

Pablo Martínez Peón

CAMPEONES

Oliver y Benji

El juego de cartas



Watch the video to learn how to play!



GAME SUMMARY

You are about to play the match of the year: **N**ankatsu vs. **T**oho.

National High School Championship Final. You will take on the role of Coach for either Tsubasa Ozora's **N**ankatsu or Kojiro Hygaa's **T**oho.

The objective of the game is to score more goals than the opposing team. In case the match ends in a draw, there will be an extratime. If the draw persists, both teams will be declared "Campeones".

COMPONENTS



24 Initial Cards
12 for **N**ankatsu & 12 for **T**oho
Differentiated by a Silver Title



8 Motivation Cards
4 for **N**ankatsu & 4 for **T**oho
Differentiated by a Gold Title



26 Match Cards
13 from **1st** Half & 13 from **2nd** Half



8 Fatigue Cards



6 **Special Shot** Cards
3 for **N**ankatsu & 3 for **T**oho



6 **Special Defense** Cards
3 for **N**ankatsu & 3 for **T**oho

2



2 Yellow / Red Cards



8 Signing Cards



2 six-sided dice
1 for **N**ankatsu & 1 for **T**oho

1

Consider **N/T** to be 6

30 Action Tokens,
15 for **N**ankatsu & 15 for **T**oho
5 for **Shot**, 5 for **Pass** and 5 for **Defense**

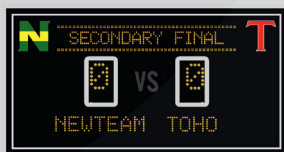


1 Ball Possession token

1 Whistle to remember who
made the kickoff



1 Scoreboard for the goals



CARD EXAMPLE



1 Deck that corresponds to:

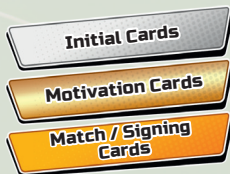


2 Motivation / Signing values

3 Values of:



4 Title



3

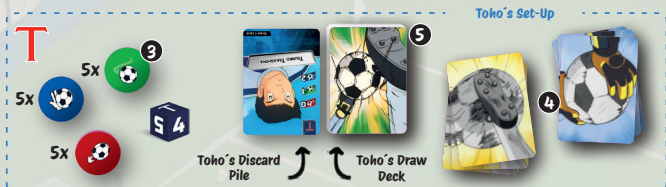
5 Optional Ability 1

6 Optional Ability 2

7 Mandatory Action if it is used
Optional Ability 1



MATCH SET-UP



- 1 Separate the Match cards for each half, shuffle both decks of 13 cards separately and discard 1 randomly from each of them, placing them in the game box without looking at them.

Place the deck of the 1st half between both Coaches and reveal the first 4 cards, placing them to one side of the deck to form the Football Pitch. Leave the deck of the 2nd half next to the box.

- 2 Place the Fatigue Cards and Yellow/Red Cards within reach of the Coaches.
- 3 Each Coach will take 5 Action tokens (**Shot**, **Pass** and **Defense**) to form their reserve.
- 4 Each Coach will take their **Special Shot** and **Special Defense** cards and place them near their Play Area.
- 5 Each Coach shuffles the 12 cards of their team (11 players and 1 fan) and places them face down in front of them, forming their Draw Deck.

FIRST MATCH

For a first match, in case you want to play with children or a shorter and simplified game:

Remove the following cards marked with a white asterisk from the Match decks:



1st Half

2nd Half

Control and Advance

Control and Advance

Advices from Koza and Roberto

Motivation to Play for Japan

Pursuing the Title

Foul

Outstanding Save

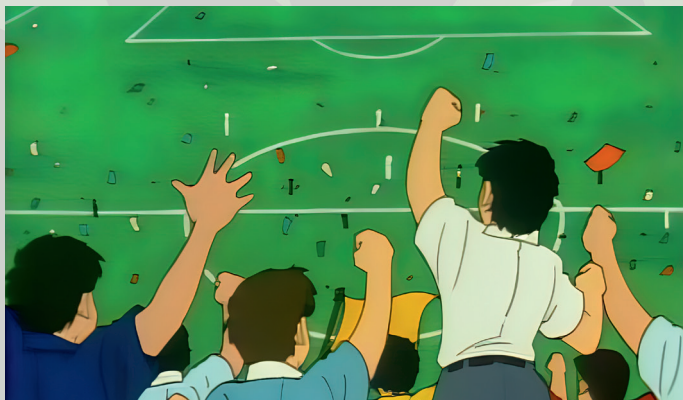
Substitution

Also remove the Fan cards of both teams and the Fatigue cards.



