

OBJECT OF THE GAME

Title Chase™ can be played by 2 to 12 players over 8 years old. The more players, the more exciting the game.

Each player, or **Team Manager**, must try to take their team to the top of the league. The Team Manager who finishes the season with the highest number of points is the **WINNER**.

It is recommended that players take a few minutes to read and understand the rules before playing the game. However, for those who cannot wait to get straight into the action, the rules can be used as a step-by-step guide to learn the game as it is played. Simply refer to the rules for instruction each time a Team Manager lands on a coloured square. The basic rules are very simple and, after a few turns the rules will only be referred to should a question arise.

PREPARING THE PITCH

Check that your Title Chase™ game box contains:

- Title Chase™ CD-ROM
- 1 Game board
- 1 White game dice
- 1 Blue match dice
- 1 Red match dice
- 1 Black penalty dice
- Prepared Fixture Sheets
- Prepared League Tables
- 2 Title Chase™ pencils
- 12 Blank Title Chase™ team strips (+8 spare strips)
- 12 Player counters
- 24 Star Players
- 60 Yellow cards
- 60 Red cards
- Pack of 16 Blank Title Chase™ Cup cards (+4 spare cards)
- Save Game Sheets
- Title Chase™ token money
- Title Chase™ Rule Book

Place the board on a solid flat surface, shuffle each pack of Yellow and Red cards separately and place them on the spaces marked on the board. Place the Star Players on their spaces and separate the token money using the lid of the box.

Title Chase™ comes with prepared Fixture Sheets & League Tables with printed team names for you to choose from. However, you can create your own by using the Title Chase™ CD-ROM. You will need a PC with CD-ROM drive and a printer. Simply place the CD-ROM into the computer and take just a few minutes to follow the programme instructions that will provide you with all you need for the game.

ELECTING THE OFFICIALS

The Team Managers must elect people to fill the 4 roles described below. These may be other Team Managers or people not otherwise involved in the game. If you have less than 4 Managers, roles can be shared.

Match Referee

The Match Referee is responsible for reading out the rules, explaining them and resolving any disputes.

League President

The League President takes charge of the Fixture List, reads out the fixtures and keeps score, ensuring that the fixture numbers correspond to the match numbers as indicated on the board and that all Team Managers throw the relevant dice at all times.

League Chairman

The League Chairman is responsible for the League Table, keeping it updated with all team points and positions.

League Treasurer

The League Treasurer manages the bank, paying out and receiving various sums as represented by the token money, including gate money and money paid for Star Players. Treasurers must be careful not to get their own money mixed up with the money in the bank.

NAMING THE TEAMS

Using a pencil, (this allows team names to be changed in later games) Team Managers must write the name of their team on a Title Chase™ team strip and place it in front of them for future reference.

Using a pencil, (this allows team names to be changed in later games) the **Match Referee** must now prepare the 16 Cup cards. You must write the names of the 12 teams that are listed on the Title Chase™ league table on 12 cards, (one team on each card). You will have 4 cards left over to complete the draw. Any team name desired may be written on these remaining 4 cards, as long as no teams are duplicated. You must have 16 completed Cup cards with different team names on to play the Cup round. Shuffle the pack of cards and then place next to the board, ready for when the cup round is to be played.

GETTING STARTED

The Team Managers must decide which version of Title Chase™ to play:

Full Competition (Long)

Play all matches and update all the teams on the League Table. Throw the match dice for all matches - even when both teams taking part are not being managed by one of the Team Managers.

Mini League (Short)

In each round, play and record the results only for the fixtures where at least one of the teams has a Team Manager. Do the same with the League Table.

The **League Treasurer** must give each Team Manager (including themselves) £200,000.

Each Team Manager must choose a playing counter and place it at the start of the board, don't be concerned about space for now as things will soon even out as the game progresses.

Decide which Team Manager goes first by rolling the **Blue** match dice - the highest number plays first and play will then continue clockwise.

KICKING OFF

On your turn, roll the **White** game dice and move your counter the same number of spaces on the board. You must always move the full amount shown on the dice.

GAME SQUARES

After throwing, your counter will finish on a **Blue, Yellow, Red, Pink** or **Green square**. This colour determines the next action as follows:

Many actions will result in you having to collect from, or pay money to, the bank. If you do not have enough money to pay as instructed, the **League Treasurer** must record the debt and collect it from you as soon as you have sufficient funds. You will not be able to buy Star Players while in debt.

