EPILEPSY WARNING

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness.

Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

TECHNICAL SUPPORT

If you encounter difficulties installing or running Blood Bowl Chaos Edition, Please check our Technical support page at:
http://www.focus-home.com/support/BBCE/

You can also contact our technical support department by email:
support@bloodbowl-game.com

For all Technical Support requests please ensure you provide precise details of your query to our technical support team as well as your computer DXDiag.

INTRODUCTION

In Blood Bowl: Chaos Edition, 3 new races are making their triumphant arrival on the field, making a total of 23 playable races! The malevolent and much-anticipated Chaos Dwarfs finally make their entrance, while the outcasts of the Underworld teams surface for the first time to participate in the tournament! This is just the beginning of a new season full of touchdowns and blood, as Blood Bowl also welcomes, for the very first time in history, the Daemons of Khorne, hailing all the way from the Chaos realms! The new stadium, recently erected by Amazons and Lizardmen in the very heart of their tropical jungle, is more than ready to welcome all the new teams seeking to win the Blood Bowl!

World Championship mode expands even further the solo experience of Blood Bowl. From national qualifying games to continental cups to the final tournament, the competition just got bloodier! The online mode will of course be available with its intense matches, vicious private leagues, and global rankings! Get ready for another round of high fantasy football as Blood Bowl: Chaos Edition races for the touchdown!

INSTALLATION

DVD Version: To install Blood Bowl Chaos Edition please insert the game disc in your disc drive and the install program should launch automatically. If it does not, open [Computer] or [My Computer] located on the Windows Desktop then double-click the DVD of Blood Bowl Chaos Edition in order to run the installation program. Follow the instructions onscreen.

License Agreement: The license agreement of Blood Bowl Chaos Edition is displayed before you start the game installation. You must read it thoroughly and accept the terms of use before installing the game.

Notice: The product offered is subject to your acceptance of the Steam Subscriber Agreement ("SSA"). You must activate this product via the Internet by registering for a Steam account and accepting the SSA. Please see www.steampowered.com/agreement to view the SSA prior to purchase. If you do not agree with the provisions of the SSA, you should return this game unopened to your retailer in accordance with their return policy.

Game Activation: Blood Bowl Chaos Edition installation program requires you to be connected to your steam account in order to install and activate the game on your computer. Once you're logged on, you'll be asked to enter your Product Code to activate the game. This code can be found inside the game box. The game will start to install once you have entered the code, and then you can enjoy the game to the full!

Digital Version install: Please follow these instructions to activate a new retail purchase on Steam:
1. Launch Steam and log into your Steam account.
2. Click the Games Menu.
3. Choose Activate a Product on Steam...
4. Follow the onscreen instructions to complete the process.

RACES

3 new races make their triumphant arrival in Blood Bowl Chaos Edition Stadiums:

Daemons of Khorne: The Daemons of Khorne are frenetic players with massive Blitz potential thanks to their Horn & Juggernaut skill combo. Their offensive roster also features the Bloodthirster, a big guy who can destroy practically any defensive line all by himself. With their average agility and movement stats, their teams are balanced and multifaceted, allowing for a large range of tactics and development.
But: What can be considered as strength may also be seen as a weakness! Almost all the Daemons of Khorne players move wildly on the field, and while their blitz can be devastating, they are lacking the skills to make their blocks safe.

Chaos Dwarfs: The Chaos Dwarfs are defense-oriented teams, benefiting from the great velocity of their bull centaur retrievers and from a very powerful front line that can endure (and apply) a lot of pressure. Also, one of their strongest characteristics is that powerful players, like bull centaurs, unlock their powerful skills very quickly.
But: The main weakness of the Chaos Dwarfs stands in their poor ball-handling skills. Indeed, due to their tiny size and low agility, they have to rely on hobgoblins in order to push the game forward. Hobgoblins are quite agile, but are also very prone to get crushed by any opponent, save maybe for Halflings!

Underworld: Underworld teams benefit from a mixed pool of players, made of cheap Skaven and Goblins. Obviously, none of the individual players are particularly great, but, using mutation skills, coaches can implement a strategy in accordance with their own style of play. Underworld teams also have the ability to score an instant touchdown by throwing the ball carrier directly toward the touchdown line of the opponent with their Warpstone Troll... a very risky move that has the potential to be very rewarding!
But: Underworld teams have rather low strength, and low armor, which is a huge disadvantage when the game heats up, and when facing strength-based teams. Moreover, their players, while cheap, lack skills and will generally need to level up once or twice before in order to gain the precious skills that will make them finally shine on the pitch.

WORLD CUP MODE

Take part in a worldwide competition!
Play Nation and Continent Cups or Championships to get to the top of the Old World's greatest Blood Bowl teams of all time!

Choose your Team: when you start a new game in World Cup mode, first you have to select your team : race, name, description ...
Preliminaries of the world cup are between each races. Only best teams of each races will access to the world cup.
Clic on "Start Competition" button to continue.

World Cup format: Here you can consult the World Cup format details. You can also edit and save the settings to create your own version of the World Cup : number of qualified teams, number of groups for each continent, of teams ...

