



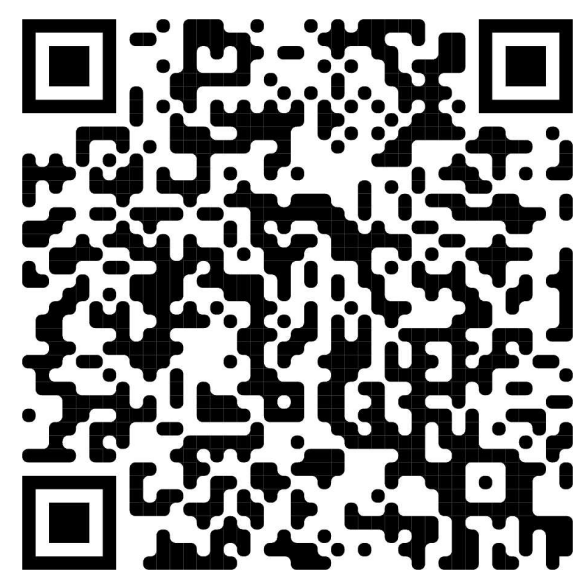
HOW TO PLAY



**CRICKET
CHAMPIONS**



SCAN TO WATCH
QUICK VIDEO !!



OBJECTIVE

The player with the highest championship points after five rounds, wins the game!