BLUE SQUARE

This is the 'Instant Action' square, read out loud and follow the instructions. If you land on the Roll Dice square, follow these rules:

- 1 Win or lose money as indicated on square. You must roll the **White** game dice once to try and get an even or odd number as instructed.
- 2 Keep or lose GK/DEF/MID/FOR. You must roll the **White** game dice once, if you throw an odd number you will get to keep your Star Player (presuming you have one) but if you throw an even number you will lose that nominated star (presuming you have one).

YELLOW SQUARE

Pick up a Yellow Card and follow the instructions. These cards are the low to medium risk cards which may end up having a positive or negative effect on your team.

RED SQUARE

Pick up a Red Card and follow the instructions. These cards are the medium to high risk cards which may end up having a positive or negative effect on your team.

Note: Important Yellow/Red card rules:

- 1 Each card will give instructions on what to do, you must read it out loud and do what it says. After completing what has been instructed, place the card at the bottom of the relevant pack.
- 2 If you find that you do not have enough money to cover what needs to be paid, then you must place it in front of you and hold onto the Yellow or Red card until you have sufficient funds to pay what is owed. Make the payment as soon as possible, then the card can go back to the bottom of the relevant pack.
- 3 Sometimes you will be instructed to hold onto your Yellow or Red card, place it in front of you until you decide to use it. Place the card at the bottom of the relevant pack when used.

PINK SQUARE

This is the 'Player Choice' square, you can nominate any Team Manager (including yourself) to pick up a Yellow or Red card.

- 1 You must state out loud the nominated name and card colour before any card is picked up.
- 2 The nominated Team Manager must pick up a Yellow or Red card and follow the instructions for the appropriate card as described above.
- 3 After completing what has been instructed, place the card at the bottom of the relevant pack.

GREEN SQUARE

There are two variants of this square:

Match Square

When a Team Manager **lands on** or **goes past** a Green Match square, all the Team Managers must stop and play their league matches before anyone else moves on the board. (See Match Rules)

Cup Square

When a Team Manager **lands on** or **goes past** a Green Cup square, all the Team Managers must stop and play the Cup round before anyone else moves on the board. (See Cup Rules)

Important Rule: If, in going past a Green square, the Team Manager lands on a Blue, Yellow, Red or Pink square, you must carry out the instructions or pick up the appropriate card before any of the league or Cup matches are played.

MATCH RULES

Before playing your first match, please spend a few minutes reading the full match instructions in order to understand how they are played. This is time well spent as each Team Manager must know what to do when you are called upon to play your match, you will then only have to return to the rules should a question arise.

Each team will play each other twice (1 Home and 1 Away match) in a league format. There are 22 league matches which have been arranged at random by the fixture CD. Each Green match square has a match number that relates to the numbers on the Fixture List. Each time a Team Manager **lands on** or **goes past** any Green match square, all Managers must play those league games on the Fixture List that correspond with the number on the square, for example, **Match 1 = Fixture 1** etc...

This process will continue until all 22 matches have been played and the season has ended.

Follow this sequence for every match:

- 1 The **League President** will read out the first match on the corresponding Fixture List. If your team is read out you will play that match.
- 2 **Before throwing the match dice**, each Team Manager must make two decisions that could change the outcome of the match. The Home Manager decides first, the Away Manager second.

First the decision needs to be made to purchase any Star Players.

STAR PLAYER RULES

The Star Players are each worth '**One Goal**'. They are purchased from the bank for the Transfer Fee shown on the board. There are 4 Star Players, 6 cards in each category.

GK	GOALKEEPER (GREEN)	£250,000
DEF	DEFENDER (BLUE)	£500,000
MID	MIDFIELDER (YELLOW)	£750,000
FOR	FORWARD (RED)	£1,000,000

Rules

- a. Team Managers can only purchase Stars immediately before your own match and only if you have sufficient funds. The Home Manager has the first option to buy, the Away Manager second. The first time you are able to buy a Star is when you have collected a total of £250,000.
- b. Only one Star in each position (identified by name and colour) may be purchased.
- c. No more than 4 Stars can be owned, one of each position. For example, if a Team Manager already owns a GK you cannot purchase another GK.
- d. If when Team Managers want to buy a Star and there are no more of that position left on the board, you must buy the next available Star category and pay the appropriate Transfer Fee, provided you have enough money. for example,

No GK left – buy a DEF (£500,000), MID (£750,000) or FOR (£1,000,000). And so on. . .
- e. When Star Players are used, **add** the corresponding number of goals to the score turned up when you throw the dice.

