. The football board game of claim 1 wherein the side wall extends a predetermined distance beyond the top surface and a predetermined distance beyond the bottom surface.

3. The football board game of claim 2 wherein the game table includes a first game table portion and a second game table portion hinged together allowing the game table to fold substantially in half.

4. The football board game of claim 3 wherein the first leg supporting member is secured to the bottom surface of the first game table portion and a second leg supporting member is secured to the bottom surface of the second game table portion, the first leg supporting member and the second leg supporting member retractable to a position against the bottom surface such that the first leg supporting member and the second leg supporting member are free from extension beyond the side wall around the perimeter of the game table.

5. The football board game of claim 1 wherein the two team figure helmets include one team figure helmet and one blank white helmet.

6. The football board game of claim 1 and further comprising:

one instructional CD detailing rules of the game.

7. The football board game of claim 3 wherein all accessories are stored between the top surfaces of the first game table portion and the second game table portion when the game table is folded in half.

8. A method for playing a football board game of claim 1, the method comprising:

rolling the dice to advance a team figure helmet along the football field, each dice roll determining the play depending on the number rolled.

9. The method of claim 8 and further comprising: moving the team figure helmet along the football field by repeating a rolled number prior to rolling a craps number.

10. The method of claim 9 and further comprising: moving the team figure helmet ten yards for repeating the rolled number prior to rolling the craps number.

11. The method of claim 9 and further comprising: losing a turn when the craps number is rolled prior to repeating the rolled number.

12. The method of claim 8 and further comprising: winning a coin flip by rolling the highest number on the dice.

13. The method of claim 8 and further comprising: achieving a kickoff by positioning a team figure helmet on opposite twenty yard lines.

14. The method of claim 8 and further comprising: rolling the number "2" is a "QUARTER BACK SACK", which is a 5 yard loss;

rolling the number "3" is a "HOLDING CALL" on the offense, which is a 5 yard loss; and

rolling the number "12" after having set a rolled point is a "PASS INTERFERENCE CALL" on the offense which is a 10 yard loss.

15. The method of claim 8 and further comprising: scoring a safety if opposing player loses sufficient yardage to land in end zone.

16. The method of claim 8 and further comprising: rolling the number "7" on the first roll is a twenty yard gain;

rolling a number "11" on the first roll is a twenty yard gain;

rolling a number "12" is rolled on the first roll is a touchdown regardless of position on the field.

17. The method of claim 8 and further comprising: scoring a two point conversion by repeating a rolled number prior to rolling any craps number.

18. The method of claim 8 and further comprising: scoring a by rolling the dice twice without rolling a number "1" on either dice.

19. The method of claim 8 and further comprising: calling a time out by placing the yellow time out card on the field.

20. The method of claim 8 and further comprising: freezing the kicker by using a time out card to interrupt play and making the other player roll twice.

* * * * *