

THE SMASHERS

COACH BATTLER



OUR AMAZING SPONSORS PRESENT TO YOU

THE RULES OF THE COMPETITION



Not a big fan of reading? Our
Sponsors have got you covered
with video rules too!



HOW TO CRUSH YOUR OPPONENTS



Hey Coaches! It's me, Smalker, here to guide you through this special competition! I hope you're ready to dive in because the fans are pumped!

Your goal as Coaches is to send Smashers onto the field to beat the other team or break through to the Smash Zone with the ball. Either way, that's how you win a match!

Before each showdown, our beloved **Sponsors** will grant you Credits. Use them to recruit Smashers. You'll have the chance to enlist some famous Smash Ball Legends, guaranteeing some powerhouse players on your team. But! You'll also need to recruit some rookies—our cannon fodder!

Why? Because you won't have enough Credits to just hire Legends! Plus, the whole point of the competition is to give unknown Smashers a chance to shine in front of our cherished **Sponsors** (blessed be their generosity)...

Your objective is to recruit Smashers each round to grow your team, send them to face an opposing Coach's selection, and, of course, win the match. Then you'll repeat until we crown a victor!

Enjoy and make the **Legendary Sponsors League** proud!



DID YOU KNOW?

The **Legendary Sponsors League** is an entirely private league managed by the 4 biggest corporations in the Universe: **INFERNO**, **SUWOT**, **LAZIEL** and **KAAROK**. These companies, known as the Sponsors, reign supreme over the elite of Smash Ball. Only the best Smashers and Coaches are recruited to join this ultimate league..



INFERNO



SUWOT



LAZIEL



KAAROK

THE PRECIOUS MATERIAL

Any damage to the materials may be considered an attack on the image of the Sponsors and could be used against you in court.

60 SMASHER CARDS



56 COACH CARDS



27 EQUIPEMENT CARDS



6 MATCH CARDS



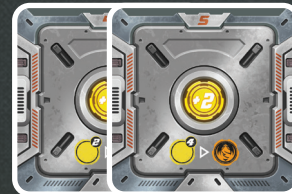
19 STADIUM CARDS



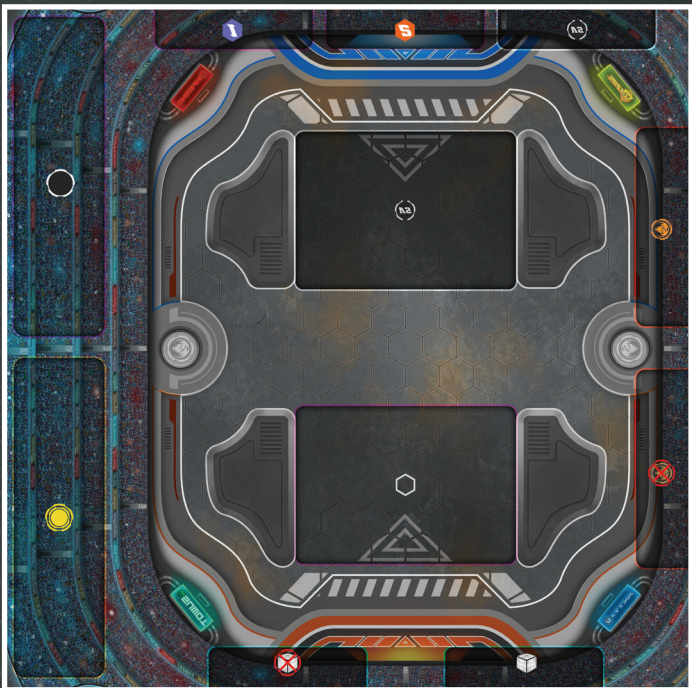
12 AI CARDS



8 LOCK CARDS



1 STADIUM BOARD



18 BOOST TOKENS



4 TEAM BENCHES



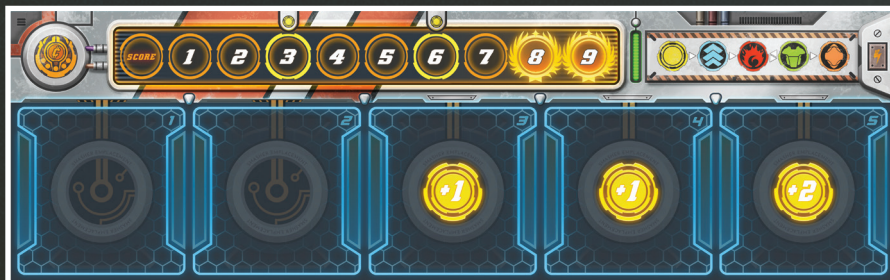
40 CREDIT TOKENS



4 COACH PAWNS



4 TEAM BOARDS



SETUP



HERE ARE THE STEPS TO PREPARE FOR TODAY'S TOURNAMENT.

