





about this game

This is the print and play version of Olé! in English language. The game was designed by Ocastudios and released under Public Domain. For more information, please visit:

www.ocastudios.com

This is a cheat sheet of the rules of the game. You can find a complete manual in the author's website – www.ocastudios.com.

In Olé! you lead a soccer team, and your object is to establish your leadership in a tournament. You play a series of matches in which choose formations, tactics and skills, building up your team to become unrivaled.

THE CARDS

Olé! uses three types of main cards, described below.

1. Formation cards tell you how many men you may have on each zone, and how strong each of your zones are. You can only have one active formation in a match, but you can break it.

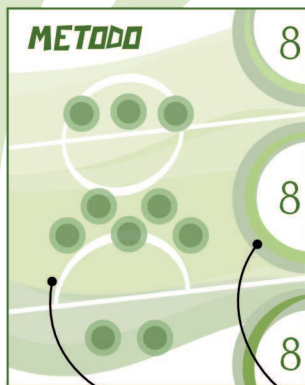
2. Tactic cards often add modifiers to your zone strengths, but may also let you perform special actions. You can only have one active tactic at a time, but you may change it during a match.

3. Skill cards represent the talents of players in a specific zone. They mainly add modifiers to your actions. You may have as many skills in a zone as you have men.

Besides the main cards, Olé! also use a set of team cards. They are used for two things: first to represent the teams when pairing for a new round and, second, they carry information useful for extra teams. We call 'extra' a team that has no human controller, in which case the information on the card allows you to play against it as a puzzle.

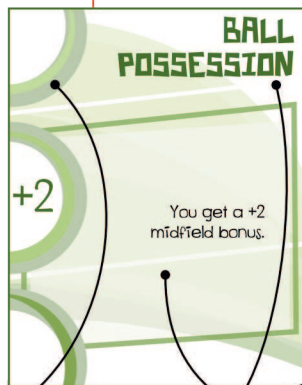
MAIN CARDS

1. formation



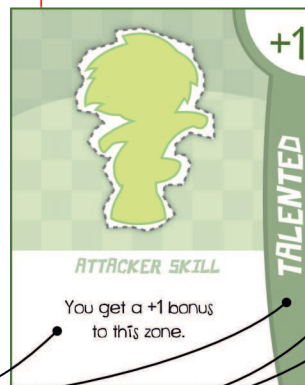
the circles tell how many men should be in each zone (here, 3 attackers, 5 midfielders and 2 defenders)

2. tactic



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

3. skill

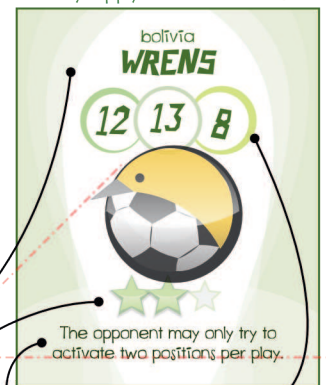


cards' names...
...and texts describing the cards' effects

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)

SETTING UP THE GAME

Each player gets a board and 10 men, which are the pieces that represent players.

They must choose a team card to represent their own team. You should also add some extra teams to your tournaments - they are ranked from very easy to hard, so choose wisely.

Place 8 revealed cards on the table. Before drawing cards, make sure there's always at least 8 revealed cards. If there aren't, reveal some cards until there are 8.

Players draw 4 cards each.

Players set up their teams, assigning a formation and a tactic (if they have them), attaching skill cards and choosing positions for the men.

For every round of matches, shuffle the team cards and place them in pairs. This defines who's playing against whom for that round.

BASIC STRUCTURE OF A MATCH

A match is divided in 4 'plays', which are real chances to score. If after the 4 plays the game is tied, a fifth and final play take place.

Each play begins with midfield checks. The player who scores highest gets to attack, but if it's a tie, then no one attacks and you go on to the next play.

If one does win the midfield check, then he gets to roll an attack check against his opponent's defense check. He scores a goal if he gets a higher result than the defender.

At the end of the last play, whoever scored more goals wins. If it's a tie, no one wins.

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



WHAT YOU CAN DO DURING A PLAY

You may activate positions before rolling zone checks and, in some cases, after it. You can't, however, activate positions in between the rolls of the players.

