

★ GAME OF CARDS ★

KAMPION

THE FOOTBALL TALENT PROJECT



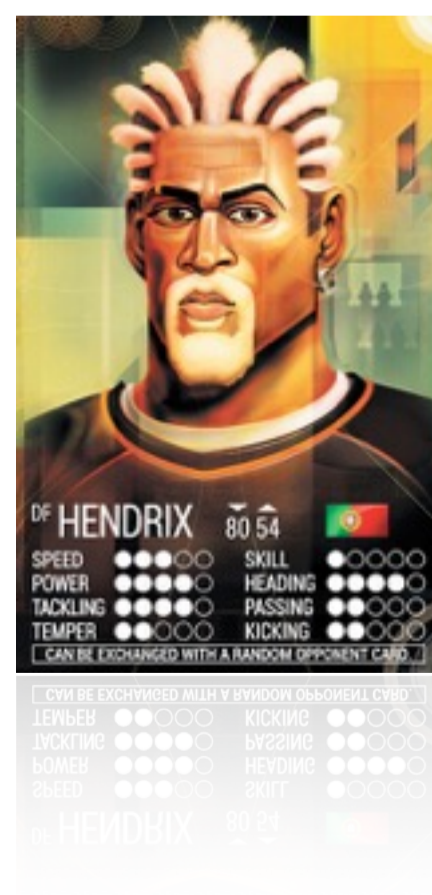
RULEBOOK
V 1.04

INTRO

Hi there and thank you for downloading the rulebook.

Kampion Card Game's rulebook is split in 2. Part One with the 3 simple game modes and Part Two with the Revolution game mode (for advanced users). This is Part Two.

This project is a collaborative effort with the participation of more than 200 artists, and we would love if you, the fans, would also contribute. So let us know what you think about the game modes, and also how you use our cards. If you have an awesome game mode or thoughts about how to improve our game modes, feel free to share your ideas with us!



THE CARDS

All you need to know about our cards:

Position on playing field (some players have 2 playing positions).

Defensive ▼ and offensive ▲ capacity. (from 01 to 99)



Playing skills
Varies from ○ (lowest) until ●●●●★ (highest).
Only exceptional players have a ★!

Special attribute box
(only a few players have one of these)

In any of the game modes you need to use your player's attributes, benefiting from his strengths to defeat your opponent. You can use the player's playing skills, as well as his defensive/offensive capacity.

The special attribute box is mostly used in the "revolution" game mode, although sometimes you can use it in the other game modes.

THE CARDS

Field players vs Goalkeepers



Field players and goalkeepers have different playing skills, but don't worry, nothing really changes.

Speed, Power, Temper, Passing and Kicking remain unaltered. All the other ones are compared to it's corresponding value, meaning if one player choses "Skill 4" as an attribute, if your card is a goalkeeper your corresponding value is "GK skill 4".

"Tackling" corresponding value is "One vs One";

"Heading" corresponding value is "Aerial".



REVOLUTION GAME MODE

BETA VERSION

Revolution is a totally different game mode, created from scratch by your friends at Kampion Card Game! Being a brand new game mode, it's still evolving so we do appreciate your feedback and ideas on how to make it better.

Recommended for ages 15 and up.



1. Intro

Like any football match, your objective is to advance through the playing field, leaving the opposition behind and attempting to score goals. Kampion is just like that. Your goalkeeper has the ball. He passes to the defense (unless he's feeling inspired and wants to kick the ball further down the field). The defender needs to deliver the ball to the midfield. Once the ball reaches the soft, skilled feet of your number 10, he can either try a killer pass to the forward or, why not, shoot a missile and try to score from a distance.

It's up to you. Almost. It's also up to your strategy, your opponent and the roll of the dice. But mainly up to you!



2. Setting up the game

a. The Draft:

Split the cards into four separate stacks, faced down: One for goalkeepers, one for defenders, one for midfielders and one for forwards.

Some cards have two positions (DF/MD for example). Those cards should be placed in either of the two possible stacks.

Each player takes out 18 cards as they see fit (if you want to take 10 cards from the midfielders, feel free) as long as there is one goalkeeper and a minimum of 3 players for each position.

To learn more about how many cards to get for each position, see *Annex 1: Intro to tactics* at the end of this rulebook.

b. The Injuries (optional):

In any game there are players that are unavailable due to injury. Kampion is just like that.

Your opponent will injure 3 of your players at random. Lay your cards facing down (so your opponent does not see who he is removing from the game) and let him flip 3 of your 18 cards. Those 3 cards are out of play. Next, you do the same to him.

At the end of the "injury stage", both players should have a 15-card squad.

If, by chance, you were left without a goalkeeper or without a minimum of 3 players per position, you need to get one from the respective pile. Get the first card from the stack and choose one of your current players to be removed from your squad, so that your squad is back to 15 cards.



2. Setting up the game

c. Choosing your formation

Analyze your final squad and (a) choose your formation of 11 players, and (b) see if you have any special attribute cards that you might use now (for example, a card with a transfer attribute).

You need to tell your opponent your formation (for example 4-4-2), but you should not show him your cards. He will eventually see them during the game, but keep the element of surprise!