AS THE SAYING GOES: GOOD PREPARATION MAKES FOR GREAT BRAWLS!

1

Choose a Coach from the 7 available and take the associated Deck.



Note: DutyCoach can be used as a playable character but should be set aside if you are playing solo or with an odd number of players.

2

Distribute one Coach Pawn to each player along with 5 Credits.



3

Each player should take a Team Board and a Team Bench, then set them up as follows:

- Place your Coach Pawn on the 0 space of the Score Track.
- Place your Coach Deck and Credits next to the Team Board.
- Place Lock Cards 4 and 5 on the corresponding slots of the Team Board.
- Place your Recruitment Card next to the Team Board.



STADIUM CARDS DRAW PILE

Shuffle the Stadium Cards into two piles (one for level 1 and one for level 2). Then place them in their reserved spots.

BOOST TOKENS RESERVE

Place the Boost tokens in this area.



CREDIT TOKENS RESERVE

Place the remaining Credit tokens in this area.



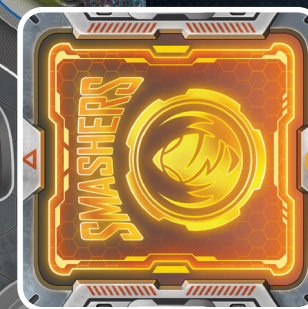
MATCH CARDS DRAW PILE

Arrange the Match Cards in order, with card 1 on top.



SMASHER CARDS DRAW PILE

Shuffle all Smasher Cards to create a draw pile.



Revealed Match Cards Area

Revealed Stadium Cards Area

Smasher Cards Discard Pile

Equipment Cards Discard Pile



EQUIPMENT CARDS

Shuffle all Equipment Cards to create a draw pile.

SOLO OR 3-PLAYER GAME

Wondering how to play if you're solo or have just three players?

Our amazing Sponsors have designed an easy solution for this: the AI!

The AI uses the DutyCoach Deck and its own special deck of cards to stand in for a missing player. For more details on AI setup, see page 14.

GAME FLOW



INFORMATIONS



A Coach Battler game consists of multiple rounds, each with four phases:

01 TEAM

02 STADIUM

03 TACTIC

04 MATCH



01 TEAM PHASE

RECRUIT THEM ALL!

RECRUIT THEM ALL!

Recruit the best... or not! After all, you're the strategist here.

The Team Phase lets you recruit Smashers, get Equipment, activate Smash Ball Legends, and grow your Team's size. In short, everything you need to create a Dream Team!

02 STADIUM PHASE

ONWARD TO GLORY!

ONWARD TO GLORY

It's time for recon!

Here, you'll find out who you'll be facing and in which stadium.

These details can drastically shift your strategy, so stay observant!

03 TACTICAL PHASE

SHOW YOUR POTENTIAL!

SHOW YOUR POTENTIAL!

Prepare your strategy!

You're about to step onto the field!

Make the final adjustments, choose a Coach Card, and select the Smashers who will participate in the match.

04 MATCH PHASE

CRUSH YOUR OPPONENTS

Feel the urge to smash? Perfect timing, the fans are getting restless!

During the Match Phase, you'll face off against your opponent's team. Reveal your Smashers and Coach Card. Determine which team has the biggest... value in each stat.

This is the time to use Equipment if you have any. You earn points for wins or ties!

It's also the perfect moment to mock your opponents... if you win.

GAME END

- ARE THE 6 MATCHES COMPLETED?
LE COACH WITH **THE MOST POINTS** WINS!
- DID A COACH REACH **8 POINTS** BEFORE THE END OF THE 6 MATCHES?
THE TOURNAMENT ENDS, AND WE HAVE A WINNER!
- IS THERE A TIE? THE COACH WITH **THE MOST ACTIVE LEGENDS** WINS!

