





about this game

This is the complete game manual to Olé! in English language. The game was designed by Ocastudios and released under Public Domain.

For more information, please visit:

www.ocastudios.com



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OBJECT OF THE GAME

In Olé! you take charge of a soccer team and is responsible for choosing formations, tactics and player skills while trying to attain leadership of the tournament. To do it, you'll will play a series of matches against other team, aiming to be the first one to reach three victories.

GAME COMPONENTS

Each participant gets his own board, which is divided in three zones: defense, midfield and attack. He also receives 10 pins that represent players (usually called 'men'), which he will place in the position slots found on his board.

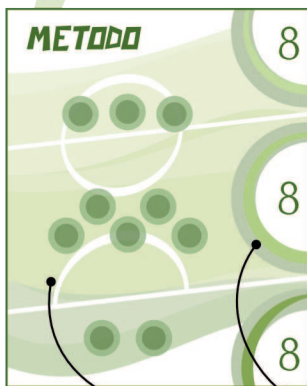
There are 50 main cards that represent the players' skills, the formations and the tactics you'll use during a match.

1. Formation cards are the foundation of your strategy: they tell you how many men you may have in each zone and how strong your zones are. Once a match starts, you won't be allowed to change formations, so you must choose it carefully.
2. Tactic cards act as modifiers to your formation. It may give you zone bonuses and penalties, or allow you to perform special actions. You can only have one active tactic at a time, but you may change it during a match.
3. Skill cards represent the talents of your players, which may give bonuses or special abilities. These cards are zone-specific, meaning they must be attached to the zone indicated by the card. Also, you must have one man in that zone for each skill card attached to it. So, for example, if your formation only allows you to have three defenders, you will only be able to keep three skill cards on the defense zone.

There are also 12 team cards, which are used to decide which teams will face each other. These cards have traits which allow you to play against them, even if they don't have a human controller.

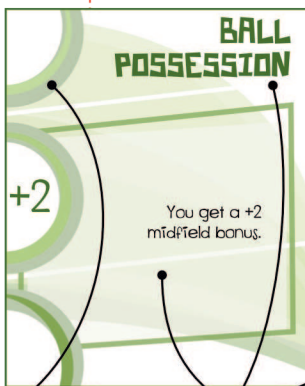
MAIN CARDS

1. formation



the circles tell how many men should be in each zone (here, 3 attackers, 5 midfielders and 2 defenders)

2. tactic



the upper space indicates the attack zone, the middle indicates midfield and the lower, defense

3. skill

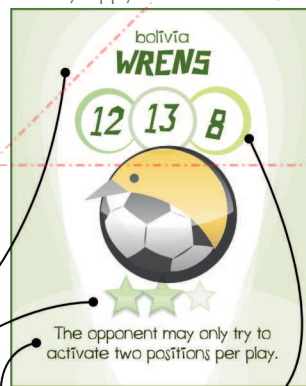


cards' names...
...and texts describing the cards' effects

card's name, in the top...
...the stars measure how tough the team is, from 0 to 3

TEAM CARD

strength and special power only apply to extra teams



the team's special power is always a passive effect

the zone strengths (from left to right, defense, midfield and attack)

SOCCER NOTATIONS

Your team is divided into three zones: defense, midfield and attack. Soccer formations are usually referred to by the number of players in each zone, so a 4-4-2 formation has four defenders, 4 midfielders and 2 attackers. If the same formation was represented vertically, the lower number would indicate defense, and the upper one, attack.

SETTING UP THE GAME

Shuffle the main cards and place eight of them on the table, side by side and facing up – these are the 'revealed' cards. Then place the remaining cards into a single pile, facing down. The concealed cards are called the 'deck'.

Each participant gets a board and choose a team card to represent himself (a purely aesthetic decision – pick the animal you like best).

All participants then roll a dice. Whoever got the highest result gets to go first – he draws four cards and then the other players, starting from his left, do the same.

DRAWING CARDS

Before drawing, always see that there are at least 8 revealed cards – if there aren't, reveal enough cards from the top of the deck so that 8 cards are revealed (assuming there are cards left in the deck, of course).

For your first hand you may draw 4 cards, which can come from the deck or the revealed cards.

After each match, whether you won or lost, you may draw 3 cards (which, again, can come from the deck or the revealed cards). But then you must return one card back as a revealed card. The card you are returning may or may not be one that you just drew.

