



# **RULEBOOK V0.8**

## **(PREVIEW - PRINTABLE PDF)**

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# THIS IS HOOP GODZ...

*There's a city.*

*In that city there's a court.*

*On that court there are GODZ!*

Hoop Godz is a street basketball boardgame. Ballers from surrounding neighborhoods bring their skills and put their blood, sweat and tears on the court.

The game is quick and dirty.

No refs.

No fouls.

No Free Throws.

No whining.

Just basketball.



## HOW TO WIN?

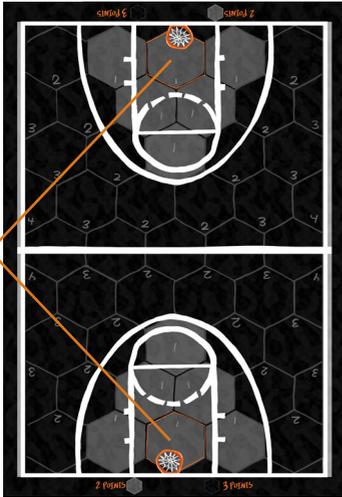
In order to take your team of three unique ballers to victory, you will have to be the *first to score 7 points* or *have the most points before the clock runs out.*



# The Court

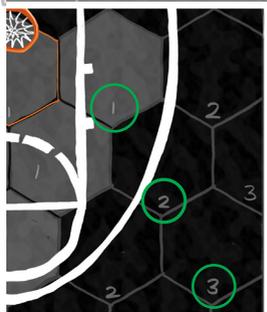
**Goal Hex**

(Get the ball in the goal to score)

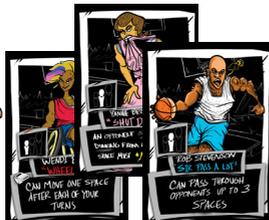


- 2 Points for shooting from grey space.
- 3 Points for shooting from black space.

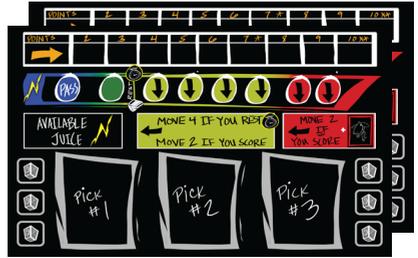
Number indicates the shooting DIFFICULTY from that space.



## 9 Baller Standees & 9 Baller Cards



# 2 Team Boards



## 20 Juice Tokens



## 10 Clock Tokens



## 12 Dice



## 3 Balls



## 16 Action Cards & 12 Goat Cards



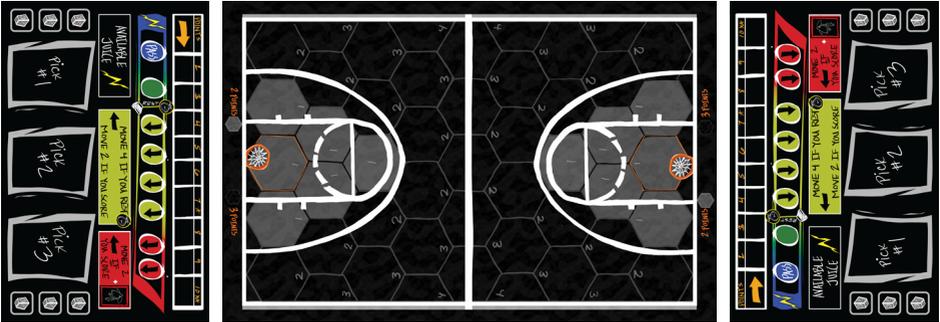
## 1 Tiebreaker

## 1 Active Player



# COMPONENTS

# SETUP



## Get Ready...

- Put the Court between both players and Team Boards in front of each player on separate sides of the court.
- Give each player a set of the 8 Action Cards, 6 Dice, and 1 Ball
- Set 10 Clock Tokens on the side of the Court
- Shuffle all Goat Cards and Deal 1 to Each Player
- Each player places 6 Juice Tokens into the "Available" Juice Box and 4 Juice Tokens into the "Yellow" Juice Box

