

Rulebook.

11.



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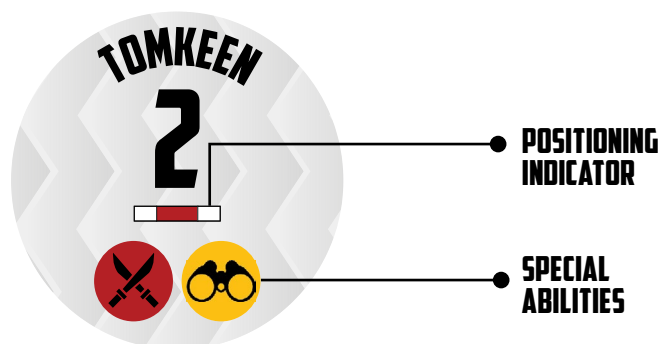
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KEY COMPONENTS

PLAYER CHIPS

The UND1C1 starter box includes two teams, the White Team and the Black Team, each one consisting of 18 player chips. Each chip displays a player's name and his jersey number, as well as his **POSITIONING INDICATOR** (see page 7) and his **SPECIAL ABILITIES** (see page 24).



PLAYMAT PITCH

The pitch is divided into 224 **BOXES**.

In UND1C1, players with ball possession move by one box at a time; players without ball possession may move by up to two boxes at a time.

4 boxes of the same color form a **QUADRANT**.

Quadrants are used to determine the distance (and hence, the difficulty) of passes and crosses.

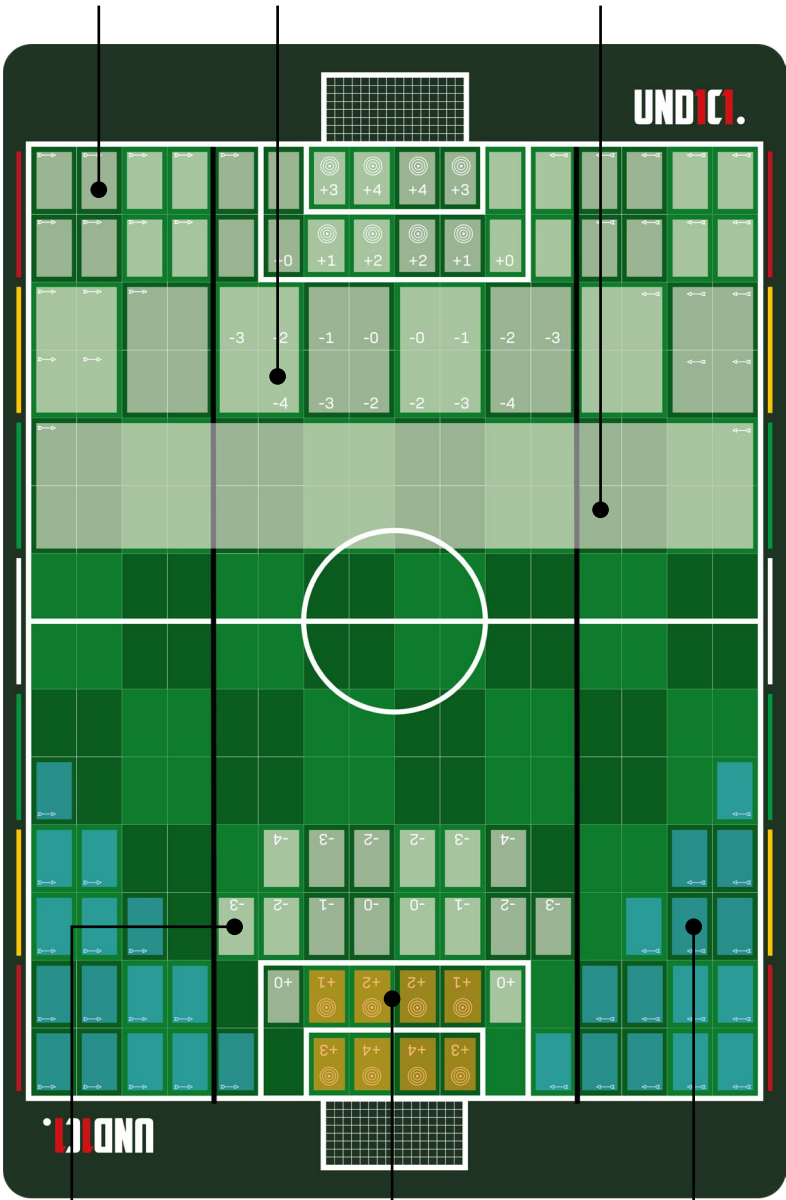
8 quadrants aligned horizontally form a **LINE OF QUADRANTS**.

Multiple players standing on the same line of quadrants can be moved spending one action only. Lines of quadrants are also used to position the starting 11 before every kick-off.

BOXES

QUADRANTS

LINE OF QUADRANTS



#

SHOT BOXES

From these boxes, players can shoot on goal.

#

SHOT/HEADER BOXES

From these boxes, players can shoot on goal and (after a successful cross) hit a header.

➡➡

CROSS BOXES

From these boxes, players can cross.

HOW TO PLAY

UNDICI is a tabletop soccer simulator for two players, both acting as the coach of a soccer team.

The aim of the game is to **win the match by scoring more goals than the opponent.**

GAME COMPONENTS

Besides the player chips and the pitch, the box includes two **decks of 30 cards** (1 white, 1 black), **2 padlocks** (1 black, 1 white), **2 dice** (1 black, 1 white), **22 chipholders** (11 white, 11 black), **10 card stands** (5 white, 5 black), and **1 ball**.

GAME PREPARATION

To set up a match, place the pitch on the table, shuffle the decks of cards and deal 20 strategy cards (randomly picked from the white deck) to the coach of the White Team, and 20 strategy cards (randomly picked from the black deck) to the coach of the Black Team. Each coach places his **20 cards face down in front of him, and takes a dice.**

POSITIONING THE STARTING 11

At this point, coaches position their starting eleven on their half of the pitch, based on each player's **POSITIONING INDICATOR**.

The **color** of the illuminated square in the positioning indicator tells the **role** of the player. **Goalies** (purple) must be placed inside the goal*, **defenders** (red) must be placed within the red line of quadrants, **midfielders** (yellow) on the yellow line of quadrants, and **strikers** (green) within the green one.

The **position** (left, center, right) of the illuminated square tells on **which side** of the pitch that player prefers to play (left boxes, central boxes, right boxes).