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Then follow the game setup instructions from point 1 on page 4.



PLAY A MATCH

To play a match, the Coaches will face each other in a 1st half, after which there will be halftime and the 2nd and final half of the match will begin.

KICK OFF



To determine who starts with **Possession** of the ball, flip the Ball Possession Marker. The winning team will decide whether to start the game or let the opposing Coach start.

The Coach whose team takes the kickoff will place the Ball Possession Marker in their Play Area and will be the **Attacking Coach**.



Additionally, the Coach will place the Whistle in their Play Area to indicate who kicked off in the first half.

The Coach who does not have possession of the ball will become the **Defending Coach**.

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1st HALF

Each of the two halves is played in the same way, with 6 rounds played consecutively until the **Match Cards** and **Injury Time** are over.

A round consist of:

DRAW PHASE

Each Coach draws from their Draw Deck until they have 4 cards and keeps them secret. If there are not enough cards in the deck, they draw as many as there are, shuffle the cards from their Discard Pile and create a new Draw Deck with which the 4-card hand will be completed.



If you start the round with 4 or more cards from the previous round, you do not draw cards.

The **Defending Coach** draw one of the 4 revealed **Match Cards** on the Football Pitch or, if they prefer, draw the top card from the hidden **Match Deck** and add it to their hand, which will give them 5 cards.

The **Attacking Coach** draw one of the remaining revealed **Match Cards** on the Football Pitch or draw the top card from the hidden **Match Deck** and add it to their hand.

ATTACK PHASE

Starting with the **Attacking Coach**, each Coach takes a turn following these 2 steps in order:

1. Decide:

- a. Play 1 card from their hand to their Play Area in front of them. This card will be revealed and any **Optional Abilities** on the played card can be resolved.



You cannot resolve the Optional Abilities of cards played in previous turns.

- b. Pass. – The player does not play any cards from their hand during this turn and keeps their current hand of cards for the subsequent round.



If you decide to pass, you can no longer play any more cards this round

2. Count the cards played in the Play Areas of both Coaches. If there are fewer than 9 cards played, gives the turn to the opposing Coach, who repeats the 2 steps of the Attack Phase. If there are 9 cards played, proceed to the **End of Phase**.



A 10th card cannot be played, even if an Ability allows it.

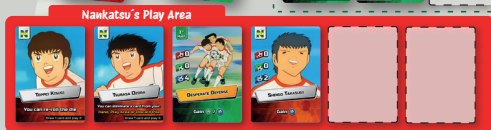
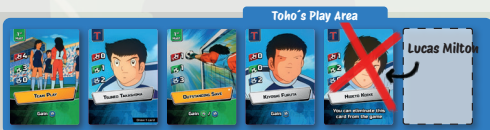
END OF PHASE: The phase ends when both Coaches pass or when there are a total of 9 cards in the Play Areas of both Coaches (cards eliminated during the turn are not counted).



If any of the 9 cards is eliminated at that time, the game can continue until 9 cards are again reached in the PLAY AREAS.

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T
Yolanda



N
Pedro

Example of End of Attack Phase:

Yolanda plays Lucas Milton as her 5th card, completing the 9 cards in both Coaches' Play Areas. Now Yolanda decides to remove the card from the match using Lucas Milton's **Optional Ability** (You can remove this card from the match). As a consequence there are 8 cards in the Play Areas and Pedro will have the option to Play a 9th card or Pass.

Rules to keep in mind in the Attack Phase:

- The resolution of **Optional Abilities** is voluntary by the Coach who plays the card and depending on the moment of the match it is not always possible to resolve them.
- Some **Optional Abilities** on cards allow adding **Shot**, **Pass** or **Defense** points from the player's pool and have them available to use in resolving the **Shooting/Passing Phase**.
- The **Optional Abilities** of the cards must be applied throughout the turn in which they were played, and cannot be resolved later.









Exception: the ability to reroll the dice and the goalkeeper's ability can be used at the end of the **Shooting/Passing Phase** to try to change the outcome of the phase.

- An Attack Phase could end before 9 cards remain in the Play Areas in the event that both Coaches pass or by resolution of an **Optional Ability**.