## Pick Your Ballers!

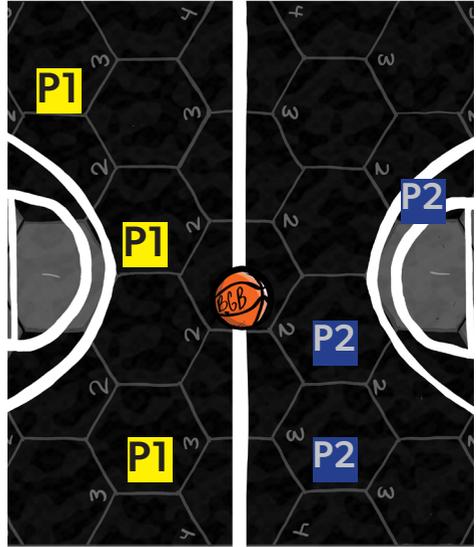
- Shuffle the BALLERS Deck and then deal nine (9) of them face up on the court.
- First pick (most recently played basketball) will select one BALLER and place it on their SQUAD
- Second pick will select two BALLERS and place them on their SQUAD
- First pick selects their final two BALLER
- Second pick selects their last BALLER



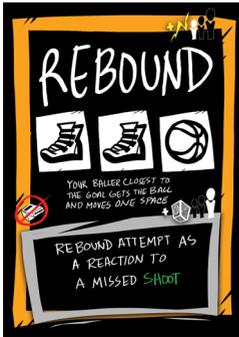
All BALLERS have a "size" and "skill" that can impact gameplay. The three BALLERS you select can be any size.

# THE TIP OFF

- A. Place the BALL on the center court hex.
- B. The player who picked first places one BALLER next to the ball and the other BALLERS anywhere else on their half of the court. Then the other player does the same.
- C. Both players play their REBOUND card and get ready to roll the dice.



## DICE BATTLE!



If for any reason, a player cannot roll the dice quickly, you can try the “B-Ball 4 All” gameplay variant on page 11.

Both players are playing REBOUND cards. Now it’s time to roll the dice to see who will get the ball and start the game!

1. Both players get 3 Dice (or 4 Dice if the BALLER closest to the ball is “Big”).
2. Both players starting rolling their dice at the same time as fast as they can.
3. The first player to have a set of three dice that matches the three dice icons on the card wins the Tip-Off.
4. Tip-Off winner takes the Active Player Token, moves 1 Juice Token to the “Yellow” Juice Box, and follows the instructions on the REBOUND card.
5. Tip-Off loser takes the TIE BREAKER.

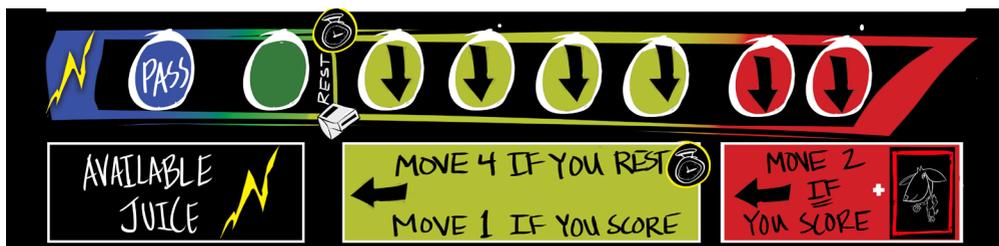
# GAMEPLAY

## On Your Turn...

- You are the active player and should have the "Whistle"
- Everything you do on the court requires JUICE!
- As the active player, you can do ANY NUMBER of Actions as long as you have enough JUICE.
- Your turn is over when you choose to end it, fill up the JUICE bar, or an action card ends your turn.

## JUICE!

JUICE is your team's energy source. Use it wisely...



## Using JUICE

- Always take from the Available JUICE box
- When using JUICE place it in the leftmost empty space of the JUICE bar.
- A PASS Action (must be at the start of your turn) is the only time you can place a JUICE in the blue "PASS" space on the JUICE bar.

