

**Your National Head Coach
hasn't got a clue!**

**Try to do his job and lead your team
to the VICTORY!!!!**



HysteriCoach

**The game that will confirm
that it would have been better
if you had kept your mouth shut!**

HysteriCoach: The first soccer party-game!

A collective madness by Walter Obert

Scribabs production - www.scribabs.it



HysteriCoach

TO GUIDO, MY FATHER

SPECIAL THANKS

BEFORE ALL THE OTHERS I'D LIKE TO THANKS **PAOLO MORI** (WWW.INVENTORIDIGIOCHI.IT), BECAUSE WITHOUT HIS STARTING POINT HYSTERICOACH WOULD HAVE NEVER EXISTED. IMMEDIATELY AFTER COMES PAOLO VALLERGA, WHO BELIEVED IN IT SINCE THE FIRST MOMENT AND ENRICHED IT WITH HIS PROFESSIONALITY AND EXPERIENCE. **W.O.**

WALTER OBERT AND **SCRIBABS** ALSO WISH TO THANKS, IN ABSOLUTELY SPARSE ORDER AND SO AS IT COMES TO OUR MINDS: MICHELE "MIKIMUSH" BUONAIUTO FOR THE EXTRAORDINAIRE CONTRIBUTE GIVEN TO MAKE THE RULES UNCOMPREHENSIBLE; SARA SEVERINO; GIULIA AND SERENA OBERT, PAOLO MATTIO, CARLA GARIGLIO, DARIO E GIANLUCA DEMICHELIS; "PAOLETTA" PAOLA MOGLIOTTI E FORTUNATO "TINUZ" CAPPELLERI BECAUSE THEY BEAR ME (THE EDITOR); PAOLO "AZATHOTH" CAVALLO; GIANLUCA "LYCAONE" SPARACELLO; WILLIAM "WILLY" GRECO, GREAT DEMONSTRATOR; STEFANO LUPERTO; DANIELE P. CORREALE; FRANCESCO "FANTAVIR" BERARDI; ROBERTO "D'ARTÀ" FRANCO; MORSAC; MAX "IL MAGO" GOTERI; "FAB'IO E CLO", OVVERO FABIO CAMBIAGHI E CLAUDIA PLEBANI; ALESSANDRO DENTIS; ANDREA "LIGA" LIGABUE (WHO SUSTAINS LUDIC ITALY) AND ANDREA "KEPS" CUPIDO OF TREEMME AND ALL THE TREEMME (WWW.TREEMME.ORG); "LUCAS" SOMASCHINI; GIANFRANCO "GFB" BUCCOLIERO; GIANNI COTTOGNI; BRUNO "BLOODWOLF" BONO; GUIDO "THE GOBLIN" CECCARELLI, VALERIO "LOBO" SALVI E SILVIO "SDP" DE PECHER, FOUNDERS OF "LA TANA DEI GOBLIN" (WWW.GOBLINS.NET); MANUELA "MANU" FALESSI, "THE GOBLIN QUEEN"; VALERIO PORPORATO, WITHOUT WHOM SCRIBABS WOULDN'T HAVE BEEN BORN; ROBERTO MEROTTO; ALBERTO DURANDO; NICOLÒ RINDONE; SIMONE ALESSIO; STEFANO ARECCO; MAX BARBERA; PAOLO RUFFO; ALESSANDRO GAMBA; ROBERTO GRASSI; STEVEN SCHOENMAEKERS E MONIQUE GIelen (CARTAMUNDI); THE ASSOCIATION TORISIKO!; JOST DA SOEST (WWW.SPIELEPIZZA.DE); LAST, BUT NOT LEAST, ALL THOSE THAT ARE PART OF GIOCA TORINO (WWW.GIOCATORINO.IT) AND HAVEN'T SENT IN TIME THEIR NAMES!