Preliminaries: This screen lists all other teams of your nation attempting to the preliminaries.
You have to select here your competition format for preliminaries: Cup (direct elimination) or Championship (play against all teams and get points to be qualified).
If you fail in a first competition, you can try your chance in the other one.

To reach World Cup final stages, you have to be in top teams of your nation. Then you will play a Continental Championship against best teams of the continent. After these 2 qualification stages, you will enter the real worldwide competition!

Please refer to the part "Start a new campaign" in the full manual in order to get all details about recruitments, match preparations, team management, and players' development.

You can consult the calendar from your team page in order to keep an eye on match results and other teams' scores.

INTERNET LEAGUES

LOGGING IN

To log in and take part in the Blood Bowl Chaos Edition Internet Leagues, you need a player account. If you have a player account, type in your Coach Login and your password to log in. You can also connect with your login and password from Blood Bowl original or Blood Bowl Legendary Edition.

If you are logging in for the first time to the Internet Leagues System, you must create a player account.
Note: 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. You also can't connect with your Steam ID (but you can try to keep the same profile name if you want)

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.

COMPATIBILITY

FROM STANDARD TO CHAOS EDITION: ACCOUNT AND BB TEAMS EXPORT
Player account from Blood Bowl legendary Edition and Blood Bowl Chaos Edition are compatible. If you connect into Blood Bowl Chaos Edition using your Legendary Edition account, you will get access to your Legendary teams on the server.

Online Teams from Blood Bowl (Original edition and Dark Elves) are not transferred on Blood Bowl Chaos Edition internet League system.

Online games: Players from Blood Bowl Chaos Edition and Blood Bowl Legendary Edition can play again each others on the Internet League system.

HOW TO START:

In order to play Online with other players, you must start by creating a team, and purchase players.

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 in your team, and then click "Confirm" to complete the team creation.

Once you have created a team, you need to join a league to be able to play a match, there are a 4 different Public Leagues to choose from:

1) Albion – A Public League for the beginners. Only teams that are new can join this league. Matchmaking only.

2) Auld World – Main Public League: here you can leave/re-join as you feel with your teams. Here you can challenge and Matchmake. However, please note that only Matchmaking counts for ranking points.

3) Naggaroth Open - Public League for those who enjoy challenge. Only new teams may enter this league. Matchmaking only.

4) Imperial Premiership – This is the Internet League for you, if you are up for the ultimate challenge. Only new teams may enter this league. Matchmaking only.

Each Public League has a different cost base and revenue stream. For further information about "Spiraling Expenses", please refer to the Official Competition Rules.

Challenge a friend: You can challenge a friend from your Steam friends' list in order to start a quick match on the Internet League System. Open your Steam friend list (Shift+Tab) and select the friend to invite. Next steps are the same as a classic challenge from the Blood Bowl Platform page.

SKILLS

[ADDITIONAL INFORMATION TO BLOOD BOWL GAME MANUAL]

Note: The optional Skill system is only available in Blood Bowl Legendary Edition and Chaos Edition (not in BB original 1.2.0.0 update)

Some players have skills that make them particularly efficient under certain circumstances during a match. The player skills are displayed in the lower right part of the screen, beside the characteristics.

The list of the available skills in Blood Bowl Legendary Edition and Chaos Edition is based on the Competition Rules of the Blood Bowl game by Games Workshop.

You may find the exhaustive list of the player skills in the game options by clicking on the « Optional Skills » button (lower right of the options screen). There you will find all the existing skills in the game. The skills of your players can also be reviewed in game (player zone) or in the team rosters in any game mode.

OPTIONAL SKILLS:

By default, your players' skills are automatically used when the situation allows it. You may change the parameters of the automatic use of the skills of your players, as well as the way the skill windows are displayed for each action.

In the game options, use the « Optional skills » button to go to the skills parameters page where you will find the exhaustive list of the existing skills in the game (for every player). There you may choose to either enable or disable each skill by default. You may also choose the parameters for each option, in order to either use it or not during the match when the situation calls for it.

If you toggle the « ask me » option for any given skill, when a block or another action (such as a pass) occurs during the match, the skills window will open just after the block dice are selected. You may then choose to use the skill or not. Click on that skill to modify its state (green check = enable / red cross: disable).

Note: Some skills are displayed in grey in the skills list. These are actually skills that must be used and therefore can't be disabled.

Note: Only the modifications of optional skills performed in the options menu of the game are saved. These settings apply to all players, teams and game modes of Blood Bowl Legendary Edition and Chaos Edition.

Optional skills management during a match:

Other way to use optional skill system: During a match, you can - at any moment during your turn - select a player. The player zone is displayed in the bottom right part of the screen. You can open the Optional skill management screen by double clicking on the player skills from the player zone.

In this pop-up you can modify the status of your player's skills: use / don't use / don't use just for this action.

Please note that these changes are active for the actual match. The changes must be done in the Option menu to be applied to all matchs.

