

# RACE FOR THE TITLE

## Hello :)

Welcome to Race For The Title!

Can you win the league by reaching 70 points before the other teams?

### A. Setting up the game (2-4 player game)

First, decide which club each of you will manage. Each manager should take their corresponding club manager badge.

Next, give each manager their starting hand:

- 4 programme sales cards
- 6 youth players

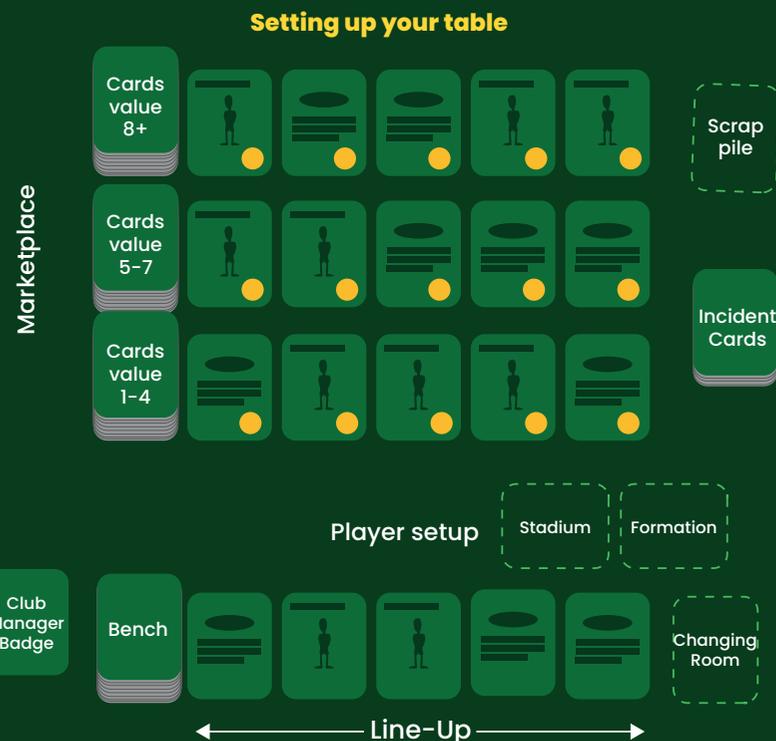
Each manager should have two youth players rated 1-0, two rated 1-1 and two rated 0-1.

Shuffle your cards and leave them face down in front of you. This is your *Bench*. Turn over the first five cards and lay them out in front of you. This is your *Line-Up*. See the diagram, **setting up your table**.

Any remaining programme sales and youth player cards are discarded.

Now setup the Marketplace. You are going to create three rows of cards. For the first row, shuffle together all cards valued 1-4 then place them in one pile, face down. Deal the first five cards from this pile in a row next to the pile. That's your first row completed. Create two further rows using the cards valued 5-7 and those valued 8+.

To decide who goes first, each manager rolls the dice. Highest dice roll starts! You are now ready to start the game.



### B. Anatomy of a turn

NOTE: the first three steps are optional

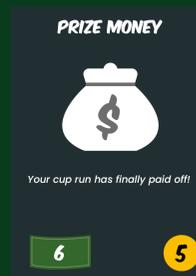
On your turn you can only use the cards in your *Line-Up*.

Actions to take on your turn:

1. Use any Action Cards (see Section H)
2. Play a match. Adjust league points accordingly (Section C)
3. Spend money in the Marketplace (Section D)
4. Put your *Line-Up* into your *Changing Room*.
5. Deal 5 new cards from your *Bench*. 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.



Buzek is a United player who has a defence score of 5 and an attack score of 2. Buzek costs 6 to purchase.



This prize money card costs 5 to purchase. Every time it is in your *Line-Up* you get 6 income whether you play a match or not.



This card allows you to put an opponent out of their next match. You do not have to play a match against that opponent. Or you can use the card to permanently scrap a card from your *Line-Up* or *Changing Room*.

### C. Playing Matches

If you choose to play a match, first decide which opponent you'll take on. Add up the total attack ability of your team and add any matching club bonuses (see Section D), then add a dice roll. That's your total attack score. Your opponent does the same but adds up their defence scores. 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 club reaches 70 points they win the title!

After every match, the home club gets 1 income from gate receipts. If they have a stadium they may receive more than 1 income (Section E).

If you played the league leader you get +1 income from gate receipts (Section H).

### D. The Marketplace

You can choose to purchase items from the Marketplace on your turn. First, add up your total income from your *Line-Up*. Include gate receipts if you played a match. You can buy as many items as you can afford. Put any newly aquired cards into your *Changing Room*. Any unspent money is forever lost.



Income this card generates



Cost of purchasing the card

### E. 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*. 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.

## F. Formation and stadium cards

Formation cards permanently improve your defence and/or attack, while stadium cards boost your gate receipts. 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*. When you eventually draw them and take your turn, place them above your *Line-Up* and leave them there.



This formation card permanently increases your defence by 2 and attack by 2. The new stadium will gain you 5 income if you play a home match.

## G. Scrapping cards

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

## H. Yellow cards, red cards and injury cards

You can use these cards on your turn to weaken an opponent's *Line-Up*. You do not have to play a match against the opponent you weaken.

## I. Incident Cards

The first player (and only the first player)

who reaches 10, 20, 30, 40, 50 or 60 points has to draw an Incident Card. If they drew the Incident Card on their turn, they apply the Incident Card after they have dealt a new *Line-Up*. Or, if they drew the Incident Card on someone else's turn, they apply the card immediately.

## J. The league leader

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

## K. Squeaky bum time

When a club enters the final stages of the league campaign the pressure can start to get to them! If your club is on 51+ points you and your opponent now roll two dice each in matches.



## Icon reference list

	United		Sporting
	Racing		Dynamo
	Income this card generates		
	Cost of purchasing the card		
	Defence score for this card		
	Attack score for this card		

## Solo rules

Start by choosing which club you will manage and which will be your opponent.

Your opponent's hand for the entire game consists of all 16 youth players plus all 11 players from their club. Shuffle those cards to make the *Bench* for your opponent.

Your starting hand is 6 reserve players, 4 programme sales cards and Finns Park stadium. Those reserve players should be two rated 2-0, two rated 1-1 and two rated 0-2. Scrap all remaining programme sales cards.

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 *Bench* 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?

## Find out more on the website

Learn more about Race For The Title and see what other products there are in the range.

[raceforthetitle.com](http://raceforthetitle.com)



SCAN ME

This QR code takes you to the Race For The Title website

## Also by Webstar Games

If you love football games then you need to try Counter Attack! It's a two-player strategy game that simulates the thrills and spills of a 90-minute game of football. Play every pass, tackle and shot as you try to emerge as the winner.

[counterattackgame.com](http://counterattackgame.com)



COUNTER ATTACK  
THE FOOTBALL STRATEGY GAME

## 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 0 (formation) + 1 (Siami) + 1 (Ekstrom) + 1 (Bonus for Ekstrom being a United player) = 3.

His income, if he plays a match, is 2 (Stadium) + 5 (TV Subscribers) + 2 (Cash reserves) + 1 (if playing the league leader) = 10.

If he doesn't play a match, his income is 7.

Designed in Scotland  
by Webstar Games Ltd