COMPONENTS



1 Round Tracker



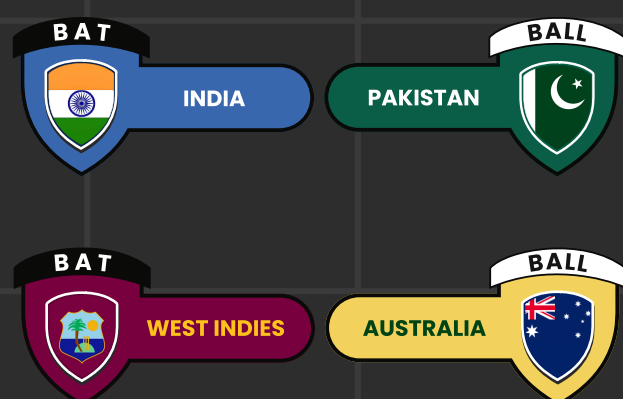
7 Batting Die



7 Bowling Die



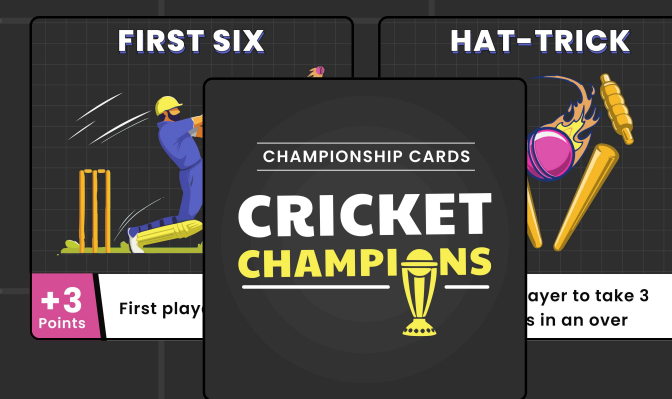
44 Xp tokens



16 Teams Tokens



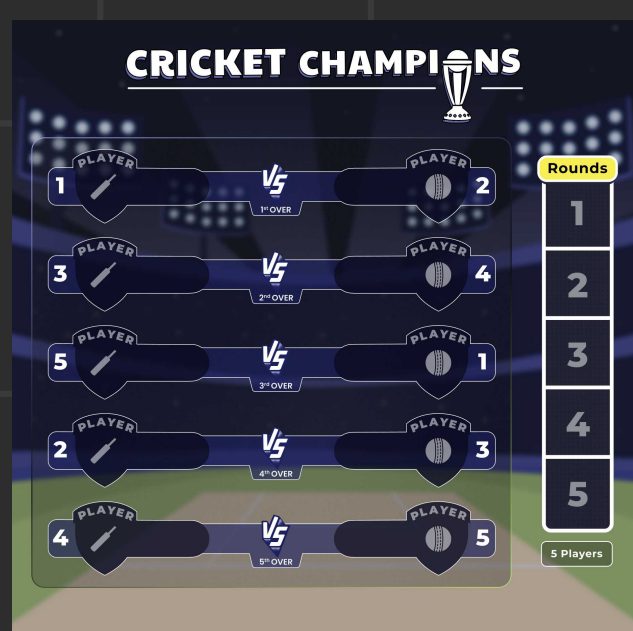
6 Dry Erase Markers



6 Championship Cards



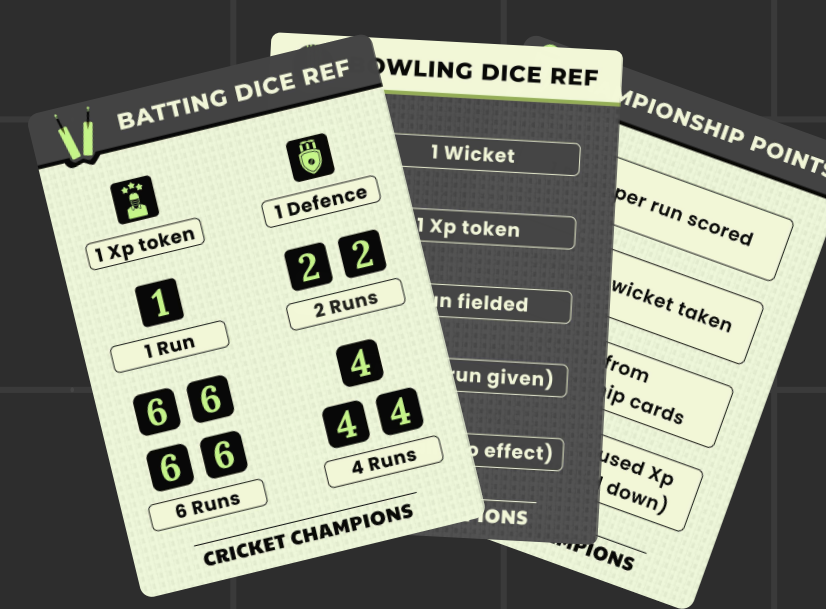
8 Score Trackers



2 Stadium Boards



5 Player Order Cards



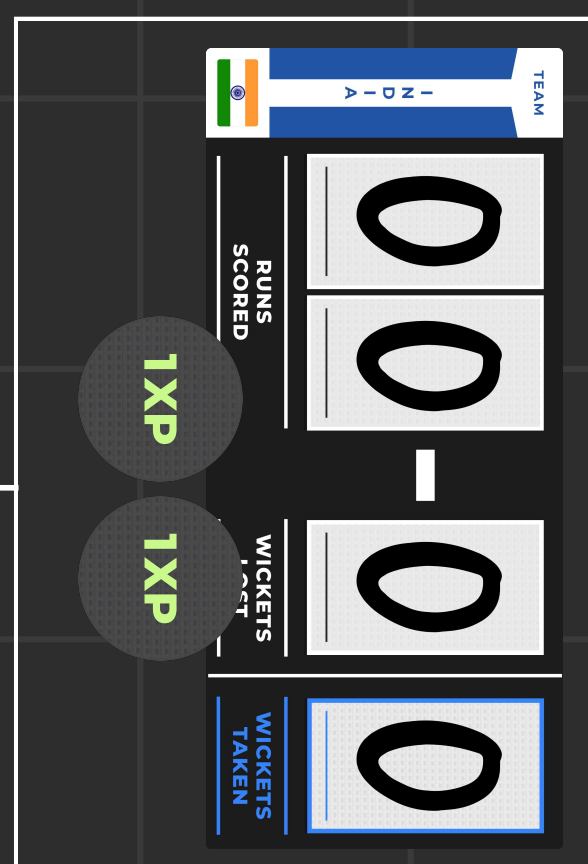
10 Reference Cards



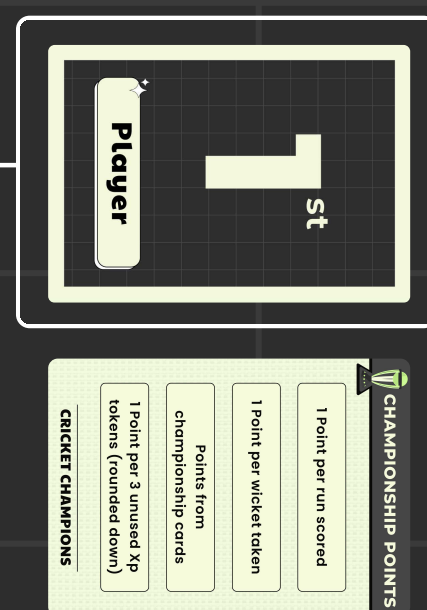
17 Xp Cards

SETUP

1 Each player selects a team and takes its corresponding team tokens. In addition, each player takes a score tracker, 2 reference cards and 2 Xp tokens. Set each score tracker to all zeroes.



