



Football Fortunes 2019 Rules

Football Fortunes 2019 is a football management computer and board game suitable for two to six players based on the classic 1980s football management game Brian Clough's Football Fortunes. In the game each human player takes on the role of a club manager. The object of the game is for each manager to successfully steer their team through the season using their skill to make their team stronger as the game proceeds.

Each manager competes with human and computer controlled teams in a league and also both domestic and European cup competitions.

The winner of Football Fortunes is the manager who survives to the end of the game, and has the highest number of game points. Game points are points awarded by the Football Fortunes app, based on each managers performance in League and Cup competitions and on the amount of cash they has left at the end of the game. It is very important not to confuse game points with points obtained by winning league matches. It is not enough to do well in the league.

The winner of Football Fortunes will be the manager who excels in all aspects of their job. The main aim of every manager must be to create as strong a team as possible. They do this by increasing the total star rating of their playing squad. They must buy from and sell to other managers, borrow and loan players, buy players in transfer windows or coach and improve young players all while coping with problems thrown at them by movements on the game board.

They must do all this shrewdly and with skill. They must resist the temptation to spend carelessly, or sell players too freely. Any action which results in poor team performances or low cash levels will cost them game points at the end of the game. Above all their team must not run out of money as bankruptcy means the sack!

Setting Up Football Fortunes

The game has two elements; the physical board game and the Football Fortunes companion app available on iPad, Android tablets, PC and Mac.

Up to six human controlled managers can play the game. All teams that are not controlled by a human manager will instead be controlled by the Football Fortunes app.



Trophies

To make the game more difficult in multiple seasons we have provided a range of Cup Tokens for those who win the league, cups and european trophies. Choose the higher amount tokens to make the game easier and the lower amount trophies to make the game much more competitive.

Ready to play? To get started press Start The Season on the homescreen of the app.

Setting Up Your Teams

Managers should choose their team from the teams on offer in the Football Fortunes app and be assigned player counters with their chosen team's colours for use on the game board. Team names for the teams in the league can be changed by tapping the Settings button. Click or tap into the team name to change it.



Money

Each manager will begin the game with £200m each. One player will be nominated to control the money of the bank.

Players and Staff

Each manager's initial team lineup and player abilities will be determined by the Football Fortunes app. Managers will be assigned an initial squad of 11 players with various star ratings and also two Youth Players who begin as zero star players but can be upgraded later. Bear in mind that Youth Players can play in any position apart from in goal.

Each manager will also begin the game with a zero star rated Coach on their staff.



Player Tokens

Managers should also choose a player token to move on the board.

The game begins with the summer transfer window and a player auction per manager whereby a player card is turned over in turn from the general pile of players and bid on by managers. The highest bidder will win the player's signature. In the case where there are less than four managers playing the game there will be a minimum of four player auctions in transfer windows. So for two managers, two auctions each per transfer window for example.

THE ACADEMY

FREE TRANSFERS

TEAM RATING TABLE

A		B		C		D		E		F		G		H		I		J	
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

Departments and Icons:

- KICK OFF:** Soccer ball icon.
- SELECTION PROBLEMS:** Five people icons.
- SCOUTING TRIP:** Binoculars icon.
- SPONSORSHIP:** Soccer jersey icon.
- MANAGERS' LUCK:** Handshake icon.
- WAGES:** Money bill icon.
- SELECTION PROBLEMS:** Five people icons.
- VISIT THE ACADEMY:** Soccer field icon.
- MANAGERS' LUCK:** Handshake icon.
- FREE AGENT:** Soccer player icon.
- MANAGER'S STAFF:** Person icon.
- SELECTION PROBLEMS:** Five people icons.
- WAGES:** Money bill icon.
- MANAGERS' LUCK:** Handshake icon.
- INTERNATIONAL BREAK:** Airplane icon.
- SELECTION PROBLEMS:** Five people icons.
- MANAGER'S STAFF:** Person icon.
- SPONSORSHIP:** Soccer jersey icon.
- MANAGERS' LUCK:** Handshake icon.
- FREE AGENT:** Soccer player icon.
- SELECTION PROBLEMS:** Five people icons.
- CRISIS:** Money bill with star icon.