LIST OF CONTENTS

- 14 Soccer Player tokens
(7 red and 7 blue, numbered from 1 to 7);
- 2 Assistant Referee tokens;
- 1 Board showing the field;

THE BOARD HAS ONE SIDE PRINTED WITH A GREEN FIELD AND ANOTHER WITH A DIRT FIELD THEY'RE IDENTICAL BUT THE DIRT SIDE CAN BE USED WITH THE ADVANCED RULES YOU MAY FIND ON THE WEBSITE: WWW.SCRIBABS.IT/HYSTERICOACH



- 2 Ball tokens (one red and one blue);
- 1 Six-sided die;



- 25 Scheme cards;
- 18 Team cards (2 for each team) with the formations;



- 12 Player cards (6 for each team);



HysteriCoach

You're sitting in the locker room, on your uncomfortable bench, and it isn't said that you won't be still there once the game will begin. You're on the edge and sweating like the waste pipe of the toilet for the imminent debut when the Coach comes in. He looks straight in your eyes and, with the same delicateness of your mother-in-law, he begins the sermon: :

“SOCCER IS A TEAM SPORT. EACH PLAYER MUST DO HIS BEST EFFORT FOR THE TEAM. IT ISN'T NECESSARY TO BE CHAMPIONS, IT'S ENOUGH TO UNDERSTAND AND PROMPTLY EXECUTE THE COMMANDS OF THE COACH, AND EACH OBJECTIVE, EVEN THOSE APPEARING FAR AND IMPOSSIBLE, CAN BE REACHED! BEHAVING LIKE A PRIMA DONNA WON'T BE TOLERATED, SLACKERS WON'T BE TOLERATED, THOSE UNABLE TO UNDERSTAND THE SCHEME CAN REMAIN IN THE LOCKER ROOM. THE QUALITIES OF EACH ONE WILL HAVE TO BE INTEGRATED WITH THE ORGANIZATION OF THE TEAM. THE TEAM COMES FIRST! WE ATTACK WITH SEVEN AND WE DEFEND WITH SEVEN; EACH VICTORY WILL BE OUR VICTORY, EACH DEFEAT WILL BE YOUR DEFEAT. WORD OF COACH... HYSTERICOACH!”

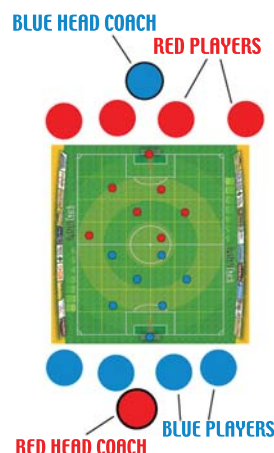
SETUP

HysteriCoach is played by two teams... guys, it's a game about soccer! Each team is composed by a coach and by a number of players from one to six, differently from the matches on the field, where there are as many coaches as players. At the beginning of the game, each coach determines the nation he'll lead, drawing a Team card at random. There are two Team cards for each nation: one is taken from the coach and one is given to the players. **The presence of a referee isn't necessary, but if someone likes, he can be it.**

Place the board depicting the field in the middle of the table. The players of the two teams will stay on the opposite sides of the field... Come on, it's a game about soccer...

wake up! The coach, instead, will have to stay behind the players of the other team (see pic.1).

Place the 7 "soccer player" tokens in your half of the field, each in a square according



PIC. 1

RED TOKENS ATTACK FROM TOP TO BOTTOM AND BLUE TOKENS FROM BOTTOM TO TOP. THE COACH FACES HIS PLAYERS TO GIVE INSTRUCTIONS MORE EASILY.

to the tactic you prefer, or even randomly, the game isn't started yet!

