

SOCCER CITY[©]

the beautiful game

English Edition
v. 2.1



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First Recommendations

It is highly recommended to know the **basic rules of football** to fully enjoy Soccer City. Take some time to learn and assimilate the game. Soon you'll notice the **similarities with real football**. Learn how to play your cards. They're your weapons during the match and the key of the game. Match success will largely depend on your ability and wits to play them. The game also contains a random component, but is mostly based on the **ability, skill and intuition** of the Coach to play his cards.

Game Components

The set contains:

- **Team Coaches.** That's you and your opponent.
- The game **Board**.
- The **Referee Dice**
- The **Score**.
- Two teams with **8 players and 1 goalkeeper** each.
- The **Ball**.
- **18 Yellow cards**.
- **2 Tactical pads**.
- 6 card decks:
 - o 27 cards with **Attacking Actions**
 - o 27 cards with **Defensive Actions**
 - o 26 cards with **Shots on Goal** (+2 for Striker Mode)
 - o 26 cards with **Goalkeeper Saves**
 - o 45 cards with **Ball actions** + 3 Extra Balls.
 - o 12 cards with **External Events**.

Match Settings

Starting Line up

Before kick-off, each Coach decides the position for **6 players and goalkeeper** on the board.

Place your players on your defending half. On the repositioning turn you may place the pieces anywhere on the board. It is not allowed to have 2 pieces (either same team or different) on the same square.



Players have different attack and defence values according to their numbers and their possible role on the pitch:

- **Goalkeeper, Number 1:** 4 GK points, 4 defensive points (Outside the penalty box the defensive value is reduced 2 points), and 1 attacking point on the opponent penalty box.
- **Defenders, Numbers 2 & 3:** 4 defensive points, 1 attacking point
- **Defensive Midfielders, numbers 4 & 5:** 3 Defensive points, 2 attacking points
- **Attacking Midfielders, Numbers 6 & 7:** 2 defensive points, 3 attacking points
- **Strikers, Numbers 8 & 9:** 1 defensive point, 4 attacking points

Initial Hand

Before kick-off a hand of cards is given to each player:

- 3 Attacking Actions
- 3 Defensive Actions
- 2 Shoot on Goal cards
- 4 Ball cards (2 short moves, 1 medium and 1 long)

Cards are given to players after shuffling, **except ball cards**.

Deal Ball cards hand before second half and extra-time halves, if there is Extra Time to play.



Discards

You may toss aside all your cards and renew them, keeping **always a maximum of 2**.

At the end of first half **coaches must make a mandatory Discard**. After each goal, coaches can take an optional Discard. Ball cards cannot be discarded.

In case of Extra-Time, coaches may make an optional Discard.

Match Length

Match length is given by Ball card deck. This deck is made of **45 cards** that are being picked by players during the match. First half is over when there are no Ball cards left on the deck. For second half **3 Ball cards** are added, playing as "Injury Time", totalling 48. If score is drawn after second half then players might play the Extra Time.

TIP: Half length might take between 45-60 minutes. In case you are more than 2 players it may be a good idea to play one-half matches only, or play "Quick Match" Game Mode.



The Board

Main area is **the Pitch**, made up with hexagonal squares, where the match is played.

On each player side there is the **Booking area**, numbered from 1 to 9, where you may control the yellow and red cards your players may receive.



In the other corner there are two **Passes and Advances guide**, a quick reference on how to use your Ball cards.



Finally you have **Players Value area**, where you may check defensive/attacking values of your players depending on their number.

	Jersey number	Defensive points	Offensive points
Goalkeeper *	1	4 (2)	0 (1)
Defenders	2 & 3	4	1
Defensive Midfielder	4 & 5	3	2
Attacking Midfielder	6 & 7	2	3
Strikers	8 & 9	1	4

Game Mechanics

Game is **turn-based**. Each turn is made of an **attacking move and defensive move**.

Once your attacking / defensive turn is over you must replace cards played in your turn by taking new ones from the different card decks.

Attacking Turn

First to move is the attacking team, **the team that possess the ball or the one that had it in the last turn**. Attacking turn is made of **4 phases** that you can either **play or skip**:



1. Pass or Advance.

Player with the ball piece in the same square may make a Pass or Advance with it using a Ball card.



2. Attacking Action.

You may play your Attacking Action cards in two different ways:

- Make a **Dribble** to avoid your opponent's **Tackle move**.
- Use the **Tactical Action** on the card.



3. Shot-on-Goal.

Use the Shot-on-Goal cards to try a shot on target. The Shot-on-Goal card used will compete with Goalkeeper Save card.



4. Team Repositioning.

Once your turn is over is the time to reposition your team for the next attacking turn.