## Recovering JUICE

**REST** - End your turn without putting any juice to the right of the "Rest" line. Then place 4 JUICE from the yellow JUICE Box into Available JUICE. After resting, take 1 Stopwatch token from the pool.

**SCORE** - After scoring, move 1 JUICE from the yellow Juice Box into Available Juice, then move up to 2 JUICE from the red Juice Box, then move Juice down from the Juice Bar into the Juice Boxes.



# ACTIONS

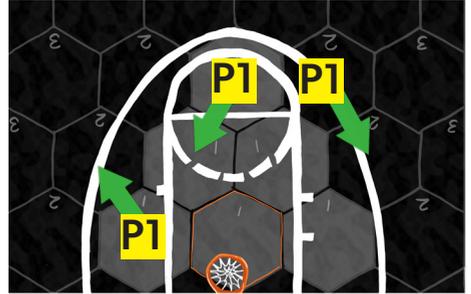
## Standard Actions



There are three standard actions: MOVE, PASS, and BOOST.

- All of these actions require 1 JUICE each
- You can MOVE and BOOST as a RESPONSE when you are not the Active Player.

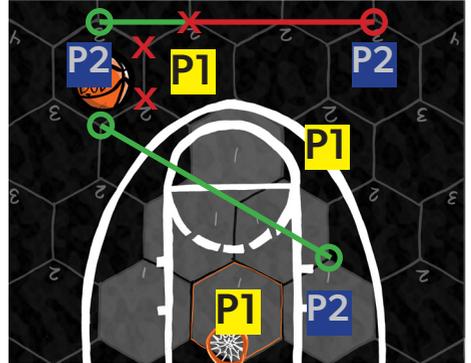
**MOVE** - You can move all BALLERS on your team one space. Two BALLERS can never occupy the same space on the court.



MOVE

**PASS** - If you have an open passing lane, move the ball from one BALLER to another BALLER on your team (up to 4 spaces away). An open passing lane exist if you can draw a straight line (corner-to-corner) between the two baller's spaces without touching a space that has an opponent's baller.

[See FAQ on pg. 10 for more info]



PASS

**BOOST** - Add one die to a dice roll. Boost must be done at the same time that an Action card is played.

## Simple Example Turn

On my turn, my actions are: PASS, MOVE, MOVE, MOVE. This turn uses 4 JUICE Total.



# ACTIONS (Continued...)

## Action Cards

There are two types of Action Cards: ACTIVE and RESPONSE  
When ever an any ACTIVE card is played the opponent gets a chance to MOVE, play a RESPONSE and BOOST.

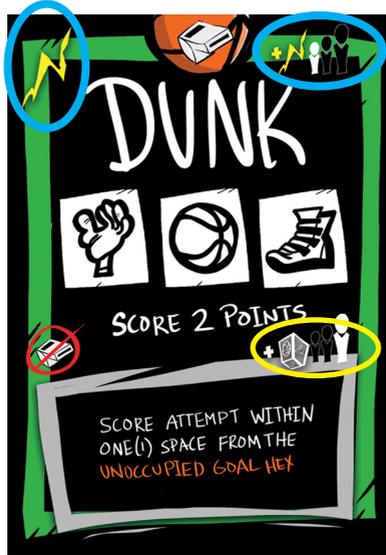
The BALL at the top means the Action must be done by a BALLER carrying the BALL.  
The WHISTLE at the top means it must be played when you are the ACTIVE Player.

### ACTIVE TYPE

Number of JUICE required to play this card.

Dice icons that need to be matched during a Dice Battle w/ card effect below.

End your turn or continue turn icon.



Additional JUICE required based on your BALLER Size.

Adds 1 Die to the Dice Battle based on your BALLER Size.

More info on how/when to play this Action Card.

### RESPONSE TYPE

An Action Card without a WHISTLE is a RESPONSE to an ACTIVE Type Action Card. Before playing a RESPONSE you may MOVE to get into position and/or BOOST after playing a RESPONSE.

