

# SUPER TEAM

- rulebook -  
*work in progress*



# COMPONENTS



1 Game Board



1 Double Sided Side Board



20 Morale Tokens



1 Ball Token



2 Captain Pieces  
(1 for each team)



10 Team Pieces  
(4 colored + 1 Goalie for each team)



6 Score Tiles  
(3 for each Team)



6 Target Tiles  
(3 for each Team)



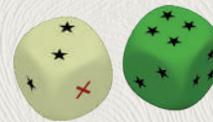
6 Double Sided  
Team Boards



3 Double Sided  
Solo AutoTeam Boards



6 Double Sided  
Captain Boards



6 Dice  
(2 Green + 4 White)



12 Coach Markers



1 Time Track Token

80 Cards



10 Basic Tactic Cards



18 Team Tactic Cards



18 Captain Cards



6 Coach Cards



6 Fatigue Cards



12 Solo AutoTeam Cards



1 Rulebook

# PLAYER'S HAND

Each player starts the game with a hand of 12 cards, consisting of:

- 5 Basic cards marked A–E
- 3 Captain cards with matching numbers marked on the player's Captain Board
- 3 Team cards with matching logos marked on the player's Team Board
- 1 Coach card with a matching logo marked on the player's Team Board



A-E

Basic Cards



6

Captain Cards



A-E

Team & Coach Cards

# SETUP

- 1 Place the **Game Board** in the center of the table with the **Side Board** beside it.
- 2 Place all the **Fatigue Cards** and **Morale Tokens** on their designated spaces on the Side Board. Then, place the **Time Track Token** on the 00' space of the Time Track.
- 3 Give each player:
  - a **4 Player Pieces, 1 Captain, and 1 Goalie** in their chosen color, placed on any  spaces within their half of the Game Board. (with the Goalie placed in the middle space of the small rectangle.)
  - b **2 Team Boards and 2 Captain Boards** — choose 1 of each and return the rest to the box.
  - c **12 cards** as described on the *Player's Hand* (p. 2).
  - d **3 Target and 3 Score tiles** of the matching color.
  - e **1 Green die and 2 White dice.**
  - f **6 Coach Markers**
- 4 Roll a die to determine the **Start Player**, who places one of their pieces and the Ball in the center space.
- 5 Both players shuffle their draw decks and **draw 4 cards.**

## Suggestion

For your first games, use the basic side of the Team and Captain Boards (no abilities) and the Quick Play side of the Side Board with a  on it (see *Variations*).

# BEFORE KICKOFF

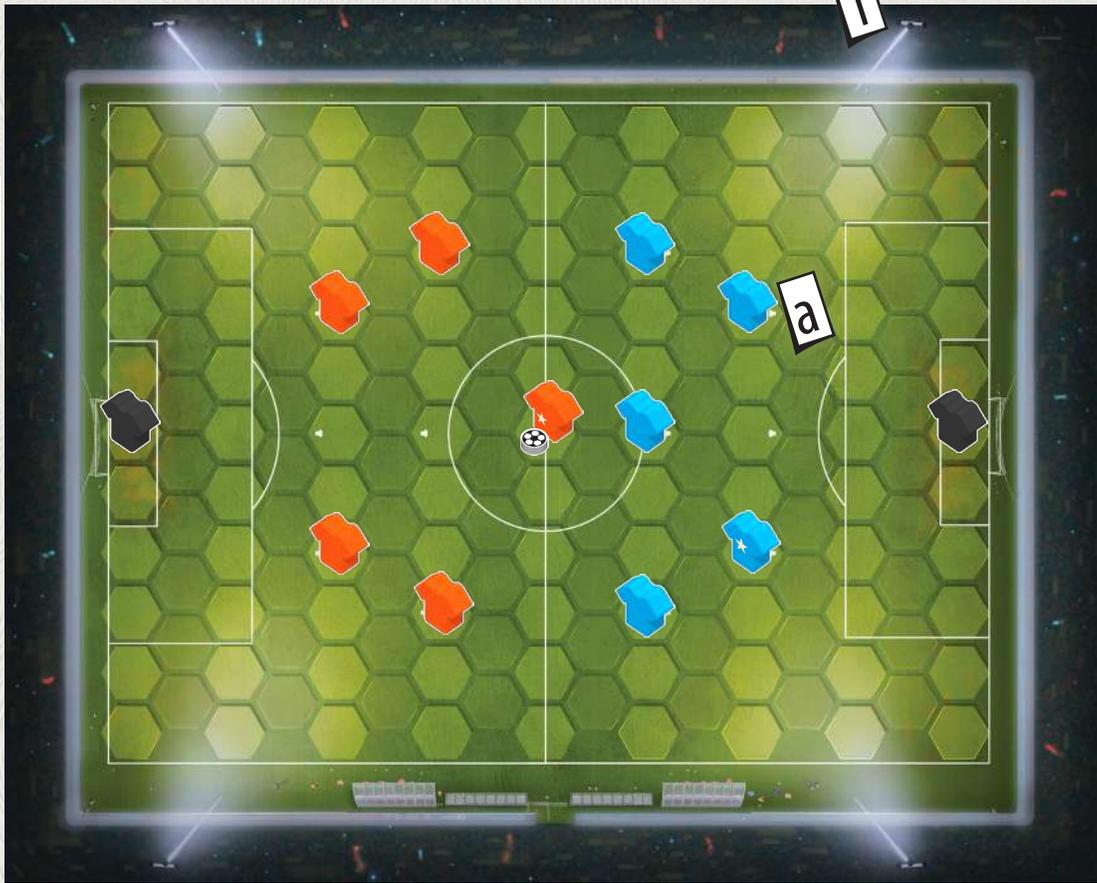
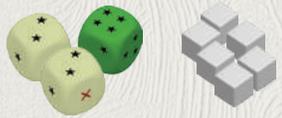
Players secretly distribute their 6 Coach Markers on the designated spaces of their Team Board in any order. Cover with your hand and reveal at the same time. During the game, when performing an action, roll 1 green die plus a number of white dice equal to the markers placed on that action.

