

KING OF FOOTBALL (PnP)

WHAT DO YOU NEED?

11 DICE AND A PRINTER. PREFERABLY ALSO A WAY TO LAMINATE PAPER AND TWO NON-PERMANENT PENCILS WITH DIFFERENT COLORS.

PREPARATIONS?

THIS GAME IS A ROLL & WRITE (& ERASE) GAME. SO YOU SHOULD PRINT THE PDF, CUT IT INTO TWO FIELD HALVES AND A SCOREBOARD AND FIND A WAY TO COVER IT WITH PLASTIC FOIL SO YOU CAN WRITE WITH YOUR NON-PERMANENT PENCILS ON IT. IF YOU HAVE ONLY PENCILS IN ONE COLOR, FIND A WAY TO DIFFERENTIATE THE NUMBERS E.G. BY USING ROMAN NUMBERS OR DOTS INSTEAD OF THE SECOND COLOR.

HOW TO PLAY?

THE GAME IS PLAYED IN **9 ROUNDS** REPRESENTING 90 MINUTES. IN EACH ROUND YOU WILL ROLL THE 11 DICE AND ALTERNATING PLAYERS SELECT A DIE/ 2 DICE UNTIL THERE ARE NONE LEFT (TEAM BUILDING-PHASE). DURING PLAY-PHASE DOMINANCE IN 3 AREAS IS CALCULATED AND THIS RESULTS IN A SCORING CHANCE.

TEAM BUILDING-PHASE

11 DICE ARE ROLLED AND BOTH PLAYERS **SWITCH THE COLORED PENCILS**. IN TURNS BOTH PLAYER SELECT 1 OR 2 DICE AND WRITE THE NUMBERS IN ANY EMPTY SQUARE ON THEIR SIDE OF THE FIELD. REMOVE THOSE DICE FROM PLAY.

PLAYERS CAN EITHER TAKE 1 DIE OR TAKE 2 DICE WITH A TOTAL VALUE OF 5 OR LESS.

ARE THERE ALREADY **11 NUMBERS** ON THE FIELD, THE NEXT NUMBER MUST BE WRITTEN **ON THE BENCH**. IN THE UNLIKELY EVENT THAT THE BENCH IS FULL NO DICE CAN BE CHOSEN.

AT THE START OF THE GAME THE TEAM BUILDING PHASE IS REPEATED A SECOND TIME (WITH A DIFFERENT COLOR PENCIL) BEFORE MOVING ON TO THE PLAY-PHASE. THE START PLAYER ALTERNATES DURING THIS SET-UP. LATER IN THE GAME THE START PLAYER WILL BE DETERMINED BY MIDFIELD DOMINANCE.

PLAY PHASE

FOR EACH OF THE 3 BOXES (2 WINGS AND MIDFIELD) **DOMINANCE** IS DETERMINED BY ADDING UP ALL NUMBERS INSIDE THE BOX AND COMPARING BOTH TEAMS. THE DOMINANT TEAM (THE HIGHEST TOTAL VALUE) WILL CREATE A CHANCE TO SCORE. THE OTHER TEAM WILL DEFEND. IF NO TEAM IS DOMINANT, NO CHANCE IS CREATED FROM THAT AREA THIS ROUND.

THE EDGE OF EACH BOX MAKES CLEAR WHICH ONES SHOULD BE COMPARED TO EACH OTHER. IT DOESN'T MATTER IN WHICH ORDER YOU DETERMINE DOMINANCE WITHIN THE 3 BOXES, JUST MAINTAIN THE SAME ORDER EACH ROUND TO AVOID CONFUSION.

CHANCE TO SCORE

SCORING IS ALMOST NEVER A CERTAINTY! YOU HAVE TO COMPARE THE ATTACKING STRENGTH WITH THE DEFENDING STRENGTH. THE DOMINANT TEAM ADDS UP ALL NUMBERS IN THE RED (ATTACKING) SQUARES. THE DEFENDER ADDS UP ALL NUMBERS IN GREEN SQUARES. BUT IN ADDITION BOTH TEAMS

CAN THROW UP TO 5 DICE. THE **NUMBER OF DICE DEPENDS ON THE BIGGEST SET OF SAME NUMBERS IN THE RED/GREEN SQUARES.**

FOR EXAMPLE: IF THE DOMINANT PLAYER HAS TWO 4'S AND A 6, HE CAN THROW 2 DICE IN ADDITION TO THE VALUE OF 14 HE ALREADY HAS. BUT IF THE DEFENDER HAS FOUR 1'S AND A 2, HE CAN THROW 4 DICE IN ADDITION TO THE VALUE OF 6 HE HAS. IN CASE OF A TIE, THE DEFENDER HAS THE ADVANTAGE. CHANGE THE SCOREBOARD WHEN THE DOMINANT PLAYER HAS A HIGHER TOTAL VALUE.