BLOOD BOWL®

MANUAL

SUMMARY

INTRODUCTION

- Hello everyone! And welcome to the new season of Blood Bowl, promising to be LEGENDARY!!
- Indeed Bob! This new season certainly will be exceptional! Numerous new teams of all races are gathering right now from all across the Old World, to participate in this prestigious competition!
- Hahaha! So many new faces, this is for certain, the show will be exceptional!
- That's right Bob! They all seem to be ready for the season! Of course, all the teams from the previous season are determined as well and will be "welcoming" the new participants warmly!
- Then let them come! Alive or dead, men or women, giants or Halflings all are welcome, as it is now time for the BLOOD BOOOOOOOWL!

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 Blood Bowl Competition Rules for the board game. You may find the complete rules for the original game in Blood Bowl legendary Edition from the "Tutorial" menu, or on the internet, on the Blood Bowl website (www.bloodbowl-game.com) or on the Games Workshop website (www.games-workshop.com).
The official version of Blood Bowl Competition Rules is only available in English.**

1. STARTING THE GAME

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.
- The Optional Skills button allows you to access the skills chart. See the Skills section on page 13 for further informations.

If you're an Alt+Tab enthusiast, we recommend you disabled the « Enable cinematics » option.

INFORMATION ON THE MULTIPLAYER MODES

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 touchdowns you need to place the ball in your opponent's 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.

2.1. 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.
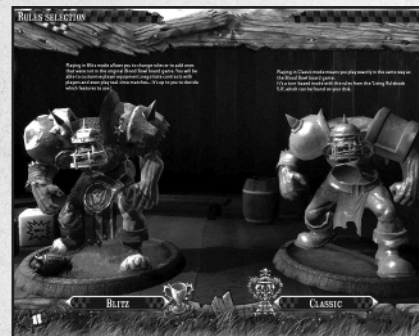
2.2. TURN-BASED GAME

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 SEQUENCE OF PLAY

Blood Bowl is split into two halves of sixteen turns each (i.e., eight turns per coach). At the end of the second half the team with the most touchdowns is the winner. The game is played using a simple but strict sequence of play, which runs as follows:

A. Receiving Team's Turn
B. Kicking Team's Turn
Repeat A and B, one after the other, until the end of the drive. Note: A drive is defined as playing until a touchdown is scored or the half ends.

During a turn, the team in play may perform one Action with each player in the team. A

coach is only allowed four minutes to complete his turn. The Players on the other team may not take any Action until their own turn comes around.

Turnovers – Normally, a turn only ends when all of the players in the team have performed an Action. However, certain events cause the turn to end before all of the players have taken an Action. These events are called turnovers. The following events cause a turnover.

1. A player on the moving team is Knocked Down (Being injured by the crowd or being Placed Prone is not turnover unless it is a player from the active team holding the ball; e.g. skills like Diving Tackle, Piling On and Wrestle count as being Placed Prone) or
2. A passed ball, or hand-off, is not caught by any member of the moving team before the ball comes to rest or
3. A player from the moving team attempts to pick up the ball and fails (note: failing a catch roll, as opposed to a pick up, is by itself never a turnover) or
4. A touchdown is scored or
5. The time limit for the turn runs out or
6. A pass attempt is fumbled even if a player from that team catches the fumbled ball or
7. A player with the ball is thrown or is attempted to be thrown using Throw Team-Mate and fails to land successfully (including being eaten or squirming free from an Always Hungry roll) or
8. A player is ejected by the referee four a foul.

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.

Note: 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 for a more favourable outcome to avoid the turnover.

2.3. 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.

2.4. 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.

AGILITY TABLE

Player's AG	1	2	3	4	5	6+
D6 Roll Required	6+	5+	4+	3+	2+	1+

Agility is used for countless of other Actions in the game, to name a few; Picking up the ball, Dodging, Intercepting. Note: A roll of 1 before modification always fails and a roll of 6 before modification always succeeds. Modifiers can be countless of factors, such as; Weather, If your player is standing in a tackle zone, certain skills. Modifiers can both make the Action harder or easier to succeed.

The Block Dice: Whenever you perform a block on an opposing player (or a Blitz), the result of the action is determined by rolling block dice. You may roll up to 3 block dice depending on the characteristics of the players involved. When you block an opponent, you roll the dice and keep the most interesting result (or the least worst). The available results are described below:

Attacker Down
The attacking player is Knocked Down.

Both Down
Both players are Knocked Down, unless one of the players involved has the Block skill. If one players uses the Block skill then he is not Knocked Down by this result, though his opponent will still go down. If both players use the Block Skill then neither player is Knocked Down.

Pushed Back
The defending player is pushed back one square by the blocking player. The attacking player may follow up the defender.

Defender Stumbles
Unless the defender uses the Dodge skill he is pushed back and then Knocked Down. If he does use the Dodge skill then he is only pushed back. The attacking player may follow up the defender.

Defender Down
The defending player is pushed back and then Knocked Down in the square they are moved to. The attacking player may follow up the defender.
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.

• STRENGTH

The number of Block Dice that are rolled depends on the strengths of the two players involved. Obviously, if one player is stronger than the other he is more likely to knock down their opponent when he makes a block. To represent this, the number of Block dice that are rolled varies depending on the relative strengths of the players. However, no matter how many dice are rolled, only one of them is ever used to decide the result of the block. The coach of the stronger player chooses which of the dice is used. Note: Extra team players of the attacker and the defender give 'assist'. These extra players each add +1 to the Strength of the player they are assisting.