**Note:** Between halves, each player may rearrange all their Coach Markers, except for the GK attribute (see *Half Time*).

## example

If you have 2 Coach Markers on the Dribble stat, you may roll 2 white dice in addition to the main green die when you perform the dribble action. So if you want to play offensive, put more markers on Dribble and Shoot, and if you want to defend, put more on GK and Tackle and etc.





# HOW TO PLAY

The game is played in turns. On your turn, perform the following steps in order:

- 1 RESTORE;** Stand up all of your exhausted pieces (if any) (see *Movement*).
- 2 PLAY;** Play up to 3 cards from your hand by placing each face up in your discard pile, then carrying out its effect.  
**Note:** You MUST play at least 1 card!
- 3 DRAW;** Draw cards from your deck until you have 4 in hand.

Then your turn ends, and it's your opponent's turn.

## important note

If your draw deck emptied, shuffle all of your discard pile to make a new draw deck, and then continue to draw and also **move the Time Track Token one space forward!**



# HALF TIME

The first half, ends at the end of a round when the Time Track Token reaches the space 45'. The preparation for the 2nd half is as follows:

- 1 REST;** Each player may remove up to 2 Fatigue cards (if any) from their entire deck and return them to the reserve.
- 2 PLAN;** Each player may secretly rearrange all their Coach Markers on their Team Board (except for the GK).
- 3 ARRANGE;** Reset the setup of the pitch as the way described for start of the match (3a).
- 4 PREPARE;** Each player shuffles all their cards (including discard pile, draw deck, cards in hand and remaining Fatigue cards) together and draws 4 cards.
- 5 KICK-OFF;** Change the start player, who places one of their pieces and the ball in the center of the pitch, and move the Time Track marker to the 45' space to begin the

# FULL TIME

The game ends at the end of a round when the Time Track Token reaches the space 90' and the winner or draw is determined by the goals scored.

# 1. RESTORE

At the start of each of your turns, you may restore all of your **Exhausted** pieces from the previous turn by standing them up to become **Ready** again.

When a piece is standing on the board, it's considered **Ready**. Whenever you move a Ready piece, lay it down immediately — it becomes **Exhausted**. Exhausted pieces have restrictions on **Movement** (see *Movement*, p7).



## Note

Being Exhausted only affects the Movement of a piece. Pieces may perform any actions (Pass, Shoot, Dribble, Tackle) whether Ready or Exhausted. More on actions soon.

# 2. PLAY

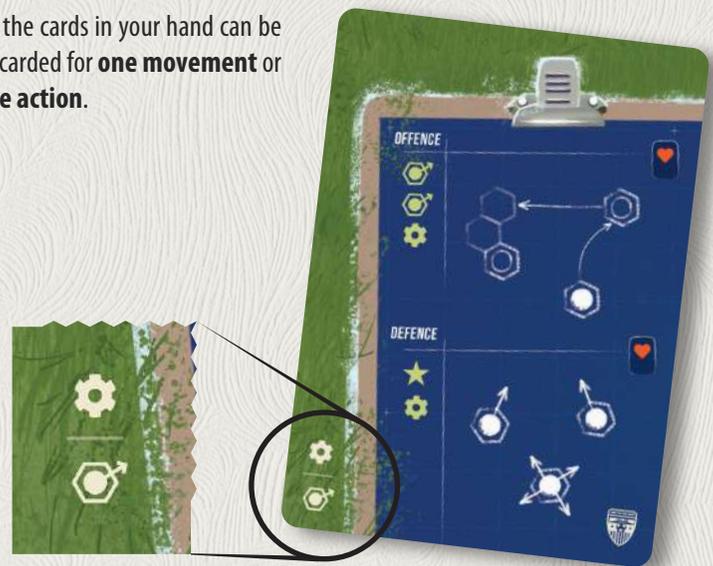
The main part of your turn is **Play**, in which you **MUST** play **1-3 cards** from your hand to move and perform actions.

When playing a card, place it in your discard pile and either:

- Perform the instruction shown on the card, or
- Choose one of the options in the lower-left corner: either make **1 Movement**  or perform **1 Action** .

Since all the card instructions are essentially a mix of Movement and/or Actions, let's take a closer look at how Movement and Actions work. Then we'll dive into the specifics of each card instruction.

All the cards in your hand can be discarded for **one movement** or **one action**.



## MOVEMENT

By choosing , you may move one of your pieces (The Goalie never moves.):

 **Ready:** If a piece is Ready (standing up), you may move it **1 or 2 spaces** in any direction, then immediately make it Exhausted (lay it down).

 **Exhausted:** If a piece is Exhausted (laid down), you must **pay 1 Morale token** to the bank to move it **1 space**.

### important note

A piece carrying the ball must immediately end its movement when entering or leaving a space adjacent to an opponent's piece (Marked space).

- Only one piece is allowed per space.
- The ball carrier moves the ball with them when moving.
- A player may move an Exhausted piece multiple times during a turn by paying 1 Morale token each time.
- All Exhausted pieces become Ready at the start of a player's next turn.
- A piece that enters a space containing the ball immediately becomes the ball carrier.
- Except for the Goalie, no piece (teammate or opponent) may enter the small rectangle.
- **The Goalie never moves.**

### example

Orange player discards a card for one Movement  and moves his Ready piece with the ball 1 space, ending its movement immediately because it enters a space adjacent to an opponent. Then, he lays the piece down to make it Exhausted. He may play another card to move the piece again, but since it's Exhausted, it would cost him 1 .



