

THE **DODGEBALL** CARD GAME



RULEBOOK

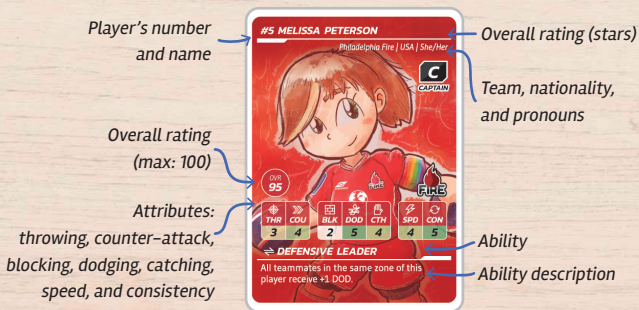
2 players | 40 minutes | Age 12+

Welcome to the world of The Dodgeball Card Game, where the most exciting dodgeball games take place!

Incredible dodges, spectacular catches, unexpected eliminations, miraculous comebacks – all can happen in this game. Control the best dodgeball players in the world and take your favorite team to victory!

ABOUT THE GAME

- **OBJECTIVE OF THE GAME:** the winner is declared when all the six players of the other team have been eliminated.
- **ELIMINATION:** when a thrown ball hits the opponent on the fly, the target player is eliminated. If the target player dodges the ball, blocks the throw by using another ball in their possession or catches the ball, they are not eliminated. Also, if a thrown ball is caught, the thrower is eliminated.
- **TEAMS:** each coach controls a team consisted of six players (each one of them represented by a card).
- **PLAYERS:** the stars of the game. Each player is unique with their own set of attributes and abilities and they are represented by cards that have all the information required to play a game.



THROWING (THR): ability to throw balls and eliminate players.



COUNTER-ATTACK (COU): ability to throw a ball to counter-attack opponents.



BLOCKING (BLO): ability to use a ball to stop attacks.



DODGING (DOD): ability to avoid incoming throws.



CATCHING (CTH): ability to catch thrown balls.



SPEED (SPD): ability to move on the court.



CONSISTENCY (CON): consistency to execute actions.

- **BALLS:** six balls are used on the court, each of them represented by a card.



- **COURT:** the court (play area) is limited by four zones: one offensive and one defensive zone for each team. Player cards cannot be moved into any of the opponent's zones.



**OPPONENT'S
DEFENSIVE ZONE**



**OPPONENT'S
OFFENSIVE ZONE**



**YOUR
OFFENSIVE ZONE**



**YOUR
DEFENSIVE ZONE**

- **TABLE DISPLAY:** this is how the cards should be displayed in your play area throughout a game (reference back to this image while you learn the rules of the game).



SETTING THE GAME

Each coach selects a team to play (each team must have six players). Each coach then shuffles their own deck of 12 intensity cards and draws three cards into their hands.

INTENSITY CARDS

Intensity cards are used to temporarily boost a player's attribute in several situations. Each coach has 12 intensity cards available. They are:



- **BOOST CARDS** (nine cards, being two +1, +2, +3, and +4 cards and one +5 card): gives the player a boost to their attributes.



- **CONSISTENCY:** gives a boost to the player equal to this player's CON. Example: a 3 CON player receives a +3 boost with this card.



- **SUPERSHOT:** gives your player no boost, except when the opponent attempts a catch, becoming a +6 THR boost (more about throws and later).



- **DECEIVE:** if a coach plays this card, the opponent's chosen intensity card has no effect and both coaches must play another intensity card (in a throw attempt, the selected defensive action can not be changed).

Once an intensity card has been used, it is immediately discarded and a new one is drawn, so each coach always has three cards in their hands. When the last intensity card has been drawn from the deck, the discarded cards are shuffled becoming ready to be drawn again.

OPENING RUSH

A game starts with an opening rush by taking the following steps:

- **MOVE PLAYER CARDS TO THE OFFENSIVE ZONE:** each coach must move two of their players to the offensive zone. The remaining four players are placed in their own defensive zone. Keep all the six cards face down.



