

Summary of Key Aspects, Order of Play and Essential Game Information

Giant Killers ('the game'), in its current form is a board/card game based on the Competition Proper of the Football Association FA Cup (Rounds 1 to 8 (the final)).

First Round

1. Having been given a bye into this round, the 48 teams from the Football League's **League One** and **League Two** join **32 non-league teams** in a random draw for the 40 fixtures in the First Round. In the real competition these 32 teams will have qualified for this round by winning their successive rounds of the Preliminary competition.
2. *It is the essence of Giant Killers that these 32 teams are chosen by the participant/s to generate full interest in gameplay. These teams are typically teams one supports, follows, dislikes, used to play for, no longer exist or have historical significance in the competition.*

However, it was discussed that this would be a more complicated aspect of the game to incorporate at this stage.

3. The 40 fixtures are randomly drawn with the first team drawn given *home* advantage followed by their opponents deemed to be the visiting *away* team. This process is repeated until all 80 teams have been placed into 40 fixtures.
4. A dice with weighted values is allocated to each team based on their *game category* and whether they are playing *home* or *away*.
5. The dice are 'rolled' for each fixture.

Scenario 1. If the fixture features teams from the *same Giant Killers category*, the values on the dice determine the outcome of the fixture with the winning team progressing to the Second Round and the losing team being eliminated from the competition.

Scenario 2. If the fixture features teams from *different categories* the values on the dice determine the outcome of the fixture only if the team from the lower category wins. If the roll of the dice results in a loss for the team from the lower category or a draw, that team will then draw a 'Cup Magic' card to determine if additional goals can be added to their score. The dice values plus the goals awarded by the Cup Magic card determines the final score.

In both scenarios if the *final* score results in a draw, the fixture goes to a replay.

Replays are played after all the original games of the round have been played.

6. **Replays.** For these fixtures, the original Home team becomes the Away team and vice-versa with appropriate re-allocation of dice.

Scenario 1. As in the first fixture, if the fixture features teams from the *same Giant Killers category*, the values on the dice determine the outcome of the fixture with the

winning team progressing to the Second Round and the losing team being eliminated from the competition.

If the fixture features teams from *different categories* the values on the dice determine the outcome of the fixture only if the team from the lower category wins. If the roll of the dice results in a loss for the team from the lower category or a draw, that team will then draw a 'Cup Magic' card to determine if additional goals can be added to their score. The dice values plus the goals awarded by the Cup Magic card determines the final score.

In both scenarios if the *final* score of this replay results in a draw, with *Cup Magic values* being added where appropriate, the fixture goes to extra-time.

7. **Extra-time.** The *extra-time dice* (same dice for each team) is thrown once for each team (home team first) to simulate the playing of 30 minutes extra time. The values shown on the dice are added to the current goal tally to determine the outcome of the fixture. If the two teams remain tied, the fixture moves to a penalty shoot-out.
8. **Penalty Shoot-out.** The *penalty shoot-out dice* (same dice for each team) is thrown first for the home team followed by the away team. The process is repeated until each team has made 5 attempts at scoring. The team with the highest tally proceeds to the Second Round with the other team being eliminated from the competition. If after 5 attempts the teams are still level the penalty shoot-out moves to 'sudden death' in which at the first opportunity to create a score differential with equal penalties having been taken, the result of the fixture is decided.
9. **Giant Killer cards.** At whatever stage of the round a winner is decided, if that winner was from a lower *Giant Killer category* than the team they beat, the winning team has proven form and is rewarded with *Giant Killer cards*. One *Giant Killer card* is awarded for the difference in categories between the two teams. For example, if a Category 5 team beats a team from Category 3, the Category 5 team receives 2 *Giant Killer cards*.

In future rounds *Giant Killer cards* can be forfeited for goals with 2 Giant Killer cards worth 1 goal.

In the board game these Giant Killer cards are placed on top of the owner's Player Card so all players can see that team's form and potential going into the next round.

It would be useful if the number of Giant Killer cards credited to a specific team could be shown in brackets next to the team name in the draw. When the dice scores have been introduced to a fixture and there is the necessity to add additional goals by the presentation of Giant Killer cards, the value in brackets should decrease. I imagine this could be a complex aspect of the coding!?

