

BLOOD BOWL[®]



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studio

-MANUAL-

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EPILEPSY WARNING

I – Precautions to take at all times when playing computer games

- Do not play if you are tired or lacking sleep.
- Always play in a well lit room, and ensure that the screen brightness level is not too high.
- If you are playing a game on a screen, play at a reasonable distance from the screen and as far back from it as the connector cable will reach.
- While you are playing, ensure you take a 10-15 minute break every hour.

II – Epilepsy warning

Certain individuals have a condition which may cause them to experience epileptic fits and which could also include loss of consciousness, particularly when exposed to certain types of strong light stimuli, such as a rapid succession of images, repetition of simple geometrical shapes, flashes or explosions. These individuals may experience fits while playing computer games containing such visual stimuli even though they may have no previous medical history of such a condition or may never have suffered an epileptic fit. If you or a member of your family have ever experienced symptoms linked to epilepsy (fits or loss of consciousness) in situations of strong light stimuli, please consult your doctor before playing any computer games. Parents should also monitor their children closely when they are playing computer games. If you or your child show any symptoms of the following: dizziness, disturbed vision, eye or muscle twitching, disorientation, involuntary movement, convulsions or blackouts, you should stop playing immediately and seek medical advice.

TECHNICAL SUPPORT

If you encounter difficulties installing or running Blood bowl, do not hesitate to contact our technical support department by email:
support@bloodbowl-game.com

LICENSE AGREEMENT

You may look at the license agreement of the game during the installation. You must read it thoroughly and accept the terms of use before installing the game.

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INTRODUCTION

Good evening sports fans and welcome to the Blood Bowl for tonight's contest. You join a capacity crowd, packed with members of every race from across the known world, all howling like banshees in anticipation of tonight's game. Could you please, Jim, old boy, give us a quick recap on the rules for those who've just joined us?

- Sure thing, Bob! As you know, Blood Bowl is an epic conflict between two teams of heavily-armoured and quite insane warriors. Players pass, throw or run with the ball, attempting to get it to the other end of the pitch, the End Zone. Of course, the other team must try and stop them, and recover the ball for their side. If a team gets the ball over the line into the opponent's End Zone it's called a touchdown; the team that scores the most touchdowns by the end of the match wins the game, and are declared Blood Bowl Champions!

• ORIGINS

The unlikely forefather of American football and inspired by the fantasy universe of Warhammer, Blood Bowl is an ultra violent team sport. Assemble a team of Orcs, Wood Elves, Dwarfs and many other fantasy creatures and enter the bloodiest arena ever! Originally created by Jervis Johnson and published for the first time by Games Workshop in 1987. This board game, based on the Warhammer universe, encountered a massive success in the 80's and the 90's. Games Workshop still manufactures models for the game and its creator has ceaselessly worked on improving and enriching Blood Bowl, its game system and its universe through regular rules updates.

• THE GAME

Part strategy game and part sports simulation, Blood Bowl will put to the test the nerves of the best tacticians. The basic principles of the game are extremely simple: two teams, one ball. The team reaching the opponent's end-zone with the ball scores a "touchdown", by any means necessary. No holds barred, you may trample or cripple an opposition player while the referee conveniently looks the other way. With a wide variety of races to appeal to every type of player and many more tactical options available, Blood Bowl has become a reference in terms of tactics and strategy, and victory requires a real flair for the game and nerves of steel. The ever present humour, the use of weapons and a large selection of irregularities is what sets Blood Bowl apart from the more classical sports simulations, much to the delight of the players.

While an introduction to the video game, this manual does not detail all the rules of Blood Bowl. The game is based on the fifth edition rules of the board game Blood Bowl. You may find the complete rules for the original game on the internet, on the Blood Bowl website (www.bloodbowl-game.com) or on the Games Workshop website (www.games-workshop.com).

1. STARTING THE GAME

• INSTALLATION

To install Blood Bowl, insert the Blood Bowl DVD in your reader and follow the instructions on the screen. The automatic install will immediately start if the automatic execution is enabled. If no window appears, double-click on the workstation icon on your desktop, then double-click on the DVD reader containing the game DVD. Execute the "SetupBB.exe" program to start the installation

• ACTIVATION CODE & PLAYER KEY

To install and start Blood Bowl for the first time, you need an Activation code and a player key. The Activation code is printed on the Game DVD label, and you will find the Player key on the back of your game manual.

Activation Code: This code is asked for at the end of the installation process, and is used to activate the game on your computer. You must be connected to the Internet to complete the activation. Copy this key and click on the OK button. In case of difficulties, follow the instructions on the screen.

The DVD version of Blood Bowl features an automatic activation system, so you will not have to type in your activation code manually.

Player Key: When you start the game for the first time, you must type in your Player Key. This Key will enable you to create a multiplayer account on the Blood Bowl Internet League server. Type in your player key then click Ok.

Caution, your Activation Code and your Player Key may only be used by one player. Keep this key and this code somewhere safe. Do not communicate them with other players!

• RECOMMENDATIONS

Quit all other programs: Please quit all non-essential applications on your computer before attempting to play Blood Bowl.

Verify your version of DirectX and your graphics drivers: In general, if the game will not start (and you do not receive an easily identifiable error message), or if you encounter graphical problems during game play, before doing anything else you will need to verify your version of DirectX and your graphics drivers.

To verify this information go to the Windows Start > Run menu and type "DXdiag" in the box and click 'OK'. This will display information regarding your computer. Click on the 'Save All Information' button to save the information which you can later send to Technical Support. If your current version of DirectX isn't DirectX9.0c, you can install this version from the game disc, or you can go to www.microsoft.com and download the latest version of

DirectX9.0c and install it. The DXdiag command will open a window that will give you information regarding your graphics card and the version of your graphics drivers. If your drivers are out of date you can go to the website of the manufacturer of your graphics card and download the latest version of your card's drivers.

For NVIDIA cards go to: www.nvidia.com

For ATI cards go to: www.ati.com

• AUDIO AND VIDEO SETTINGS

Graphic settings of the game: The default graphic parameters of the game are set for an optimal gaming experience. If you experience **POOR PERFORMANCE** during the game, go to the game options to reduce the graphic parameters of the game, such as the display quality or the resolution of the game. If you own a powerful machine, you may want to increase the graphic parameters of the game for an even better experience.

The Options Menu: Accessible from the main menu of the game, the "Options" menu enables you to change the language, video and audio settings of the game. With the video options, you may alter the quality of the rendition of the game as well as its resources consumption. The more activated options you will have, the higher the setting level will be and the more you will need powerful machine to benefit from a fluid gaming experience.

- The shaders version corresponds to the technology employed, which in turn depends on your video card model. The older your card, the more you will have to decrease the level.

- The anisotropy corresponds to the clarity of background objects.

- The anti-aliasing is the treatment used you to make the curves appear clearer and mask the pixellisation.

• INFORMATION ON THE MULTIPLAYER MODES

You may play multiplayer games via a Local Area Network (LAN). You may also use your internet connection to play. A Broadband (ADSL) connection is highly recommended. When you log in for the first time to the Internet League System, you are asked to create a player account. You will have to type in a login and a password. Keep this data safe, for they will be necessary to log on to the Internet League System on your PC or from another machine. Your login is also your user name. It is under this name that you will appear to other players.

Firewall: If you have a firewall, configure it or disable it.

If you have a router and are unable to play on the internet, you may have to configure manually a port redirections: 16962 in UDP (ask your internet provider or look at your router's manual for further information).

Caution, these operations regard the safety management of your computer and neither Focus Home Interactive nor Cyanide Studio nor Games Workshop Ltd may be held accountable for the troubles caused by this unblocking operation.

2. BLOOD BOWL – THE BASICS

At its origin, Blood Bowl is a turn-based game. A match is composed of two halves of 8 turns each. During each turn, a coach will have the opportunity to perform various actions with his players. The aim is to score more touchdowns than your opponent. To score a touchdown a player must get the ball into the opposition End Zone. At the end of the two halves, the team that has scored the most Touchdowns wins the match.

Blood Bowl on PC allows you to experience sensations of the original board game, but this adaptation also gives you the opportunity to play with new game play possibilities, with a Blitz mode which allows you to play Blood Bowl matches in Real Time, and so much more.

