



Welcome to Race For The Title!

This is a 1-4 player deckbuilding card game in which each player becomes the manager of a football club and attempts to win the league. To win the league you need to reach 70 points. First team to get there is the champion!



Setting up the game (multiplayer version)

First, decide which team each of you will manage.

The Tabletopia environment is setup and ready for you to play.

You each have a starting hand of

- 4 programme sales cards
- 6 youth players

Shuffle your *Bench* and then deal five cards into the provided spaces. This is your *Line-Up*.

Now setup the Marketplace. Shuffle each of the three piles and deal the top five cards into the appropriate spaces next to the piles.

To decide who goes first, each manager rolls the dice. Highest dice roll starts! Then continue in a clockwise direction. You are now ready to start the game.



Anatomy of a turn

On your turn you can only use the cards in your *Line-Up*.

NOTE: the first three steps are optional

1. Use any Action Cards. Put any newly aquired cards into your *Changing Room*.
2. Play a match. Adjust league points accordingly.
3. Spend money. Put any newly aquired cards into your *Changing Room*. Unspent money is forever lost.
4. Put your *Line-Up* into your *Changing Room*.
5. Draft 5 new cards. If you don't have 5, shuffle your *Changing Room* cards and create a new *Bench*.
6. Replace any gaps in the Marketplace using the appropriate pile.

NOTE: If you do not choose to play a match, you may scrap any card from your Line-Up. But you cannot scrap a card you used in that turn.

Playing Matches

Decide which opponent you'll take on. Add up the total attack ability of your team and the total defence ability of your opponent. This determines the starting values. Add any bonuses to each team, then both players add a dice roll to create a combined score.

The highest combined score wins the match! Matches can end in a draw.

After every match, the home team gets gate receipts from their stadium card. If they do not have a stadium card, take 1 income.

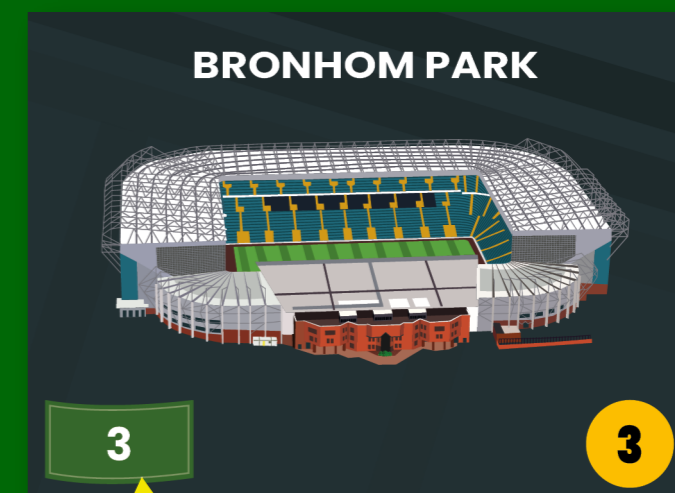
If you played the league leader you get +1 income from gate receipts.

- The winner gets 3 points
- In a draw, both teams get 1 point
- The losing team gets zero points

Move your counter up the league table accordingly. As soon as a team reaches 70 points they win the league!



Longo has a defence score of 7 and an attack score of 2



Bronhom Park gives you an income of 3, rather than 1, on match days

Example match

FORMATION CARD

2 2 8

PROGRAMME SALES

1

DRAW A CARD

8

FERRARO

5 2 6

YOUTH PLAYER

1 0

YOUTH PLAYER

0 1



Player One (United) has a total attacking score of $5 + \text{a dice roll of } 3 = 8$

VERSUS

KINGDOM STADIUM

6 8

FORMATION CARD

1 2 7

WINNER!



SHIRT SALES

2 3

SPEEDY RETURN

3

FOYLE

3 3 5

PATERSON

4 1 5

YOUTH PLAYER

0 1



Player Two (Sporting) has a total defending score of $8 + \text{a dice roll of } 6 = 14$