2 Shuffle and distribute player order cards.



3 Keep 6 batting dice on one side and 6 bowling dice on other.



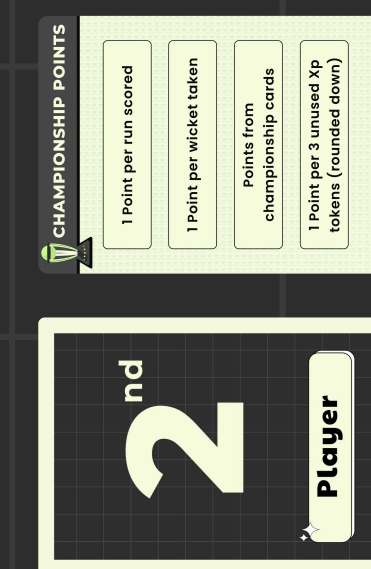
4 Keep all 6 championship cards face up.



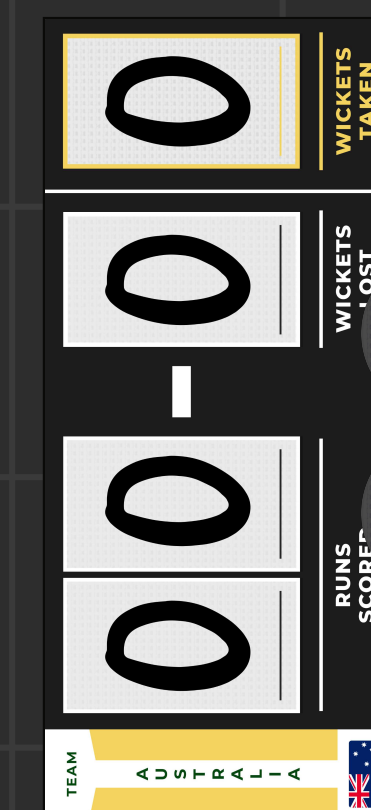
8 Shuffle the Xp cards to form a face down draw pile. Draw the first 5 cards and lay them out face-up.



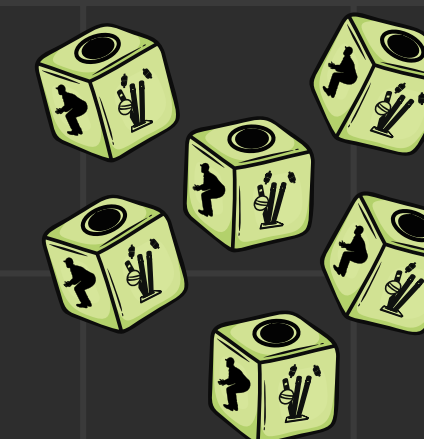
7 Form a pool of Xp tokens.



6 Put round tracker on round 1.



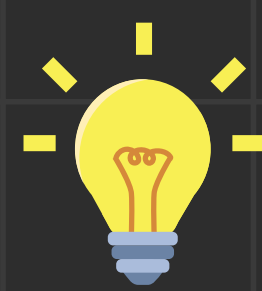
5 Choose the side of the stadium board based on the number of players and then each player puts their batting and bowling tokens on the stadium in their player order.