If the players' strengths are EQUAL, one dice is rolled.
If one player is STRONGER, two dice are rolled and the coach of the stronger player may choose which one is used.
If one player is MORE THAN TWICE AS STRONG, three dice are rolled and the coach of the stronger player may choose which is used.

Note: the coach of the player making the block always rolls the dice, but that the coach of stronger player may choose which is used.

• REROLLS

Re-rolls are very important in Blood Bowl, as you will quickly discover. There are two types of re-rolls: team re-rolls and player re-rolls. In either case, a re-roll allows you to re-roll all the dice that produced any one result. So, for example, a re-roll could be used to re-roll a dodge, in which case the single dice rolled would be thrown again, or a three dice block, in which case all three dice would be rolled again, and so on.

VERY IMPORTANT: No matter how many re-rolls you have, or what type they are, you may never re-roll a single dice roll more than once.

TEAM RE-ROLLS
Team re-rolls represent how well trained a team is. A coach may use a team re-roll to re-roll any dice roll (other than Scatter, Distance, Direction, Armour, Injury or Casualty rolls) made by a player on his own team and who is still on the pitch during their own turn. The result of the new roll must be accepted in place of the first, even if it is worse. A coach may not use more than one Re-roll per turn. At half time the two teams get a chance to rest and recuperate, and so their team re-rolls are restored to their starting level.

PLAYER RE-ROLLS
Some players have skills that allow them to re-roll the dice under certain circumstances. For example, a thrower has the Pass skill which allows him to re-roll the dice if he misses a pass. A coach may use any number of player re-rolls in the same turn, and a single player may use a skill any number of times in the same match. However, as noted above, a single dice roll may not be re-rolled more than once.

2.5. RACES

No less than 20 races are available in Blood Bowl Legendary Edition. From the frozen lands of the North to the most inhospitable deserts, they have gathered . You may find a description of each race in game or on the official website at www.bloodbowl-game.com.

It is important to know that each team favours a certain style of play. Of course, you can adapt your tactics to your team, but it is always better to take into account the strengths and weaknesses of each race.

Designer's Note: Some teams are more challenging than the others to play either because of their skills requiring advanced strategies to be effective or because they have difficulty winning. These teams have been designed this way on purpose to give challenges to coaches who master the basics of Blood Bowl. These more challenging teams are: Chaos, Dark Elf, Goblin, Halfling, Khemri, Nurgle, Ogre and Vampire. Coaches should be aware that these are considered for more advanced players and can be confusing or difficult to use if you are new to the game.

2.6. SKILLS

Some players have skills that make them particularly efficient under certain circumstances during a match. The player skills are displayed in the lower right part of the screen, beside the characteristics.
The list of the available skills in Blood Bowl Legendary Edition is based on the Competition Rules of the Blood Bowl game by Games Workshop.
You may find the exhaustive list of the player skills in Blood Bowl Legendary Edition in the game options by clicking on the « Optional Skills » button (lower right of the options screen). There you will find all the existing skills in the game. The skills of your players can also be reviewed in game (player zone) or in the team rosters in ever game mode.

Optional Skills :
By default, the skills of your players are automatically used when the situation allows it. You may change the parameters of the automatic use of the skills of your players, as well as the way the skill windows are displayed for each action.
In the game options, use the « Optional skills » button to go to the skills parameters page where you will find the exhaustive list of the existing skills in the game (for every player). There you may choose to either enable or disable each skill by default. You may also choose the parameters for each option, in order to either use it or not during the match when the situation calls for it.
If you toggle the « ask me » option for any given skill, when a block or another action (such as a pass) occurs during the match, the skills window will open just after the block dice are selected. You may then choose to use the skill or not. Click on that skill to modify its state (green check = enable / red cross: disable).

Note : Some skills are displayed in grey in the skills list. These are actually skills that must be used and therefore can't be disabled.

Note : Only the modifications of optional skills performed in the options menu of the game are saved. These settings apply to all players, teams and game modes of Blood Bowl Legendary Edition.

2.7. PLAYER TYPES

Each of your players belong 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 players 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 Blitz mode only, the armour will also enable you to boost a characteristic before the match, but only for the duration of the match.

2.8. 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.

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…

Star Players are exceptional players and you may hire them for a match if you can afford it.

3. GAME MODES

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

3.1. TUTORIAL

When you start Blood Bowl for the first time, the game suggests that you start with the tutorial. Read the information carefully as it will help you understand both the basic rules of Blood Bowl and the way the video game works.

3.2. EXHIBITION MATCH

The Exhibition 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 Exhibition 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 (you can also play with one of your Exported Teams).).

3.3. STORY MODE

This mode presents you with a new aspect of the Blood Bowl experience. Through a scenario revisiting the history of Blood Bowl, you will face a number of challenges. Starting out as an amateur coach, you will travel the length and breadth of the Old World to move up and become a respected coach, able to lead the best teams and the greatest champions to victory.

3.4. 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 talents, increase your fame and climb the ranking ladder up to the top!
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.

3.5. 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 Competition" 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.

3.6. 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 "Exhibition Match" button. 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 an Exhibition 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 though 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 LEAGUES: 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 and join an Internet League (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 Leagues" section.