Blue player discards a card for one Movement and moves her Ready piece 2 spaces, then makes the piece Exhausted (lies it down). She discards another card for one more Movement and moves the Exhausted piece 1 additional space by paying 1 . Though, it wasn't an efficient move since it cost her 2 cards and 1 Morale token.



## ⚙️ ACTIONS

By choosing ⚙️, you may perform ONE action with one of your pieces (including your Goalie). Possible actions for the attacker (the player with the ball) are **Pass**, **Shoot**, and **Dribble**. The defender (the player without the ball) may only perform a **Tackle**. The outcome of actions is determined by rolling dice, which may or may not succeed. When rolling, use 1 green die plus up to 2 white dice, equal to the number of Coach markers on that action in your Team Board. White dice have a fumble side **✖** that subtracts from your total result.

### example

Blue has 2 Coach markers on the Shoot stat, so he must roll 2 white dice in addition to his green die. He rolls the dice and the result is  $5 - 1 = 4$ .

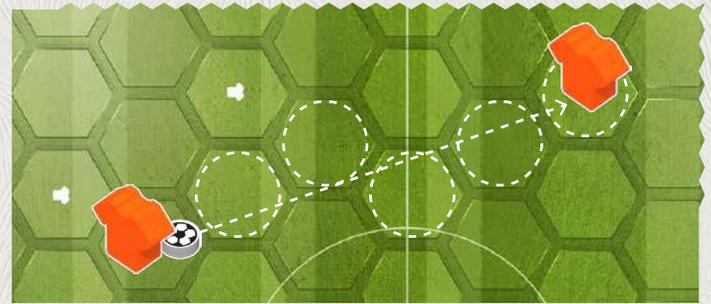


Aside from the Pass action (where only the attacker rolls), both players roll dice to resolve all other actions. The higher total wins the action. In case of a tie, the attacker wins. You'll learn more about resolving each action soon.

## Power & Blocking

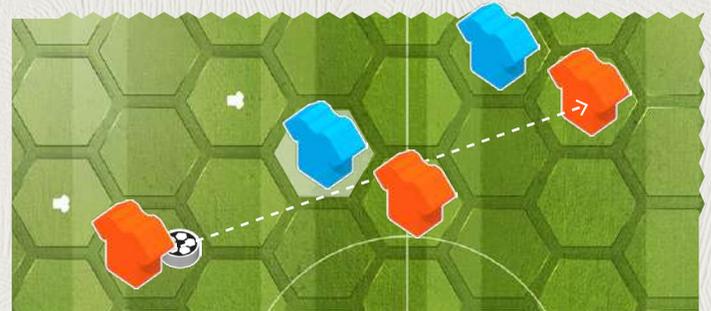
The distance between the ball's current space and its destination in a **Pass** or **Shoot** action is called the **Power**. You'll learn how these actions work soon, but first, let's see how Power is determined: To determine the Power needed, count the number of spaces between the ball's current space and its destination, skipping the starting space. Use the shortest possible path, then divide the total by 2 and round up.

*Example: The power needed for this pass is 3 (5 spaces divided by 2, rounded up).*



In addition to the distance, each opponent's piece in the ball's path adds **+1** to the Power needed for the action. To check this, draw an imaginary line from the center of the start space to the center of the destination space. If this line crosses a space containing an opponent's piece, it counts as a **Block**, adding **+1 Power** to the requirement. (Teammates do not block).

*Example: One of the opponent's piece is in the direction of the pass, so the power required is now 4 (3 for the distance and +1 for the block).*



## ⚙️ Action: Pass

Pass is the only way to transfer the ball between a team's pieces and the only action requiring just one player to roll the dice. The player may enhance their roll by spending ⚡, while the opponent can block the ball's direction (and potentially steal the ball) by positioning their pieces strategically on the board.

To perform a Pass action, do as follows:

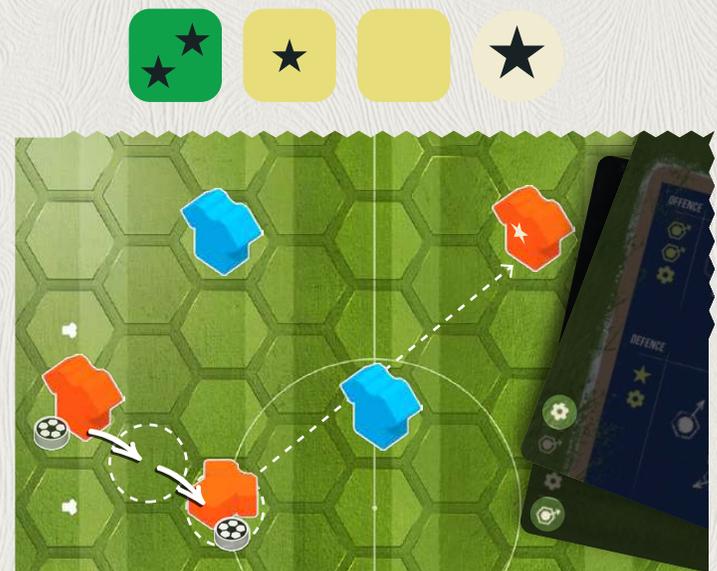
- 1 TARGET:** Select the destination space for the ball. The target can be any empty space or a space occupied by one of your pieces.
- 2 POWER:** Determine the Power required for the action (half of the distance) as well as any possible blocks. (see *Power & Blocking* on p8).
- 3 BOOST (optional):** Pay up to 3 ⚡ from your reserve to boost the action. (see *Use Morale* on p10).
- 4 ROLL:** Roll 1 green die plus a number of white dice equal to the number of Coach markers on the Pass stat of your Team board.
- 5 OUTCOME:** Sum the total of your dice roll plus any Morale tokens spent. Compare the result to the Power:  
**SUCCESS:** If the sum is equal to or higher than the Power, the action is successful: place the ball on the destination space.  
**FAIL:** If the sum is less than the Power, the action fails: place the ball on the first space in the ball direction with a blocking piece (opponent). If there isn't a blocking piece, place the ball on the space halfway to the destination (rounded up).