In the highly unlikely event that you run out of cards, players still have to return a card, even if they could not draw their whole lot.

SETTING UP YOUR TEAM

Now that you have your cards, let's set up your team. If you have a formation and a tactic, you should place them on your board. They'll define the strength of each zone. (For example, if you have the 'WM' formation and the 'Zone Defense' tactic, your defense strength is $6 + 2 = 8$, your midfield strength is $9 + 0 = 9$ and your attack strength is $9 + 0 = 9$).

Now you should place your skill cards next to their corresponding zones. Remember that your formation determines how many men are allowed in each zone and, thus, how many skill cards may be placed there.

Finally, you may place your pins on the position slots of your choice. Each position may later be activated (or 'played') so that you get the benefits listed for that position. We'll talk more about activating positions further along, but be aware that choosing the right positions is vital to a successful match.

There's one last key factor to keep in mind when setting up your team: each position has a fixed number of slots that your men can occupy. This limit is indicated by the number of silhouettes so, for example, you may only have one Sweeper, but may have up to three Forwards.

SETTING UP A TOURNAMENT

Before the tournament begins, you must choose which teams will participate. The teams controlled by the participants must be in, of course, but we encourage you to add that same amount of 'extra' teams (teams without a human controller).

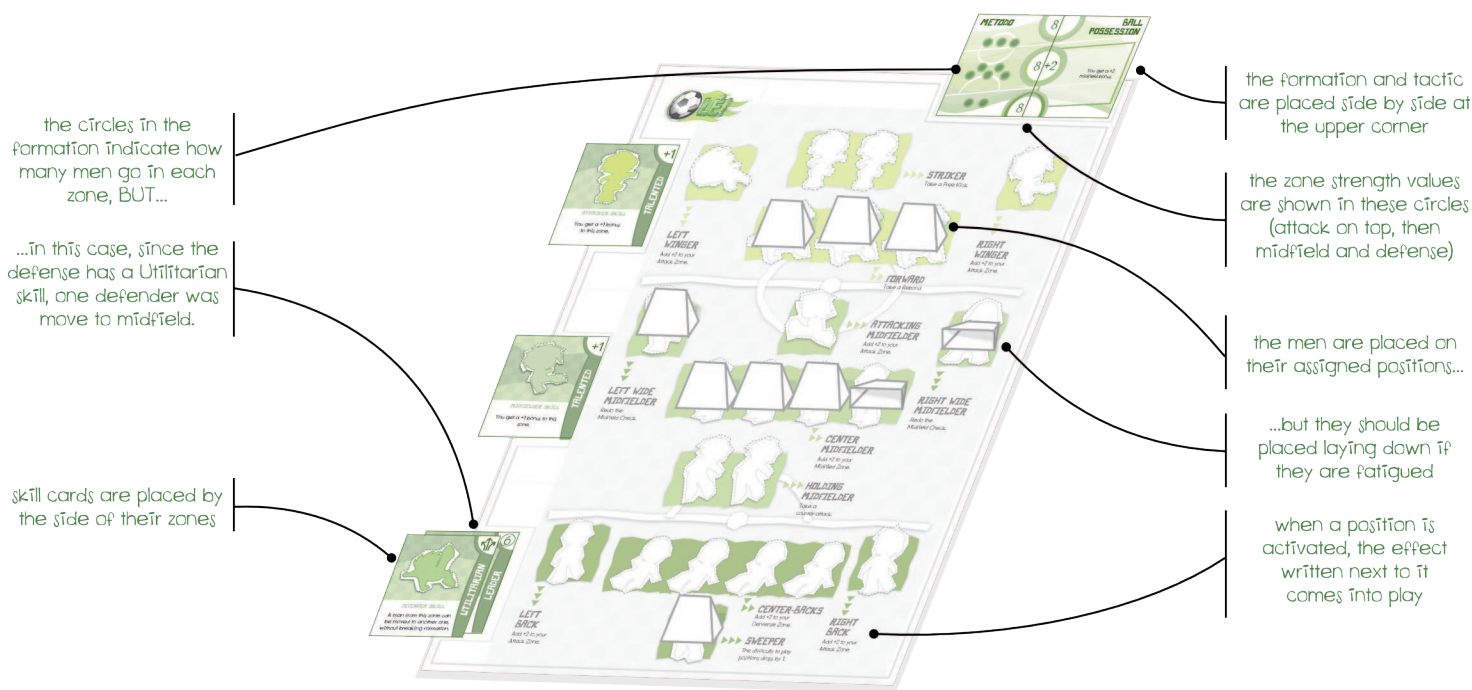
The team cards have traits that allow them to be played against, with difficulties that vary from 0 stars (very easy) or 3 stars (hard). These traits are ignored if teams are controlled by a human participant, but can become challenging puzzles on their own.