Based on their positioning indicator, left wingbacks like TAGADA (3) can be placed in any of the left boxes within the red line of quadrants; central midfielders like TULIPANO (10)

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ACTIONS

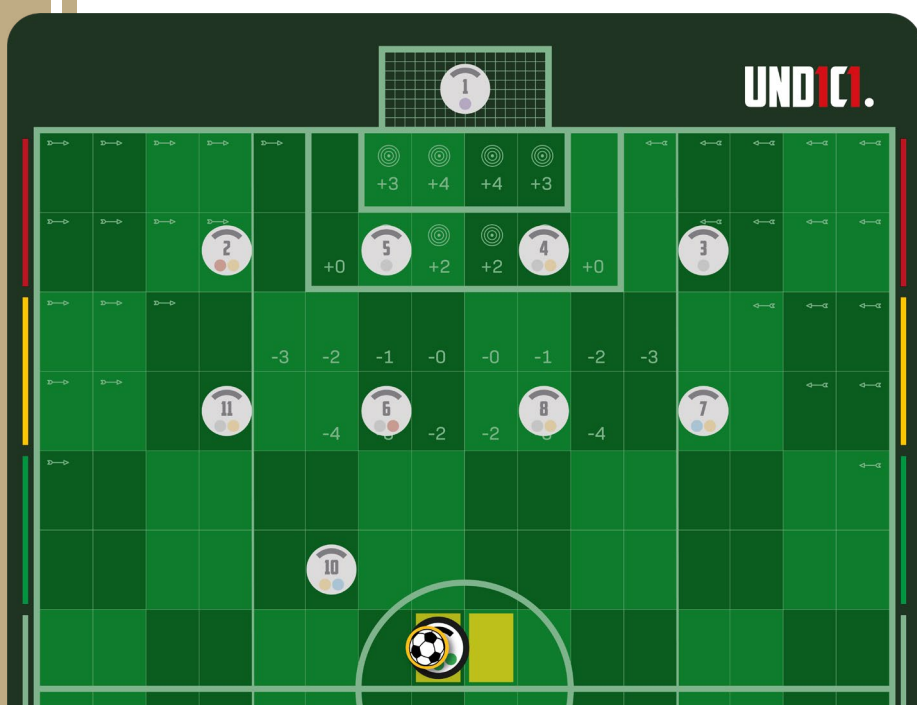
During each turn, a coach can play up to 3 actions, choosing among: **SINGLE MOVEMENT**, **GROUP MOVEMENT**, **PASS**, **DRIBBLING**, **TACKLE**, **SHOT** and **CROSS**. The only time in which a coach cannot choose is the beginning of a match: the first action of the first turn of every UN1C1 game must be a **KICK-OFF**.

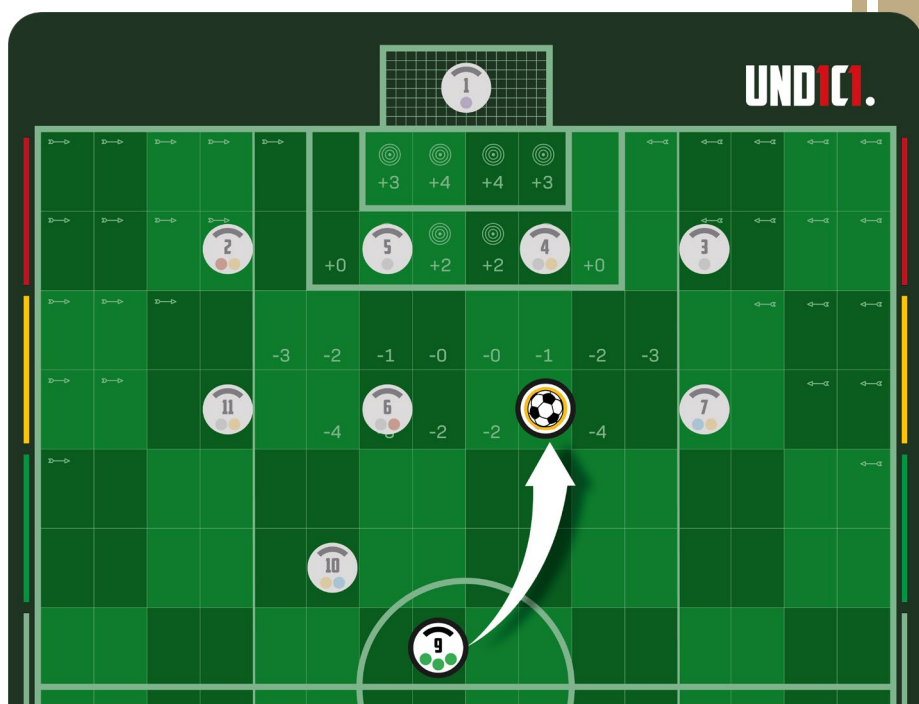
KICK-OFF!

To begin the game, coaches roll their dice. Who gets the highest score, chooses one of his players (not the goalie), places the player chip in one box within the midfield circle (in his half of the pitch), and puts the ball on top of it.

The coach passes the ball from the the kick-off taker to any other player of his team, completing the first action of the first turn of the game. The coach has now **two more actions to carry out, to complete his first turn.**

KICK-OFF! - COUNTS 1 ACTION





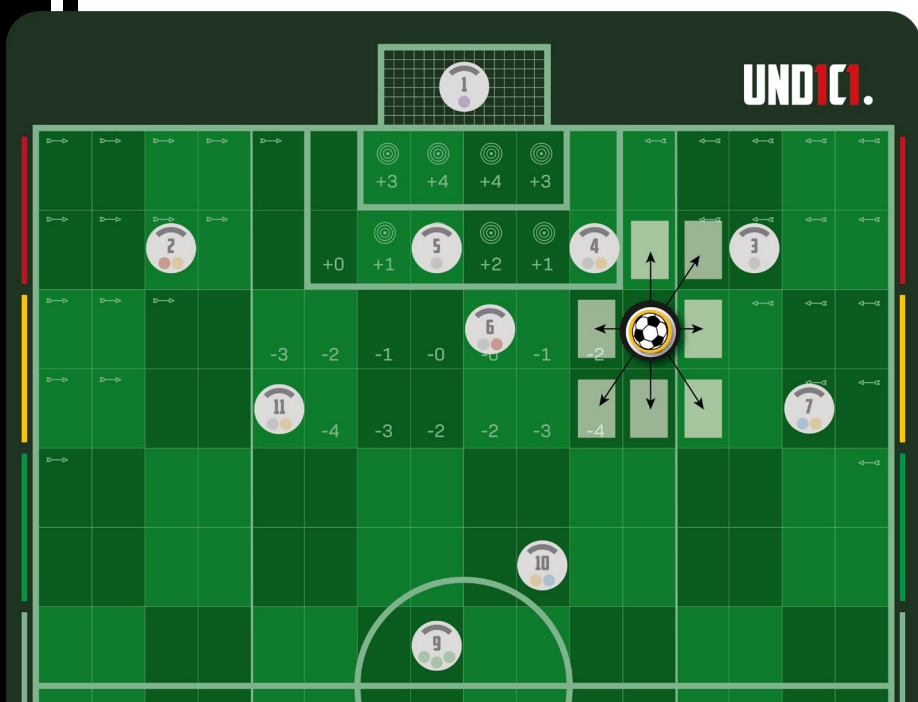
THE KICK-OFF TAKER PASSES THE BALL TO ANY TEAMMATE. THIS IS THE FIRST ACTION OF THE FIRST TURN OF EACH UN1C1 MATCH.