WHAT YOU CAN DO BETWEEN PLAYS

You can break your formation, change your tactic and your skills. You can also move your men to new positions, so you have healthy players in the right places.

WHAT YOU CAN DO BETWEEN MATCHES

After a match is over, each player draws 3 cards and then returns 1 card revealed. You may exchange cards with other players and reset your team, choosing again a formation, tactic and positions. All fatigued players become healthy again.

HOW TO WIN

You must be the player with most victories and, at the same time, have at least three victories. If two players reach three victories at the same round, for example, then they must reach 4 victories to win, and so on.

HOW TO ROLL A ZONE CHECK

When asked to roll a midfield, attack or defense check, you must roll two dice and add the result to that specific zone strength. The opponent also makes a roll, and you get to attack or to score a goal if you reach a higher result than your opponent.

If you roll double 5s, you do a 'critical roll', which means you automatically win the dispute unless your opponent also rolls a critical. In that case, it's a tie, no matter the original zone strengths.

HOW TO ACTIVATE A POSITION

You must have a healthy man on it. You then roll two dice and if you get at least a 7 (the roll's 'difficulty') you succeed – the effect listed for that position takes place and lasts until the end of the play.

Each player may only try to activate a position once in a match. At the end of the turn he did it, whether he succeeded or not, he becomes fatigued (and is placed lying down).

REBOUNDS AND COUNTERATTACKS

A rebound is an opportunity to attack again immediately after you failed an attack and a counterattack is an opportunity to attack immediately after you successfully defended. Rebounds and counterattacks do not count as new plays.

Rebounds have precedence over counterattacks, meaning that a counterattack will only happen after the opponent have finished his rebounds.

FREE KICKS

Instead of a regular attack, sometimes you're allowed to take a free kick. Instead of rolling zone checks, you only roll two dice against difficulty 7 (no bonuses or penalties apply). If you succeed, you score a goal. If you don't, players still can try for rebounds and counterattacks.

PLAYING AGAINST EXTRA TEAMS

When facing extra teams, you should look on their cards for their zone strengths in order to roll zone checks. Extra teams activate no positions and use no tactics, but instead have passive special powers that you must take into account.

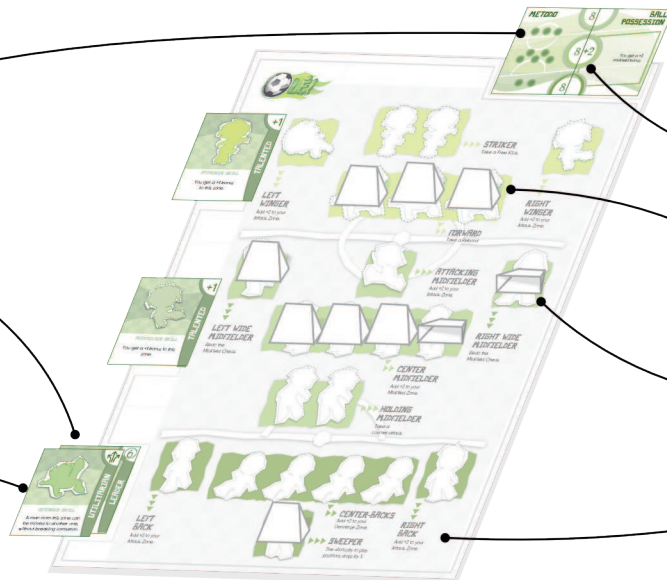
Extra teams can't win tournaments, so you don't have to keep track of their victories. You also don't have to play off matches between extra teams.

HOW TO SET UP YOUR TEAM

the circles in the formation indicate how many men go in each zone, BUT...

...in this case, since the defense has a Utilitarian skill, one defender was move to midfield.

skill cards are placed by the side of their zones



the formation and tactic are placed side by side at the upper corner

the zone strength values are shown in these circles (attack on top, then midfield and defense)

the men are placed on their assigned positions...

...but they should be placed laying down if they are fatigued

when a position is activated, the effect written next to it comes into play



FORMATION

TACTIC

ATTACKERS



LEFT WINGER

Add +2 to your attack zone.