### example

Orange player moves his piece 2 spaces using his first card. With his second card, he wants to pass the ball to his Captain. He discards a card to perform one action ⚙️, declares the target space, and determines the Power required for the pass: 4 (3 for half of the distance, plus 1 for the Blue piece blocking the ball's path).

Before rolling dice, he spends 1 ⚡ to boost his roll. Then, he rolls 1 green die and 2 white dice (his Pass stat has 2 Coach markers). The total result is 3 (dice) + 1 (Morale) = 4. Since the total equals the required Power, the pass is successful, and he places the ball on the destination space.

If the pass had failed, the ball would be placed on the space occupied by the Blue piece blocking the ball's path. Either way, Orange may continue his turn by playing his third (and final) card.



Let's say the Orange player's pass wasn't successful, and the ball was placed on the space with the Blue piece. On her turn, the Blue player decides to pass the ball to an empty space in front of one of her pieces. She discards a card to perform one action ⚙️. The Power needed for this pass is 2 (half of the distance) with no blocking pieces.

She chooses not to use any Morale tokens. Since she has one Coach marker on her Pass stat, she rolls 1 green die and 1 white die. She rolls the dice, and the total is 1. The action fails, so the ball moves 2 spaces (halfway) along the intended direction and stops there.



## GOALIE PASS ACTION

During a game, your Goalie may become the ball carrier — either by saving a shot on goal or receiving the ball from a teammate. In that case, as your first action, you **MUST** perform a Pass action with your Goalie to another one of your pieces. If this happens at the end of your turn, you must perform the Pass action as the first possible action on your next turn.

To perform a Pass action with your Goalie, discard a card and place the ball on a space with  in your half of the pitch. If you want to send the ball to a different space, perform a full Pass action as explained on p9.

## Use Morale

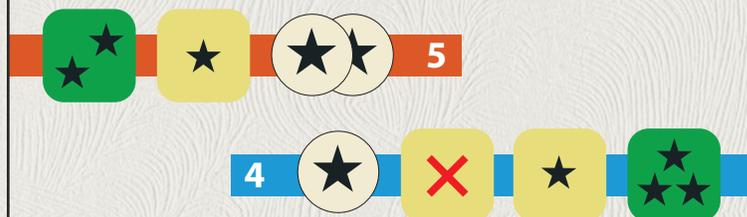
During the game, you may gain Morale tokens  by performing tactics. You'll learn how to perform tactics soon, but first, let's cover how to use Morale tokens. Whenever you gain a , take one from the bank and place it on your Team Board.



You can use your Morale tokens in two ways:

- When moving an Exhausted piece (see p7)
- Before rolling dice to boost your action total (Max. 3)

In some actions, both players roll dice and may spend Morale tokens to boost their total roll value. Before rolling, the opponent first announces how many Morale tokens they will use. Then, the active player (who initiated the action) announces theirs. Both players place their chosen tokens beside their dice and proceed to roll. After resolving the action, return all used Morale tokens to the reserve.



## ⚙️ Action: Shoot

Shoot is the only action that can score a goal. Before resolving the Shoot, both players secretly choose a direction for the ball. If the Goalie selects the same direction, it makes the action harder for the attacker. If not, it makes the save harder for the Goalie. Both players may also boost their dice roll by spending ⚡ from their reserve.

To perform a Shoot action, do as follows:

- 1 TARGET:** Each player secretly selects one of their Target tiles, then reveals them simultaneously. Each tile represents one of the three spaces in front of the goal. The attacker places the ball on their chosen target space, and the defender moves their Goalie to that space.
- 2 POWER:** The attacker determines the Power required for the action (half of the distance) as well as any possible blocks, including the Goalie (see *Power & Blocking* on p8).
- 3 BOOST (optional):** Starting with the opponent, each player can spend up to 3 ⚡ from their reserve to boost the action. Place the tokens beside your dice, and return them to the bank after Stage 5 (see *Use Morale* on p10).
- 4 ROLL:** Each player rolls 1 green die, plus a number of white dice equal to the number of Coach markers on the Shoot stat for the attacker and the GK stat for the defender on their Team board. If there are no Coach markers on the specified stat, just roll the green die.

- 5 OUTCOME:** Sum the total of each player's dice roll plus any Morale tokens spent. Compare the results:

**SUCCESS:** If the attacker's result is equal to or higher than the defender's result plus the Power, the action is successful. Increase your score by placing a Goal tile on the Side Board, then reset the pitch to its starting setup, with the defender in possession of the ball.

**FAIL:** If the attacker's result is lower than the defender's result plus the Power, the action fails. Place the ball on the first space in its direction with a blocking piece (opponent). If no blocking piece is found, place the ball halfway along its direction (rounded up).



## example

The Orange player plays a card using  to move his Ball Carrier 1 space, entering an adjacent space next to an opponent's player and ending his movement. Then, he plays another card using  to move him one more space. Since the piece is now inactive, he must spend a  from his reserve to the bank. Finally, he plays his third and last card using  to perform a Shoot action.



