

Ages 10+ · Players 2-6 · 20 Minutes

TED LASSO™

PARTY GAME

RULES



Contents

- Game Board
- 5 Location Mats
- 2 Coach Movers with Bases
- 12 Event Cards
- 14 Character Cards
- 54 Believe Cards
- 32 Trouble Tiles
- Biscuit Box
- Football Die
- Scoring Clip
- Reference Card
- Rules



DOWNLOAD THE FREE APP

Ted Lasso Party Game Timer
with themed sound effects.

(Or use your own two-minute timer.)



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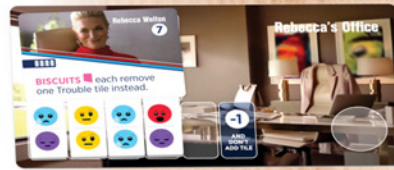


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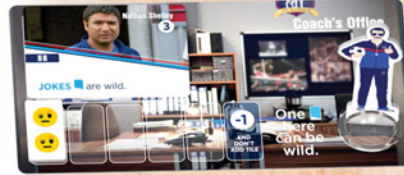
SETUP

- Place the game board and the **Location mats** in the center of the play area. Leave space below each location to place cards.
- Shuffle the **Event cards** and place **four** in a face-down stack on the board. Set aside the rest—they won't be used this game.
- Separately shuffle the **Character cards** and the **Believe cards** and place them in face-down decks near the board.
- Place all the **Trouble tiles** in the **Biscuit Box** and mix them up.
- Draw Character cards from the deck, placing **one** face-up on each location. (If you draw a character already at another location, place them on the bottom of the deck and draw again.) Then draw Trouble tiles from the box according to the number of tiles shown on each card, and place them face-up below the character.

For example, place **three** Trouble tiles below Sam.
- Place **Coach Lasso's mover** on the Coach's Office location and place **Coach Beard's mover** on the Training Pitch location.
- Remove the cardboard spacer before placing the game box nearby—you'll use it to roll the **Football die** and score Morale. Place the Football die inside and slide the **scoring clip** onto the "0" of the Morale track.
- Keep the **reference card** nearby and open the **Ted Lasso Party Game Timer app**, or set your own two-minute timer.
- Learn to play with a quick video! Or you can continue reading!



Location Mats



Coach Lasso



Coach Beard

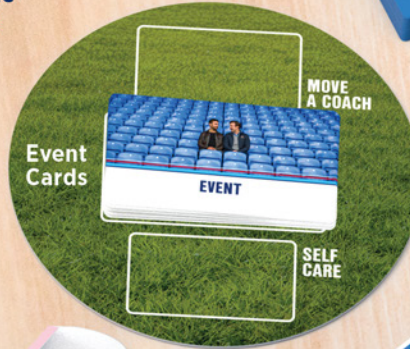
Believe Deck



Trouble Tiles



Character Deck



Game Board

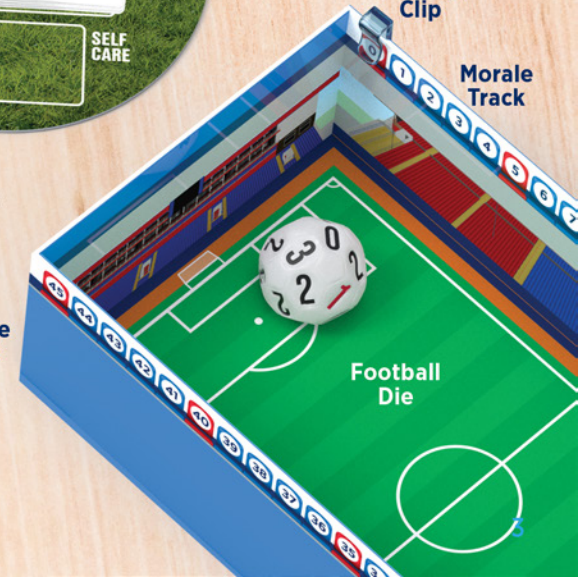


Scoring Clip



Biscuit Box

Game Box



Morale Track

Football Die

HOW TO WIN
 Work together to help Coach Lasso and Coach Beard raise the Morale of the players and staff at AFC Richmond. If you score 45 Morale by the end of the fourth round, you all win!

HOW TO PLAY

The game is played in ~~four quarters~~ ~~two halves~~ four rounds and it's cooperative. In every round, each player is dealt a hand of Believe cards. You'll need to work together to play all your cards before the timer runs out. Your goal is to match your cards to the emotions on each character's Trouble tiles. At the end of the round, if you've played two cards that match a tile, you will remove that tile.