You are now ready to play!





3. Basic Gameplay Rules

a. Progression logic

The game is played in a progression logic. The field is split in 4 zones and you need to advance through them in order to try to score a goal.

- 1) **the goalkeeper zone:** where your goalkeeper has the ball;
- 2) **the defense zone:** where defenders face attackers;
- 3) **the midfield zone:** where midfielders face midfielders;
- 4) **the attack zone:** where forwards face defenders.

b. Game objective

Your objective is to advance, zone after zone, until you reach the attack zone and try to score a goal.

c. How to advance

There are several options, the best solution depends on your cards, of course.

You can advance by (a) **running** past or (b) **dribbling** your opponent, or by (c) **passing** the ball to a teammate. Not all these options are available to all players. For example, a goalkeeper can only pass the ball.

If you advance by running or dribbling, you will move a player out of his zone (example: defender playing in the midfield zone). In this situation the player loses 1 point in each of his skills, unless he has a double position (example: DF/MD).

You can also advance 2 zones at a time if you try a long pass.

All this options are explained in chapter 5. *Attacking Options*.



3. Basic Gameplay Rules

d. The rounds

The game is split into rounds. Each round includes Player 1's attacking play (while Player 2 defends) and Player 2's attacking play (while Player 1 defends).

You can only use each card one time per round.

This means that if you attacked first and used one midfielder to attack, you cannot use that same midfielder to defend when your opponent is attacking. Remember this, it is very important.

Goalkeepers are not included in this rule.

Note: there are 2 situations when a card can play twice in a round. They are called continuation plays: (1) when the player runs past the opposition, because he continues to have the ball possession in the next playing zone; (2) when he recovers the ball, as he plays in defense, gets the ball, and then plays in attack.

e. Game duration

The recommended game duration is two halves of 5 minutes (if you already have a good knowledge of the rules) or of 10 minutes (if you need to check the rules often). But you can play for as long as you wish.

It is important, however, that you split the game time in 2: in the first half Player 1 attacks first, in the second half Player 2 attacks first (this is important because of the card management in each round).

f. Starting the game

The game starts, as always, in the midfield.

Throw a coin and see who attacks first in the first half.

In the second half the positions are inverted and the other player attacks first.



3. Basic Gameplay Rules

e. Example

Let's imagine it's the middle of the game and you have the ball possession with your goalkeeper (note: the ball is invisible).

What can you do? You can make an **easy pass** to your defense, you can make a **harder pass** to your midfield, or you can attempt a **very difficult pass** directly to your forwards. The safest solution is to pass to your defense. (Chapter 5 will explain all the possible actions in detail).

You are free to choose which defender to pass the ball to, but remember one important thing: you can only use one player per round (one round is your turn + your opponent's turn). If you use a specific card to attack, that card cannot be used again until you regain ball possession, meaning you cannot use him to defend in this round.

The same thing happens to your opponent: whichever player he uses now to defend, he cannot use him next to attack.

If your goalkeeper passed the ball successfully, it is now your defender that has the ball. Like in reality, there are defenders that are skilled and others that are not. **With your defender**, you have more options, as **you can run, you can dribble or you can pass**.



You tried to pass to the midfield, which requires 5 points.

Your passing skill is 1, you got a 5 when you rolled the dice. You got 6 points, success: the ball is now in your midfield zone!



3. Basic Gameplay Rules

e. Example (continuation)

Let's imagine you have a defender with speed 4 and that you opt to run by your opponent. There are 3 possible scenarios:

- If your opponent has an attacker with speed 5, **you lose the ball** to him (5 beats 4) and he can now attack.
- If your opponent has an attacker with speed 4, then **a tiebreaker is needed**: the player with better OFFENSIVE/DEFENSIVE level wins (more details in chapter 14. Tiebreakers);
- If your opponent doesn't have an attacker with your speed (or if you won the tiebreaker), **you passed with success**. Attention: you are now a defender out of position (playing in midfield), so all your skills are reduced by one point (your speed of 4 is now 3, for example).



Your defender has speed 4 and you decided to run past your opponent. Luckily, the fastest attacker that your opponent has is Beckett, with 3. So your defender passed and is now in the midfield zone!



The logic is the same for midfield play, except you now have an extra option: you can try a long range shot.

And also in attack. You can shoot from a distance or you can pass, dribble or run and successfully go through all the playing zones, after passing the opposition's defense you are face to face with the goalkeeper and can try to score a goal.



4. Attacking Options

Here is a list of possible actions per position during your attacking play. In annex 3 you have a simplified table that you can print and consult during gameplay.

In addition to these standard attacking options, you can also use the **Genius Actions**, explained in chapter 9.

a. Goalkeeper

If a goalkeeper has possession, he has his defense in front of him and can only pass the ball to one of his teammates. To do that he will need to join his original skills and the roll of the dice:

- 1) **pass** to a **defender**, he needs a passing score of **3** (his original skill + the score of the dice);
- 2) **pass** to a **midfielder**, he needs a passing score of **5** (his original skill + the score of the dice);
- 3) **pass** to a **forward**, he needs a passing score of **8** (his original skill + the score of the dice).