Defensive Turn

After the attacking team is done it is time for the defensive turn:



1. Defensive Action.

You may play your Defensive Action cards in two different ways:

- Make a **Tackle move** or a defensive move to try to steal the ball from your opponent.
- Use the **Tactical Action** on the card.



2. Team Repositioning.

Once the defensive turn has finished is the time to reposition your team before the next attacking turn begins.



Play Your Cards

Ball Cards

You may use Ball cards to **Pass the ball** to your team mate **or Advance** with it.

You may only play **one Ball card per turn** unless you get an attacking action card allowing you to play one more.

Passes

Coach decides the length of the pass:

- **Short Pass** – Ball moves up to **4 squares**
- **Medium Pass** – ball moves from **5 up to 8 squares**
- **Long Pass** – Ball moves from **9 up to 12 squares**.



Both the player advance and passes must be made following only a straight line of hexagons from where the player and ball are.

Long and Medium Passes are high passes, avoiding any player located more than one square from the original location of the ball or where it ends up on the board. However, any player, opponent or teammate, will block Medium or Long pass at the beginning of their path.



If the team mate who is to receive the pass is **Marked** there will be a **Challenge**.

Short Passes are low passes and will be intercepted by any player located in the squares between the original location of the ball or where it ends up on the board. Short Passes do not trigger a Challenge.

TIP: It is not necessary to make a Pass to a square which has another member of your team.. You may decide to make a Pass to a square close to your player and then try to reach it on your next move.



Square Pass

You may also make a pass to a team-mate that is alongside the ball bearer, in parallel to midline. In this case:

- **Short Pass:** 1 square
- **Medium Pass:** 2 squares
- **Long Pass:** 3-4 squares



Square Passes can be intercepted by placing 2 defenders on 2 of the squares beside pass origin. **Medium and Long Square Passes are also high passes**, working the same way as explained above.



Advances

- **Short Advance** – Player moves 1 square forward with the ball.
- **Medium Advance** – Player moves 1 square forward and the ball moves 2 squares.
- **Long Advance** – Player moves 1 square forward and the ball moves 3 squares.



To make a pass or advance the ball must be on the same square as the player.

You cannot make Square Advances.

Challenge

Challenge decides which teams will play the ball on the following turn.

Challenge happens when the **player that should receive the ball** from a Medium or Long Pass, Corner Kick or any other set-pieces **is marked**.

There is also a Challenge in some cases when you use your Attacking Tactical actions.

Challenge is settled by throwing the Referee Dice, numbered from 1 to 6. Both players throw the dice and higher score **wins and gets the ball**. If you both roll the same number the defender will get the ball.

If the player receiving the ball is marked by two or more opponents then there will be two or more different Challenges.

Marking

A player is Marked when there is an opponent player on any of the 6 squares beside his. If there is no player around he is **un-marked**.

Close Pass

Close passes are **not made using ball cards** and square lines do not apply. They are used on Kick-off, Throw-in, set-pieces and some tactics you will find on Attacking Action cards such as Give-and-Go action.

If a Close Pass is done following a straight line as in a Short/Medium/Long Pass it will be considered as

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one of them, but cannot be intercepted with the Defensive Action card "Defender Go ahead".

A simple pass **shorter than 4 squares** will be considered as a **Short Pass**, same rules as for Short Passes apply. **If longer than 4 squares**, it will be considered as **Long Pass**, same rules as for Long Passes apply.

A Close Pass cannot be done in case 2 opponent players are located on the 2 squares beside ball origin.



Defensive & Attacking Actions

Attacking Action cards are played on the second phase of the attacking turn and can be used as a **Dribble** to leave an opponent behind or as a **Tactical move**, shown on the card.

Defensive Action cards are played on first phase of the defensive turn. They are made of **Tackle moves**, blocks and some other ways to try to steal the ball from the attacker, but may also be used as a **Tactical move** shown on the card.

Only one attacking or defensive action can be used on each turn.



Dribbles & Tackle moves

Both Dribbles and Tackles are scored from 3 to 5 points shown on the top left of the card.



Below card value you will find the move you can play with it.

Found below card move the different defensive Tackles your attacking move beats, or the attacking moves your defensive card intercepts: this means you will always win your opponent with that move **no matter what the values are**.

Below the card's picture are the move's **instructions for one or both players to perform**, once you leave your opponent behind or steal the ball from the attacker



Both attacker and defender may start a Face-off by having another player on an adjacent square (Marked player). If there are more than one players on squares beside the attacker, player with the attacking turn will decide which player he is confronting. In case it is the defender who starts the Face-off it will be him who decides which player will be confronting the attacker.

Face-off

Coach who starts the battle must warn his opponent and choose one of his attacking/defensive cards to face the other, who will choose the defensive/attacking card of his wish.