THE **GOALKEEPER** (YELLOW SQUARE) IS NOT ADDED, INSTEAD, DURING EACH ATTACK ONE ATTACKING DIE CAN BE ELIMINATED IF THE VALUE IS **EQUAL TO OR LOWER THAN THE VALUE IN THE YELLOW SQUARE.** YOU WILL MOST CERTAINLY CHOSE THE HIGHEST VALUE THAT DOESN'T EXCEED THE VALUE IN THE YELLOW SQUARE.

BENCH PLAYERS CAN SUBSTITUTE ANY NUMBER ON THE FIELD BEFORE DOING THE CALCULATION OF DOMINANCE OR BEFORE YOU ROLL FOR A CHANCE TO SCORE. YOU CAN CHANGE AS MANY TIMES AS YOU LIKE AS LONG THERE ARE STILL NUMBERS ON THE BENCH. NUMBERS ON THE FIELD ARE ERASED AND NOT REWRITTEN ON THE BENCH.

NEXT ROUND

THE DOMINANT MIDFIELD PLAYER WILL START THE NEXT ROUND. IF NONE IS DOMINANT. THE PLAYER WITH THE HIGHEST NUMBER (OR SECOND HIGHEST NUMBER IN CASE OF A TIE) WITHIN THE MIDFIELD WILL START NEXT ROUND. IF THE NUMBERS ARE ALL THE SAME THEN THE PLAYER WITH THE LEAST NUMBERS WRITTEN ON HIS SHEET, WILL START. STILL UNDECIDED? DETERMINE START PLAYER FOR NEXT ROUND BY CHANCE (THROW A DIE).

ERASE ALL NUMBERS ON THE FIELD WITH THE SAME COLOR AS THE PENCIL YOU ARE ABOUT TO GET BEFORE YOU START SELECTING DICE. BENCH PLAYERS ARE ONLY ERASED WHEN THEY ARE USED AS SUBSTITUTION.

AFTER 9 ROUNDS THE SCOREBOARD WILL DETERMINE THE WINNER. TO SPICE UP THE NEXT GAME, BOTH PLAYERS CAN CHOOSE A POWER BASED ON IF THEY WON OR LOST THIS GAME. IN CASE OF A DRAW CHOOSE ANY POWER.

THE SQUARE VALUES SHOULD BE VISIBLE DURING THE WHOLE GAME BUT YOU CAN TRY A VARIANT IN WHICH YOU HIDE THEM DURING THE TEAM BUILDING PHASE TO DECREASE PREDICTABILITY.

WINNING POWERS:

1. **STAR PLAYER:** MARK ONE SQUARE (EXCEPT FOR THE 4 IN THE CORNERS) AS YOUR STAR PLAYER. EACH TIME YOU WANT TO WRITE A NUMBER IN THAT SQUARE IT DOUBLES IMMEDIATELY.
2. **TALENTED PLAYER:** MARK ONE OF YOUR SQUARES AS YOUR TALENTED PLAYER. EACH TIME YOU WANT TO WRITE A NUMBER THERE YOU ADD EXACTLY 2 TO THAT NUMBER IMMEDIATELY.
3. **DRIBBLE CHAMPION:** MARK ONE ATTACKING SQUARE AS YOUR DRIBBLE CHAMPION. EACH TIME YOU ATTACK AND THIS SQUARE CONTAINS A NUMBER HIGHER THAN 4. ADD 3 DIE TO YOUR ATTACK.
4. **DEFENSIVE WALL:** MARK ONE DEFENDING SQUARE AS YOUR DEFENSIVE WALL. EACH TIME YOU DEFEND AND THIS SQUARE CONTAINS A NUMBER HIGHER THAN 4. ADD 3 TO YOUR DEFENSE.

