

The SlamBall Card Game

2 players
ages 12-88
45 minutes

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WELCOME TO SLAMBALL

You are the coach of a SlamBall team.

It's the fourth quarter and the score is tied 50-50.

You have 5 minutes of running clock to kick the other team's ass.

Each of your players is represented by a **Player Deck** of 11 cards.

You have four starters: a Stopper, two Gunners, and a Handler, and three reserves you can sub in for anyone at any time.

(SlamBall has running subs, like hockey.)

You wish you were **Brendan Kirsch**,
Coach of the 18-0 Mob.



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COMPONENTS

This game is set up for the Lava (left) to play the Slashers (right).

Game Clock

4:55	4:50	4:45	4:40	4:35	4:30	4:25	4:20	4:15	4:10	4:05	4:00
3:55	3:50	3:45	3:40	3:35	3:30	3:25	3:20	3:15	3:10	3:05	3:00
2:55	2:50	2:45	2:40	2:35	2:30	2:25	2:20	2:15	2:10	2:05	2:00
1:55	1:50	1:45	1:40	1:35	1:30	1:25	1:20	1:15	1:10	1:05	1:00
0:55	0:50	0:45	0:40	0:35	0:30	0:25	0:20	0:15	0:10	0:05	AT THE BUZZER

Reference Card

Head-to-Heads

1. Determine the order of play.
2. Determine the order of play in the Chaos Deck.
3. Determine the order of play in the Chaos Deck.
4. Determine the order of play in the Chaos Deck.

Actions

CHOS means a Chaos Card. It also means a Chaos Card. It also means a Chaos Card. It also means a Chaos Card.

Shot Clock

PUSH THE PACE	1	2	3	4
reset	TRANSITION	EARLY OFFENSE	IN THE HALFCOURT	AT THE BUZZER
GENERAL DISCARD	1	2	3	4

2 Score Counters

Some players start with 1 or 2 Whistles

7 Player Decks per team (11 cards each)

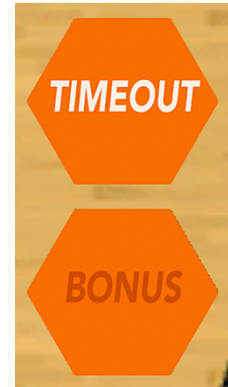
Each team gets a Timeout and Bonus Marker

Chaos Deck (48 cards)

SETUP

1. Lay out the **Game Board**, **Game Clock**, **Shot Clock**, and the face-down **Chaos Deck** in a common space. Keep the **Reference Card** close by.
2. Each coach gets a face-up **Timeout Marker**, face-down **Bonus Marker**, and a **Score Counter** that starts at 50.

This means the Lava start with a Timeout but are not yet in the Bonus.



3. Each coach also gets 7 face-down **Player Decks** and chooses 4 to start by placing them on Game Board **tramps** (trampolines). Bench players go on the sideline.
4. Players start with a **Whistle** for each asterisk by their name.

Fan and referee favorite Tony Crosby II starts with two **Whistles**.



CORE CONCEPT: SPEED & POWER

Each possession, both Offense and Defense start at **0 Speed**  and **0 Power** .

In SlamBall, **Defense wins ties.**

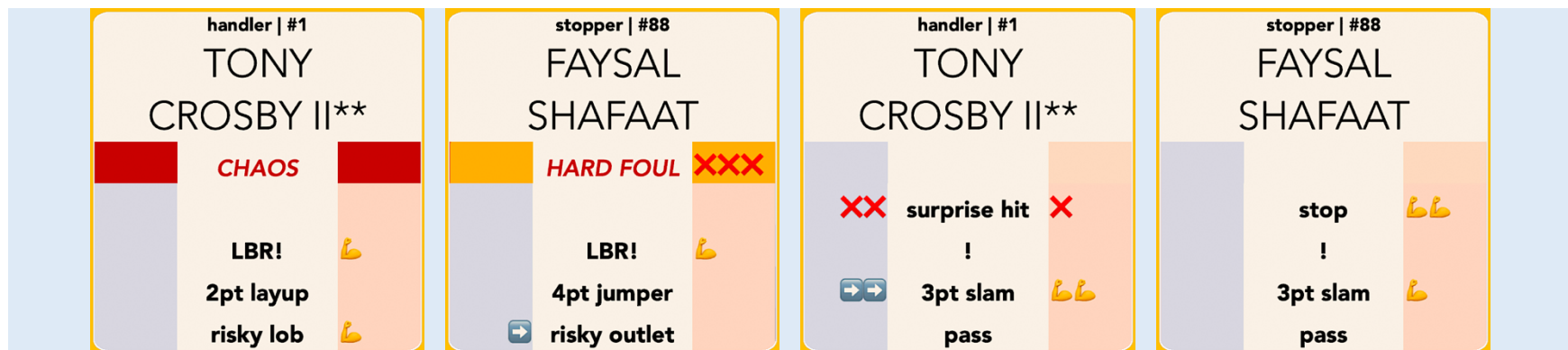
So Offense needs to **outspeed** OR **overpower** Defense to score.

WHAT'S IN THE CARDS?