Both coaches will **show their choice at the same time**, adding his attacking or defensive points to those the player has according to his number.

- If the defender's point totals beat his opponent's, he will regain the ball possession and make the move shown on his card.
- If the attacker wins the Face-off he will make the move shown on his Attacking Action card and begin the following attacking turn.
- If the defender is behind the attacker the coach may decide whether to make the move shown on the card or just advance 1 square with the ball.
- If there is an equal score there will be a Foul, unless the defender decides to throw the Referee Dice.

When the player that wins the Face-off finds an opponent player in his path while doing the move shown on the card he will pass the player as if he wasn't there, but if this second player is on the destination square the winning player will stop at the previous square..

NOTICE that during a Face-off, whichever the outcome, a new attacking turn will begin for the team that gets the ball possession.

Referee Dice

Throw the dice to solve a dispute.

Player that makes a Foul may **decide to throw Referee Dice** to avoid the Free-kick, but taking the risk of being booked by the Referee. In case the coach decides not to throw the Referee Dice there will be Foul and a Free-kick for the opponent on the square where the ball piece was placed.

The possible decisions of the referee are:



- **Whistle:** Referee whistles the Foul.
- **Player Booked:** Yellow card for the player that decided to throw the Dice.
- **Match Goes on!** - Defender regains ball possession and performs the move showed on his card.

In case the Foul is made inside the Penalty Box both “Whistle” and “Player booked” decision will mean a Yellow card for defender.

Tactical Actions

Tactical Actions are shown on the top right side of each card.

You may choose to play this Tactical Actions instead of your Dribble or defensive Tackle move.



There are some Tactical Actions that can be played on different moments of your turn, before a Pass or Advance to leave your defender behind, or stealing the ball from attacker by leaving a player in offside position with Offside Trap.

Tactical Actions are described on the **Tactical Pads**.

DRIBBLES

MAIN SITUATION



A Attacker

D Defender

Start a Dribble whenever you have a defending player on a square beside ball bearer.

DRIBBLING



Move 2 squares around defender

SCISSOR MOVE



Move defender 1 square aside and move attacker 2 squares around it.

NUTMEG MOVE



Advance attacker 2 squares and place defender on the former attacker square.

SELF-PASS



Attacker advances 3 squares and defender goes back 1 square.

TWO-TOUCH DRIBBLE



Swap attacker and defender positions.

HAT MOVE



Attacker moves around defender. Defender moves 1 square back.

ROULETTE



Swap attacker and defender positions and move attacker 1 additional square forward.

CAROUSEL



Move attacker around defender and move defender 1 square in the direction of your choice.

ELASTICA



Move attacker around defender and then move defender 2 squares in the direction of your choice.

Once attacker and defender make their moves a new attacking turn begins.

TACKLE MOVES

MAIN SITUATION



A Attacker

D Defender

Make a Tackle move whenever you have an attacker with the ball on a square beside your player.

PULL



Swap defender and attacker position.
Defender steals the ball.

BACK UP



Defender moves one square backwards, steals the ball and move attacker one square forward of your choice.

SHOULDER CHARGE



Defender intercepts the ball and moves attacker one square on same direction he was following.

SIDE TACKLE



Swap defender and attacker positions. Defender steals the ball and moves one square forward.

BLOCKING



Defender regains possession and moves 1 square in any direction.

PRESSURE



Defender steals the ball and moves one square forward. Move attacker piece in any direction.

CUT OFF



Defender steals the ball and advances 2 squares in any direction.

BLOW



Defender steals the ball, advances 2 squares with it and moves attacker one square in any direction.

TACKLE



Defender takes attacker square, steals the ball and moves attacker one square in any direction.
**In case the action is lost you may use an additional tackle move.*

* In case the "Tackle" is lost by points, defender can play an additional Tackle move, but in case the Dribble move specifically beats "Tackle" (i.e. Nutmeg move), defender cannot use this property.

If Tackle move wins both players will make the move showed on the winning card and defender will start attacking turn.

Shot-on-Goal



Shoot on goal is the **third phase of your attacking turn**.

Find shot-on-goal value on the top left side of the card.



On the lower side you will see the conditions to get a **Special Shot** with additional points.

It is a must that attacker is **unmarked** on the three squares between him and the goal line, unless he receives a Long/Medium Pass and wins the Challenge.

Team mates do not block the shot on goal, unless there are three own players on these three mentioned squares.

It does not affect the Shot-on-Goal if attacker is Marked on the three squares behind.