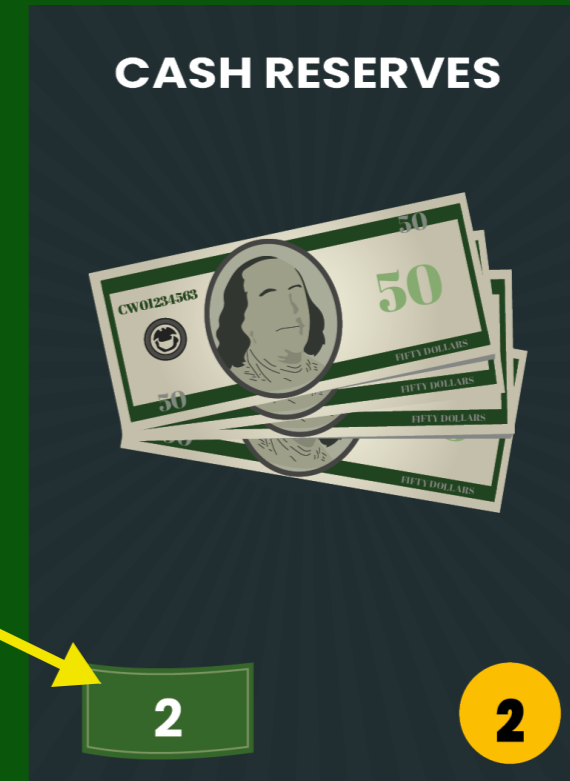
A look at the cards



club this player represents

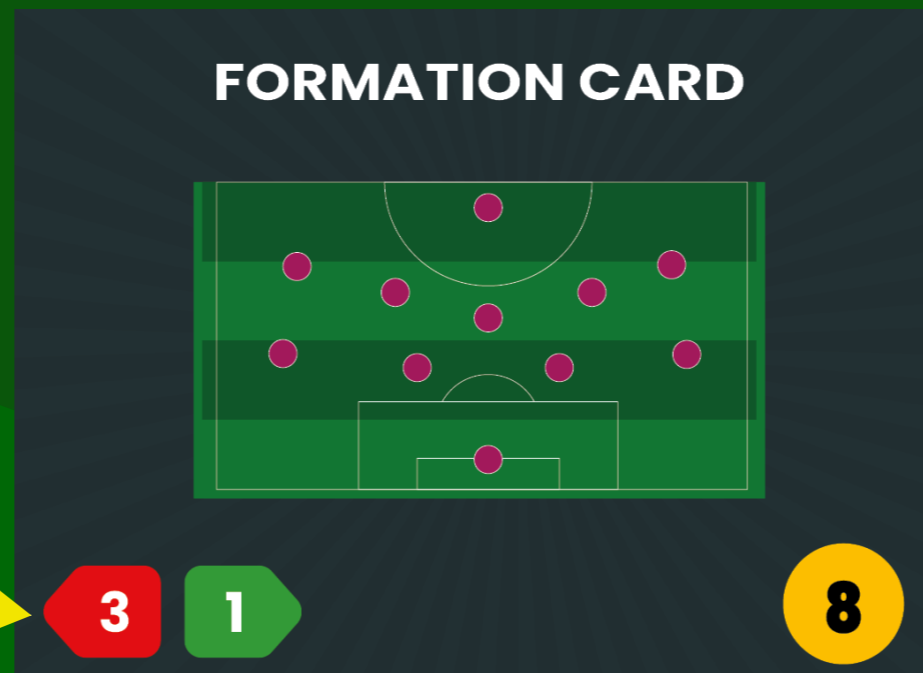
cost to buy the card

defence (4) and attack (1) rating



income the card generates

cost to buy the card



defence (3) and attack (1) rating

cost to buy the card

A look at the cards

Matching club bonus

If you own a player who matches your club then that player gets a +1 attribute bonus while in your *Line-Up*. The attribute bonus is applicable in both attacking and defensive scenarios and can be used more than once while they remain in your *Line-Up*. Note that goalkeepers do not get an attacking attribute bonus.

You can still buy players who do not match your club – they just do not get that attribute bonus for you.

Formation and stadium cards

Formation cards and stadium cards permanently improve your attack/defence and gate receipts (respectively). When you buy an improved version of one of these cards, scrap the one you no longer need.

Like any card you buy from the marketplace, you cannot use these cards until they are in your *Line-Up*.