SMALKER'S TIP

TIED ON THE NUMBER OF LEGENDS? WELL, COMPARE CREDITS! THE RICHEST ALWAYS WIN. HEH HEH...

HUH? STILL TIED? OH, COME ON! WELL, PLAY ONE LAST MATCH OR FIGURE IT OUT YOURSELVES!



01 TEAM PHASE

RECRUIT THEM ALL!

RECRUTEMENT

Draw 5 Smashers without revealing them. Don't like your Smashers? No problem! Discard the ones you don't want and draw replacements, but just once, though! Don't push your luck...

Next, place the Smashers you want to recruit face-down in front of you and discard the others. Then, everyone reveals the Smashers they've kept at the same time and pays the required Credits!

Place the Smashers you've recruited on your Team Bench. They're now active and part of your team. When you recruit a Legend, place it face-up next to your Team Board until it's activated. Don't worry! We'll quickly cover how to activate a Legend (page 09).



DESCRIPTION OF A SMASHER

LEGEND NAME

REQUIRED DISMISSALS TO ACTIVATE THE LEGEND

CATEGORY AND ROLE OF THE SMASHER

RECRUITMENT COST

COMBO STATS (ON EACH SIDE)

MAIN STATS

CODE NAME : XEL'SELIA - BREAKER LEGEND

REGULARS AND BOOSTED

REGULARS

BOOSTED

ROOKIE

LEGEND

SMALKER'S TIP

THIS IS THE MOMENT TO SHOW OFF YOUR SPYING SKILLS, WATCH YOUR RIVALS' RECRUITMENT CHOICES! ATTACK, DEFENSE, SPEED, VERSATILITY... BE READY!

DON'T WORRY! THE SPONSORS APPROVE OF THIS KIND OF TACTIC. HEH HEH HEH...



Attention: You can only have **8 Smashers on your team**. If you recruit a 9th, you'll need to cut someone from the team to make room. Legends cannot be cut!

01 TEAM PHASE

RECRUIT THEM ALL!

THE SMASHERS



In this competition, you'll encounter two types of Smashers: Rookies and Legends.

A Legend is a Smasher who was personally recruited by the Sponsors to join the Legendary Sponsors League.

These Smash Ball gods are recognizable by their names on their cards, unlike Rookies, who haven't yet earned that honor and are temporary guests.

Each of these types of Smashers is divided into two categories: Regulars and Boosted.

Boosted Smashers are simply those who were randomly selected to receive a little genetic boost at the start of the competition.

Each of these types of Smashers is divided into two categories: Regulars and Boosted. Boosted Smashers are simply those who were randomly selected to receive a little genetic boost at the start of the competition.

Each Smasher has different stats, tailored to their Role. These stats are generally stronger depending on their type (Rookie or Legend) and their category (Regular or Boosted). The recruitment costs for a Smasher are set by our beloved Sponsors:

- Recruiting a Regular Rookie costs 1 Credit.
- Recruiting any other Smasher costs 2 Credits.

If you're unsure, don't worry: the cost is listed on the Smasher's card!

You might make the mistake of thinking that Regular Rookies are just filler! Well, good luck winning without using their low-cost services!

There are 5 Smasher Roles:



THE SMASHERS REFERRED TO AS "ROOKIES" HERE ARE FAR FROM BEING SMASH BALL BEGINNERS! BUT THEY ALL DREAM OF JOINING THE SUPREME LEAGUE! AND TO DO THAT, THEY'RE WILLING TO GIVE UP THEIR NAME AND BE CALLED "ROOKIES" FOR THE TIME OF THE COMPETITION...

DID YOU KNOW?

Smash Ball has evolved significantly since its beginnings. At its creation in 3191, the Ranger Role didn't exist, and roles were poorly defined. They referred more to field positions than to equipment or playstyles. Today, the 5 Smasher Roles are well-defined, and we can describe them as follows:



RUNNER

Quick and agile, they bring the ball into the Smash Zone in the blink of an eye.



JUMPER

With powerful leaps, they gain height to respond to any situation.



RANGER

Damage, interceptions, debuffs—these quick shooters can do just about everything!



BREAKER

True juggernauts, they charge at high speed and destroy whatever they encounter.



