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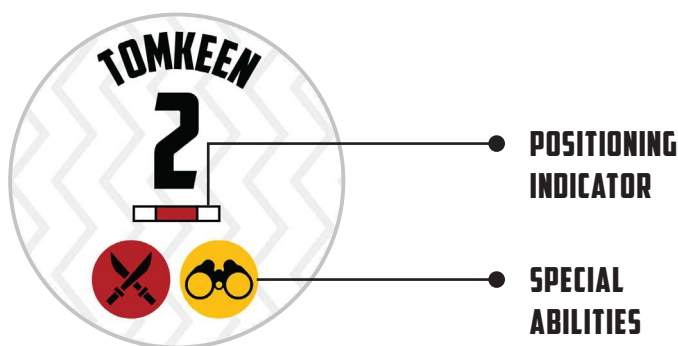
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KEY COMPONENTS

PLAYER CHIPS

Each UN1C1 team consists of 18 player chips. Each chip displays a player's name and their jersey number, as well as their **POSITIONING INDICATOR** (see page 6) and **SPECIAL ABILITIES** (see page 24). Underneath the positioning indicator, some players may display one, two or three little squares (■), indicating they are good at taking set pieces. For more details on this, check *UN1C1 PRO Rules*.



PLAYMAT PITCH

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

In UN1C1, players with possession of the ball can move one box at a time, whereas players without possession of the ball may move up to two boxes at a time.

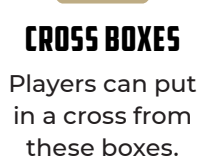
4 boxes of the same color form a **QUADRANT**.

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

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

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

LINES



5

HOW TO PLAY

UNDICI is a tabletop soccer simulator for two players, each 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.

The *UNDICI Core Box* includes: 4 teams (18 chips each), 2 decks of strategy cards (51 cards each), 2 padlocks (1 black, 1 white), 2 dice (1 black, 1 white), 22 chip holders (11 white, 11 black)*, 1 ball, 2 captain rings (1 red, 1 blue) and 10 card stands (5 white, 5 black),

** Chip holders are only used when playing in DRAFT mode. See UNDICI PRO rules for further details.*

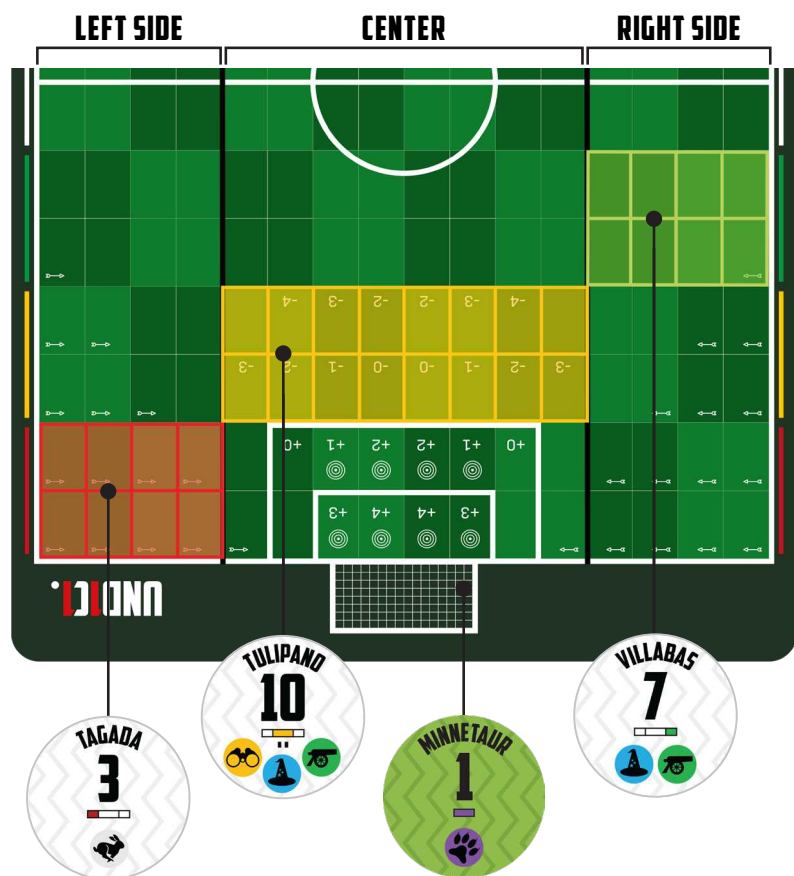
GAME PREPARATION

To set up a match, place the pitch on the table, shuffle the decks of cards and deal 20 strategy cards from the first deck to Coach A, then 20 strategy cards from the second deck to Coach B. Each Coach places their 20 cards pile face down in a pile («**match-day pile**») in front of them, and takes a dice.

At this point, Coaches put teams in a *KICK-OFF POSITION* by placing 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 indicates the **role** of the player. **Goalies** (purple) must be placed inside the goal, **defenders** (red) must be placed within the red line, **midfielders** (yellow) on the yellow line, and **strikers** (green) within the green one. The **position** (left, center, right) of the illuminated square indicates on **which side** of the pitch that player prefers to play (left side, center, right side).

For example, Tagada (leftback) can be placed in any of the left side boxes, *within the red line*; Tulipano (central midfielder) can occupy any of the central boxes *within the yellow line*; Villabas (right forward) can be placed in any of the right side boxes, *within the green line*; Minnetaur (goalie), must be placed *within the goal*, **and won't be able to occupy any other box, throughout the whole match.**



Pink players can be used alternatively as defenders and as midfielders. **Blue** players can be used alternatively as midfielders and as strikers.

Before beginning a match, Coaches select the **CAPTAIN** of their team by placing a captain ring on top of the selected player. Twice in the course of a game, a captain will be able to re-roll the dice, in case the Coach is not happy with the first dice roll.

URNS AND END OF THE GAME

In the course of each turn of an UNDI1 game, a Coach may:

- play up to 3 **ACTIONS** (see pages 8-19)
- use up to 3 **STRATEGY CARDS** (see page 20).

After playing actions / using strategy cards, a Coach must (1) position their **PADLOCKS** (see page 21) and (2) draw one **STRATEGY CARD** (see page 20). Once the strategy card is drawn, the turn ends - and the opponent turn begins.

After drawing the last strategy card out of their decks, Coaches play one final turn each, and then **the game ends**.

