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(54) **FRANCHIZE**

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(57) **ABSTRACT**

The basketball franchise simulation game system provides an immersive experience for users to manage their own basketball team. Featuring a game board representing a season with diverse gameplay effects, player cards reflecting individual performance based on dice rolls, and a draft system within a salary cap limit, users navigate a dynamic game schedule determining matchups and win share totals. The system includes mechanics for gameplay, playoff structures, and special events such as luxury tax penalties and player injuries. Head-to-head matchups, franchise milestones tracking, and optional elements like player development and trades enhance gameplay depth. With varied win share outcomes, playoff series lengths, and triggered events, the system offers a realistic and engaging simulation of basketball franchise management.

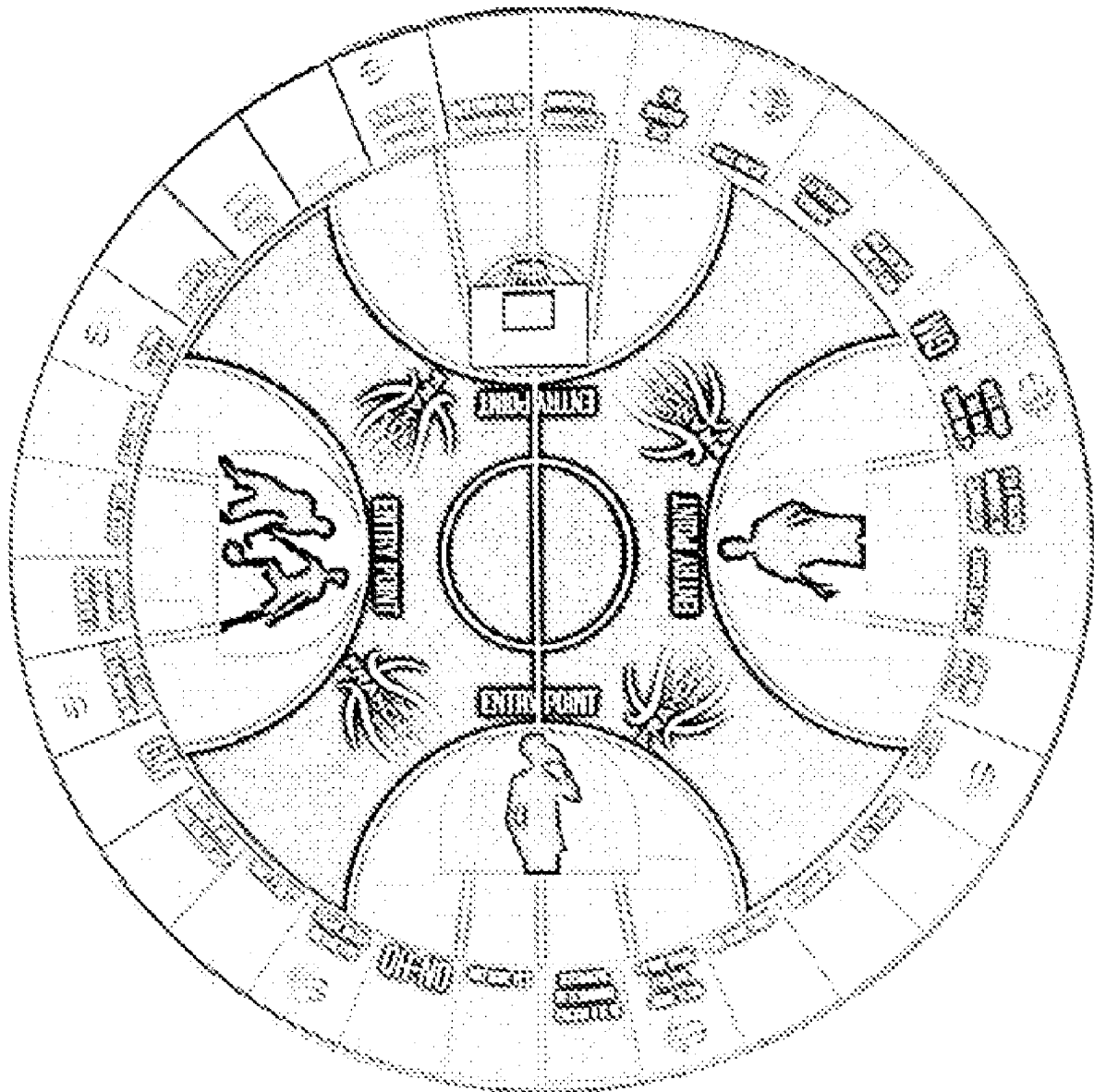


Figure #1

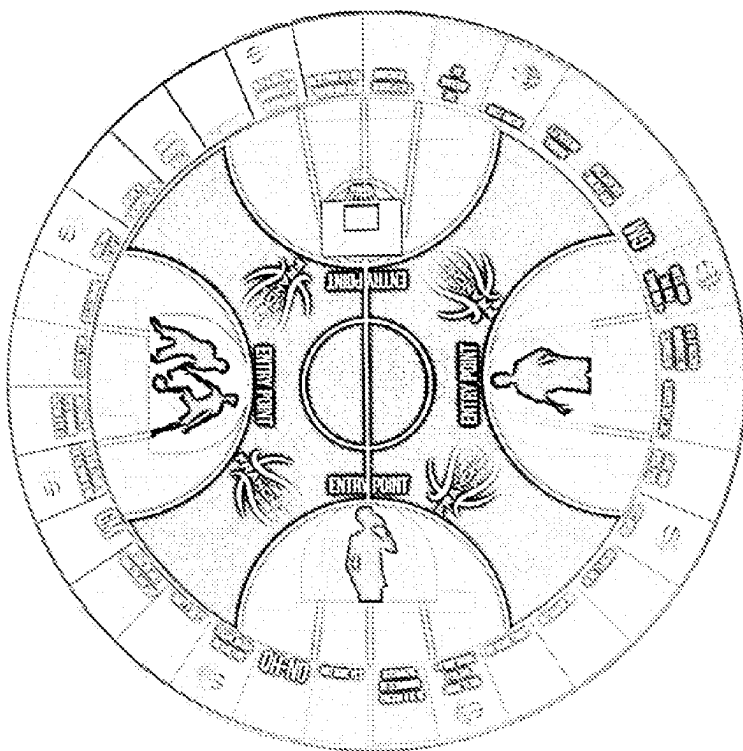


Figure #2

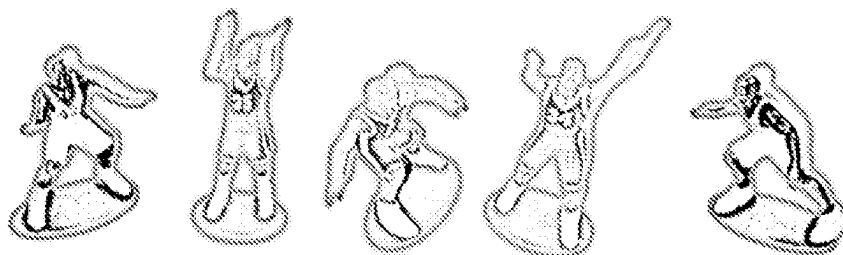


Figure #3