SHOOTING/PASSING PHASE

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1. The **Defending** team only performs the **Defense** action and adds all the **Defense** values  of their cards in their Play Areas.
2. The **Attacking Team** adds the **Shot**  or **Pass**  values and choose what action to take to confront the rival team's **Defense**.
3. Starting with the **Attacker**, both Coaches decide whether to use their available points to improve their **Shot**  or **Pass**  and **Defense**  action. Each point spent grants +1 to the corresponding type of action.
4. Each team simultaneously rolls a die and adds its value to the total of their action.
5. The team with the highest value is the winner of the round. In case of a tie, the **Attacking** team wins the round.

Some **Optional Abilities** can change the outcome of the **Shooting/Passing Phase** (as long as the card was played in that round):



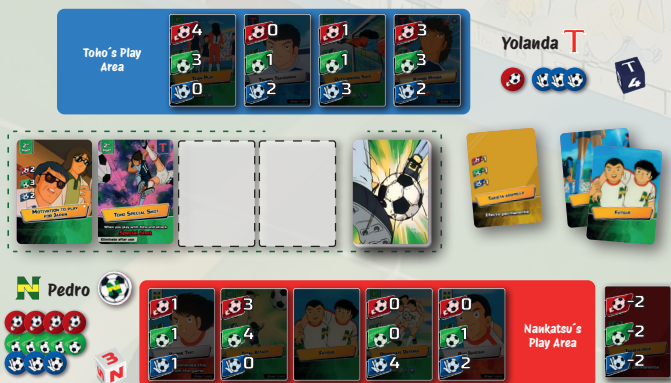
- **TEPPEI KISUGI / TAKESHI SAWADA**.- Allows you to re-roll a roll that was made this round, including another player/goalkeeper's skill.



- **YUZO MORISAKI / KEN WAKASHIMAZU**.- If you are **Defending** and have lost Phase Resolution against a **Shot**, you can try to save this shot.


PHASE RESOLUTION:

- If you win a **Shooting** action, you score GOAL and ball possession changes.
- If you win a **Pass** action, you maintain ball possession.
- If you win a **Defense** action, you take possession from your opponent, acquiring the ball possession marker to indicate this. You are now the Attacking Coach.




Example of Phase Resolution:

- 1º. Yolanda is the **Toho** Coach and is in **Defense**.

Calculate the **Toho Defense** values: $0+2+3+2=7$, adding the values next to the icon .

- 2º. Pedro is the **Nankatsu** Coach and is the **Attacker**.

Calculate the **Nankatsu Shot** values : $1+3+0+0=2$

Calculate the **Pass**  values of the **Nankatsu**: $1+4+0+1=2=4$

Pedro must decide whether to **Shot** or **Pass**. Because he has better **Pass** values, he decides to **Pass**.

- 3º. Spend points:

Pedro, although he has 5 **Pass** points  decides to spend only 3. $\rightarrow 4+3=7$

Yolanda decides to spend 1 of her **Defense** points  $7+1=8$

- 4º. Now each Coach rolls his die and adds the value obtained to the previous total.

Pedro gets 3 on the die, obtaining a final score of $7+3=10$.

Yolanda, on the other hand, obtains a 6, causing a final result of $8+6=14$.

- 5º. Once the previous steps have been carried out, the **Toho's** score is higher than that of the **Nankatsu**, so it regains possession of the ball and becomes the **Attacking** team.

DISCARD PHASE:

1. Both Coaches discard all played cards to their respective Discard Piles.
2. If there are cards left in the Match Deck from 1st Half, the Football Pitch will be filled in until 4 cards are visible in it.



Start a new round from the draw phase (page 6).

INJURY TIME:

As soon as the last two MATCH cards are drawn from the Football Pitch, **Injury Time** begins.

Play continues until the **Attacking** team loses possession of the ball or scores a goal. At that moment, this half of the game will end.

If the **Attacking** team wins the **Pass** action, rounds will be played without new Match cards, so each team only uses the 4 cards drawn from their Draw Deck.

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HALFTIME

After the 1st half the Halftime takes place. Each Coach re-forms his Draw Deck by shuffling the cards that remain in this deck together with those from the Discard Pile and those he had in his hand at the end of 1st half. The **Shot**, **Pass** and **Defense** Points obtained are kept at the disposal of the Coaches.



Please note that cards from 1st half Deck that have not been removed will be part of both teams' Draw Decks during 2nd half.