• CLASSIC AND BLITZ MODES

In order to satisfy the fans of the board game and to unlock the new additions to the way Blood Bowl the Video Game is played, the game offers you a choice to either play in Solo or Multiplayer in the "Blitz" and the "Classic" modes.

- **The "Classic" mode** is the direct adaptation of the board game.

- **The "Blitz" mode** enables you to discover Blood Bowl through a series of new options which somewhat differ from the core rules of the board game Blood Bowl. Most notable among these new options is the Real Time mode, which enables you to play against an opponent by playing 'live' at the same time. The pre-match sequences feature new opportunities in the Blitz mode, with expanded inducements and training sessions to further help your team before a match even begins. The Blitz mode will also give you access to other options: you may be able to modify the duration of a turn or a half, to play new competitions, to gain access to different levels of equipment for your players, etc.



• TURN-BASED GAME

In a turn-based game, you may, during your turn, move your players and perform a block action with players who have opponents in their Tackle Zone. You may perform other unique actions once per turn such as: a blitz, a hand-off, a long pass (see the basic rules for further details). Once the player has performed all his actions or been subject to a turnover, (a forced 'end of turn' caused by a failed action), it is then the opposing player's turn to play. You may only use a player once per turn. Once an

action is started with another player, you must do everything you wish to do with this player before switching to another member of your team.

For example, if you wish to move your player to pick up the ball then hand it off, you must perform all these actions in one sequence. If you pick up the ball then use another player, you may not use the player who has picked up the ball again until your next turn.

• THE TURNOVER PRINCIPLE

Before you start with the Blitz or Classic rules in a turn-based game, you must learn about a fundamental element of the game, namely the notion of turnover:

When you fail to perform an important action, your turn ends immediately, even if you have not made all your intended actions with your other players:

- One of your players is knocked down or is sent-off.
- The intended receiver of a pass or hand-off fails to catch the ball. Or a player fumbles.
- One of your players fails in an attempt to pick up the ball.
- A touchdown is scored.
- Your time limit runs out.
- The player carrying the ball fails to land successfully when a Throw Team-Mate is used.

Therefore it is very important, before attempting an action that could cause a turnover, to think it through and look whether you should not perform the safest actions first. You want to start with the safest or the least crucial actions, and also choose your players wisely according to their characteristics and skills to achieve an action. When you have finished all your actions, click on the "end turn" button.

To avoid a turnover, you may use a Team Re-roll. The actions detailed above are determined by a dice roll. If you still have some Team re-rolls available, you may retry a failed roll once per turn, and hope a more favourable outcome to avoid the turnover.

• REAL TIME GAME [BLITZ MODE ONLY]

Real time game obeys the same principles and actions as a turn-based match, with the exception that the characters play at the same time.

Therefore you may give orders to your players at any time and they will execute them directly. You may thus immediately influence the course of the match.

In order to have enough time to give your orders whilst keeping the strategic aspects of the game, you may choose to use the Concentration Mode at any time.

This enables you to pause the game to issue orders to your players. They will carry out your instructions as soon as you leave the concentration mode.

Unlike the turn-based match, your players will not stand still in a Real Time game. They will automatically perform certain actions by following a selected stance (defensive, neutral, aggressive) you may change the stance at any time over the course of the match.

• THE DICE PRINCIPLE

Blood Bowl is adapted from the board game of the same name, therefore dice are used to determine the results of the actions in the game.

Two categories of dice are used in a game of Blood Bowl:



The Classic Dice: A six-sided dice, it is used to work out the success or the failure of most of the actions taken by your players during a game, such as passing, dodging, picking up the ball and many others.

It functions in a simple way: depending on their characteristics, any given player has a certain chance to succeed or fail.

For example, when a player attempts to make a pass, Agility is used. The higher this value is, the greater the chances of success. A player with an Agility of 3 will have a one in two chance to succeed, which translates into a result of 4, 5 or 6 on a dice roll.



There is another, more peculiar type of dice, called the **Block Dice**, which is only used to resolve blocks. The result does not depend on your characteristics. For further details, look at the "Player Actions" tutorial.

Here is a complete presentation of the block dice results and their consequences:



Defender Down

The defender is pushed back and knocked down. In general, this is the most sought after result for an attacker.



Defender Stumbles

The defender is pushed back and then knocked down, unless he has the Dodge skill, in which case he is only pushed back.



Defender Pushed Back

The defender is only pushed back.



Both Down

Both players are knocked down unless one or both possess the Block skill since the Block skill prevents a player from being knocked down. If an attacking player is knocked down it results in a turnover against his team.



Attacker Down

The attacking player is knocked down. This is a much sought after result for a defender as it causes a turnover in favour of his team.

Note: Other skills in the game may influence the dice result. Don't worry about these for now, they will become clear as you play more games.

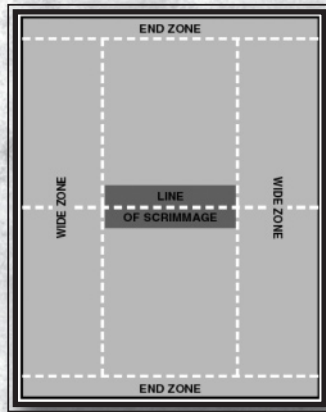
• PLAYING PITCH

This is the field on which the game of Blood Bowl takes place. It's currently big and green (a bit like an Orc) but don't worry – it'll soon be covered in red! It is divided into squares to regulate movement and combat.

Each square can hold only one Blood Bowl player at a time.

The areas at either end of the pitch are called the End Zones. If a team gets the ball into their opponent's End Zone they score a touchdown. These are good things to score, as the team with the most touchdowns wins the match!

In the centre of the pitch is the half-way line, and running along the sides of the pitch are the lines which show the boundaries of the wide zones. The rows of squares on either side of the half-way line, and between the two wide zones (14 squares in all), are known as the line of scrimmage. The different areas of the pitch are shown on the diagram below.



• RACES

In Blood Bowl, the teams tend to favour a given style of play according to their race. You may however adapt your own tactics to the team. You will find below information on the style of each race:



HUMANS: Although Humans do not have the special abilities of other races, they do not suffer from their inherent weaknesses either. As a consequence, Human teams are extremely flexible and can set a passing game as well as a contact game!

Strengths: flexible, their many specialized positions allow for a large number of strategies.

Weaknesses: do not excel in any one domain.



ORCS: The Orcs have been playing Blood Bowl since its inception and their teams are amongst the most famous of the championship. Orc teams usually smash through the opponent's lines in order to create a breach for their runners to exploit.

Strengths: above average physical strength, good armour, flexibility.

Weaknesses: more ponderous than other races, so be careful during your set up.



DWARFS: Dwarfs seem to be the perfect players for Blood Bowl. Short, tough, well-armoured and stubborn to the point they will just not accept to dying! Most of their teams are firm advocates of killing the opponent's most valuable players and neutralizing the others in order to score their touchdowns unopposed and secure victory!

Strengths: quite resilient, the Dwarfs are very good at blocking.

Weaknesses: very slow, a good set up is therefore critical



SKAVEN: Skaven are neither the strongest nor the toughest players, but boy are they fast! Many teams opposing team have been outrun by Skaven sneaking their way through their lines to score a touchdown.

Strengths: Agile and very fast.

Weaknesses: weak and very fragile, they are easily wounded.



LIZARDMEN: Demonstrating a subtle blend of dexterity and sheer strength, Lizardmen can hold their own against a hard hitting team such as Chaos. Likewise, they are quite capable of rivalling the running game of the Skaven.

Strengths: the agile Skinks complement the more powerful Saurus well.

Weaknesses: the Skinks fragility, the only players who can score.



GOBLINS: Goblin tactics rely on hope rather than potential. They are small and nimble, and make good catchers, but their chances of blocking anything larger than them are almost nonexistent. It doesn't seem to faze the Goblins, however, who will resort to vicious secret weapons to occasionally win the day.

Strengths: agile and extremely cunning, they are the masters of cheating.

Weaknesses: they are very fragile and referees don't like cheaters.