Each Player Deck contains:

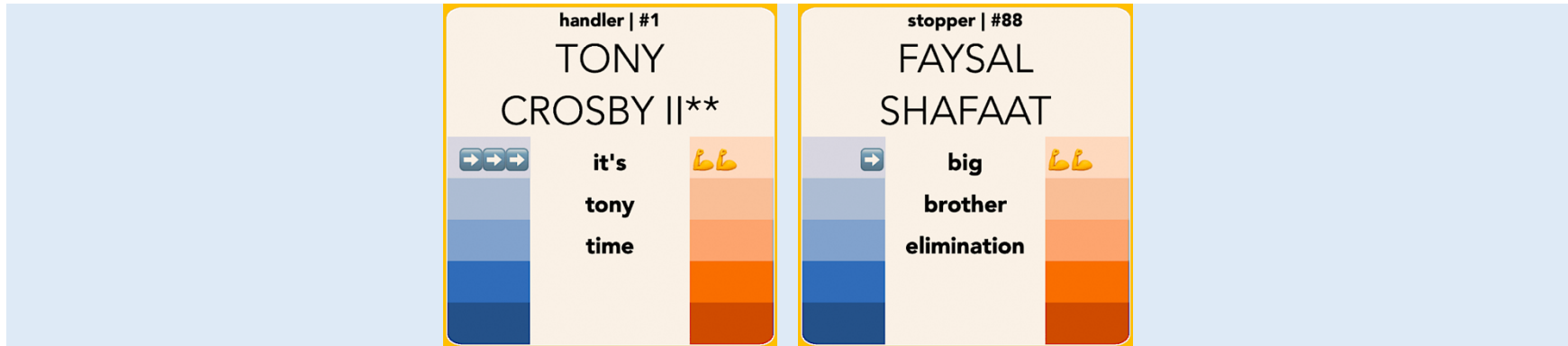
- **10 Action Cards** listing a series of actions

To **resolve** an Action Card, you **must** perform any **CHAOS** action, or **FOUL** if defending. Then, you **may** perform any actions you want, from top to bottom.



- and **1 Signature Boost Card**

You may **Boost** an Action Card to increase your **Speed** ➡ and/or **Power** 💪.

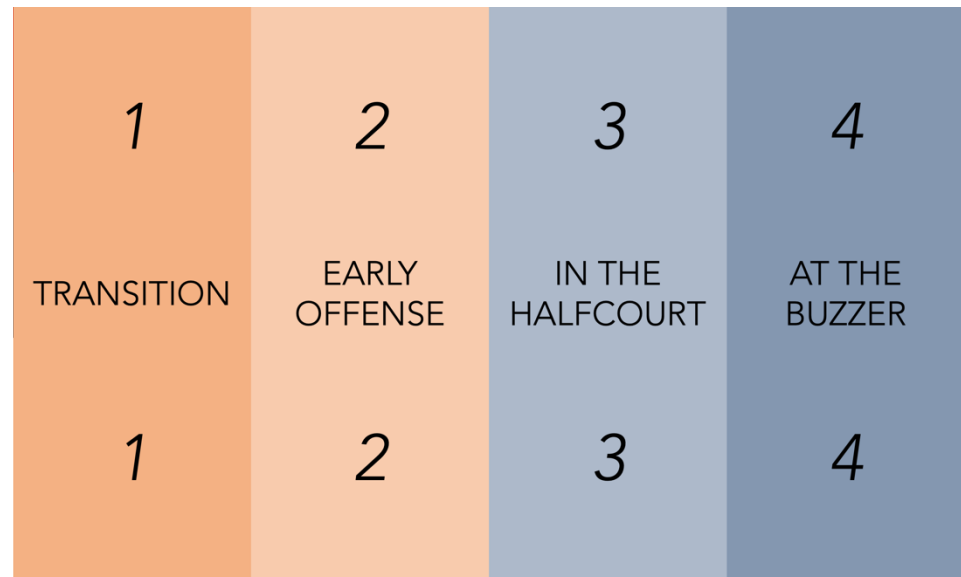


HEAD-TO-HEADS

The 20-second Shot Clock is divided into four **Head-to-Heads**.

Shot Clock Violation:


AT THE BUZZER, if Offense can't or doesn't shoot, that's a turnover.




During each **Head-to-Head**:

1. Offense may play an Action Card **face-up**.

In **TRANSITION**, Bryce Moragne threatens a **0 Speed**  OR **0 Power**  3pt slam.



Any contest could stop that (defense wins ties), so he's probably more interested in throwing the **1 Power**  lob.

	2	3	4
TRANSITION	EARLY OFFENSE	IN THE HALFCOURT	AT THE BUZZER
1	2	3	4

2. Defense may contest with an Action Card **face-down**.

And here comes Tony Crosby II.

The back of his card reminds everyone just how incredible his **Boost** is.

	2	3	4
TRANSITION	EARLY OFFENSE	IN THE HALFCOURT	AT THE BUZZER
	2	3	4

3. Offense may **resolve** their Action Card and **Boost** an action.

Even with his **Boost**, Bryce isn't thrilled about trying to slam on Tony.