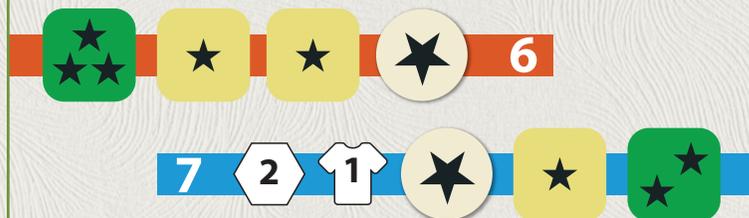
Both players secretly choose one of their Target tiles and reveal simultaneously. Both chose the same space in front of the goal. Blue places the ball on that space, then moves her Goalie 1 space toward it — in this case, entering the same space.



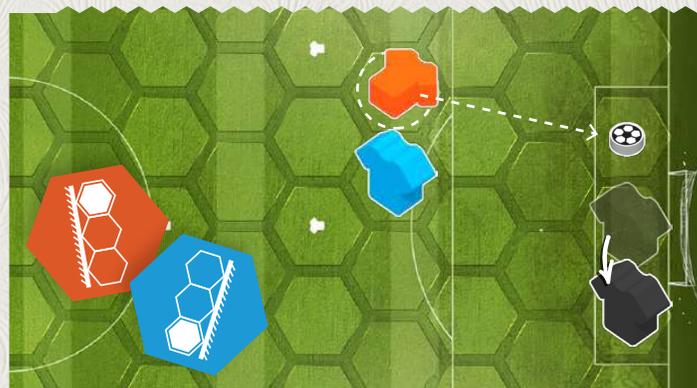
The Power required for the attacker is 3 (2 for half of the distance, plus 1 for the Goalie blocking the ball's direction). To succeed, he must roll 3 or higher and beat the defender's total roll. Before rolling, the defender (blue) first announces how many  they will use, followed by the attacker. In this case, both players spend 1  each.

Now it's time for the dice roll (plus a little drum roll!). Orange rolls 1 green die and 2 white dice for his 2 Coach markers in the Shoot stat. Blue rolls 1 green die and 1 white die for her 1 Coach marker in the GK stat.

Orange's total is  $5+1=6$ , Blue's total is  $3+1=4$ , and the Power is  $2+1=3$ . So the action is a failure and the Goalie saves the ball. If the Orange player had been spent 1 more Morale token to his shot before rolling dice it would be a goal (since the attacker wins any ties)!



Let's say the Blue player chose another Target tile and moves to the left side of the goal. In that case the power required for the Orange player would be 2 for half of the distance with no blocking.



This time, with the same dice roll, Orange would have won the action (since the attacker wins any ties), and it would be a gooooooaaaaaaaal!



## ⚙️ Action: Dribble

A successful Dribble lets you swap positions with an opponent's piece. A Dribble can only be performed by the Ball Carrier of the attacking team when they are in an adjacent space to an opponent's piece. Dribble an opponent is done as follows:

- 1 BOOST (optional):** Starting with the opponent, each player can spend up to 3 ★ from their reserve to boost the action. Place the tokens beside your dice, and return them to the bank after Stage 5 (see *Use Morale* on p10).
- 2 ROLL:** Each player rolls 1 green die, plus a number of white dice equal to the number of Coach markers on the Dribblw stat for the attacker and the Tackle stat for the defender on their Team board. If there are no Coach markers on the specified stat, just roll the green die.
- 3 OUTCOME:** Sum the total of each player's dice roll plus any Morale tokens spent. Compare the results:  
SUCCESS: If the attacker's result is equal to or higher than the defender's, the Dribble is successful — swap the positions of the two pieces.  
FAIL: If the attacker's result is lower than the defender's, the Dribble fails and both pieces remain in their current spaces.

### Reminder

Being Exhausted is only considered on Movement and it is irrelevant in doing actions! Pieces may perform any actions, whether Reafy or Exhausted.

## ⚙️ Action: Tackle

A successful Tackle is a way to gain possession of the ball. A Tackle can only be performed by a defender's piece that is in an adjacent space to the opponent's Ball Carrier. Tackle an opponent is done as follows:

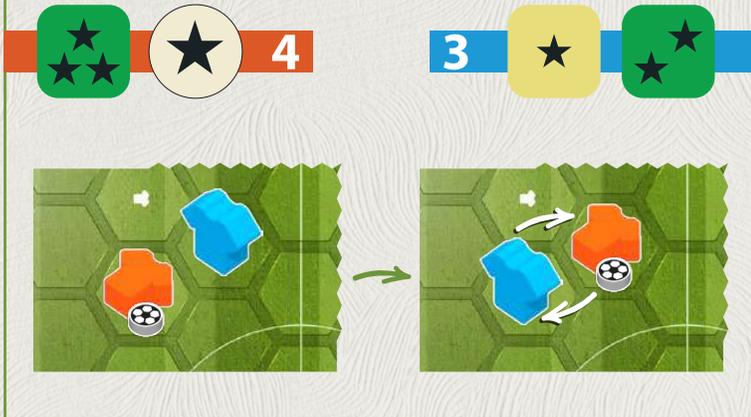
- 1 BOOST (optional):** Starting with the opponent, each player can spend up to 3 ★ from their reserve to boost the action. Place the tokens beside your dice, and return them to the bank after Stage 5 (see *Use Morale* on p10).
- 2 ROLL:** Each player rolls 1 green die, plus a number of white dice equal to the number of Coach markers on the Dribblw stat for the attacker and the Tackle stat for the defender on their Team board. If there are no Coach markers on the specified stat, just roll the green die.
- 3 OUTCOME:** Sum the total of each player's dice roll plus any Morale tokens spent. Compare the results:  
SUCCESS: If the defender's result is higher than the attacker's, the Tackle is successful — swap the positions of the two pieces and transfer the ball possession.  
FAIL: If the defender's result is less than or equal to the attacker's, the Tackle fails — both pieces and the ball remain in place.

