

★ GAME OF CARDS ★

# KAMPION

THE FOOTBALL TALENT PROJECT



RULEBOOK  
V 1.04



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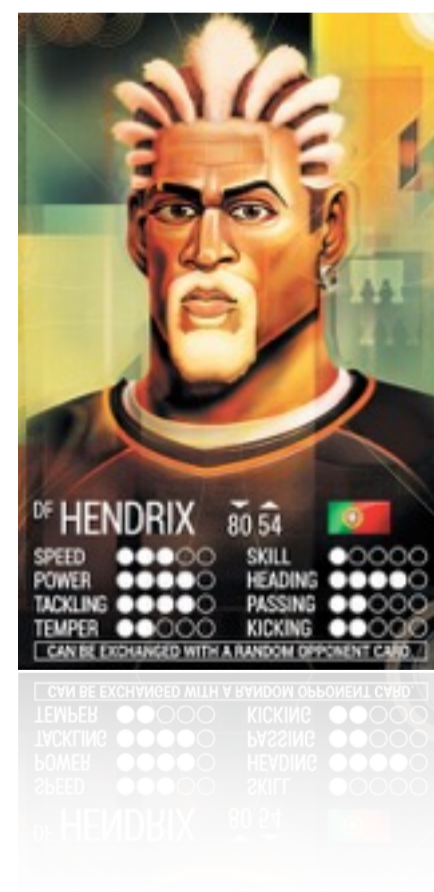
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# INTRO

Hi there and thank you for downloading the rulebook.

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

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.