3.7. LOAD GAME

With this button, you may load your saved games, which are classified in different sections whether these are Campaign games, Championship games, Story, Exhibition Matches 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.

3.8. CREATE/MODIFY

Here you may modify a team of players exported from a campaign or competition and create your own type of competition.

In this section, you may also find the Viewer, which allows you to view all the player types available in Blood bowl Legendary Edition.

• MODIFYING A TEAM

You must have exported a team from a campaign or a championship to access to this option. This option allows you to edit the following elements of your exported team: logo, colour, treasury… But also the composition of the team and the skills of the players.

You have total freedom to modify everything about your team with this function. However, remember that an exported team earns no experience and cannot evolve.

• CREATING A COMPETITION

This option enables you to create a new competition for the local mode (New Competition). These competitions may use the official Blood Bowl rules or customized rules. You must follow the same procedure when you wish to create a private or a public league.

Once it is created and saved, you will find your competition on the list of cups and tournaments of the Competition mode.

4. STARTING AN EXHIBITION MATCH

There is nothing like a an Exhibition Match to hone your gaming skills and to try new tactics.

Before you get to the Exhibition Match 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 an Exhibition 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 an Exhibition 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 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 Exhibition 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: INDUCEMENTS

The following information applies to every mode in the game: Exhibition Match, campaign, championships, multiplayer games, LAN, Direct IP or via the Internet League System.
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!

Below are the different stages to go through to prepare for a game of Blood Bowl. 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.

5.1. TRAINING [BLITZ MODE ONLY]
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.

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.
1. Select the player you want to train
2. Select the characteristic you want to boost
3. Select the type of training: intensity and charge
4. Launch the training by clicking « Start training » and stop by clicking again the same button before your player is injured.
If the bar fills up, your player is injured. He will not be able to play in 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 but it will also increase the speed of the training cursor and, consequently the risk of sustaining an injury.

5.2. STAR PLAYERS AND MERCENARIES

Star Players: Star Players are the heroes of the Blood Bowl arena, the most resourceful and talented players in the sport. Each Star Player has his own set of special skills and each is an individual, standing out from the rest of the players in the leagues by virtue of the unique set of skills and talents they they possess.

Star players act as free agents, playing single matches for any team that can afford their high fees (and that they are willing to assist in the first place), and the moving on to play for another team. A team may hire up to two Star Players that are allowed to play for the team. If both teams induce the same Star Player, he keeps both sets of hiring fees and play for neither!

Unlimited Mercenaries: For every player safely employed by a team there are dozens of freelance players who play just one game with a team and then move on. These are the stars who didn't quite make it and the cast-offs from teams that went bankrupt. A Mercenary costs 30,000 more than an ordinary player of his position. For example, a Mercenary Human lineman would cost 80,000 gold pieces to hire for a match.

All Mercenaries have the Loner skill as they are unused to playing with the rest of the team. In addition, a Mercenary may be given one additional skill selected from those available to a player of that position on a Normal roll, at an additional cost of 50,000 gold pieces.

5.3. FAIR PLAY

There's nothing like a healthy dose of Fair-play to have a good match, and above all take no chances by purchasing Wizard, Cheering Fans, Rioting Fans or a Wandering Apothecaries.

Note: You have the option to either use the Wizard or Scrolls. Scrolls are spells cast by the fans, while the Wizard is a highly qualified Wizard from the College of Magic.

Cheering Fans and Rioting Fans are only available with the Extended Inducements enabled.

5.4. FOUL PLAY

Take the art of corruption a step further! Not only can you bribe the referee but also one of the opposing players so that he « takes it easy ». In the « Foul Play » category, you have access to Bribes, Bribe a player, a Bodyguard.

Bribe a Player and Bodyguard are only available in the Extended Inducements.

5.5. EXTRA TRAINING

A coach always prepare carefully for each game, either with last-minute extra training, perhaps with some delicious food, or they go big and bring some extra fine ale for the up-coming game served by a lovely lady. Some coaches also make an effort to disrupt the opponent's training sesssions. In the « Extra Training » category, you have access to Extra Training, Bloodweiser Babes, Bad Habits and the Master Halfling Chef.
Bad Habits is only available with the Extended Inducements enabled.

5.6. 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!

Potions are only available with the Extended Inducements enabled.

6. DURING THE MATCH

6.1. SETTING UP ON THE PITCH
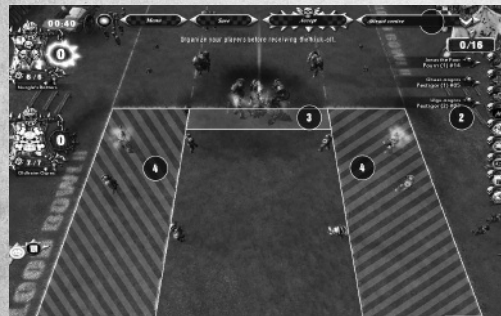
The first step of the match is to set up your players on the pitch. A number of pre-set formations are given in the list on the top right of the screen **(1)**. If none suits you, you may set up your players manually. To do so, left click to select a player and then right click on the square where you want to place him. If the square is occupied, the two players will switch positions.
You may also change the composition of your team on the pitch by using your replacement players. The list of the replacement players is on the right side of the screen **(2)**. Left-click with the mouse to select a replacement player then right-click on the player you wish to replace.
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:
- The kicking team always sets up first.
- No more than two players may be set up in each wide zone (i.e., a maximum of four players may be split wide, two on each flank). **(4)**
- At least 3 players must be set up next to the half way line, on the line of scrimmage (the centre line where the two halves meet) **(3).**
- 11 players must be set up on the pitch (if you can't field 11 then as many players as possible). If you have more than 11 players on your team, a list with the substitutes (2) will be displayed. Simply left-click the player on the list and right-click on the player on the pitch, to swap players.