ACTIONS

During each turn, a Coach can play up to 3 actions, choosing from:

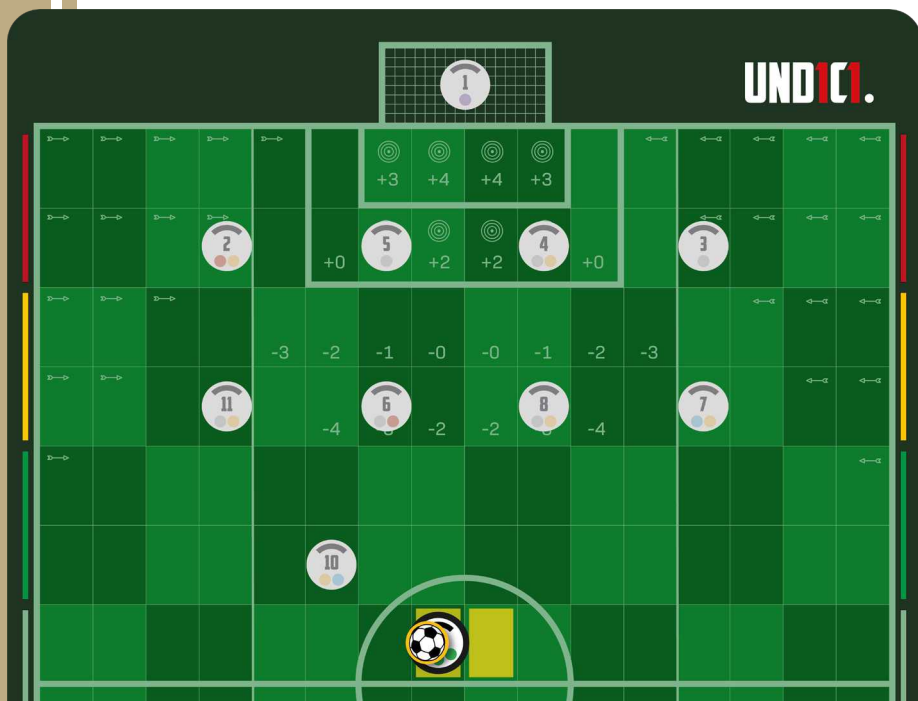
SINGLE MOVEMENT, **GROUP MOVEMENT**, **PASS**, **TACKLE**, **DRIBBLE**, **SHOT** and **CROSS**. The only time in which a Coach cannot choose is the beginning of a match: the first action of the first turn of every UN1C1 game must be a **KICK-OFF**.

KICK-OFF!

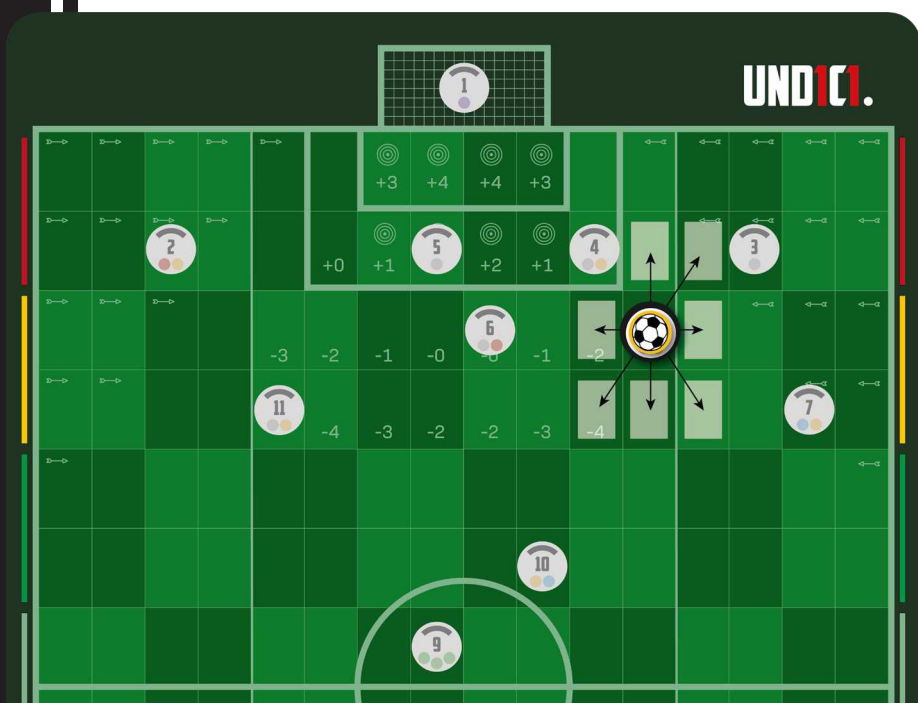
To begin the match, both Coaches roll a dice, and the Coach with the highest roll takes the first kick-off of the game. To do this, that Coach chooses one of their players chips (except for the goalie), places it in one of the two boxes in the centre circle (on their side of the pitch), and places the ball on top of it.

The Coach then takes the first action of the game by moving the ball from the the kick-off taker to any other player of his team. The Coach now has **two more actions to carry out, to complete his first turn**.

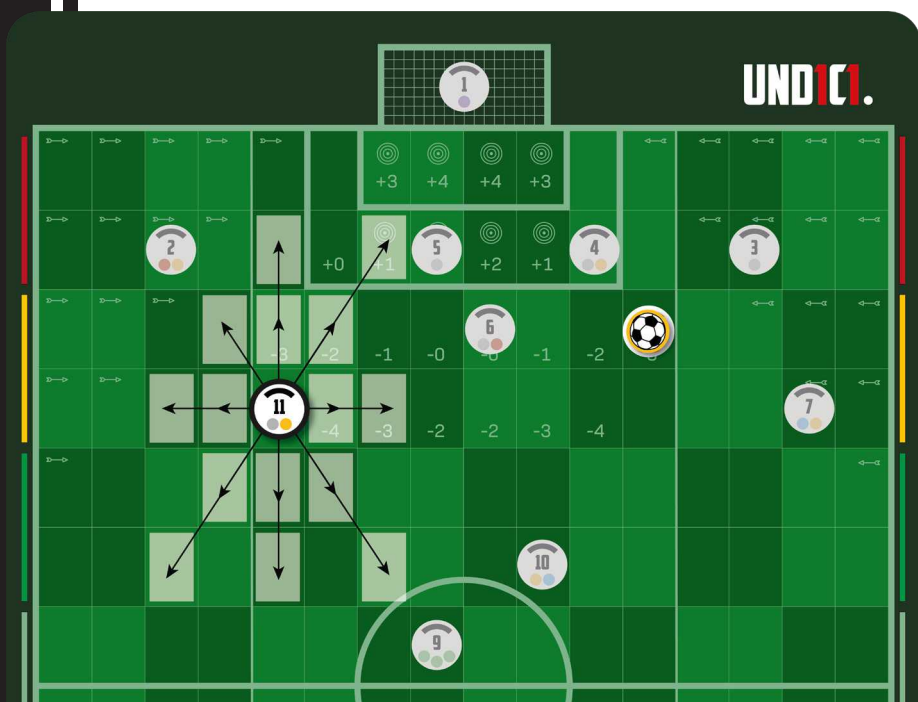
KICK-OFF! - COUNTS AS 1 ACTION



FOR A KICK-OFF, A PLAYER MUST BE PLACED ON ONE OF THE TWO BOXES WITHIN THE MIDFIELD CIRCLE.



A PLAYER WITH POSSESSION OF THE BALL MAY BE MOVED ONE BOX AT A TIME, EITHER HORIZONTALLY, VERTICALLY OR DIAGONALLY.