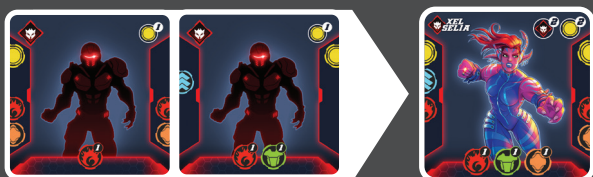
ZONER

Masters of their territory, they defend it at all costs. No one gets through without paying the price.

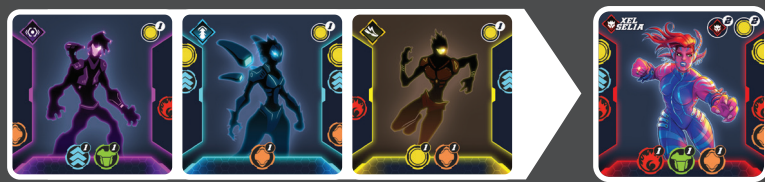
ACTIVATING A LEGEND

To have the privilege of sending a Legend onto the field, you'll need to dismiss some Rookies already recruited. Yes, Legends are costly, both in Credits and emotions! Here are the rules:

- A Legend can be activated in two ways:
 - The Coach discards 2 Rookies from their Team Bench of the same Category and Role as the Legend.



- The Coach discards 3 Rookies from their Team Bench of the same Category as the Legend but with 3 different Roles.



- Once activated, a Legend joins the Team Bench and can be used in matches like any other Smasher Rookie.
- A Legend can **never** be dismissed.

THE RECRUITMENT CARD

Unless you've made a big mistake, you should still have your Recruitment Card nearby.

This unique card for each Coach allows you to substitute a Rookie that needs to be dismissed during the activation of a Legend.

On each Recruitment Card, you'll see at least two Roles represented, which can be Regular or Boosted. These icons indicate the type of Smasher you can substitute.

This Recruitment Card can only be used once in the tournament, so use it wisely!

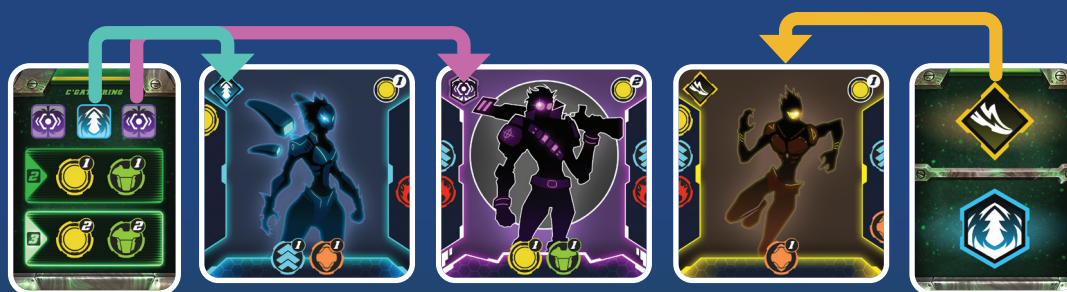


Take a look at this Recruitment Card, for example. It allows you to replace a Regular-category Runner or a Boosted-category Jumper to activate a Legend.

SMALKER'S TIP

TRY TO USE YOUR RECRUITMENT CARD QUICKLY TO ACTIVATE A LEGEND. DON'T NECESSARILY WAIT UNTIL YOU HAVE ENOUGH RESOURCES TO RECRUIT A BOOSTED LEGEND OR THE PERFECT CARD FOR YOUR STRATEGY. YOU'LL OFTEN FIND IT'S BETTER TO GET A REGULAR LEGEND EARLY RATHER THAN WASTE SEVERAL TURNS WAITING FOR THE BOOSTED LEGEND YOU'RE HOPING FOR!

IF IT'S YOUR FIRST TOURNAMENT, TRY TO RECRUIT SMASHERS THAT MATCH THE COLORS OF THE SYMBOLS AT THE TOP OF YOUR TWO COACH CARDS OR THAT CORRESPOND TO ONE OF THE TWO SYMBOLS ON YOUR RECRUITMENT CARD.



01 TEAM PHASE

RECRUIT THEM ALL!