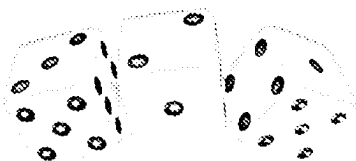


Figure #4



Figure #5

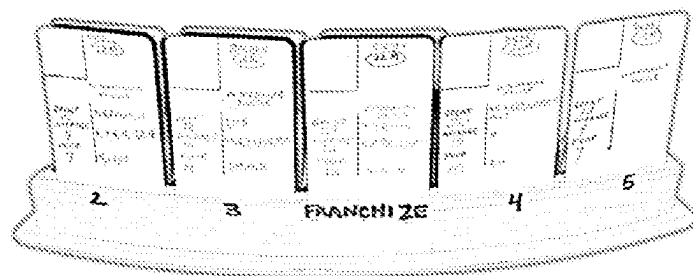


Figure #6



Figure #7

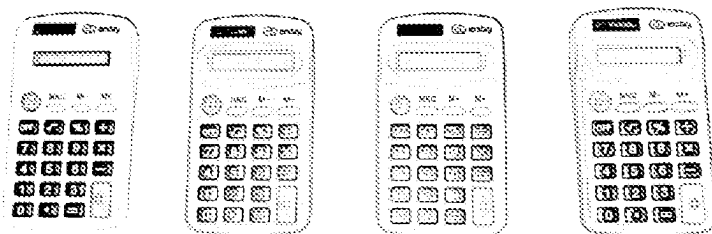


Figure #8

FRANCHISE NAME :

WEST REGULAR SEASON SCHEDULE

TEA	OPPONENT	OPPONENT T SCORE	FRANCHIZ E SCORE	DETERMININ G FACTOR 3	W/L
A	NEW ORLEANS	63			
H	TORONTO	78			
A	NEW JERSEY	71			
H	MIAMI	75			
H	HOLLYWOOD	78			
A	MEMPHIS	69			
H	DALLAS	73			
H	PHOENIX	61			
A	MILWAUKEE	85			
A	OKLAHOMA	74			
H	HOUSTON	70			
H	MEMPHIS	67			
H	PHOENIX	61			
A	BOSTON	79			
A	GOLDEN STATE	61			

Figure #9

Board Space Breakdown

BLUE SECTION
 Add \$10 mill Salary Cap (not to exceed \$115)
 Mamba Mentality (add +5 to your franchise players result)
 Rising Star (unlock rising star player) : (Losses: 10-15, 16-20, 21-25, 26-30, 31-35, 36-40, 41-45, 46-50, 51-55, 56-60, 61-65, 66-70, 71-75, 76-80, 81-85, 86-90, 91-95, 96-100)
 The Average Joe (each player has an average game)
 Exceptional Coaching (Add 7+ win share upcoming game)
 +6 win share for the road team
 Automatic determining factor # is 6
 This is our Gym (Add +8 to away team)

GREEN SECTION
 Poor Decision Making (Subtract -6 win share upcoming game)