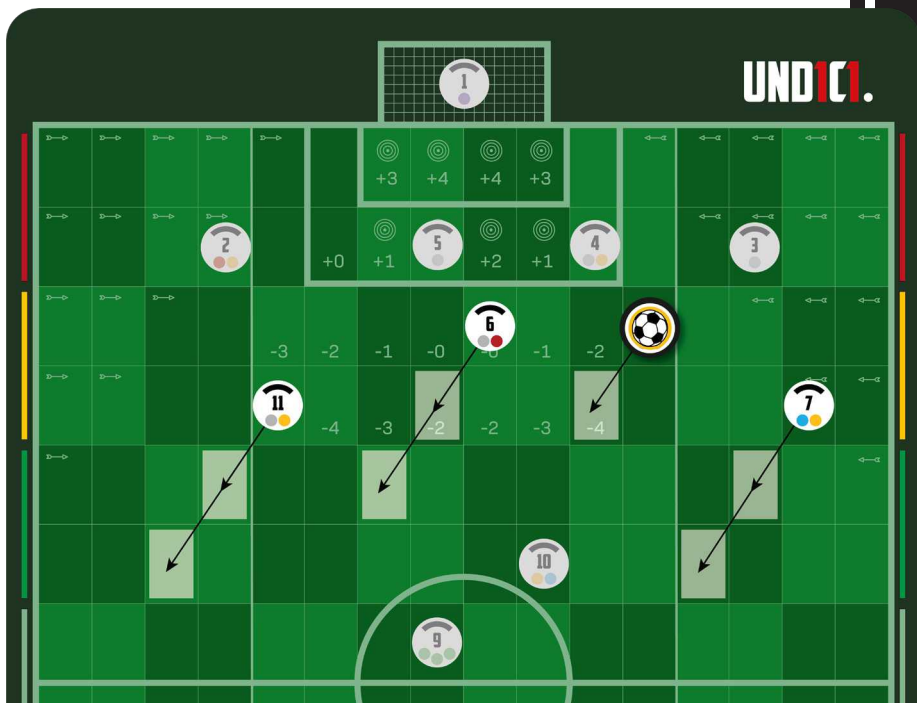
A PLAYER WITHOUT POSSESSION OF THE BALL MAY BE MOVED ONE OR TWO BOXES AT A TIME, EITHER HORIZONTALLY, VERTICALLY OR DIAGONALLY (NO CHANGES OF DIRECTION, SUCH AS L-SHAPED MOVEMENTS, ARE ALLOWED).

GROUP MOVEMENT

Multiple players can be moved by only spending one action, provided that they (i) move from the same line (in the example below, the yellow one,) and (ii) move 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 players 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. For example, a Coach might decide to perform a group movement moving only 3 out of the 4 players standing within a given line.



TWO OR MORE PLAYERS STANDING WITHIN THE SAME LINE (IN THIS CASE, THE YELLOW ONE) MAY BE MOVED SPENDING ONE ACTION ONLY, PROVIDED THAT THEY MOVE IN THE SAME DIRECTION. THERE IS NO OBLIGATION TO MOVE PLAYERS BY THE SAME NUMBER OF BOXES.

PASS

When he has the ball, a player can pass it to any teammate (excluding the goalie). To do so, the Coach rolls the dice.

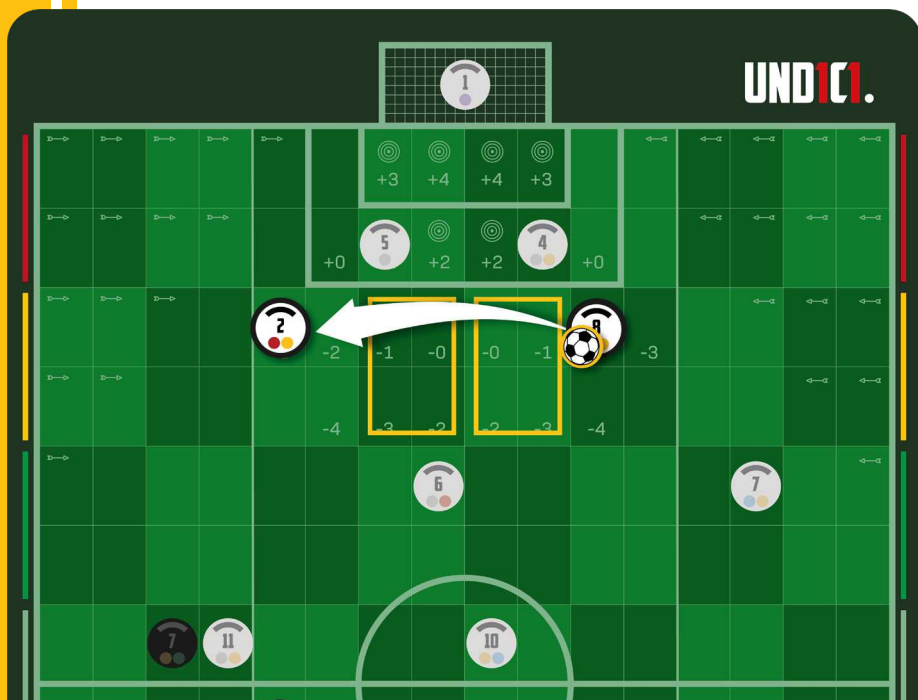
Minimum score needed = # **quadrants** between passer and receiver + # **opponent players** marking the receiver*

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**: its Coach can only position the padlocks and then he must draw a card.

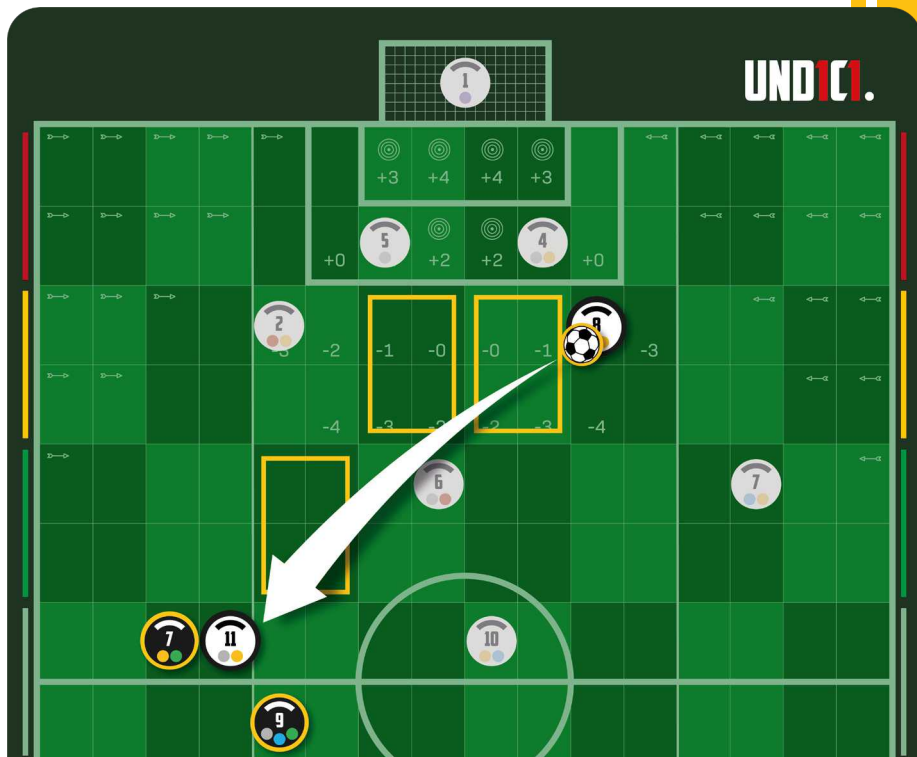
NOTE: while a goalkeeper cannot receive passes, they do count as a marking player on passes targeting opponents standing in the +3 and +4 shot/header boxes.