For example, if you throw a 2 and you play 2 stars, your total score will be 4.
Or if you throw a 0 and you play 1 Star, your total score will be 1.
- f. The purpose of buying Star Players is to enable Team Managers to **add** to your score in a match in which you decide to play your Star or Stars. You must decide to use your Star Player cards singly or together up to the maximum of 4 **before** the match starts (i.e. Before the dice are thrown). The Star Player card or cards must be placed in full view on the board to let the other Team Manager know they are being used. Even if you are playing a team without a Team Manager, you must place the Star or Stars on the board in full view.
- g. **Once the decisions are made they are final, in no circumstances can any Team Manager change their minds.**

THE CATCH

Win or **Draw** your match and you keep your Star or Stars.

However, **Lose** the match and you will also lose your Star or Stars which are returned to the relevant area on the board and become available to purchase again by any Team Manager about to play their match.

Retained Stars can be used in any subsequent match (until lost).

Important Note: If you pick up Yellow or Red cards suspending Star Players, the only Star suspended will be the one you have at the time. For example, if your GK is suspended, you will not be able to buy another GK but you can still buy a DEF, MID or FOR if you have the funds. Buying and playing Star Players is a judgement call made by you using your skill and experience. Only you will know if you have used the right tactics to win the game or indeed the league. **Remember**, just because you have purchased Star Players doesn't mean you have to play them.

Helpful tip: above each fixture is a small box used to record the names of any Managers that have any of their Star Players suspended. For example, if a Team Manager has their GK suspended for 4 games, place the suspension card over the Star Player and get the **League President** to write the Team Managers initials in 4 consecutive boxes. This will then tell you when that Star Player returns from suspension.

Second the decision needs to be made to play a penalty card.

A penalty card can be played if a Team Manager was lucky enough to pick one up amongst the Yellow and Red cards. It must be placed on the board in full view if it is to be used. The decision to play a Penalty card must be made **before** the dice are thrown and cannot be changed once the match has started. You may now throw the **black** dice to try to score penalty goals to **add** to your match total.

Team Managers playing a Penalty card must throw the black dice along with the relevant match dice. For example,

Home = **Blue** & **Black** dice together.

Away = **Red** & **Black** dice together

The two scores are then added to each other (along with any Star Player or Players if applicable) to determine the final match score.

PENALTY CARD RULES

- a. Only 1 Penalty card per team can be played in any match, but they can be played in conjunction with Star Player cards.
- b. When being played, the card must be placed on the board in view.
- c. Penalty cards are keep cards and Team Managers may hold more than one.
- d. Once played Penalty cards must be returned to the relevant pack no matter what the result.

- 3 Once these two decisions have been made the first match can be played. Each Team Manager must throw either the **Blue** (Home Team) or **Red** (Away Team) match dice to decide the score. The number shown on the dice represent the goals scored. The dice are designed to give the Home Team a greater chance of scoring whilst providing the Away Team with an opportunity to cause an upset and win the match. The Home Team Manager must throw first.

What to do if you are playing a team with no Team Manager?

Either; you can throw for both teams.

Or; you can nominate another Team Manager to throw for the unmanaged team.

What to do if both teams have no Team Manager (Long version only)?

The **League President** will nominate a Team Manager to throw both dice at the same time to decide the score, this is important to keep the league updated.

- * Remember to add on Star Player & Penalty goals for each team if applicable. See Rules.
- * Note an unmanaged team cannot purchase Star Players.

Important: Before moving on to the next match, complete the following.

- 4 After every match the **League Treasurer** will pay each Team Manager who has just played their match the relevant gate money from the bank.

Gate Money allocations to Team Managers are as follows:

Winning team receives	£100,000
Losing team receives	£50,000
Draw - each team receives	£75,000

Unmanaged teams do not receive any money, i.e. if both teams have no Manager then nothing will be paid out at the end of the match.

- 5 The **League Chairman** will update the League Table by recording whether the team has won, lost or drawn that game. Use the tally system to keep adding to the boxes depending on the match result to keep the league updated.