The goalkeeper must be placed on the square in front of the goal... **do we need to tell you everything or can we go on?** In the squares of the goalkeepers is also placed a Ball Token, one for each goalie, the blue ball to the blue team and the red ball to the red team (having a ball for each team is one of the mainly differences between HysteriCoach and the real soccer. Probably if this rule was applied in the real soccer too, it'd be a nice gain for the show). Each player will be able to move only a determined number of tokens (depending on the number of players) and to know which ones, he draws at random the Player cards of his own team (those numbered), so that everyone knows which tokens he'll be allowed to move during the game. **Hey, between the movable tokens there isn't the assistant referee, do not even try!**

On a side of the board, place the deck of the Scheme cards face down, while the assistant referees are placed on the edge of the field, on the "zero" square. The assistant referees are used as scoring pawns.

SCHEME CARDS AND TEAM CARDS

Each coach must draw a **Scheme card** (if there's a referee, he'll give the Scheme cards to the coaches). The Scheme card shows the position that the players will have to assume on the field in order to shoot at the goal. On the Scheme

card are shown the numbers corresponding to the players while on the **Team card** are listed the names of the fielded formation. A copy of the Team card is kept by the coach and another by the players. Of course, each number of the Scheme card corresponds to a name on the Team card and, consequently, to a Soccer Player token on the field moved by one of the players.



EXAMPLE: number 3 of the Brazilian Seleçao is named **Toninho Topinho**. To make him move, the coach will have to call **"TONINHO TOPINHO!"**, whose token will be moved exclusively by the player holding the Player card number 3. **NOTE: the name must always be read entirely!**

The Scheme card shows a yellow line. Using the **OPTIONAL RULES** (see page 8) it shows the sequence the coach must follow to have the tokens positioned. In the **BASIC RULES**, ignore it; the important thing is that, at the end of the action, the ball (following the example on the left) is owned by player 5 (it'll be the referee to verify it, or the opposite coach if there's no referee) and it'll be the player owning the "5" card to roll the die (the scheme is devised to have player number 5 shooting!).

IMPORTANT NOTE: SOME SCHEME CARDS REQUIRES ALSO A MOVEMENT OF THE GOALIE. IN SUCH A CASE THE TOKEN OF THE GOALIE CAN BE MOVED BY ANY PLAYER; IT'S OBVIOUS THAT THE TEAM WITH SUCH A SCHEME MOVES AN EXTRA TOKEN AND THUS IT IS PENALIZED, BUT IF THE COACH WANTS SO, GET ANGRY WITH HIM!



KICK-OFF

After the kick-off, the coaches start to call... call? Well, cry, shout like damned, as do all coaches whose players seems chee-se went mouldy... That is, the coach will have to call by name his players, one at a time of course, trying to have them positioned on the field accordingly to the scheme he holds in hand, gesticulating as much as he wants. Does it seem a mess? Well, go figure when you play it! Let's try to explain it better.

EXAMPLE: the Brazilian coach has in his hands the Brazilian Team card and a Scheme card, according to it, he must send the player number 4 on a precise square. He looks on the Team card how is the name of the number 4 and shouts it: "Abracacao!". The player owning the Player card number 4, hearing his name, takes in hand the token number 4 (he can consult the Team card if he doesn't remember who is the number 4). At this point the coach begins to give indications: "Abracacao, Abracacao, come here, come here, on the side... not that, the other one!" and the task of the player is to understand and promptly execute the orders of the coach. The two teams are playing at the same time, so while a coach will be shouting at his Brazilians, the other will be giving instructions, for example, to his Russians!

Each coach will have to be quick, because whoever reaches the configuration depicted on the Scheme card, will be allowed to try to score shooting at the goal! If you still haven't understood, go to play poker.

SUMMARY OF WHAT THE COACH DOES:

- 1 • The coach keeps in a hand the Scheme card and in the other the Team card (to keep the scheme in the hand is a clear enhancement compared to the real soccer, in which the coach keeps the scheme in the head, where it is often get confused with the shopping list and the puberty problems of his daughter);
- 2 • The coach checks on his Scheme card the token to move;
- 3 • The coach searches on the Team card the name of the player corresponding to the number of the aforementioned token and calls it loudly;
- 4 • The coach must show with gestures and voice, holding the hands in front of his mouth as a megaphone or gesticulating, the direction where he wants the token to be moved.