GAMEPLAY

Each round consists of 3 phases:

- Decide player order
- Play “overs”
- Buy Xp cards

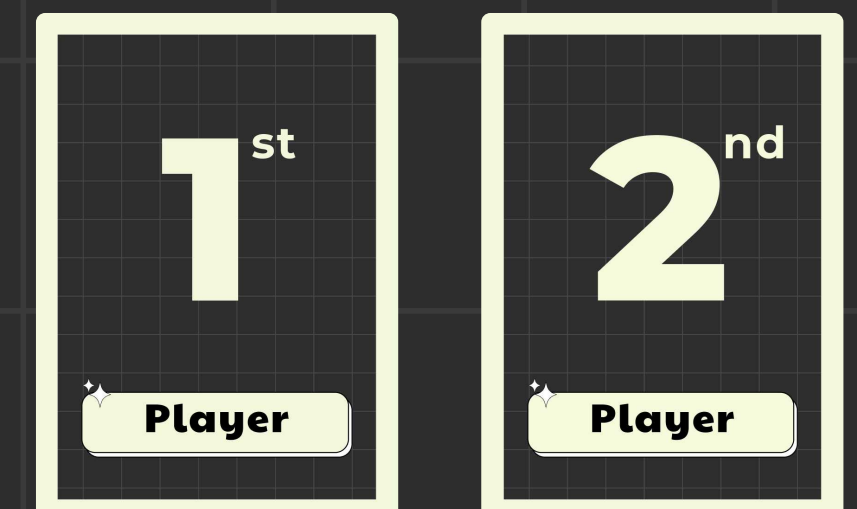


All player components in this game are public and should be kept face-up by the players

PHASE 1: DECIDE PLAYER ORDER

At the start of every round, take player order cards equal to the number of players, shuffle and distribute.

Then each player places their team tokens on the stadium, corresponding to the player order card.



PHASE 2: PLAY OVERS

In one round, each player will play one over as batsman and one over as bowler. Look at the stadium to figure out who the next batsman and bowler is.



Batsman will go first. They will use the 6 batting dice for their roll. After they have finalized their roll, keep the batting dice aside. Then bowler rolls their 6 bowling dice. After the bowler finalizes their roll (See ‘Rolling Dice’ section), all dice are resolved and player score trackers are updated.

Both players will take back their player tokens marking the end of this over. Game then proceeds to the next over.

ROLLING DICE

Each player has a total of 3 rolls per turn. During each roll, they can choose any subset of the 6 dice to re-roll. For example, on the second roll, a player can keep the dice they like and re-roll the rest. On the third roll, they can re-roll any of the dice, including those previously set aside.

RESOLVING DICE



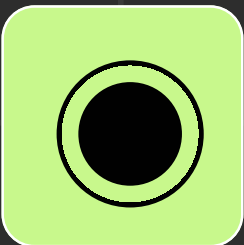
Take one wicket



1 Xp token



Give one run to the batsman as a wide ball



Dot ball, no effect



Save one run. [Note: only reduces the runs scored by the batsman in the current over, any extra runs saved have no effect.]

1

1 Run per dice with face "1"

2

2 Runs per dice face "2"

4

4 Runs per pair of dice with face "4"

6

6 Runs per set of 3 dice with face "6"



1 Xp token



1 Defence against a wicket

FOR EXAMPLE:

1

2

4

2

2

BATSMAN'S DICE SHOWS

BOWLER'S DICE SHOWS

BATSMAN:				BOWLER:			
"R" SCORED	"W" LOST	XP		"R" GIVEN	"W" TAKEN	XP	
OVER: 1 ST	+7	+1	0	OVER: 1 ST	+7	+1	+1

EXPLANATION:

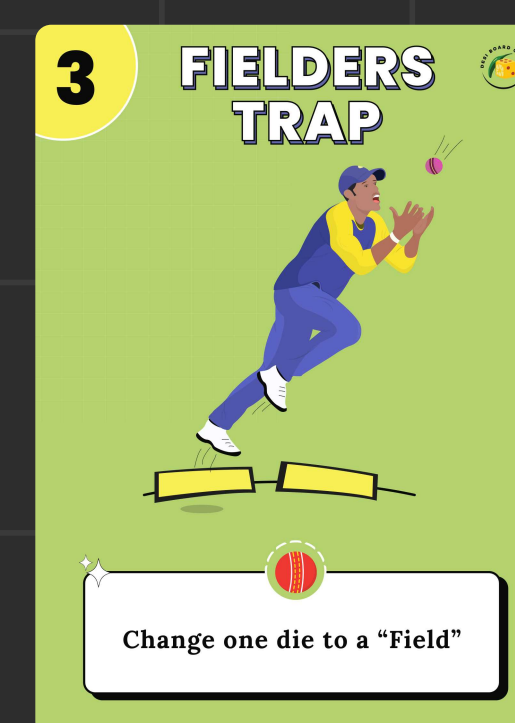
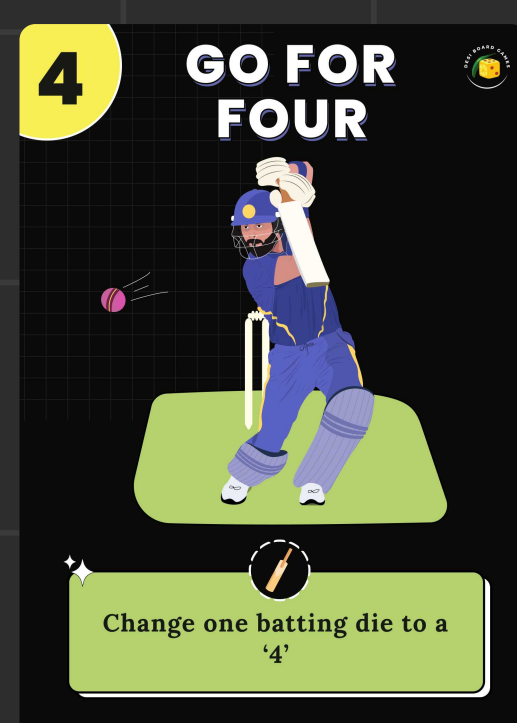
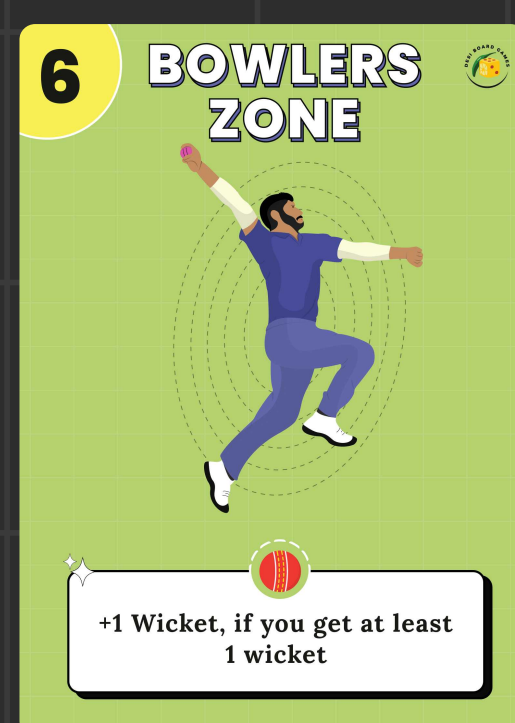
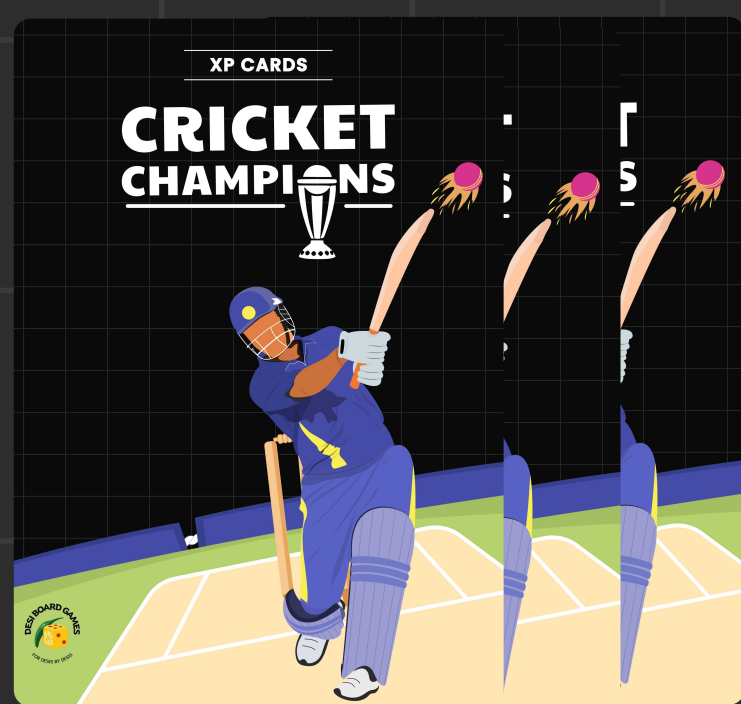
Batsman : +6 runs (6 runs from three dice of "2" and one from a "1". Remaining "4" do not contribute to the score). Bowler fields one run, but also gives away one run via a wide