Second Round

1. The 40 winners from the First Round are entered into a random draw for the 20 fixtures of the Second Round.
2. The 40 fixtures are randomly drawn with the first team drawn given home advantage followed by their opponents deemed to be the visiting away team. This process is repeated until all 40 teams have been placed into 20 fixtures.
3. The round proceeds in the same way as the First Round with replays, extra-time and penalties where necessary until the outcome of the 20 fixtures has been decided. The use of Cup Magic and the awarding of Giant Killer cards continues.

Third Round

1. Having been given **a bye** into this round, the 44 teams from the **Premier League** and **Championship** join the 20 winners progressing from the Second Round. The teams are drawn randomly to create the 32 fixtures of the Third Round.
2. The round proceeds in the same way as the First and Second Round with replays, extra-time and penalties where necessary until the outcome of the 32 fixtures has been decided. The use of Cup Magic and the awarding of Giant Killer cards continues.

Fourth Round

1. There are no further byes in the competition. The 32 winners from the Third Round are entered into a random draw for the 16 fixtures of the Fourth Round.
2. The draw takes place as in previous rounds.
3. The round proceeds in the same way as the previous rounds with replays, extra-time and penalties where necessary until the outcome of the 16 fixtures has been decided. The use of Cup Magic and the awarding of Giant Killer cards continues.

Fifth Round

1. The 16 winners from the Fourth Round are entered into a random draw for the 8 fixtures of the Fifth Round.
2. The draw takes place as in previous rounds.
3. The round proceeds in the same way as the previous rounds with replays, extra-time and penalties where necessary until the outcome of the 16 fixtures has been decided. The use of Cup Magic and the awarding of Giant Killer cards continues.

Sixth Round (Quarter Finals)

1. The 16 winners from the Fifth Round are entered into a random draw for the 4 fixtures of the Sixth Round.
2. The draw takes place as in previous rounds.
3. The outcome of the fixtures has to be decided 'on the day' meaning **no replays**.
4. Teams *can* use their remaining Giant Killer cards but *no further* Giant Killer cards are to be issued.
5. The use of Cup Magic cards continues for the final time in this round.
6. If after the dice are rolled and Giant Killer cards used and Cup Magic cards drawn the teams remain tied, extra-time and penalties are introduced to determine the outcome of the 4 fixtures.

Semi-Finals

1. The 4 winners from the Sixth Round are entered into a random draw for the 2 fixtures of the Semi-finals.
2. From this round onwards weighted dice are no longer used. Instead all scores are determined by rolling the Category 5 Home dice with values 3 2 1 1 0 0.
3. The outcome of the fixtures has to be decided 'on the day' meaning **no replays**.
4. Teams *can* use any remaining Giant Killer cards but *no further* Giant Killer cards are to be issued.
5. Cup Magic cards are *no longer drawn* both in this round and in the Final.
6. If after the dice are rolled and Giant Killer cards used and Cup Magic cards drawn the teams remain tied, extra-time and penalties are introduced to determine the outcome of both fixtures.

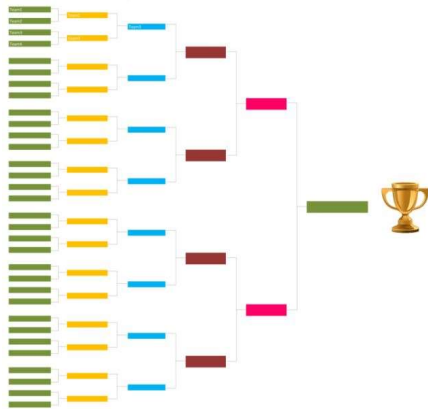
Final

1. The 2 winners from the Semi-finals face each other in the Final.
2. The score is determined by rolling the Category 5 home dice.
3. The outcome of the fixtures has to be decided 'on the day' meaning **no replay**.
4. Teams *can* use any remaining Giant Killer cards.

5. Cup Magic cards are *not drawn*.
 6. If after the dice are rolled and Giant Killer cards used and Cup Magic cards drawn the teams remain tied, extra-time and penalties are introduced to determine the outcome of the fixture.
-

Possible additional bolt-on elements for later development

- The option for single/multiple player.
- Showing the draw for each round with animation of ball being drawn and shown to camera and team name read out.
- Tracking of individual teams' progress through the competition in tabulated form
- Displaying a matrix of all scores in the competition in a similar style to this:



- Showing accumulated funds per club/player from gate receipts, prize money and TV coverage.
- A possible expansion/prolonging of game play from the quarter finals onwards perhaps splitting individual fixtures into six segments.