SINGLE MOVEMENT

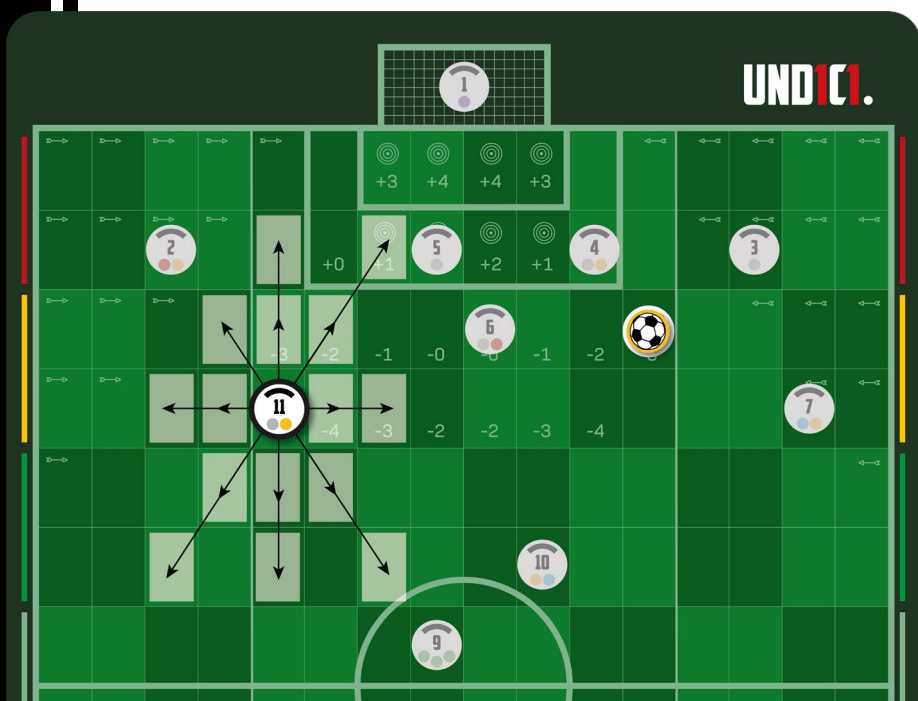
A player **without ball possession** can be moved by **one or two** boxes at the time horizontally, vertically and diagonally.

A player **with ball possession** can only be moved by **one box** at the time.

Players cannot be moved on boxes already occupied by other players (nor teammates, nor opponents), or padlocks.



A PLAYER WITH BALL POSSESSION MAY BE MOVED BY ONE BOX AT A TIME ONLY.



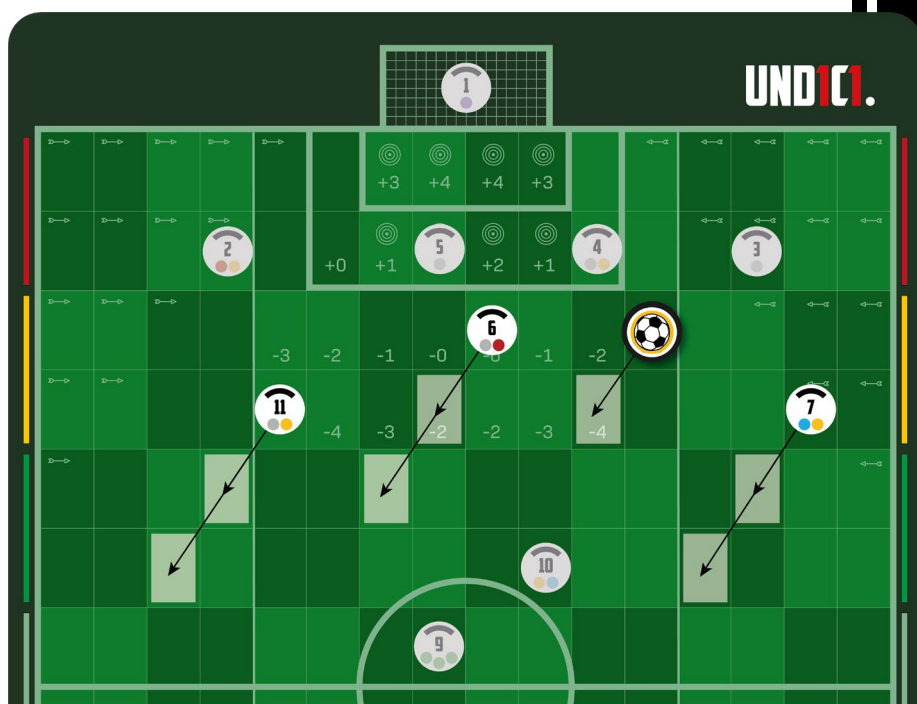
A PLAYER WITHOUT BALL MAY BE MOVED BY ONE OR TWO BOXES AT A TIME, HORIZONTALLY, VERTICALLY OR DIAGONALLY. NO CHANGES OF DIRECTION ("L" SHAPE MOVEMENTS) ARE ALLOWED.

GROUP MOVEMENT

Multiple players can be moved spending one action only, provided that (i) they move **from the same line of quadrants** (in the example, the yellow one), and (ii) movement takes place **in the same direction**.

While performing a group movement, a **coach may move players by a different number of boxes** (e.g. one or more player by one box, and one or more other players by two boxes), provided that the direction in which they move is the same.

Also, **it is not mandatory to move all the players standing within one line of quadrants**. For example, a coach might decide to perform a group movement moving 3 out of 4 players only.



TWO OR MORE PLAYERS STANDING WITHIN THE SAME LINE OF QUADRANTS (IN THIS CASE, THE YELLOW ONE) MAY BE MOVED SPENDING ONE ACTION ONLY, PROVIDED THAT THEY MOVE IN THE SAME DIRECTION (BUT NOT NECESSARILY BY THE SAME NUMBER OF BOXES).

PASS



When in ball possession, a player can pass to any teammate (excluding the goalie). To do so, the coach rolls his dice.