 New franchise player (select another franchise player if you choose) : (Losses: 10-15, 16-20, 21-25, 26-30, 31-35, 36-40, 41-45, 46-50, 51-55, 56-60, 61-65, 66-70, 71-75, 76-80, 81-85, 86-90, 91-95, 96-100)
 Late to Practice (Players in slot 3&4 must sit)
 Unprotected - (Lose two players due to the expansion draft) : (Losses: 10-15, 16-20, 21-25, 26-30, 31-35, 36-40, 41-45, 46-50, 51-55, 56-60, 61-65, 66-70, 71-75, 76-80, 81-85, 86-90, 91-95, 96-100)
 Well Rested (Select two players to have great games)
 Automatic determining factor # is 12

BLUE SECTION
 -6 win share for the road team
 GM make roster moves including trades to other franchises) : (Losses: 10-15, 16-20, 21-25, 26-30, 31-35, 36-40, 41-45, 46-50, 51-55, 56-60, 61-65, 66-70, 71-75, 76-80, 81-85, 86-90, 91-95, 96-100)
 Cut \$5 mill from Salary Cap (not to go below \$10)
 Only 2 dice (roll 2 dice for your determining factor)
 Social Media Infection - (Your player sitting in your #2 slot must sit)
 Ob-No (your franchise player is not for the season) : (Losses: 10-15, 16-20, 21-25, 26-30, 31-35, 36-40, 41-45, 46-50, 51-55, 56-60, 61-65, 66-70, 71-75, 76-80, 81-85, 86-90, 91-95, 96-100)

