



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 50 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

- 6 programme sales cards
- 4 youth players

Shuffle your *bench* and then deal five cards into the provided spaces. This is your *line-up*.

Each manager then takes a board meeting card. They can keep it secret from their opponents if they wish.

Now setup the *marketplace*. Shuffle the deck and deal the top five cards into the appropriate spaces. If any of the first 5 cards you deal are INCIDENT CARDS, shuffle them back into the deck and deal a new card.

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*.

You can

- (1) utilise your players' additional abilities
- (2) buy items from the Marketplace
- (3) play a match

You take these actions in any order. All actions are optional.

If you play a match, adjust league points immediately afterwards.

If you buy a card or cards from the *marketplace*, put them straight into your *changing room*. If you purchase a card, immediately replenish the *marketplace*.

When you have finished your turn, put your *line-up* into your *changing room*.

Then draft 5 new cards. If you don't have 5, shuffle your *changing room* cards and create a new *bench*, then draw the remaining cards. It is now the next player's 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.

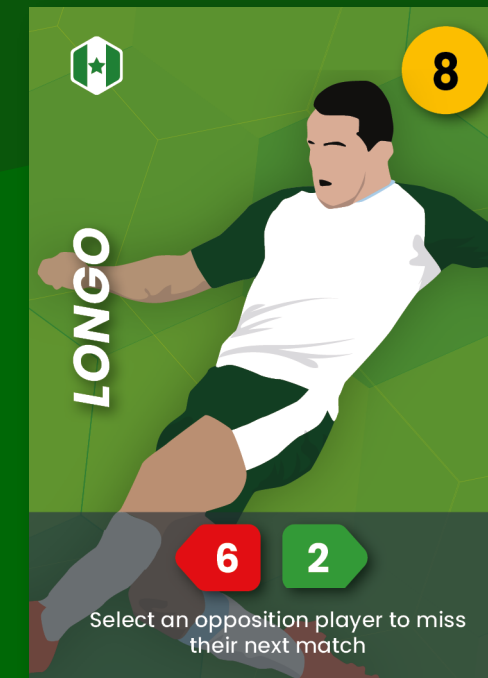
The highest combined score wins the match! Matches can end in a draw.

- 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 50 points they win the league!

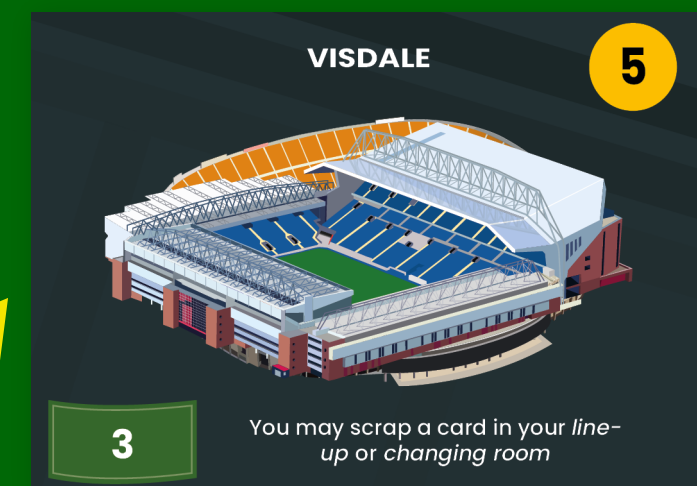
When comparing Attack vs Defence, the gap between each teams' value is capped at 5. A weaker opponent always has a chance to snatch a draw

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



Longo has a defence score of 6 and an attack score of 2

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



A look at the cards



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.

Stadium cards

Stadium cards permanently improve your gate receipts. When you buy an improved version of one of these cards, you may 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*.



There are 4 clubs you can play as. Sign players that belong to your club and benefit from their skills' boost!



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

Additional abilities

Many players have an additional ability printed at the bottom of their card. These abilities can make or break your season! Here's some things to look out for:

Scrap a card

When you scrap a card it gets permanently removed from the game.

Discard a card

To discard a card is to send it to the *changing room*

Draw a card

Take an extra card into your *line-up*

Send off an opponent

Same as discard a card

Cash sign

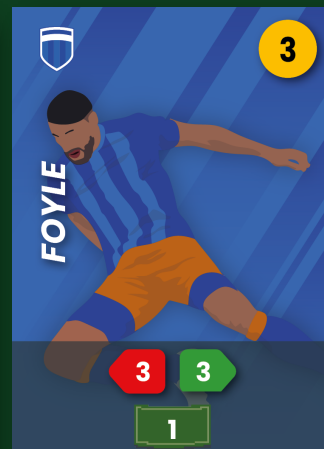
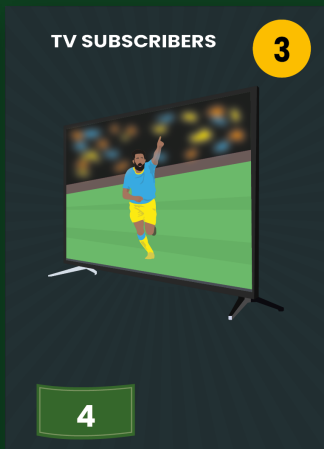
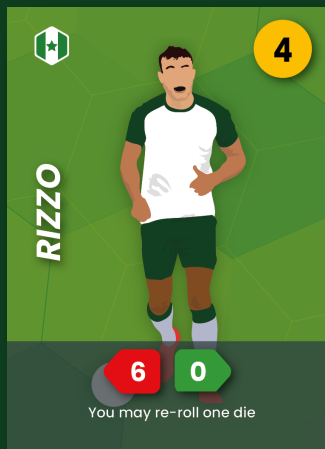
Increases your income

Choose an opposition player to miss their next match

The player you select will only miss one match, and then they can be utilised again. None of their abilities can be used whilst they are sitting out a match

Refresh the *marketplace*

Put all *marketplace* cards into their stack, shuffle, then deal 5 new cards



← Line-Up →

Example hand

The United manager has drawn this *line-up* of 5 cards. He already has a stadium in play. His attacking score is

- 0 (Rizzo)
- + 3 (Foyle)
- + 1 (Bonus for Foyle being a United player)

= 4.

He may draw an extra card because of the Dividend Payout additional ability.

His income, *if he plays a match*, is

- 2 (Stadium)
- + 4 (TV Subscribers)
- + 2 (Divident payout)
- + 1 (Programme sales)
- +1 (Foyle's additional ability)

= 10.

If he doesn't play a match, his income is 8.

The league

Incident Cards

Occasionally you'll draw Incident Cards when replenishing the Marketplace. The card is for the person who last made a purchase. Simply follow the instructions on the card and then discard it.



Special cards

There are numerous cards that can have a huge affect on the game. Follow the instructions on the card if you draw one into your *line-up*.

This Substitute card allows you to swap it for a player from any opponent's *line-up*. Put that player into your *line-up* and put the Substitute card into their *changing room*.



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.

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