LOSING POWERS:

1. **UNDERDOG:** YOUR OPPONENT DOES NOT THINK HIGHLY OF YOU AND IS UNDERMOTIVATED. AT THE START OF THE GAME, BEFORE HE MARKS ANY SQUARE, PUT AN X IN 2 SQUARES. THEY CANNOT BE USED DURING THE GAME.
2. **COUNTER:** EACH TIME YOU SUCCESSFULLY BLOCK AN ATTACK, DRAW A STRAIGHT LINE ON YOUR SHEET BETWEEN THE GOAL-KEEPER (OR THE LAST SQUARE THE LINE ENDED) AND ANOTHER SQUARE. AFTER YOU DRAW YOUR THIRD LINE, THAT PLAYER (THE SQUARE YOU ENDED WITH) WILL HAVE A ONE ON ONE WITH THE KEEPER: BOTH THROW 1 DICE AND ADD THE RESULT TO THE SQUARE'S VALUE. IF THE COUNTERING PLAYER HAS A HIGHER RESULT THAN THE DEFENDING GOALKEEPER, IT'S A GOAL. EITHER WAY, ERASE ALL 3 LINES NEXT AND START OVER. (EXPANSION: GAIN 1 CONFIDENCE IF YOUR DEFENSE IS TWICE AS HIGH AS THE OPPONENT'S ATTACK).
3. **TEAM PLAY:** EACH TIME YOU TAKE A DICE WITH A VALUE OF 3 OR LOWER AND WRITE IT ON YOUR SHEET (NOT THE BENCH), DRAW A STRAIGHT LINE BETWEEN THAT SQUARE AND ANOTHER (DIFFERENT LINES CANNOT CROSS EACH OTHER). DURING CALCULATIONS, FOR EACH LINE CONNECTING ONE OF THE SQUARES INVOLVED IN CALCULATIONS WITH A SQUARE WITH A HIGHER VALUE, ADD 1 TO THE RESULT.
4. **LUCKY GOALIE:** IN ADDITION TO THE NORMALLY CANCELLED DIE BY YOUR GOALKEEPER, HE CAN CANCEL ALL DIE WITH THAT SAME NUMBER CHOSEN.

EXPANSION MODULES

A. REFEREE MODULE

ADD TWO DISTINCTIVE DICE (ANOTHER COLOR OR ANOTHER THROW) TO THE 11 DICE TO CHOOSE FROM. PLAYERS CAN **PICK EXACTLY ONE** OF THESE **INSTEAD OF** PICKING ONE OR TWO REGULAR DICE ON A TURN DURING TEAM BUILDING PHASE. WRITE DOWN THE NUMBER IN THE YELLOW REFEREE FIELD ON YOUR SIDE OF THE SCORE OR ALTERNATIVELY ON YOUR BENCH IF THERE IS AN EMPTY SQUARE LEFT.

EACH TIME YOUR OPPONENT DEFENDS AND **ALL DICE** THROWN ARE **BELOW YOUR REFEREE NUMBER** HE WILL BE PENALIZED. HE MUST GIVE ONE SQUARE A **YELLOW CARD** (= **MINUS ONE**). IT MUST BE A SQUARE AT THE SIDE WERE THE ATTACK TOOK PLACE (MEANING, LEFT SIDE, CENTER OR RIGHT SIDE OF THE FIELD). TWO YELLOW CARD IN THE SAME SQUARE MEANS A **RED CARD** (= **MINUS FIVE**). CARDS ARE **NOT ERASED** WHEN A NEXT ROUND COMES AROUND. ONLY WHEN YOU REPLACE THE NUMBER IN A SQUARE WITH A YELLOW CARD WITH A NUMBER ON YOUR BENCH YOU ARE ALLOWED TO ERASE THAT YELLOW CARD.

WHEN CALCULATING DOMINANCE, ATTACKING STRENGTH OR DEFENDING STRENGTH YOU **SUBTRACT ALL YELLOW/RED CARDS IN THAT AREA (EVEN FROM EMPTY SQUARES) FROM THE TOTAL NUMBER**. SETS OF EQUAL NUMBERS STILL COUNT FOR THE NUMBER OF DICE USED DESPITE CARDS.