Example: your goalkeeper has a passing score of 3 and you want to pass the ball directly to a forward. That is a very difficult pass, you will need a dice score of 5 ($3+5=8$) to successfully complete the pass. If you get less than a 5 on your dice, you lose your ball. Whatever the pass you are attempting, if unsuccessful a goalkeeper always loses the ball to the opposing forward, allowing him a clear one-on-one situation.



4. Attacking Options

b. Defenders

If your defender has ball possession, he has to defeat the opposition's forward. He has more options than the goalkeeper, as he can run with the ball or dribble the opposition. In total, he has 5 options:

- 1) **run** past his opponent - in order to successfully do this, he needs to directly beat his opponent in the "**speed**" skill;
- 2) **dribble** past his opponent - in order to successfully do this, he needs to have a higher score in "**skill**" than his opponent in "**tackling**";
- 3) **pass** the ball to the **midfield** - in order to successfully do this, he needs a passing score of **5** (his original skill + the score of the dice);
- 4) **pass** the ball directly to the **forward** - in order to successfully do this, he needs a passing score of **8** (his original skill + the score of the dice);
- 5) **safe pass** to another **defender** - in order to successfully do this, he needs a passing score of **3** (his original skill + the score of the dice).

Example: If you have an awesome defender with skill 4, how likely is your opponent to have an attacker with tackling 4 or 5? He will probably be unable to defend that action!

Note: if the defender advances by running or dribbling with success, he will now be in the midfield area against the opponent's midfielders. Because he is playing out of position, all his stats drop 1 point (for example if his speed was 5, it is now 4). If he has double position (DF/MD), this means that he is not out of position and his stats remain intact.



4. Attacking Options

b. Midfielders

If a midfielder has ball possession, he needs to beat the opposition midfielders (or try a long shot on goal). In total, he has 5 options:

- 1) **run** past his opponent - in order to successfully do this, he needs to beat his opponent in the "**speed**" skill.
- 2) **dribble** past his opponent - in order to successfully do this, he needs to have a higher score in "**skill**" than his opponent in "**tacking**";
- 3) **pass** the ball to the **forward** - in order to successfully do this, he needs a passing score of **8** (his original skill + the score of the dice);
- 4) **safe pass** to another **midfielder** - in order to successfully do this, he needs a passing score of **5** (his original skill + the score of the dice);
- 5) **shoot at goal** from long range - in order to successfully do this, he needs to have a higher score in "**kicking + score of dice**" than the opponent's goalkeeper "**gk skill + score of dice + 2**".

Example: If you have mostly defensive midfielders who lack the passing skills but have powerful kicking attributes, why not try to score a goal from a long-distance shot?

Note: if the midfielder advances by running or dribbling with success, he will now be in the attacking area against the opponent's defense. Because he is playing out of position, all his stats drop 1 point (for example if his speed was 4, it is now 3). If he has double position (MD/FW), this means that he is not out of position and his stats remain intact.



4. Attacking Options

b. Forwards

If a forward has ball possession, he needs to beat the opposition defenders to get a one-on-one chance with the goalkeeper (or he can shoot from far away). **So a forward play might have 2 separate actions.** To perform the first action, when faced the defender, he has 5 options:

- 1) **run** past his opponent - in order to successfully do this, he needs to beat his opponent in the "**speed**" skill;
- 2) **dribble** past the opposition - in order to successfully do this, he needs to have a higher score in "**skill**" than his opponent in "**tacking**";
- 3) **shoot at goal** from long range - in order to successfully do this, he needs to have a higher score in "**kicking + score of dice**" than the opponent's goalkeeper "**gk skill + score of dice + 1**";
- 4) **safe pass** to another forward - in order to successfully do this, he needs a passing score of **5** (his original skill + the score of the dice).

If the forward dribbled or ran past the defender with success, he is now one-on-one with the goalkeeper and can shoot (second action). To score a goal he has 2 options:

- 1) **dribble** the goalkeeper - in order to score a goal, he needs to have a higher "**skill + score of dice**" than his opponent in "**one vs one + score of dice**";
- 2) **shoot the ball** – in order to score a goal, he needs to have a higher "**kicking + score of dice**" than his opponent in "**one vs one + score of dice**";

Note: Your best course of action depends on the characteristics of your forwards.



5. Defensive Options

While defending, your role is not active, it's reactive. This means that your defensive play is determined by your opponent's attacking play.

a. While the opposing goalkeeper has the ball:

You can't do anything to steal the ball from the goalie. However, if he fails the pass, your attacker (the one you select) recovers the ball and has a one-on-one situation with the goalkeeper.

b. While the opposing defender has the ball:

When the opposition has ball possession in the defense zone, you are defending with your forwards. Your defensive play will depend on the attacking play of your opponent (for example: If he uses the "speed" attribute, you will need to use "speed" as well). If you recover the ball, you need to attack next with the player you used to defend.

c. While the opposing midfielder has the ball:

When the opposition has ball possession in the midfield zone, you are defending with your midfielders. Your defensive play will depend on the attacking play of your opponent (for example: If he tries to dribble by using the "skill" attribute, you will need to use "tackle" attribute). If you recover the ball, you need to attack next with the player you used to defend.