- **CHOOSE AN INTENSITY CARD:** each coach secretly chooses one of their cards from their hand and play it face down (if a CON card is played, the coach who played the card chooses which player will give the bonus).

- **OPENING RUSH DUEL:** after accomplishing the earlier steps, the coaches reveal all their six players and the chosen intensity card. Each coach adds the SPD of their two players in the offensive zone and the boost provided by their intensity card; this will be their rushing power. The coach with the highest rushing power begins the game. Both discard the selected intensity card.

If there's a tie, both coaches must play another intensity card: highest value wins. Remember to always draw an intensity card any time a card has been discarded.





EXAMPLE: team A selects two players with SPD 3 and 4 ($3+4=7$) and team B has two players with SPD 4 and 5 ($4+5=9$). Team A uses a +5 intensity card ($7+5=12$) and Team B chooses a +2 intensity card ($9+2=11$), thus team A begins.

After the opening rush duel, each coach takes three ball cards and places them behind their defensive zone. These are your stray balls.



GAME STEPS

The coach who has lost the opening rush must keep their two players in the offensive zone and can not move their players around. The winner of the opening rush starts their turn by taking the following steps in order (some steps may be skipped, but the order must be respected): **1. ORGANIZE, 2. THROW BALLS, and 3. RETREAT.**

1 ORGANIZE

The coach can freely move around all their players by placing them either in their offensive zone (players allowed to throw balls) or defensive zone (can't throw balls), as long as there are no more than four players in the offensive zone. There is no minimum number of players for the offensive line, but remember: if your team has three or more balls on your side of the court, you must attempt at least one throw.

The coach can also distribute their ball cards to their players by putting the ball card on the desired player card (indicating the player is holding the ball). A player is allowed to have up to two balls in their possession (they can never hold three balls or more). Distributing every ball to the players isn't mandatory – your unused ball cards will be your stray balls behind your defensive zone.

2 THROW BALLS

The coach can attempt throws to eliminate the opponents. Throws can be attempted by players in the offensive zone only. If the coach has 3 or more balls on their side of the court at the beginning of the turn, at least one throw must be attempted in the coach's turn, otherwise this step may be skipped. The coach is allowed to attempt as many throws as they wish.

NOTE: after the first throw of the turn has been attempted, the coach can not move their cards or balls anymore (except for retreating described later in step 3).



In order to throw a ball:

- **CHOOSE A THROWER:** the coach announces which player in the offensive zone will be the thrower (the thrower must have possession of at least one ball).
- **CHOOSE A TARGET:** the coach chooses which opponent player will be the target of the throw (this player can be either in the offensive or the defensive zone). **If the target is in the defensive zone, a -1 THR penalty is applied.**
- **PLAY INTENSITY CARD:** both coaches must secretly place one of the intensity cards from their hand into the play area (place the card with its face down).
- **TARGET'S DEFENSIVE ACTION:** the coach controlling the target player announces which one of the three defensive actions they will attempt: block, dodge or catch.
- **REVEAL INTENSITY CARDS:** after choosing a defensive action, both coaches simultaneously reveal their intensity cards (if any coach plays a DECEIVE card, both coaches must play a new intensity card and the defensive action can not be changed). A duel between the thrower and the target occurs.

THROWER'S POWER

**THROWER'S
THR ATTRIBUTE**

+

INTENSITY CARD

TARGET'S POWER

**TARGET'S
BLK, DOD OR CTH ATTRIBUTE**

+

INTENSITY CARD

- **OUTCOME OF THE THROW:** both power values are compared to each other. If the thrower wins, the defending player has been eliminated. The thrown ball is moved to the target player's coach's stray ball area. If the target player is holding any balls, they are also placed in the their coach's stray ball area (more about stray balls later).

If there's a tie or the target player wins, the outcome of the throw depends on the action performed by the target player.

DEFENDING THROWN BALLS

Target players can defend themselves from a thrown ball by picking one of the following three defensive moves:

BLOCKING (BLK): the target player uses a ball in their possession to block shots. The target player must have possession of at least one ball.



