

GUARD

Koby Starbird

Balanced Superstar

\$10 million

10 off.

8 def.

10 intang.

chemistry mods (apply to team intang.)

Ron Wall (+3)

Duce McQuick (-2)

GUARD

Ty Jefferson

Steady Contributor

\$3 million

3 off.

4 def.

6 intang.

chemistry mods (apply to team intang.)

Seth Bangerman (+5)

Ron Wall(-3)

GUARD

Jimmy Lightning

Balanced Superstar

\$9 million

9 off.

8 def.

9 intang.

chemistry mods (apply to team intang.)

Jake Griffin (+2)

Duce McQuick (-3)

GUARD

Cash Williams

Scoring Specialist

\$5 million

10 off.

2 def.

6 intang.

chemistry mods (apply to team intang.)

Swish Richards(+4)

Tree McGee (-3)

GUARD

Kajon Kondo

Savvy Leader

\$5 million

4 off.

5 def.

7 intang.

chemistry mods (apply to team intang.)

Kevin Fillerup (+4)

Scoop Redd (-3)

GUARD

Ron Wall

Gritty Leader

\$4 million

3 off.

3 def.

7 intang.

chemistry mods (apply to team intang.)

Isaiah Slay (+4)

Darius Smith (-2)

GUARD

Duce McQuick

Explosive Athlete

\$8 million

6 off.

9 def.

6 intang.

chemistry mods (apply to team intang.)

Kenny Robinson (+3)

Ike Towers (-3)

GUARD

Bobby Locke

Defensive Stopper

\$4 million

1 off.

9 def.

8 intang.

chemistry mods (apply to team intang.)

Alec Allman (+4)

Jimmy Lightning (-1)

FORWARD

Kevin Fillerup

Scoring Specialist

\$8 million

10 off.

4 def.

7 intang.

chemistry mods (apply to team intang.)

Jimmy Lightning (+1)

Cash Williams (-2)

FORWARD

Joe Mediocre

Budget Roleplayer

\$2 million

2 off.

2 def.

3 intang.

chemistry mods (apply to team intang.)

Koby Starbird (+2)

Jonny Pound (-2)

FORWARD

Byron Selby

Balanced Contributor

\$5 million

5 off.

5 def.

5 intang.

chemistry mods (apply to team intang.)

Kajon Kondo (+3)

Jimmy Lightning (-3)

FORWARD

Alec Allman

Balanced Superstar

\$10 million

10 off.

10 def.

8 intang.

chemistry mods (apply to team intang.)

Cash Williams (+3)

Tree McGee (-1)

FORWARD

Bruce Beastly

Inside Stalwart

\$6 million

5 off.

7 def.

7 intang.

chemistry mods (apply to team intang.)

Kevin Fillerup (+3)

Reed Jackson (-1)

FORWARD

Jake Griffin

Explosive Athlete

\$7 million

8 off.

8 def.

4 intang.

chemistry mods (apply to team intang.)

Bobby Locke (+3)

Jack Gasher (-2)

FORWARD

Pow Gasall

Defensive Stopper

\$6 million

1 off.

10 def.

8 intang.

chemistry mods (apply to team intang.)

Koby Starbird (+4)

Jake Griffin (-2)

FORWARD

Seth Bangerman

Tough Roleplayer

\$4 million

3 off.

5 def.

8 intang.

chemistry mods (apply to team intang.)

Ty Jefferson (+5)

Koby Starbird (-1)

GUARD

Swish Richards
Scoring Specialist

\$7 million

9 off.

3 def.

8 intang.

chemistry mods (apply to team intang.)

Jack Gasher(+3)

Darius Smith(-3)

GUARD

Kenny Robinson
Steady Contributor

\$6 million

7 off.

5 def.

6 intang.

chemistry mods (apply to team intang.)

Bruce Beastly (+2)

Ron Wall (-2)

GUARD

Scoop Redd
Savvy Leader

\$6 million

4 off.

5 def.

9 intang.

chemistry mods (apply to team intang.)

Darius Smith (+3)

Byron Selby (-2)

GUARD

Reed Jackson
Offensive Roleplayer

\$3 million

6 off.

4 def.

4 intang.

chemistry mods (apply to team intang.)

Alec Allman (+4)

Swish Richards (-2)

FORWARD

Jack Gasher
Balanced Superstar

\$9 million

9 off.

9 def.

8 intang.

chemistry mods (apply to team intang.)

Ron Wall (+3)

Kajon Kondo (-3)

FORWARD

Isaiah Slay
Gritty Leader

\$4 million

3 off.

4 def.

9 intang.

chemistry mods (apply to team intang.)

Jonny Pound (+3)

Duce McQuick (-2)

FORWARD

Darius Smith
Explosive Athlete

\$8 million

8 off.

9 def.

5 intang.

chemistry mods (apply to team intang.)

Tim Lakejones(+4)

Kenny Robinson (-4)

FORWARD

Tim Lakejones
Defensive Stopper

\$4 million

2 off.

8 def.

6 intang.

chemistry mods (apply to team intang.)

Swish Richards (+3)

Seth Bangerman (-3)

CENTER

Stiff White

Budget Roleplayer

\$2 million

1 off.

3 def.

4 intang.

chemistry mods (apply to team intang.)

Koby Starbird (+5)

Duce McQuick (-2)

CENTER

Jonny Pound

Dominant Force

\$10 million

9 off.