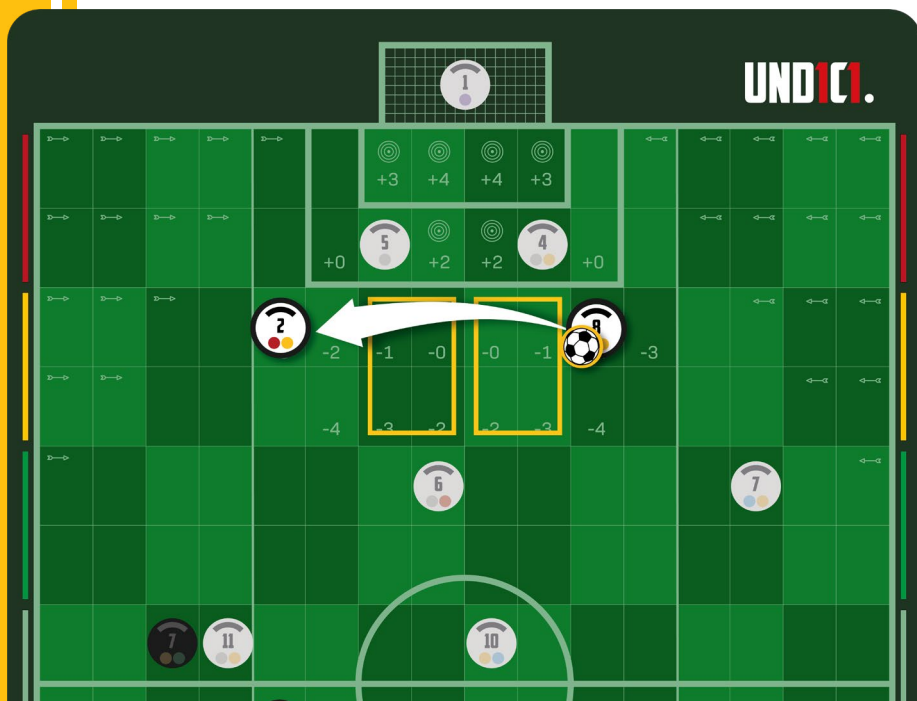
Minimum score needed = # **quadrants** between passer and receiver + # **opponents** marking the receiver*

If the coach rolls a lower number, the ball goes to the opponent standing closest to the designated receiver (and if two or more opponents are equally distant from the receiver, it is up to the coach who missed the pass to decide which one gets the ball). **The turn of the team that failed the pass ends immediately**, and the coach is only allowed to position the padlocks before drawing one card.

NOTE: goalkeepers cannot receive passes; moreover, they don't count as marking players on passes/crosses.

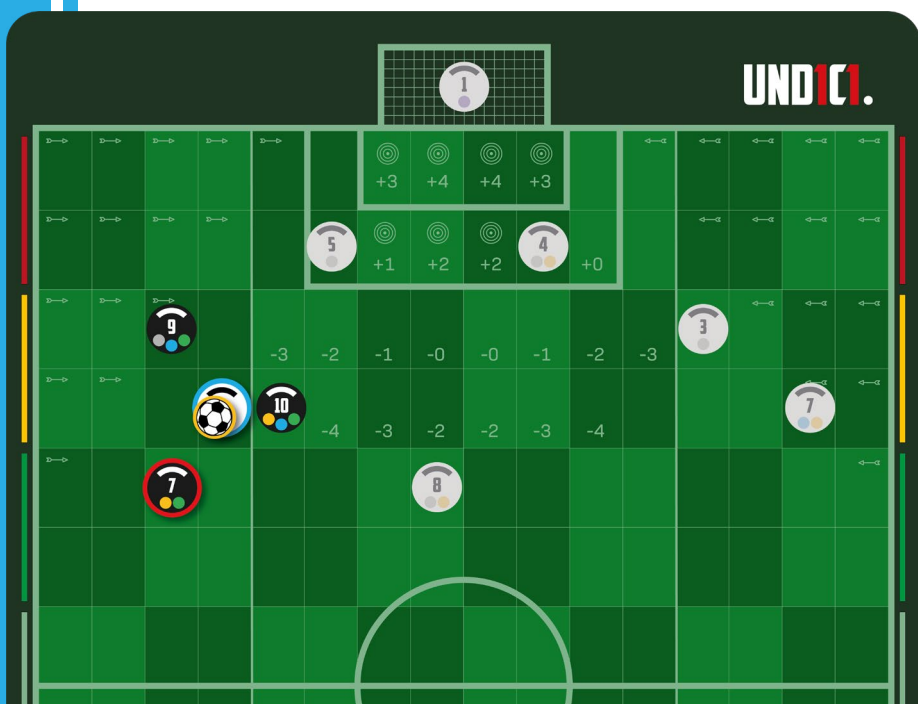


*Opponents standing in any of the 8 boxes surrounding the receiver.

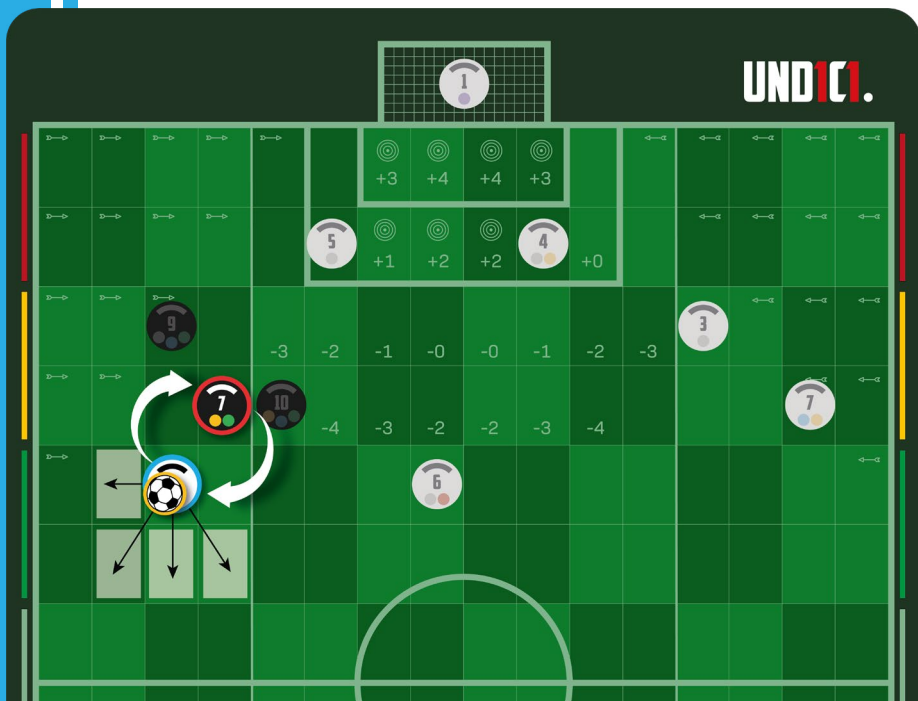


PASSING TO PLAYER #2 - MINIMUM DICE ROLL REQUIRED:

2 (= 2 QUADRANTS DISTANCE). IF COACH SCORES A LOWER NUMBER, BALL GOES TO #7 OF THE BLACK TEAM.



THE BALL CARRIER TRIES DRIBBLING #7. HE MIGHT HAVE DRIBBLED #10 OR #9 ALTERNATIVELY, AS THEY ARE ALSO STANDING IN ADJACENT BOXES.



AFTER THE DICE ROLL, PLAYERS SWITCH BOXES AND THE LOSER GETS FLIPPED. THE WINNER RETAINS (OR WINS) BALL POSSESSION AND CAN MOVE BY ONE ADDITIONAL BOX (TWO, IF HE'S A *RABBIT*), WITHOUT SPENDING ANY EXTRA ACTIONS.