Opponents standing in any of the boxes surrounding the receiver.



PASSING TO PLAYER #2 - MINIMUM DICE ROLL REQUIRED: 2 (= 2 QUADRANTS DISTANCE). IN CASE A LOWER NUMBER IS ROLLED, THE BALL GOES TO #7 OF THE BLACK TEAM.

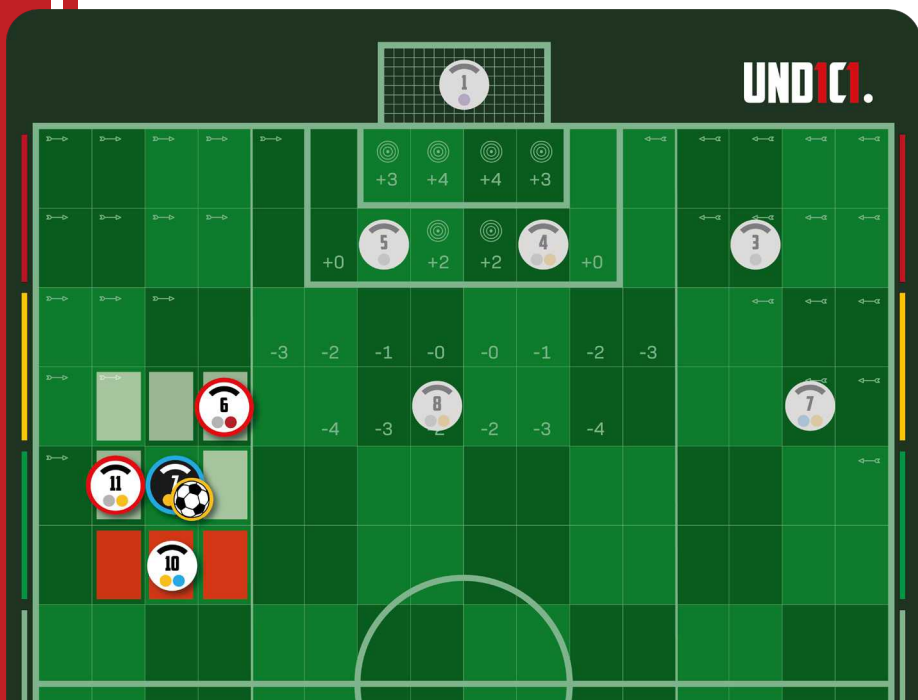


PASSING TO PLAYER #11 - MINIMUM DICE ROLL REQUIRED:

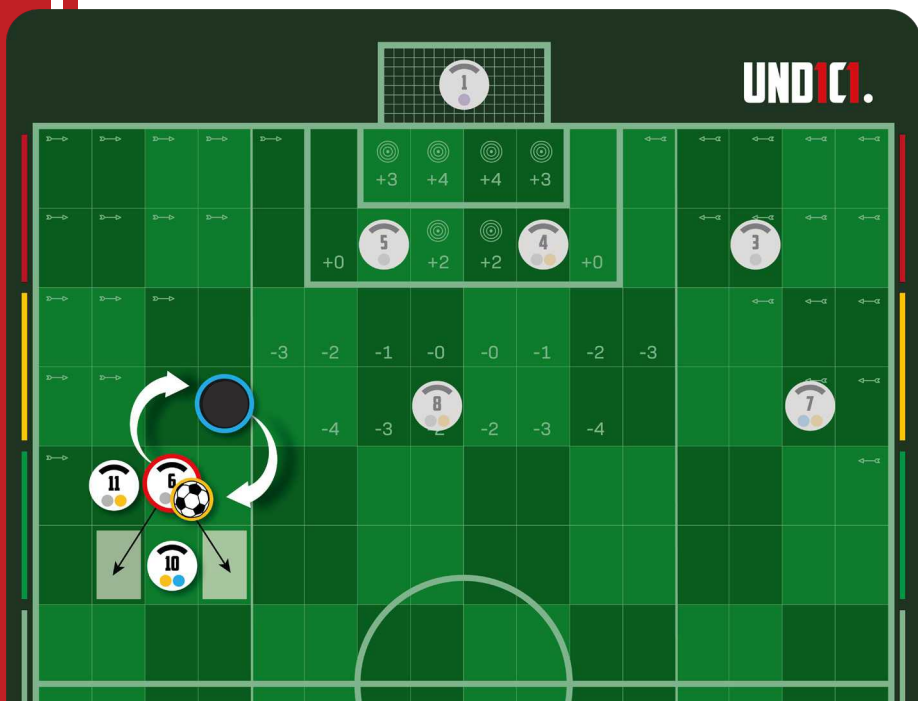
TACKLE

A player may try stealing the ball by tackling an opponent if they stand on a box vertically, horizontally or diagonally in front of them. **Tackles from behind the ball line are not allowed!**

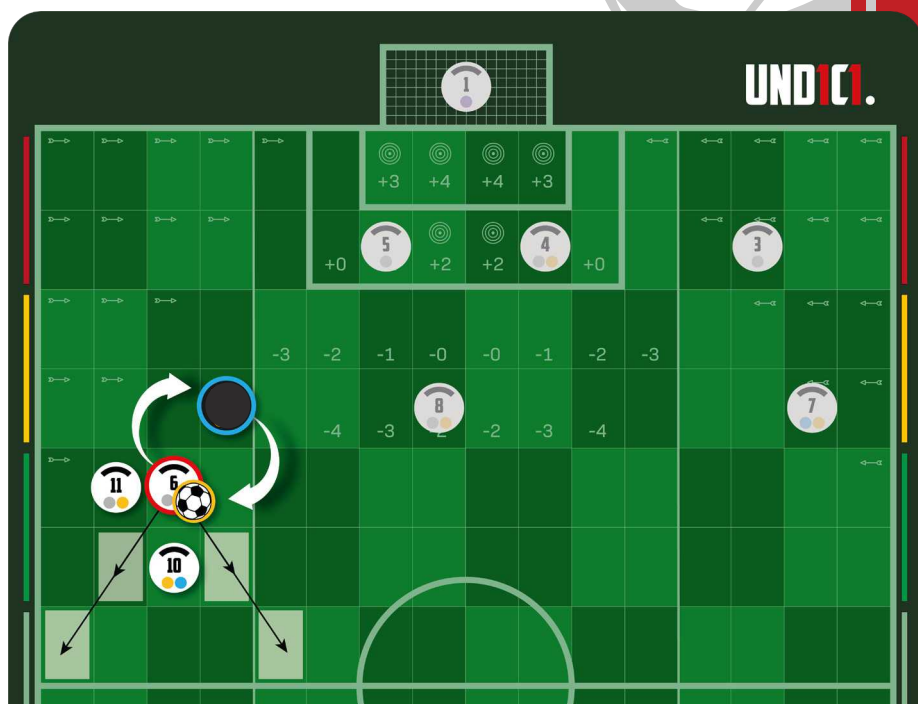
Coaches roll their dice again.