Compare the thrower's power to the target player's power.

TIE: the ball has been blocked and the target is not eliminated, but the ball bounces back to the thrower's team. The thrown ball is moved to the thrower's coach's stray ball area.

TARGET WINS: the ball has been successfully blocked. The thrown ball is moved to the target player's coach's stray ball area.

DODGING (DOD): the target player will move their body to avoid getting hit. This option can be used with or without the possession of a ball.



Compare the thrower's power to the target player's power.

EMPATE: the thrower has the advantage and the target is eliminated.

TARGET WINS: the ball has been successfully dodged. The thrown ball is moved to the target player's coach's stray ball area.

CATCHING (CTH): risky move with which the target tries to catch the ball before it hits the ground. In order to be able to catch a ball, the player card must not have possession of any balls.



Compare the thrower's power to the target player's power. Remember: if the thrower's coach plays a SUPERSHOT intensity card, the thrower receives +6 THR instead of earning no boost.

TIE: thrower has the advantage and the defending player has been eliminated.

TARGET WINS: the thrown ball has been successfully caught; the thrown ball is immediately possessed by the target player. The thrower is eliminated and the defending player brings back one eliminated player from their own team (in the order of first out, first in). If the thrower was holding another ball when the thrown one was caught, it is now a stray ball kept by the thrower's coach.

This returning player goes immediately to the defensive zone and throws can not be attempted at them during the thrower's coach's current turn.

STRAY BALLS

A stray ball is a ball that is lying on the ground and has not been picked up. Balls that have been successfully blocked, dodged, hit the target or were possessed by a player who has just been rendered out are considered stray balls.

Stray balls can be placed right behind to the players in the defensive zone (stray balls area) and can be used by the coach's players in their next turn.



After a throw or elimination, stray balls can go to either team, depending on the situation:

Stray ball kept by the target's team:

- A blocked ball that resulted in a victory by the target;
- A successfully dodged ball;
- A thrown ball that has successfully eliminated the target;
- Any ball(s) in possession of the player that has just been eliminated by a throw.

Stray ball kept by the thrower's team:

- A blocked shot that resulted in a tie between the thrower and the target;
- A ball in possession of the thrower who has just been eliminated by having thrown another ball and it has been caught.

ELIMINATED PLAYERS

Eliminated players are removed from the court and are not allowed to execute any actions. They are placed sideways next to the sidelines of the court. The coach must keep them in order of elimination, as caught balls bring back players eliminated first.



3 RETREATING

After the throw step, a player can move from the offensive to the defensive zone. The coach selects the player they want to retreat and must spend an intensity card that, added to the player's SPD, is equal to or greater than 5. This player will keep carrying any balls in their possession, if they have any.

EXAMPLE: if the coach wants to retreat a player with 3 SPD, they must discard a +2 intensity card or higher (including a CON card, if the retreating player's CON is 2 or higher).

A coach can retreat only one player in their turn. For a 5 SPD player, an intensity card must still be discarded. Any card can be discarded, except for the DECEIVE card.

END OF TURN

After the coach retreats their player (or skips that step), their turn ends and the other coach's turn begins. The coach who has just finished their turn must keep their player and ball cards the way they have been placed and can not move them during the opponent's turn.

The other coach can now perform the same three steps: 1. move their players and distribute the balls, 2. attempt throws (if they have 3 or more balls at the beginning of the turn, at least one throw is mandatory), and 3. retreat a player.

END OF GAME

After all the players of one of the teams have been eliminated, the other team is declared the winner of the game.

THIS IS THE BASIC GAME. These are all the rules you need to learn to play a full game. However, for experienced coaches who want to take their coaching to the next level and make more decisions, check the advanced rules.



ADVANCED RULES

These advanced rules will add deeper layers of strategy to the game. Using all the advanced rules is recommended to enjoy the complete experience of the game, but feel free to adopt as many of them as you want.

ABILITIES

Abilities improve a player's performance in many different situations. As long as the described conditions of the ability are met, they are automatically activated. Players who have been eliminated can not use their ability unless they are brought back to the game due to a throw being caught.

