

MUNDIALITO

It's time to start the championship challenge! Which team will prove best in the world and reach for the Cup? All depends on you and a bit of luck. Get ready for great emotions. Put the ball... or rather the dice in motion – and have fun!

RULES OF THE GAME

Goal of the Game, Number and Age of Players

MUNDIALITO is a board game symbolizing international rivalry for the title of the best team in the world. It is designed for 1 to 6 players, between the ages of 5 and 105. It may be played at two levels: beginner and advanced. Each player becomes a coach of multiple teams, which he/she picks. The goal is to advance your teams to the highest level of the competition. **You win the game if your team wins the Big Final.**

Components of the Game

- 1. BOARD** The game consists of 5 parts that let you adapt the game to a selected level and preferences. Four boards are used for the “group phase” (used at advanced level only), and one board for the “Cup phase” (used at beginner level and as second part of advanced level).
- 2. TEAM CARDS (KARTY DRUŻYN) (45 items)** The cards represent teams taking part in the competition. Each card contains the name of country, its flag and the team's strength (indicated by the number of stars: 1 star – 1st category, weak; 2 stars – 2nd category, average; 3 stars – 3rd category, strong). Each game is played with 32 selected cards. One card in the deck remains blank and can be used in order to add a country, which has not qualified for the original set of teams or when one of the original cards is lost or destroyed. The additional team will always get 1st category (1 star), unless all players agree to assign a higher level of strength to it.
- 3. MATCH CARDS (KARTY MECZOWE) (45 items)** Are used to draw the and for the presentation of the currently played match. They are designed the same as on Team Cards. This deck contains a blank card as well.
- 4. DICES (3 pcs. – yellow, blue, white)** Serve to establish results of matches. Each strength category has a dedicated die, which reflects the team's power.
- 5. POINT TOKENS (yellow)** Valued at 1 and 3 points. The tokens are used during the group stage at advanced level. Players accumulate them based on match results (1 point for draw, 3 points for win, no tokens for loss). They let us track the number of points collected by each team during the group stage.

6. GOAL TOKENS (green and red) The tokens are used during the group stage at advanced level. They enable fast calculation of goal differences scored by each team. In the case of a win, the team gets a green token with number symbolizing the positive goal difference scored in the given match. In the case of a loss, the team gets a red token symbolizing negative goal difference. In case of draw no tokens are given.

Teams' Strength

Participating teams are divided into three categories. Each category was dedicated to one dice (its colour corresponds to the colour of stars on Team and Match Cards). One deck contains: 28 teams of 1st category (1 star), 8 teams of 2nd category (2 stars) and 8 teams of 3rd category (3 stars). The players select 32 cards for each play. The blank card team will be in the 1st category unless all players agree otherwise.

Course of the Game

MODE I – FOR BEGINNERS

Preparations:

This mode is played on the Play-off Board (FAZA PUCHAROWA). The game starts by selecting 32 of 44 teams (optionally a blank card can be added in order to allow participation of a team not qualified into the original set). Players prepare 32 Match Cards (KARTY MECZOWE) and corresponding 32 Team Cards (KARTY DRUŻYN). Next, the Team Cards (KARTY DRUŻYN) are divided between participating players. Some players will receive one card less than others (during a play with 2, 5 or 6 participants) and therefore have a smaller chance of winning. This inequality will be compensated during a next part of the game, when the next player deals the cards (rotation progressing clockwise). At this stage the Match Cards (KARTY MECZOWE) can be shuffled, divided (after previous shuffling) into two piles, and placed face down on the Draw fields (labelled LOSOWANIE).

Action:

Each game consists of 4 qualifying rounds and the "Big Final". To begin the first match the players have to draw one Match Card (KARTA MECZOWA) from each of the piles and place them opposing each other, on the Match fields (labelled MECZ). Thus selected teams play a match, each player using a die corresponding to his/her team's strength (3 stars – yellow die, 2 stars – blue die, 1 star – white die). The number on the die reflects the number of goals scored by each team. The winning team qualifies to the next round – its Match Card (KARTA MECZOWA) is put on the Promotion field (labelled AWANS). The losing team is eliminated – its Match Card (KARTA MECZOWA) and Team Card (KARTA DRUŻYN) are discarded. If a match ends with a draw (both players throw the same number) the match continues into Overtime– in this case players use the white die, regardless of the team's

strength. If Overtime ends in a draw, game continues to Penalty Kicks – three dice are rolled. The player with the higher sum of the three dice is the winner. In case of another draw, Penalty Kicks are repeated until a winner is determined.

After all 16 matches of the 1st round are played the Match Cards (KARTY MECZOWE) of the winning teams are collected, shuffled, divided into two piles, and placed face down on the Draw fields (labelled LOSOWANIE). 2nd Round matches are played according to the same rules as the 1st Round.