TACKLE

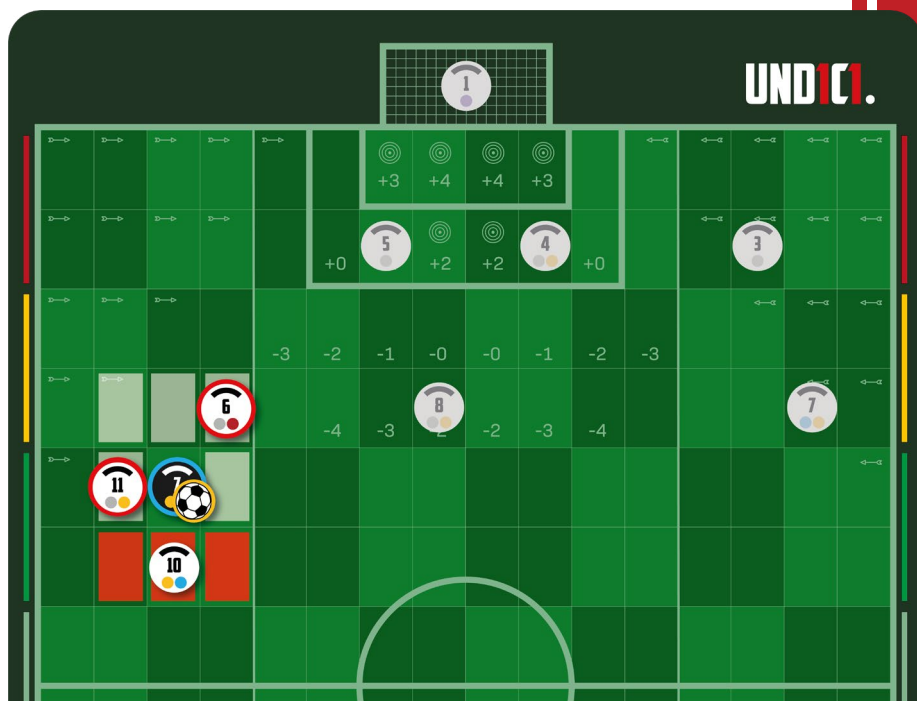
A player may try stealing the ball by tackling an opponent, if he stands on a box in front or beside him. **Tackles from behind the ball line are not allowed in UNDI1.**

Tackle attempt: coaches roll their dice, and players switch boxes. **Tackle outcome:** the loser flips his player*; the winning coach retains (or steals) ball possession with his player, and may move him by one extra box (two if he has RABBIT ability, see page 24), **without spending extra actions.**

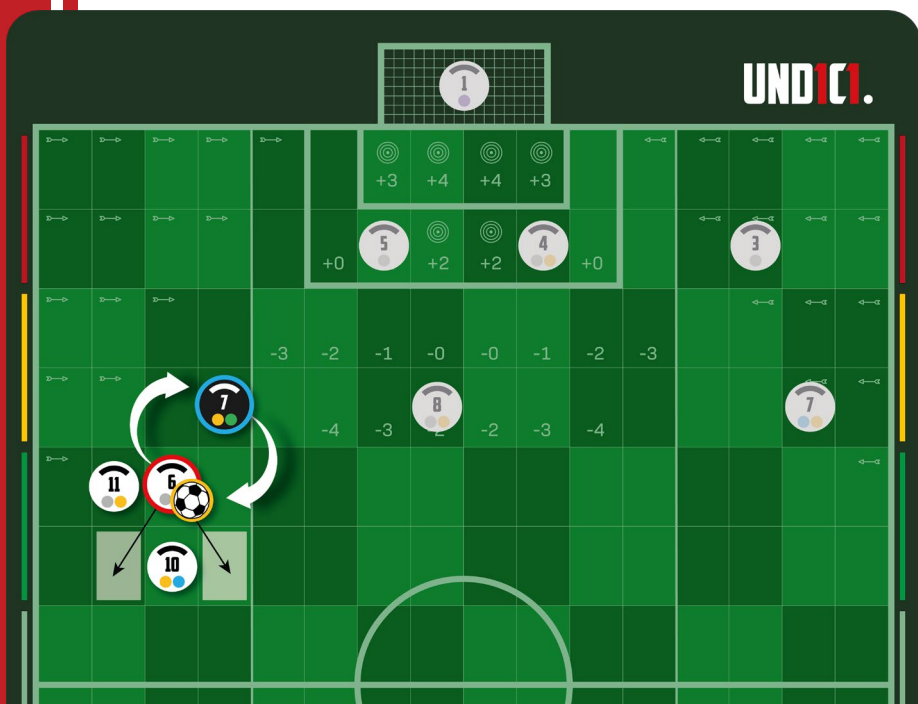
In case of draw, coaches roll the dice again.

NOTE: goalkeepers cannot tackle.

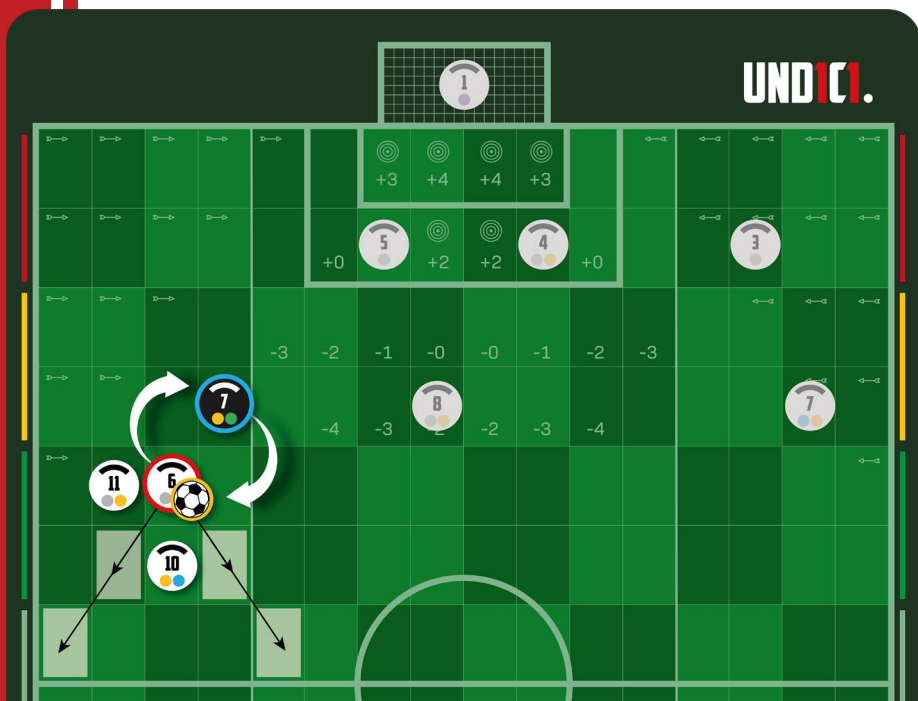
* The flipped player cannot be used during his team's next turn, after which he may be flipped back and used again.