2nd HALF

In this 2nd half the kick-off is taken by the team opposite to that of the 1st half. The game ends when the **INJURY TIME** of this 2nd half is completed.

WINNING THE MATCH

At the end of the 2nd half, whoever has scored the most goals wins the match. If it ends in a tie, an **Extra Time** will take place.

EXTRA TIME

For the Extra Time dispute, each Coach **reshuffles all his cards and forms a new Draw Deck** and begins a round in which no new **Match cards** are drawn. Therefore, each team in each round will play with 4 cards.

! During Extra Time, **the card limit in a round is 7 cards instead of 9.**

Extra Time consists of 2 halves with **2 rounds** each. As in the match, in the last round of each half, the **Attacking Coach** will continue playing until scoring a goal or losing possession of the ball.

! **Warning:** Use the kick-off marker to count the game round you are in, since it has the values of 1st and 2nd half.

The Coach who will start as **Attacker** in Extra Time will be chosen at random.

If the tie persists, at the end of Extra Time, both Coaches will have won the **Secondary Championship**.



OTHER GAME RULES

SPECIAL CARDS

YELLOW CARD / RED CARD



When a Coach receives them, he must place it in his **Play Area** and leave it there until the end of the game, applying his penalties on all plays, including the play in which he receives them.

The yellow card can be removed with the **Optional Ability** of the **SUBSTITUTION** card. When a team receives a second yellow card with another yellow card is in play, they flip the yellow card to reveal the red card. The red card is permanent for the entire match.



These cards **does not count** towards the limit of 9 cards played per round.

FATIGUE CARD



A Fatigue card can play it as any other card, but there is not any **Optional Abilities** or Values.

This card **does count** towards the limit of 9 cards played per round.

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CONTROL AND ADVANCE



If the **Attacking Coach** uses this card's **Optional Ability**, all cards in both Coaches' Play Areas will go into their respective Discard Piles.

The **Attacking Coach** successfully performs the **Pass** action, maintaining **Possession** and starting a new round.



When the **Optional Ability** is applied this card will be removed from the match.

YUZO MORISAKI / KEN WAKASHIMAZU



Unlike the rest of the cards, this ability will only activate if the Yuzo Morisaki / Ken Wakashimazu card is in the **Defending** team's Play Area.



If the **Attacking Coach** has scored a goal, the **Defending** team will have one last chance to prevent it by rolling a dice.

If he rolls 1, he catches the ball and wins **Possession**, with a 2-3, he clears a **Corner** and the **Attacking** team maintains **Possession** and with a 4-6 the **Attacking** team scores a **goal**.

INJURY



The **Coach** who uses this card will randomly discard a card from the **opponent's hand** to the affected **Coach's Discard Pile**.

SPECIAL SHOTS AND DEFENSES



SPECIAL SHOT

This **Optional Ability** can only be used by the **Attacking Coach** and only if he plays his team's card.

If the **Attacking Coach** uses this card's **Optional Ability**, cards in both **Coaches' Play Areas** will go to their respective **Discard Piles** and the **Special Shot** is applied.



When the **Optional Ability** is applied this card will be removed from the match.

To apply the **Special Shot**, the **Attacking Coach** will secretly choose one of the 3 **Special Shot** cards, while the **Defending Coach** will choose one of his 3 **Special Defense** cards.

Simultaneously, each **Coach** will reveal the chosen card and check if the **Defending Coach** managed to stop the **Attacking Coach's** shot.

If the **Defender's** card indicates that he blocked the shot, the **Defender** will gain **possession** of the ball. If he did not succeed, the **Attacking Coach** will score a goal and also give **possession** of the ball to the **Defending** team.

Example of Special Shot Resolution:

Yolanda, the **Attacking player**, has played the **Toho Special Shot** card.

Yolanda secretly chooses the **Tiger's Bicycle Kick** card.

Pedro secretly chooses the **Harper blocks the Tiger Kick** card.



Both players show the chosen cards at the same time and since the **Nankatsu** has not played the card that the **Tiger's Bicycle Kick** stopped, **Toho** scores a goal. Now the **Nankatsu** will have possession of the ball and play as **Attacker**.



Visual Aid: to facilitate the resolution of the **Special Shot** you can look at the name and/or background color of both cards.

ADVANCED RULES

MOTIVATION CARDS

At any time during the match, a Coach can motivate one or more players who have been played that round by spending the points indicated in the upper right corner of the card.

