



UP GO THE HEADS

A GAME ABOUT FOOTBALL by Gregor Hutton

Dedicated to Charlie Hutton, my grandfather.





CREDITS

Up Go The Heads is written by Gregor Hutton. For Harvey.

Artwork from *The Marks Brothers* comic strip in issues of *Roy of the Rovers* magazine from 1981, illustrated by Barrie Mitchell.

Book Layout and typography by Gregor Hutton.

About Gregor Hutton

Gregor Hutton has enjoyed role-playing games since the early 1980s. He's loved football for longer, and spent his early years reading such great comic strips as *The Marks Brothers* in *Roy of the Rovers*. Gregor's first published role-playing game was *Frenzy* in 1995, and in 2006 he published the acclaimed *Best Friends*.

About Barrie Mitchell

Barrie worked on *Roy of the Rovers* until the closure of the comic in March 1993. He then went to work with Marvel comics. Barrie was the artist chosen to bring Roy Race back to life in May 1997 with *Match of the Day* magazine. He illustrated that story until the closure of the magazine in May 2001. He was the artist for the *The Marks Brothers* strip for its three-year run in the early 1980s.

Text and Book Design © 2007 Gregor Hutton

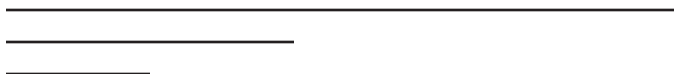
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The original 24-hour version was written 21 March 2007 to satisfy the terms of a bid at the Compulsion Charity Auction 2006.

Compulsion is a Games Convention run by GEAS at Edinburgh University, which raises thousands of pounds for charity every year.





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INTRODUCTION

Up Go The Heads is a Role-Playing Game about Football. It is played by a group of 3 or more friends, and typically lasts a few game sessions, each a few hours long. It is not intended to be an ongoing gaming or social commitment, and should be fun.

In the game each participant takes on the role of a Player. In the course of play everyone will also play members of the supporting cast in the story too. During play you will make stories about your Players in turns using the rules.

A Player has 4 Attributes: **Ego**, **Hubris**, **Talent** and **Expectation**.





ATTRIBUTES

EGO—A Player's self-belief and mental toughness. A measure of attitude and arrogance. Think of this as every wild story you've ever heard about dressing room dramas and training ground bust ups. When you fall out with the Boss, who goes? You or him?

HUBRIS—Opposed to EGO this is the force that can condemn an egotistical Player to a tragic end. Think of EGO as poor luck and just plain bad karma that seeks out the arrogant and unruly.

TALENT—A Player's footballing ability. A measure of how good they are with their feet, their head and their overall footballing skill. The best teams have the best TALENT and mostly they win.

EXPECTATION—Opposed to TALENT this is the weight of investment that others place in the Player. Think of EXPECTATION as their transfer value, and the belief that the fans have in the Player's ability to win games and trophies for their club and country.



UP GO THE HEADS



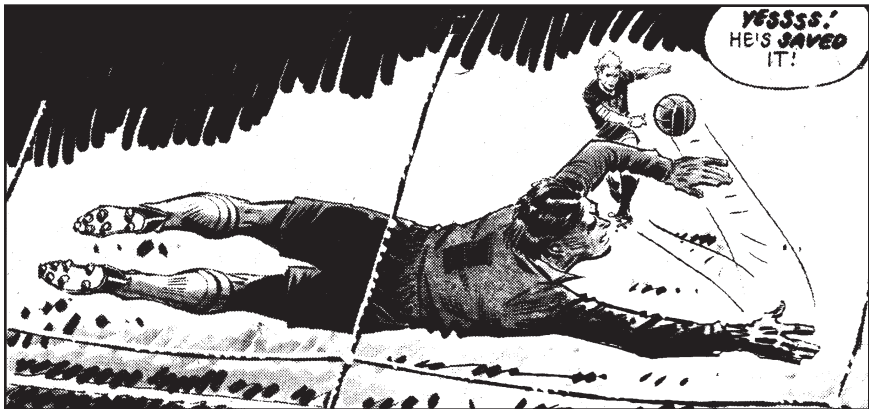
In the course of the game these Attributes will rise. When 2 Players have an Attribute higher than 7 then the game will enter its final **Round**. After this ends the outcomes for each of the Players is described and the game ends.