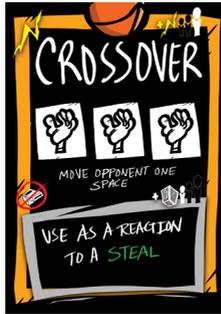


# DICE BATTLE! (Continued...)

Whenever an two ACTION Cards (ACTIVE and RESPONSE) are played against each other, this initiates a Dice Battle.



VS.



1. Pick-up 3 Dice + Additional Dice from BALLER Size and/or BOOST.
2. Both players should start rolling dice at the same time.
3. Roll dice until one player can match the 3 dice icons on their card. In the case of a tie, the player with the TIE BREAKER wins the battle and gives the token to the other player.
4. The effect of the winning player's card is triggered.

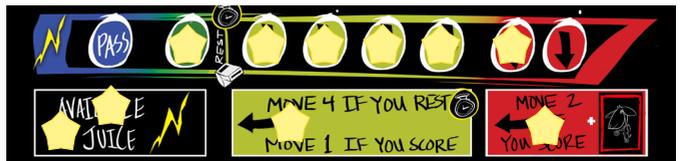


**CROSSOVER Wins!**

Responding player can move their opponent one space and the turn ends.

## END OF TURN

Before



After

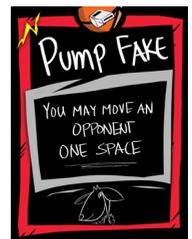


At the end of a turn...

- BOTH PLAYERS always move JUICE down from the bar into the boxes.
- Take cards back if any were played.
- Give the Active Player token to the other player who can then start their turn.

## G.O.A.T CARDS

- When you place 1 or 2 JUICE in the red JUICE box, draw a GOAT Card from the GOAT Deck.
- GOAT Cards are special cards that are used like Action Cards, but your opponent can't play a RESPONSE.
- When GOAT Cards are used, they are immediately discarded.



# SCORING



- DUNK immediately scores 2 points after winning a Dice Battle with that card played.
- SHOOT will give you a chance at scoring after winning a Dice Battle with that card played. Now the ball is flying towards the hoop...and you must roll ALL dice involved in that Dice Battle **ONE MORE TIME** to see if make the shot and score 2 or 3 points based on your location.



2 Points for a successful FINAL SHOOT ROLL



3 Points for a successful FINAL SHOOT ROLL

## THE FINAL SHOOT ROLL

To make the shot, your final roll must have an equal or greater number of BALL icons compared to the number on the space you are SHOOTING from. If less, both players play their REBOUND card and have a Dice Battle.



When you score, move the ball to the right on the score tracker to the correct number. After Scoring, all BALLERS are removed from the court. The other player gets the ball and places their BALLERS on their side of the court (giving the ball to one player). Then the player who just scored places their BALLERS on the other side of the court and the game continues.

# END OF GAME

A game of Hoop Godz ends when one player reaches 7 Points. Congratulations, YOU WIN!

When 10 Clock Tokens are removed from the pool this also triggers the end of the game, and the player with the most points WINS! If there is a tie at that time, the next player to score WINS!



# GAME VARIANTS

## “PRO” MODE

- In PRO Mode, the game ends when a player reaches 10 Points or the clock runs out (with 15 Clock tokens).

## “B-BALL 4 ALL” MODE

- During a Dice Battle, both players roll and re-roll dice together at the same rate. All other Dice Battle rules apply.

## FAQ



Can I PASS through my teammate? **Yes.**

Can I use the “Mad Boards” GOAT Card on Tip Off? **No.**

Can I ever use more than 6 Dice for a Dice Battle? **No.**

Can I PASS in the middle of a turn? **No, unless a BALLER Skill or a GOAT Card says that you can.**

Can I REST if there’s less than 4 JUICE in the yellow box? **Yes.**

Is there a specific order to moving JUICE at the end of the REST or SCORING turn? **Yes. Always RECOVER JUICE first (move from right to left in the boxes) and then EXHAUST the JUICE (from the bar to the boxes) after that.**

Can I place BALLERS on Half-Court Spaces after a SCORING turn? **Yes, both players can.**