STRIKER

Take a free kick.



RIGHT WINGER

Add +2 to your attack zone.



FORWARD

Take a rebound



LEFT WIDE MIDFIELDER

Both teams re-roll their midfield checks.



ATTACKING MIDFIELDER

Add +2 to your attack zone.



RIGHT WIDE MIDFIELDER

Both teams re-roll their midfield checks.



CENTER MIDFIELDER

Add +2 to your midfield zone.



HOLDING MIDFIELDER

Take a counterattack.



LEFT BACK

Add +2 to your attack zone.



CENTER-BACKS

Add +2 to your defense zone.



RIGHT BACK

Add +2 to your attack zone.

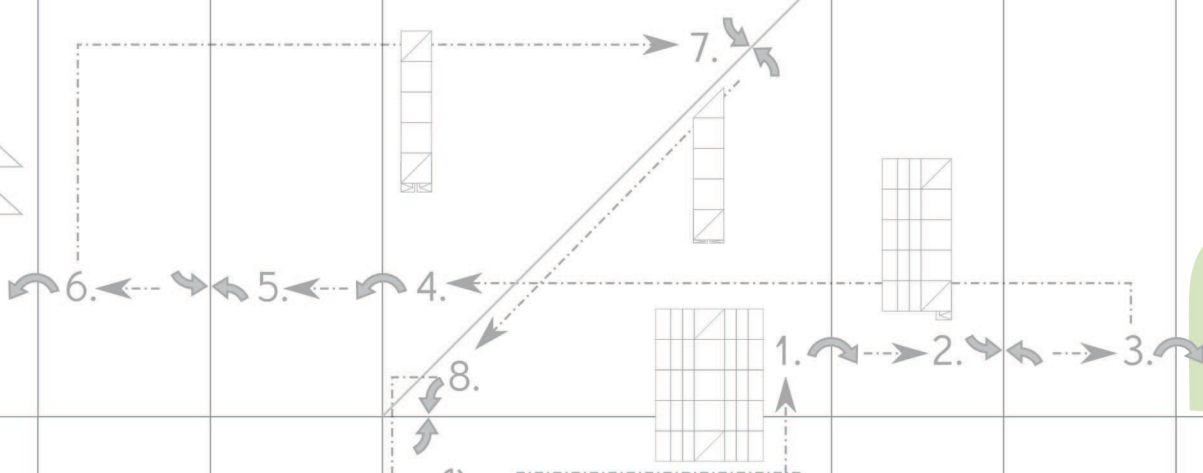
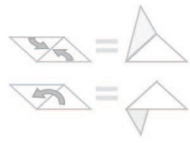


SWEeper

The difficulty to play positions drops by 1.

MIDFIELDERS

DEFENDERS



Start here

First you'll have to fold two sheets into modular pieces.

Once folded, it's time to assemble them into a box. To do it, follow the instructions below.

assembling the box

I. Place the sheets as an X.



II. Fold up two sides next to each other.



III. Lock a tab into the pocket of the tab to its left.



IV. Fold up the remaining sides, locking them as per above.



Warning! The box is very resistant, so open it gently as not to tear the paper.

11.



12.