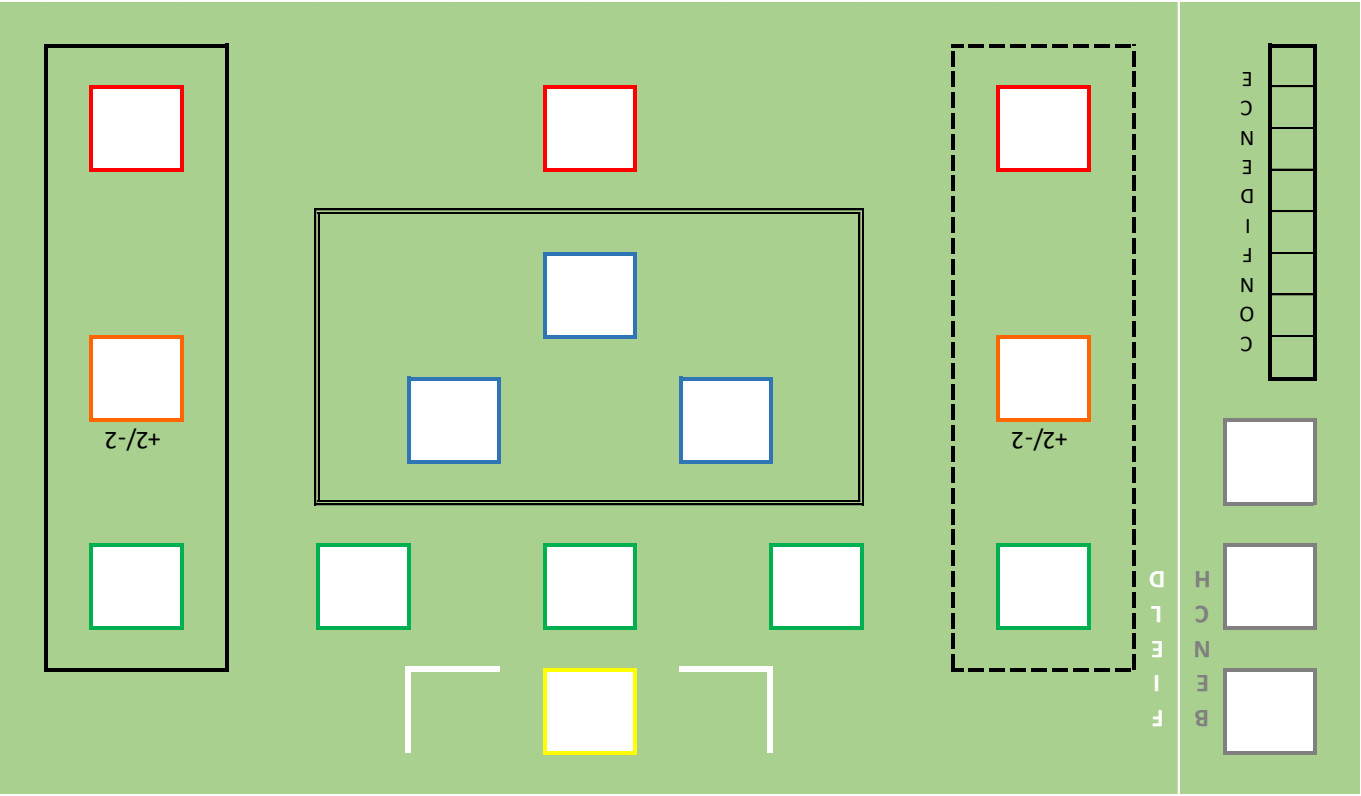
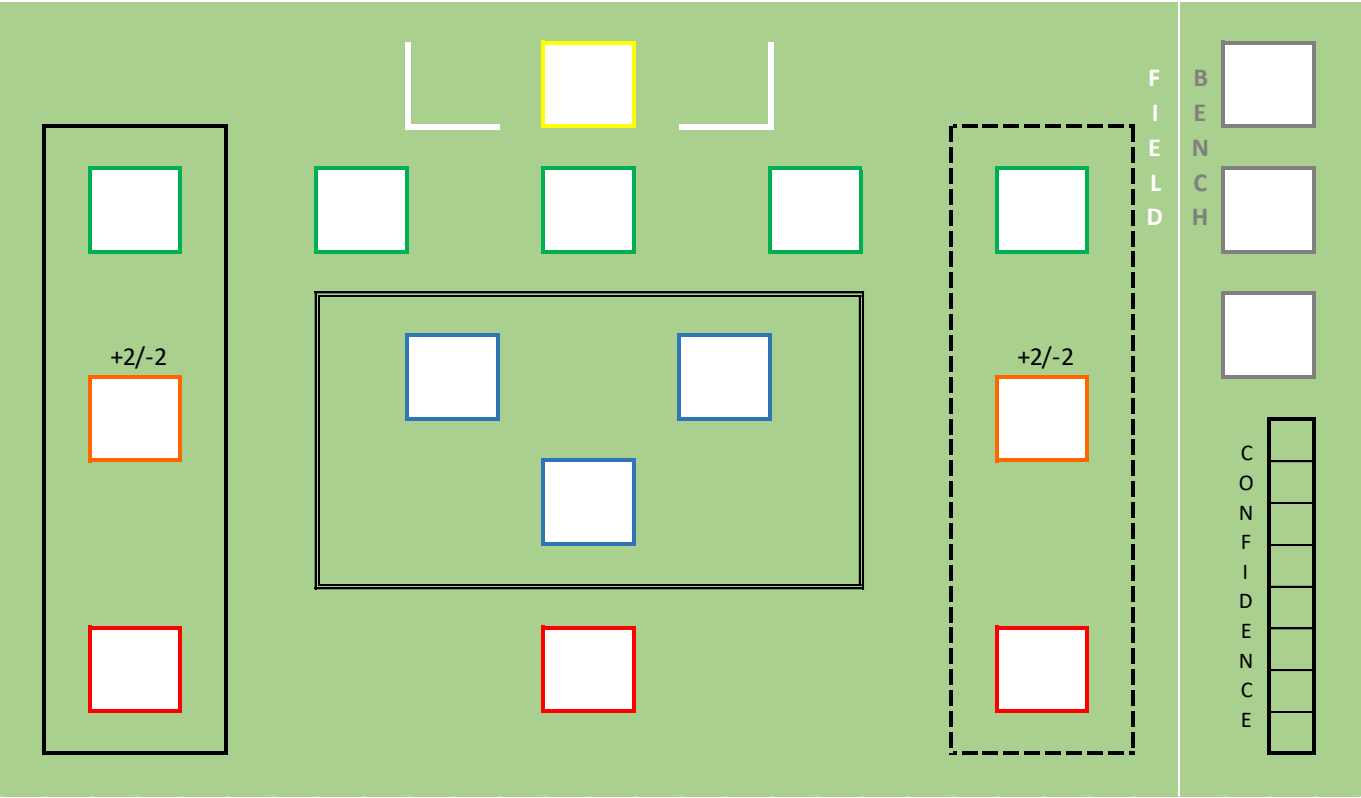
B. WINGMAN

