



KAMPION CARD GAME

10 STEPS TO PLAY

GO-4-GOAL

#1 GET THE GAME CARD

Print the game card. Or just get a pen and paper as it's pretty easy to recreate.

We're so nice that we did the card with all you need (except dice), including a guide of possible actions (while attacking and defending). You're welcome!

#2 SHUFFLE & SPLIT

Like all games, start by shuffling all your cards, face down. Now split them into 2 groups: one with offensive cards (FW and MD) and one with defensive cards (DF and GK). The rare players that are DF/MD are better off in the defensive group. Now it's time to divide them between both players so that each one has a stack of offensive and defensive cards. Each player can see his own cards, but shuffle them before playing and place them face down so you cannot know which card comes next.

#3 BASIC GAMEPLAY

The game is split into rounds.
In each round you attack once and defend once.

While attacking, to score a goal you need to defeat your opponent 4 times in a row. If you lose one time, its now his time to attack (and yours to defend, of course).

#4 HOW TO ATTACK

Get the card on top of your deck to attack (it's not mandatory but its best to get a card from the offensive stack). The opponent player gets a random card to defend.

Look at your card and choose one attribute to use. You can only attack with certain attributes and the defender can only defend with the corresponding attribute (for example an attack with speed needs to be defended also with speed). You won this battle? Draw a ball on the game card and play again with a new card.

#5 A TIE? OH NO!

A tie between 2 cards attributes? The card with the biggest value in temper, wins (because he can keep his head cool);
Still tied? Then it's the attacking card's offensive level (arrow up) against the defensive card's defensive level (arrow down): biggest value wins.
Still tied? Really? Then get 2 new cards!

#6 HOW TO DEFEND

When defending, you can only hope for the best: it all depends on luck. Or not? Once per round you can use the dice. How? If you lost the battle, you can still do the all-or-nothing roll dice.

Both players roll the dice and add its score to their attribute. Who has the highest score wins. If there's a draw, the defender loses. If he loses by more than 2 points, the attacker advances not 1 but 2 houses! It's the risk of an all-or-nothing play...

#7 SUBSTITUTE CARD

Like in real football, in Kampion there are subs. Before the game starts, both players get one card. Memorize it (you cannot check it again to recall its attributes) and keep it on the side (or on the pocket, wherever you want). You can use it to replace any card during the game. Example: you're attacking and get a weak card. Before playing, you can substitute it. The unused card is now your new sub until you substitute it again for a new one.

tip: you can substitute while attacking or defending. If your sub is weak, be sure to substitute it while on defence. Your opponent will probably advance a house but you'll be left with a better sub!

#8 RISK PLAY

Taking risks and trying bold moves can often give you unexpected rewards. Or not.

A risk play in Kampion is when you choose to attack with an average attribute (score of 3 or less). If you play it and win, you get rewarded by advancing not 1 but 2 houses.



#9 SPECIAL ATTRIBUTES

Some cards are special, as they have an attribute on the bottom. They can defeat or injure opponents. It is specially useful to have one of those cards as a sub, to bring them into play at decisive moments.

If you injure an opponent, your card gets expelled. No one wins that battle: both you and your opponent need to get 2 new cards and resume gameplay.

#10 END OF THE GAME

The game card has 5 rounds but the game can be as long as you want. You should pre-determine the length of the game and, when it ends, guess what?

The player with more goals wins!



#11 EXTRA STUFF

These are optional, but they are fun.

- Transfers: After each player has his cards, how about each player gets one player from the opponent's offensive and defensive deck? Just imagine getting his best cards!
- Injuries: At the same time you do transfers, why not do injuries? Get 2 players out of your opponent's deck, hopefully his best 2!