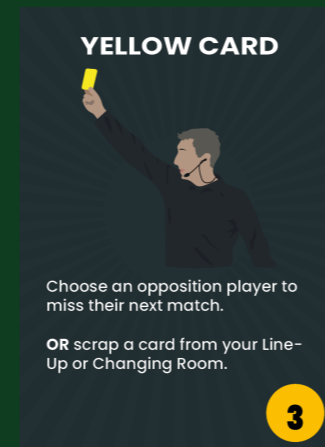
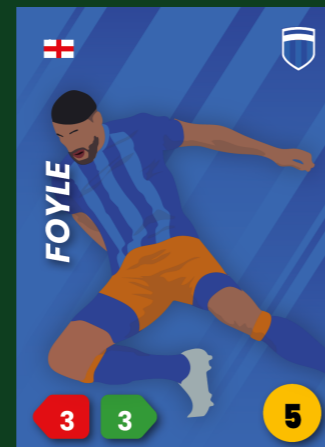
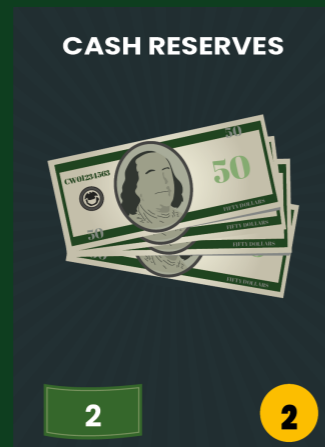
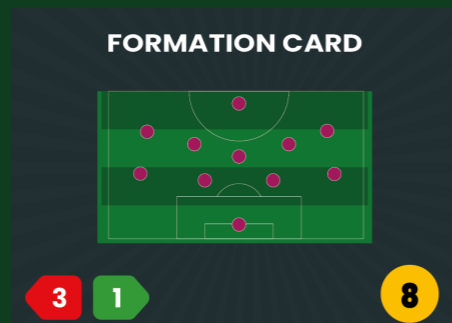
In this example, Sauer is a Sporting player (as evidenced by the kit and club badge). Any manager can buy Sauer but the attribute bonus will only be given to the Sporting manager.

Scrapping cards

Some action cards allow you to scrap a card. When you scrap a card it gets removed from the game.

Yellow cards, red cards and injury cards

You can use these cards to weaken an opponent's team. You do not have to play a match against the opponent you weaken.



Example hand

The United manager has drawn this *Line-Up* of 5 cards. He already has a stadium and formation in play. His attacking score is
1 (formation)
+ 0 (Rizzo)
+ 3 (Foyle)
+ 1 (Bonus for Foyle being a United player)
= 5.

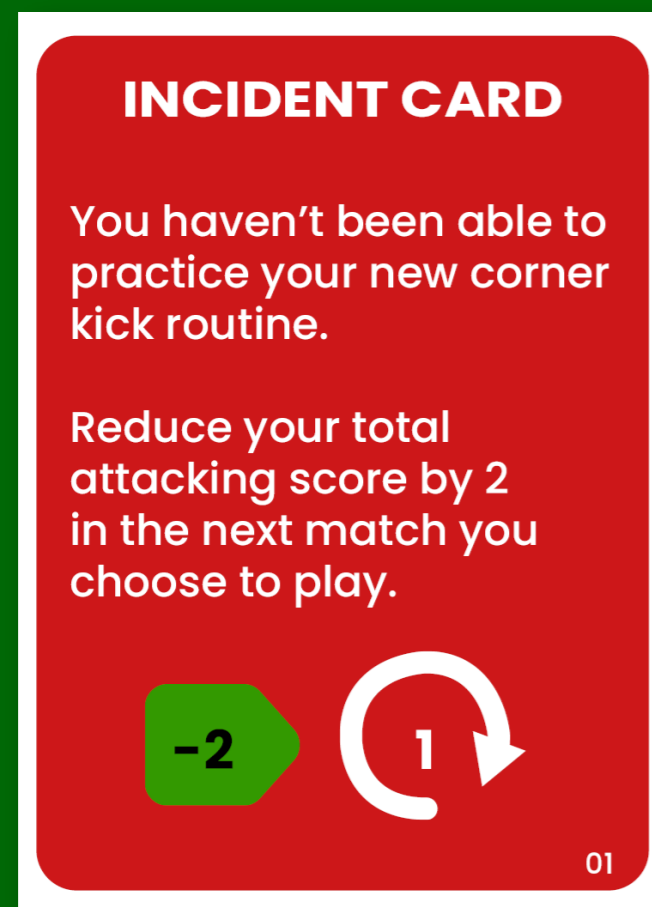
His income, if he plays a match, is
2 (Stadium)
+ 4 (TV Subscribers)
+ 2 (Cash reserves)
+ 1 (if playing the league leader)
= 9.

If he doesn't play a match, his income is 6.