10 def.

9 intang.

chemistry mods (apply to team intang.)

Kajon Kondo (+4)

Jake Griffin (-3)

CENTER

Tree McGee

Defensive Force

\$7 million

4 off.

10 def.

8 intang.

chemistry mods (apply to team intang.)

Reed Jackson(+4)

Cash Williams (-3)

CENTER

Ike Towers

Balanced Contributor

\$5 million

5 off.

6 def.

5 intang.

chemistry mods (apply to team intang.)

Jimmy Lightning (+4)

Byron Selby (-5)

CENTER

Rumeal O'Neal

Tough Banger

\$6 million

6 off.

6 def.

7 intang.

chemistry mods (apply to team intang.)

Kevin Fillerup (+3)

Duce McQuick (-2)

CENTER

Jimofy Bozgov

Defensive Contributor

\$4 million

3 off.

6 def.

6 intang.

chemistry mods (apply to team intang.)

Jimmy Lightning (+4)

Scoop Redd (-3)

Reference

(remove from deck during play)

Total team salary MUST BE \$30 million or less and have 2 guards, 2 forwards, and 1 center

off. add total off.
to your score

def. subtract your
total def. from
opponent's score

intang. player with
higher total intang.
adds DIFFERENCE
to his/her score

Add 100 to each player's score to get 'final score' of championship game. Higher score gets 1 Championship. Repeat until one player gets 5 championships, re-tooling your team with 5 rounds of draws each season

chemistry mods (apply to team intang.)

ADD to total intang IF named player is also on your team.

SUBTRACT from total intang IF named player is also on your team.

Paper Champions

created by Jarrett Slavin
GAT210-B, 03/17/11

'Paper Champions' is a basketball-themed, rummy-style card game for 2 players ages 10 and up.

Contents

-30 player cards

(12 guards, 12 forwards, 6 centers)

-1 reference card

-1 rule sheet

***you will also need scratch paper and a writing tool to**

keep score.

Object

In 'Paper Champions,' players compete over multiple 'seasons' to build the strongest 5-card hand consisting of exactly 2 guards, 2 forwards and 1 center for a total of \$30 million or less.

How to Play

Each card in the 'Paper Champions' deck represents a different player, each with a **position**: 'guard,' 'forward,' or 'center,' a **salary** dollar amount, and 3 **statistics** rated

1-10: 'offense,' 'defense,' and 'intangibles.'

The titles under the player names roughly reflect their statistical balances.

Starting a Game

Start by shuffling the deck and dealing 5 cards to each player. (hide your hand from your opponent).

Place the remainder of the deck face-down in the middle of the table. This deck will be referred to as the 'free agent pool.'

Building Your Team

The younger player goes first.

To take a turn, **draw a card** from the free agent pool, **then discard one card of your choice** from your hand, face-up in the middle of the table. If you want to keep your hand the same, you can always discard the card you just drew. Always make sure you have exactly 5 cards in your hand at the end of each turn. If you want, you can use your turn to take the *top card only* of the face-up discard pile

instead of drawing from the face-down deck.

Each 'season' consists of 5 draws for each player. If, at the end of 5 turns, you do not have a valid team (2 guards, 2 forwards, 1 center, \$30 million or less), you must open your hand to your opponent's view and draw until your first valid team is assembled.

Once both players have valid teams and at least 5 turns have passed, the season simulation is carried out:

Simulating the Season

Do a bit of simple math to simulate the season:

1. Add up your **total offense**.
2. Add up your **total defense** and **subtract it from your opponent's total offense**.
3. Add up your **total intangibles**. **Compare** your total intangibles to your

opponent's total intangibles. Whomever has the higher total intangibles **adds the difference to his/her score**.

4. **Add 100** to each player's score to get the '**final score**' of the deciding game of the season championship. Whomever has the higher score gets **1 championship**.

Winning the Game

The first player to **win 5 championships** (a 'Dynasty') **wins the game**.

Advanced Rules (optional) Chemistry Modifiers

Different players react positively or negatively depending on who they are teamed with. If a player on your team has a chemistry modifier associated with another player on your team, add or subtract the appropriate

number to your total team intangible score.

Trades

If you want to add another layer of complexity to the game, add the option to use your turn to make a trade offer to your opponent instead of drawing from the free agent pool.

If you are looking for a specific type of player, ask your opponent if he has what you're looking for-- if you can gain a slight edge on your opponent

while making him think he's the one gaining the edge, trades can be a key to winning championships.

Trades must have an even amount of total salaries. If one player ends up with too many or too few cards in his hand after the trade, discard or draw from the free agent pool as necessary so you always have 5 cards in your hand.

Have fun building your very own Paper Champion!

mirkwood designs
playing card box

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www.ruthannzaroff.com/mirkwooddesigns/

Paper Champions

Wanna build a dynasty?

**Paper
Champions**

A Card Game

**Created by Jarrett Slavin, GAT210-SectionB
at Digipen Institute of Technology, 03/17/11**

Paper Champions

Paper Champions

**Paper
Champions**

A Card Game

Wanna build a dynasty?

Cut on solid lines.
Score and fold on dotted lines.
Apply glue where indicated.

Note: Printed template should measure about 7 x 6.35 inches.
Finished box will measure about 2.5 x 3.65 x .65 inches
and will hold a standard sized deck of cards.

GLUE

Paper Champions