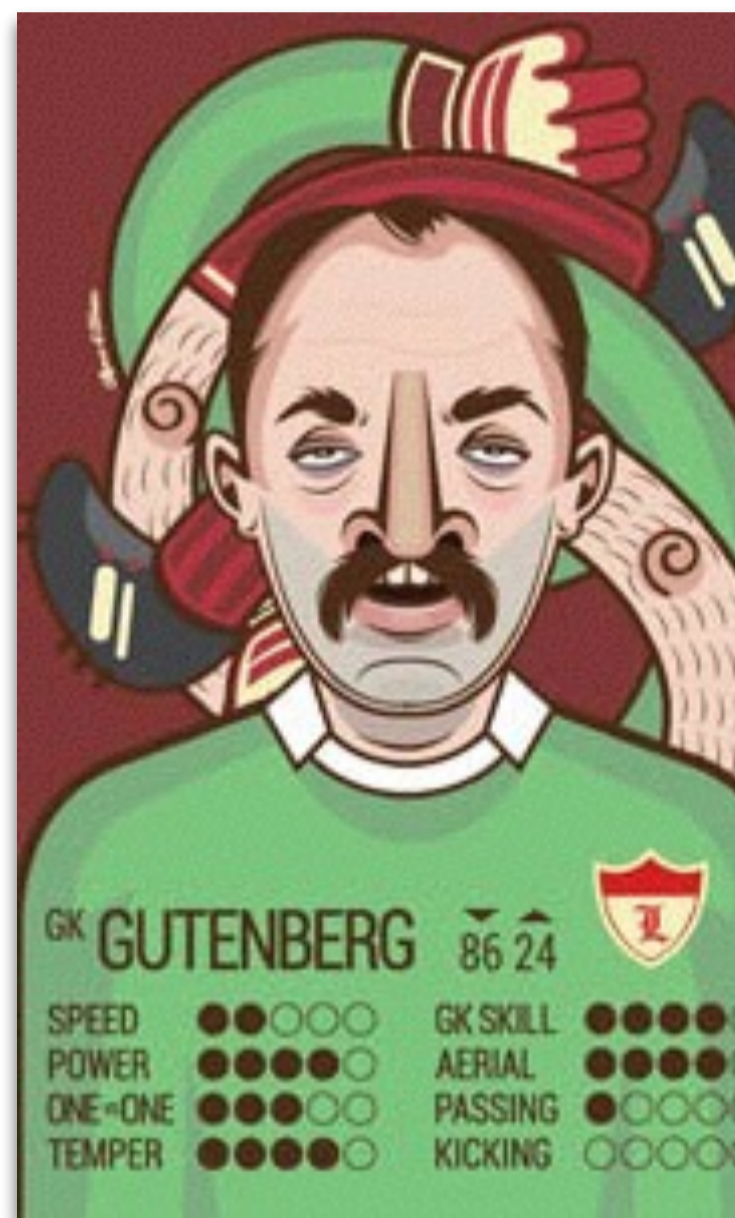
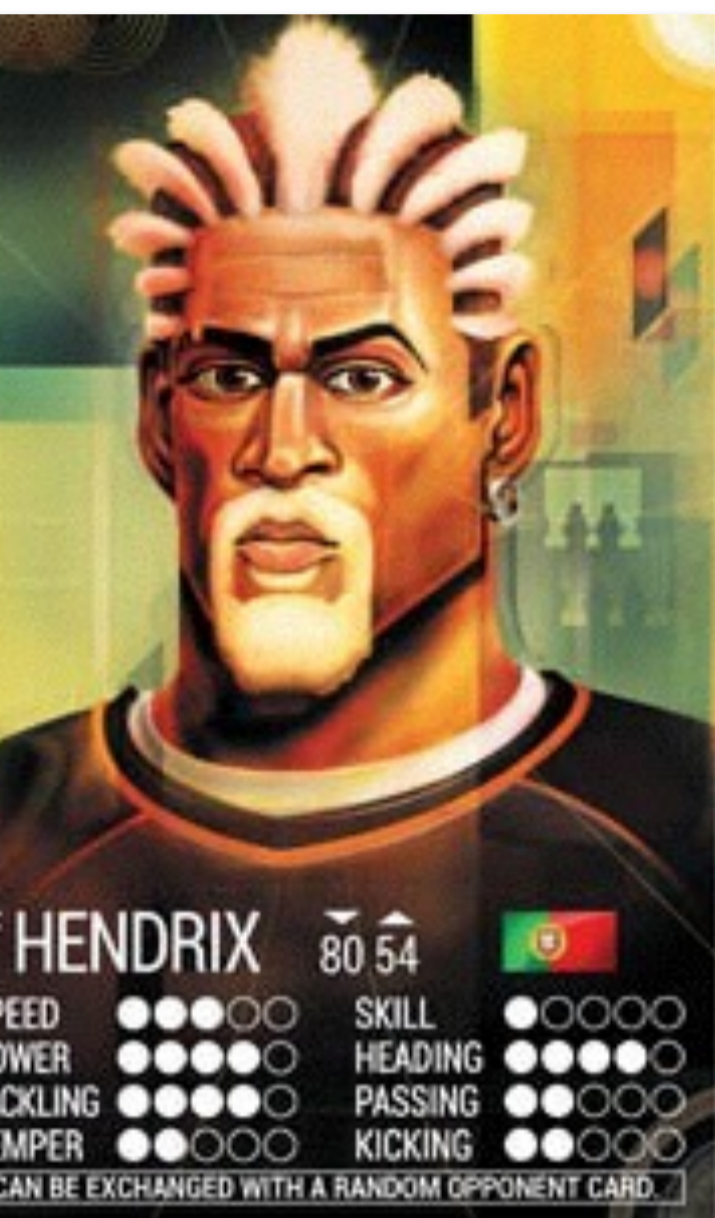
Speed, Power, Temper, Passing and Kicking remain unaltered. All the other ones are compared to it's corresponding value, meaning if one player choses "Skill 4" as an attribute, if your card is a goalkeeper your corresponding value is "GK skill 4".

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

"Heading" corresponding value is "Aerial".

# GAME MODES

How to play with the cards?



The game mode for you depends on your age and skill.  
The most used game modes are:

**For Kids Under 10 - Evolution Game Mode.**

**For Kids and everyone else Over 10 - Revolution Light Game Mode.**

These are simple, fun and fast game modes.

But there are more. Also, if you have a new and fun way to play with our cards, get in contact with us and explain your game mode!



# TRADITIONAL GAME MODE

At one point or another in your life you probably played a top trumps game, even if you don't know it. That is what we call the traditional game mode.

It's a battle-based, simple and fun game mode, accessible to all.

**Recommended for ages 6 and up.**



Top trumps have been around since the 1970's!