The league

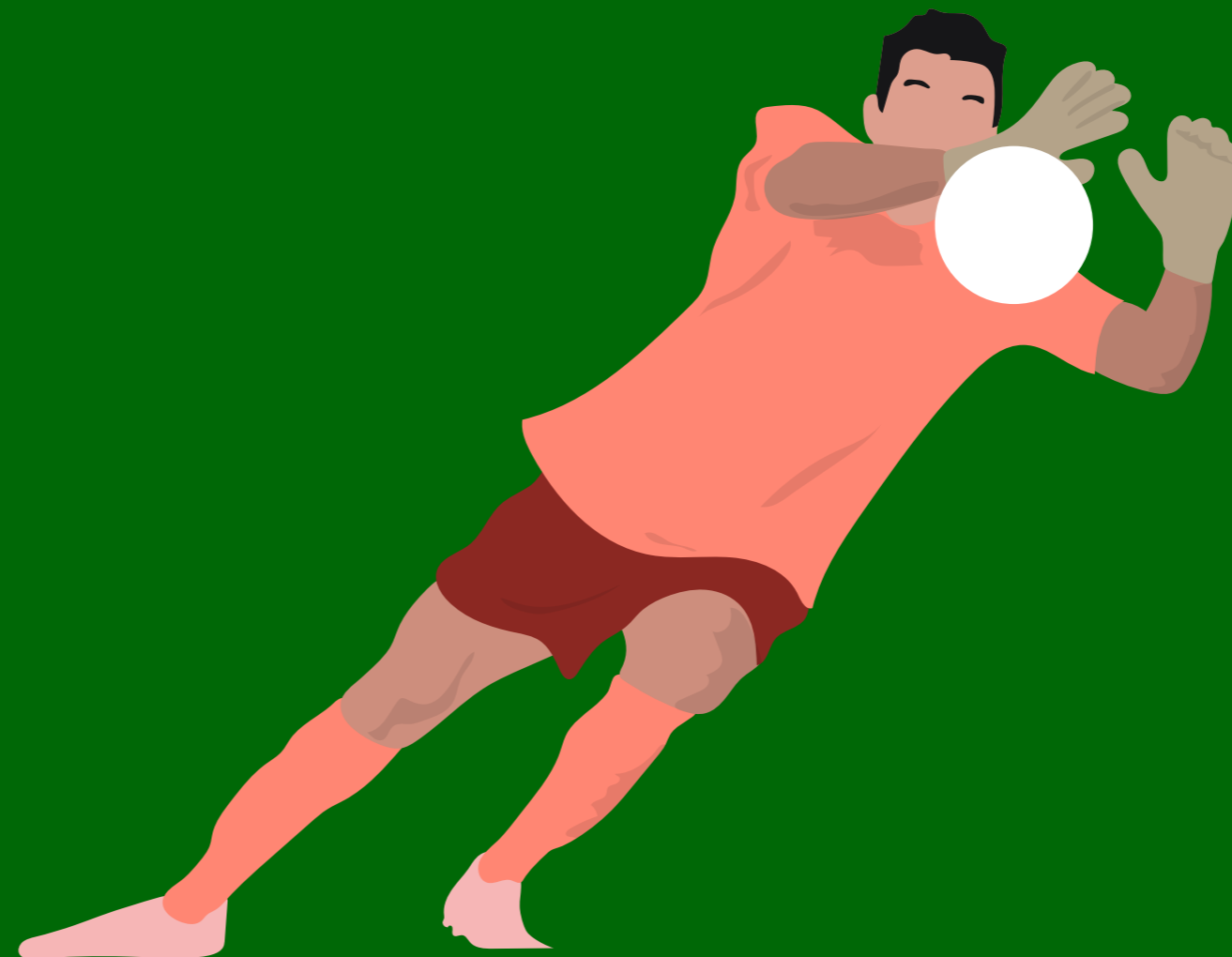
Incident Cards

The first player (and only the first player) who hits 10, 20, 30, 40, 50 or 60 points has to draw an Incident Card. If they gained the Incident Card on their turn, they apply the Incident Card after they have drafted a new *Line-Up*. Or, if they gained the Incident Card on someone else's turn, they apply the card immediately.



The league leader

If you play a match against the league leader you get +1 in gate receipts. If two or more teams are equal at the top of the league, each one is considered the league leader. This league leader rule does not come into effect until the league leader has at least 10 points.



Solo rules

If you choose the solo version on Tabletopia you will find the arena is already setup for you. You will play as United and your opponent is Dynamo.

Your opponent's hand for the entire game consists of all 24 youth players plus all 11 players from Dynamo. Shuffle those cards to make the *Bench* for your opponent.