OCASTUDIOS

VERSION
0.3.0



*IT TAKES 20' TO LEARN THE GAME.
DURATIONS MAY VARY





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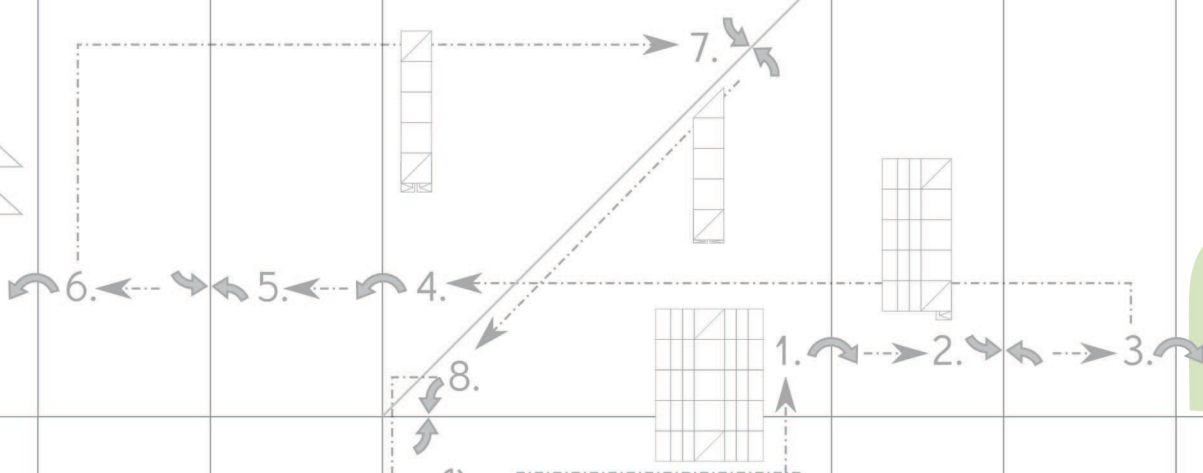
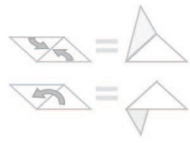


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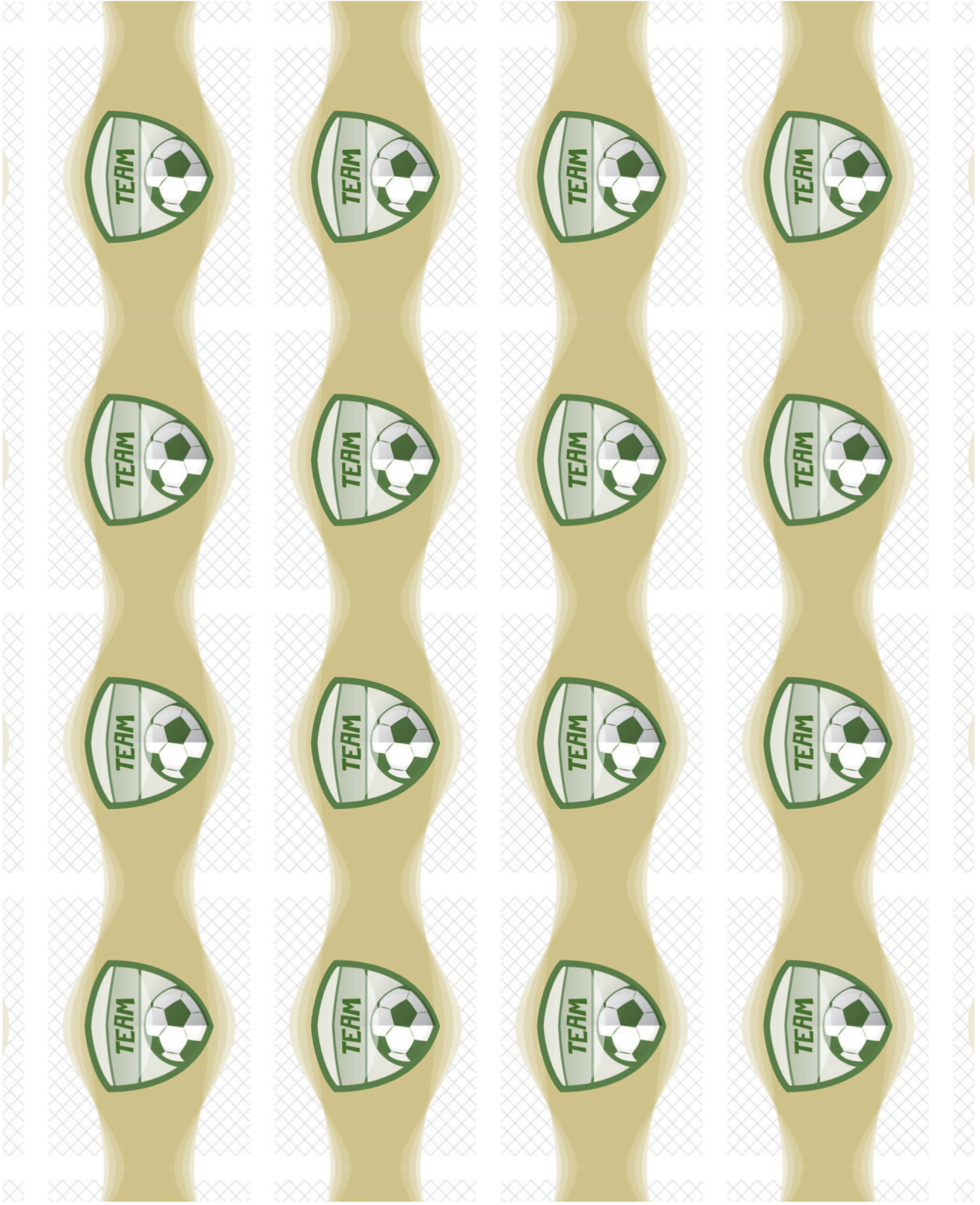
OCASTUDIOS