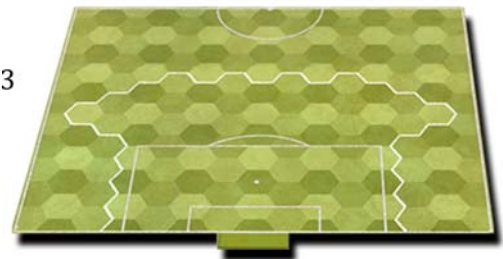
It is also necessary that attacker is inside the **Shot-on-Goal Zone** on the Board.

Get Shot-on-Goal value adding your card points to your player attacking points.

- **GOAL** - In case Shot-on-Goal total score is above Goalkeeper Save total value
- **SAVE** - Goalkeeper Save total score is above Shot-on-Goal sum.
- **TIE** - Both **scores are equal**, follow instructions described on Goalkeeper Save card.

Shot-on-Goal Area

Shoot on goal inside this area only. It takes Penalty Box + 3 squares more in front of it.



One on One

Play a One-on-One move when ball bearer is inside the penalty box and the only player defender has is the Goalkeeper. **Add +1 point to your Shot-on-Goal score**, unless you are entitled to have a Special Shot.

Assist

Make a Short Pass inside from Goalkeeper Influence Area. **Add +2 point** to your Shot-on-Goal score if ball gets to your team mate and decides to shoot.



Goalkeeper Save

Choose a Goalkeeper Save card at random when your opponent shoots on goal.

Goalkeeper piece must be inside Goalkeeper Influence area.

Show your card right after Shot-on-Goal card from your rival is unveiled.

Total score of your Save will be the result of adding Goalkeeper Save score to Goalkeeper defensive points.



Some special saves will beat some Shot-on-Goals whichever the score you get. Find this saves on the top left side of your card. Below save description it is showed the move to be done if your card wins.

It is shown on the lower right side of the card the move to be performed if the scores of **Save** and **Shot-on-Goal** are equal. Tie-break moves might be:



- **Clears the ball!** - Goalkeeper clears the ball and sends it 4 squares in any direction of his defender choice (straight line). If ball piece gets to a square with no player then begins repositioning team turn, defender starts, until the ball is regained by any player.
- **Corner kick** – Attacker gets a corner kick
- **Out** – Shot is out of target and defender regains ball possession with a Goal kick.

Goalkeeper Pass (after blocking)

Goalkeeper blocks the shot-on-goal when Goalkeeper save score is higher than shot-on-goal total score. Once ball is blocked the GK may move one square in any direction and make a pass. GK cannot keep the ball longer than 2 turns.

GK Influence Area

Goalkeeper will be able to make a save whenever he is within this area.

In case the shot from the attacker is made from **outside the Penalty Box**, the Goalkeeper Influence Area will be delimited by the Penalty Box lines.

When the shot is made from **inside the Box**, Goalkeeper Influence Area will be that covering from the goal line +3 squares to the penalty point.



Team Repositioning Phase

At the end of the attacking turn Coach may reposition part of his team: move **1 square each player**, maximum of 3 players (4 if you move GK).

The player that has the ball cannot be repositioned, neither those players used on Long/Medium Advance and players used on any Tactical Action on the last turn.



Defender coach can also relocate part of his players as explained above after his defensive turn. Players that have been used on any defensive tactical action on last turn cannot be repositioned.

Tactical Pads

Each coach has a tactical pad as a **guideline on how to use the different tactical actions** shown on the cards. Find both Attacking and Defensive Tactics on each side of the pad.

Any tactical action can only be played on its attacking/defensive turn and you must have the card containing it.



Attacking Tactical Moves

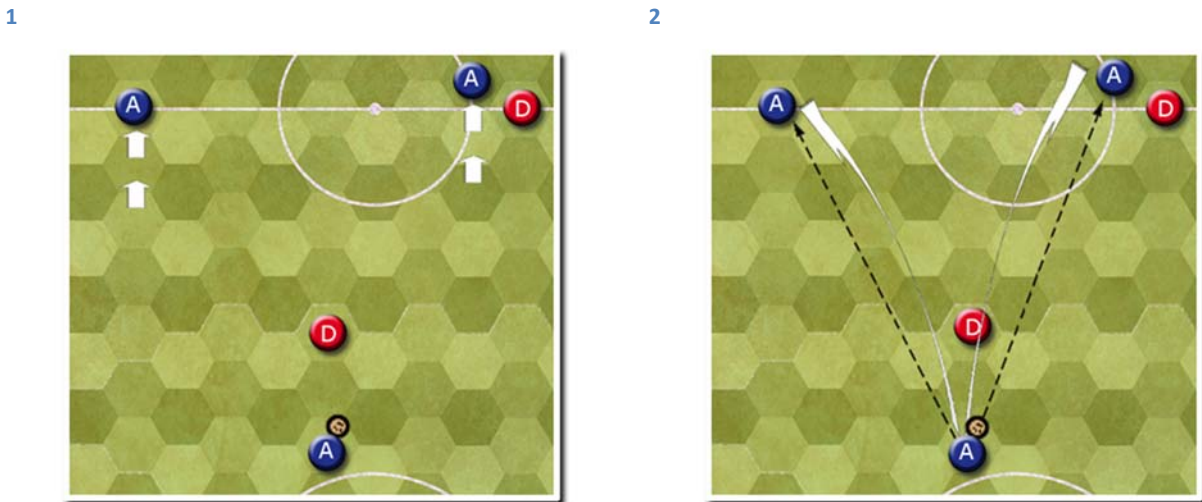
Give and go (1-2):

