

CHAMPIONS!



Watch
the rules video!

*Between Frankenstein and your Granny, who counts on their fingers?
And between Beyoncé and Darth Vader, who eats kiwis with the skin on?*

**Each round, 8 Contestants will face off
in a tournament of wacky and improbable duels.**

**For each duel, vote for the Contestant you think will win,
then determine the results of the tournament.**

Will you be able to predict who will be named the ultimate Champion?

CONTENTS

- 110 Duel cards
- 8 boards
- 16 Vote cards
(8 in each color)
- 8 Character sheets
- 8 dry erase markers
- 8 Contestant tiles
- This rules sheet



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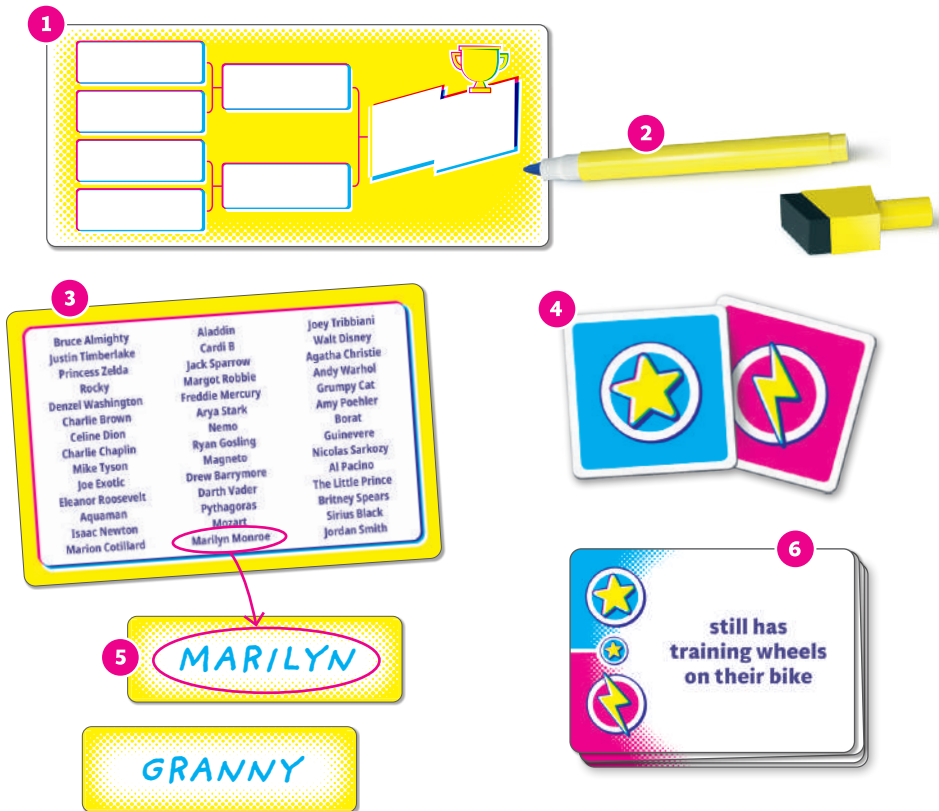
SETUP

★ Each player takes a **board** 1, a **dry erase marker** 2, a **Character sheet** 3 and **2 Vote cards** (one of each color) 4.



★ Prepare the **Contestant tiles** 5:

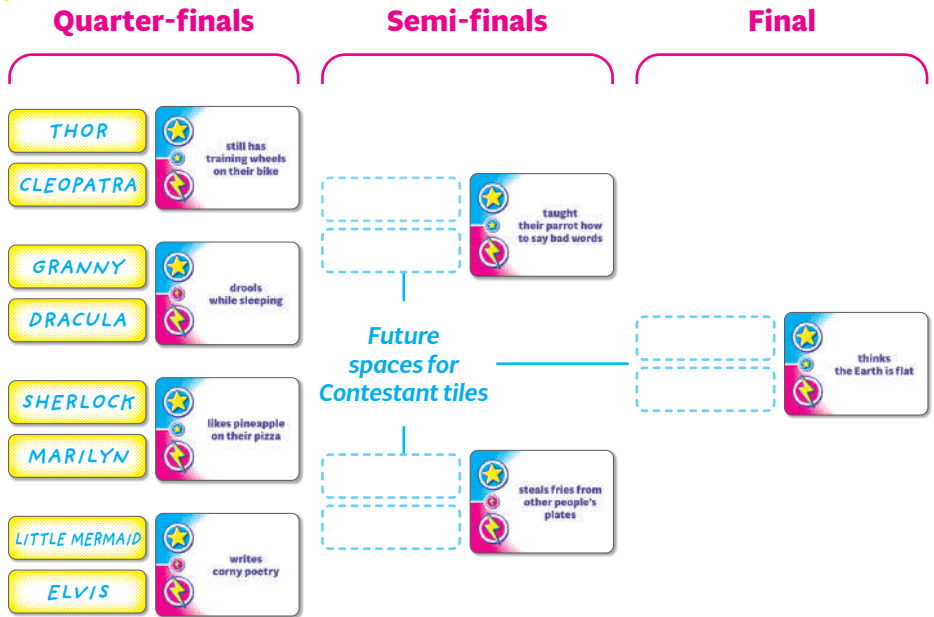
- Distribute the 8 Contestant tiles between players, as equally as possible; it does not matter if players have different numbers of tiles.
- Write the **name of any character or person** on each tile. Place them facedown in the middle of the table, then shuffle them.

Note: You can write any name, even the name of someone at the table. The important part is that everyone knows the Contestants. Feel free to consult your Character sheet for inspiration.