PURPLE SECTION
 Automatic determining factor # is 3
 -4 win share for the home team
 GM (make roster moves including trades to other franchises) : (Losses: 10-15, 16-20, 21-25, 26-30, 31-35, 36-40, 41-45, 46-50, 51-55, 56-60, 61-65, 66-70, 71-75, 76-80, 81-85, 86-90, 91-95, 96-100)

PURPLE SECTION
 Not Done Yet - (Legend players unlocked) : (Losses: 10-15, 16-20, 21-25, 26-30, 31-35, 36-40, 41-45, 46-50, 51-55, 56-60, 61-65, 66-70, 71-75, 76-80, 81-85, 86-90, 91-95, 96-100)
 Automatic determining factor # is 18
 +4 win share for the home team
 No Home Court (Your Opponent uses their home court) : (Losses: 10-15, 16-20, 21-25, 26-30, 31-35, 36-40, 41-45, 46-50, 51-55, 56-60, 61-65, 66-70, 71-75, 76-80, 81-85, 86-90, 91-95, 96-100)

DARK GREEN SECTION
 Automatic W (mark down a win)
 Head to Head - (select another franchise player to face)
 Dead Legs (Players in your 2-4 slots have poor games)
 Call your own shot (select your own determining factor #)

Figure #10**Franchise Rules****Objective**

As a franchise owner of a basketball team, help build a champion from the front office. Navigate through the basketball season and win the ultimate prize, The TITLE

Franchise Explained**Season**

Learn how important front office execution is when building a successful basketball franchise. Select your franchise from the expansion list. Then use your salary cap to select players. Once you have assembled a team, you are ready to start the season. Your team plays a total of 15 games with the goal of making the playoffs. Your franchise's winning percentage determines where your team ranks in the conference at the end of the season. If you do not make the playoffs your season ends there and you may not have bonus-reggie second-quarter if you play an opposing franchise player HBR, (space on the Board)

Playoffs

If your team is fortunate enough to make the playoffs, they will fight for the ultimate prize. If your franchise does not win the title, there are still critical milestones your franchise can achieve like division and conference titles.

As a franchise owner you're all of your milestone records are kept.

Franchise Milestones

Perfect Season - Go undefeated throughout the season & playoffs

Ultimate Prize - Franchise Title - Last team standing

Job Not Done - Go undefeated in the regular season

East Title - Own a franchise team that makes the east finals

West Title - Own a franchise team that makes the west finals

Division Title - Finish the regular season with the top 3 record in east or west

Playoff Birth - Own a franchise that makes the playoffs

How to Play

1. Select a Franchise from the expansion list, a game schedule, and game piece
2. Each franchise owner rolls the 12-sided die to determine the selection order in the draft. The lower the number the higher the 1st pick
3. Use your salary cap to draft players in a round robin format. Your prohibited from exceeding the salary cap
4. Each Franchise should have 7 players and 1 coach = 8 Total Cards
5. Each Franchise Owner rolls the Octa-Die to determine who goes first. Highest number rolled Drafts 1st and in snake order following the first round. (1-2-3-2-1)
6. 60 Seconds is given per draft pick. If your time expires the franchise owner next in line to draft selects the pick for you
7. Place your piece on entry point by franchise owner in the same order you drafted
8. Before each roll, you must start 5 players and lock your roster. This is a critical part of Game Play, your roster must be set. You roll die number 1-12 and move your piece based on what you rolled. Adhere to the space you land on. This may impact your win share for the current game, salary cap or franchise.