BOTH #6 AND #11 CAN TACKLE THE OPPONENT, WHILE #10 CANNOT (AS THEY ARE STANDING BEHIND THE BALL LINE).



#6 ATTEMPTS TO TACKLE THE OPPONENT AND WINS (THE COACH HAS WON THE DICE ROLL), STEALING THE BALL. PLAYERS SWITCH POSITIONS AND #7 GETS FLIPPED, UNABLE TO BE USED ON THEIR TEAM'S NEXT TURN. THE WINNER CAN NOW MOVE BY ONE ADDITIONAL BOX WITHOUT SPENDING ANY EXTRA ACTIONS.



IF #6 HAS THE **RABBIT** ABILITY, AFTER SWITCHING POSITION WITH HIS OPPONENT HE MAY MOVE UP TO TWO ADDITIONAL BOXES, WITHOUT SPENDING AN EXTRA ACTION.

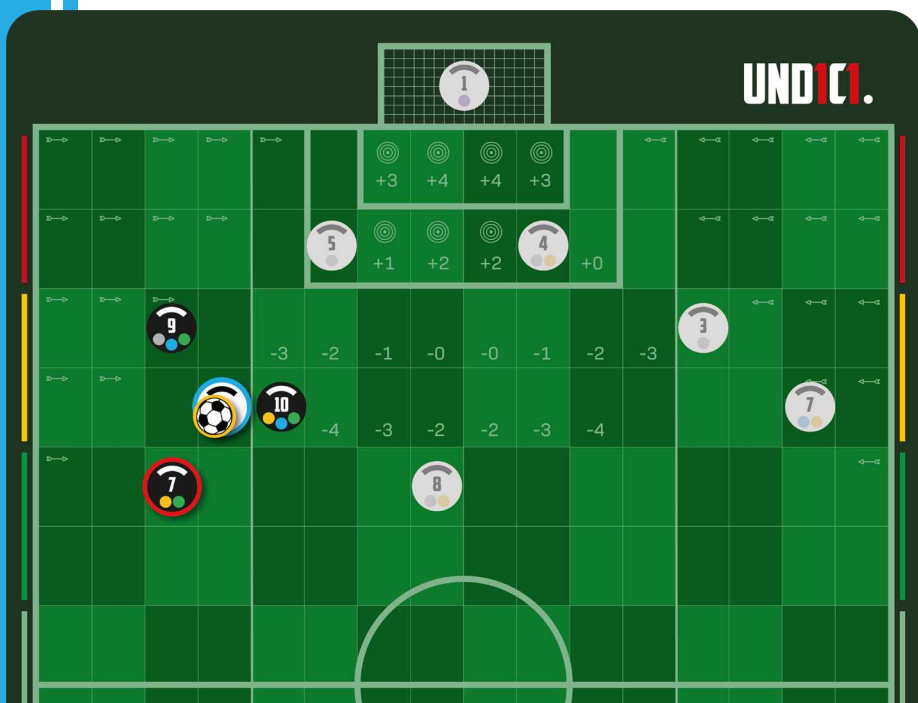
DRIBBLE

When in ball possession, a player may try to dribble past an opponent standing in any of the boxes surrounding them, in order to reach a box they could otherwise not reach with a single movement.

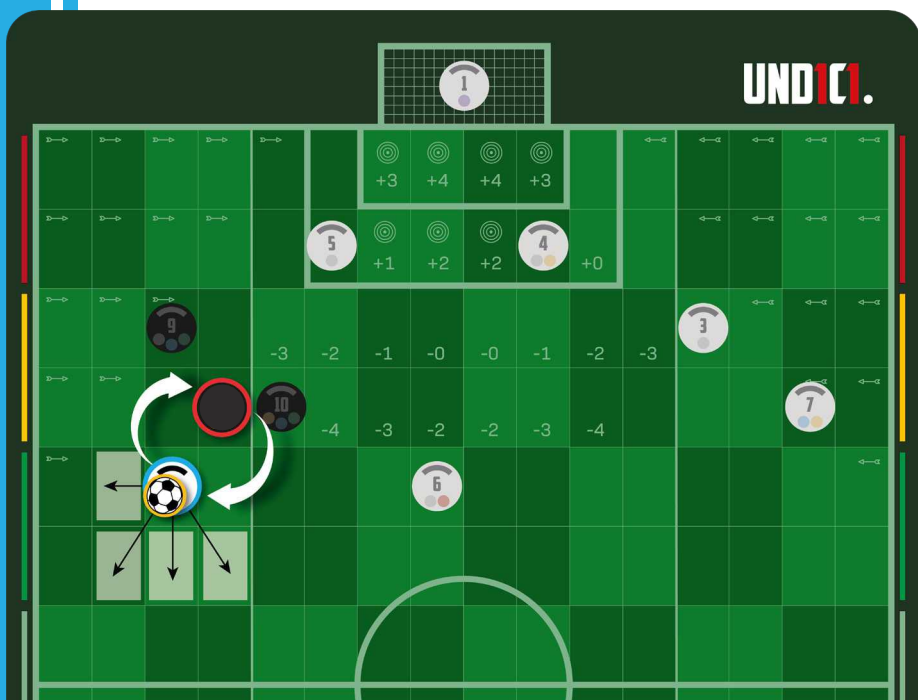
Dribble attempt: Coaches roll their dice. **Dribble outcome:** players switch boxes. The winning Coach retains (or steals) ball possession with their player, and may move them by one further box (two, if they have **RABBIT** ability), without spending extra actions. The losing Coach **flips their player:** they won't be able to use them again during this and their next turn (at the end of which, they will flip them back up, rehabilitating them).

NOTE: after failing a dribbling attempt, a Coach must position the padlocks and then draw one card, ending their turn.

In case of a draw, Coaches roll their dice again.



THE BALL CARRIER ATTEMPTS TO DRIBBLE #7 (TO BE NOTED THAT THEY MIGHT HAVE CHOSEN TO DRIBBLE #10 OR #9, ALTERNATIVELY).



THE BALL CARRIER WINS (THE COACH HAS WON THE DICE ROLL), AND HENCE RETAINS THE BALL. PLAYERS SWITCH POSITIONS AND #7 GETS FLIPPED, UNABLE TO BE USED ON THEIR TEAM'S NEXT TURN. THE WINNER CAN NOW MOVE BY ONE ADDITIONAL BOX (TWO, IF THEY HAVE RABBIT ABILITY) WITHOUT SPENDING EXTRA ACTIONS.