5. Defensive Options

d. While the opposing attacker has the ball:

When the opposition has ball possession in the attack zone, you are defending with your defenders. Again, your defensive play will depend on the attacking play of your opponent. If you recover the ball, you need to attack next with the player you used to defend.

e. The passive option:

You don't need to defend if you don't want to. There are 2 situations where you might not want to defend:

(1) If you attacked first you might have no more players in a specific zone to defend (perhaps you had 2 attackers and you used them both in this round already);

(2) If you defend first and you have players that are very weak defensively, you might choose not to use those cards, saving them for the attacking play;

If you can't or don't want to defend, you need to tell your opponent before he chooses how he wants to attack; He will then (probably) use a weak player to move the ball to the next zone.

f. The all-or-nothing:

When you are defending, if you just lost a decisive confrontation with your opponent, you can always risk everything and try the all-or-nothing, explained in the next chapter.



6. The All-or-Nothing

Did you just let your opponent get past you? His next attacking play might be decisive? While defending, you can always try the All-or-Nothing, which might increase your skill up to 2 points.

The All-or-Nothing is a throw of the dice that simulates a player's extra effort. It might go great, as it can give you extra points to make a spectacular recovery, or it can give you a yellow card or even an injury... so be careful and use it wisely! Here are the possible outcomes (all explained in chapter 7: throwing the dice):



When can you use the "All-or-Nothing?"

After failing to stop your opponent's attacking play. However it only makes sense if you are marginally losing a battle.

Note: If you are losing by 3 points, there is no need to do the "All-or-Nothing", because the best case scenario (getting a +2) is a loss by 1, which is still a loss.

If you are losing by one point and get a "+1" on the dice, you force a tie and the winner should be decided according to tiebreaker rules (see 6.Tiebreakers).

What are the upsides?

Turning a loss into a win, and getting back the ball. This might happen if you get a "+2" or a "+1", values that should be added to your score.

What are the downsides?

While some of the dice's sides are positive, others are negative. You might foul your opponent, giving him a free kick or a penalty kick while getting a yellow card; Or even injure a player (yours or theirs). It's a risky play that might bring good rewards or... terrible punishments!



6. Throwing the dice

a. Intro to the dice

The dice are used in many aspects of the game. They are used in card versus card **challenges** (for example in a long-range shot, because it's not all about the kicking skill, it has its share of luck) and in the “**All-or-Nothing**” (because sometimes you risk everything you got to try and win).

Each face of the dice has 2 different items: a number (from 1 to 6) and an icon. You use the one that is relevant for the action you are doing.

Kampion can be played with 2 types of dice.

Ideally, you have a **12-sided dice**. If not, you can just use a normal **6-sided dice**.

How to get the dice? 3 options:

- 1) **Buying** the Kampion Card Game dice from our website (available soon);
- 2) **Print** the dice faces that we make available in annex 4 (a separate document) and glue them to your dice.
- 3) Use a regular dice with the **conversion table** (available in annex 2) that tells you which number corresponds to each icon.

Next, we'll explain in detail what each face of the dice means.



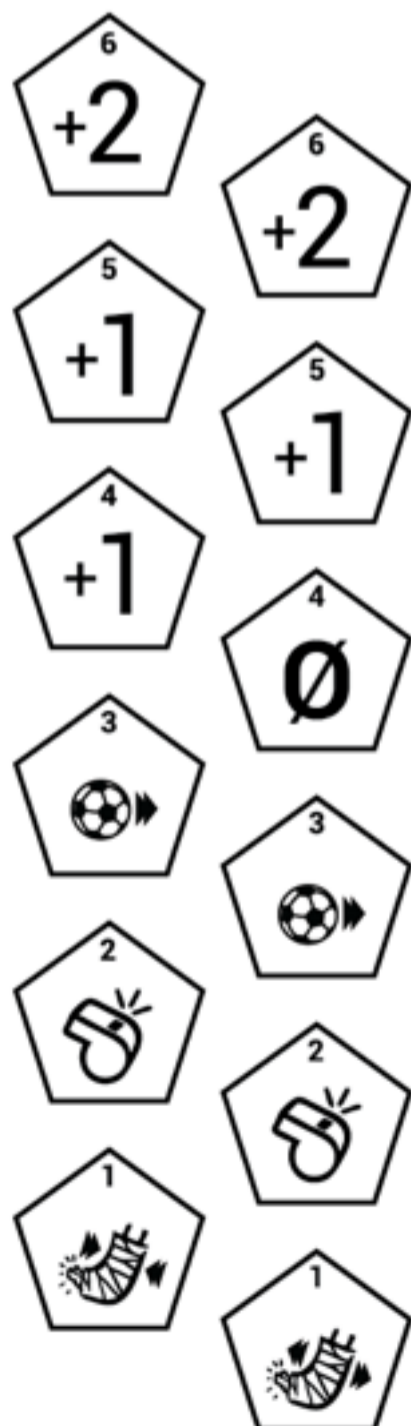
6. Throwing the dice

b. The 2 types of dice:

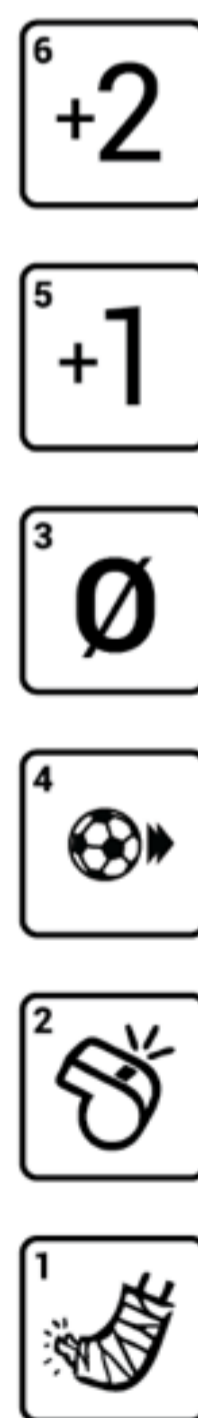
You can play Kampion Card Game with a 6-sided or a 12-sided dice. The faces are all the same, the probabilities are adapted accordingly.

The main difference regards the injuries. On a 12-sided dice you have a face for self-injury and another for opponent injury. In a 6-sided dice you have a generic injury face and you'll need to roll the dice again to see if your player got injured (1, 2 or 3) or if your player injured the opponent (4, 5 or 6). So, like we said, both dices are equivalent.

12-SIDED
DICE:



6-SIDED
DICE:





6. Throwing the dice

c. The dice faces explained:



[+2]

Adds two extra points to the skill that you are using.
(ex: Tacking 4, with +2 temporarily becomes 5* - maximum value available)



[+1]

Add one extra points to the skill that you are using.
(example: Your speed is 2, with +1 it temporarily becomes 3)



[side pass]

The player in possession of the ball is forced to pass sideways to a teammate.



[Ø or 4]

Nothing happens, only frustration.



[foul]

Your player fouls his opponent. If it's a free kick or a penalty kick depends on the playing zone. He might also get a card. More info in chapter 7. Fouls and Injuries.



[Injury to own player] - exclusive to 12-sided dice

Your player not only makes a foul but he gets injured in the process and needs to be replaced!



[Injury to opponent] - exclusive to 12-sided dice

Your player not only makes a foul but he injures his opponent. If your player has "temper" of 1 or less, he gets a red card and is expelled. If he has "temper" of 2 or more, he gets a yellow card.



[Injury] - exclusive to 6-sided dice

Your player not only makes a foul but he causes an injury. Roll the dice again: if you get [1], [2] or [3], your player gets injured. [4], [5] or [6] it's the opponent that gets injured. More info in chapter 7. Fouls and Injuries.



7. Fouls and Injuries

Fouls and injuries are both fouls. The only difference is the level of aggressivity. Fouls are common and might give you a yellow card. Injuries are serious and always give you a card (yellow or red) or a serious injury (and substitution). Here is an in-depth explanation:

a. Fouls

When you roll the dice and make a foul (or injure the opposition), a free-kick or a penalty kick is appointed, depending on the zone of the field.

Foul in the attacking zone (your forward fouls a defender): the free-kick should be executed by a defender which can only pass the ball (to the front or to the side, like normal progression rules without running or dribbling options);

Foul in the midfield zone (your midfielder fouls a midfielder): the free-kick can be executed by any player. It can be shot on goal or crossed into the area. See all the info in *chapter 10. Free Kicks*.

Foul in the attacking zone (your defender fouls a forward): penalty kick! It can be executed by any player. It can be shot in strenght or placement. See all the info in *chapter 11. Penalty Kicks*.

b. Cards in Fouls

A normal foul is a simple offense that might give you a yellow card or not. It depends on the temper of your card.

Your player fouls his opponent. 2 things can happen:

1. if your player has **"temper"** of **3 or less**, he gets a **yellow card**.
2. If he has **"temper"** of **4 or more**, he says he is sorry and helps his opponent to get up. **No card is shown**.



7. Fouls and Injuries

c. Injuries

If the dice roll gives you "injury", you are in trouble!

There are 2 types of injuries:

1. **Self-injury**: your player did a foul and was injured. He needs to be replaced;
2. **Injury to opponent**: your player did a foul and injured his opponent. The injured player needs to be replaced.

In a *self-injury* situation, there is no card shown. The injured player is replaced by a substitute and the game restarts with a free-kick or penalty.

In an *injury to opponent* situation, a card is always given:

d. Cards in Injuries

If your player does a severe foul and injures his opponent, he might be expelled. It all depends on his temper:

1. If his "**temper**" is **1 or less**, he will be **expelled** immediately and you will keep playing with only 10 players (or less if you already had a player sent off).
2. If his "**temper**" is **2 or more**, you will only get a **yellow card**.

Note: you should keep track of who is booked by writing on a piece of paper, just like a real referee.

If a player gets 2 yellow cards, he will be expelled from the game.



8. Free kicks and Penalty kicks

a. Free kicks in your defensive zone

If you had the ball with your defender and your opponent did a foul with his forward, you are awarded a free kick in your defensive zone.