1. Attacker makes a Close Pass to a teammate located to a maximum of 4 squares.
 2. First attacker advances up to 2 squares.
 3. Second attacker passes the ball to the first player using a Short Pass. The ball must land within a distance of 2 squares of the other attacker.
- *Play this tactic right before Pass phase.



Fast Break:

1. Choose up to 2 to players in the defensive half and move them forward a maximum of 2 squares.
 2. The ball goes to one of the two players using a Close Pass.
- *This tactic can be only played right after Passing/Advancing.



Crossing Pass:

1. Choose one teammate on the opposite side of the pitch and pass him the ball using a Close pass. Both players have to be in the same half of the field and closer than 4 squares to their respective touchline.
 2. The chosen player advances 1 square with the ball.
- *This tactic can be only played right after Passing/Advancing.



The ball goes to the team mate.

This player advances 1 square with the ball.

Pass to the Box:

1. Choose a team mate in the penalty box and pass him the ball using a Close Pass.
 2. If the player is unmarked he will shoot on goal. If not, a Challenge has to be played.
- *You can make a Pass to the Box from anywhere in the field.
 *This tactic can be only played right after Passing/Advancing.



One-Touch Pass/Advance:

1. During the Team Repositioning phase, if any of the players takes possession of the ball, that player will be able to play a Pass or Advance.
- *You cannot play a One-Touch Pass/Advance if any of your players had the ball before the Team Repositioning phase.
 *This tactic can be only played right after Player Repositioning phase.



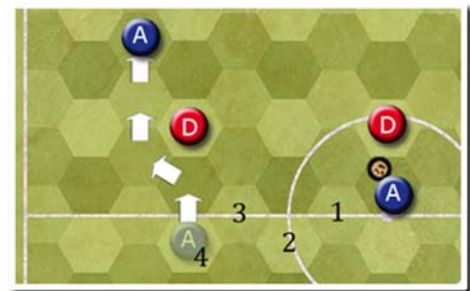
Move up to 3 players 1 square each.



If any of them catches the ball you can play a Pass or Advance.

Side-Line Advance:

1. Choose a team mate who is within 4 squares behind the player in possession of the ball.
 2. Move him forward a maximum of 4 squares in parallel to the side-line.
- *This tactic is played after the Pass / Advance phase.
 *If there is any other player on his way, blocking his run, the chosen player will move 1 square to one side and keep on advancing.



Slip From the Defender:

1. Choose a marked team mate and move him 1 square away from the defender.
- *This tactic can be only played right after Passing/Advancing.
 *One of your players must have possession of the ball when you make this tactical action.
 *Player selected must be unmarked after using this tactic.

Additional Pass/Advance:

1. Make an additional Pass or Advance.
- *This tactic can be only played right after Passing/Advancing.



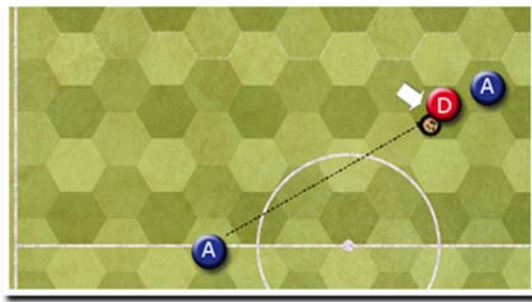
Sprint:

1. Player that makes a Medium or Long Advance moves an extra square forward.
- *This tactic can be only played right after Passing/Advancing.

Defensive Tactical Moves

Defensive Anticipation:

1. Defender waits until the attacker makes a Medium or Long Pass.
 2. Move the defender right after the Pass is completed by advancing him 1 square to intercept the ball.
 3. The ball will be intercepted on the adjacent square to the origin or destination of the ball.
- *This tactic can be only played right after attacker make a Medium-Long Pass, stealing the ball and recovering the attacking turn.



Pressing:

1. Choose a maximum of two defenders that are at a maximum of 3 boxes of the attacker who has the ball.
 2. Move them a maximum of 2 squares to mark the player with the ball.
- *This tactic can be only played on your defensive turn.