« I EXPECT THE BEST AND I GIVE THE BEST. HERE ARE YOUR CREDITS. HERE ARE YOUR REWARDS. HAVE FUN, THAT'S AN ORDER! »
Styuk to his team after their victory in the famous Tarblom-101 Tournament.

BUYING EQUIPMENT

The Sponsors allow you to compete more effectively for just 1 Credit!
Draw 2 Equipment cards, don't show them to the other players, and discard the one you don't want! You can **buy and use only one per turn**, during the Match Phase. But trust me, it's worth it!

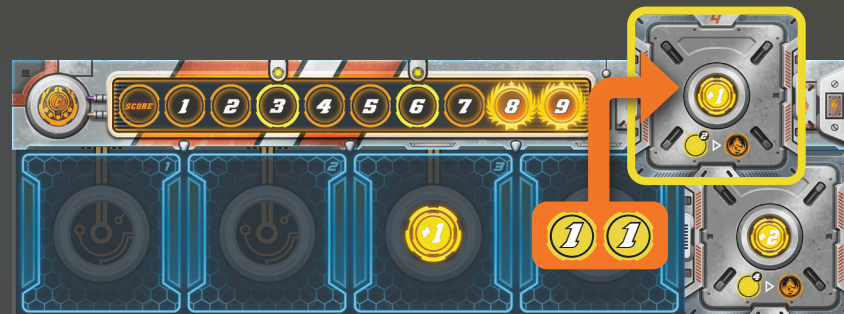
Equipment cards labeled Sabotage are special. Use them to cancel the effect of an opponent's Equipment. The opponent must discard their Equipment.



Note: Some Equipment is very powerful and may have an additional cost to use. Expensive but effective!

UNLOCKING SMASHER SLOTS

Do you see the 5 slots on your Team Board?
Only slots 1 to 3 are available at the start of the tournament.
To unlock slots 4 and 5, you'll need to pay the costs indicated on the Lock Cards: 2 Credits for slot 4 and 4 Credits for slot 5.
Once unlocked, the slot remains available permanently. Remove the Lock Card from the game.
After unlocking, you can freely place a Smasher in that slot during matches.



If, at any point in the tournament, a deck runs out of cards, shuffle its discard pile and reform the deck. Handle it carefully, of course.

02 STADIUM PHASE

ONWARD TO GLORY!

WHERE AND AGAINST WHOM?

Face your fate and flip over the first Match Card. This card will show you which rival you'll face and what kind of stadium will host the next match.
Next, reveal the Stadium Card for the level indicated by the Match Card (1 2).
Each stadium has unique advantages, represented by bonus stats.

At the start of the match, the team with the highest Mobility stat (blue arrow icon) will receive these bonuses. More details on this later!



03 TACTIC PHASE

SHOW YOUR POTENTIAL!

SETTING UP YOUR STRATEGY

Everyone chooses a Coach Card from the two you have and places it face down in front of you. And yes, even if you're not excited about it or think it's useless, you don't have a choice!

Then, choose and place your Smashers face down on your Team Board. Remember, a Legend must be activated to be placed, and slots 4 and 5 must be unlocked before use.

SMALKER'S TIP

And now you might ask: «But Smalker, how can I place my Smashers without messing it all up?» Well, try to respect the placement requirements of your Coach Card or focus on completing your Smashers' Combo Stats. If you can manage both? Even better!



ACCORDING TO THE COACH CARD

In my first example (on the right), two Runners (yellow symbol) meet the placement requirement of the Coach Card, activating a Minor Success. This means your team gets a bonus of +2 Defense, to be added to other stats. Not bad, but you can do better!

Now, in my second example, there are indeed two Runners on your Team Board, but they don't meet the Coach Card's requirement of having a space—occupied or not—between them.

So, you get nothing! Except maybe the boos of the fans...

ACCORDING TO THE COMBO STATS

In this example, you've had some luck and a skill level that could be called «Sponsor-blessed» (aka awesome). You managed to pull off the feat of combining multiple Combo Stats.

Your team, therefore, gains: +2  +2  +2  to be added to its other stats.

DESCRIPTION OF A COACH CARD



PLACEMENT REQUIREMENTS TO ACTIVATE A SUCCESS

2 MINOR SUCCESS

3 MAJOR SUCCESS

YOU GAIN THE EFFECTS OF A SUCCESS IF THE PLACEMENT OF YOUR SMASHERS MATCHES THE REQUESTED PLACEMENT.