Within a Round everyone has a 'go'. This is called their **Turn**. On your Turn you get to choose a **Scene**. When your Turn ends the Player to your right then has their Turn.



DICE

The game uses **ordinary six-sided dice** (usually called 'd6'), the sort that you can find in most stores. If you prefer, you can use football-shaped d6s that are available from specialist shops. With the numbers marked in 'pips' they look perfectly like footballs.





ROUNDS, TURNS & SCENES

The game is played in Rounds. Within a Round everyone has a Turn. On your turn you tell the story of your Player, roll some dice and play out a Scene. The other participants portray supporting characters in your Scene, suggest ideas and aid or hinder your Player in achieving his goals. They may also introduce their own Players, in a supporting way, under certain circumstances.

Scenes allow you to increase your EGO or TALENT. They may also increase your HUBRIS or EXPECTATION.

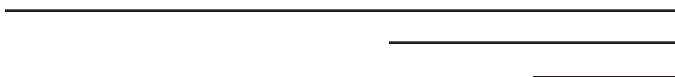
In your Scene you will be rolling dice based on the EGO or TALENT of your Player. The person sitting to your left will be rolling dice based on your Player's HUBRIS or EXPECTATION (depending on whether EGO or TALENT, respectively, was chosen by you).

Anyone else not already rolling dice (i.e. not you or the person to your immediate left) can help either side. They do so by **'Risking'** up to 1 die from one of their Attributes. This has 3 effects.

(1) The Risking Player is now involved in the scene somehow—say playing in the same match, featured in the same magazine or on-line poll, or embroiled in the story in some direct way.

(2) If the side that the Risking Player is helping wins then the Risking Player gains an extra die for their next Turn. If they lose then they are short of the die they Risked for their next Turn.

(3) Risking forces the Player to commit to using an Attribute on their next Turn. If they risk a die of EGO then on their next Turn they must use EGO. As long as you have 1 die available for your next Turn you may Risk it on other Players' Turns before your own.





CREATING PLAYERS

Sit around a table and stay seated in the same order during play. The game starts with everyone creating a Player each.

Together you should all choose a **TEAM** that your Players play for. It could be a major international team such as AC Milan, Liverpool or Real Madrid. It could be a regional team such as Schalke 04, Rangers or Aston Villa. Or even a 'romantic' club such as Alloa.

Choose a **NAME** and **NATIONALITY** for your Player. Discuss all your Players together and find out who your team mates are.

Write down **HOW I WANT TO BE REMEMBERED**. This is a hope that you'd like to be known for if your EGO and TALENT win out.

Write down **DEMONS**. These are fears that will come true should it all go wrong. Will you end up crooked, drunk and a cheater? Head-butt an opponent in your final game and lose the World Cup?





CHOOSING ATTRIBUTES

EGO, HUBRIS, TALENT and EXPECTATION all start at 1.

You allocate an extra 2 points between EGO and TALENT.

Describe your Player to the others. The person to your left then gives your Player 2 points between HUBRIS and EXPECTATION.

Go around all the Players until you all have Attributes finalized.

Everyone rolls a d6. The highest roll will be the first Player to have a Scene. If there is a tie for the highest roll then those Players will roll again between themselves to see who goes first.

You are now ready to begin **Play**.

Example Character: Diego Milione

The group decides that they want to play for a major European team and choose **Juventus**.

Brian decides that his Player will be the mercurial **Diego Milione** from **Argentina**. Milione is a young attacking midfielder who wears the beloved number 10 made famous by so many South American superstars.

Brian wants Diego to be **remembered for being worthy of the famous number 10 shirt** and for **scoring more goals** in Italian football than anyone else.

Milione's **Demons** are his fear that he will be **labelled a failure** and **won't make the grade** in European football.

Brian gives Diego Milione an **EGO** of **1** and a **TALENT** of **3**. He thinks that the young midfielder is humble, but is a prodigious footballing talent destined for great things.

To Brian's left is Adam, and he gives Diego a **HUBRIS** of **3** and an **EXPECTATION** of **1**. Adam says that clearly the fans are unaware of his TALENT and so have a low EXPECTATION for Diego. However, the off-field distractions for such a young player in Italy are huge.