Here are its basic rules:

1. The game is played by two or more players.
2. The objective is to win all the cards.
3. All the cards are dealt as equally as possible to the players.
4. Each player has his cards face-down in a stack so that no one can see the next card.
5. At the start of each round, each player gets one card from his own stack (not showing to their opponents).
6. The player that plays first chooses one attribute and everyone reads out loud the value of that attribute on their card. Whoever has the highest value wins all the cards in play, collects them and places them at the bottom of his stack.
7. In case of a tie, all players place their cards in the middle of the table and play a new round; In this new round, all the players need to use the same attribute as in the previous round. Whoever wins this new round wins also all the cards in the middle of the table.



8. Whoever won the last round gets to choose the attribute in the new round.

9. This system continues for as long as it takes until players drop out of the game when they run out of cards. Whoever gets all the cards at the end, wins!

10. This is an optional rule: a player that has three or fewer cards left on his deck can look at all of his cards and choose which one he wants to play.

Warning: this increases significantly the length of the game.



This is the simplest game mode. You split the cards between all players then get 1 card at a time from your deck. One player chooses an attribute and says it out loud. In this case you should probably say: "skill 5\*". If you win, you get your opponent card and play again next. The game ends when one player has all the cards.



# EVOLUTION GAME MODE

Evolution is what happened when we grabbed the traditional game mode and added some turbo power. It has more strategy, making it more exciting and less predictable.

**Recommended for ages 9 and up.**



Very similar to the traditional game mode, but with some crucial changes. Here are the rules:

1. The game is played by two or more players and the objective is to win all the cards.

2. All the cards are dealt as equally as possible to the players.

3. Each player has his cards face-down in a stack so that no one can see the next card.

4. At the start of each round, instead of one, now each player gets **three cards** from his respective stack (not showing to their opponents). All three cards have to be used before going back to the stack to get 3 new cards.

6. The first player chooses one of his 3 available cards and, from that card, he picks an attribute and reads it out loud. The other players don't need to pick one card, they can select the card they prefer to use after hearing the play of player 1.

Tip: if you are not player 1, and you cannot win this round, you can choose to give your weakest card to your opponent (if you have more than 1 card in your hand, of course).

7. Whoever has the highest value wins all the 3 cards in play, collects them and places them at the bottom of his stack.



8. One card has been played, now all players have 2 cards in their hands; The winner of the last round selects the attribute for the new round; The same thing happens in the next round. After these 3 rounds, all players have zero cards and should get 3 more cards from their stacks!

9. In case of a tie, all players place their current card in the middle of the table and play a new round; In this new round, all the players need to use the same attribute as in the previous round. Whoever wins this new round wins also all the cards in the middle of the table.

10. This system continues for as long as it takes until players drop out of the game when they run out of cards. Whoever gets all the cards at the end, wins!

11. Risk rule (optional):

***The bigger the risk you take, the bigger the potential reward.***

If you select an attribute with an intermediate value and win, you will get not only your opponent's current card, but also their next card!

What is an intermediate value?

In the playing skills, 3 or less;

In the OFF/DEF capacity, 75 or less.

Tip: Risk plays are most likely to succeed if your opponent has only one card left on his hand (and not all three).



## 10. Special attributes:

Not all special attributes can be used in Evolution (some are exclusive to the Revolution game mode), but feel free to use them as you wish. Exchange attributes and automatic wins attributes can be easily used in this game mode.



This game mode is like the first one but instead of getting only 1 card from your deck, you get 3. So now you need to choose, from the 3 cards, which one you want to use first. This gives the game more strategy as you need to think carefully about the sequence in which you play your cards. If your opponent plays first and he chooses an attribute you cannot defeat, you can choose to give him your weakest card!



# REVOLUTION LIGHT GAME MODE

*BETA VERSION*

Is Evolution too soft for you?  
Then why not try Revolution Light?  
The perfect mix between cards and football.

*Recommended for ages 13 and up.*



## 1. Intro

In Revolution Light your objective is simple: To defeat your opponent 4 times in a row to score a goal. Sounds pretty simple right? You'll soon find out it's not that easy!





## 2. Setting up the game

### a. Number of Players:

Revolution light is made to be played one-on-one. So, if you are more than 2 players, you should probably make a tournament.

### b. The Draft:

Split the cards into two separate stacks, faced down: One with all defensive players (goalkeepers and defenders) and another one with all offensive players (midfielders and forwards).

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

Each player takes out 24 cards as he/she sees fit (if you want to take 24 cards from the offensive stack, feel free).