THERE ARE TWO ORANGE SQUARES CALLED WINGMEN. WHICHEVER NUMBER IS HIGHER GETS A PLUS TWO BONUS DURING CALCULATIONS OF DOMINANCE (EVEN IF THERE IS NO NUMBER IN ONE SQUARE). THAT ALSO MEANS THAT THE OTHER WING DOES GET A MINUS TWO PUNISHMENT EVEN IF THE WINGMAN SQUARE IS EMPTY.

ARE BOTH WINGS EQUAL AND NOT ZERO THEY BOTH GET A PLUS TWO BONUS.

C. CONFIDENCE

EACH TIME YOU OBTAIN DOMINANCE WITHOUT SCORING **OR** YOUR DEFENSE IS AT LEAST TWICE AS MUCH AS THE ATTACKING STRENGTH, YOU GAIN 1 CONFIDENCE. CONFIDENCE CAN LATER BE USED TO RAISE THE TOTAL OF DOMINANCE OR EITHER OF BOTH STRENGTHS BUT IT MUST BE USED ALL AT ONCE. IF ONE PLAYER WANTS TO USE IT THEN THE OTHER PLAYER CAN USE IT'S CONFIDENCE IN **REACTION**. WHEN BOTH PLAYERS USE CONFIDENCE THE PLAYER LOSING IN TOTAL STRENGTH DOES NOT SPEND ANY. THE IMPORTANT THING HERE IS THAT YOU CAN USE CONFIDENCE AFTER YOU ROLLED YOUR DICE IF YOU WANT TO BOOST YOUR RESULT. WHEN YOU USE IT, IT WILL START FROM ZERO AGAIN.



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