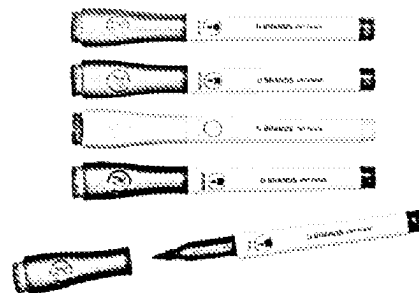
Figure #11

Figure #12

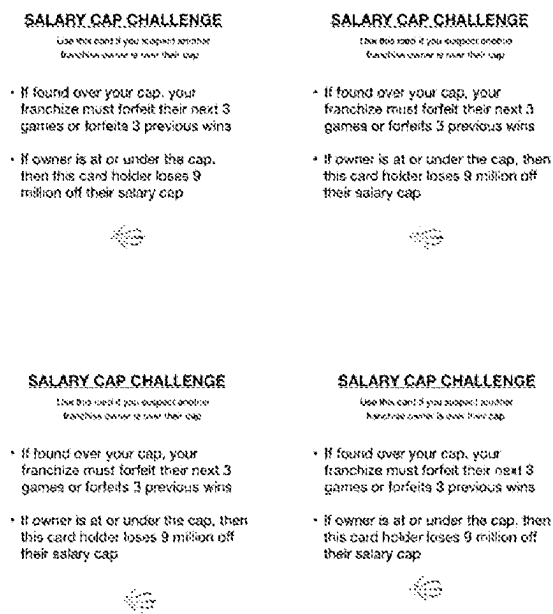


Figure #13

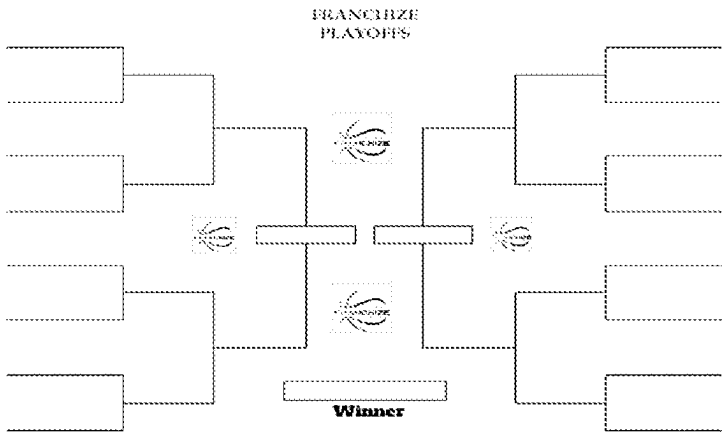



Figure #14

FRANCHIZE NAME :



