

GOLDEN CUP

The fever for the Fantasphere is now rampant. Creatures of all sorts have come from all over the kingdom with the dream of becoming champions of this new sport. The capital is flooded with aspiring talents of all levels, but as you well know, even the best players will not be able to win without a good coach. The competition is fierce, and at the end of the championship, only one of you will lead your team to victory in the grand final.

Will you be the one to win the legendary Golden Cup?



COMMON COMPONENTS

102 Champion cards,
divided into 3 decks:



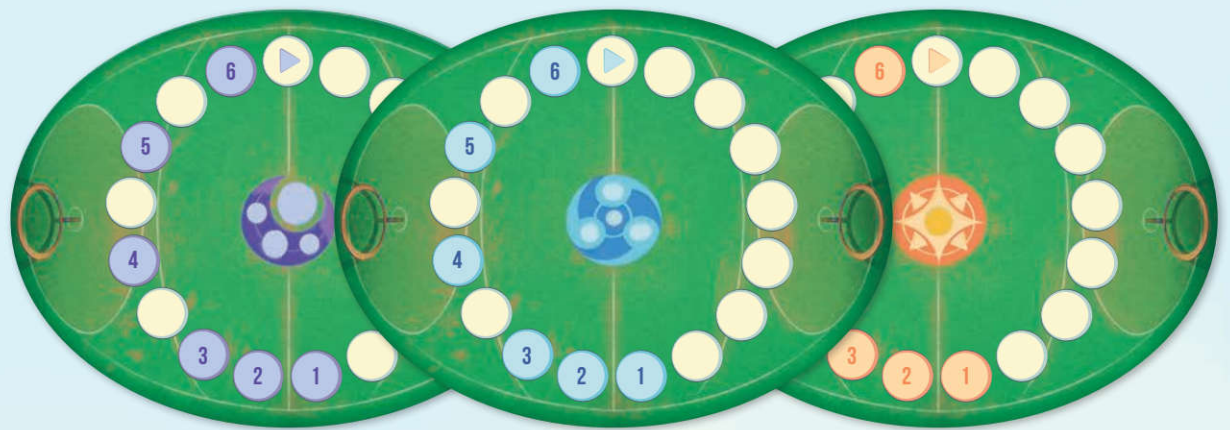
36 Bronze
cards



34 Silver
cards



32 Gold
cards



3 Field boards

front



back



16 Supporter cards



1 Championship board



10 Match
tiles



3 bags



51 Fame tokens



10 Sponsor tokens



1 Round token



12 Break tokens



11 Automa tokens



4 dice

PERSONAL COMPONENTS

27 Action tokens for each color, divided into:



14 Attack tokens
(value 1 to 4)



13 Defense tokens
(value -1 to -4)



1 Finance cube



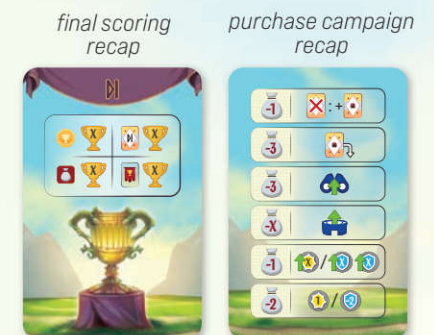
1 Team board



1 Scout tile



1 Stadium tile



1 Summary card

GAME SETUP

A Each player chooses a color and receives all related player components:

A.1 1 **Team board** to be placed in front of them.

A.2 1 **Scout tile** and 1 **Stadium tile**. Place the Scout and Stadium tiles on the designated spaces on the Team board with the Bronze side visible.

A.3 All **Attack** and **Defense** tokens of the chosen color. Place a -1 Defense token, a 2 Attack token, and a 4 Attack token in the designated space on the Team board. The rest of the tokens go into a personal supply. They are not part of your team yet. Be careful to keep the tokens in the personal reserve and those on the board separate.

A.4 1 **Finance cube** to be placed on space 4 of the finance track on the team board.

A.5 1 **summary card** to be placed next to the team board.

Put all the unused player components back into the box.