WOOD ELVES: For the Wood Elves the Long Pass is everything. All their efforts go into improving their skills in the passing and catching game. No Wood Elf worth his salt is going to be weighted down by armour to try and knock opposing players over. They rely on their natural acrobatic abilities to keep them out of trouble, which is generally enough!

Strengths: agility second to none and very fast.

Weaknesses: fragile with little stamina, their players are expensive to replace.



CHAOS: Chaos players are not renowned for the subtlety of their game. A simple race to the centre of the pitch while wounding and maiming as many opposing players as possible on the way is but their only strategy. They seldom worry about minor things such as picking up the ball or scoring, at least not while there are any players left in the opposing team anyway!

Strengths: the physical strength of Chaos Warriors and the tremendous Beastmen's ability at making a blitz.

Weaknesses: poor diversity of the positions, which means fewer strategic options as well.

• PLAYER TYPES

Each of your players belongs to a specific race. Race is an important notion and it is rare that players mix.

Each of your players is identified first and foremost by his race. This is important because few teams mix races. Each player is also assigned a position (e.g. Lineman, Catcher...), which indicates his specialisation within the team. Finally, a player is identified by his name and number (between 1 and 16).

Each player has 4 attributes which define his playing potential.

- First of all there is **strength (ST)** which is the statistic used to work out how many blocking dice are used during a block. If you have more strength than your opponent, you roll more dice and choose the result. If you have less strength than your opponent you roll extra dice and the opponent chooses the result (this should only be used in desperate situations!)

- **Agility (AG)** comes into play when throwing or catching the ball and when trying to dodge an opponent.

- **Movement Allowance (MA)** determines the player's ability to get around the pitch and to get up from when knocked down.

- **Armour Value (AV)** is the statistic that your opponent must beat in order to roll an injury on your player. If they roll equal or under this number, then the armour has worked and your player is fine, if they roll over this number then an injury roll is made.

In addition, please note that some players possess skills that give them a particular edge under certain circumstances in the match. In Blitz mode only, the armour will also enable you to boost a characteristic before the match, but only for the duration of the match.

• DESCRIPTION OF THE PLAYER TYPES

Each race participating in Blood Bowl has specific positions for their players. The names often vary, but their function remains generally unchanged. However, a number of positions are unique to certain races, most notably with Chaos and Lizardmen teams, with players having positions that cannot be found in other teams.

Linemen are the standard players on the team, not brilliant at any one thing, but capable enough to fill in for an injured player if necessary. Some teams seem to be made up of nothing but Linemen, which is why they are always at the bottom of the league!

Blitzers are among the best players on the pitch. Fast and agile, they are strong enough to smash their way through the opposing lines.

Blockers are very strong and wear extra armour to protect themselves in the powerful blocks they specialize in. However, they are not very fast and against an agile opponent with room to dodge they almost always come off second best.

Catchers are very agile but lightly-armoured, and can't afford to get into fights. In the open, however, they are unmatched and no one catches a ball like them. Catchers usually position themselves in the opponent's End Zone to wait for the decisive touchdown pass. The only problem in being a Catcher is if someone should catch you...

Throwers are the most prestigious players on the pitch, able to throw a precise long bomb for a player far down the pitch. Or at least that's the theory; throwing the ball well requires real talent.

Runners are the fastest players on the team, capable of outdistancing their team mates to quickly advance the ball up-pitch. Although Runners are not always as agile as Catchers, the teams who favour the running instead of the passing game find them invaluable.

Big Guys are tremendously strong and can deal with almost any opponent. No armour offers protection enough from their powerful blows. However, they are not the most intelligent or brilliant players and will now and then freeze on the spot in mid-action to try and remember the instructions they were given...

3. MAIN MENU

The main menu of the game grants you access to the different sections of the game:

• **TUTORIAL**

When you start Blood Bowl for the first time, the game suggests that you start with the tutorial. We recommend you play all the different tutorials, which is divided into several parts, each covering a different aspect of the game. Read the information carefully as it will help you understand both the basic rules of Blood Bowl and the way the video game works.

To start a tutorial, click on its title – the description of the tutorial is then displayed at the bottom of the screen -, then confirm your selection by clicking on the "start" button displayed in the centre of the screen.

• **ONE OFF MATCH**

The One Off Match allows two existing teams to face each other. You may play against the AI, against another player or watch a game between two teams controlled by the AI.

The result of a One Off Match will have no consequences: both the team and its players will never evolve. Each time you play a quick game you will find the team in the same condition. The concept of team progress or ongoing competition against other teams is not present here.

This mode is perfect for training or a quick match against another player.

• **CAMPAIGN**

Create your team and participate in the various championships that make up a season of Blood Bowl. Win prizes, earn experience, level up your players, hire new talent, increase your fame and climb the ranking ladder up to the top!

It is the most complete Solo mode. Playable either Turn by Turn or in Real Time, the Campaign mode will allow you to take part in a great number of tournaments and championships, and will give you the opportunity to play against the most prestigious teams in Blood Bowl.

For further details about the Campaign mode, read the "Starting a new Campaign" section.

• **CHAMPIONSHIPS AND TOURNAMENTS (COMPETITIONS)**

The competition mode gives you the opportunity to coach a team of your own creation in the competition type of your choice for several seasons. Up to six competitions can be played through the Classic or Blitz modes. These competitions are divided into categories: Tournaments and Championships.

Tournaments: Teams are randomly divided into groups. The teams then play every other team in their group and the best are selected for the qualifications: eight for the quarter-finals, 4 for the semi-finals.

Championships: In this mode, teams are grouped into divisions based on their level. You start up in Division 4 and your goal is to work your way up to Division 1 and win the trophy. In order to do so, at the end of each season, the first team in each division will move to the upper division while the last team descends into the lower division. Therefore, in the best case scenario, it will take you four seasons to win the 1st Division trophy.

The Grand Slam is a succession of cup and championship matches.

For further details on the creation of a new game in the Championship or the Tournament mode, please read the "Starting a new Campaign" section. The creation of the team, the pre-match preparations, the earning Star Player Points (SPP) and levelling up your players works in the same way as in the Campaign mode.

Note: You may export the team you have created and developed in the championship or the campaign mode and then play it in a quick game in Solo, LAN, Hot Seat or Direct IP mode.

• **MULTIPLAYER**

As soon as you start to master the rules of Blood Bowl, or when you realize you systematically rank first in the solo mode, it usually means it is high time you faced other Blood Bowl players..

Blood Bowl offers a number of options for a Multiplayer game:

- **HOT SEAT:** The Hot Seat enables 2 players to dispute a turn-based match on the same computer, taking turns to play. As opposed to the other multiplayer modes, you may access this mode via the "One Off Match" menu. All you have to do is select "player" in the team selection window.

- **LAN:** Accessible through the multiplayer menu, this mode allows you to play a quick game on a local network. The options and parameters available for the game are the same as for a One Off Match. In a LAN game, you may either play a Turn-based or a Real Time match with the basic teams of the game or those you exported from the Campaign or the Solo competitions.

- **DIRECT IP:** Also accessible through the multiplayer menu, the Direct IP mode allows you to play with another player in direct connection. In this mode, one of the players must create a game in Direct IP mode, and then the other player joins him by typing his IP address. You will not be able to join the game if you do not know the IP address of the other player.

- INTERNET LEAGUE SYSTEM: To face the best Blood Bowl players, take part to private or public leagues, challenge mighty teams and try to rank up amongst the best Blood Bowl players on the Internet, you will have to join the Internet League System!

To take part to the Internet Leagues, you must create a player account, then create your team (you may create multiple teams) on the game server. As you play, you will earn experience that you may spend to make your players and your team evolves.

For further details, read the "Internet League System" section.

• SAVE / LOAD GAME

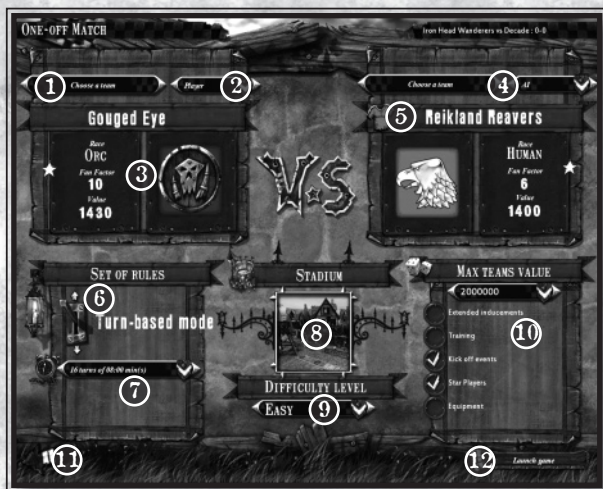
With this button, you may manage your saved games, which are classified in different sections whether these are Campaign games, Championship games, One Off Match or replays.