EAST PLAYOFF SCHEDULE

1/A 1 st Round OPPONENT	OPPONENT T SCORE	E SCORE	FRANCHIZ FACTOR #	DETERMININ W/L

1/A 2 nd Round OPPONENT	OPPONENT T SCORE	E SCORE	FRANCHIZ FACTOR #	DETERMININ W/L

1/A Conference Final OPPONENT	OPPONENT T SCORE	E SCORE	FRANCHIZ FACTOR #	DETERMININ W/L

1/A FINAL OPPONENT	OPPONENT T SCORE	E SCORE	FRANCHIZ FACTOR #	DETERMININ W/L

Figure #15

Potential Playoff Win Share by Game & Round

Milwaukee Home Team Round 1 - Game 1 - 85
 Away Team Round 1 - Game 1 - 81

Milwaukee Home Team Round 1 - Game 2 - 83
 Away Team Round 1 - Game 2 - 79

Milwaukee Home Team Round 1 - Game 3 - 81
 Away Team Round 1 - Game 3 - 81

Milwaukee Home Team Semis - Game 1 - 82
 Away Team Semis - Game 1 - 80

Milwaukee Home Team Semis - Game 2 - 83
 Away Team Semis - Game 2 - 80

Milwaukee Home Team Semis - Game 3 - 81
 Away Team Semis - Game 3 - 81

Milwaukee Home Team C.Finals - Game 1 - 86
 Away Team C.Finals - Game 1 - 81

Milwaukee Home Team C.Finals - Game 2 - 83
 Away Team C.Finals - Game 2 - 79

Milwaukee Home Team C.Finals - Game 3 - 81
 Away Team C.Finals - Game 3 - 81

Milwaukee Home Team Finals - Game 1 - 82
 Away Team Finals - Game 1 - 79

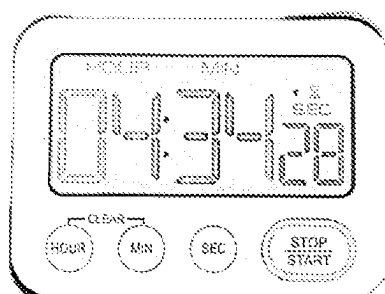
Milwaukee Home Team Finals - Game 2 - 83
 Away Team Finals - Game 2 - 78

Milwaukee Home Team Finals - Game 3 - 82
 Away Team Finals - Game 3 - 80

Milwaukee Home Team Finals - Game 4 - 84
 Away Team Finals - Game 4 - 81

Milwaukee Home Team Finals - Game 5 - 81
 Away Team Finals - Game 5 - 81

Figure #16



FRANCHIZE

TECHNICAL FIELD

[0001] The present invention relates generally to games, and more particularly, to an interactive basketball board game.

BACKGROUND OF INVENTION

[0002] Franchise was born out of a deep appreciation for basketball and a desire to immerse fans in the intricate world of franchise ownership. Conceived by a team of passionate sports enthusiasts and game developers, the concept emerged from a shared vision to create an engaging and realistic simulation experience that captures the essence of managing a basketball franchise.

[0003] Drawing inspiration from the complexities of real-world franchise operations, the development team meticulously designed every aspect of the game to reflect the challenges and decisions faced by basketball franchise owners. Extensive research into the dynamics of professional basketball, including player drafting, salary cap management, and in-game strategies, informed the development process, ensuring an authentic and immersive gameplay experience.

[0004] The game's inception was marked by a commitment to authenticity and attention to detail, with each gameplay element meticulously crafted to replicate the nuances of franchise management. From the drafting process, where strategic player selections can make or break a team's prospects, to the in-game decision-making, where tactical choices influence game outcomes, every aspect of Franchise was designed to offer players a true-to-life simulation of the basketball franchise experience.

[0005] Throughout the development journey, the team remained dedicated to delivering a game that not only entertains but also educates and challenges players to think strategically. By incorporating elements of chance, strategic planning, and financial management, Franchise offers a multifaceted gameplay experience that appeals to both casual fans and seasoned basketball aficionados.

[0006] As Franchise enters the gaming landscape, it stands as a testament to the team's passion for basketball and their commitment to creating immersive and engaging gaming experiences. With its blend of realism, strategy, and excitement, Franchise invites players to step into the shoes of a basketball franchise owner and embark on a journey towards championship glory.

SUMMARY OF INVENTION

[0007] Franchise is a groundbreaking basketball franchise management game that immerses players in the world of professional basketball ownership. Developed by a team of passionate sports enthusiasts and game developers, the game offers a realistic and engaging simulation experience, capturing the complexities and challenges of running a successful basketball franchise.

[0008] Players assume the role of franchise owners, tasked with building and managing a team to compete in a simulated basketball season. Key gameplay elements include player drafting, salary cap management, in-game decision-making, and navigating through a series of milestones and challenges to achieve ultimate success.

[0009] The drafting process follows a snake format, with franchise owners strategically selecting players within a salary cap constraint. Throughout the season, players must make critical decisions, such as setting starting lineups and making roster moves, while also navigating through board spaces that offer bonuses or penalties.