COACHING
"I just gotta hope that everything I've been trying to teach 'em made some sort of impact on 'em."



HELPS

COACHING helps characters who are **SKEPTICAL**

QUALITY TIME
"Congrats, you both just met a cool person!"



HELPS

QUALITY TIME helps characters who are **ANGRY**



BISCUITS are **WILD**

JOKES
"So you're gonna give me the cold shoulder and the silent treatment? That's a combo. Does it come with a medium drink?"



HELPS

JOKES help characters who are **SAD**

INSPIRATIONAL SPEECH
"I have a real tricky time hearing folks that don't believe in themselves."



HELPS

INSPIRATIONAL SPEECHES help characters who are **INSECURE**

If you remove all of a character's tiles, you score the Morale shown in the top-right of their card. **Footballers** have footballs ⚽ instead of numbers, and for each one, you roll the Football die to score Morale.



STARTING A ROUND

1. **(Skip this step in the first round.)** Refill any empty locations by drawing Character cards and Trouble tiles, as you did in step 5 of setting up the game.
2. Flip over the top Event card in the stack and read it aloud. The event affects the current round, making it easier or harder.
Note: While learning how to play, you can simplify the game by ignoring the events. Instead of flipping the top card over, leave it face down.
3. Choose one player to deal this round. They count out 24 Believe cards from the deck **face down** and deal them to the players as evenly as possible—it's okay if players have different numbers of cards. **Don't look at the cards yet!**
4. Read each character's effect and discuss any plans or strategy you'd like to use this round. Before you start the timer, read **PLAYING A ROUND** on the next two pages.
5. When everyone is ready, start the two-minute timer. The player who dealt takes the first turn!

PLAYING A ROUND

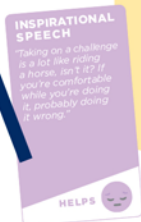
As soon as you start the timer, pick up your cards. Starting with the player who dealt, take turns playing color sets:

1. **CHOOSE A COLOR.** Play **all** your cards of that color face up in front of you. You cannot keep any for a later turn.
Note: Biscuits are wild. You can play them along with another color or on their own.
2. **USE EACH CARD.** There are three options for how to use a card: Be Kind, Move a Coach, or Self Care. You may choose a different option for each card.



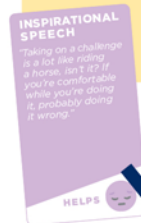
You can't give cards to a character unless Coach Lasso or Coach Beard is with them.

BE KIND
Give the card to a character **at a coach's location.**



MOVE A COACH

Place the card face up on the **MOVE A COACH** space of the board. Then move **one** coach to any location.



SELF CARE

Place the card face down on the **SELF CARE** space of the board. At the end of the round, you can discard five Self Care cards to remove any one Trouble tile.




Once you've used all the cards of the color you chose, the player to your left takes a turn. Hurry and continue taking turns until all players have no cards left or the timer goes off.

Note: Players may run out of cards at different times. Skip players who have no cards left.

ENDING A ROUND

After all players have used all their cards or the timer goes off, follow the steps below:

1. **If a character has no Believe cards**, add one Trouble tile to them. If a character would get a sixth tile, lose 1 Morale instead and don't add the tile.
 2. **Remove as many Trouble tiles as you can.** If a character has two Believe cards that match the two emotions on one of their tiles, return those cards to the Believe deck and return that tile to the Biscuit Box.
 3. **If there are five or more Self Care cards**, you may return five to the Believe deck to remove any one Trouble tile. You may do this multiple times in one round.
 4. **If you remove all of a character's Trouble tiles**, you score the Morale in the top-right of their card. If they have a Score Bonus, you get that too! If they are a footballer, roll the Football die once for each  and the total of the rolls is their Morale. Slide the scoring clip up the Morale track and remove the Character card from the game.
 5. **If the timer went off** when any players still had cards, lose 3 Morale.
- Note:** The Morale can never go below 0.
6. **Discard the top Event card and shuffle all the Believe cards**, except for Self Care. (Shuffle together the deck as well as any cards still at locations, in players' hands, and on the Move a Coach space of the board.)



If you roll a red 1, Score 1 Morale! Then roll again!

ENDING THE GAME

If the Morale reaches 45, the game ends and the players win! At the end of the fourth round, if the Morale is less than 45, the players lose.