Free kicks in the defensive zone can only be performed by defenders, who should **pass** either to the **front** or to the **side**, following the normal progression rules ("passing" skill + role of the dice).

Hint: if your opponent's defenders have terrible passing skills, perhaps making a foul in the attack might force them to make an error...



8. Free kicks and Penalty kicks

b. Free kicks in the midfield zone [shots on goal]

If you had the ball with your midfielder and your opponent did a foul with his midfielder, you are awarded a free kick in your midfield zone. They can be performed by any player and they can be either a **shot on goal** or a **cross to the area**.

Shot on goal:

Do you have a free kick specialist? Well bring him close to the ball! It can be any player from any position. He has 2 alternatives:

1. **Shooting with power: "kicking + power + value of the dice"**
2. **Shooting with placement: "kicking + skill + value of the dice"**

How to defend a direct free kick?

To score a goal from a free kick, the opponent needs to pass your defensive wall and your goalkeeper! So, **defending a free kick is a joint effort between a defender and goalkeeper**, so choose the tallest man to be in the wall and hope for the best!

Defending a free kick: "defender heading skill + goalkeeper gk skill + value of the dice".

Note: You can choose any cards to perform this action (as long as you haven't used them already in this round. After scoring the free-kick, they will be considered used in this round and will be unavailable until the end of the round.



8. Free kicks and Penalty kicks

c. Free kicks in the midfield zone [cross into the area]

If you don't have players with powerful shooting skills but you have very good headers (and someone to pass the ball in their direction), perhaps you should **cross to the area**.

Crossing to the area:

Do you have really good headers? Why not cross the ball and make good use of their centimeters?

Attacking from a free-kick is a collaborative effort between the kicker (card 1) and the header (card 2).

Attacking cross: "card 1 passing skill + card 2 heading skill + value of the dice"

Note: You will need to use 2 cards to perform this action. The good news is that the kicker and the header can be any 2 players (as long as you haven't used them already in this round), so **choose your best player with "passing" skills and your best player with "heading skills"**. Please don't forget that, since you will use them in this situation, they will be unavailable until the end of the round.

How to defend a cross into the area?

Defending a cross into your area is also a **collaborative effort between the defender (card 1) and the goalkeeper (card 2)**.

Defending a cross: "defender heading skill + goalkeeper aerial skill + value of the dice".

Note: to defend a cross you will also need to use 2 cards. One of them is necessarily the goalkeeper. The other one can be any field player (probably the best in "heading"). If you choose to use a midfielder or an attacker, normal rules apply: he needs to be available to be used (he cannot have been used already in this round) and will be unavailable until the end of the round. However, if you use a defender, he's already in his playing zone and it will not count as using the player in that round, meaning you can still use that player after the free-kick and/or you can defend with a defender you already used in this round.



8. Free kicks and Penalty kicks

d. Penalty kicks [Free kicks in your attack zone]

If you had the ball with your attacker and your opponent did a foul with his defender, you are awarded a penalty kick!

Penalty kicks can be performed by any player you want. There are 2 ways to score a penalty kick:

1. **Shooting with power: "kicking + power + value of the dice"**
2. **Shooting with placement: "kicking + skill + value of the dice"**

How to defend a penalty kick?

In the defensive side, only the goalkeeper can try to save a penalty kick.

Saving a penalty kick: "gk skills + one vs one skills + value of the dice"

If the attacking player scores a goal, the game re-starts in midfield. If the goalkeeper saves the shot, the game continues from there.

Note: scoring penalty kicks does not count as using the player in that round, meaning you can still use that player after the penalty kick or you can shoot with a player you already used in this round.



9. Genius Actions

Do you have a superb player? One that, out of the blue, does something amazing and wins the game? Well, that's why the "Genius Actions" exist.

A "Genius Action" can be performed as an alternative to a regular play. For example, instead of passing the ball from the midfielder to the forward, you might want to try the impossible...

Normal rules apply, meaning the player(s) needs to be available and after the play they can only be used again in the following round.

a. The Individual Play:

What is it?

Your midfielder grabs the ball and wants to do something incredible. He will try, in one single play, to pass through the defensive midfielders, the defenders, and get a one-on-one situation versus the goalie.

How to perform?

"Speed + skill + value of dice"

How to defend?

"tackling + power + value of the dice" or

"tackling + speed + value of the dice"

If successful?

your midfielder is now **one-on-one with the opponent goalkeeper;**

If unsuccessful?

Roll the dice: If you get 1 or 2 **your player gets injured**. Any other number and you only lose the ball.

Note: Only midfielders can perform this action. To defend it, both midfielders and defenders can be used.



9. Genius Actions

b. The Terrible Tackle:

What is it?

Your player (**with temper 1 or less**) is furious and tries to injure a direct opponent to remove him from the game.

How to perform?

"Tackle + power + value of the dice"

How to avoid (for the potential victim)?

"Speed + skill + value of the dice"

If successful?

The victim needs to be substituted.

Disciplinary Measures?