### c. The Injuries (optional):

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

Your opponent will injure 4 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 4 of your 24 cards. Those 4 cards are out of play. Next, you do the same to him.

At the end of the "injury stage", both players should have a 20-card squad.

Tip: The injures are not fundamental for the game, but they are very fun. Imagine injuring the best player of your opponent's team...



## 3. Basic Gameplay Rules

### a. Shuffle your cards.

You have 2 piles. One of offensive and one of defensive cards. Shuffle your cards before any round and pick 4 random cards to attack and 4 cards to defend.

One important thing: your 4 cards to attack don't need to be 4 offensive cards. The same thing applies to the defensive cards. If you wish, you can attack with 3 offensive cards and 1 defensive card. If you want, you can even attack with 4 defenders - however it is unlikely that you'll score a goal!

### b. The rounds.

Now that you have your decks of cards, let's see how to play.

Each game is made of rounds. In each round, both players attack and defend one time.

So let's start the round: the first player attacks and will try to score a goal, while the second player defends and tries to get the ball back.

How can you score a goal? Good question.



### 3. Basic Gameplay Rules

#### c. How to score a goal?

The objective is to score a goal, and to score a goal you need to defeat your opponent 4 times in a row! But how?

Pick one of your cards and select one attribute. Say it out loud (for example, skill 5). If you win, you continue playing. Your goal is to use your 4 cards to defeat your opponent's 4 cards. If you lose, it's your opponent's turn to attack and you will be on defense.

You can defeat your opponent with any of the offensive skills:

If Player 1 attacks with...	Player 2 defends with...
<i>Speed</i>	<i>Speed</i>
<i>Power</i>	<i>Power</i>
<i>Skill</i>	<i>Tackling (One vs One)</i>
<i>Heading</i>	<i>Heading (Aerial)</i>
<i>Passing</i>	<i>Power or Tacking (One vs One)</i>
<i>Kicking</i>	<i>Power or Tacking (One vs One)</i>



### 3. Basic Gameplay Rules

#### **d. A tie. Now what?**

Your cards are tied? That's not uncommon. How to decide who wins?

In case of a tie, temper decides: the player with better temper wins (because he can keep his concentration and win the challenge).

If they are still tied, the Offensive / Defensive levels decide!

If they are still tied (highly unlikely but possible), then each player needs to get an extra card to decide who wins!

#### **e. Is the game almost over and you need to go all on attack?**

You can go all out on attack if you want. This means getting 5 offensive cards and only 3 defensive. Why?

With 5 offensive cards, you get a better chance of scoring a goal because you have 1 extra card to choose from. The rules are still the same: you only need to defeat your opponent 4 times. So your weakest card will not be needed.

However, when you attack with 5, you leave more space on defense, because you will only defend with 3. This means that your opponent will only need to defeat you 3 times, because his fourth card doesn't have an opponent and wins automatically.

This is risky but, if you are losing and need to take a chance...



### 3. Basic Gameplay Rules

#### **f. Next round.**

After both players attacked and defended once, the cards on their hands go back to the respective piles, they are reshuffled and the players pick 4 new attacking and defensive cards, for the new round.

If you want more rotation between the cards, you can leave the cards you just used on the side, making sure there are new cards for this new round.

#### **g. Who wins?**

You need to decide how you want the game to end. It can depend on minutes played (for example 10min) or goals scored (for example first one to 3 goals).



### 3. Basic Gameplay Rules

#### g. Special attributes.

You probably noticed some cards have special attributes. You can use them in this game mode!

##### **[Can injure one random opponent. Gets expelled]**

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 the game?

If your opponent uses a very good card and you have a card with this attribute in your hand, you can use it to get him out of the game. Your card will be out too, but isn't that a small price to pay?

When this happens, your opponent doesn't lose his turn: both players get an extra player to have, again, 4 cards in their hand, and the game continues as normal.

##### **[Can be exchanged with a random opponent card]**

This attribute can only be used before the game starts.

##### **[Always wins against the \*card name\* card]**

This attribute is very rare but useful!



This game mode is exciting. Here you can see my 2 stacks, facing down: the defensive cards on the left, and offensive cards on the right.

For this round, I've decided to attack with 3 offensive cards and 1 defensive cards (because they have good power and speed).

Now I'm looking at my cards and thinking: "which card should I play first?"

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