BOTH #6 AND #11 CAN TACKLE THE OPPONENT, WHILE #10 CANNOT, AS HE IS STANDING BEHIND THE BALL LINE.



#6 ATTEMPTS THE TACKLE AND WINS THE DUEL, EARNING BALL POSSESSION. PLAYERS SWITCH BOXES AND THE LOSER GETS FLIPPED. THE WINNER CAN NOW MOVE BY ONE ADDITIONAL BOX, WITHOUT SPENDING ANY EXTRA ACTIONS.



IF #6 HAS RABBIT ABILITY, AFTER SWITCHING BOXES WITH THE OPPONENT HE MAY MOVE BY UP TWO BOXES, WITHOUT SPENDING EXTRA ACTIONS (THE SAME APPLIES WHEN A PLAYER WITH THIS ABILITY WINS A **DRIBBLING** DUEL).

SHOT

A player with ball possession may shoot on goal if he stands on a **SHOT BOX**. Coaches roll their dice.

Shooting score = dice result +/- shot bonus/malus.

Saving score = dice result of the opponent (+1 additional point in case one player is standing right in front of the opponent, obstructing the shot).

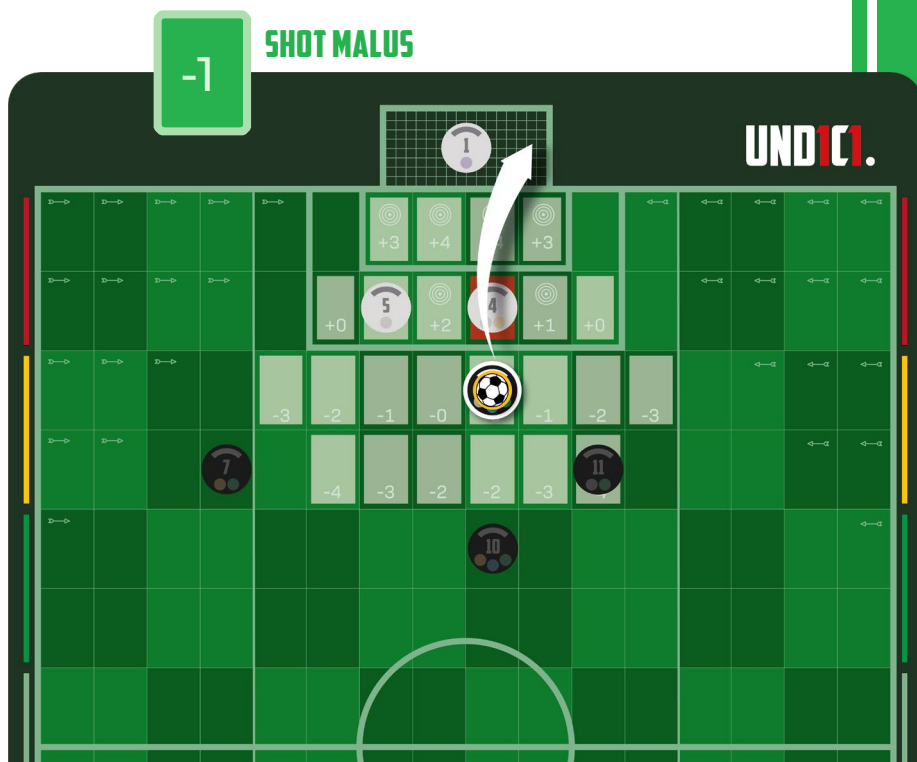
If shooting score > saving score, it's a goal!

Both coaches reposition their players on the pitch for a new KICK-OFF (see page 8).

If saving score > shooting score, goalie saves!

First, both teams reposition (see page 23). Then, a new turn starts with a pass from the goalie (it works like a normal pass).

In case of draw, coaches roll their dice again.



SHOOTING SCORE: DICE ROLL - 1 (SHOOTING MALUS DISPLAYED ON THE SHOT BOX OCCUPIED BY THE SHOOTER)

SAVING SCORE: DICE ROLL + 1 (DUE TO THE OPPONENT STANDING IN FRONT OF THE SHOOTER, OBSTRUCTING THE SHOT)

HEADER

After a successful cross, the receiver of the cross hits a header, without spending any extra actions. This means, **cross and header count as 1 action only**. Coaches roll their dice.

Header score = dice result +/- header bonus.

Saving score = dice result of the opponent (+1 additional point in case one player is standing right in front of the opponent, obstructing the header).

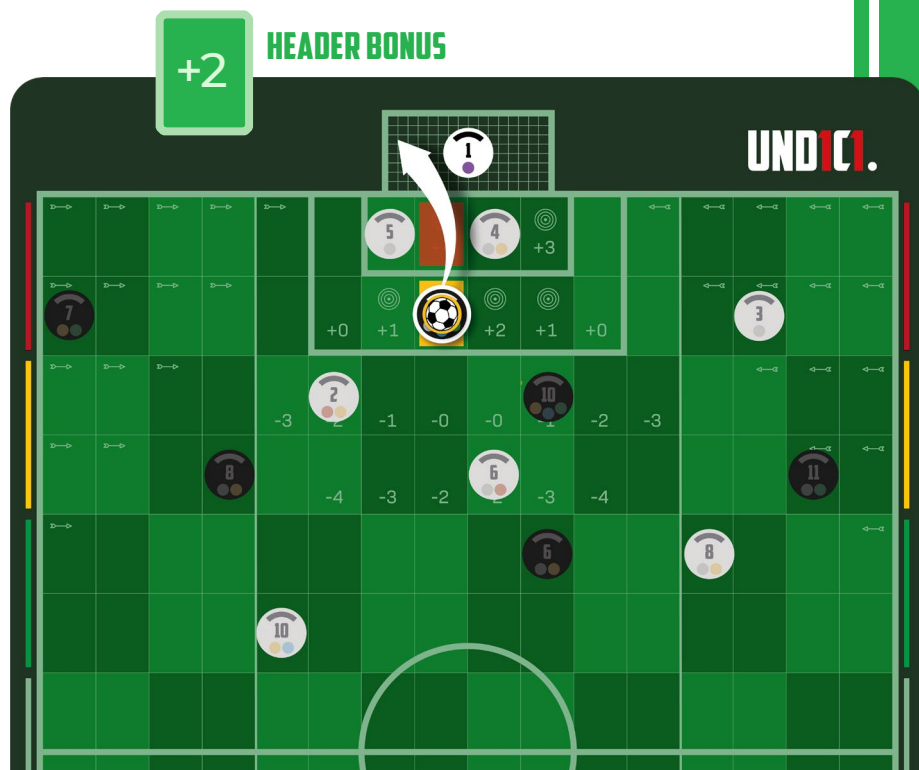
■ **If header score > saving score, it's a goal!**

Both coaches reposition their players on the pitch for a new KICK-OFF (see page 8).

■ **If saving score > header score, goalie saves!**

First, both teams reposition (see page 23). Then, a new turn starts with a pass from the goalie (it works like a normal pass).