So he **Boosts** his lob to give his team **2 Speed** and **3 Power** in **EARLY OFFENSE**.

Baby Bron is in the building!

handler #23 BRYCE MORAGNE* baby bron			
handler #23 BRYCE MORAGNE* 3pt slam lob	2	3	4
TRANSITION	EARLY OFFENSE	IN THE HALFCOURT	AT THE BUZZER
handler #1 TONY CROSBY II**	2	3	4

4. Defense may **resolve** their Action Card and **Boost** an action.

But Tony doesn't actually have a defensive action on this card!

He can't perform or **Boost** any actions, so Coach chooses to keep his card face-down.

The Lava enter **EARLY OFFENSE** looking to score.

handler #1 TONY CROSBY II**
LBR! 2pt layup risky lob

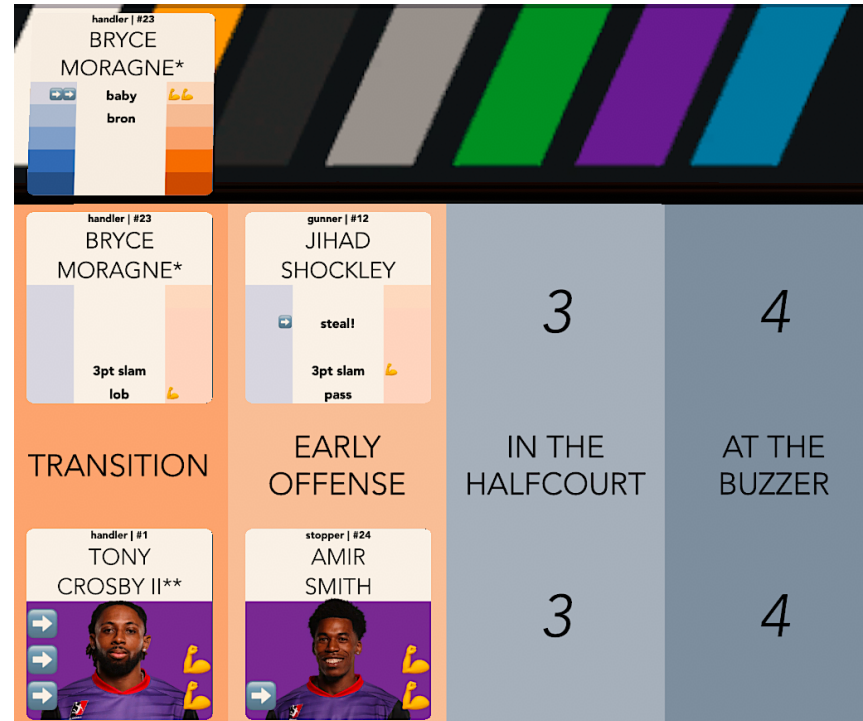
HOW SCORING WORKS

- If Defense doesn't contest, Offense may score.

Bryce lobs to Jihad Shockley, who is now threatening a **2 Speed** → → OR **4 Power** 🍌🍌🍌🍌 3pt slam.

Or, a **pass** would keep **2 Speed** → → and **3 Power** 🍌🍌🍌 IN THE HALFCOURT.

Amir Smith doesn't want to give up three points for free. So he contests face-down.



- Otherwise, Offense **declares** whether they will:
 - go **BIG** and use their **Power** 🍌, OR
 - go **FAST** and use their **Speed** →.

Jihad goes **BIG** and tries to **slam** with **4 Power** 🍌🍌🍌🍌.

- Offense may **Boost** their shot.

But Coach doesn't have Jihad's **Boost** in hand.

- Then, Defense may **resolve** and **Boost** their Action Card.

Amir Smith reveals a **2 Power** 🏋️🏋️ stop, which isn't enough.

But he **Boosts** his stop with **1 Speed** 🏃➡️ and **2 Power** 🏋️🏋️. He's showing why he was **The Number 6 Pick!**

- **Defense wins ties.**
 - After a make, Offense scores and Defense gets the ball.
 - After a miss, there's an LBR opportunity.

Amir Smith's **4 Power** 🏋️🏋️🏋️🏋️ stop matches Jihad Shockley's **4 Power** 🏋️🏋️🏋️🏋️ slam.

Defense wins ties, so the shot misses. It's an LBR opportunity!

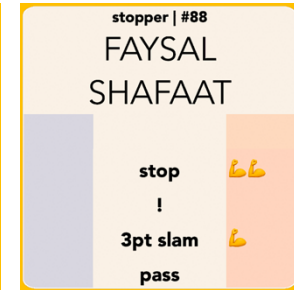
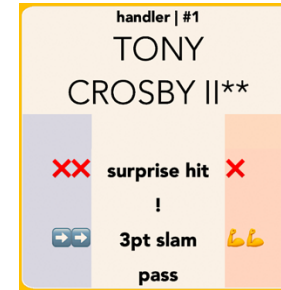


LBR OPPORTUNITIES

An **LBR** is a loose ball recovery—basically a rebound, but you might dive into a tramp.

So an **LBR opportunity** is a 50-50 ball anyone can go for.