Replays are video recordings of each of the matches you played, giving you the opportunity to watch your most glorious victories, or on the other hand to analyze your defeats to correct your mistakes.

A description displayed on the right accompanies each save. You may choose to delete or load them by using the corresponding buttons.

Caution! If you choose to delete a saved game and confirm your selection, your game will be lost forever.

4. STARTING ONE OFF MATCH



There is nothing like a One Off Match to hone your gaming skills and to try new tactics. Before you get to the Quick Game menu, you must choose between Classic and Blitz mode. This choice will affect certain aspects of the game, but the way this menu works is basically the same.

To start a One Off Match, select 2 teams – yours and your opponent's - , then select your game mode, the pitch and let's go!

1. Team selection: click here to select your race and your team about the available teams in the game. The teams you have exported from the Campaign or the Championship modes are also presented here.

In LAN or Direct IP, an icon placed just above the "VS" emblem allows you to enable or not the exported teams for the match.

2. Coach selection: both teams may be controlled by human players or by the computer (AI). For a One Off Match versus the computer, select "player" for Team 1 and "AI" for Team 2. For a 2 player game in the "Hot Seat" mode (where both players take turns to play on the same computer), select "player" for both teams.

You may also watch the computer play on its own by selecting "AI" for both teams. Watching such a match may be quite instructive if you are new to the game.

3. Your team: The main information regarding your team is displayed here: team name, race, fan factor, team value, emblem and colour.

4. Opposing team selection: It is up to you to select your opponent and the coach type (another player or the AI).

5. Opponent's colour: this icon enables you to change your opposing player's colour if it does not suit you. This choice changes the opponent's colour only on your screen (in a multiplayer game).

6. "Turn-based Game" or "Real Time" [Blitz Mode Blitz only]: unless of course you're playing a Hot Seat match

7. Game mode Parameters: you may select here the duration of the turns and/or time of the whole match.

8. Stadium: Select the pitch where the match is taking place.

9. Difficulty settings: This parameter controls the difficulty setting for the AI. Easy, normal, hard, what kind of opponent do you want to confront?

10. Pre-match Options: here you may select the maximum value of the teams able to take part in this quick game (it is especially helpful in a multiplayer game). In the Blitz mode only, you may also change the pre-match options.

11. Leave the One Off Match mode to return to the main menu.

12. Start game: you go to the next step: inducements and – in the Blitz Mode – the pre-match preparations.

5. PRE-MATCH

A great coach knows the outcome of a match can be decided even before any player sets foot on the pitch. You must be a part of that elite class! And rightly so, because you will soon find out that the pre-match sequence in Blood Bowl holds many surprises.

The following information applies to every mode in the game: One Off Match, campaign, championships, multiplayer games, LAN, Direct IP or via the Internet League System. Some pre-match options are only available depending on the mode you selected (Blitz or Classic) or the on the pre-match options selected by the game host.

• MATCH PREPARATIONS

Depending on the game mode you selected (i.e. your chosen modes and options) you may have the opportunity to go through several match preparation sequences. While it can't really be said with certainty that a well prepared match will bring victory, it is safe to say that an ill-prepared match equals certain defeat.

• TRAINING [BLITZ MODE ONLY]

You may train one of your players before the match. This way, he will be able to earn one characteristic point (in the selected characteristic) for this match only.

To train a player, select him and the characteristic you want to increase with the two scrollbars displayed on the top left and right corners of the screen respectively.

Then you will have to choose the intensity and the charge of the training session with the scrollbars on the top left of the screen, then start the training session by clicking "start training".



Caution: You start the training session manually, but you also stop it manually before the training bar is full, otherwise your player will be 'injured in training' and will not be able to play the match.

Therefore you have to stop the progression of the training bar at the right moment, i.e. as close as possible to the end of the bar without reaching it! The closer you are to the end, the higher your chances are to increase a characteristic will be.

High training charge and intensity will enable you to increase this percentage, and it will also increase the speed of the training pointer.

• INDUCEMENTS

Do you like setting up some sneaky moves before the game? If so, inducements are for you! All these little pleasures are the things that make Blood Bowl so different from other sports!

Inducements allow you to buy various items to weaken the opposing team or improve yours. The money you are given comes from a slush fund from the stadium owners and you may also include all or part of your treasury to this petty cash reserve. However, please note that all the unspent money will be lost after the inducement phase, so make sure you use all your resources!



Inducements are divided into 3 categories:

- **Wandering Apothecary:** This is an Apothecary that hires out his services on a match-by-match basis. He functions in the same way as a normal Apothecary and thus allows you to re-roll the result of a serious injury on one of your players then choose which result you will keep.
- **Bribery:** Bribing the referee will ensure that he looks the other way when one of your players gets caught during a Foul action or for using a secret weapon. Your player will remain on the field despite this sending-off offence.
- **Extra re-rolls:** This will grant you an extra reroll per half in addition to your team rerolls (if you have any). This way you may reroll any result (except armour or an injury roll) and hope to be luckier this time around. You must accept the new result.

• EXTENDED INDUCEMENTS [BLITZ MODE ONLY]

In the Blitz Mode, you have the opportunity to use even more inducements thanks to the "Extended Inducements" options. These inducements are divided into four main categories:

- **The crowd:** It is common knowledge that the audience in a Blood Bowl game is made up of devoted supporters on whom you can always count to liven things up, but they can also help you out. They will be delighted to use illegal magic scrolls to cast spells from the stands. In addition, you may have supporters gang up on the opposing player's supporters and drive them away from the stadium.



- **Bribery:** What would be Blood Bowl without bribery? In the Blitz mode, you may even go further in the art of corruption. Not only can you bribe the referee but also one of the opposing players so that he plays a little bit "slower" than usual. Be careful, however, because your own players may be bought by the opponent. Of course, you can avoid corruption by hiring bodyguards.

- **Potions:** Potions grant players a boost by giving them more chances to gain an extra +1 characteristic increase (Strength or Agility). Use your potions with caution, though, because if one of your players is declared positive after a dope test, that player will be sent off the pitch. Likewise, do not hesitate to perform your own dope tests on a player of the opposing team. Ethics do not belong in Blood Bowl!

- **Extra Training:** This is a coach's best friend, and enables you to turn a bad result in your favour by giving you an extra re-roll or depriving the opponent of his re-roll. You may also boost the morale of your players by offering them a barrel of a fine brew served by a gorgeous woman.

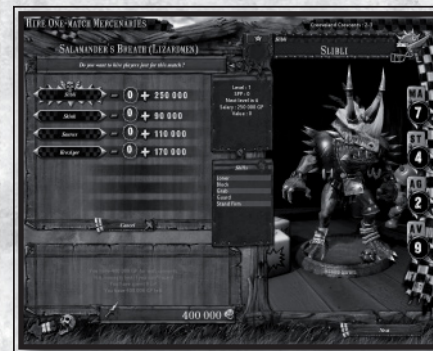
Take your time to look at the recap of all the inducements so you might perceive your opponent's tactics.

Doping, bribery, rioting fans, prepare for the carnage and adjust your strategy for the match!

• MERCENARIES AND STAR PLAYERS

If there is a difference between your team value and the opponent's the team with the lower Team Value gets extra gold. You may use it to hire additional players on temporary basis to boost your team roster. In addition to the basic players, you have access to the Star Player for your race. He has got excellent characteristics as well as many skills and could very well tip the balance of the match in your favour all by himself.

Be mindful however, players hired this way will only be on your team for the duration of the match.