★ Prepare the **tournament**:

- Shuffle the **Duel cards** **6**. Take **7 random cards** and place them in 3 columns in this order:
 - **4 cards** for the **quarter-finals**,
 - **2 cards** for the **semi-finals**,
 - **1 card** for the **final**.
- Place **2 random Contestant tiles** faceup in front of each Duel card in the **quarter-finals**.
Each Contestant is now associated with a  or  symbol.



Note: If at least one player doesn't know a Contestant, erase the name of this Contestant and replace it with another one.

Any remaining contents will not be used during the game.



GAMEPLAY OVERVIEW

The game plays in **2 rounds**, with **3 phases** each:

- 1. Prediction**
- 2. Tournament**
- 3. End of the round**



Clarification on the tournament

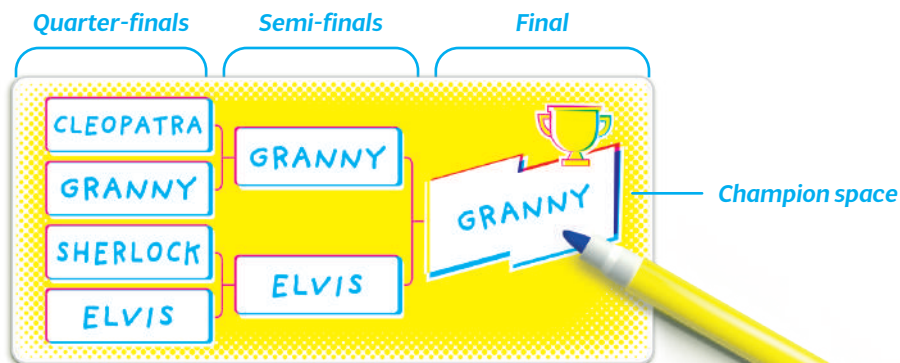
Like in a classic tournament, all Contestants that win the quarter-finals will continue to the semi-finals. Winners of the semi-finals will continue to the final, and the ultimate winner will be the Champion.

1. Prediction

Try to guess which Contestant will be the Champion of the tournament.

To do this, for each duel read both the Contestants and the situation they are up against **out loud**. Also read the 3 Duel cards of the semi-finals and final.

Then flip your **board** to its Prediction side and, in the Champion space, secretly write the name of the Contestant who, according to you, will be the **Champion of the tournament**. To help keep track of your predictions, you can write the name or initials of the winning Contestants of each duel. Start with the 4 quarter-finals, then semi-finals, and end with the final.





Once your prediction is done, erase all the names **except your Champion's**; only your Champion can earn you a bonus.

Then flip over your board, so the Score side is visible.

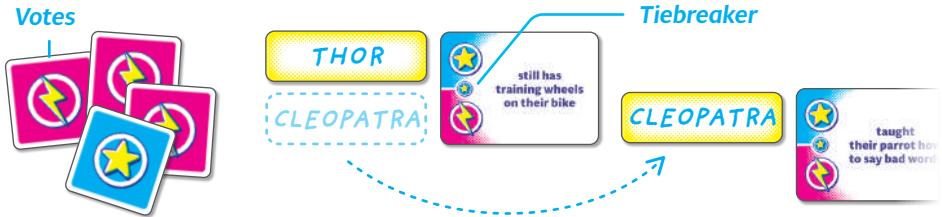
The tournament can now begin!

2. Tournament

Duels are resolved **one by one** from **top to bottom**.

Starting with the first quarter-finals duel, vote for the Contestant you think will win. To do so, take the **Vote card** corresponding to this Contestant ( or ) and place it facedown in front of you.

When everyone is ready, reveal all the Vote cards. The Contestant with **the most votes** wins the duel. **In case of a tie**, the symbol in the middle of the left side of the Duel card determines the winner. Move their tile to the first free space (starting from the top) in the semi-finals.



Each player who **voted for the winner** (no matter their prediction) circles the corresponding Points space on their board, while the other players cross out the space (see example below).

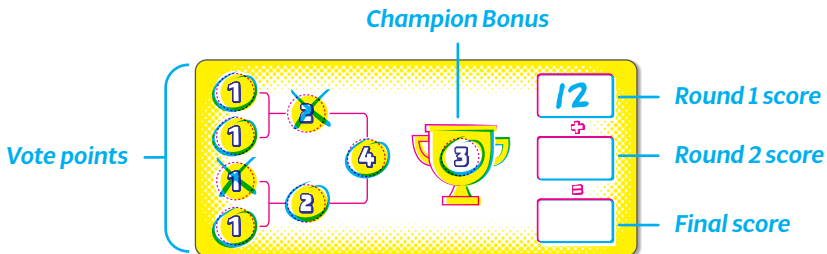
Once the quarter-finals are resolved, continue to the semi-finals, then to the final.

The winner of the final is the **Champion** of the tournament!

3. End of the round

Each player reveals their prediction. If you predicted the right Champion, circle the **Champion Bonus** on the Score side of your board.

Add up the value of all the points circled on your board and write this total in the Score space for the current round.



Preparing the second round

Erase both sides of your board, **except for the Round 1 score**.

Take the **8 Contestant tiles**, replace all the names with new ones, and shuffle them facedown.

Then flip over all the **Duel cards** to reveal new situations and place the 8 new Contestants, randomly and faceup, next to each Duel card in the quarter-finals.

The second round can now begin, and proceeds in the same manner as the first round.

END OF THE GAME

The game ends after **the second round**.

Add up the total for both rounds, and write your final score in the last space.

The player with the highest score wins the game.

In case of a tie, all tied players share the victory.



CREDITS

Designers: Grégoire Largey, Frank Crittin and Sébastien Pauchon aka «Lartinchon»

Full credits: www.rprod.com/en/champions/credits

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