B Select the **Match tiles** according to the number of players in the game. 1-6 tile is always in play, 1-2 tile only in 2-player games and solo games, 3-4 tiles in 3- or 4-player games, 5-6 tiles in 5- or 6- player games. Give each player 1 random tile to be placed in the designated space on their board, and put the unused tiles back in the box.

C In 1-2 player games, place the **Field board** in the center of the table. In 3-4 player games use the and Field boards. In 5-6 players, use all Field boards.

D Place 1 **bag** and 4 **Break tokens** next to each Field board. Put the unused Field boards, bags, and Break tokens back in the box.

E Place the **Championship board** next to the Field boards. Place the **Round token** on space 1 of the Championship board.

F Shuffle the **Bronze**, **Silver**, and **Gold Champion cards** separately to create 3 decks. Place them next to the Championship board. Each player draws 3 Bronze cards.

G Shuffle the **Supporter cards**. Each player draws 2 cards and chooses 1 to keep secret. Put the unused Supporter cards back into the box.

H Create a supply of **Fame** and **Sponsor tokens**. Give each player 5 Fame tokens.

I Place the 4 **dice** within reach.

SPECIAL RULES FOR 3 OR 5 PLAYERS - THE AUTOMA

The parts of this rulebook marked with this red line are used for the Automa. Apply them only in 3- or 5-player games, or in the solo mode.

In a 3- or 5-player game, add the Automa to the game. Give the Automa a random Match tile, but not a Team board. Take the Automa tokens and set aside a -1 Defense and a 4 Attack starting tokens. Shuffle the other tokens inside a bag. Randomly draw 1 token and add it to the other two starting tokens: they form the Automa team. Draw 5 additional tokens and place them on the spaces from 2 to 5 of the Championship board. Put the unused Automa tokens back into the box.



starting Automa tokens



GAME OBJECTIVE

The game is played over **6 rounds** and a final match. During each round, players will first try to improve their team and then compete in 1-on-1 matches simultaneously on different fields. Based on the results of each match, and thanks to different end-game effects of the Champion cards they have played, players gain Fame points.

At the end of the sixth round, the two players with the most Fame points play the final match.

The winner of the final wins the **GOLDEN CUP!**

ROUND STRUCTURE

Each round consists of the following phases, which must always be resolved in this order. Most phases can be resolved simultaneously by players.

1. Round Setup
2. Purchase Campaign
3. Matches

1. ROUND SETUP

This phase is NOT resolved in the first round.

Follow these steps in order:

- Each player may **discard** any number of Champion cards from their hand.
- Each player **draws cards** from the Champion deck corresponding to their Scout level (Bronze, Silver, or Gold) **until they have 3 cards in hand**.
- Move the **Round token** on the Championship board forward by one space.

If you are playing with the Automa, add the token of the current round to the Automa team.

2. PURCHASE CAMPAIGN

At the beginning of this phase, each player must calculate their available coins. To do this, look at the number on your Stadium tile, add any potential effect of the Champions you have played and add or subtract the value of the Sponsor tokens you have. Place your **Finance cube** on that space of your finance track. Then Discard all Sponsor tokens you had.

Coins can be spent to perform various actions, each with its own cost. You can perform and repeat any action until you have coins to spend.

SPONSOR TOKENS

Various effects of your Champions will allow you to obtain Sponsor tokens. These tokens do not provide coins when obtained but will increase or decrease your coins at the start of the Purchase Campaign phase of the next round. They only have an effect for that round and must be discarded once their effect is used.

COINS

Every player obtains their coins at the beginning of the Purchase Campaign phase. They spend their coins to perform different purchases. Every time you spend coins, move your Finance cube back on your Finance track. When you reach the space "0" you can't no longer spend coins this round. You can't save coins for the next round, so you should spend all the coins you have, otherwise you will lose them!



1. **SCOUT NEW CHAMPIONS:** Cost 1 coin – You can discard any number of Champion cards and redraw from the deck corresponding to your Scout level (Bronze, Silver or Gold) until you have 3 cards in hand.