6. DURING THE MATCH

• SETTING UP ON THE PITCH

The first step of the match is to set up your players on the pitch. A number of pre-set formations are given in the list on the top right of the screen. If none suits you, you may set up your players manually. To do so, left click to select a player and then right click on the square where you want to place him. If the square is occupied, the two players will switch positions. You may save a set up by clicking on the "save" button at the top of the screen.

There are a number of rules for your set up to be accepted:

- 11 players must be set up on the pitch. If you have more than 11 players on your team, the substitutes will be placed in the end zone during set up.
- At least 3 players must be set up in the scrimmage zone (the centre line where the two halves meet).
- You must set up 2 players max per wide zone (the two zones at the edge of either side of the pitch).

Caution! You have a limited time to complete your set up. The countdown is displayed on the left of the screen, just beside your team emblem.

If you have completed your set up before your time is up, you may confirm your selection by clicking on the "Accept" button to start the match.

• KICK-OFF EVENTS

During each kick-off, an event may occur which modifies the onset of the match in a more or less important way ; High kick, a riot, overzealous defence...

Your team's experience, fan factor and inducements will come in handy to tip the scales towards your side.

• IN GAME INTERFACE



1. Score Zone: That is where the emblems of both teams are displayed, the current score, as well as the number of re-rolls still available.

In a turn-based match: The yellow halo indicates which team is currently playing while the time to the end of the turn is displayed right above the team's emblem.

2. Menu: Click on this button to open the game menu in order to save or concede the match. The game pauses when you open this menu.

In the Internet League System, the use of the menu is restricted to discourage exploitation.

Note: If you quit the game, there are various penalties applied to your team, so only do this after you have considered all your options.

3. End turn: click on this button to put an end to your turn once you have performed all your actions.

4. Turn display / Timer: the number of turns played is displayed here (in a turn-based game). Remember half-time takes place at the end of the second player's 8th turn. In a real-time game, the remaining time to play is displayed here.

5. Gaming zone: Player action icons are displayed over the mouse icon depending on which action is possible to perform.

6. Inventory: the inventory enables you to use your special actions during the match:

- *Magic scroll [Blitz Mode only]:* the scroll must be purchased before the match and depending on your team's race, it will allow you to cast different types of spells. However, since the user of the scroll is under the constant pressure of the crowd, he will wait until he has enough support to magically help your team.

Once the spell becomes available, you may use it at any time by clicking on the scroll icon. Select your spell then right-click on a target to cast your spell and experience its high-legendary precision!

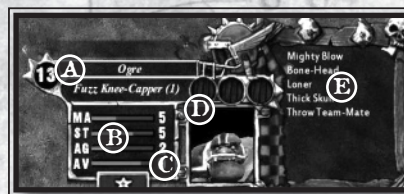
- *Apothecary:* the number of apothecary uses still available

- *Bribery:* the remaining number of times you may bribe the referee.

- *Blitz and hand-off:* these icons are lit up if you haven't performed these actions during your turn yet.

7. Chat / Logs box: Click on the first button to display the chat box and have a text chat with your opponent in a multiplayer game. The match logs are also displayed here. The logs recap the actions in the game: dice roll results, player actions and so on. This is an excellent source to help you learn from your mistakes, so make sure you check the Log when something didn't go according to plan, and maybe next time you'll have a better idea of how to succeed.

8. Player box: The data on the selected player is displayed here (for the players of both teams):



A. Name number and type of player

B. Characteristics: MA (Movement Allowance), ST (Strength), AG (Agility), AV (Armour Value)

C. The player's experience level

D. Use of the skills Leap and Hail Mary (if they are available to the player).

In real-time mode, the Sprint button is available here.

E. Skills of the selected player

• TURN-BASED MATCH

In a turn-based game, you may, during your turn, move your players and perform a block action with players who have opponents in their Tackle Zone. You may use a player only once per turn. Once an action is started with a player, you must do everything you wish to do with this player before switching to another member of your team. For example, if you wish to move your player to pick up the ball then hand it off, you must perform all these actions in one sequence. If you pick up the ball then use another player, you may not use the player who has picked up the ball until your next turn.

You may perform unique actions each turn: a blitz, a hand-off, a long pass (see the basic rules for further details).

All the actions except the movement require one or several dice rolls. It is up to you to minimize the element of chance to successfully perform your actions and avoid the dreaded turnover.

Once the player has performed all his actions or has suffered a turnover, it is the opposing player's turn to play.

The basics of a turn by turn game are detailed in section 2 of this manual: "Blood Bowl – The basics"

• REAL TIME MATCH

Real Time matches use the same basic rules as a turn-based match, therefore:

- Success of an action depends on the roll of one or several dice
- The actions are based on the "squares" of the pitch (for instance, the assist team-mate rules or the tackle zone rules are applied), though these squares are now hidden. It is possible to simultaneously issue orders to multiple players. Therefore, some elements such as the turnover no longer apply. Likewise, player movements are not restricted to a turn. Therefore you may issue a series of orders to a player.

In order to maintain complete control on your time during the match, you may switch to the Concentration Mode at any time, to issue orders to your players in peace.

THE CONCENTRATION MODE:

In order to correctly manage your team during a match, you have access to a concentration mode: when you press the Space bar, the game is paused. You may then issue orders to each of your players. Once you are done, press the Space bar a second time and the game resumes, your players begin following the orders you have given them.

Caution: the concentration mode is not available in a multiplayer game.

PLAYER BEHAVIOUR:

In order to help you out, you may also determine (and further modify whenever you wish) a series of automatic behaviours to your players: offensive (red triangle), defensive (blue triangle) or no behaviour (green circle).

• LIST OF PLAYER ACTIONS

Actions are automatically available depending on the selected player and the "square" on which you want to perform an action.



Moving a player [Turn by Turn]

Movement is precisely what defines a turn-based game. The action pointer represented by a foot and a number indicates how many squares you may move.

To move a player, select him by left-clicking him with your mouse. The portion of the pitch surrounding him is then divided into coloured squares. Green squares represent his normal movement allowance (his MA characteristic), while the two green squares with a green dice inside indicate he will have to "Go for it" (three squares if the player has the "Sprint" skill) to get there, whereas the green squares with a red dice indicate you're entering an opposing player's tackle zone and that a dodge roll is required (see "tackling and dodging").

"Going for it" means you must make a roll to push the limits of your players abilities and if successful, move two extra squares in addition to your initial movement (MV).

Next, indicate the path to follow with a right-click of the mouse: you may either click on the final square or click on each square individually to go. The first right-click confirms the square is on the player's path, a second right-click validates the selection and causes the player to move.

Caution! Depending on the difficulty level you have chosen, the game will not automatically set the best path for you. Be careful, a failure will cause a turnover, putting an end to your turn and can possibly result in an injury for your player.



Moving a player [Real Time]

Real time movement is not restricted by the number of squares defined by the player's Movement Allowance, but this factor determines the movement speed.

To move a player, select him then click on the square where you want him to go. The player proceeds to move and will do his best to reach his destination.

However, if an opposing player is headed his way, the player may be subject to a block or a tackle.

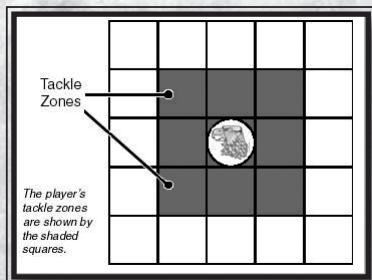
Using the concentration mode enables you to issue orders simultaneously to several players, thus making it possible for some of your players to "take care" of the opponents before they reach their intended targets, clearing the way for the player you want to move across the pitch.

Go for it: you may also "Go for it" in a Real Time game: this action will enable your player to run a little faster for a few seconds. As in a turn-based match, this action is determined by a dice roll. Therefore your player may very well fall over if the dice result is not successful (a 2 or higher on a six sided dice). To go for it, you may either use the "go for it" button located in the player box or the **S** button on your keyboard.

Tackling and dodging

Player skulduggery goes far beyond simple Fouling. For example, whenever one of your players tries to move away from an opposing player, they will try to tackle him from behind. In Blood Bowl each player standing on the pitch has a tackle zone. This is made up of the 8 squares that surround the square occupied by the player. If a player attempts to leave an opposing player's tackle zone, he will have to make a dodge to avoid being knocked down.