It does not matter if you had success or not in this action, you will always have disciplinary measures. To know what, roll the dice:

1. If you get **1 or 2** your player gets **red card** and is expelled.
2. If you get **3 or 4** your player gets a **yellow card**.
3. If you get **5 or 6** your player gets only a **warning**. Lucky him.

Note: this action can only be performed by players with "temper" 1 or less that are in the playing zone of the potential victim – example: if you want to injure a midfielder, you need to do this action also with a midfielder.



9. Genius Actions

c. The Through Ball:

What is it?

Normal passes by midfielders give the ball to the forward, that still need to get past the defense. A “Through Ball” is a **special pass that leaves your forward in a one-on-one situation** versus the opposing goalkeeper. It involves 2 players: player 1, the **passing midfielder**, and player 2, **the forward**.

How to perform?

“Midfielder “passing” + Forward “speed” + roll of the dice”

How to defend?

“Defender tackling + speed + roll of the dice”

If successful?

Your forward is one-on-one versus the goalkeeper.

If unsuccessful?

Roll the dice: If you get **1 or 2**, your attacker thinks he was fouled, complains to the referee and gets a **yellow card**.

Note: you can only make this play by using 1 midfielder and 1 attacker that are available (haven't played before in this round). After this play, they will both be unavailable until the end of the round (if the forward received the ball with success he must finish the play first). To defend this action, you need to use a defender.



10. Tiebreakers

Kampion is a game made of clashes and confrontations: attackers versus defenders, attacking midfielders versus defensive midfielders... so ties are common. **A tie is when both players have the same skill** (example: speed 3). How to solve a tie?

1. The player with **higher OFFENSIVE / DEFENSIVE level wins**. The player that is attacking should use his OFFENSIVE level, while the player that is defending should use his DEFENSIVE level. Biggest value wins the tie. However, in the unlikely case of the tie remaining:
2. The player with **more "power" keeps the ball**; If a tie remains:
3. The **player that has ball possession keeps it but can only pass the ball to a player in the same playing zone** (for example, if you are a forward with the ball that is tied in "speed" with a defender, and you both have equal "power", then you can only pass the ball to another forward).
4. If no more players are available in that position (for example you have only 2 forwards and you already used one to defend and the other one to attack), you either **have a player with 2 positions that can play in this zone** (for example MD/FW), in which case he comes in your support, **or you need to play back** (if you were in the attack zone you have to pass to the midfield and, since you have no more available attackers, your only next possible measure is to use the midfielder to shoot on goal from far away).



11. Substitutions

There are several reasons for making a substitution. Your player is injured. Your player has a yellow card and you're afraid he'll be expelled. You are losing and you want to change your tactics and add a forward. You are winning and you want to put an extra defender.

Whatever the case, there are only 2 rules:

1. you can only make **3 substitutions** during the whole game duration;
2. you can only make a substitution **after the round is finished**.



12. Special attributes

Have you noticed that some players have a small box beneath their skills? The application of the special attributes is specific to each of them. Here are a few:

Can injure one random opponent. Gets expelled

What is it?

The ability to injure one of your opponents. Is there a player from the opposition that is playing too well? Why not take him out? Of course, your player will be out too, but isn't that a small price to pay?

You can injure a random opponent before the game starts or a specific opponent during the game.

How to use it?

Unlike the "Terrible Tackle" genius action, where you can only injure an opponent in your playing zone, this special attribute has no restrictions: **it can be used at any point in the game and against any card.**

1. If you use it before the game starts, you can injure a random card, not a specific one, meaning your opponent will face his cards down and you can select one at chance. In this occasion your player will not be expelled, he will be suspended, meaning you cannot use him in the game but you can play with 11 players (just replace him with one of your 4 reserve cards).
2. If you use it during the game to injure a specific card, then your card is expelled and you keep playing with 10 players.

Tip: while using this attribute, perform evil laugh.



12. Special attributes

Can be exchanged with a random opponent card

What is it?

Your opponent probably has some awesome cards. A very talented attacking midfielder, for example. Why not risk your luck and try to exchange this card for one of your opponent?

How to use it?

You cannot steal a specific card from your opponent. But you can try. Before the game starts, while your opponent has his cards faced down (during the "injury stage" for example), you can choose to change your card for one of your opponent's card. Pick one random card, it will now be on your team. Your card with this special attribute will now be a part of your opponent's team. He cannot use the special attribute.

Always wins against the [card name] card

What is it?

Like superman and kryptonite, this card is important to stop an opponent's card. He will defeat him in any challenge, no matter the skills involved.

How to use it?

Whenever your opponent uses his card, you can use your card with special attribute, which will immediately win the challenge.

1. You can use it as many times as you want if both players are in the same playing zone (example: defender versus attacker).
2. You can use it **one time only** to stop a player anywhere in the field (example: defender versus midfielder).



13. Continuation Plays

In most cases, like previously explained in 3. *Basic Gameplay rules*, you can only use each card one time per round, meaning if you used a player to attack, you cannot use him next in defense (or vice-versa if you defend first).