HINT: IF YOU WANT TO WIN, YOU SHIRKERS, TRY TO FOLLOW THE POINTS FOM 1 TO 4 VERY QUICKLY!

SUMMARY OF WHAT THE PLAYERS DO:

- 1 • The players must check the name called by the coach on their Team card;
- 2 • The player holding the Player card with the number corresponding to the name called by the coach, moves his token until he reaches the square desired by the coach.

ASSIST, SHOOT... GOAL!

When the coach notices that the token has reached the right square shown by the Scheme card, he cries "**PASS!**". The player so understands he has reached the right position and quickly moves the Ball Token (only his own Ball Token, don't try

to be smart) from its position and puts it on the same square of the Player Token just moved to demonstrate the successful passage. The coach can now call another player and restart to give orders.

WHEN A PLAYER HOLDS MORE PLAYER CARDS, HE MUST PLAY WHENEVER THE COACH CALLS ONE OF HIS PLAYERS. THE OTHER PLAYERS MAY INCITE THE MATES, BUT WITHOUT MOVING THEIR TOKENS.

When the coach sees that the last token has reached the square shown by the Scheme card, he cries **“SHOOT!”**. The player who was positioning that token puts the Ball Token on the same square of the Player Token just moved.

The game must immediately be halted and the correctness of the scheme must be verified (the opposite coach does it, or the referee if one is present); if all is right, the shoot takes place. A die is rolled by the last player who moved a Player Token (see pic. 2). To score a goal, the result must be higher than the current one of that team, except that a **1 is always a failure and a 6 is always a success**. For example, a team that already scored 4 goals must roll a 5 or 6 to score the fifth

NOTE: BEFORE THE SHOOT CAN TAKE PLACE, IT IS NECESSARY TO VERIFY THAT THE SCHEME HAS

BEEN PERFECTLY EXECUTED BY THE PLAYERS; IF THE REFEREE IS PRESENT HE’LL DO SO, OTHERWISE THE OPPOSITE COACH WILL. TO VERIFY THE SCHEME SHOULDN’T LEAD TO CONTESTATIONS, EITHER IT IS RIGHT OR IT ISN’T, BUT WE KNOW HOW SOCCER GOES...

IF ALL THE TOKENS ARE IN THE POSITION SHOWN BY THE SCHEME, PROCEED WITH THE ATTEMPT TO SCORE. OTHERWISE, IF THERE’S AN ERROR IN THE PLACEMENT OF THE TEAM, THAT TEAM WON’T BE ALLOWED TO SHOOT AND WILL HAVE TO REPLACE HIS SCHEME CARD WITH A NEW ONE, WHILE THE OPPONENTS WILL KEEP THEIR ONE.

When a goal is scored, you must cheer! The assistant referee of the scoring team is advanced by a square and both Ball tokens are placed back in the squares of their corresponding goalie. The Player tokens are left where they are. When the teams are ready, the coaches draw at the same time a new Scheme card and the match is resumed.

If after a goal the players should lose time celebrating, stripping their shirts, doing a chain (especially if female players are present), doing the airplane or mocking the opponents, thus delaying the resuming of the game, it’ll be allowed (to the referee or the opposing coach) the use of the disciplinary system: that is, Spock’s hold.

PIC. 2
AT THE END OF THE ACTION,
THE BALL MUST BE ON THE
TOKEN NUMBER 5
AND THE PLAYER HOLDING
THE “5” CARD WILL HAVE TO
ROLL THE DIE



MISSING THE GOAL

If the shoot is failed, above the whistles of the supporters and the imprecations of the coach, the players will also have to restart it all, but **only the team that failed to score must discard the Scheme card and draw a new one.** The other team can continue (resulting quite advantaged) with the scheme it already has. In practice, it makes an awesome counterattack!