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.

Note: Custom team setups are saved in the competition mode (championship or tournament).

6.2. KICK-OFF

The kick-off marks the start of the match. So that is where everything begins. To kick-off, place the cursor on the opponent's side of the pitch and right-click to confirm. The ball will then scatter in a random direction. This is because kicks are very inaccurate. The kick-off must land in the opponent's half of the pitch. If the ball scatters or bounces off the pitch or into the kicking team's half, the receiving coach is awarded a 'touchback' and must give the ball to a player in his team.

> **• 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.

6.3. 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. Weather: The small circle on the left of the menu button indicates what the current weather is like.

3. Menus: 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.

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

5. 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.

6. The ball: This is what you have to place in the end-zone.

7. Gaming zone: Player action icons are displayed over the mouse icon depending on which action is possible to perform. In a turn-based game, during your turn, the players you can perform an action with they appear in a green circle. Those you have already played or who are unable to play are in a red circle.

8. Team Info & Inducements: Here you will find all the items and inducements you have purchased during the pre-match sequence as well as the quantities available. Some items have a passive effect (such as the Cheerleaders), while others become automatically available under certain circumstances (like the Apothecary). Others may be used at any moment (Bribing a referee, for example).

9. Chat / Log: 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.

10. Player Sheet: 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 the special actions and skills (if the player has any) like Leap, Hail Mary Pass or Hypnotic Gaze
In real-time mode, the Sprint button is available here.
E. Skills of the selected player. Move the mouse over one of the skills to display its description.

6.4. TURN-BASED MATCH

In a turn-based game, you may, during your turn, move your players or 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 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 you has performed all your player actions or has suffered a turnover, it is the opposing Team's turn to play.

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

6.5. 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.

6.6. 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 **(1)**. If a player **(2)** attempts to leave an opposing player's tackle zone **(3)**, 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.
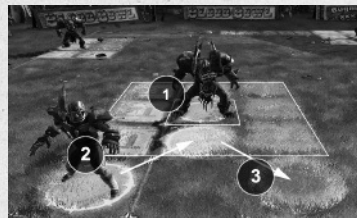
More details on dodges:
The higher your Agility is, the easier it will be to dodge. The key thing to remember is that it is the number of tackle zones you are dodging INTO that determines how difficult the dodge will be, not the number of tackle zones you are dodging OUT of.
In addition, some skills 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.

Throwing the ball
When the selected player has the ball, a right-click on a team-mate enables him to make a Pass Action: the circles around the thrower indicate the penalty applied depending on the range (there are four different ranges for throwing the ball; Quick Pass, Short Pass, Long Pass & Long Bomb), 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 Pass Action. 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.

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 action icon.

It is represented by white dice 🎲 when it is up to you to chose 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 "Stunty" 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!

Hypnotic Gaze

Thanks to this special action, the player uses his telepathic abilities to immobilise an opponent. At the end of his movement action, the player may use Hypnotic Gaze on an opponent on an adjacent square. The hypnotized player loses his tackling zone, can't catch, intercept or pass the ball, assist a player performing a block or an aggression, nor move willingly until the start of his next action, or the end of the Game Phase.

Throw a Bomb

You may throw a bomb instead of taking any other Action with the player. This does not use the team's Pass Action for the turn. The Bomb is thrown using the rules for throwing the ball (including weather effects and use of Hail Mary Pass). When the Bomb lands it explodes, any players standing in the square is Knocked Down, and players in adjacent squares are Knocked Down on a roll of 4+. Note: Only certain players have this Secret Weapon, such as the Bombardier.

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!

7.1. 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.

7.2. 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.

7.3. 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!

7.4. 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!

7.5. 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 in Turn by turn, the apothecary will be suggested as soon as one of your players is injured. In real Time mode, you must click on the injured player first and then click on the Apothecary icon on the right of the screen.

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.

7.6. 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 form the team.

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

7.7. 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.

7.8. 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.

7.9. 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.

Note: 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!

7.10. 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 in different modes such as: Exhibition Match, Hot Seat, LAN or Direct IP. You may also customize your Exported Team with the Team Editor which can be found under Customize in the Main Menu.

Note: Exported teams may not be played in Internet Leagues.

8. INTERNET LEAGUES

It is with the Internet Leagues 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!

Note: Blood Bowl Internet platform is common for Blood Bowl original and Blood Bowl legendary Edition. Players with both games can chat together and see each others. But Blood Bowl original players and Blood Bowl legendary Edition's cannot play together.