After all 8 matches of the 2nd Round are played, the Match Cards (KARTY MECZOWE) of the winning teams are collected, shuffled, divided again into two piles, and placed face down on the Draw fields (labelled LOSOWANIE)). 3rd Round matches (Quarterfinals) are played according to the same rules as the 1st Round.

After all 4 matches of the 3rd Round are played the Match Cards (KARTY MECZOWE) of the winning teams are collected, shuffled, divided again into two piles, and placed face down on the Draw fields (labelled LOSOWANIE). 4th Round matches (Semifinals) are played according to the same rules as the 1st Round.

The teams that lost in the Semifinals, compete for the 3rd place in the tournament, the Winners play in the “Big Final”. Rules remain the same.

The player wins the game if his/her team wins in the “Big Final”.

MODE II – FOR PROFESSIONALS

Preparations: The Mode is played on all available boards. Optionally – if e.g. logistic conditions do not allow you to use all the boards simultaneously, the group phase can be played using only one group stage board (see Mode IIB – Touristic). The game starts with the players selecting 32 of the 44 available teams (optionally a blank card can be added in order to allow the participation of a team not qualified into the original deck). Players choose 32 Match Cards (KARTY MECZOWE) and the corresponding 32 Team Cards (KARTY DRUŻYN). Next, the Team Cards (KARTY DRUŻYN) are being dealt between participating players. Some players will get one card less than others (during a play with 2, 5 or 6 participants) and therefore have a smaller chance of winning. This inequality will be compensated during a next part of the game when the cards will be dealt by a next player (rotation progressing clockwise). Match Cards – after reshuffling are placed face down on Group Stage boards (PLANSZE GRUPOWE) fields. Before placing cards on the fields one should divide them into categories (according to strength symbolized by stars).

First the teams (KARTY MECZOWE) from the strongest category (3rd) are placed on fields numbered “1” in each group. Next the category 2 teams are put on fields numbered “2” in each group. Composition of groups is supplemented by 1st category (the weakest) teams placed on fields numbered “3” and “4”. After the groups are drawn, the players should carefully analyse the division of teams in between groups and compare it with Team Cards (KARTY DRUŻYN) they have, to make

the game run more smoothly. The players may decide to draw groups without taking into account division between strength categories. However, this may result in unequal distribution of two strongest categories between the groups.

Play – Group Stage:

Matches in the groups are played based on round-robin schedule (following the scheme showed on each group phase board – 1st Round: 1-2; 3-4; 2nd Round: 1-3, 2-4; 3rd Round: 1-4, 2-3).

After completing each match, using point tokens and goal tokens we display the current number of points and difference between scored and lost goals (e.g. if team A wins 3:0 against team B, team A gets a “3” point token and a “+3” goal token, team B gets no point tokens and goal token “-3”; teams C and D draw 1:1 – both get “1” point tokens and no goal tokens). The achieved tokens are put on Match Cards (KARTY MECZOWE) after every game. After all group matches are played points and goal difference are summed up. The order of teams is established by: 1) number of points won in all group matches; 2) goal difference in all group matches; 3) in case of equal results in points 1) and 2) – a throw with all dices decides. First two teams from each group (altogether 16) are promoted to the play-off stage. Last two teams from each group are eliminated – players discard Team and Match Cards (KARTY DRUŻYN, KARTY MECZOWE).

Play – Play-off Stage:

After finishing the Group Stage we change game boards – the next phase is played on the Play-off Stage Board (PLANSZA FAZY PUCHAROWEJ). The Match Cards (KARTY MECZOWE) of the qualified teams are collected, shuffled, divided and placed face down into two piles on the Draw fields (labelled LOSOWANIE). Rules of play during the 1st Stage of the Play-off Round (including Extra Times and Penalty Kicks) are analogous with the ones presented for MODE I. After all 8 matches of the 1st Play-off Stage round are played the Match Cards (KARTY MECZOWE) of the winning teams are collected, shuffled, divided, and placed face down into two piles on the Draw fields (labelled LOSOWANIE). Matches of the 2nd round (Quarterfinals) are played according to the same rules.

The player wins the game if his/her team wins in the “Big Final”.

MODE II B – TOURISTIC – FOR PROFESSIONALS

The Mode is played according to MODE II rules, but in restricted space conditions (in train, plane, bar, camping), when simultaneous use of all boards is difficult. In this situation the Group Stage is played on only one Group Stage board (PLANSZA FAZY GRUPOWEJ), which results in only two groups to be played at the same time. After the Group Stage is finished, the game continues on to the Play-off Stage board (PLANSZA FAZY PUCHAROWEJ)

Now that you know the rules, there is nothing left to do, but to start the FUN! Good Luck!