- A solo “!” indicates a possible LBR opportunity after a missed shot or successful hit.
- The ball is loose, so Offense and Defense both reset to **0 Speed** ➡ and **0 Power** 🦵.
- The first team to get an **LBR!** to the table gets possession with a **1 Power** 🦵 bonus.
- If no one plays an **LBR!**, Defense gets possession *without* any **Power** 🦵 bonus.



Amir Smith's card doesn't list an **LBR!** under the **stop**, so both sides race to find an **LBR!** in hand.

Both coaches come up empty, so Amir Smith grabs the ball. Before cleanup, we have to ask: Is he gonna **PUSH THE PACE?**



PUSHING THE PACE

After a **steal!** or LBR, you can choose whether to **PUSH THE PACE** and continue resolving your current Action Card, or **reset** and let both teams draw back up to 4 cards.

If you **PUSH THE PACE**:

- Move the current Action Card and any attached **Boost** to **TRANSITION** offense.
- Continue resolving the Action Card from the next line, keeping any **Speed** and **Power** from the LBR! on. You may reuse any attached **Boost** on offense.
- **Don't** keep **Speed** or **Power** from defensive actions like **stops** or **steals!**
- Teams only draw back up to **3** cards at the start of **EARLY OFFENSE**.

Amir Smith decides to **PUSH THE PACE**.

He sprints up the court to threaten a **1 Speed** OR **3 Power** 3pt slam.
(He could also **pass**.)
No one draws up until after **TRANSITION**.

stopper #24 AMIR SMITH the number 6 pick			
stop! 3pt slam pass	2	3	4
TRANSITION	EARLY OFFENSE	IN THE HALFCOURT	AT THE BUZZER
1	2	3	4

POSSESSION RESET

If you **reset**, put the current Action Card and any attached **Boost** in the General Discard.

If Defense **gets** possession, both sides draw back up to **4** cards.

This happens after a turnover, made **field goal** (non-penalty shot), or defensive LBR.
If Offense **keeps** possession, both sides draw back up to **3** cards.

This happens after an offensive **LBR!** *(The shot clock only resets to 12 seconds.)*

Whether you **PUSH THE PACE** or **reset**, put Offense's Action Cards on the Game Clock.

Turn cards that score **face-down** so you can see who's been getting buckets.

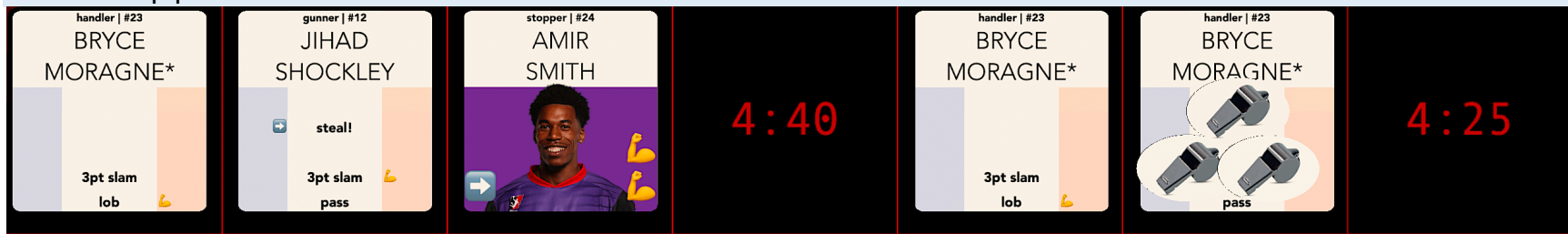
Leave a **5-second gap** in between possessions—*unless* Offense pushes the pace!

Move spent **Whistles** to the Game Clock. All other cards go in the General Discard.

After stopping Jihad Shockley, Amir Smith got the ball, pushed the pace, and scored!

Then Bryce Moragne lobbed to himself and...boy there were a lot of **Whistles**.

What happened? (And how do **Whistles** work?)



WHISTLES

At any point, a player may spend a **Whistle** during their Head-to-Head to

- earn a **Face Off** (penalty shot) **after missing** a **field goal** (non-penalty shot)
- negate a Chaos Card
- negate another **Whistle**

Bryce goes for a **2 Power** 🏋️🏋️ slam on Tony.

First, Tony draws a Chaos Card: **SLO-MO REPLAY**.

Disaster! Bryce would earn a Face Off.

Tony spends a **Whistle** to negate his own Chaos Card!

Then Tony **Boosts** his **CHAOS** action to defend with **2 Power** 🏋️🏋️. It's Tony Time! Now Bryce would miss.

So Bryce spends a **Whistle** to earn a Face Off!

Tony spends his last **Whistle** to negate Bryce's **Whistle**!

So Bryce misses, and Tony grabs the **LBR!**



He'll **PUSH THE PACE** for sure...



(But wait, what are Face Offs?)










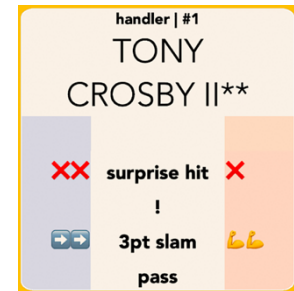
FACE OFFS (PENALTY SHOTS)

Forget free throws. In Slamball, we have a **Face Off** instead. The fouled offensive player runs right at the defender who just fouled them and tries to score one-on-one.