When choosing the extra teams, make sure your tournament has an even number of teams overall.

SETTING UP A ROUND OF MATCHES

Before each round, shuffle the team cards you selected to be part of the tournament and place them in pairs. This will tell who'll be facing whom.

HOW TO SET UP YOUR TEAM



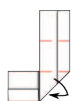
THE MATCH

Every match is divided in four 'plays', each one representing a real opportunity to score. On each play both teams will roll a midfield check. If it is a tie, then no one attacks we we move straight to the next move. If one teams wins at the midfield check, on the other hand, it gets to attack during that play.

The attacking team rolls an attack check against the opponent's defense check and if he wins, he scores a goal. If the defender wins or if it's a tie, then no goal is scored.

By the end of the fourth play, whichever team scored the most wins the match and is one step closer to the championship. If it was a tie, then a fifth and final play takes place - another tie only counts as a loss to both teams.

In the course of the match, you may have your players try to 'play' their positions. In between plays, you may change tactics and skill cards, reorganize your men's positions and even break formation. These actions will be explained further along.



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PLAYING AGAINST EXTRA TEAMS

When you face a team without a controlling player, the match goes down as usual – the values for an extra team's zones are written on the card, and you just have to roll the dice for it. Extras teams neither activate positions nor use tactics, but instead they have a passive special power.

Extra teams cannot win the tournament, which means you don't need to keep track of their victories or even play off a match between two of them.

The traits on a team card, such as zone strength, difficulty and special power, only apply to extra teams – you must ignore the traits on your own team card.

ROLLING ZONE CHECKS

During the game you'll be asked to roll 'zone checks' (defense, midfield and attack checks). To do it, you must roll two dice and add the results to your relevant zone strength. The opponent will do the same and whoever scores higher wins the dispute.

Every play begins with both players rolling midfield checks to see who gets to attack. A tie means no one will. Then, the attacking player rolls an attack check against his opponent's defense check. He scores a goal if he gets the higher result (a tie favoring defense).

CRITICAL ROLL

When rolling a zone check, if you get double 5s (a natural 10), you got a 'critical' roll. In this case, you win the dispute, no matter the results of your opponent's roll or your respective zone strengths. That, of course, unless he also gets a critical. In that case it's a tie, regardless of your zone strengths.

ACTIVATING POSITIONS

At any time* you may roll to activate a position in order to gain bonuses or produce other effects, as described on the board. To do it, that position must be occupied by a 'healthy' (not fatigued) player. You must roll a check (two dice) and if you get a 7+, his position's effects come into play.

STRUCTURE OF A PLAY

1. teams activate as many positions as they want
2. teams roll MIDFIELD CHECKS and whoever wins gets to attack
3. teams may activate the wide midfielder position to re-roll the midfield checks
 - IF the midfield check was a draw, the play ends
4. teams activate as many positions as they want
5. the team that won the midfield check rolls an ATTACK CHECK against his opponent's DEFENSE CHECK
 - IF the attack check was successful, a goal is scored and the play ends
6. the teams may use rebounds and counterattacks, if they are able, until one of them scores or both give up for that play
7. after the play, both teams may break formation, change tactics, change skills and rearrange their men

The effect lasts until the end of the play, at which time the player must be placed lying down, indicating he became fatigued. Also, keep in mind a player cannot try to activate his position multiple times.

And, of course, you cannot change the results of a check by activating positions after the dice are rolled – or, in other words, zone bonuses got by playing positions do not retroact.

*Okay, not ANY time. When rolling zone checks, you may not activate positions in between the rolls of the players – they're to be considered simultaneous.

FATIGUE

A fatigued player is too tired to play well, and so he can't activate his position anymore. Also, if you have broken your formation (see below), then a fatigued player is only worth 1 strength point to his zone.

Fatigued players are placed on the board lying down.

BREAKING A FORMATION

Sometimes you have to take desperate measures. Maybe you need every possible men in the defense or attack zones to make a last attempt at winning – and your formation is holding you back. If that happens, you may just brake it.