TITLE CHASE LEAGUE TABLE					
Team Name	Won	Draw	Lost	Points	League Position
A				14	3
B				20	1
C				15	2
D				8	4

Use a pencil & eraser to update how many points each team has in total, the point system being:

Win = 3 Points
 Draw = 1 Point
 Lose = 0 Points

Write in the team's current league position from 1st to 12th. It is easiest to repeat this after each fixture to indicate the current team standing and league positions or if you like you can do this at set intervals like every 5 or 10 games or so.

- 6 The **League President** will write the score down on the corresponding game and the next game is then read out which is played in the same way. This continues until all the Team Manager's matches for that relevant fixture list have been played. Once the list is complete, you then go back to the board and play continues with the next player throwing the **White** game dice and moving their counter and so on.
- 7 When a Team Manager lands on a Green match square where the fixtures have already been played, do not replay those matches. You are considered to be playing catch up and play will continue to the next Team Manager.

HOW TO PLAY A CUP MATCH

When the Green Cup square is landed on or passed, the 1st round of the Cup is played. Choose a Team Manager to shuffle the Cup cards and deal them one at a time face downwards on the two Home and Away card areas on the board, Home first then Away and so on until the pack is exhausted. The top cards on each stack are then turned over to reveal the two teams that are to play each other. Follow the same **Match Rules** as before to decide the score.

- 1 **Remember**, Team Managers must make the 2 pre-match decisions regarding Star Players & Penalty dice.
- 2 Throw match dice to decide score. Add on Star Player & Penalty goals for each team if applicable.
- 3 Collect gate money.
- 4 Which ever team wins the match goes through to the next round of the Cup. The card of the winning team is placed face down at the side of the board, the card of the losing team is handed to the **League Treasurer** who will place it back in the box.

What happens if the game is drawn?

The match is replayed straight away. The Team Managers must reverse the position of the 2 Cup cards, moving the Home team to the Away stack and the Away team to the Home stack. The Team Managers then throw again but using the different dice.

Should the replay be a draw, then there must be another replay. The Team Managers switch the teams again and another match is played, and so on until there is a winner. **Remember** to collect gate money after each match.

After all the Cup matches have been played in that round then play continues as before. There should now be 8 teams through to the next round of the Cup. When the next Green Cup square is **landed on** or **passed**, the Quarter Finals should be played to decide the 4 teams going through to the Semi Finals and so on. Make sure you shuffle the pack before dealing the Cup cards.

Important Note: The Final is to be played on Neutral Ground as in real life. Both Team Managers must throw the **Red** (away) dice for their team.

Cup Match Bonus

Any Team Manager making it through to the Quarter Finals and beyond will receive a bonus - claimed from the bank when the Team Cup card is turned over and not before. The amounts of the bonuses are:

Quarter Finals: £150,000

Semi Finals: £300,000

Final: £500,000

Runner Up: £200,000

Cup Winner: £500,000

THE WINNER

At the end of the game, the winner is the Team Manager who finishes the season highest in the league. A final payment is made to all the Team Managers according to the finishing positions of their teams, as follows:

1st = £900,000

4th = £500,000

7th = £300,000

10th = £200,000

2nd = £700,000

5th = £400,000

8th = £300,000

11th = £100,000

3rd = £500,000

6th = £400,000

9th = £200,000

12th = £100,000

There is also a special bonus of **£1,000,000** should anyone be lucky enough to win the League and Cup **double** in the same season.

SAVE GAME SHEETS

The saved game sheet allows unfinished games to be continued at a later time. This allows you to carry on exactly where the game was halted.

Write in the Team Managers name, team managed, the square number currently occupied (all the squares have numbers), the value of money held, any cards held (all cards are numbered) and any Star Players each Manager is holding. Then pack up and use the information on the sheet to set the game up next time you want to play it. Don't forget to keep the Cup cards separated between the losers and winners, so you can carry on with the Cup rounds as well.

THE END

Once the first season has finished, Team Managers simply start a new season.

Options available

- a. Start a new season from scratch, keep the same team or select new teams (you can use the Title Chase™ CD to do this) and begin the game with the original £200,000.
- b. Carry on to a second season, keep the same team or select new teams (you can use the Title Chase™ CD to do this) and begin the game with the money gained from the first season.
- c. Remember you can create any league in the world and manage any team. Go on! Let your imagination run wild!

Whichever way you play Title Chase™ you will find that no game will be the same.

Good Luck.

We hope you enjoy the game.