■ **In case of draw,** coaches roll their dice again.

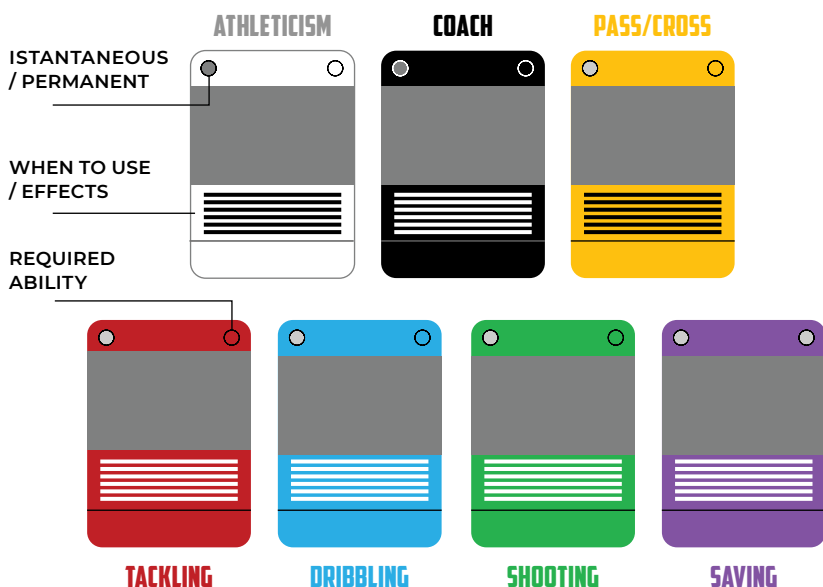


HEADER SCORE: DICE ROLL +2 (SHOOTING BONUS DISPLAYED ON THE SHOT BOX OCCUPIED BY THE PLAYER)

SAVING SCORE: DICE ROLL

STRATEGY CARDS

- Each coach is obliged to draw one strategy card at the end of each turn. Coaches may hold a maximum of five cards in their hand, so if at the end of his turn a coach has five cards already, he must discard one before drawing.
- When both coaches run out of cards in their decks, they play one last turn each, and then the game ends.
- The text box underneath the card illustration explains the effects produced by a strategy card, and tells the coach whether he should play the card during his or during his opponent's turn. A coach is allowed to use a maximum of three cards in the course of his turn.
- All cards have a symbol in the top left corner: cards with a ⚡ are defined **INSTANTANEOUS**, and produce their effects for one turn only; cards with a ∞ are **PERMANENT**, as they remain in the game until they get discarded. It is not possible to have more than two permanent cards in the game at the same time. A permanent card may be discarded by a coach at any time during his turn, if he wishes to replace it with a different permanent card.
- A **SPECIAL ABILITY** symbol in the top right corner indicates that the card can only be used on/by players having that special ability.



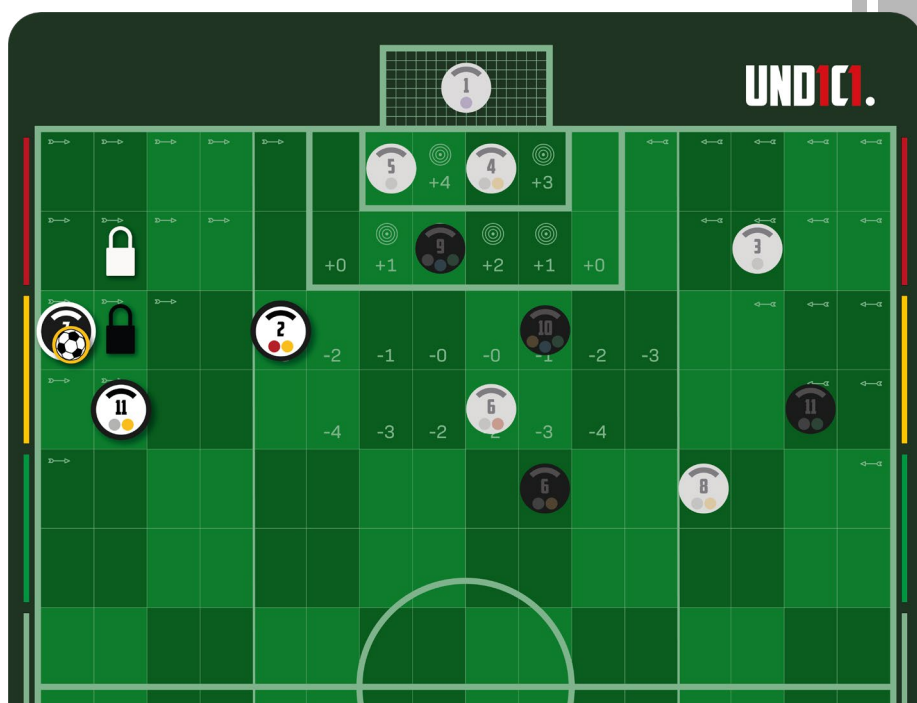
PADLOCKS

Before ending his turn by drawing a strategy card, a coach positions padlocks on the field in order to: (i) prevent the opponent from stepping on certain boxes and/or (ii) man-mark an opponent.

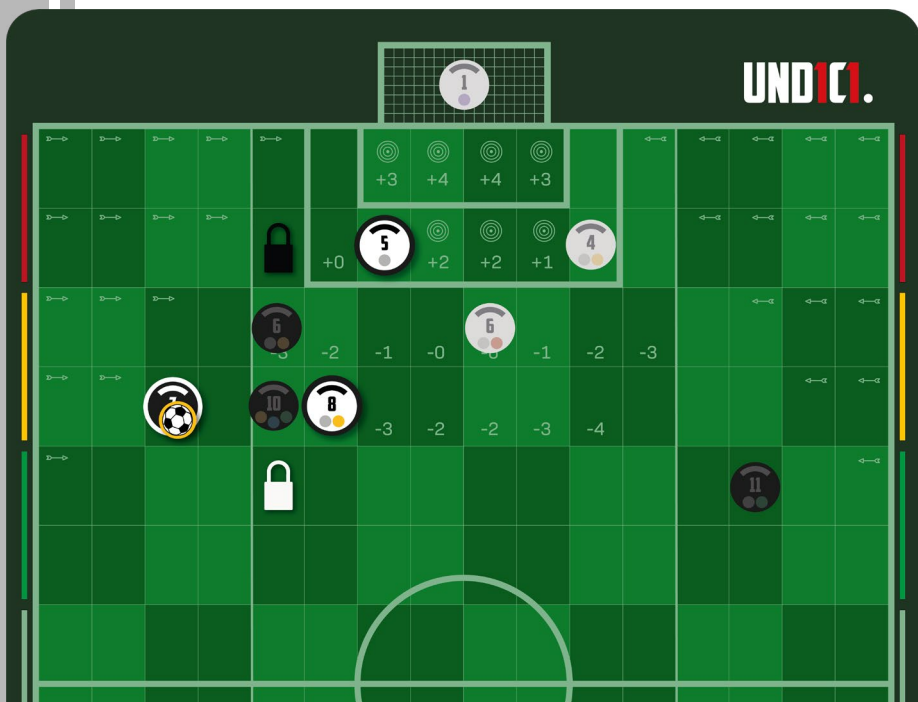
Each padlock must be positioned by the coach on an empty box standing in front, behind or next to a box occupied by one of his players.