THE STATS

CREDIT



MOBILITY



ATTACK



DEFENSE



BALL



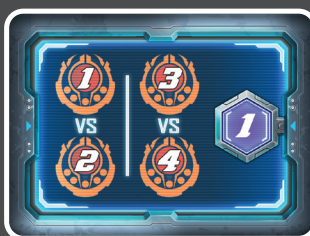
04 MATCH PHASE

CRUSH YOUR OPPONENTS!

REVEAL YOUR SMASHERS AND YOUR COACH CARD. PREPARE TO EITHER INSULT YOUR OPPONENT OR RESPECT THEM... YOUR CHOICE. COACH CARDS MAY SOMETIMES HAVE SPECIAL EFFECTS—ALWAYS APPLY THESE FIRST.

THIS EXAMPLE MATCH IS BROUGHT TO YOU BY THE SPONSORS — GLORY TO THEM!

J1



A REMINDER OF THE MATCH PHASE ORDER IS SHOWN ON THE TEAM BOARD.

J2




SMALKER'S TIP

IT'S DURING THE MATCH PHASE THAT YOU CAN USE EQUIPMENT TO RESOLVE THE STEPS SHOWN HERE. ONCE A STEP IS RESOLVED, YOU CAN'T GO BACK, SO THINK CAREFULLY ABOUT WHEN TO PLAY YOUR EQUIPMENT!




1 CREDITS

Collect your Credits  based on the stats of the Smashers on your Team Board, your Coach Card if its success is validated, and slots 3, 4, and 5 of your Team Board if they are not covered by a Smasher.

Note: You still earn these Credits even if the slots are still locked.

In the example from the adjacent page, **J1** earns a total of 5  et **J2** earns 4 .



2 STADIUMS ET BOOSTS

The team with the highest Mobility stat  collects the Boost Tokens indicated by the Stadium Card. You do not keep the Boost Tokens after the current match. In the case of a tie, no one receives the Boost Tokens.

In the example from the adjacent page, **J1** has 2 , while **J2** has 3 . **J2** wins the Boost Tokens .

If **J1** had Equipment increasing Mobility, they could have played it to take the lead (unless **J2** played Equipment as well).

3 ATTACK ET DEFENSE

One of the Coaches announces the Attack value  of their team, and the other announces their team's Defense value , and vice versa. Don't forget to include Boost Tokens you earned in the previous step, as well as other bonuses.

The goal is to surpass the Defense of the opposing team with your Attack by at least 1 point.

There are only 3 possible outcomes :

- One team knocks out the other without being knocked out themselves: 2 points for the winner.
- Both teams knock each other out: 1 point each.
- Neither team knocks out the other: proceed to the Ball!



Track earned points using your Coach Pawn on the Score Track at the top of the Team Board.

In the example from the adjacent page, **J1** has 4  and 2 , while **J2** has 1  and 4 . Neither team has enough Attack to knock out the other. Move to the Ball!

4 THE BALL

Since both teams are still in the match, it's time to see who reaches the Smash Zone with the Ball. The team with the most Ball points wins the match.

As in the previous step, a win earns 2 points and a tie earns 1 point for both teams.

In the example from the adjacent page, **J1** has 3  and **J2** has 6 . **J2** wins the match.



WHEN A COACH REACHES SPACES 3 OR 6 ON THE SCORE TRACK FOR THE FIRST TIME, THEY IMMEDIATELY EARN 1 CREDIT

WARNING

AN IA DANCE IMPRESSIVE

The Sponsors assure you it is balanced ■

WONDERING HOW TO PLAY IF THERE ARE 3 OF YOU, OR EVEN JUST YOU?
WELL, OUR INCREDIBLE SPONSORS HAVE DESIGNED AN AI CAPABLE OF REPLACING THE MISSING
COACH OR CHALLENGING YOU IN SOLO MODE!



SETUP AND DEPLOYMENT OF THE AI

CONSIDER THE AI A REAL COACH, BUT THIS ONE DEMANDS YOU RESPECT ITS PHYSICAL INTEGRITY IF
YOU LOSE! AI DOESN'T COME CHEAP!