There are five types of abilities:



SHOOTING: improves THR



DEFENSE: improves defensive attributes (BLK, DOD, CTH)



SUPPORT: improves determined attributes of teammates or allows the coach to make special moves



SPEED: improves SPD



PERFORMANCE: improves all attributes under certain circumstances

NOTES: when an ability refers to a base attribute, it means the original attribute of the player, without the impact of any abilities or cards. Also, the CON attribute can not be improved by abilities unless it's explicitly written.

GROUP THROWS

Group throws are coordinated attacks executed by two or more players (up to four) against the same target. This action can be used whenever a throw attempt is made.

- The coach announces out loud that a group throw attempt will be performed and selects a player to throw (they must have at least one ball) and a target (as in a regular throw).
- Then, the coach names up to three player to support the thrower (only players on the offensive zone holding at least one ball are eligible to support a group throw).
- For each supporting player, the thrower receives +1 THR. Discard one ball from each supporting player – these balls will become stray balls possessed by the target's team.

The rest of the process follows the same procedure as a regular throw.

NOTE: Players supporting a throw can only contribute with a +1 THR bonus, even if they are holding two balls.



COUNTER-ATTACK

A counter-attack is a powerful tool used to interrupt an opponent's wave of attacks.

During the attacking turn of the opposing team, after an opponent's throw is fully executed (whether or not it eliminates someone from your team), the defending team may immediately choose a player in possession of at least one ball to make a throw against any opposing player (not necessarily the target of the previous opponent's throw). Announce the attempt to counter-attack immediately.

NOTE: Players positioned in the defensive zone can also perform a counter-attack; to do so, move the player executing the counter-attack to the offensive zone.

The counter-attack is resolved similarly to a regular throw: by selecting a target, playing intensity cards, and the target choosing a defensive action. The only difference is that instead of using the thrower's THR attribute, the COU attribute is used. The results follow the same rules as a normal throw.

Regardless of the outcome of the counter-attack, the opponent resumes their attacking turn as usual, being able to make additional throws or proceed to the retreat phase.

Each coach may perform only one counter-attack during the entire opposing attack turn.

MASCOT CARDS

Mascot cards are special cards that give a specific attribute boost to players of a particular team. Each coach can have only one mascot card in their team, and it must remain in their hand until it is used.



The mascot card must be played before the intensity cards are used and revealed. Once the intensity cards are revealed, the mascot card must be discarded and will remain out of the game until the end of the match.

NOTE: if a DECEIVE card is played, the mascot card still remains activated.

COACH CARDS

Coach cards are special cards that allow manipulation of intensity cards, provide attribute bonuses in specific situations, or trigger other effects. Each participant can have only one coach card in their team, and it must remain in their hand until it is used.



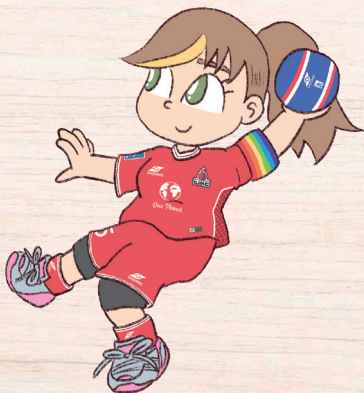
Once the coach card is played and its effect is applied, it must be discarded and will remain out of the game until the end of the match.

CREATING TEAMS

Create your dream team by selecting your own squad of six players, a mascot, and a coach. The only restriction is that each team can have only one captain card.

It is also recommended that the total number of stars from the players does not exceed 20 to maintain balance in the match, though this limit can be adjusted up or down.

One way to build teams is through player draft. For example, in a match between two coaches, each coach selects a captain, a mascot, and a coach card. Then, 10 athlete cards (or more) are drawn randomly, and each coach takes turns selecting one card to form their team until a complete squad of six players is assembled.



SPECIAL THANKS

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Mar Revolta

Patrícia Figueiredo

Patrick Carola

Paula Basilio Rees

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