2. **PLAY A CHAMPION:** Cost 3 coins – You can play a Champion card from your hand. Once a Champion is played, any immediate effects on the card are applied. From that moment, the Champions you have played are part of your team. Place the champion on your board; its position does not matter as you can move it freely before the match.



3. **DEVELOP YOUR SCOUT:** Cost 3 coins. The Scout level indicates from which deck you will draw your champions. If you develop it, you can draw from the Silver or Gold deck, which contains much stronger Champions!



4. **DEVELOP YOUR STADIUM:** Costs 3 coins in rounds 1 and 2, 2 coins in rounds 3 and 4, and 1 coin in rounds 5 and 6, as illustrated also on the Championship board. Developing the Stadium increases your available coins for the next rounds.

Scout and Stadium have 3 levels: Bronze and Silver are printed on the respective tile, and Gold is printed on the Team board. When you develop your Scout or Stadium for the first time, flip the corresponding tile to show the Silver side. When you develop them a second time, remove the corresponding tile and reveal the Gold level printed on the board.



5. **TRAIN YOUR TEAM:** Alternatively, the player can spend 1 coin to improve the value of an Attack token by 1 or improve the value of a Defense token by 2.



6. **LEARN NEW TACTICS:** You can also spend 2 coins to add a 1-value Attack token or a 2-value Defense token to your team.

When you have used all the coins at your disposal, your phase ends. If all players have finished the Purchase Campaign phase, proceed to the Match phase.

ADDING AND IMPROVING YOUR TEAM'S TOKENS

Every time an action or a champion's effect tells you to improve a token, you can exchange a token from your team with one of a better value from your supply. For example, if you get a +2 improvement, you can swap a -1 Defense token with a -3 Defense token. If you don't have in your supply the token needed to apply the improvement, you lose that effect. Some effects improve Attack tokens, while others improve Defense tokens. Tokens of value 4/-4 cannot be improved. Some effects allow you to add a specific value token to your team. Take it from your supply and add it to your team. If you don't have in your supply the indicated token, you can take a token of the same type with a lower value. Rarely, you may need to discard a token from the team; in this case, return it to your supply.



Example: Jade is playing the fourth round. She has already developed her Stadium to the Silver level, so she gets 5 coins. She also has a Sponsor token (from Little Orc, played the previous round) and an additional coin (from Vampirello).

In this round, she gets a total of 7 coins, places the Finance cube on space 7 of the Finance track, and discards the Sponsor token. She doesn't like the cards she has, so she decides not to play them immediately. Her first purchase is to pay 3 coins to develop her Scout level to Silver. Since she still has 4 coins, she pays 1 to discard all three cards and draw another 3 from the Silver deck as she just developed the Scout. Her last action is to pay the remaining 3 coins to play one of the Champions in her hand.



3. MATCHES

GET READY FOR THE MATCH

The Match tiles indicate to the players which Field they will play on and consequently which opponent to face. Place **all your team's tokens** (from your board, not from your supply) into the bag of the respective Field; your opponent does the same.


If you are matched with the Automa, take the Automa tokens and add them to the bag.

Add 4 Break tokens into the bag.

Each player arranges their team's **Champion cards** in the slots on their board at their discretion. If a player has played more than four Champions, they place the extras in a section next to the board (the "bench")

Apply any **potential effects** of the Champions you have played on the board. The effects of the Champions on the bench are not applied during the match.