Moving On The Game Board

Football Fortunes is a turn-based game where each manager moves their counter on the board in accordance with the number of moves as dictated by the dice that is rolled by the Football Fortunes app at the start of each manager's turn.

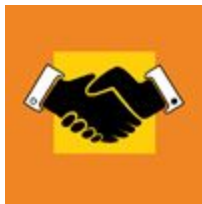
The Game Board

There are various squares on the game board that can affect the manager's club, such as Manager's Luck, or the manager's team, such as in the case of the Selection Problem cards.



Kick Off

This is the beginning square on the game board. Players who have left clubs on Bosman Free Transfers can be signed by managers who land here but only one at a time ie a manager who lands on Start when there are players on it can only select one not take all of them on a free transfer!



Manager's Luck

Manager's Luck cards are drawn randomly by the Football Fortunes app when players land on this square. Manager's Luck cards affect the manager's club as opposed to their playing squad and can be positive or negative.



Selection Problems

Selection Problem cards are drawn randomly by the Football Fortunes app when players land on this square. Selection Problem's cards directly affect managers playing squads and can be positive or negative in nature.



Manage Staff

The Manage Staff square allows managers to perform multiple actions in the game. Managers can upgrade the club's Coach at a cost of £20m per star rating. Note that coaches can only be upgraded by one star per Manage Staff turn.

Youth Players can also be upgraded during a Manage Staff turn at a cost of £20m per star rating. Youth Players can be upgraded by the star rating of the

club's Coach For example if the Coach is a three star any number of Youth Players can be upgraded by three stars, at a cost of £20m per star, to a maximum of five stars of course.



Scouting Trip

Landing on the Scouting Trip square allows managers to hire a Scout if they don't already have one. Managers who already have a Scout who land here can take a free Youth Player from the top of the Youth Player pile.



Visit the Academy

Landing on the Visit the Academy square allows managers who have hired a Scout to begin an auction on any Youth Player in the game whether in an opponent's team or taken from the top of the Youth Player pile. Youth Players do not have a minimum value in auctions.



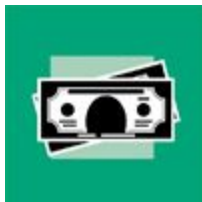
Free Agent

Landing on the Free Agent square triggers an auction whereby the Manager turns over a player from the top of any player pile. Similar to transfer windows players in a Free Agent auction cost £20m minimum per star rating.



Sponsorship

The Sponsorship square means that the manager gets £50m from a new sponsor, paid by the bank.



Wages

Landing on the Wages square means you have to pay all of the Players, Coaches and Youth Players in your squad including on the Transfer List. The wages table on the gameboard determines the amount owed.



International Break

Landing here means you have the day off!



Crisis

The square to avoid! Landing on Crisis means that one of a number of crisis scenarios will befall your club!



The Bung Token

Players who have a Bung token can play it to buy their way out of any Selection Problem, Manager's Luck or Crisis scenario.

Player Loans

There are a number of scenarios in the game where players can be loaned between managers. Loans are allowed at any time during the season and there is no minimum amount that players can be loaned for, this is arranged between the managers.

The Transfer List

Players can be transfer listed at any time during the season by a manager. Transfer listed players can also be released during transfer windows where they will be added to the free players pool in the middle of the game board to be available for Bosman Free Transfers.

Game Gates

Each fixture attracts a game gate from ticket sales. Where managers are playing against a computer controlled team, whether home or away, they get the entire game gate. Where managers are playing against another computer controlled team the gate is split 50/50.

Getting Sacked!

If a manager runs out of money they are sacked from their club and their team continues to enter the team ratings they had when they were sacked for the rest of the game.

Monetary Loans

Players are not permitted to loan each other money under any circumstances.

Squad Size

Managers can have a squad of any size but they may only have a maximum of five youth players in their squad at any given time.

Updated rules, app links and latest news on the game can always be found on the website at <https://footballfortunes.co.uk>