8.1. LOGGING IN

To log in and take part in the Blood Bowl Legendary Edition Internet Leagues, 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 Leagues System, you must create a player account.

Note: 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.

8.2. CREATE AN ACCOUNT

If you do not have a player account yet, click on "Create 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 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.

8.3. THE BLOOD BOWL PLATFORM
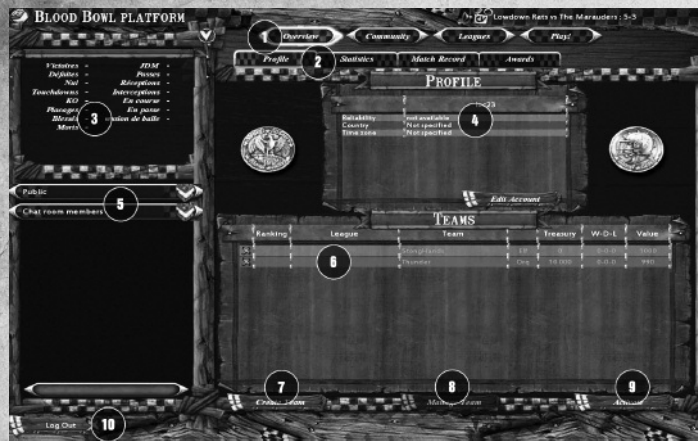
1. You can navigate through the different modules of the internet platform using these buttons:
• **Overview:** this is the main page from which you have access to your account and your teams
• **Community:** here you will find the latest information regarding the community: tournaments, events... As well as messages from the other coaches and information about who is online...
• **Leagues:** here you can browse the different leagues available for Blood Bowl Legendary Edition, sign up for a league or create your own league.
• **Play!:** from this page you may issue challenges to your opponents, take part in matches of your league or accept challenges from other players.
2. Secondary navigation: Use the secondary navigation buttons to navigate through the various thumbnails of the Blood Bowl platform.
3. Statistics: Your stats as a coach are displayed here. It's up to you to make them look impressive.
4. Your Coach Login: Click here to view or change your account information.
5. Chat zone: Here you can read messages from other coaches and chat with them. The two buttons on the upper side of the chat zone allow you to filter the messages to display only those that interest you.
Note : the chat module allows you to chat with all the Blood Bowl players (ie both those who use the original edition of Blood Bowl and those who have Blood Bowl Legendary Edition), but you can only play with those who have the same edition as you.
6. Your teams: Only the teams created using the Blood Bowl platform can be played in this game mode. Your teams are listed here, along with their value and their results (Victories; Draws; Defeats).
7. Create team: Use this button to create a new team.
8. Manage team: Use the « manage team » button to manage your (selected) team: buy new players, assets (Rerolls, Cheerleaders and Apothecary) and improve your players, just like in the Campaign Mode. Here you may also have access to the calendar of matches taking place if your team is part of a private league. In order to do so, click on

« manage team » and then on «Calendar».
The calendar of the matches of a league can also be consulted using the League thumbnail.
9. Deactivate: Use this button for the team(s) you do not wish to currently play in the Internet Leagues. The other players may not issue a challenge to a deactivated team. The activated teams are displayed in red on the list, while the deactivated teams are in grey.

10. Log Out: Exit the server and go back to the main menu.

8.4. 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.

8.5. MANAGING YOUR TEAMS

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.

8.6. JOINING AN INTERNET LEAGUE

Once you have created a team, you need to join a league to be able to play a match, there are a 4 different Public Leagues to choose from:
1) Albion – A Public League for the beginners. Only teams that are new can join this league. Matchmaking only.
2) Auld World – Which is the main Public League, here you can leave/re-join as you see fit with you teams. Here you can challenge and Matchmake, however, only Matchmaking counts towards ranking points.
3) Naggaroth Open - Is a Public League for those that enjoy a challenge. Only new teams may enter this league. Matchmaking only.
4) Imperial Premiership – This is the Internet League for you, if you are up for the ulti-mate challenge. Only new teams may enter this league. Matchmaking only.

Each Public League has a different cost base and revenue stream. For further informa-tion concerning "Spiralling Expenses", we refer the the offical Compeition Rules.

Additional to the Public League, a coach can create or join a Private League. However, once in a Private League you agree to play matches to a schedule set by the League Com-missioner.

Leagues may have a whole range of different rules. These rules are displayed at the League's Information page. Read them carefully to find the League that suits you best. If you don't like their choices, then why not create your own!

- First, select a league **(1).** Click the scroll down menu to display the list of the available public or private leagues. The name of the selected league is displayed just beneath the scrollbar.
- Use the thumbnails **(2)** to display the selected league's information.
- You may review all the league details **(3)** : description, rules, history, ranking...
- The scroll down menu at the bottom of the screen **(4)** allows you to select one of your teams to join this league.
- Once you have selected the league and your team, click the « Join the league » button **(5)** to confirm your inscription.

If you are new to the Blood Bowl Internet League platform, we suggest you start on a public league, without specific calendar and including the matchmaking system.

8.7. PLAY!

Once you have joined one or several leagues, go to the "Play!" page to confront your opponents. Depending on the rules of the Public League, you may or may not be free to choose your opponents. Your teams appear on the upper half of the screen, your potential opponents on the lower half. 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.

