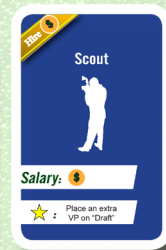
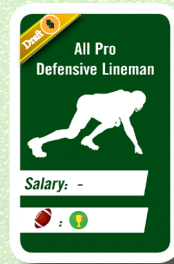
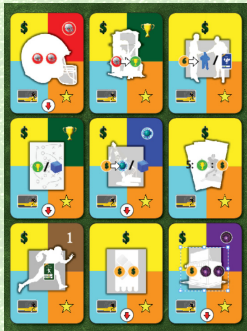


STADIUM

2 to 5 players
12 years old to adult
60 to 90 minutes

Components to the game include:

Action Board, Stadium Building Board, Commissioner Pawn, 24 Player Cards, 24 Employee Cards, 2 Bonus Tiles,



35 Player Blocks, Over 200 Building, Equipment, Win, Million, Entertainment, and other tokens, 20 vice presidents.



Definitions: Those who play this game will be referred to as “owners” for the sake of these instructions, not to confuse them with “players” that are cards in the game. Also VPs are vice presidents. Victory Points will always be written out completely and not abbreviated as VPs.

Set Up:

Give each owner 3 million dollar tokens (yellow). Give each owner 7 blocks of the same color and two Vice Presidents of that color (3 VPs for a 2-player game). Place a white bonus chip on the spaces with the arrow symbol. Take one block from each owner, place them in the box top, and randomly draw one out of the box to determine who is the commissioner (the owner who will go first). The first owner takes the commissioner pawn. Make and shuffle two draw piles of cards. One with only blue employee cards and one with only green player cards. Place the tokens with victory points on them next to the main board to show the draft area. Also place two \$5 million tokens in this area. They are available to trade for players later.

To Win:

The owner with the most victory points (number in the diamond shape that appears on cards and on the building board) is the winner. Victory points given for entertainment chips, 1 victory point for every 3 entertainment chips. Victory points are also given for bonus tiles and victory point trade tokens. The game is over when one owner has used all his blocks to buy buildings and/or to win playoff and championship games. Once an owner does this, finish the current turn. Tiebreakers go as follows: the tying owner with the most entertainment chips wins. If there is still a tie, the owner with the most “win” chips wins. If there is still a tie, the owner with the most money chips wins.



The Turn:

Each turn consists of 5 steps, (described in detail later):

1. Starting with the commissioner, each owner places one VP on the action board. Bonuses are given if applicable (see below). Owners continue in clockwise order until all VPs are placed.
2. Place, turn over, or stack turn tokens (turn tokens are bonus tokens shown here).
3. Starting at the top left of the board and going to the bottom right, all VPs take their actions. These are described on the section called “The Action Board.”
4. Resolve “game time” effects. Resolve “loss” effects for each stacked turn token.
5. The commissioner token is passed to the player to the left and the game continues.



Place VPs:

At the start of the game each owner has two VPs. On an owner's turn, he places a VP on the action board. It must be placed on a colored space (not the center white space) and only one VP may occupy each colored bonus space. He gets a bonus if there is a bonus token on the whole space. This continues clockwise until all VPs are placed. The bonuses are:

1. The money symbol gives the owner a “million” token immediately if the turn token is white. If the turn token is red, the owner gets double-two million. (how a turn token is flipped to red is described later.)
2. The card symbol allows an owner to draw an employee card from the employee deck and place it face down in front of himself. Then the owner

draws another card from the player deck and places it face up next to the action board--this is the draft area. Later any owner may choose to draft that player. The red token (double bonus) allows an owner to draw two employee cards and two player cards.

3. The star symbol represents employee card abilities. These only work if the employee has been hired (described later). Playing the VP on this square activates one hired employee and each employee may only be activated once per turn. If the turn token is red, the owner may activate two employees, each activated once. If an owner has an employee that gives him a temporary VP and already has 4 VPs, he can use one of his cubes to represent a VP for that turn. The bonus VP is just for that turn only and is placed immediately when the star effect is activated.

4. If a space shows another type of token, the owner gains that type of token. It also doubles for red bonus tokens. On the “draft” action the VP can be placed on the “1st” symbol and that owner simply drafts first in the action phase.

Place, turn over, or stack turn (bonus) tokens:

All whole spaces where there is no VP and no turn token receive a white-side up turn token. All spaces that have no VP and have a white turn token, flip the token over to the red side (double). If a space has a “red side up” token and no VP, then add another red token--this is a stacked token. All spaces that have a VP and have any kind of turn token, red or white colored, the turn token is removed. In the next round, any owner receiving a bonus from a space with a red side-up token or stacked token, receives double the bonus. At the end of the round all players take a loss for all spaces with stacked tokens.