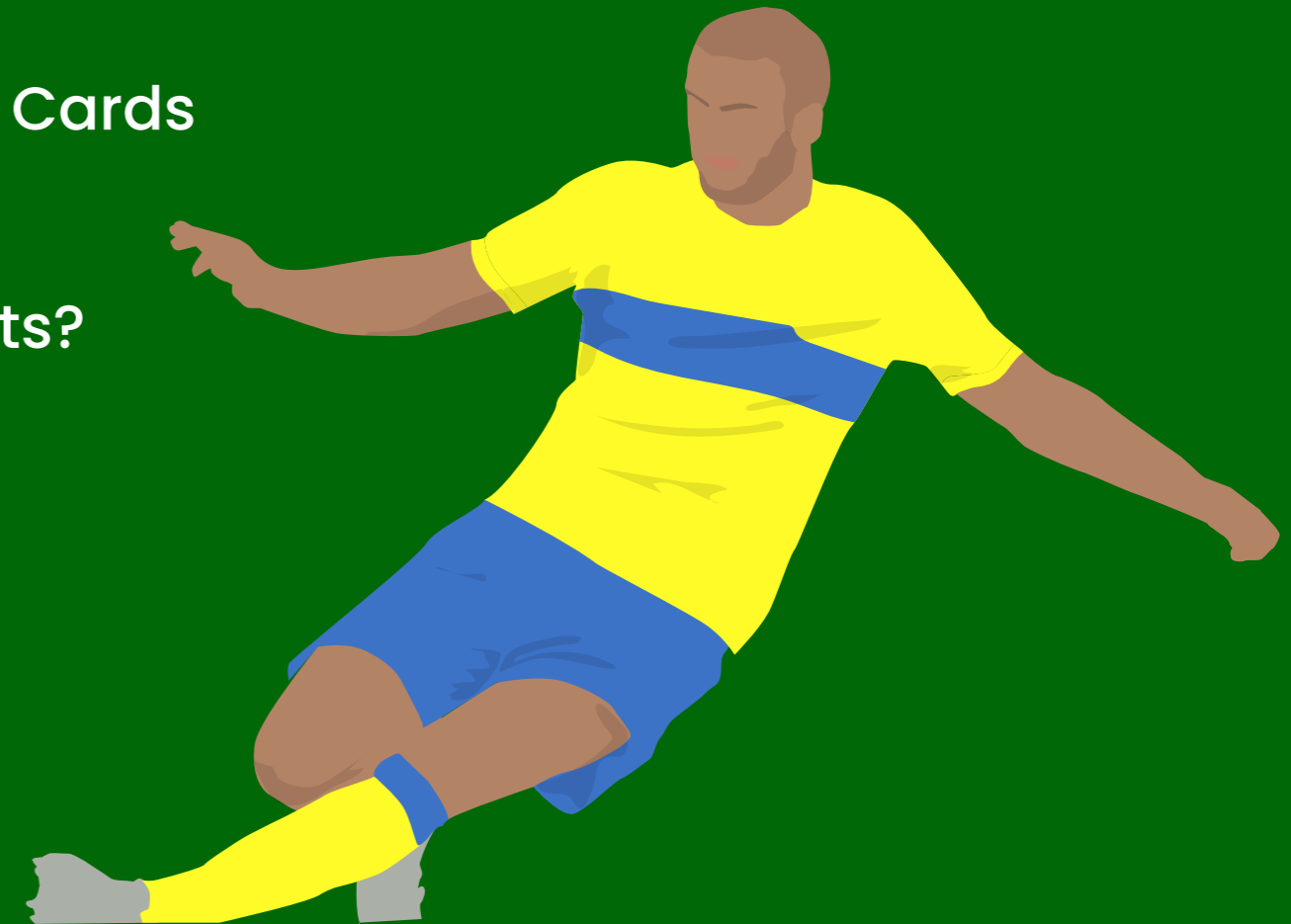
Your starting hand is 6 reserve players, 4 programme sales cards and Telford Street stadium.

Play your turn as you would in a 2-4 player game.

When it's your opponent's turn, they always choose to play a match against you. They do not accumulate money. Make sure you replace their *Line-Up* after every round they play, just as you do for yourself.

Neither of you collect Incident Cards at any point in the game.

Can you beat them to 70 points?



We hope you love it!

Race for the Title is a new venture by Webstar Games – the people behind Counter Attack.

Race for the Title will shortly be launched on a crowdfunding platform, so please follow us on Facebook so you know when you can get your copy.