[0010] As the season progresses, successful franchises advance to the playoffs, competing in series-based matchups to determine conference champions and vie for the franchise championship. With its blend of strategy, realism, and excitement, Franchise offers players a captivating gaming experience that appeals to basketball enthusiasts and strategy aficionados alike.

[0011] Backed by meticulous research and a commitment to authenticity, Franchise stands as a testament to the team's passion for basketball and dedication to delivering immersive gaming experiences. Whether you're a casual fan or a seasoned aficionado, Franchise invites players to embark on a journey towards championship glory in the thrilling world of professional basketball ownership.

BRIEF DESCRIPTION OF DRAWINGS

[0012] Fig.1 is a schematic description of the upper face of a game board according to an example embodiment of the present invention.

[0013] FIG. 2 is a schematic description of basketball character game board pieces used to move around the game board. FIG. 2 is used with FIG. 1

[0014] FIG. 3 is a schematic description of six sided die/dice to be used on the game board during gameplay. FIG. 3 is used with FIG. 1

[0015] FIG. 4 is a schematic description of one twelve sided die to be used on the game board during gameplay. FIG. 4 is used with FIG. 1

[0016] FIG. 5 is a schematic description of the franchise player card holder to hold up to five franchise player cards at one time. FIG. 5 is used with FIG. 6

[0017] FIG. 6 is a schematic description the franchise player cards used during gameplay for franchise owners. The schematic description on the player card shows the determining factor numbers 3-18, various results for each card based on having a great, good, or poor game, and player card salary.

[0018] FIG. 7 is a schematic description of the calculator used to determine salary totals, win share/franchise team totals, tie breakers during game play.

[0019] FIG. 8 is a schematic description of the Franchise regular season schedule used for franchise owners during gameplay. The schedule is a schematic description shows the opponent, the opponent score, and whether your franchise is playing in their home arena or away arena. The regular season schedule is a schematic description of where the franchise owner writes the game results, the determining factor number, total team score, and whether your franchise won or lost the game.

[0020] FIG. 9 is a schematic description of the game board space definitions this listed on the back of the franchise regular season schedule and playoff season schedule. The schematic description shows 32 game board space definitions broken up by color coded sections on the board.

[0021] FIG. 10 is a schematic description of the available Franchise cities to choose from when selecting the your franchise name. The list of franchise cities are available in the rule book.

[0022] FIG. 11 is a schematic description of the dry eraser markers used with FIG. 8 the regular season schedule, FIG. 12 the playoff grid, and FIG. 13 the playoff game schedule. The dry eraser markers are used to write, erase, and reuse on the FIG. 8, FIG. 12, and FIG. 13.

[0023] FIG. 12 is a schematic description of the luxury/salary cap challenge card used during game play to challenge you opponent when use suspect they may have over spent on their salary.

[0024] FIG. 13 is a schematic description of the franchise playoff grid. Combined with FIG. 11 the dry eraser marker, the teams are written into the franchise playoff grid in a tournament type format and ultimately crowing a champion.

[0025] FIG. 14 is a schematic description of the the Franchise playoff schedule used for franchise owners during gameplay. The schedule is a schematic description shows the opponent, the opponent score, and whether your franchise is playing in their home arena or away arena. The playoff schedule is a schematic description of where the franchise owner writes the game results, the determining factor number, total team score, and whether your franchise won or lost the game. FIG. 14 is used with FIG. 15

[0026] FIG. 15 is a schematic description of the Franchise playoff opponent scores found in the franchise rules. This is combined with FIG. 11 the dry eraser makers and FIG. 14 the franchise playoff schedule to help determine winners and losers.

[0027] FIG. 16 is a schematic description of the timer used during the drafting of franchise player cards for the initial franchise teams.

DETAILED DESCRIPTION

[0028] 1. Introduction: Franchise offers players the unique opportunity to experience the responsibilities and challenges faced by basketball franchise owners. From assembling a competitive roster to navigating through a grueling season, participants will engage in strategic decision-making processes reminiscent of real-world franchise management.