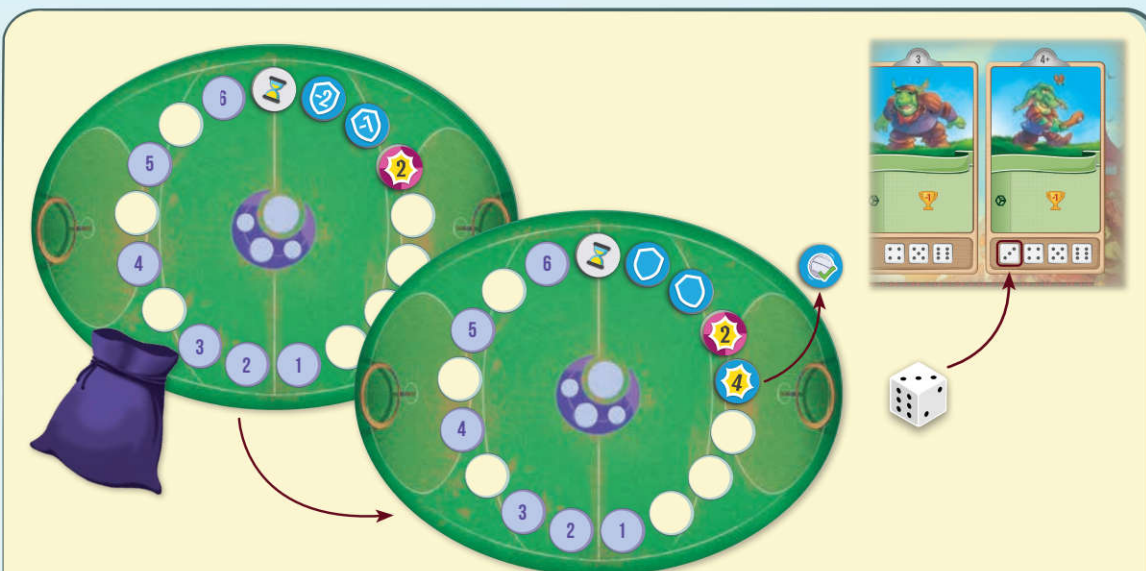
HOW TO PLAY THE MATCH

A player starts drawing **one token at a time** from the bag and places it in the space  on the Field board.

- If a **Break token** is drawn, nothing happens. Continue drawing.
- If a **Defense token** is drawn, nothing happens at this moment. Continue drawing.
- If an **Attack token** is drawn, determinate the Attack value subtracting the all (already drawn) opponents Defense tokens value to the Attack token value.

If the total value is zero or less, the **Attack is blocked**.

If the total value is more than zero, the Attacking player must identify the **shooting Champion**. If the total is 1, it means the Champion in slot 1 shoots; if the total is 2, the Champion in slot 2 shoots, and so on. In the rare case you have a total value of 5, consider the champion in the slot 4+.



Example: **Jade** and **Mark** have arranged their Champions and put their tokens inside the bag: the match begins! The first token drawn from the bag is a Break token: nothing happens. The second token is a **Mark's Defense** token, value -2. They continue drawing, another **Mark's Defense** token, value -1, comes out of the bag. The next token is a **Jade's Attack**, value 2. The Attack total value is negative (2 -2 -1), so **Jade's Attack is blocked!** They flip **Mark's Defense** tokens and continue drawing. A **Mark's Attack** token, value 4, comes out of the bag. **Jade** has no Defense tokens to reduce **Mark's Attack's** value, so **Mark** attacks with a value of 4. **Mark's Champion** in slot 4 shoots. It's still one of the Champions printed on the board, so **Mark** loses 1 Fame point. He rolls the die with a result of 3, which is one of the values printed in slot 4: the Champion scores! **Mark** flips the Attack tokens to mark the score, then they continue drawing.

Apply any potential **shooting effect** of that Champion.

The player executing the Attack **rolls the die**. If the value matches one of the faces printed under the slot of the shooting Champion, the Champion scores! Flip the Attack token to indicate a score. If the die shows a result not printed in the shooting Champion slot, the shot fails! The Attack token is not flipped.

In both case of Attack blocked or scored, flip all the opponent's Defense tokens involved in the Attack (those previously drawn). They won't have effect for the rest of the match.

Continue drawing.

When you resolve an Attack of the Automa, calculate the Attack's value as usual and identify the corresponding slot on your board. Roll a die and check the result with the printed dice of that slot. The Automa doesn't apply any shooting effect. It simply scores if the result matches with one of the printed values of the identified slot.

SHOOTING EFFECTS

Some Champions have shooting effects that are activate when the Champion takes a shot. Many of these effects add dice. Roll all dice simultaneously; if even one result matches a value printed on the corresponding slot, the Champions scores! However, even if multiple results match, you will only score once.