Whenever a new Scheme card is drawn, the Ball Token must be moved back to the proper goalie.

UNFAIR PLAYER

As it happens in every soccer match, one or more players could behave in an unsporting way, just as the coach.

If there's a referee, it'll be much easier to identify occasional infractions or incorrectness; if there's no referee, it'll be left to the "good sportsmanship" the task to play lo-

ally... just as it happens when you play between friends, going on for hours debating if there is a fault or not. In any case, if severe infractions are detected or if the incorrectness is blatant, the team will be punished with a penalty. To shoot the penalty it'll be enough to select who must roll the die and the chosen one, between two wings of crying public, will execute immediately.



FREE KICKS AND PENALTIES

The team committing **minor infractions** is sanctioned with the replacement of the Scheme-card, while the **major infractions** lead to a penalty. Don't be too stern!

MINOR INFRACTIONS OF THE COACH:

- To call the **NUMBER** of the token;
- To call the **ROLE** of the token (even the goalie has a name, dude!);
- To the human player with his real name;
- To indicate a token with the hand;
- To say **FORWARD, BACKWARD, LEFT, RIGHT,** or similar words. **In any language!**

MINOR INFRACTIONS OF THE PLAYERS:

- To move the token in lieu of a mate;
- To roll the die in lieu of a mate. Remember that the player who must shoot is the one owning the Player card shown in the scheme (see pic. 2).

MAJOR INFRACTIONS OF THE COACH:

- To take advantage of the position behind the adversaries to give them slaps, kicks in the calves and shouting in their ears;;
- To touch the tokens.

MAJOR INFRACTIONS OF THE PLAYERS:

- To touch **voluntarily** any token besides his own.

PENALTY: To score a Penalty, the result must be higher than the current one of that team, except that a **1 is always a failure and a 6 is always a success.**

LENGTH OF THE GAME AND VICTORY

HYSTERICOACH can be played in two ways: “timed” or “best of...”. At the beginning of the match the two teams agree on the duration (15 minutes per half time, or 10, or 5...). **Some mentally unstable players will like to play a regular match with two halves of 45 minutes each. In this case it'd be useful to be sponsored by a producer of lozenges or inform the asylum.**

Alternatively, you may establish that the first team to score 3 goals wins, in which case if poor (and soon exonerated) coaches are present, you may go on for hours.

Do it as you like!

EXONERATION!

HYSTERICOACH is the only game about soccer where **the coach can be exonerated during a match.** If a coach shows his ineptitude to lead the team, any player of the same team (without losing too much time) can take his place. In this case the exonerated coach, between the public derision, will take the place of the player who substituted him and the Player cards will be reshuffled and dealt anew between the members of the team... After all, any change of coach creates bewilderment between the players!

JUNIOR

HYSTERICOACH is a game for green coaches as well, thus easily playable by kids. In fact, each Team card has a “junior” side with names easier to pronounce. Let the kids use this side. It's so possible to have “mixed” challenges between adults and kids, in which case the adult simply have to read the names on the “senior” side (do not cheat!). Come on, we understand that you coaches always want to win, but cheating with kids.

OPTIONAL RULES

If you want to hurt yourself, you can use the optional rules downloadable from the Internet (www.scribabs.it/hystericoach), but in the meantime we'll give you one: each Scheme card has a yellow line representing, in theory, the order that the coach should follow to get the token fielded, and you know this. The optional rule is to have the “theory” enforced: the coach must have the tokens fielded correctly and when he shouts **“PASS!”**, the player puts the Ball token in the square with the Player token, as usual, but then he must also stack his Player card upon the previous one, if there's one. In such a way it'll be later possible to verify the exact order of the played cards. And now cut the talking, the crowd is cheering... it's time to go to the field!

HysteriCoach

A game by **Walter Obert**
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