### Note

A piece can NOT tackle again after a failed tackled in the same turn! Still you may tackle with another piece of yours that is adjacent to the opponent's ball carrier.

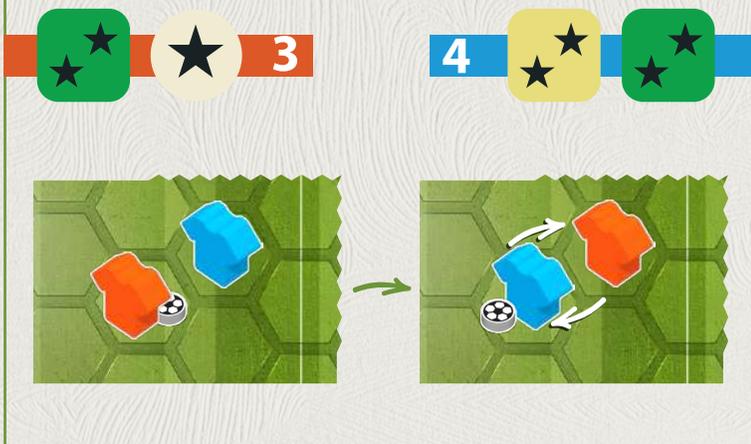
## example

The Orange player attempts a Dribble against the Blue piece with his Exhausted Ball Carrier. Orange spends 1 ⚡, while Blue chooses not to spend any. They roll their dice — Orange has no Coach markers in Dribble, and Blue has 1 in Tackle. The results are 4 for Orange and 3 for Blue. The Dribble is successful, so the two pieces swap positions.



## example

The Blue player is going to tackle the Orange piece. The result is 4 (Blue) to 3 (Orange). The tackle is successful — they swap spaces, and the Blue piece takes possession of the ball.



## GOALIE DRIBBLE & TACKLE

A Goalie can NOT dribble or tackle, or move outside the small rectangle.

Other pieces can NOT tackle or Dribble the Goalie, as they can never enter the small rectangle in the penalty area (see *Movement* p7).



## Performing a Card

When playing a card you may perform the instruction on the card instead of using  or . Below you can learn how to perform each card's instruction.

## Tactic Cards



Each player's draw deck contains **5 Basic Tactic cards** with a grey background (identical for both players) and **3 Team Tactic cards** with a blue background (unique to each player).

Each Tactic card is divided into two parts: an **Offensive Tactic** (upper part) and a **Defensive Tactic** (lower part). When played, a player may perform the part of the card corresponding to their team's current status. Players **cannot use the other part of the card** — for example, the attacking player cannot use the defensive part.

### note

There is always an Attacker and a Defender at anytime during the game. If the ball is in an empty space, the last player who was the Attacker considered the current Attack-

Each tactic represents a sequence of actions or movements that, if performed successfully, rewards the player with bonuses. The reward is shown on the left side of each tactic card and may include extra movements, additional actions, Morale tokens, or a combination of these.

### TACTIC REWARDS



When performing a tactic, the player **MUST** perform it exactly and completely as shown on the card and may **NOT** skip any part of it. Player then may receive the rewards in any order they want and also may skip the whole or part of the rewards. **If the player fails to perform the whole or part of the tactic, then they will not receive any reward.**

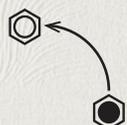
### note

The player will **NOT** get rewarded when discarding a card for its  or .

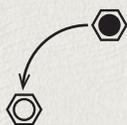
All the tactics represents by some symbols. Below are the general symbols of these tactics:



**Offensive Tactics** (upper part) are performed by the attacking player, in the form of a Pass action (as mentioned on p9). Each tactic has a start point , a middle/end point , and a direction of the ball. Below are the symbols of the basic tactics explained (**Ahead** means towards the opponent's goal, and **Behind** means towards your own goal):



**FORWARD PASS:** Pass the ball to a piece who is at least one row **ahead** of the current ball carrier.



**BACKWARD PASS:** Pass the ball to a piece who is at least one row **behind** the current ball carrier.



**CROSS PASS:** Pass the ball to a piece who is at the **same row** as the current ball carrier.



**THROUGH PASS:** Pass the ball to a space **1 or 2 spaces ahead of another piece**. The direction of the ball (Ahead or Behind) does not matter.



**IN-BETWEEN PASS:** Pass the ball between **2 opposing pieces** to another teammate. The direction (Ahead or Behind) and distance don't matter. However, neither the starting space nor the destination space may be adjacent to the line connecting the two opponents.

### note

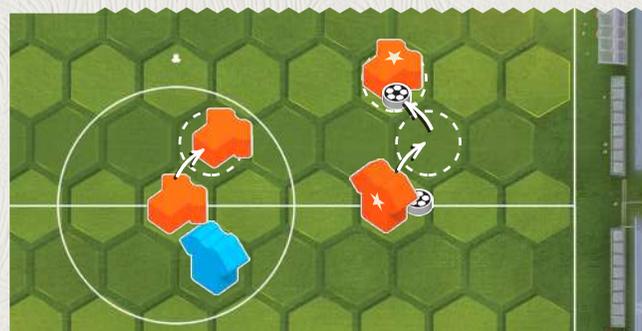
If the attacker loses possession of the ball (e.g., from a failed Pass action), they must play the rest of their turn as a defender and cannot use the offensive part of their cards. The same applies to the defender who gains possession (e.g., from a successful Tackle or by picking the ball up from an empty space).