Tactic Foul:

1. Right after a non-successful tackle move, the defender commits a Foul on purpose against the attacker.
2. The defender interrupts attacker's turn in order to reposition his team.
3. This tactic it is always punished with Yellow Card to the defender without the use of the Referee Dice.

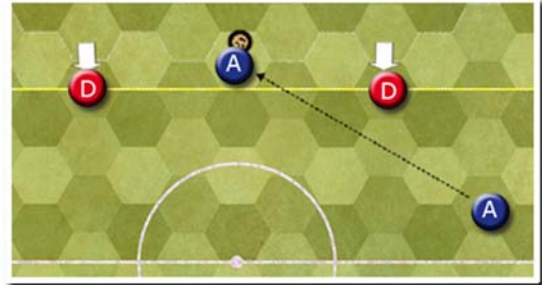
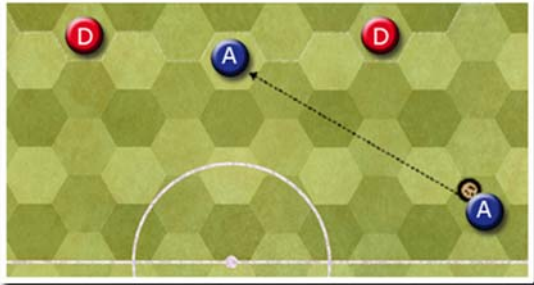


*This tactic can be only played after the result of the Face-off.

Offside Trap:

1. Defender waits for the attacker complete a pass.
2. Move your defending line (a maximum of 2 players) one square to catch the opponent in an offside trap.

*This tactic can be only played right after attacker makes a Pass.



* If there is a dispute, the recipient player is the one that is closest to the ball.

Goalkeeper Anticipation:

1. The goalkeeper waits for the attacker to Pass into the Box or for a Corner Kick.
2. If ball receiver is unmarked, and Goalkeeper is located up to 2 squares from him, the goalie intercepts the ball.

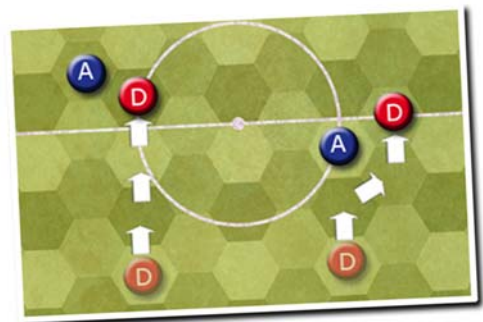
*This tactic can be only played after a Pass to the Box (attacking tactic) and Corner kick, stealing the ball and recovering the attacking turn.



Defensive Retreat:

1. During your defensive turn, choose up to 2 players located on the opposite half of the pitch, and move them back a maximum of 3 squares.

*This tactic can be only played on your defensive turn.

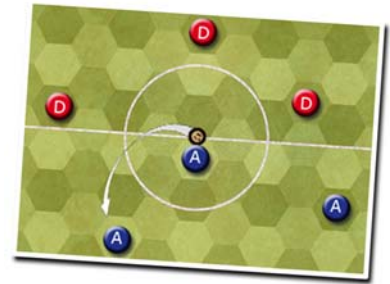


Match Progress

Find below a range of possible events and situations you may find when playing your match.

Kickoff

Place a player on the square beside center spot. Make a Close Pass to a team mate. A Ball card is not required to make this pass. Then attacking turn begins for kickoff team.



Game stopped – Repositioning

Games stops when the ball surpasses any line, in case of Foul or Offside. Coaches then may relocate his players, attacking coach first. Defensive coach repositions his team after. Defender player cannot be placed marking an opponent that is **not within Shot-on-Goal Area**.

Other restrictions to player repositioning:

- Throw-in: reposition **only 2 players** in case of throw-in
- Do not reposition any player when GK blocks the ball.
- Attacking Tactical Actions** cannot be played on the following turn after the match is resumed.

Foul

There is Foul when the attacker and defender get same score when trying a Face off. The defender may decide to throw the Referee Dice and accept its decision: Yellow Card, Foul or Resume the match. Free kick will be played from same square the attacker was when the Foul happened.

In case of Foul within the Penalty Box there will be a Penalty Shot. In this case, every face of the Dice will mean Foul+ Yellow Card save for **“Match Goes on!”**.

Yellow Card

Your player will be booked when:



- You decide to throw the Referee Dice when defending a Foul and get the Yellow Card faces of the Dice.
- You decide to throw the Referee Dice when a Penalty Shot and get any result but **“Match Goes on!”**.
- In any case after using the Tactical Action “Tactical Foul”.

Red Card

Your player will be sent off when he is booked for the second time with Yellow Card.