- Add a Team Board to the table as if there were an additional player. This will be the AI's camp..
- Take the **DUTYCOACH** Deck for the AI. There's no need to take the Recruitment Card—it won't need it.
- Randomly construct a deck of AI Cards numbered 1 to 6. You'll find their number on the back. Card 1 must be at the top of the deck.
- Assign the AI a Coach Pawn like other Coaches, and place it on the Score Track of its Team Board.

And that's it for setup! Return here for more instructions when you reach the Tactical Phase.



AI CARD



FACING THE AI

Are you facing **DUTYCOACH**? At the beginning of the Tactical Phase, reveal one of the two AI Cards for the round and discard the other. The AI doesn't play Smashers; its team stats are based on the revealed card.

Place your Smashers on your Team Board as usual. Don't hesitate to review the stats of **DUTYCOACH** to ensure you're ready!

When you're ready for the Match Phase, reveal the first card of the **DUTYCOACH** Deck.

- **DUTYCOACH** ALWAYS succeeds in tactical placements!
- Add the success value **2** or **3** to its stats, based on the figure shown on the AI Card.
- The AI can earn Credits with its Coach Cards. For every 2 Credits earned, discard them and draw one Equipment card for the AI to play immediately

The match proceeds as usual, comparing your stats and following the resolution steps. If **DUTYCOACH** wins or ties a match, move its Coach Pawn to record its points.

And that's all there is to it! Our Sponsors really are amazing, huh?

(We recommend nodding in agreement.)



SUCCESS
LEVEL

AI TEAM STATS



ADD THE STATS
FROM THE SUCCESS
LEVEL INDICATED

A SPECIAL AI DESIGNED FOR YOU AND YOUR
ENJOYMENT, HAVE FUN!

SUMMARY OF THE RULES

01 TEAM PHASE

RECRUIT THEM ALL!

PAGE .7

- Draw 1 card from your Coach Deck, starting with the 2nd match.
- Draw 5 Smashers without revealing them to others. You can discard as many as you like to draw new ones, **but only once per turn!**
- Place the Smashers you plan to recruit face-down in front of you.
- Discard the Smashers you don't keep.
- Reveal all your selected Smashers at the same time, then pay their Credit costs. Place Rookies on your Team Bench and Legends face-up next to your Team Board. Activate Legends by dismissing Rookies immediately—this cannot be done outside the Team Phase.

You can purchase Equipment, unlock slots on your Team Board, or save your Credits for the next turn.

02 STADIUM PHASE

ONWARD TO GLORY!

PAGE .10

- Reveal the first Match Card to determine the pairings for the round.
- Reveal a Stadium Card of the level indicated by the Match Card..

03 TACTICAL PHASE

SHOW YOUR POTENTIAL!







PAGE .11

- Choose one of your two Coach Cards and place it next to your Team Board.
- Place face-down on your Team Board the Smashers you plan to use for the match.

04 MATCH PHASE

CRUSH YOUR OPPONENTS!

PAGE .12

- Simultaneously reveal your opponent's Smashers and your Coach Card. Apply the special effects of the Coach Cards..
- Collect  based on your Smashers, your Coach Card, and slots 3, 4, and 5 of your Team Board if they are empty.
- Determine which Coach wins the Stadium's Boost Tokens based on .
- Compare your  and  values to decide the match winner :
 - One team knocks out the other without being knocked out itself: **2 points for the winner**
 - Both teams knock each other out: **1 point each**
 - Neither team knocks out the other: **proceed to Ball.**
- If no one is knocked out, compare  stats to determine the winner. In case of a tie, it's a tied match!
- Move your  forward on the Score Track based on match results.
- Check if a Coach has reached 8 points or has completed all 6 tournament matches. If so, the competition ends, and the Coach with the most points wins. In case of a tie, see the page for details.
- If the competition continues, retrieve your Smashers and start a new round.

ICON REMINDER

CREDIT	MOBILITY	ATTACK	DEFENSE	BALL	SMASHER	RECRUITMENT
						
RUNNER	RANGER	BREAKER	JUMPER	ZONER	REGULAR	BOOSTED
						
MINOR SUCCES	MAJOR SUCCES	STADIUM LEVEL 1	STADIUM LEVEL 2	SPONSOR EQUIPMENT	COACH	MATCH
						

HAVE FUN, THAT'S AN ORDER!