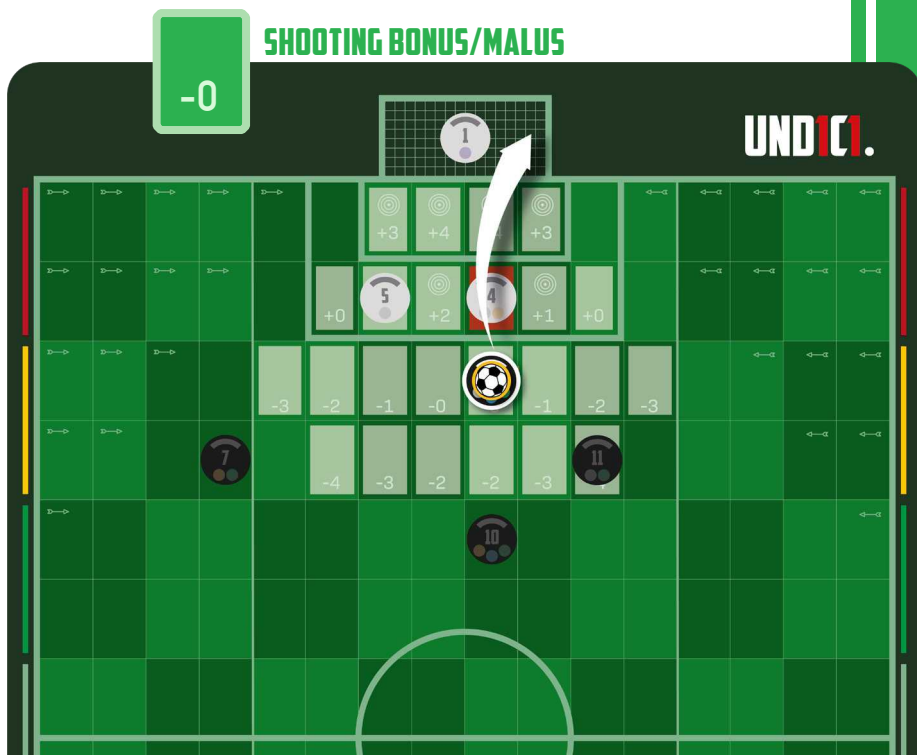
SHOT

A player with the ball may shoot on goal, if they stand on a **SHOT BOX**. Coaches roll their dice:

shooting score = dice result of the attacking Coach +/- shooting bonus/malus.

saving score = dice result of the defending Coach (+1 extra point if one of their players stands right in front of the player shooting).

- If shooting score > saving score, **it's a goal!**
Coaches put their teams back in a **KICK-OFF POSITION** (see page 6).
- If saving score > shooting score, **goalie saves!**
First, both Coaches reposition their teams (as explained at page 23). Then, a new turn starts with a pass from the goalie (it works like a normal pass, see page 12).
- In case of a draw, Coaches roll their dice again.



SHOOTING SCORE: DICE ROLL - 0 (SHOOTING MALUS DISPLAYED ON THE SHOT BOX OCCUPIED BY THE SHOOTER)

SAVING SCORE: DICE ROLL + 1 (EXTRA POINT DUE TO THE PLAYER STANDING RIGHT IN FRONT OF THE SHOOTER)

CROSS

Must be followed by a header

When in ball possession on a **CROSS BOX**, a player can cross to any teammate standing on a **SHOT/HEADER BOX**. To do so, the Coach rolls his dice.

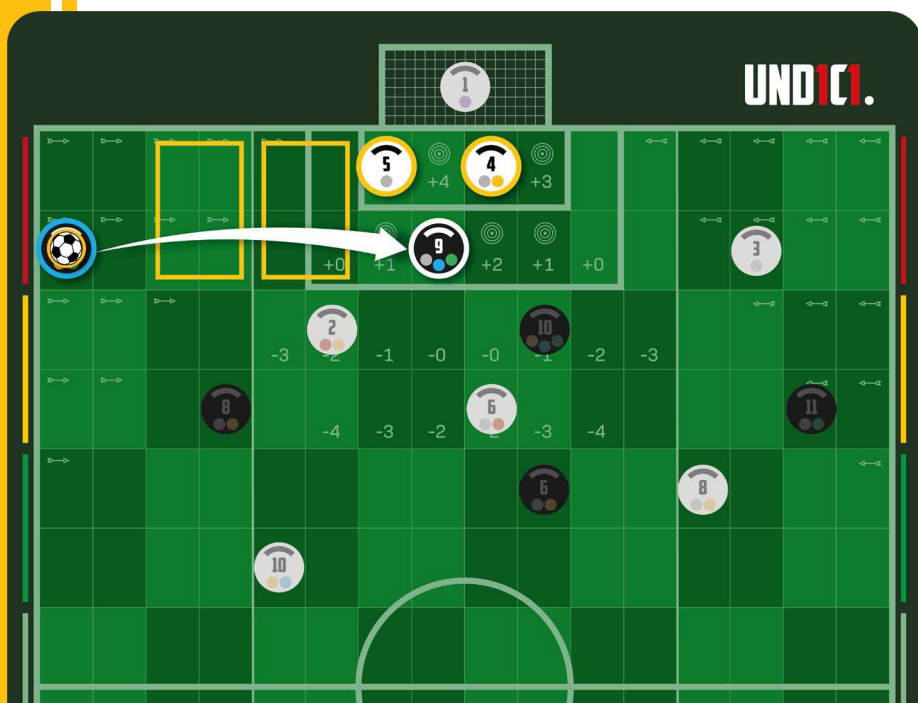
Minimum score needed = # **quadrants** between passer and receiver + # **opponent players** marking the receiver*

- 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 cross to decide who gets the ball). **The turn of the team that failed the pass ends immediately**: its Coach can only position the padlocks and then they must draw a card.
- If the cross succeeds, the receiver automatically hits a header (see next page), without spending extra actions.

NOTE: goalkeepers count as marking players on crosses targeting opponents standing in the +3 and +4 shot boxes.



Opponents standing in any of the boxes surrounding the receiver.



CROSSING TO PLAYER #9: - MINIMUM DICE ROLL REQUIRED:

- 4** (2 QUADRANTS DISTANCE + 2 OPPONENTS MARKING). IF THE COACH ROLLS A LOWER NUMBER, HE DECIDES WHO AMONG #5 AND #4 (WHITE TEAM) GETS THE BALL.

HEADER

Only possible after crossing

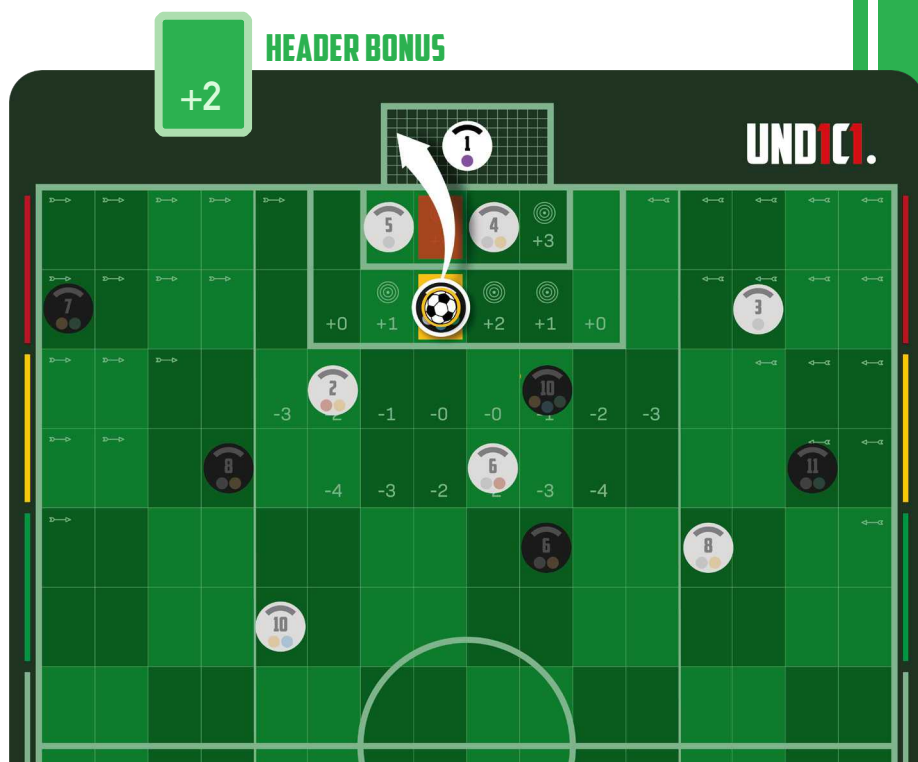
HEADER - COUNTS AS 1/2 ACTION

After a successful cross, the receiver of the cross hits a header, without spending extra actions - in other words, **cross and header jointly count as 1 action only**. Coaches roll their dice:

header score = dice result of the attacking Coach + header bonus.

saving score = dice result of the defending Coach (+1 extra point if one of their players stands right in front of the player attempting the header).