THE FOUR CHAMPIONS PRINTED ON YOUR BOARD

The four Champions printed on your board are very clumsy, so when they shoot, the crowd boos! Every time one of the base Champions shoots, you lose a Fame point. Try to replace them quickly with worthy Champions!

END OF THE MATCH

The Match ends when a token is placed on the space with the same **number of the current round**, or before that if there are no more tokens inside the bag.

At the end of the match, players score Fame points based on the match result.

DRAW: Each player gains 2 Fame points.

VICTORY FOR A PLAYER: The player gains 3, 4, or 5 Fame points depending on their Scout level, plus points equal to the match score difference.

Example: A player has a Silver Scout and wins the match 3 to 1. They gain 4 Fame points (Silver Scout) + 2 Fame points (match score difference) for a total of 6 Fame points!





At the end of the match, each bag is emptied. Each player takes their Action tokens and returns them to their team board, while Break tokens remain on the Field.

In 3- or 5- player games, the Automa doesn't gain Fame points.

At the end of the match, put the Automa tokens aside.

END OF THE CHAMPIONSHIP AND FINAL MATCH

The championship ends after the sixth round. Each player calculates their Fame points:

-  1. Fame points from **Fame tokens** in their possession;
-  2. Fame points from **end game effects** on all the Champion cards in their team;
-  3. Calculate coins as at the beginning of the Purchase Campaign phase, then obtain the Fame points indicated on the space where your **Finance cube** is.
-  4. Fame points according to the condition of your **Supporter card**.

The two players who has most Fame points go to the final match. In 2-player games, if a player has 6 or more Fame points more than the opponents, that player wins the game without playing the final match.

In case of a tie between two or more players, the tied player who has played more Champion cards goes to the final match. In case of further tie, the tied player who has played more Gold Champions (and then Silver Champions) goes to the final match. If there is still a tie, those players roll a die and who gets the higher result goes to the final.

The above doesn't apply, naturally, if only two players have more Fame points than all the others. Those two players will go to the final match.

FAME POINTS

Fame points are represented by tokens that indicate your team's appreciation. You gain them mainly by winning or drawing matches, but also through your Champions' effects. You can also lose them. Each time you gain Fame points, take the corresponding number of tokens from the supply; if you lose them, return the equivalent number of tokens. If you don't have Fame tokens, you can't lose any! End game effects are applied only at the end of the championship.

THE FINAL MATCH

Two players play the final match following the standard match rules. They don't perform an additional Purchase Campaign before the match. Play the final match on a Field of your choosing and draw tokens until the space 6 on the Field board.

The player who wins the final match wins the game and the Golden Cup!

In case of a draw at the end of the match, proceed with the *Penalty Shots*.

PENALTY SHOTS

First, both players choose which Champions to arrange in the slots on their Team board. Starting from the youngest player, every player makes a shot with the Champion in slot 4+. If both Champions score or fail, proceed with a shot with Champions in slot 3, and so on. In the rare event that all Champions in four slots have shot, repeat the procedure starting again from slot 4+.

As soon as a player scores and the opponent fails, the final match ends with the victory of the game and of the Golden Cup by the player who scored the last penalty shot!



THE CHAMPIONS

During the game, players purchase and play Champion cards. Champions can have one or more abilities (5 different icons) and some effects.



Types of effects:

- ⚡ Immediate:** Apply this effect once as soon as you play the Champion card.
- 🎯 Shooting:** Apply this effect when the Champion shoots during a match.
- ∞ Permanent:** Apply this effect throughout the game. During a match this effect is applied only if the Champion is arranged in a slot (not if it's in the bench). Some permanent effects are applied when a certain condition happens.
- 🏆 End Game:** Apply this effect to gain Fame points at the end of the championship.

IMPORTANT! When ability icons appear on an immediate or permanent effect of a card, always count also the ability icons on the card itself.



Example:
If you play Bush as the first Champion card played, apply the Immediate effect (get a -1 Defense token) and also apply the Permanent effect (get an improvement on an Attack token as you have an icon 🎯). For any other icon 👁️ you play, you will apply the Permanent effect of Bush.