Offense and Defense both begin at **0 Speed**  and **0 Power** .

Add icons on the left for **Speed** , and icons on the right for **Power** .

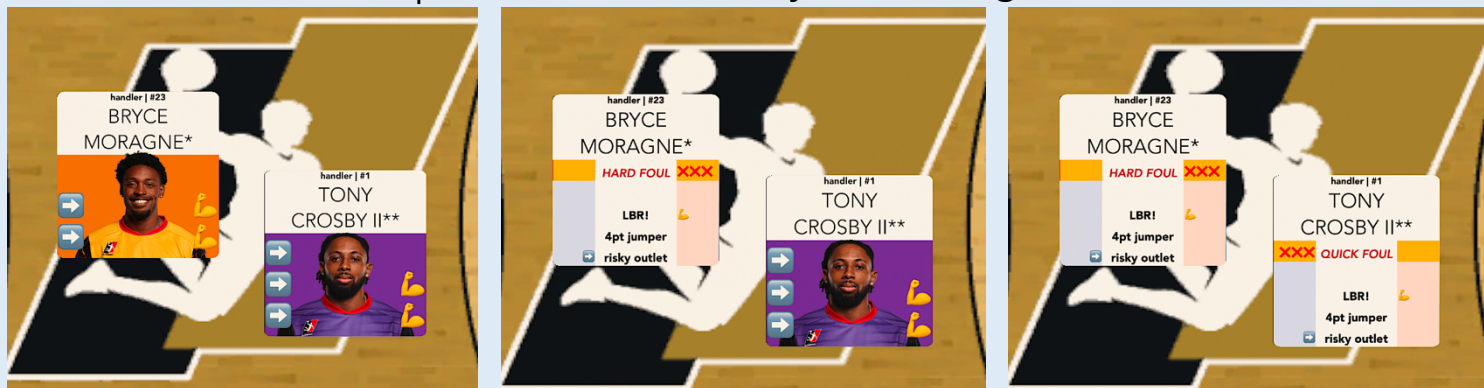
So in a Face Off, this Tony Crosby II card would have **4 Speed**     and **3 Power**   .



1. Each coach picks a card of the involved player, either from their hand or (blindly) from the top of the Player Deck, and LOCKS IT IN face-down on the SlamBall logo.
2. Offense reveals, **only** resolving any **CHAOS** action, and choosing to go **FAST** or **BIG**.
3. Defense reveals, **only** resolving any **CHAOS** action or **FOUL**.
If they **FOUL**, they're called for drifting—score 3 points for Offense!
4. Otherwise, resolve the shot on Offense's card:
 - Any **slam** or **Boost** is worth 3 points, **layups** and **jumpers** are worth 2.
 - As always, **Defense wins ties**.
5. After a Face Off, Offense gets possession **again**. Both sides draw back up to 4 cards. The Game Clock stops during a Face Off, so put played cards in the General Discard.

Here Bryce Moragne has earned a Face Off against Tony Crosby II. Bryce picks a card from his hand. Tony draws blindly from his Player Deck. Bryce reveals **1 Speed** and **4 Power**. He decides to go **BIG**.

But Tony **FOULS** him! Bryce's jumper would have scored 2. But he gets 3 off the violation. Now both sides draw back up to 4 cards, and Bryce's Lava get the ball back.



Last Gasp: If a Face Off is triggered but an involved player has just run out of cards, use their final card *one more time* before that player is **exhausted** (out of cards).

Bonus: After your team is fouled twice, flip your **Bonus Marker**. You're in the Bonus.

Fouls #3 and #4 give you 2 automatic points, the ball, and a full shot clock.

Double Bonus: Fouls #5 and on give 3 automatic points, the ball, and a full shot clock.

THROWDOWN, which is an inverse tip-off

So how do you start playing?

The game begins chaotically, with an LBR opportunity.

Starting with no cards in hand, both coaches race to draw up to 4 cards from any combination of their starters. At any point, either coach may play a card with an **LBR!**

If no one plays an **LBR!**, the younger player gains possession without any **Power**💪 bonus.

(We respect our legends, but SlamBall is a young player's game.)

TIMEOUT

Each coach has one timeout that they may call at any point during the fourth quarter—**if they have possession.**

When you call timeout, flip over your **Timeout Marker**.

Both teams lose any accumulated **Speed**➡ and **Power**💪.

But, **you** get to discard as many of your cards as you want.

Then, both sides draw back up to 4 cards.

MAKE IT, BREAK IT

You can only intentionally foul if you're on Defense **in the last twenty seconds**.

To intentionally foul, discard any card from your hand into the General Discard.

The discarded player fouls the last offensive player played.

Even if Offense is in the bonus, go through the full Face Off process.

Here's why it's called ***Make It, Break It***:

If the Offense scores, they keep the points and the ball.

If Defense stops them, **Defense** gets the ball.

WINNING

In the final twenty seconds of the Game Clock, be mindful of the buzzer.