White padlocks are not effective against players with *GORILLA* ability (see page 24). To prevent a *GORILLA* from stepping on a given box, a black padlock is needed.

NOTE: It is not possible to place more than one padlock inside the penalty area. It is not possible to place padlocks in the four quadrants standing at the corners of the pitch.



EXAMPLE 1 - PROTECTING BALL POSSESSION: WITHOUT PADLOCKS, #11 OR #2 OF THE WHITE TEAM MIGHT GET CLOSE TO THE BALL CARRIER AND TRY A TACKLE. PADLOCKS PREVENT THEM FROM DOING SO, WITHIN ONE TURN.



EXAMPLE 2 - PROTECTING BALL POSSESSION: PADLOCKS PREVENT #8 AND #5 OF THE WHITE TEAM FROM TRYING TO STEAL THE BALL WITHIN THEIR TURN (THEY WOULD NEED MORE THAN 3 ACTIONS).

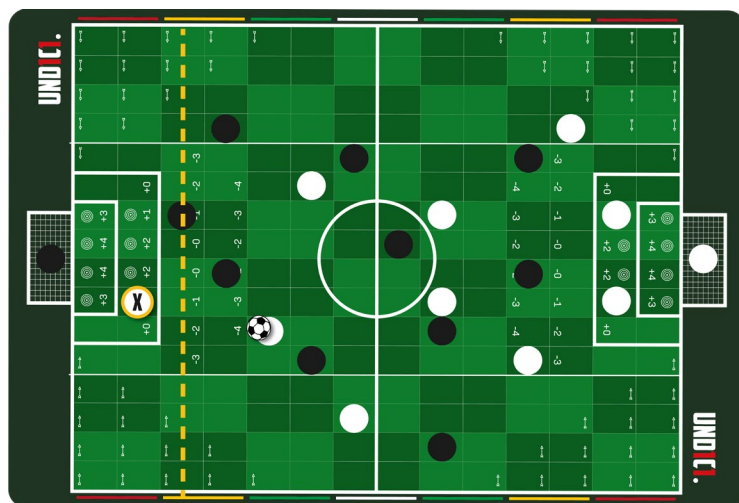


EXAMPLE 2 - INCREASE MAN-MARKING: THE BALL CARRIER WISHES TO REACH #9 WITH A CROSS. WITHOUT PADLOCKS, ROLLING A 4 WOULD BE SUFFICIENT. WITH PADLOCKS, HE NEEDS TO ROLL A 6, AS EACH PADLOCK COUNTS AS AN ADDITIONAL MARKING MAN.

OTHER RULES

OFF-SIDE RULE

A player standing in the opponent's half can only receive a pass provided that one or more opponents (excluding the goalie), stand between him and the opponent's goal. out of these opponents, the one standing closest to the goalie determines the position of the off-side line (see picture below).



THE BALL CARRIER CANNOT PASS TO PLAYER X, AS THIS IS STANDING BEYOND THE OFF-SIDE LINE.

REPOSITIONING AFTER A SAVE

Each time the goalie saves a shot or a header, the coach of his team makes up to three (SINGLE or GROUP) **MOVEMENTS**. Then, the opponent coach makes up to three (SINGLE or GROUP) **MOVEMENTS** as well and positions the padlocks. The new turn for the coach of the team that saved the shot may now begin, with a pass from the goalie to any teammate.

NOTES: Passing from a goalie to a teammate **works like a normal PASS**. The special ability **RABBIT** is effective during a repositioning phase, while the special ability **TRACTOR** is not.

SPECIAL ABILITIES

After familiarizing with UN1C1 basic gameplay, we suggest you to start using SPECIAL ABILITIES, so to give the game an extra layer of depth (and much more fun!).

White abilities give a player certain athletic powers, while **colored abilities** facilitate the execution of shots, passes, dribblings, tackles and saves, giving you a +1/+2 bonus on your dice roll.



TRACTOR

MAY PERFORM AN EXTRA MOVEMENT (BOTH WITH AND WITHOUT BALL POSSESSION) AT THE END OF THE TURN. TRACTOR ABILITY CAN BE USED BY MAX ONE PLAYER PER TURN.



GORILLA

WHITE PADLOCKS ARE NOT EFFECTIVE AGAINST HIM. GORILLA ABILITY IS NOT EFFECTIVE WHEN THE PLAYER HAS BALL POSSESSION.



RABBIT

MAY MOVE BY UP TO THREE BOXES AT A TIME WHEN NOT IN BALL POSSESSION, AND BY UP TO TWO BOXES AT A TIME WHEN IN BALL POSSESSION. "L-SHAPE" MOVEMENTS ARE NOT ALLOWED.



VIPER

VIPER: +1 ON DICE ROLL WHEN SHOOTING FROM INSIDE THE BOX.

BLACK VIPER: +2 ON DICE ROLL WHEN SHOOTING FROM INSIDE THE BOX.



CANNON

CANNON: +1 ON DICE ROLL WHEN SHOOTING FROM OUTSIDE THE BOX.

BLACK CANNON: +2 ON DICE ROLL WHEN SHOOTING FROM OUTSIDE THE BOX.



ARIES

ARIES: +1 ON DICE ROLL WHEN HITTING A HEADER AFTER A SUCCESSFUL CROSS.

BLACK ARIES: +2 ON DICE ROLL WHEN HITTING A HEADER AFTER A SUCCESSFUL CROSS.



PLAYMAKER

PLAYMAKER: +1 ON DICE ROLL WHEN PASSING.

BLACK PLAYMAKER: +2 ON DICE ROLL WHEN PASSING.



ARCHER

ARCHER: +1 ON DICE ROLL WHEN MAKING A CROSS.

BLACK ARCHER: +2 ON DICE ROLL WHEN MAKING A CROSS.



WIZARD

WIZARD: +1 ON DICE ROLL WHEN DRIBBLING OR DEFENDING BALL POSSESSION FROM A TACKLE.

BLACK WIZARD: +2 ON DICE ROLL WHEN DRIBBLING OR DEFENDING BALL POSSESSION FROM A TACKLE.



GLADIATOR

GLADIATOR: +1 ON DICE ROLL WHEN TACKLING OR CONFRONTING A DRIBBLING.

BLACK GLADIATOR: +2 ON DICE ROLL WHEN TACKLING OR CONFRONTING A DRIBBLING.



PAW

PAW: +1 ON DICE ROLL WHEN SAVING A SHOT OR A HEADER.

BLACK PAW: +2 ON DICE ROLL WHEN SAVING A SHOT OR A HEADER.



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