[0029] 2. Gameplay Overview: In Franchise, players select a franchise from an expansion list featuring iconic basketball cities. They then utilize a salary cap to draft players and assemble a team of seven players and one coach. The game progresses through a simulated basketball season comprising 15 games, with the objective of making the playoffs. Throughout the season, players encounter various milestones and challenges, aiming to achieve accolades such as division titles, conference titles, and ultimately, the franchise championship.

[0030] 3. Drafting Process: The drafting process in Franchise follows a snake format, with franchise owners selecting players in rounds based on predetermined draft orders. Each franchise owner rolls dice to determine the selection order, ensuring a fair and competitive drafting experience. A 60-second time limit per pick adds an element of urgency to the draft, enhancing the strategic aspect of player selection.

[0031] 4. Salary Cap Management: Franchise owners must adhere to a salary cap of \$100 million, inclusive of player salaries and coaching staff. Exceeding the salary cap incurs penalties, resulting in deductions from win share totals for subsequent games. A luxury/salary cap challenge card allows franchise owners to address

suspected violations by opponents, further emphasizing the importance of financial management in franchise operations.

[0032] 5. In-Game Decision Making: During the season, franchise owners roll dice to determine game outcomes, with each roll influencing player performance and win share totals. Strategic decisions such as setting starting lineups and making roster moves contribute to overall team success. Additionally, board spaces encountered during gameplay may offer bonuses or penalties, impacting win share totals and franchise performance.

[0033] 6. Playoffs and Championship: Successful franchises advance to the playoffs, competing in series-based matchups to determine conference champions and ultimately, the franchise champion. Playoff series follow a best-of-three format for early rounds and a best-of-five format for the finals, adding intensity and excitement to the postseason experience.

[0034] 7. Conclusion: Franchise provides an immersive and engaging simulation of basketball franchise management, offering players the opportunity to test their strategic prowess and decision-making skills. With its comprehensive gameplay mechanics and realistic portrayal of front office operations, the game promises hours of entertainment for basketball enthusiasts and strategy aficionados alike.

1. A basketball franchise simulation game system comprising:

- a. A game board representing a basketball season, comprising a plurality of spaces with varying effects on gameplay;
- b. Player cards representing individual basketball players, each card containing information on player performance and outcomes based on dice rolls;
- c. A draft system wherein franchise owners select players and coaches within a salary cap limit using a round-robin format;
- d. A game schedule determining matchups and win share totals for each game;
- e. Mechanics for gameplay including dice rolls to determine player performance, win share calculations, and tallying of wins and losses;
- f. Playoff structure including seeding, series lengths, and win conditions;
- g. Special events and challenges affecting gameplay, such as luxury tax penalties, roster moves, and player injuries;
- h. Rules for head-to-head matchups between franchise owners;
- i. Mechanisms for tracking franchise milestones and historical records;
- j. Optional elements such as player development, trades, and community engagement features.

2. The basketball franchise simulation game system of claim 1, wherein the game board comprises spaces with effects such as salary cap adjustments, player bonuses, and penalties.

3. The basketball franchise simulation game system of claim 1, wherein player cards contain information on player performance based on home and away games, with varying win share outcomes.

4. The basketball franchise simulation game system of claim 1, wherein the draft system utilizes a snake format to determine player selection order.

5. The basketball franchise simulation game system of claim 1, wherein playoff series lengths vary based on round, with the finals being a best-of-five format.

6. The basketball franchise simulation game system of claim 1, wherein special events and challenges are triggered by landing on specific spaces on the game board.

7. The basketball franchise simulation game system of claim 1, wherein franchise milestones include perfect season achievements, conference titles, and playoff berths.

8. The basketball franchise simulation game system of claim 1, further comprising mechanisms for player development, trades, and community engagement features to enhance gameplay depth and immersion.

* * * * *