VERSION
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<p>orinoco SLOTHS</p> <p>11 7 9</p> <p>☆☆☆</p> <p>If the Sloths are winning, they get a -2 penalty to defense.</p>	<p>colombia TAPIRS</p> <p>12 7 8</p> <p>☆☆☆</p> <p>The Tapirs get a -2 penalty to defense against rebounds and counterattacks.</p>	<p>suriname PACAS</p> <p>10 9 8</p> <p>☆☆☆</p> <p>After each play, the Pacas get a cumulative -1 penalty to midfield.</p>	<p>pantanal COPYBARAS</p> <p>11 9 7</p> <p>☆☆☆</p> <p>In the play following an attack, the Copybaras get a -2 penalty to midfield.</p>
<p>bahia TURTLES</p> <p>13 9 8</p> <p>☆☆☆</p> <p>After each play, the Turtles get a cumulative +2 bonus to defense.</p>	<p>texas OPOSSUMS</p> <p>9 10 11</p> <p>☆☆☆</p> <p>If the Opossums are winning, they get a +4 defense bonus.</p>	<p>caribbean TOUCANS</p> <p>15 8 7</p> <p>☆☆☆</p> <p>If the Toucans are losing, their defense and attack values are switched.</p>	<p>andes CONDORS</p> <p>8 13 9</p> <p>☆☆☆</p> <p>In the play following an attack, the Condors get a +2 midfield bonus.</p>
<p>bolivia WRENS</p> <p>12 13 8</p> <p>☆☆☆</p> <p>The opponent may only try to activate two positions per play.</p>	<p>cerrado LIZARDS</p> <p>14 10 9</p> <p>☆☆☆</p> <p>The opponent cannot use a formation.</p>	<p>amazon DOLPHINS</p> <p>14 11 8</p> <p>☆☆☆</p> <p>The opponent cannot use tactics.</p>	<p>paraná MANED-WOLVES</p> <p>10 12 11</p> <p>☆☆☆</p> <p>The opponent cannot use skills.</p>
<p>guyana GIANT OTTERS</p> <p>12 15 9</p> <p>☆☆☆☆</p> <p>The opponent must choose and fatigue one player in the beginning of each play.</p>	<p>florida CROCODILES</p> <p>17 8 11</p> <p>☆☆☆☆</p> <p>The Crocodiles get a +2 bonus to all zones per goal scored by the opponent.</p>	<p>yucatán JAGUARS</p> <p>12 10 14</p> <p>☆☆☆☆</p> <p>The Jaguars get one automatic counterattack per play.</p>	<p>antarctica PENGUINS</p> <p>14 11 11</p> <p>☆☆☆☆</p> <p>The Penguins get one automatic rebound per play.</p>





PYRAMID 10 6 8	4231 9 7 8	433 7 7 10	LIBERO 5 7 12
METODO 8 8 8	442 8 8 10	343 9 7 7	WM 9 9 9
352 5 9 10	KAMIKAZE 10 10 4	424 11 4 9	451 3 12 9





