

CARDBALL



Number of Managers (2)

Playing Time (Approximately 15 minutes)

Age (7+)

Manage your team through the muddy fields of lower leagues into the glory of winning against your foes in a mind game filled with skill, luck and bluff.

Objective

Score more goals than your foe before you run out of players

Components

1 Custom Dice

- Used to determine the winner in dilemmas (50/50)

15 Action cards

- Used by either manager at any point of the game to their advantage or disadvantage...who knows...

20 Pitch cards

- Used to set up the game, keep track of goals and where the ball is on the pitch

40 Manager cards

- Used by managers to get the ball in to the net
- Top part of the cards indicates what the card does when attacking, bottom part is for defending

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Description of Cards

Pitch cards

- Ball card implicates where the ball currently is on the pitch
- Card implicating scoring a goal: keeps track of the scoreline
- Card implicating the pitch itself: each depict one zone of the field
- Zones can be a defending zone or an attacking zone, depending on which side of the half-way line the ball is and which manager is in possession of the ball
- Half-way line is simultaneously part of both attacking zones and defending zones (however a manager chooses to use it)

Action cards

- Action cards depict a random action that is done when one manager uses a "The Manager" card
- These actions may take the ball towards the goal for you...or you might end up losing the ball...

Manager cards

- Manager cards are used by the managers, to depict the events of the game in various ways



Pitch cards



Action cards



Manager cards

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Setup

- Sit the managers opposite of each other for intense rivalry (supporters go to the sides)
- Place Pitch cards to their corresponding places between the managers (as shown at the bottom with managers being on left and right side)
- Place "GOOAAALL!!!" cards next to the pitch with either face down or upwards
- Place the custom dice next to the pitch
- Shuffle Action card deck and place them to the side of the pitch (below shows an example for placement)
- Shuffle Manager cards
- Deal each manager 11 cards to their hand and 7 cards for their bench
- Manager may shuffle their bench cards, but cannot look at them (each manager puts their bench cards face down next to them)
- Rest of the Manager cards goes to a pile next to the pitch



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How to Play

Kick-off

To determine who starts with the ball, one manager rolls the dice while the other manager calls out an icon on the dice (you can also use a spare coin to decide)

Rounds

The game is played in rounds until managers run out of their Manager cards

- Each round, both managers chooses 1 card from their hand and places it next to the pitch face-down, revealing them simultaneously

- This decides what happens to the ball on the pitch, the manager with the ball is always the attacking side

- If the defending manager wins the ball, said manager takes the ball and directly moves 1 zone closer to opponents goal

- If the ball finds the back of the net (goal card), the manager who scored gets 1 "GOOAALL!!" card for themselves

- These cards determine the winner at the end of the match

- After a goal is scored, the ball is returned to half-way line and game is continued like in football (manager who conceded has the ball)

- Each manager may use "The Manager" card at any point of the game (one at a time, but can be used straight after)

- Card is thrown to the pitch and the manager using the card draws 1 random Action card and the action determined in the card decides what happens

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- Manager who used the card, draws a new random Manager card from the unused pile to replace "The Manager" card

- Between each round, managers picks up a random bench card to keep 11 players at hand

- When all of the bench cards have been picked up, Manager cards will begin to decrease until all the cards from hand are played

- Dice will decide which manager wins certain rounds (Dilemmas & Other)

- With the dice, attacking manager rolls the dice and defending manager calls out one of two icons on the dice

Dilemmas & Other

- Dice is rolled according to rules if...

- Played cards are marked with "50/50" marks that clash with each other (for example attacking manager uses ST while inside the box and defending manager uses GK)

- Neither of the played card clearly wins the other card (for example both cards have "has a chance")

- Action card is drawn and states "50/50"

- If there is "100" marked on the card

- Manager using said card wins the round

- If both managers play said cards, attacking manager wins the round

- If dice is lost, managers may use a coin or any other way that can decide a 50/50 situation

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- If played cards do not clash (50/50) with each other, but has a statement that the card for example "takes the ball", the attacking manager wins the round (for example, attacking manager plays ST while inside the box and defending manager plays W)

Zones

- Each pitch card that depicts a football pitch, is its own zone as single card (for example "outside the box" is one)
- Half-way line separates the halves, depending if manager is attacking or defending (half-way line is both)

End of the Game

The game ends when both manager s run out of Manager cards (this should happen simultaneously)

Winning the Game

The winner of the game is decided by who has scored more goals (count the "GOOAALL!!" cards)

In case of a tie

- Managers can decide on the way the winner is found from following options (for the most fair outcome, decide on the used method before the match)...
 - Penalty shootout (see "Penalties")
 - Golden goal (restart the match according to rules and play until one manager scores a goal and wins the game)
 - End the game as a tie (can be useful method for tournaments etc.)

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Penalties

- Ball is kept at either of the "inside the box" zones and always shot towards the goal
- All Manager cards are reshuffled and both managers get 10 cards each (if "The Manager" card is drawn, this card is put to the side and new Manager card is drawn on its place)
- There are 5 rounds of penalties (each manager shoots 5 times and tries to save 5 times), just like in football
- First shooter is decided by the dice
- Managers use any card from their hand to try and score or save, depending on who is shooting
- If after 5 rounds the game is tied, penalties will go to sudden death, where before each round both managers draw 2 Manager cards from the unused pile and continue the penalties until only one manager manages to score
- Rules for scoring/saving in penalties...
 - If cards clash with each other, dice is rolled
 - If only one card is relevant while inside the box, manager who played said card scores/saves (for example shooting manager uses A and saving manager uses FB or CAM, shooting manager scores in both scenarios)
 - If neither card is relevant while inside the box, dice is rolled no matter what
 - If both cards are relevant while inside the box, but other card is better, the better card wins that penalty

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Different ways of playing

The above rules are how the main game of Cardball works, below are a few examples on how you can play the game differently or with more managers

- You can use your imagination to experiment with Cardball however you wish

A game of two halves *Recommendation*

In order of playing a longer game, managers may agree beforehand on playing two halves

- Just play a normal game of Cardball, but when managers run out of cards, "start" the game all over again with the scoreline continuing from the first game
- For more authenticity, start the second half (game) having the manager who lost the first kick-off to have the ball at the second kick-off

Tournament

The easiest way to include more managers, is to play Cardball in the shape of a tournament just like football is often played

2v2

Play the game according to rules, but both teams have 2 managers, with each manager having 6 cards on hand and 5 cards on their own benches

- Play by either switching the playing manager each round, or deciding on the spot on who plays their card