The Action Board:

Play out the VP actions:

Now starting from the top left of the board and going to the bottom right, each owner gets the benefit of what his VP has produced. If you have a VP on a board space you may take the action of that space or simply remove your VP and take no action.

Upgrade Equipment:



The owner gains 2 equipment tokens, meaning he has purchased new workout gear, helmets, pads, etc.

Player Training:

An owner may trade 2 equipment tokens for 1 “win” token. There is no limit to how many times an owner can do this.



Hire Staff:

An owner may hire as many employees as he can afford that are face down. The cost to hire an employee is shown on the upper left of the card. If there is no dollar amount showing, the employee does not require a money token to hire. When an owner hires an employee, he puts it face up. Once an employee is hired, effects with stars on them can then take place when you play a vice president on a star bonus space.




The other option of the “Hire Staff” space is to hire a new VP for 6 million. Maximum vice presidents for a single owner are 4. That VP is not active until the next turn.

Playbook:

If an owner has the correct pre-requisite number of wins, he places a block to enter the playoffs, championship, finals or bowl game. For example, to place a block on the first square of the playoffs, an owner must have 6 or more win tokens (these tokens are not paid, simply owned). These blocks must be placed in order, from season to bowl game. Only one block per level may be placed. For example, only one block may be placed in “playoffs.” Only one block per VP on “Playbook” may be placed. (An owner may place more than one VP on a whole action space.) To place on some squares an owner must add equipment tokens and will earn extra victory points. An owner may place on any square within a category he chooses. The other option on the playbook space is to simply obtain one “win” token.



Build/Materials:

An owner either gains 1 construction token for each money token spent, or places a block from his supply on the stadium building board and pays the building cost shown. The green boxes on the Stadium board show the cost. Some squares have additional costs,  but do not give additional victory points. An owner places only one block on the stadium board per turn. An owner must have one block on the bottom level (either on the field or on a building) to build on level two. A player must have two blocks on the second level before building on the third. Building spaces include all of the building board except season, playoffs, championship, and bowl game (these are gained with the “Playbook” action). Once blocks are placed they cannot be moved. Each owner may have at the most one block on each building. For example, a player may only have one block in “sponsored concessions.” All players may be on the same building space. Once a square is occupied by a cube, other owners must choose another square.



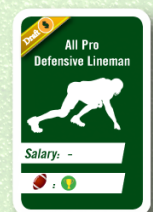
Ticket Sales:

For every win an owner has he receives one million. The maximum is 5 until he gets 10 wins which gives 6 and so on. Also some buildings give a ticket bonus. For example, if an owner has skyboxes, he gets a bonus of 1 million for ticket sales. If he has a new stadium he gains a bonus of 2 million.



Draft/Trade:

The team owner pays the signing bonus (upper left of the card) of one available player and puts that player next to him face up. That player is now active and will gain “win” tokens and possibly entertainment tokens at “game time” and must also be paid his salary after “game



time.” Signing bonuses must be paid at the time of draft. Some players have no signing bonus. Some players salaries are smaller and don’t count as millions, therefore they don’t have to be paid a salary at “game time.” Only one player may be drafted or traded by each VP each turn. Owners trade by taking a player from their team and substituting a player in the draft area--no signing bonus needs to be paid. Owners may also choose to trade a player for 1 victory point token or one \$5 million token from the draft area.



Sponsorship Sales:

An owner gains 2 million.



Merchandising:

An owner gains two entertainment tokens and one million.

Game Time

Gain Tokens:

“Game time” is notated by a football on a card or building board space. Owners gain the tokens shown at this time.



Pay Salaries:

At this point each owner pays salaries to the money supply. Player and employee salaries are shown on the cards. VP salaries are one million per VP. If you cannot pay all salaries, you lose any players or employees you do not pay for. They go in a discard pile. When the draw pile is gone, the discard pile is shuffled to make a new draw pile. If a VP is not paid for, that VP is on vacation cannot be used the next turn, but returns the turn after that. If no VPs salaries are paid, the owner gets no actions the next turn, but is back to normal the turn after that.

Calculate Loss:

For each stacked token on the board there is a loss by all owners. The losses for each space are as follows:



1. Buy Equipment: Lose one equipment token.
2. Train: Lose one equipment token.
3. Hire: Fire (lose) one hired employee of owner’s choice.
4. Playbook: Lose one win token.
5. Build: Lose one building token.
6. Ticket Sales: Lose one million.
7. Draft/Trade: Lose one player of owner’s choice to injury.
8. Sponsorship Sales: Lose one million.
9. Merchandising: Lose one million.

If a player does not have the item lost, he loses nothing.



Special Building Effects:

Two buildings have special effects that don’t take place at “game time.” These take place during the Action Board Phase.



Advanced Training gives one bonus “win” token when choosing Training. Liscence Store gives one extra “million” when choosing Merchandising.



Pass the Commissioner:

Pass the commissioner pawn to the owner to the left and play continues.