### example

Orange plays a card using its Offense part, which is a Forward Pass. He must pass the ball forward to a space with another orange piece, at least one row ahead. After choosing the target space, he needs to roll at least a 2 for the pass to succeed (half the distance). He doesn't spend any Morale tokens and rolls the dice, totaling 3. The pass and tactic are successful, so he receives the reward...



... which is 2 Movements and 1 Morale token. He takes the Morale token from the bank, then moves his current ball carrier 2 spaces as his first bonus movement and lays it down in the end. Then he pays 1 Morale token and moves one of his Exhausted pieces 1 space as his second bonus movement.



**DEFENSIVE TACTICS** (lower part) are performed by the defending player, in the form of movements (as mentioned on p7). Below are the symbols for these tactics explained:



**FORWARD MOVE:** Move one of your pieces forward.



**BACKWARD MOVE:** Move one of your pieces backward.



**FREE MOVE:** Move one of your pieces in any direction.



**FORWARD MOVE & MARKING:** Move one of your pieces forward and end the movement in an adjacent space to an opponent's piece.



**BACKWARD MOVE & MARKING:** Move one of your pieces backward and end the movement in an adjacent space next to an opponent's piece.

### example

Blue player plays a card using its defensive part, which involves a combination of Movements. She must move 2 pieces forward, with one of them ending its movement in an adjacent space to an opponent's piece. First, she moves one of her pieces 1 space forward (towards the opponent's goal) to land in an adjacent space to an opponent's piece. Then, she moves another piece 2 spaces forward. Afterward, she lays both pieces down to their Exhausted position and receives the reward: 1 Morale token.



Team Tactic cards are combinations of the Basic tactics. They always start at the  and must be performed completely to be considered successful. For understanding each tactic, refer to the symbols explanation on p16 for each part of the tactic.

### example

Orange player plays a card using its Offensive part which is a combination of two tactics: Backward Pass, and then a Through Pass. First, he has to send the ball in backward direction to another piece, while the current ball carrier has to be in adjacent space to an opponent. He performs the first part by rolling dice without spending any Morale tokens. He rolls 3 (required power is 2) and places the ball on the destination space.



Now he has to send the ball to 1 or 2 spaces ahead of that piece. This time he pays 1  to the bank before rolling, because the required power here is 3 (2 for the distance and 1 for the block). His total dice roll value is 4 (2 for the distance and 1 for the block). He takes 1  and uses one of the  to move his Captain to the space with the ball and then perform a Shot on Goal action with his rewarded .



## Captain Cards



There are 3 unique Captain cards in each player's draw deck. These cards represent **individual skills** and are performed by a **single piece**. Any piece can perform the instruction, but if the **Captain** (indicated with a ★) performs it, the team gains 1 ⚡.

To perform a Captain card, the **condition at the top of the card** (green) must be met at the moment the card is played. If the condition includes the word **Ball**, it can only be performed by the current ball carrier. If not, any player (Attacker or Defender) may perform it. The following explains the phrases found on these cards:

- **MOVE:** Perform a Movement.
- **PASS:** Perform a Pass action.
- **SHOOT:** Perform a Shoot action.
- **SKIP:** Ignore one blocking opponent (Pass and Shoot).
- **PUSH:** Move an adjacent opponent's piece 1 space in any direction.
- **SWAP:** Swap the position of your piece with an adjacent opponent's piece.
- **BYPASS:** Move your piece to the hex directly across from its current position, on the other side of an adjacent opponent.

## Coach Cards



There is 1 unique Coach card in each player's draw deck. Coach cards are special instructions that override the basic rules of the game. When played, the player must perform the instruction exactly as written. If the card has a cost (shown at the top in green), it must be paid before carrying out the action.



## ■ Fatigue Cards



After playing a Team Tactic card with a ♥ icon, the player must draw a Fatigue card into their hand. Fatigue cards can only be used for a single Movement ⚡, then are discarded into the discard pile like other cards — and may return to the player's hand later during the match.

Between the two halves of the match, each player may remove up to 2 Fatigue cards from their deck (see *Half-Time* p5).

### note

The player will NOT take a Fatigue card when discarding a card for its ⚙ or ⚡.

### note

The player will NOT take a Fatigue after failing in performing a tactic on a Team Tactic card.

## 3. DRAW

At the end of your turn, draw back up to 4 cards from your draw deck. If your draw deck is empty, shuffle your discard pile to form a new draw deck, continue drawing, and move the Time Track Token one space forward. This means the game's ending can vary based on how many cards are played each round.

## REMEMBER...

- You must play at least 1 card on your turn.
- Each card can be played, or discarded for a ⚙ or a ⚡.
- Ready pieces may move up to 2 spaces. Exhausted pieces may only move 1 space per ⚡.
- Being Exhausted only affects movement. Exhausted pieces can still perform actions
- When both players roll for an action, the higher result wins. In a tie, the ball possessor (attacker) wins.
- The Goalie may send the ball to any 👕 space on your half without rolling dice (just discard a card).
- Except for the Goalie, no other piece may enter the 3 spaces in front of the goal.

## TIPS & STRATEGIES

**MANAGE YOUR CARDS;** Discarding a card for  or  allows you to perform only one Movement or one Action, whereas if you perform the instruction on the card, you may perform many more actions, and also get rewarded. On the other hand, performing the tactics may have a risk of not succeeding. So it's better to manage your cards and try to match tactics with the arrangement of your pieces on the board to make the most of your turn.

**BUILD UP FIRST;** Scoring goals in this game, like a real football match, is not easy. At first, try to build up and raise your team's morale by performing tactics. This way you can increase the chance of success in your actions by spending those morale in critical situations, such as a perfect through pass, performing a chip shot or simply an extra movement!