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.

If the league you have joined includes the Matchmaking system, you can use the (Matchmaking) button on the centre right of the screen to automatically select an opponent with a similar level as yours.

8.8. CREATING A LEAGUE

Use the "Create a league" button in the Leagues page of the Blood Bowl platform to create your own league. 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.

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.

CREDITS

A GAME BY
CYANIDE STUDIO

CHAOS EDITION TEAM

Project Managers
Pierre-Marie Charavel
Antoine Villepreux

Lead Artist
Saida Mirzoeva

Game Designer
Charles Bernardoff

Lead Programmer
Pierre-Marie Charavel

Programmer
Guillaume Fiette

Additional Programmer
Antoine Villepreux

Lead Artist
Saida Mirzoeva

Lead Animator
Marie Duponchelle

Animator
Stephane Videlo

Additional Artist
Faouzi Hamida
Gabriel Bulik
Marijke Wilms
Samuel Compain
Tangi Bodio

Audio Producer
Vincent Percevault

Sound Designer
Charles Plomion
Sylvain Buffet

BLOOD BOWL TEAM

Executive producer
Patrick Pligersdorffer

Project Manager
Antoine Villepreux

Lead Game Designer
Régis Robin

Art director / Lead Artist
Faouzi Hamida

Lead programmer
Antoine Villepreux

Senior 3D programmer
Benjamin Rouveyrol

AI programmer
Aurélien Simoni

Management programmer
Pierre-Marie Charavel

Senior programmer
Arnaud Chapalain

Network
Lucas Larrigaudiere

Gameplay programmers
Ghislain Geffroy
Raphaël Van Heers

Network / GUI programmer
Henri-Jean Dornbierer

User-Interface programmers
Antoine Zanuttini
Adrien Cambon de Lavalette

Additional network programmer
Amandine Reliat

Lead Animation engine programmer
Fabrice Granger

Animation engine programmers
Gregory Challant
Etienne Mallard

Lead Artist
Faouzi Hamida

Models supervisor
Sebastien Lachambre

Animations supervisor
Christophe Live Tha Kine

User-Interface artist
Alexis Lienard

Senior Artist
Thomas Veauclin

Additionnal models
Marie Meirieu

Additionnal animation
Nicolas Lozac'h

Additionnal artists
Marie Meirieu
Benoit Flaig
Antoine Marchalot
Tanguy Pietri
Roy Ashkar
Lon Krung

Lead Game Designer
Régis Robin

Game Designers
Sylvain Sechi
Arnaud Benedetti

Audio Producer
Vincent Percevault

Sound designers
Pierre Fatoux
Gilles Camous

Localization
Joe Ryan

Installer / Autorun
Tuan Ngo

Installer / Protection
Benoît Dufourd

Additionnal help
Bastien Saudemont

LEGENDARY EDITION TEAM

Project Managers
Pierre-Marie Charavel
Antoine Villepreux

Lead Artist
Saida Mirzoeva

Game Designer
Karl-Johan Victor

Lead Programmer
Pierre-Marie Charavel

Programmers
Henri-Jean Dornbierer
Julien Delmotte

Additional Programmer
Loïc Machado
Antoine Villepreux

Lead Artist
Saida Mirzoeva

Lead Animator
Marie Duponchelle

Additional Artist
Samuel Compain

Localization
Joe Ryan

Audio Producer
Vincent Percevault

Sound Designer
Sylvain Buffet

EDITED BY FOCUS HOME INTERACTIVE

Senior Manager
Cédric Lagarrigue

Chaos' Captains
Olivier Macqueron
Thomas Barrau
Xavier Assémat
Vincent Teulé
Stanilas Mankowski

Chief Strategists
Luc Heninger
Mohad Semlali
Nathalie Phung
Thierry Ching
Samuel Bagla
Amine Mimoun

Mysterious bookmakers
John Bert
Aline Janzekovic
Aurélie Rodrigues
Damien Mauric
Vincent Chataignier

Spellcasters
Damien Mauric
Aurélie Rodrigues
Estelle Labastide

Male Cheerleaders
François Weytens
Benjamin Papeau

Orcs' interviewer
Marie-Caroline Le Vacon

Head Referees
Nathalie Jérémie
Linda Hanoun
Estelle Labastide
Mourad Dowlut-Mahomed
Rémi Wanesse
Kelly Figueira

Healers of Broken Limbs
Jean-Michel Hellendorff
Stephan le Gac
Damien Duca
Jean-Joseph Garcia

Bribe dealer
Deborah Bellangé

Cup collector
Jean-Pierre Bourdon

GAMES WORKSHOP

Licensing Manager
Owen Rees

Head of Licensing
Jon Gillard

Head of Legal, Licensing, Strategic Projects
Andy Jones

Head of of Intellectual Property
Alan Merrett

English Translation Editor
Talima Fox

Character animations
Matahari

Character models
Elven Studio

Cinematic animations
Institut Internationnal du Multimédia

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NOTES

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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 tacle zones	**G**
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 ball selection (even if not on target)	**Alt + Right click**
Activate Blitz	**B**
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+W**