Your player will also get a Red Card when you start a Face-off within the Shot-on-Goal area and no other defender is within (save for the Goalkeeper). Goalkeeper can also be Sent-off in case it is him who starts the Face-off. Given this it is mandatory to throw the Referee Dice. You get the Red Card in any result but **“Match Goes on!”**.

If the Goalkeeper is sent off the coaches need to choose any player from his team to play as Goalkeeper, getting 3 Goalkeeper points.

2 players sent off for the same side ends the match with a 5-0 loss for the team.

Penalty Shot

Both coaches take 3 cards from the Ball card deck: a Short Pass, a Medium Pass and a Long Pass card each. Take the cards from the rejected ones when the deck is over.

Each coach will choose one of the cards and they must show them at the same time.

It is a goal if cards are different, and Goalkeeper will save the shot if both cards are the same.

Free Kick

Kick the ball using a Ball card, make a Pass or Shoot on goal (if the Foul was made within the Shot-on-Goal Area). Take a Shot-on-Goal card at random from the deck if you decide to shoot.

Defender may use a Defensive Wall to protect his goal from the shoot. Place up to 2 players 2 squares beyond the free kick spot. Add +1 defensive point to your Goalkeeper Save thanks the wall! To surpass the Defensive Wall the shot must be at least 9 point high. If shot score is below 9 points ball is blocked by the Wall and goes to first defender square, shifting the attacking turn to the other team.

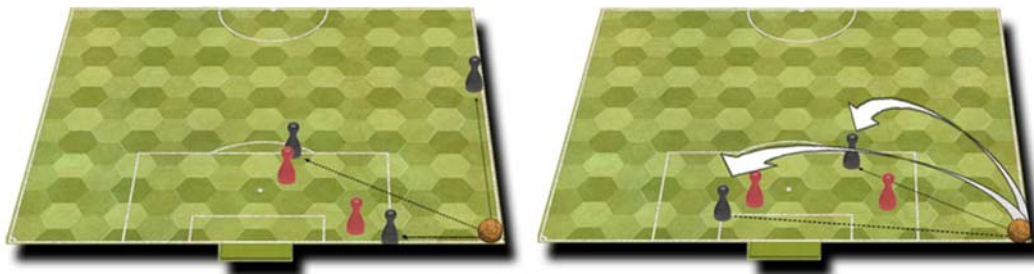


Corner Kick

It is not required to place any of your players on the corner to kick it.

Kick the Corner Kick as a Pass (using a Ball card) or as the Tactical Action "Pass to the box", choosing which player would receive the ball. It is not necessary to have that Tactical Action "Pass to the box" to play it.

If chosen player is marked there will be a Challenge. If unmarked, it will be free to shoot.



Goal Kick

Make the Goal Kick from anywhere inside the inner Goal Box. Make a Pass the leaves the Penalty Box.

Throw-in

It is not required to place a player on the touch line to make a Throw-in. Make a Close Pass to any team mate closer than 4 squares. After the Pass you may proceed with your attacking turn.

Offside

A player is in an Offside position when closer to the opponent's goal line than both the ball and the second-to-last defender (which is usually the last outfield player), and also in the opponent's half of the pitch when receiving a pass from a team-mate.

Steal the ball from your opponent also using the Tactical action "Offside trap".

Substitutions

Coaches may do a maximum of 2 substitutions during the match. Substituted players cannot go back playing again.

Goal

Get a Goal when shot total score is higher than Goalkeeper Save total score.

Half Time / Full Time

Halves are over when the Ball card deck is out of cards and one of the players use the last Ball card on his hand.

-If match is tied at Full Time coaches may agree to play the Extra Time

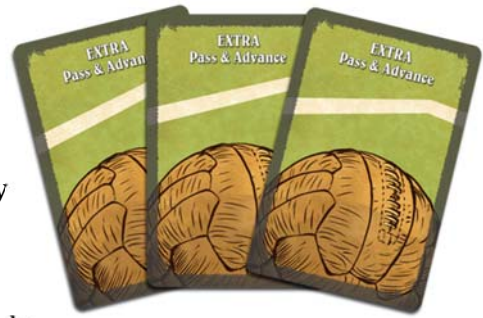
-If Extra Time is tied coaches may decide the match on penalty shootout.

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Injury Time

At the end of second half, when the Ball card deck is out of cards, players add 3 Extra Ball cards of their choice (ball bearer decides which card value will be played after).

Once the Injury Time is started (first Extra Ball card has been played) players have to toss aside any remaining Ball card they would have. Play the 3 additional balls only.



Extra Time

Play Extra Time if Full Time ends with a draw. Deal 4 new Ball cards to both coaches: 2 Short, 1 Medium, 1 Long. Leave the deck with a total of 15 Ball cards (9 Short, 4 Medium, 2 Long). Agree with your opponent whether to play Extra Time in 1 or two halves. No additional time is played on Extra Time.