However there are some specific situations where a player can play twice (or even more) in the same round:

1. **If you passed your opposition by running or dribbling**, you keep the ball possession and, therefore, play again with the same player. If you successfully pass the opposition a second time by running or dribbling, you can even play three times in the same round. However this is very unlikely as a player out of position loses 1 skill point.
2. **If you recovered the ball while defending**, the player that defended will play immediately again, in attack.
3. **If you were part of a “Through Ball” Genius action**, as a forward. You were part of the play (as receiver of the ball) and continue with the ball possession, one-on-one versus the goalkeeper.
4. **If you are a defender defending a cross to the area free kick**. In this situation, defenders benefit from this immunity because it's a cross into their playing zone. So, if you used a defender already in this round, you can use him again to defend the cross. If you used him to defend the cross, you can re-use him during this round.



14. Double Position Cards

Cards with 2 playing positions can be a great asset! Here are a few examples where they are useful:

1. **You can change your tactic without making a substitution.** You can only change the tactic in the beginning of the round and need to tell it to your opponent.
2. Normally, when you advance by dribbling or running, your player is left out of position and gets 1 point removed from his skills (for example a defender in midfield). With double position cards that does not happen. **If your player left his zone to a new zone where he can still play, he retains his original skill points** (for example a defender that went up to the midfield but has DF/MD double position).
3. **In case you need to pass sideways** (because of a tie or roll of the dice) **and you have no more players available in that playing zone**, if you have a double-position card that can play in that position, he can be moved. Your tactic will consequently change and you can only change it back in the next round. (Example: your forward has the ball and needs to pass sideways but there is no more forwards left; If you have a player in midfield that is MF/FW, you can bring him forward if he is still available to play. He will now be a forward and you can only bring him back to midfield at the end of the round).



ANNEXES

Next you can find annex 1 and 2. Annex 3 (matrix of plays), annex 4 (dice faces for print) and annex 5 (the football field) are in separate documents.



ANNEX 1: INTRO TO TACTICS

Your tactic depends on 2 things: your strategy and your cards.

Are you super old school? From the time of the 2-3-5 tactic? Or do you prefer the italian catenaccio, using 5 defenders to build up an iron wall?

If you prefer to control the game, tiki-taka style, then you should probably over-populate your midfield.

We recommend you start out simple (4-4-2 for example). From there, you will see which strategy you find more effective or fun and you will adapt and evolve.

The amount of cards you draw from each stack depends on your strategic needs and the playing style you prefer.

If you like a defensive style of play, you should probably get a good number of defenders.

However, luck is an important factor: you can select the number of players for each position but not the player's quality, so many defenders don't necessarily mean a strong defense.

You might also only draw 2 forwards but get really lucky and they are both incredible. This might require you to re-think your style.

Even during gameplay, if your tactic is not working, be ready to read the game and adapt accordingly!







Like any good football coach, you need to be ready to adapt your style! So, be open to changes, to play according to the players you were dealt! If you have defenders with great passing abilities and a weak midfield, why not try a long ball strategy, leaving only defensive midfielders on your middle line?

Are you a tactical mastermind?



ANNEX 2: DICE CONVERSION TABLE

In case you have a **6-sided** dice and don't want to glue anything, here is a conversion table to help you know which actions correspond to each face. Just print it and have it by your side while playing.

FACE	ACTION	EXPLANATION
6		Adds two extra points to the skill that you are using. (ex: Tacking 4, with +2 temporarily becomes 5* - maximum value available)
5		Add one extra points to the skill that you are using. (example: Your speed is 2, with +1 it temporarily becomes 3)
4		The player in possession of the ball is forced to pass sideways to a teammate.
3		Nothing happens, only frustration.
2		Your player fouls his opponent. If it's a free kick or a penalty kick depends on the playing zone. He might also get a card. More info in chapter 7. Fouls and Injuries.
1		Your player not only makes a foul but he causes an injury. Roll the dice again: if you get [1], [2] or [3], your player gets injured. [4], [5] or [6] it's the opponent that gets injured. More info in chapter 7. Fouls and Injuries.



ANNEX 2: DICE CONVERSION TABLE

Same thing for the **12-sided** dice:

FACE	ACTION	NUMBER	EXPLANATION
12		6	Adds two extra points to the skill that you are using.
11		6	(ex: Tacking 4, with +2 temporarily becomes 5* - maximum value available)
10		5	Add one extra points to the skill that you are using. (example: Your speed is 2, with +1 it temporarily becomes 3)
9		5	
8		4	
7		4	Nothing happens, only frustration.
6		3	The player in possession of the ball is forced to pass sideways to a teammate.
5		3	
4		2	Your player fouls his opponent. If it's a free kick or a penalty kick depends on the playing zone. He might also get a card. More info in chapter 7. Fouls and Injuries.
3		2	
2		1	Your player not only makes a foul but he injures his opponent. If your player has "temper" of 1 or less, he gets a red card and is expelled. If he has "temper" of 2 or more, he gets a yellow card.
1		1	Your player not only makes a foul but he causes an injury. Roll the dice again: if you get [1], [2] or [3], your player gets injured. [4], [5] or [6] it's the opponent that gets injured. More info in chapter 7.

★ GAME OF CARDS ★

KAMPION

THE FOOTBALL TALENT PROJECT



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