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
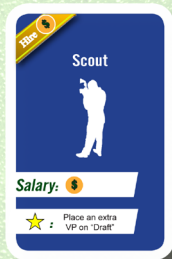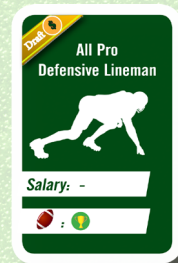
24 Employee Cards   2 Bonus Tiles   35 Player Blocks (colors vary)

20 vice presidents (colors vary)

Over 200 Building, Equipment, Win, Million, Entertainment, and other special tokens

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:

① Give each owner 3 million dollar tokens (yellow).

② Give each owner 7 blocks of the same color and two Vice Presidents of that color (3 VPs for a 2-player game).

③ Place a white bonus chip on the spaces with the red arrow symbol. This is for set up only. Later in the game, bonus tokens may be placed on any action space.

④ Take one block from each owner, place them in the box top, and randomly draw one out of the box to determine who goes first. Give that player the commissioner pawn.

⑤ Make and shuffle two draw piles of cards. One with only blue employee cards and one with only green player cards.

⑥ 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.
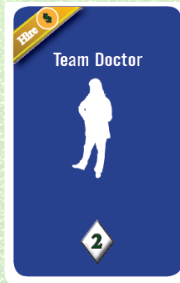
⑦ Assemble the 3-tiered stadium board.

To Win:

The owner with the most victory points (number in the diamond shape) is the winner.

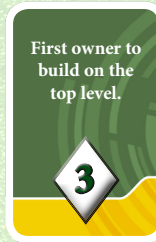Victory points are shown on the stadium board.

They are also on some cards.

Victory points are given for entertainment tokens, 1 victory point for every 3 entertainment tokens.

Victory points are also given for bonus tiles and victory point trade tokens.

End Game:

The game is over when one owner has used all his blocks to buy buildings and/or to win season, playoff, championship, and bowl games. Once an owner does this, finish the current round.

Tiebreakers go as follows: the tying owner with the most entertainment tokens wins. If there is still a tie, the owner with the most "win" tokens wins. If there is still a tie, the owner with the most money tokens wins.

The Round:

Each round consists of 5 steps:

1 Starting with the commissioner, each owner places one vice president on the action board. Bonuses are given if applicable (see below). Owners continue in clockwise order until all VPs are placed.
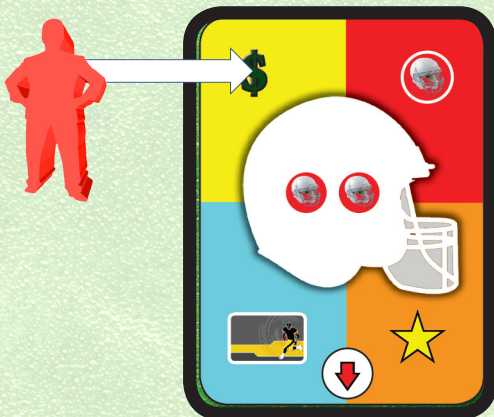
The entire rectangular space with the helmet in the middle is known as the "Action Space." Each colored division of this space is known as the "Bonus Space." When players place vice presidents, they place them on the Bonus Space. In the example shown here, 4 different vice presidents could possibly be placed on this Action Space. Each bonus space cannot contain more than one vice president.

Bonus!

Owners get a bonus immediatly when placing a vice president if there is a bonus token on the Action Space. The bonuses are:
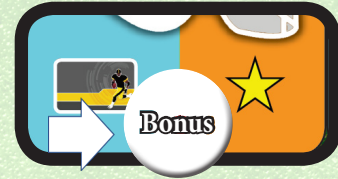
The money symbol gives the owner a money token
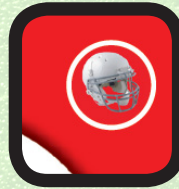
Any token symbol gives the owner that token.

The card symbol allows an owner to draw one employee card from the employee deck and place it face down in front of himself. This employee has not yet been hired. 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.

Draft Area
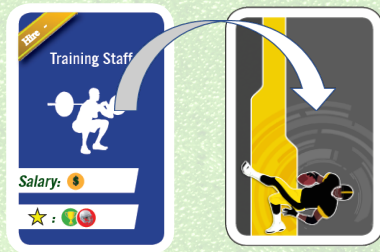
The star symbol is for hired employee card bonuses. These only work if the employee has been hired (described later). Playing the vice president on this square gives the owner the bonus shown on the card of one hired employee Each employee may only be activated once per turn.
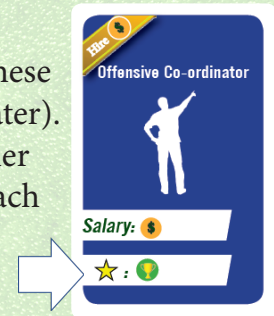
The "draft" action space shows a "1" as a bonus. This allows the owner to have first choice of the available player cards in the draft area that round.