Batsman: +1 wicket lost (2 attack from bowler, 1 defence from batsman)

Bowler: +1 wicket taken, +1 Xp

PHASE 3: BUY XP CARDS

Once all the overs are completed in a round, play moves to the buy phase. In player order, each player gets a chance to spend Xp tokens to buy Xp cards. A player can buy as many cards as they want and can afford on their turn, but once they pass to the next player, their turn does not come back in this round. As soon as a card is bought, replace it with a new one from the draw pile.



Cost

Number of Xp tokens needed to purchase this card

Colors indicate when a card's power takes effect: Black cards while batting, Green cards while bowling, and Blue cards during either.

Power

(Most powers are applied after the 3 rolls are exhausted)

Players place the purchased Xp cards face up in front of them. The powers of a card are permanent and remain active for the entire game.

CHAMPIONSHIP CARDS

FIRST SIX



+3
Points

First player to hit a six

Championship
points earned

Triggering
condition

Championship cards are awarded when their conditions are met. First player to fulfill the condition wins the championship card (except Purple and Orange cap)

All 6 championship cards are used in every game. Xp cards can assist in meeting the triggering condition.

PURPLE CAP



+2
Points

Player with most wickets taken at game end

ORANGE CAP



+2
Points

Player with most runs scored at game end

The Orange and Purple cap championship cards are awarded at the end of the game. If multiple players meet the condition, they share the cap, and each player receives the +2.

FIRST SIX



+3
Points

First player to hit a six

First six requires the batsman to be the first player to hit a sixer (6,6,6,6), it is not affected by any dice actions from bowler.

HAT-TRICK



+3
Points

First player to take 3 wickets in an over

Hat-trick requires that the batsman loses 3 wickets in an over.

ALL OUT



+3
Points

First player to eliminate another player

The player to take the 10th wicket of another player, eliminates them from the game.

BEST FIELDER



+3
Points

First player to save 4 runs in an over

Batsman should have made at least 4 runs and then bowler saves 4 or more runs.

WINNING THE GAME

At the end of the 5 rounds, the player who has not been eliminated and has the highest number of championship points wins the game. There are four ways to score championship points:

- **1 Point per run scored**
- **1 Point per wicket taken**
- **Points from championship cards**
- **1 Point per 3 unused Xp tokens (rounded down)**



PLAYER ELIMINATION

If a player loses 10 wickets, they are eliminated and out of this game. Eliminated player is not considered for the end of game winning condition.

It is possible that the eliminated player still had an over where they were supposed to bowl in the current round. That over is played with a special condition. The batsman rolls their dice **just once** and then resolves it. **No** bowling dice are rolled for this over.

The batsman can still use all the Xp card powers that they had.

Starting next round, use the stadium with players equal to the number of active players (not counting the eliminated player). So if one player is eliminated in the 3rd round of a 4 player game, 4th round will be played on the 3 player stadium.