Whenever the offense and defense have fully resolved their Head to Head corresponding to the **AT THE BUZZER** spot on the Game Clock, regulation ends—even if there are empty Head-to-Heads left on the Shot Clock!

Whoever has more points wins.

Otherwise, welcome to overtime.

OVERTIME



In overtime, teams settle the game via Face Offs. Add all points scored to the scoreboard.

Both sides draw back up to 4 cards. Do **not** draw back up again unless you both run out!

Each coach selects a player to be their **Designated Defender** for the rest of overtime. Then, they choose their first attacker to face the opposing Designated Defender.

Resolve both Face Offs, one after the other. If the score remains tied, teams send out their next best attackers, and proceed to another round of Face Offs.

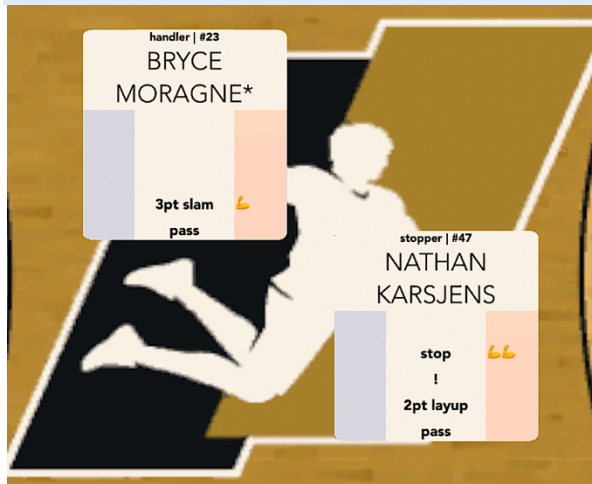
Continue until **a discrepancy in the score after a round** determines the winner.

- Teams may not send out their top attacker (first to go) again unless all their other players have had a turn.
- The Designated Defender doesn't have to go on Offense—but certainly can!
- Once a player is exhausted (out of cards), they play with **0 Speed**  and **0 Power** .
- **Even if he's exhausted, you keep the same Designated Defender.**

The Lava designate Faysal Shafaat as their defender, even though he has 1 card left. (He can use his Last Gasp to play that card twice before becoming exhausted.)

Amir Smith is already exhausted, so the Slashers designate fan favorite Nathan Karsjens.

The Lava attack with Bryce Moragne, and the Slashers attack with Tony Crosby.

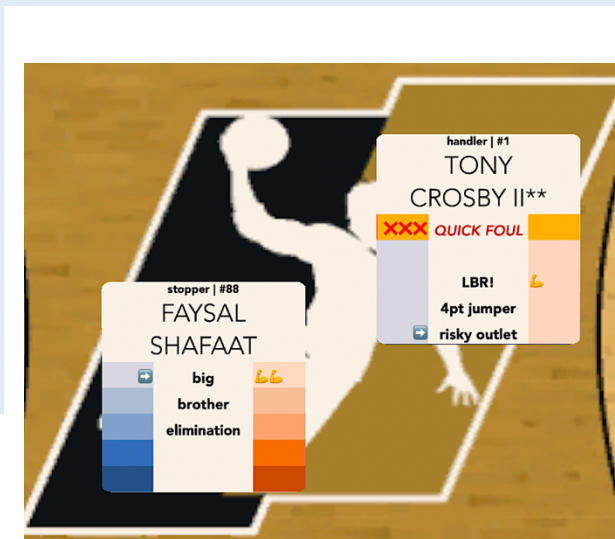


Bryce Moragne attacking Nathan Karsjens:

Bryce draws a **1 Power** 🦵 dud, and Karsjens comes up clutch with **2 Power** 🦵🦵 to deny him!

Tony Crosby II attacking Faysal Shafaat:

Tony's **4 Speed** 🏃🏃🏃🏃 jumper is quicker than a Big Brother Elimination.



Slashers win by 2!

ENDGAME STRATEGY

- You can't call timeout in overtime! Use it in regulation.
- When picking your designated defender, you might want the last card they play to be strong. They get one Last Gasp to use it again before leaving you defenseless!
- On your final draw, consider your opponent's balance of **Speed** 🏃 and **Power** 🦵.
- Pay attention to whether you're going for a **3pt slam** or a **2pt layup/jumper**!

HOW ACTIONS WORK

CHAOS

- **CHAOS** actions **must** be performed first when resolving an Action Card.
- Yell “CHAOS!”
- Then draw and interpret a Chaos Card with the other coach.
 - **INSTANT** cards are resolved immediately.
 - **ADD TO HAND** cards go in your hand. Resolve them when you choose.
- Both coaches must come to an agreement about how to incorporate the result of the Chaos Card into the story of the game.
- The SlamBall Card Game is a competitive storytelling engine. So when in doubt, choose the **coolest** story possible.

Amir Smith goes **BIG** for a **3 Power** 🍌🍌🍌 3pt slam.

Faysal Shafaat performs a **CHAOS** action and draws:
DRIBBLE OFF YOUR SHOE.

It's an LBR opportunity!

But Faysal's card already has an **LBR!**, so he grabs it.
The coaches agree—that's pretty cool.