SOLO MODE

If you want to play a solo game, prepare as you would for a two-player game, with you and the Automa, with the following modifications.

Decide the difficulty level of the Automa and give it a Team board.

- 1) AMATEUR.** Prepare the Automa tokens as in the base game. Give the Automa a Scout tile on the Bronze side.
- 2) PRO.** Prepare the Automa tokens as in the base game, then draw 1 additional Automa token and place it on space 5 of the Championship board (there will be 2 tokens on space 5). Give the Automa a Scout tile on the Silver side.
- 3) LEGEND.** Prepare the Automa tokens as in the base game, then draw two additional Automa tokens and place them on spaces 3 and 5 of the Championship board (there will be 2 tokens on spaces 3 and 5). Don't place any Scout tile on the Automa board: its Scout level will be Gold!

GAME PLAY

The Automa doesn't use coins, Champion cards or Supporter cards. It only uses Automa tokens during the match.

At the beginning of each round, add the token(s) of the current round to the Automa tokens on its board.

If the Automa wins a match, it gains Fame points as a player, based on its level of Scout plus the match score difference. If a match ends with a draw, also the Automa gains 2 Fame points.

END OF CHAMPIONSHIP

If you or the Automa have 6 or more Fame points more than the opponent, who has more Fame points wins the game. Otherwise, go and play the final match!



APPENDIX

Here you can find a summary of the icons used in the game and the explanation of the most particular Champion cards.



Discard another Champion you have already played (you can't play a Champion with this effect as the first card)



Roll an additional die



Take a Sponsor token of the indicated type



Attack and Defense token with a generic value



Change one of your Action tokens of the indicated type with another of the same type of +1 value



Gain the indicated Fame Points for each icon of the indicated type that your Champions have



Take the indicated token from your personal supply and add them to your Team board



Choose and discard from your board a token of the indicated type and put it back into your personal supply



Get the effect on the left for every icon of the indicated type that your Champions have



Every time you play a Champion that has the icon indicated on the left, you receive the effect on the right



Every time you score during a Match you receive the effect on the right



Roll 1 additional die for every icon of the indicated type that your Champions have



If your Champions have the indicated number of icons, you receive the effect on the right



Gain 1 Fame point for each Champion of the indicated type that you have played



At the beginning of the Purchase Campaign phase, move your Finance cube of the indicated number of spaces

3 - GIM THE WISE ∞



When you develop your Stadium, take a -1 Sponsor token

62 - BLACK KNIGHT ⚔

1 Fame point for each different type of effects that your Champions have (max 4)

97 - SPHYNX ⚔

1 Fame point for every Champion with at least one permanent effect

44 - STONE GOLEM ∞

Calculate the +1 when the Defense has effect during the match

64 - TEAM LEADER ∞

When you develop your Scout or your Stadium, improve an Attack token by 1 and take a +1 Sponsor token

99 - LORD OF THE FOREST 🌲

If your Champions have all 5 ability icons, this Champion scores without rolling the die

47 - BLOB ∞

Calculate the -1 when the opponent attacks during a match

54 - AUTOBOT ⚔

1 Fame point for each different ability that your Champions have (max 5)

90 - GOLDEN GOLEM ⚡

Get all the bonuses on the left for every icon indicated on the right that your Champions have

101 - HIPPOGRYPH ∞

During the Purchase Campaign phase, increase your Finance by 1 for every 2 icons indicated that your Champions have

SPECIAL THANKS

Gabriele - I dedicate this game to Laura and our beautiful Margot, Juliet and Gregory; I gratefully thank him for sharing his ideas, testing the game and beating me hard and often!

Simone - A special dedication to my daughter Sara, great player of Golden Cup. I thank all playtesters and in particular: Samantha, Ido Traini, Claudio Cicalà, Andrea Giuliani, Paolo Prioretti, Paolo Mori, Andrea Mezzotero, Pierpaolo Paoletti, guys at Giochi & Gioco, players at STED and at Modena Play.

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