2 Place, turn over, or stack bonus tokens.

Any action space that has no vice presidents, place a bonus token. Any space that has a vice president and any kind of bonus token, remove the bonus token(s).

Any action space that has no vice presidents, and already has a bonus token, flip it over. This shows that in the next round, the bonus is doubled.

Any action space that has no vice presidents, and already has a double bonus token, stack another double bonus token on it. This shows that in the next round, the bonus is doubled (same as with one double bonus token) but at the end of this round, all players will lose a token or card (described later).

Double Bonus:

When there is a double bonus token, or stacked double bonus token on an action space, the owner gains two of the tokens normally gained. If it is a card bonus, the owner places two player cards in the draft area and gains two employee cards. If it is a star space, the owner may gain the bonus from two seperate hired employees. If it is the "1" bonus space on the "draft" action space, the owner gains no double bonus.

Calculate Loss:

For each stacked token on the board at the end of the round there is a loss by all owners. The losses for each action 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 money token.
7. Draft/Trade: Lose one player of owner's choice to injury.
8. Sponsorship Sales: Lose one money token.
9. Merchandising: Lose one money token.
If a player does not have the item lost, he loses nothing.

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3 Starting at the top left of the board and going to the bottom right, all VPs take their actions and remove their vice presidents from the action board.

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 money tokens. Maximum vice presidents for a single owner are 4. That VP is not active until the next turn.
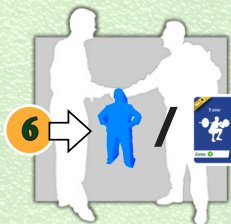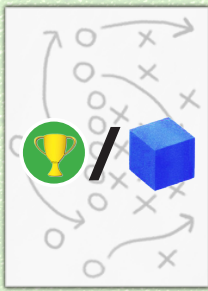
Playbook:

The owner gains a "win" token. Or, if an owner has the correct prerequisite number of win tokens, he places a block to enter the season, playoffs, championship, or bowl game on the field area of the stadium board (lowest level). For example, to place a block on the first square of the season, 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 "season." Only one block per vice president on "Playbook" may be placed. (An owner may place more than one vice president on a whole action space.) To place on some spaces of the field an owner must add equipment tokens and will earn extra victory points. An owner may place on any space within a category he chooses. For example, a player may choose any space in the "season" area to place his cube.

extra token paid

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 vice president in the build action space. 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.
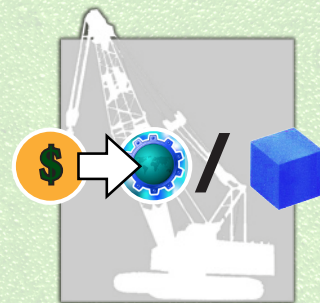
Ticket Sales:

For every win an owner has he receives one million (or money token). The maximum is 5 until he gets 10 wins which gives 6 million. This increases for each 10 wins an owner has until he reaches 30 wins. Also some buildings give a ticket bonus. For example, if an owner has skyboxes, he gets a bonus of 1 money token for ticket sales. If he has a new stadium he gains a bonus of 2 money tokens.

Draft/Trade:

The team owner pays the signing bonus (upper left of the card) of one player in the draft area and puts that player in front of 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 at "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.

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. These tokens are not replaced when removed from the draft area.
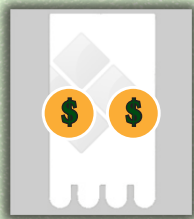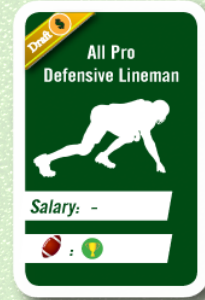
Sponsorship Sales:
An owner gains 2 money tokens.

Merchandising:
An owner gains two entertainment tokens and one money token.

4 **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 money token 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, 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.

The last thing done at game time is the all players take the losses for any double stacked tokens currently on the action board.

5 Pass the Commissioner:
Pass the commissioner pawn to the owner to the left and play continues back to step 1.

Special Building Effects:

Two buildings on the stadium board that have special effects that don't take place at game time or during ticket sales, but take place during the Action Board Phase 3 are:
Advanced Training gives one bonus "win" token when chosing Training.
Liscence Store gives one extra money token when choosing Merchandising.