BALL POSSESSION <div>+2</div> <p>You get a +2 midfield bonus.</p>	COUNTERATTACKS <div>(+4)</div> <p>Once per play, you may roll a dice. If you have more defenders than the result, you get a counterattack.</p>	LONG BALLS <div>(+1)</div> <p>You get a +4 attack bonus during counterattacks.</p>	INDIVIDUALIST <div>(+1)</div> <p>You get a +1 bonus to all zones with a talented skill attached to it.</p>
<div>↑</div>			<div>↓</div>
<div>+2</div> SET PIECES <p>You get a +2 attack bonus.</p>	ZONE DEFENSE <div>+2</div> <p>You get a +2 defense bonus.</p>	MAN-TO-MAN DEFENSE <div>(+Δ)</div> <p>If you have 4 or more defenders, you get a +3 defense bonus.</p>	FORWARD DEFENSE <p>Once per play, you may roll a dice. If you have more attackers than the result, you get a rebound.</p>
<div>-1</div> COLLAPSING DEFENSE <div>-1</div> <p>You get a +4 defense bonus and a -1 penalty to midfield and attack.</p> <div>+4</div>	<div>+1</div> DIAGONAL RUNS <div>+1</div> <p>You get a +1 bonus to midfield and attack.</p>	<div>+2</div> DIRECT PLAY <div>+2</div> <p>You get a -2 defense penalty and a +2 bonus to midfield and attack.</p> <div>-2</div>	OFFSIDE TRAP <div>±4</div> <p>Once per play, you may roll a dice. If it lands a 0, you get a -4 defense penalty. Otherwise you get a +4 defense bonus.</p>