At that moment, the card found in the Play Area is replaced by the corresponding card of the motivated player.

At that moment, it applies the new values of the incorporated card, and can even execute its **Optional Abilities** from the new card.

Motivation Example

T
Yolanda



Yolanda decides to motivate Lucas Lawton so she must spend 2 **Defense** points and 1 **Pass** point as indicated in the upper right corner of the card.

Eliminate Lucas Lawton's initial card by returning it to the box and play the motivated card in your Play Area.

Since Lucas Lawton has just been played, Yolanda will be able to apply the **Optional Abilities** of this new played card.

ASSURED SUCCESS

Optional Rule: If in the resolution of the **Shooting/Passing** Phase, one Coach rolls a 6 on the die and the other rolls a 1, the Coach who rolled a 6 wins the game action regardless of the total sum of his play.

A Coach can reroll the die if he currently has TEPPEI KISUGI / TAKESHI SAWADA in play and executes his **Optional Ability** in order to avoid the application of the guaranteed success or try to achieve it



SIGNINGS

Included in the game are a number of players who did not play in the Secondary Final match between the **N**ankatsu and the **T**oho. However, there is the possibility of including them for this new final.

To do this, shuffle, draw 4 of them and place them on one side of the table, in sight of both Coaches. The rest will go back to the box and will not play this game. These players are available to both Coaches.

They are signed by paying the **Shot**, **Pass** or **Defense** points indicated in the upper right corner of the card at any time during your turn.

There are two types of Signings:



Goalkeepers (Taichi Nakanishi and Genzo Wakabayashi). They must replace another goalkeeper already played.



Field Players (Shun Nitta, Jun Misugi, Hikaru Matsuyama, Kazuo and Masao Tachibana, Hiroshi Jito and Taro Misaki). They do not replace other players. They are simply added to the Play Area as long as the limit of 9 cards played has not been reached, in which case they cannot be signed.

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ACKNOWLEDGMENTS

This game you have in your hands would not have been possible without the help of many people. First, I want to mention the help of Guillermo, my son, and the decisive interest, support, and enthusiasm of Anastasio from PIF Games.

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With the fear of leaving someone out, I want to expressly mention: the friends of El Reino del Norte de Alcobendas: Iván, Lalo, Javi, Javibal, Antonio, Miguel, Miguel León, Alberto, Gema, Carlos, Goyo, Kafer, Marcos, Joan, Claudia from Aquí hay juegos and many more...

To my family, to all my nephews, to Ana, Leticia, and Olga. To Mike from Cuarto de Juegos, Toni from Las Bellota, Luis from Draco Ideas, to the guys from Ludoteca Maldita, Óscar from La Cúpula, and to all the fans of Campeones...

... because everyone, to a greater or lesser extent, has helped to make the game what it is today.

GAME SEQUENCE






1 DRAW PHASE

- Each Coach draws cards from their Draw Deck until they have 4 cards total.
- Starting with the **Defender** coach and followed by the **Attacker**. Draw 1 card from the Football Pitch or 1 at random from the Match Draw Deck.

2 ATTACK PHASE

- First the **Attacker**. Coaches alternate:
 1. Playing cards until there are 9 between both Play Areas, or
 2. Passing (if you Pass you cannot play cards again this round).

3 SHOOTING/PASSING PHASE

- Coaches add their **Shot** /Pass  and **Defense** .
- The **Attacker** choose to make a **Shot**  or a **Pass** .
- The **Attacker** announces whether he spends points on the current play, followed by the **Defender**.
- Both Coaches roll a dice simultaneously.
- **RESOLUTION:** Add the values of the cards + points spent + die roll (If there is a tie, the **Attacker** wins).









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	Attacker Success	Defender Success
PASS	Keeps Possession	Steal Possession
SHOT	GOAL	Steal Possession

4 DISCARD PHASE

- The cards and points played are discarded.

CLARIFICATIONS ON OPTIONAL ABILITIES


- **Eliminate Card.**- The card is returned to the box.
- **Discard Card.**- The card goes to the Discard Pile of the player to whom it belongs.
- **Play card.**- Take it from your hand to your team's Play Area and execute its **Optional Abilities**.
- **Gain** /  Gain one **Shot** point or one **Pass** point.
- **Gain** / /  Gain one point of each type.
- **Gain 2x** / /  Use the effect twice of gain points that are the same or different.

CREDITS

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