Penalty Shootout

Play Penalty Shootout to decide match winner in case the score is draw at the end of Extra Time. Each team shoots 5 Penalties. Each team will shoot an extra Penalty if draw continue after the first 5, until the draw is broken.



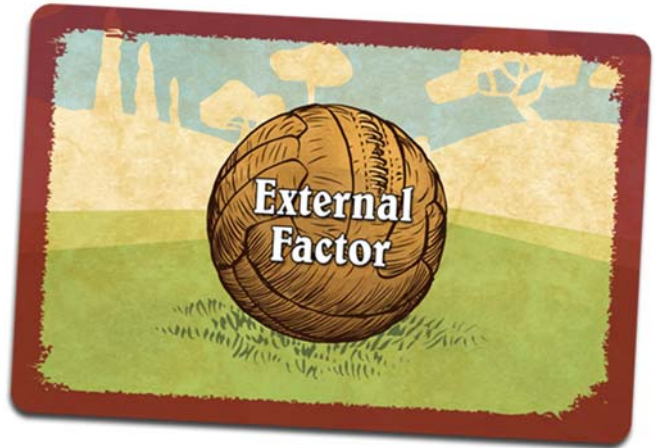
External Factors



Some Defensive and Attacking Action cards are marked as "External Factor" (EF). Every time a coach plays a Dribble or a Tackle move (not Tactical Actions) marked as "External Factor" he/she will take a card from the External Factor card deck.

In case both coaches play the referred cards in the same action only the action winner will take the "EF" card.

External factors apply right after the turn is over and card must be left beside the pitch while the effect last.



Some External Factors will cancel each other out (as stated on the card), when this happens both cards are discarded. However the majority can be used in conjunction with each other during subsequent turns.

When the EF card deck is out of cards, shuffle those which aren't in use and replace the deck.

Extremely Strict Referee:

Every Defensive Action will be whistle as Foul and Referee Dice must be thrown. The option "Match Goes on!" is always changed with Foul in this case. This card blocks "Indulgent Referee"

Indulgent Referee:

No Foul will imply Yellow Card save for "Tactical Fouls" and "Arguing With the Referee". This card blocks "Extremely Strict Referee".

Rain:

Make Medium Passes into Long Passes for the rest of the match. It does not impact on player Advances.

Coach Reprimand:

Apply only if your team is losing: your players increase +1 defensive points for the next 3 turns.

Inspired Goalkeeper:

Add +1 to your Goalkeeper Save score for the next 3 turns. This card blocks "GK's bad day"

Goalkeeper's Bad Day:

Deduct -1 point to your GK save score for the next 3 turns. This card blocks "Inspired GK"

Arguing With the Referee Yellow Card:

Next Foul you make will cause a Yellow Card.



Crowd Support:

Add +1 square to every Medium/Long Advance for the next 3 turns.

Low Pressing:

Applicable only if you are on your defensive turn. Move away 1 square every player you have closer than 2 squares to your opponent.

On fire:

Applicable only if you are on your attacking turn and last until defender regains ball possession. Play any Shot-on-Goal card and get the Special bonus shot even if you do not fulfill the conditions.

The wall:

Applicable only if you are on your defensive turn. Move all your players closer than 2 squares from your rivals to the square beside them.

Off form:

Deduct -1 point to all your players' defensive and attacking points for the next 3 turns.



Game Modes

All game modes are optional and mutually compatible.

Striker

Play without the Shot-on-Goal card deck. Use the Striker Mode Guide to check the conditions and points required to shoot. As for the ordinary match, player that shoots on goal must be within the Shot-on-Goal Area.

Ace Mode

Ball cards will have the value each player chooses at the time they are played. Decide which value suits you better either as a Pass or Advance.

Tactical Actions that let you play more than 2 Ball cards apply all the same. Renew the Ball cards played after your turn.

Each coach will have 2 Ball cards only. Match length will be the same, playing a total of 45 ball cards.

4-Player Mode

2 coaches per team. Each coach will get an Initial Hand. Turn alternate from one coach to other, first attacking team coach one, then defensive team coach one. Coaches do not show their cards to none of their “colleagues”. But they can organize together the following move or ask for advice.

At the end of first half and every time a Goal is scored coaches may make an **Optional Discard or may trade their cards.**

Time is out when there are no Ball cards on the deck and at least 2 coaches run out of them.

Quick Match

Match length is around 25-30 minutes, real time. Reduce the Ball card deck to 20 plus the initial hand of each coach:

- 13 Short Passes
- 5 Medium Passes
- 2 Long Passes



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