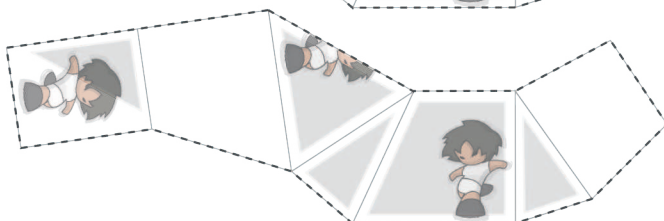
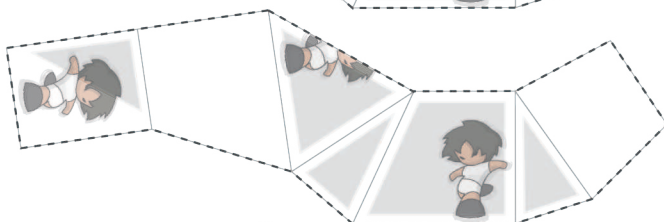
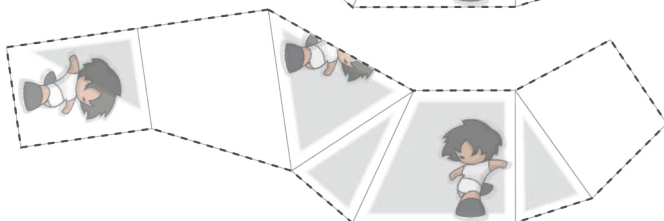
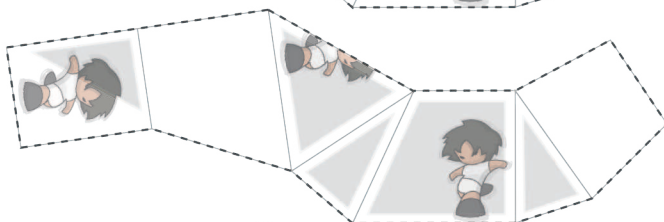
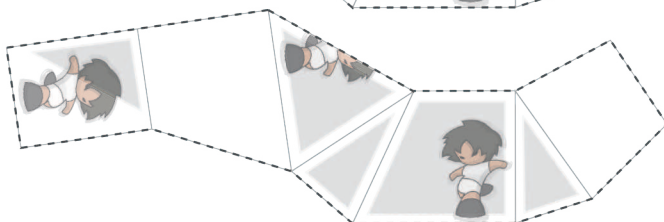
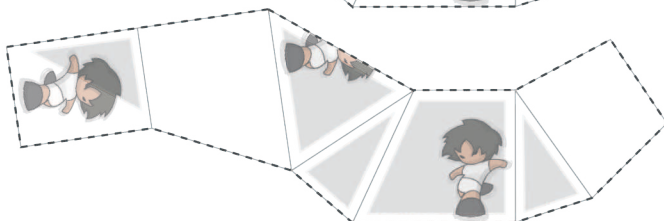
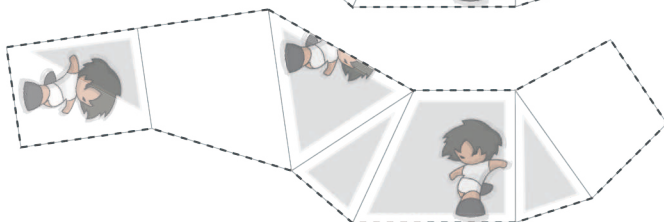
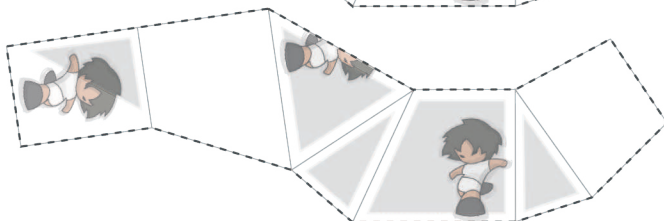
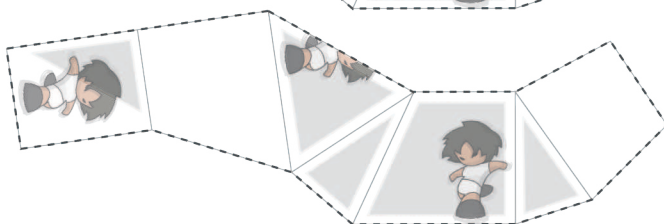
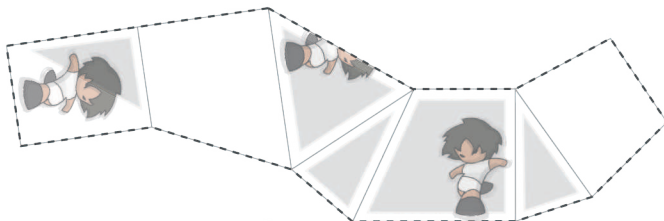
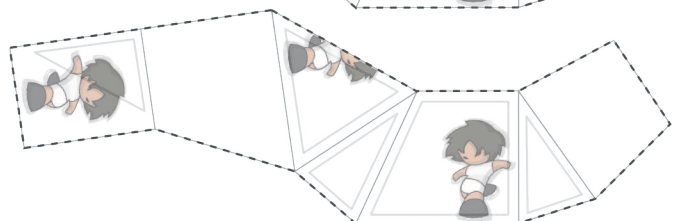
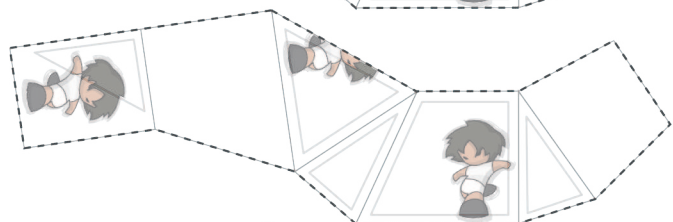
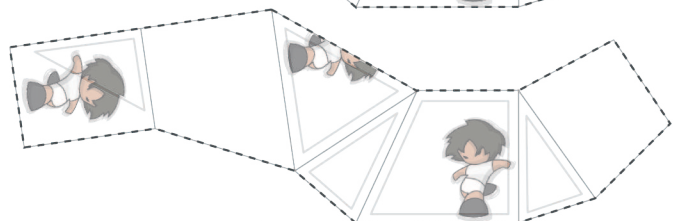
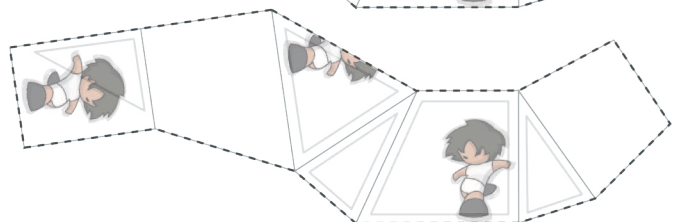