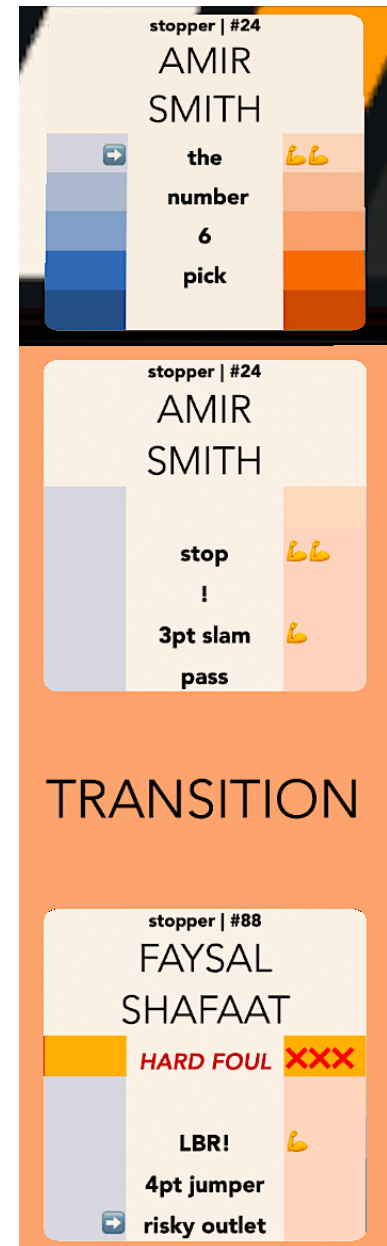
FOUL **XXXX**

- You can only foul on Defense. In fact, you **must** foul if using this card to contest, even if Offense doesn't shoot.
- Yell "FOUL!"
- Offense loses the indicated **Speed** ➡ or **Power** 🍌.
 - If Offense still scores, the basket counts. (*And-one!*)
 - Either way, the offensive player earns a Face Off against the defender.
- But, a foul **stings**: The offense loses indicated **Speed** ➡ or **Power** 🍌 on this Head to Head, the Face Off, *and* the subsequent possession, until Defense gets the ball back.

Amir Smith goes **BIG** for a **3 Power** 🍌🍌🍌 3pt slam.
But he's **FOULED HARD** by Faysal Shafaat and can't finish!

So Amir Smith earns a Face Off against Faysal Shafaat, where his first **3 Power** 🍌🍌🍌 will be negated.

And when Amir Smith's Lava get the ball after the Face Off, their first **3 Power** 🍌🍌🍌 will be negated *again*.



STEAL! ➡ or ➡➡

STEALING A PASS:

- You can always steal a lob, pass, or outlet if it's **risky**.
- Defense gains possession and can **PUSH THE PACE**.

STEALING A SHOT:

- If Offense shoots, Defense gains indicated **Speed** ➡.
- If Offense misses, it's *not* an LBR opportunity.
Defense gains possession and can **PUSH THE PACE**.
- Offense **can** play a **Whistle** on a stolen shot to earn a Face Off and void the steal.

Bradley Laubacher feels good after grabbing an LBR! and **Boosting**.
But Faysal Shafaat has his number.

Whether Bradley shoots the jumper with **2 Speed** ➡➡ or **2 Power** 🏀🏀,
Boosted Faysal Shafaat has **2 Speed** ➡➡ and **2 Power** 🏀🏀 to match him
and grab a **steal!**

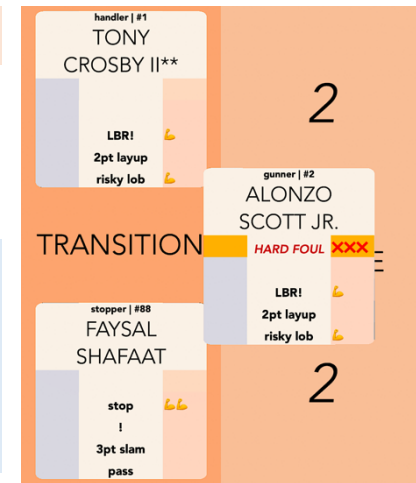
And if Bradley throws the **risky lob**, that's also a **steal!**



STOP 🦵 or 🦵🦵

- If Offense shoots, Defense gains indicated **Power** 🦵.
- If Offense misses, it's an LBR opportunity.

Tony Crosby II grabs an **LBR!** and goes for a **1 Power** 🦵 2pt layup.
 Faysal Shafaat reveals a **2 Power** 🦵🦵 stop.
 It's an LBR opportunity!
 Alonzo Scott Jr. is the first to hit the deck for the **LBR!**



HIT X or XXX

- Offense loses indicated **Speed** ➡ and **Power** 🦵.
- If Offense is left with **0 Speed** ➡ + **Power** 🦵, it's an LBR opportunity.

Bryce Moragne gets a **steal**, but he's in trouble.
 Whether he **slams** or **passes**, Tony Crosby II is gonna nail him with a **surprise hit**, zapping all his **Speed** ➡ and **Power** 🦵.

During the LBR opportunity, neither team plays an **LBR!**
 So Tony grabs the ball. He's *definitely* gonna **PUSH THE PACE** to threaten that awesome transition slam.