You may have noticed that your player automatically attempts a dodge when he moves away from an opposing player.



More details on dodges:

The higher your Agility is, the easier it will be to dodge. The key thing to remember is that it is the number of tackle zones you are dodging INTO that determines how difficult the dodge will be, not the number of tackle zones you are dodging OUT of. In addition, some skills play a major part in your chances to succeed, so take the time to find out which are the most useful. It is up to you to judge whether it is worth taking the risk! A failed dodge results with a player falling over and may end up with an injury! And do not forget that in a turn-based game, a failed dodge causes a turnover, putting an effective end to your turn!



Pick up ball

This is one of the most important actions in Blood Bowl; you don't play Blood Bowl with your feet!

To perform this action, all a player has to do is to move into the square in which the ball is lying. You will receive a -1 penalty on your Agility roll for each opposing player within one square of the ball. Roll the dice for Agility to check whether you pick up the ball or not. Failure to do so will result in a turnover and the ball bounces away into one of the adjacent squares to the player.



Long pass

When the selected player has the ball, a right-click on a team-mate enables him to make a long pass: circles around the thrower indicate the penalty applied depending on the distance, and the pointer indicates the dice roll required to succeed. Some players on the opposing team are marked by a blue circle: they are on the trajectory of the ball and might intercept the throw. Please note that

it's also possible to force a long pass. Use "left Alt" key of your keyboard to ask the player to throw the ball wherever you want on the pitch.



Hand Off

A hand-to-hand pass to an adjacent player. Although no dice is used to pass the ball, there is a dice roll to catch the ball.



Block

Blood Bowl is not for wimps. You're going to have to block opposition players in order to clear a path through to the End Zone.

In order to block, your player must be in a square next to an opposing player, or in other words to have an opponent in one of the 8 adjacent squares and must have not moved yet this turn. Select a player then right-click with the mouse on the opposing player you wish to block.

Blocking Decisions:

- During a match, to assess the difficulty of a block, you will have to take a number of things into account. **The difficulty of successfully blocking will depend on the Strength (ST) of your player, compared to your opponent's Strength:** the stronger you are compared to the opposing player, the more likely you will be to succeed.

- **The Skills** some players possess have great influence on the way a block is worked out.

- The last thing to take into account in a block are the possible **assists** from your team-mates, which translates into a +1 Strength bonus. Likewise, an unmarked opposing player in the tackle zone of the player attempting the block will give that player a -1 Strength penalty.

To assist a team mate, a player has to be next to the opposing player and have no other opponent adjacent in his tackle zone. A player may assist several blocks per turn, whether he has performed an action in that turn or not. Note: some skills, such as "Guard", may modify the assistance provided.



In a block, before executing your block, you can see on the screen the assists you can take benefit with "+1" green icons displayed on the team-mates who can assist you. By using assists, two weak players can take on a stronger opponent!


But be careful, for an opponent may receive assistance in the exact same way. A high difference in Strength allows you to roll more block dice and thus to be able to choose to keep the most best result (see The Dice Principle in this manual). If your opponent is stronger than you, then he will choose which results to keep.

The result of the block is worked out that way:

- **1 dice:** players have equal strength.
- **2 dice:** one player is stronger and may choose which dice he keeps.
- **3 dice:** one player is at least twice as strong than the other.

You may check when you pre-select your opponent how many dice will be rolled and who will get to choose them with the icon displayed in the bottom left of the screen.

It is represented by white dice  when it is up to you to choose the result, and with red dice  when your opponent gets to choose.

Note: In a Real Time game, this assist is marked by the  icon; select your player then the team-mate you wish to assist. As soon as this icon appears, a right-click on the mouse will launch the assist action.

Note: Some skills have a great influence on the way the block is worked out. These include Guard, Dodge, Block etc.



Blitz

You can only attempt one Blitz per turn. A Blitz allows you to move a player and to attempt a Block. You can only blitz with players that have executed no actions during the current turn.

To perform a blitz, left-click with your mouse to select a player then target an opposing player and right-click on the mouse. Do not forget that you may move your player after he has blocking when you are making a blitz.

A Blitz is automatically used when it is available. A player performing a Blitz has a lightning bolt icon displayed above his head.



Fouling

To maximize your chances of injuring an opponent, kicking a player when he's down is the way to go. Be careful, however, because fouling has a fair chance of getting your player sent off by the referee for the rest of the match. Unless of course you bribe him so he looks the other way...

To foul, you will need to target a player who has already been knocked down. During a foul, the opposing player on the ground will make an armour roll with a penalty. If the result is greater than his armour value, he must take an injury roll.

Just like during a block, your team mates may assist your player to overcome the opponent's armour and injure him more easily.

The team mates able to grant a +1 bonus will have to be next to the target on the ground and not in the tackle zone of any other opponent. The assisting players will never be sent off by the referee... No need to worry about the morality of their actions!



Stand up

When one of your players is down and no longer stunned (when there are no stars above him but he's still lying down), he may stand up. This action uses up three movement squares and no block is allowed afterwards (unless you choose to blitz).

• SPECIAL ACTIONS

Some skills enable the players who possess them to perform special actions, to spice up a little the game options of the team:



Leap

Only a few players have this skill at the beginning, which allows them to leap over a wall of defenders or any other obstacle in your way. To use it, click on the Leap icon in the "Player box" (bottom right corner of the screen) to activate it, the player's movement zone will then be marked by blue icons. Right-click twice to confirm your choice.



Throw team-mate

A player with this skill can throw a team-mate with the "Minus" skill over the defenders, with or without the ball. The only risk is that the team-mate might end up devoured alive, and therefore die a painful death!

7. STARTING A NEW CAMPAIGN

Create your team and participate in the various championships that make up a season of Blood Bowl. Win prizes, earn Star Player Points, level up your players, hire new talent, increase your fame and climb the ranking ladder up to the top!

• CREATING YOUR TEAM

When you start the Campaign or enter a new Championship, you must start by creating a new team. You must choose your race from the many races available. Some favour the passing game while others rely on speed or brute strength. Read the description of each race to learn more and select the one that suits your style of play best.

Once your choice is made, you must select the difficulty setting. If you're a beginner, you should choose the "Easy" mode. Then you will have to name your team and choose a logo, which will be displayed on every player, so go for a striking emblem! You may also change the battle cry and the description that is offered to you. Once you are happy with your choices, you may join the fray by clicking on "Begin a campaign".

Caution! Once you have started the game, you may not modify your choices.

• SELECTING A TOURNAMENT

The campaign map displays the most illustrious competitions in a season of Blood Bowl.

Two things are important to know about the campaign map:

- **The Period:** a season of Blood Bowl is divided into 5 periods, each offering specific competitions. Therefore you may only participate in the competitions of the current period.

- **The Prestige:** some competitions require a minimum level of prestige to grant you access. Therefore you may only be able to play the most prestigious competitions only after one or several seasons, when you have gained enough prestige points. An arrow above a stadium will show you if you have enough prestige to participate.



After leaving the pointer a moment on a competition, its description is displayed in the bottom right corner. In the top right corner of your screen, you may see any special conditions of play and the prizes rewarding the winner. At the start of the Campaign, only one competition is available: the "Clean Cup" in the north; you may join the competition by clicking the **"Take part in competition"** button.

• PURCHASING PLAYERS

The first thing to do when you start a new campaign is to hire players to take part in your first championship. To do so, go to the Team Roster sheet and then to the Purchase page.

Displayed on the left is the list of the available players as well as the maximum number of each type your team may include. It is strongly advised to create a well balanced team with different player types, each having its own uses on the pitch.

Once you have selected a player, you may see in the upper right his characteristics (Strength, Agility, Movement Allowance and Armour), his level, his experience points and his value. In the bottom left are indicated the skills the player has (if any). In the bottom right, you may see a description of the selected skill.



Your team must include at least 11 players before you start your first match. You should also try to have a couple as substitutes, for accidents and injuries are a common sight on the pitch!

• CONTRACT MANAGEMENT [BLITZ MODE ONLY]

In the Blitz mode, when you hire a player, you sign him up for a finite amount of time. For example, during the Campaign, the default duration of a beginner's contract is 5 periods while it is 5 seasons in the Championship. Much like a regular sports calendar, a season corresponds to a sports year and a season is made up of five periods during which you may only play one tournament per period during the Campaign.