- If header score > saving score, **it's a goal!**
Coaches put their teams back in a **KICK-OFF POSITION** (see page 6).
- If saving score > header score, **goalie saves!**
First, both teams reposition their teams (as explained at page 23). Then, a new turn starts with a pass from the goalie (it works like a normal pass, see page 12).
- In case of a draw, Coaches roll their dice again.

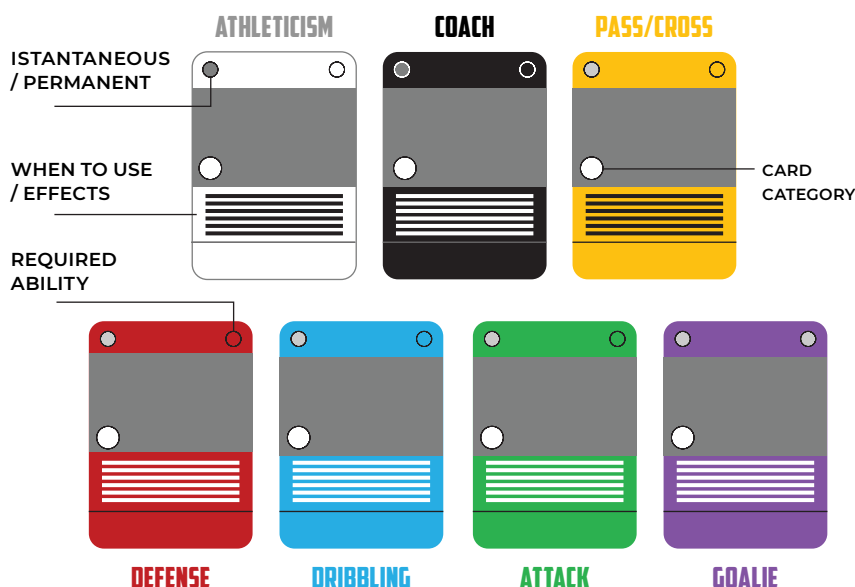


HEADER SCORE: DICE ROLL + 2 (HEADER BONUS DISPLAYED ON THE SHOT/HEADER BOX OCCUPIED BY THE HEADING PLAYER)

SAVING SCORE: DICE ROLL (NO EXTRA POINTS, AS IN THIS CASE THERE IS NO OPPONENT RIGHT IN FRONT OF THE HEADING PLAYER)

STRATEGY CARDS

- Coaches must draw one strategy card at the end of their turn.
- Cards with a ⚡ symbol are **INSTANTANEOUS CARDS**, producing their effect for one turn only. Cards with a ∞ symbol are **PERMANENT CARDS**, and remain in the game until they get discarded (or destroyed by an opponent's card). A **SPECIAL ABILITY** symbol in the top right corner of a card indicates that such card may only be used on/by players having that special ability.
- Coaches may hold a maximum of 5 cards in their hand ("**5 cards rule**"); if a Coach has more than 5 cards at the end of their turn, they must discard one *before* drawing.
- A Coach is allowed to play a maximum of 3 cards during their turn ("**3 cards rule**"). Certain cards must be necessarily played during the opponent's turn.
- While in-play permanent cards are not taken into account for the sake of the *3 cards rule*, a Coach cannot keep more than 2 permanent cards in play at the same time ("**2 cards rule**"); however, a Coach may discard one in-play permanent card to replace it with another, at any point during their turn.
- When both Coaches run out of cards in their decks, they play one last turn each, and then the game ends.



- Based on the type of effect they produce, cards are divided into five categories: **EXTRA POINTS** cards add an extra +1 or +2 to a dice roll; **EXTRA ACTIONS** cards grant a Coach one additional action; **LUCKY THROW** cards provide specific advantages in case a Coach roll higher than or equal to a certain number; **A TOUCH OF CLASS** cards allow players with a particular special ability do to special things; **UNIQUE EFFECT** cards produce a unique effect on the game.



EXTRA POINTS



EXTRA ACTIONS



LUCKY THROW



A TOUCH OF CLASS



UNIQUE EFFECT

- A Coach must declare their intention to use any strategy card impacting the outcome of the action, before playing such action. Right after, the opponent Coach may declare their intention to use any strategy card in response.

PADLOCKS

Before ending their turn by drawing a strategy card, a Coach must position the padlocks on the pitch in order to: (i) prevent the opponent from stepping on certain boxes and/ or (ii) mark an opponent. Each padlock may be positioned by the Coach on any empty box around one of his players (including any flipped one). Players cannot pass through padlocks.

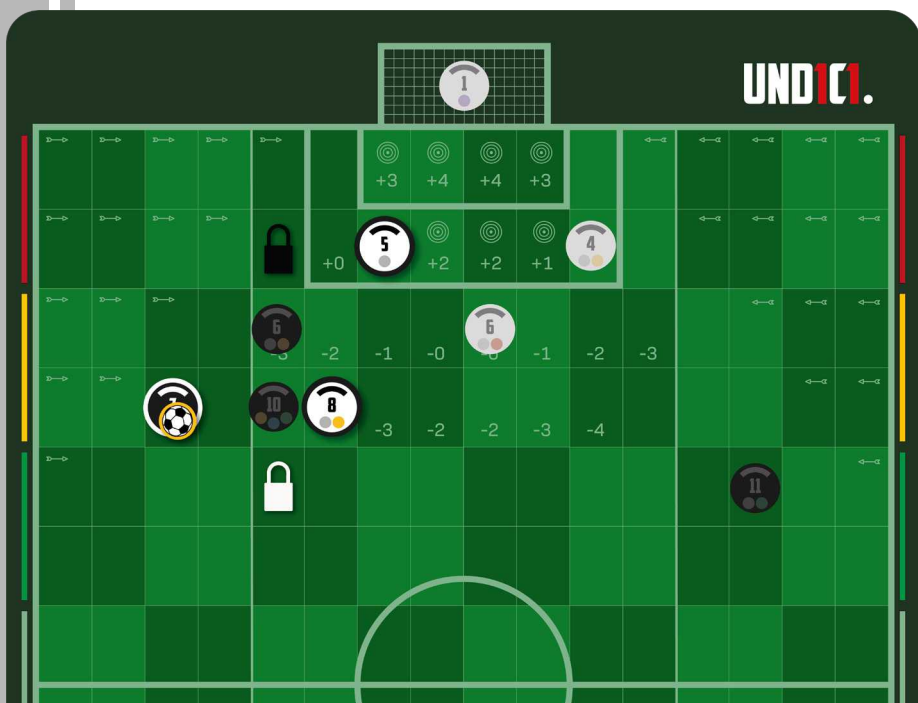
NOTES:

(1) White padlocks are not effective against players with the **GORILLA** ability. On the contrary, if they step on a box where a white padlock is placed, they remove it for the remainder of the turn. To prevent a **GORILLA** from stepping on to a given box, a black padlock must be used.