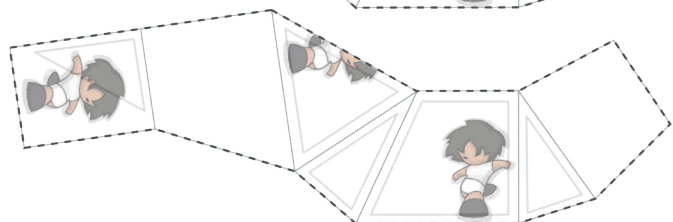
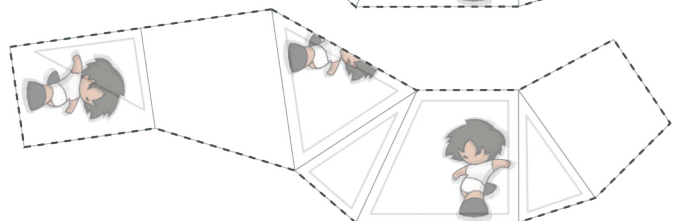
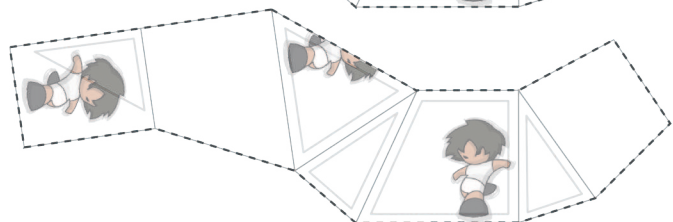
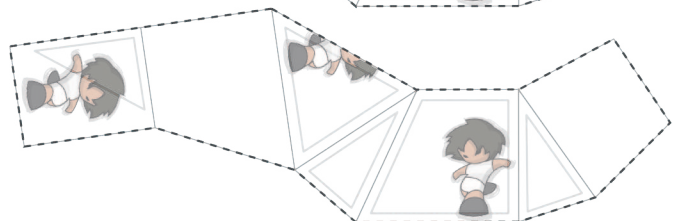
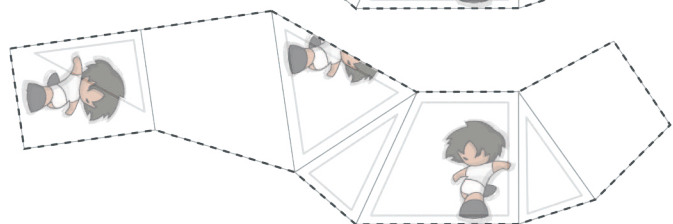
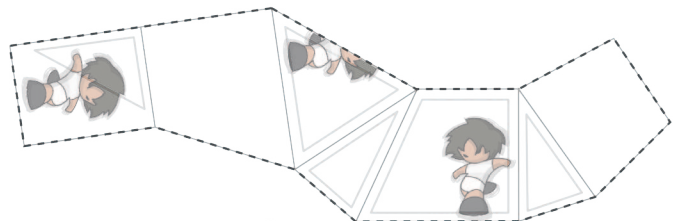
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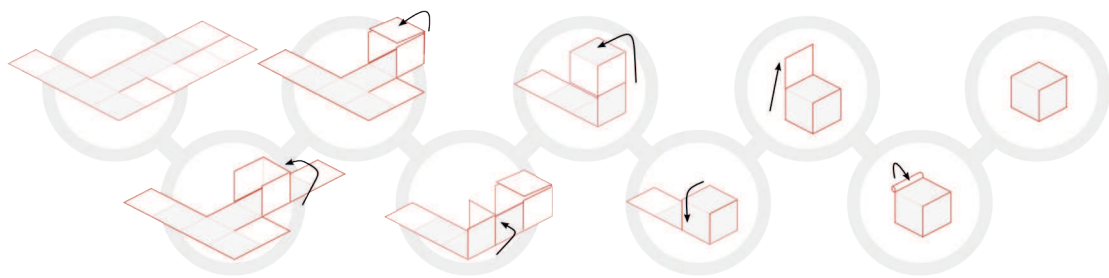




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2	4		
0	0		
3	1		
5	5		
3	4	2	1

2	4		
0	0		
3	1		
5	5		
3	4	2	1

2	4		
0	0		
3	1		
5	5		
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