You will be informed when comes the end of the contract, you will then be offered to renegotiate it or not. In the campaign, the duration of the contract lasts until the end of the fifth period, and at the end of the season for the championship.

Note: When playing the Blitz Mode, you have to give a salary to your players; which will be subtracted from your treasury at the end of each season.

Note: When offering a contract to a player you will have 3 chances to encourage them to sign for your team. A good starting point would be their basic value, plus the value of any skills they have. The length of the contract also affects their total signing value – however, Blood Bowl players are notoriously fickle and pompous, so it may take you a few attempts to develop your negotiating skills. It's therefore a good idea to negotiate your 'best' players last, since they may be the ones you definitely want to keep and you wouldn't want to upset them and have them play for someone else now would you!

• MANAGING THE TEAM



Management of your team revolves around your roster sheet. From here you can get a complete overview of the main team information in one glance as well as access all the other management pages (details given in other tutorials). You'll see the name of the team, its emblem, race, available cash and current competition position. This is where you may hire – depending on the money you have - the other team assets that will help you tip the scales in your favour, (Apothecary, Cheerleaders, Re-rolls, and Fan Factor).



The Apothecary will allow you to get an injured player back in the game for the next half. Well, at least that's the theory, because the treatment may not work, in which case the apothecary will have no other choice but to get the injured player off the pitch without being spotted by disgruntled fans. He will enable you to re-roll an injury result when a player is injured, giving you the choice between two different outcomes. During a match, the apothecary will be suggested as soon as one of your players is injured.



The Cheerleaders are often more appreciated than the team itself, which is why they play a pivotal role in gaining the support of the crowd. Cheerleaders can definitely swing the hordes of spectators in your favour at kick-off.



Fan Factor Fan Factor indicates the level of spectator adulation for your team. The greater your team's Fan Factor the more chances you have that the spectators will be on your side at kick-off. The level of Fan Factor rises or falls after each match depending on the result.



Team Re-rolls give you a second chance if you get an unwanted result on an action. Re-rolls are available for each half of a match and, if used wisely, they can make a real difference, especially in a tight game.



Sponsors [Blitz Mode Blitz only] – if they believe in you – will enable you to increase the amount of money available to your team, so you should carefully negotiate your sponsoring contracts! Your sponsor budget will be based on the objectives you've set for your team (percentage of victories, ranking in various 'best of' tables (such as 'most passes'), fame, number of spectators, and so on). At the end of each tournament or championship, and depending whether your objectives are completed or not, the trust index from the sponsor will be updated, thus influencing the future amount of gold you will receive from them.

The Team Value: The team value is calculated according to your players' value, your re-rolls, the Apothecary and to put it bluntly everything that makes up your team. It is used to compare the level of your team with an opposing team's value, and forms the handicap system of the game.

• TEAM ROSTER

The "team roster" features all the information you need to manage your players' career: position, level, player's value, skills, and so on. From here you may look at the list of your players, their statistics, level them up (if they have earned enough experience during the match), purchase new players etc.

By double-clicking on a player or by clicking on "Player's Details", you will open the data sheet of the selected player and thus gain access to all the information relative to that player: level, Star Player Points; skills, wages, player value.

In the Blitz Mode exclusively, you will have access to the duration of the player's contract as well as information on his aging.

The red crosses on the left of the screen allow you to fire a player from the team.

Caution: only the players you have just hired may be fired without financial loss.



• PLAYER EVOLUTION

Over the course of the matches, by achieving outstanding actions (passes, touchdowns, sending off opposing players, gaining MVP status...), your players will progress and earn Star Player Points (SPP). The SPP gained by a player allows them to level up (up to level 6).

As soon as one of your players has earned enough Star Player Points, you may level him up and give him a new skill to make him an even more fearsome opponent on the pitch. These new skills are divided into the following categories (depending on the position and the race): General, Strength, Agility, Pass and Mutation.

Levelling up your players is automatically offered to you between matches. On the team roster, the players who may Level Up are displayed with a Stripe icon in the "State" column. The skill categories he may choose from are represented by icons in the Details page of the concerned player:

If an icon is displayed in grey, your character can gain no skills from that category. If a dice appears next to the icon, you will only have access to the skills from that category by obtaining a **double** on the experience dice roll.



Experience rolls:

The acquisition of new skills when a player levels up is determined by an experience roll. It is a dice roll, the result of which allowing for a number of actions. The following chart sums up the possible results of the experience dice roll.

Dice Result	Available Choice
2-9	New skill
10	Increase the player's MA or AV characteristic by 1 point or a New skill
11	Increase the player's AG characteristic by 1 point or a New skill
12	Increase the player's ST characteristic by 1 point or a New skill

You will however note that if you obtain a result equal or greater than 10 on your experience roll, you may also decide to upgrade a player's characteristic instead of selecting a new skill.

• AGING OF THE PLAYERS [BLITZ MODE ONLY]

Over the course of the matches and the seasons, you will see your players grow old and get nearer to the retirement age. Each of your players starts his career with at the peak of physical fitness, this is represented by a score of 100. This decreases slowly after each match and each blow he receives (if he is knocked down or injured) affect his playing 'age'. When the potential reaches 0, he is too tired, battered and broken and decides to retire and leaves the league.

So you have to plan their succession by hiring new players to complement your team and by starting to make them evolve to replace the older players. Those players will also come in handy to replace your casualties on the pitch.

• PLAYER'S EQUIPMENT [BLITZ MODE BLITZ ONLY]

When your players reach level 3, you have the opportunity to buy new equipment for them. These items of equipment increase the probability to win an increase for a characteristic point for the duration a match.

Caution: The lifetime of your player's equipment decrease after each match, regardless of whether it was effective or not.



Helmets: Helmets are very useful in Blood Bowl: they protect the player from a host of sneaky opponents. A better helmet therefore allows a player to avoid getting injured – or death – which happens in a match on a regular basis, the helmet increases armour value.



Gloves: Tired of dropping a catch? Or is it that the ball slips through your finger when you try to pick it up? Then you most certainly need a new pair of gloves! Players equipped with improved gloves will see their Agility increased.



Shoulder pads: Shoulder pads are okay, but reinforced shoulder pads with metal spikes are even better! Equipping a player with new shoulder pads will increase his Strength. And since in Blood Bowl knocking down the opposing players is huge element of the game, there is no reason not to upgrade your shoulder pads whenever you can.



Boots: Sometimes a fight is not the best way to win a match, and you should not be ashamed of running from a stronger opponent. Okay, you can feel a little ashamed. Changing the standard boots of your player for upgraded ones will make them faster and increase their Movement Allowance. Go and score lightning fast touchdowns!

• EXPORTING TEAMS

From either the campaign map or the team roster, you have the ability to save your progression in the campaign, but you may also export your team. Exporting enables you to save the team you have developed in the Campaign and the Championship modes. You may then play with this team either a One Off Match, a Hot Seat match, a LAN or a Direct IP game. This team will not suffer from aging, but will not be able to gain experience either.

To use an exported team, check the "export team" option in the team selection section of the mode you want to play.

Caution: Exported teams may not be played in the Internet League System.

8. LAN & DIRECT IP MULTIPLAYER

• LOCAL AREA NETWORK & DIRECT IP

In a LAN game, you may face players connected to the same local area network. You may enter your nickname in the top left corner of the screen

The game detects automatically the list of available games, which is displayed on the centre of the screen. If the game does not appear, or if your opponent is not on a local area network with you, you may specify his IP address with the "Direct IP" button in the top right corner of the screen.

The two buttons at the bottom of the screen enable you to either join an existing game you have selected, or to create a new game.

Caution! You may only play one off matches. Leagues are not available in LAN or Direct IP.

• HOT SEAT

The "Hot Seat" mode Seat enables 2 players to play a turn-based match on the same computer, taking turns to play.

Caution! You may only play quick games in Hot Seat. No competitions may be played in this mode.

9. INTERNET LEAGUE SYSTEM

It is with the Internet League System that Blood Bowl really comes into its own as a challenge.