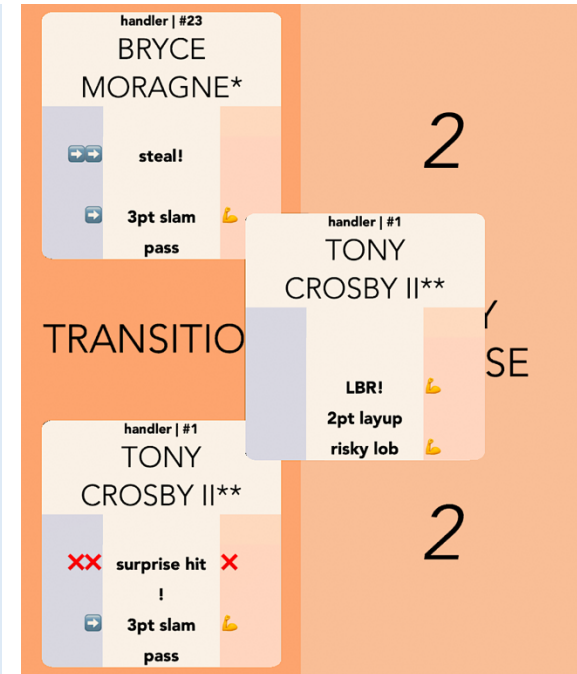
LBR!

- Gain possession during an LBR opportunity. You may push the pace!

Same as before: Bryce Moragne gets a **steal**, but he's in trouble. Whether he shoots or passes, Tony Crosby II is gonna nail him with a **surprise hit**, zapping all his **Speed** ➡ and **Power** 💪.

But this time, Tony decides to play an **LBR!** during the LBR opportunity, just to be sure. He gets the ball and **1 Power** 💪.

But now he can't resolve the nice slam on his original card. After cleanup, his new active card (a **1 Power** 💪 2pt jumper or risky lob) is a bit weaker.

**OUTLET** ➡

- Continue to the next Head to Head, adding **1 Speed** ➡.
- You **cannot outlet** to yourself.

PASS

- Continue to the next Head to Head.
- You **can pass** to yourself in the air (that's called **Freestyling**) or off the wall.

LOB 🏋️

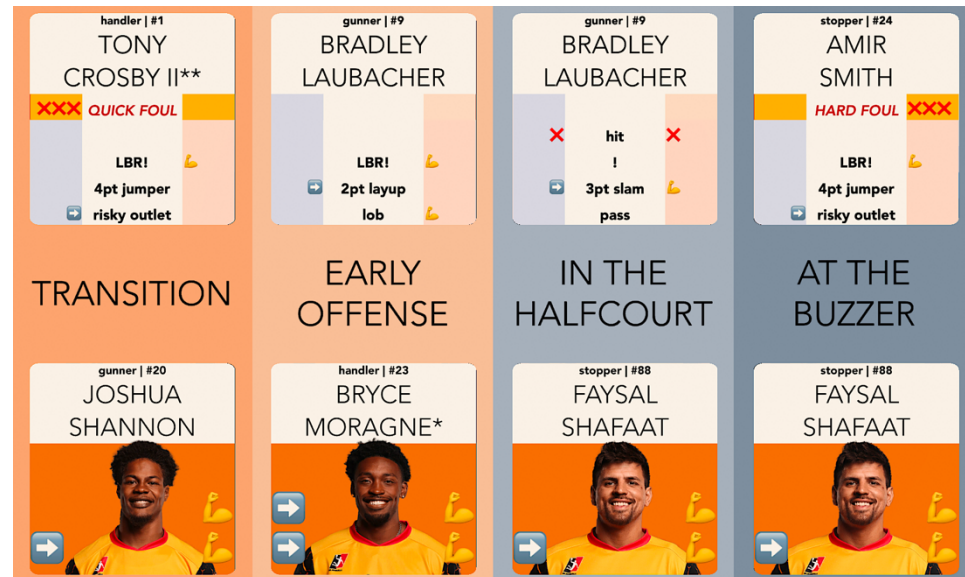
- Continue to the next Head to Head, adding **1 Power** 🏋️.
- You **can lob** to yourself.
- You **cannot** shoot a jumper directly off a lob.

If an **outlet**, **pass**, or **lob** is **risky**, it can always be stolen!

Tony grabs the LBR! (+🏋️) and throws a **risky outlet** (+➡️) to his handler. But Joshua didn't play a **steal**!

Bradley **lobs** the ball to himself (+🏋️), and **passes** it out to Amir Smith, who shoots a **4pt jumper** with **1 Speed** ➡️.

Faysal Shafaat doesn't flip his card—you got him this time! That's 4 points.



Any questions?

Email Ricky!

ricky.mouser@gmail.com

Thanks to my playtesters along the way:

Eric Alt, Tyler Douglas Anderson, Roman Attisha, Luke Capek, Binh Doan, Kjell Fostervold, Tyler Fry, Mehdi Hami, Jeffrey He, Paul Howatt, Mike Ren, Taylor Roselius, Nate Rosenbloom, Dami Salako, and my consiglieri Brandon Roselius.