You just take the formation card from the board in between plays, and from that point on, the zone strength will depend on the number of men you actually place in that zone: 2 points per healthy man plus 1 point per fatigued man.

So, for example, if you break you formation and place 7 defenders and 3 midfielders, your zone strengths become defense (7x2=) 14, midfield (3x2=) 6 and attack (0x2=) 0. If you had 3 fatigued players in the defense zone, however, its strength would be (4x2+3x1=) 11.

BETWEEN PLAYS

There are some things you can only do between plays. You may, for instance, break your formation or change your tactic. You may also change the skill cards attached to the zones.

Finally, you may change your men's positions, relocating them to new positions as you see fit. You should do it to keep healthy players in key positions you expect to activate. You may move player across zones, but you must keep to your formation requirements.

BETWEEN MATCHES

As said before, after each match players should draw 3 cards and return 1 card revealed. They may also reset their teams, choosing a new formation, a new tactic and new skills (and, of course, the men cease to be fatigued).

You are also allowed and encouraged to exchange cards with other participants.

WINNING THE GAME

The object is at the same time to have the greatest number of victories and to have at least three victories. This means that if multiple players reach three victories in the same round, for example, then the object becomes winning four matches, and so on.

FOR MORE THAN 2 PLAYERS

Each Olé! set has enough components for two participants. It is a scalable game, however, so that more participants can join if you have an extra set for each 2 new participants.

To avoid mixing the cards of each set, each pair will have their own deck and revealed cards – and players may not trade cards with opponents except for their pair. Unless, of course, you decide to shuffle all cards into one big deck. Feel free to do it if you want – it works great.



ABILITIES, POWERS AND EFFECTS

In Olé!, many effects (from tactics, skill cards, positions and passive powers) may allow you to perform special actions. Below you can find all the concepts you'll need to deal with them.

ZONE BONUSES AND PENALTIES

These are the simplest effects in the game – they just raise or lower a zone's specific strength.

CHANGE CHECK DIFFICULTY

The 'difficulty' of a test is the number you need when rolling dice. To activate a position you must roll a 7 or more, but effects may lower it to 6 or even 5.

In case you're wondering, your chances of rolling a 7 is 28%, raising to 42% for a 6 and 58% for a 5.

REBOUNDS

A rebound is a second chance at attacking in the same play, right after failing at a previous attempt. When you try a rebound, you and your opponent roll new attack and defense checks. Note that the usual attack bonuses and penalties apply to rebounds, along with modifiers that are specific to them.

Even if an effect tells you can take a rebound, you can only do it if you just failed an attack – which might have been a previous rebound.

COUNTERATTACKS

A counterattack is a chance to attack your opponent in the same play you successfully defended against his attack. You roll an attack check against his defense check as you normally would. Note that regular attack bonuses and penalties apply to counterattacks, along with modifiers that are specific to them.

Even if an effect tells you can take a counterattack, you can only do it if you just defended against an opponent's attack, which might have been a counterattack or a rebound.

Rebounds have precedence over counterattacks. For example, suppose you just failed at an attack, and your opponent then activates the Holding Midfield position, getting a counterattack. Before he gets to attack you, you may activate the Forward position, getting a rebound. In this case, you get to take your rebound before your opponent takes his counterattack. In fact, if you happen to score on your rebound, his counterattack is wasted.

THE UTILITARIAN SKILL

When you attach a utilitarian skill to a zone, you may move a man from that to another zone, without breaking the formation. This might allow you to activate positions in zones that you lack men.

For example, a 4-5-1 formation demand you only have one attacker. You could, however, attach two utilitarian skills to your midfield, moving two men to the attack zone. This effectively changes the formation to 4-3-3, which could be useful if you planned on activating offensive positions)

FREE KICK

In a free kick, a player is alone against the goalkeeper and zone strengths become meaningless. When you get a free kick, instead of rolling an attack against a defense check, you only roll two dice against difficulty 7. If you succeed, you score a goal.

The free kick counts as your regular attack and may allow for rebounds and counterattacks, but bonuses to your attack zone, by definition, do not apply.

Please, note that activating the Striker position to get a free kick and the free kick itself are two independent actions which require two different checks.

RE-ROLL MIDFIELD CHECKS

If you activate the Left or Right Wide Midfielders, both players must immediately re-roll their midfield check. That only works, of course, if you activate the position immediately after the previous check.