Start your own team online and join one the Online Leagues. Develop your team, purchase new skills for your players while they level up after each victory, and confront the best players in the world during challenges and official tournaments. But beware, even more so than in the Campaign mode, you must be very careful with your players, for any casualty is permanent. Take good care of your favourite players and get them prepared for the toughest and most disputed matches in all the history of Blood Bowl! Make your opponents bite the dust and climb up the official international ranking ladder to claim the title of best Coach and best Blood Bowl team!

• LOGGING IN

To log in and take part in the Blood Bowl Internet League System, you need a player account. On the back cover of your games manual is your Player Key, which you are asked to type in when you play the game for the first time. Your player account depends completely on this key. Do not lose it or communicate it with other players and keep it safe!

If you have a player account, type in your Coach Login and your password to log in. If you are logging in for the first time to the Internet League System, you must create a player account.

Caution: The player account may only be created through the Blood Bowl identification menu. This account is in no way connected with any game forum account.

If you forget or lose your login information, you may use the "forget password" and "account data" buttons to receive your account information via e-mail.

• CREATE AN ACCOUNT

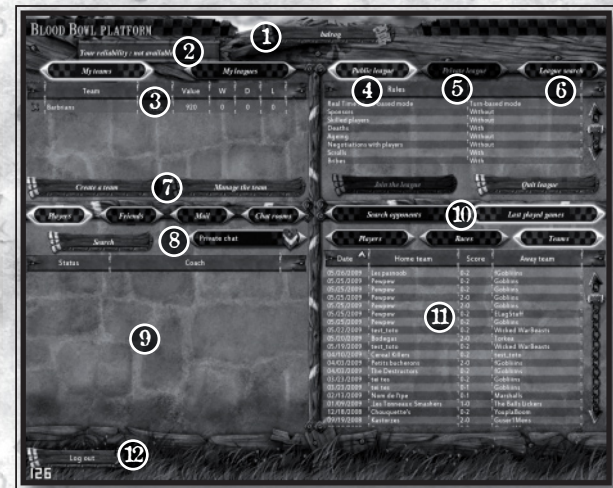
If you do not have a player account yet, click on "Create an Account". Your player Key is displayed here (not to be confused with the game's Activation Key). Choose a Login (the Coach Login – your account's name) and a password. You will also be required to give a valid email address, so you may be sent your account information in case you forget your password. If your email address is not valid, you will not be able to receive your account information should you lose or forget them.

Click on the "Create an account" button to confirm your information and create the account.

Caution! Internet online gaming is conditional to the approval of the terms of use. Any disrespectful or fraudulent behaviour may result in a temporary or permanent cancellation of the player account.

• THE BLOOD BOWL PLATFORM

Once you are logged in, you will have access to the Blood Bowl Platform. This is the hub of all the activities on the Internet League System.



1. Your Coach Login: You may click here to look at or change the information regarding your account.

2. Your reliability: This shows the percentage of playing complete matches. This indicator is high if you play your games in their entirety without disconnecting for whatever reason. You may of course check out the other players' reliability to help decide if you wish to play against them.

3. Your teams or Your Leagues: all the teams you have created on the Internet League System are displayed here. Select the team you wish to use. note: other players may challenge any of your teams, so remember to check which team is being challenged as it may be different to the team you have selected.

4. Public Leagues: this button enables to display the list of the public leagues. These are the official leagues for the official ranking in the game. These leagues are open to any player. Click on a League to display its information and to register (if you meet the required conditions).

5. Private Leagues: These leagues are created and managed by players following their own competition modes, rules, minimum and maximum value of the participating team and so on.

6. Search a League: the title pretty much says it all.

7. Create & manage your teams: This is where you may create your teams to play matches online. After each match, use the "Manage team" button to manage your (selected) team: purchasing new players, assets (re-rolls, Cheerleaders and Apothecary) and level up your players, just like the Campaign mode.

You can also get access here to the match calendar: click on "Team management" and then on "Calendar"

8. Chat box: You may communicate with other coaches by creating your own friends list as well as your black list. You may issue challenges to them, send them messages or chat with them.

9. Coach list: the coaches who are online are displayed here, along with their status. The buttons just above your name enable you to filter the player display.

10. Search opponents: Use this button to display the list of the teams of the connected players. To issue a challenge and start an online match, select the opponent of your choice and click on the "Challenge" button.

11. Last game played: here you may look at the last games played on the server as well as the scores.

12. Log out: To quit the server and go back to the main menu.

• CREATING A TEAM

Each player may create up to 32 teams to join the different leagues, but a team may only be registered to one league at a time. So a team can't be both registered to a public league and a private league. To create a team, select "Create a team".

Team creation is worked out the same way as in the Campaign mode: hire the players you want on your team, and then click "Confirm" to complete the creation of the team. Your team will then appear in the top left section of the Blood Bowl Platform.

• MANAGING YOUR TEAMS

In the box where your teams are displayed, the selected team appears outlined in red. This is the team you are currently coaching. Actions like "Manage team" or "Challenge" are performed with this team.

Managing the teams is worked out the same way as in the Campaign mode. The actions performed during a match enable you to earn Star Player Points and level up your players. Use the "Manage team" button to make your players evolve and/or to change your team roster.

Here you can also access to the Match Calendar when your team is registered to a League.

• PLAYING A QUICK GAME

To play a quick game online, start by selecting your team among those you have created. Then you have three options:

- Challenge a non playing coach: Select "Search opponents" to display the list of connected teams in the bottom right corner of the screen (all the teams of the connected coaches appear on the list). Select the team you want to play against then click on the "Challenge" button in the bottom right corner of the screen. The Coach you have challenged will see an invite displayed on his own screen, he may then accept the invite or not. If he does, the match process may begin.

- Accept an invite: When you log in to your account, you may see that one of your teams has been issued a challenge, all you have to do is to accept the invite to take the challenge.

- Challenge a friend: Using the friends system in the left section of the screen, you may display the list of your friends. Select the one you wish to face and click on the "Challenge" button.

• TAKING PART IN A LEAGUE

With the official or private leagues system, you may take part in and/or create your own leagues. In a league, you no longer play quick games but a series of matches over a definite period of time (daily, weekly or monthly).

To take part in a League, all you have to do is to click on the "Search a League" button in the top right corner of the Blood Bowl platform. This function displays the available leagues you may join. Select the league you wish to register to and click on "Apply". For the Private Leagues, your application is submitted to the league's administrator.

Leagues may have a whole range of different rules. These rules are displayed when you double-click on the League of your choice. Read them carefully to find the League that suits you best. If you don't like their choices, then why not create your own!

• CREATING A LEAGUE

To create a new league, click on the "My leagues" button in the team management section, situated next to "My teams". Here you may select all the rules you wish to apply to your new league: the game mode, the competition rules and the Match rules. As soon as you have completed the various steps, confirm your selection and a message will be sent to let you know that the league has been created.

The league creation system is detailed in the section "8. Create/ Modify" of this manual.

Caution! As the founder of the league, it is your responsibility to administer the league and make sure everything runs smoothly for the participating players.

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and much more!

SHORTCUTS

Select a player	Left click
Action	Right Click
Select the ball carrier	Q
Select the next player	Page down
Select the previous player	Page up
Declare a Blitz	B
Activate the Leap skill	L
Force a pass of the ball	Left Alt
Display players' info	N
Display the pitch's grid	G
Display the tackle zones	T
Pause menu	F10
Increase the time multiplier	+ (NumPad)
Decrease the time multiplier	- (NumPad)
Skip forward the IA's turn	* (NumPad)

SPECIFIC TO REALTIME:

Activate Concentration Mode	Space
Follow-up orders	Left Shift pressed
Force an attack (even if not on target)	Left Control + Left click
Force ball selection (even if not on target)	Alt + Right click
Activate Blitz	B
Activate "Go-For-It"	S
Activate the Leap skill	L
Activate a Reroll for the next action	R

CAMERA

Camera rotation	Middle mouse button / Ctrl + Mouse / NumPad 2-4-6-8
Camera movement	Arrows / WSAD
Change camera view	C
Display/Hide the Log	F8
Display/Hide the Chat	F9
Display the Chat entry	Enter
Display/Hide the user interface	Alt+Z

-Player key-