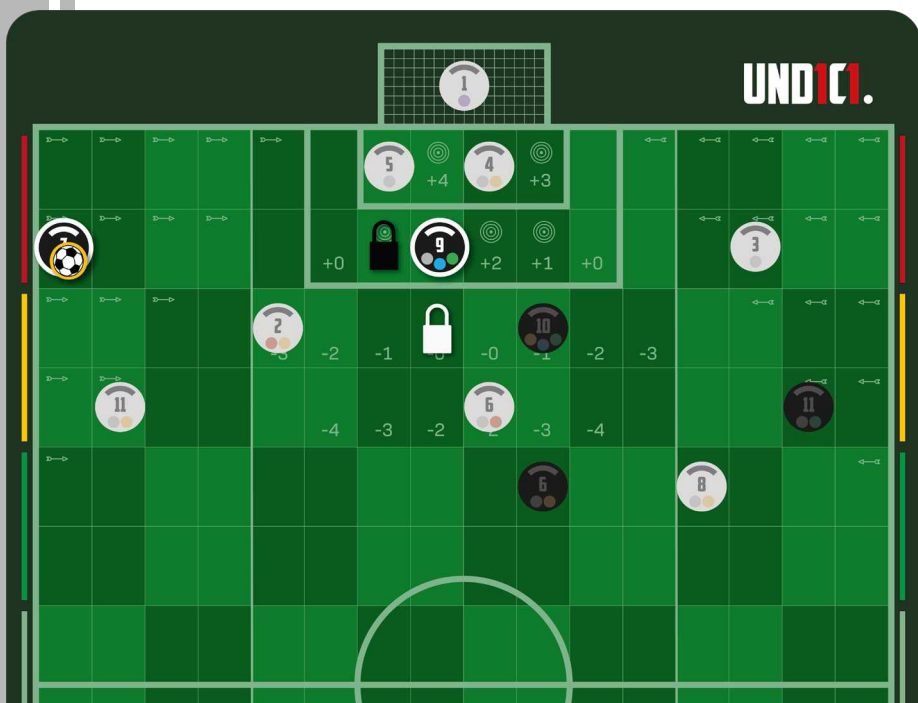
(2) No more than 1 padlock can be placed **inside the penalty area**.

(3) It is not possible to place padlocks in the **4 quadrants at the corners of the pitch**.

(4) A padlock standing right in front of a player shooting / attempting a header give the goalie a +1 bonus when saving.



EXAMPLE 1 - PROTECTING BALL POSSESSION: PADLOCKS PREVENT #8 AND #5 OF THE WHITE TEAM FROM TRYING TO TACKLE WITHIN THEIR TURN (THEY WOULD NEED MORE THAN 3 ACTIONS IN ORDER TO DO SO).



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

OTHER RULES

REPOSITIONING AFTER A SAVE

Each time the goalie saves a shot or a header, the Coach of his team makes up to **3 SINGLE** or **GROUP MOVEMENTS**. The opposing Coach does the same and then position the padlocks. The team whose Goalkeeper saved the shot/header can now begin a new turn with a pass from the goalkeeper to any teammate (this works like a normal PASS).

NOTE: **RABBIT** ability is effective during a repositioning phase, while **TRACTOR** ability is not.

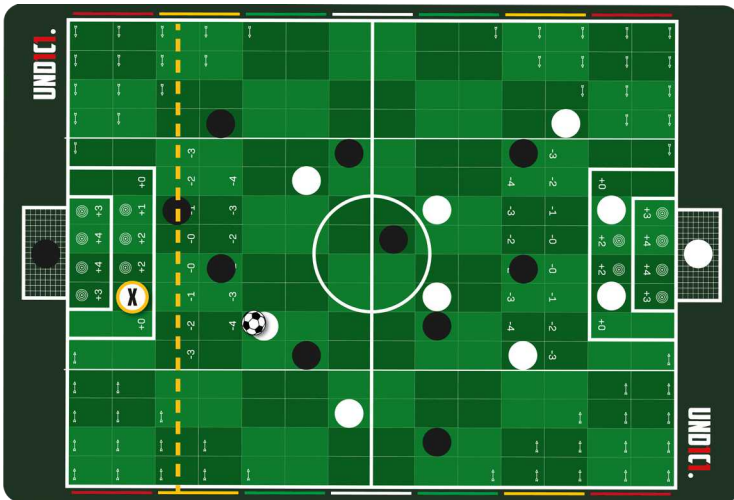
PLAYERS INSIDE THE PENALTY BOX

At the end of each turn, a maximum of 4 players from the same team are allowed inside the penalty box.

OFF-SIDE RULE

The **OFFSIDE LINE** is the first *line of boxes* in front of a team's goalie with at least one box occupied by one of his teammates.

Any player standing in the opponent's half may only receive a pass/cross if they are not standing beyond the OFFSIDE LINE - unless the pass/cross is coming from a teammate standing in line with or beyond the receiver.



THE BALL CARRIER CANNOT PASS FORWARD TO PLAYER X, AS THIS HAS GONE BEYOND THE OFFSIDE LINE.

SPECIAL ABILITIES

After playing a few matches of UN1C1 and getting used to the basic gameplay, we suggest you start using the **SPECIAL ABILITIES** to add an extra layer of strategy to your plays!

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 (WITH OR WITHOUT THE BALL) AT THE END OF THE TURN (BEFORE POSITIONING PADLOCKS). THIS ABILITY CAN BE USED BY ONE PLAYER ONLY, PER TURN.

GORILLA



CAN DESTROY WHITE PADLOCKS, BY SIMPLY STEPPING ON THE BOXES ON WHICH THESE ARE PLACED. GORILLA ABILITY IS NOT EFFECTIVE WHEN THE PLAYER HAS THE BALL.

RABBIT



MAY MOVE BY UP TO THREE BOXES AT A TIME WITHOUT BALL, AND BY UP TO TWO BOXES AT A TIME WITH THE BALL. CHANGES OF DIRECTION / "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.



RAM *see PRO Rules for further powers!*

RAM: +1 ON DICE ROLL WHEN HEADING AFTER A SUCCESSFUL CROSS.

BLACK RAM: +2 ON DICE ROLL WHEN HEADING 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 *see PRO Rules for further powers!*

GLADIATOR: +1 ON DICE ROLL WHEN TACKLING OR FACING A DRIBBLE ATTEMPT.

BLACK GLADIATOR: +2 ON DICE ROLL WHEN TACKLING OR FACING A DRIBBLE ATTEMPT.



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.