**NO RUSH FOR THE BALL;** Defending in this game is not only tackling. Sometimes you just have to pull your team back to be in the right position and try to snatch the ball by cutting the opponent's ball direction without having to tackle (and discard your precious cards). But when the opponent's morale is high, it is better to press and tackle their ball carrier and push them to spend their precious morale reserved, so that if they get close to your goal, they will not have many to spend.

## VARIATIONS

You learned how to play the standard game. Now you can have a deeper experience with these variations. You may add each one of these variations alone or in a combination with others.

**ADDED TIME;** After the last player's turn at the end of each half, roll a white die to determine added time. On a blank or , the half/game ends immediately. On , each player takes 1 extra turn; on , each player takes 2 extra turns.

**TEAM AND/OR CAPTAIN ABILITY;** For a more strategic game, flip the Team and/or Captain boards to their advanced side. Each features an ability active throughout the match. Additionally, each Captain gains bonuses to certain actions, shown by filled stars added to their dice rolls.

**LONGER GAME;** Play a full-length 90-minute match by flipping the Side board to its longer side.

**HARDER GAME;** Experience a harder match where Fatigue cards can't be used for Movement . You may only discard them as part of your 3-card limit, with no effect.

**OFFSIDE TRAP;** Experience a match with the offside trap rule, where players can't pass the ball to a teammate in the offside zone. It won't stop the flow — passes to offside pieces are simply not allowed. See FIFA website for offside rules.

# SOLO VARIANT

In solo variant, you play against an artificial opponent called AutoTeam. You can play with any other variation(s) along with 3 optional difficulty level depicted on each Autoteam's Team board. As the player, you follow the same rules as you would in a game against another human and you have to perform the Autoteam's actions in the game.

## note

Read the standard game rules completely first.

## Setup

Setup the game normally for yourself as mentioned on p5. For the AutoTeam do as follows:

- 1 Place the 6 pieces as normal setup.
- 2 Choose one of the Solo AutoTeam Board based on your desired difficulty level and put it near the game board.
- 3 Shuffle all the 12 Solo Autoteam cards and put them near the AutoTeam board.
- 4 By rolling dice, determine the start player who has to place one of their pieces and the ball in the center of the board.

## How to play

All the standard game rules apply in Solo variant for you. On AutoTeam's turn do as follows::

- 1 **RESTORE;** Activate all of AutoTeam's inactive pieces (if any) by standing them up.
- 2 **PLAY;** Play exactly 2 cards from AutoTeam's deck as explained on *Play for AutoTeam* on p23.

## important note

If AutoTeam or your draw deck emptied, simply shuffle all of the discard pile to make a new draw deck, and then continue to draw and also **move the Time Track Token one space forward!**

## Half Time

The first half, ends at the end of a round when the Time Track Token reaches the space 45'. Do the complete preparation for the 2nd half for yourself, and phase **3** and **4** for the

## Full Time

The game ends at the end of a round when the Time Track Token reaches the space 90' and the winner or draw is determined by the goals scored.

## Play for AutoTeam



All AutoTeam's cards are Tactic cards with two separated Offensive and Defensive part, which one of them will be used in each situation. On AutoTeam's turn you must play 2 cards for her. First draw the top cards of Autoteam's deck and place it on her discard pile and perform it the way explained later. Then draw the 2nd card and perform it the same way.

### note

If you take the possession of the ball on AutoTeam's first card played (by blocking the direction of the ball), play her second card as a Defensive player. The same rule applies if the AutoTeam gets the ball with a Tackle action with her first card played, which means her second card has to be played as an Offensive player. If she scored a goal with her first card, do not play a second card for her.

### note

AutoTeam never moves an EXHAUSTED piece.

**Offensive Tactic:** If AutoTeam possess the ball, check the following phases in order. If performing a phase was possible, perform it and ignore the rest phases:

- ? **1. Shoot:** If the distance between the ball carrier and the target space (shown on the top right corner of the card) is equal to or less than the number printed on it, then the AutoTeam will perform a Shoot action (see *Performing Actions for AutoTeam*). Otherwise, skip this phase.
- ↪ **2. Tactic:** If the tactic shown on the card is possible, perform it (see *Performing Actions for AutoTeam*). Otherwise, skip this phase.
- ⚙️ **3. Pass:** If the ball carrier is not the most advanced AutoTeam player, Pass to the nearest teammate ahead (see *Performing Actions for AutoTeam*). Otherwise, skip this phase.
- ⚙️ **4. Dribble:** If the ball carrier is adjacent to one of your pieces, Dribble that piece (see *Performing Actions for AutoTeam*). Otherwise, skip this phase.
- 🏠 **5. Movement:** Move the ball carrier up to 2 spaces toward the destination space shown on the top right of the card, then lay the piece down to mark it as Exhausted.

Only if she manages to perform the tactic (2) successfully, she get rewarded. For each bonus Movement, the ball carrier is in priority, and then the closest piece to the ball. The direction of the movement is always towards the destination space shown on the top right corner of the card.

**Defensive Tactic:** If AutoTeam doesn't have the ball, perform the Defensive part of the card. For the first Movement, the Ready piece closest to the ball moves toward the ball. For other Movements, the Ready piece closest to opponent's most advanced piece moves toward that piece. AutoTeam always tries to position its pieces between opponent's piece and its goal if possible. After each move, lay the piece down to Exhausted.

AutoTeam receives the reward after performing the tactic. If any extra action is in the rewards, she uses it for one Tackle on opponent's ball carrier, if possible. **Always the last piece moved will perform the Tackle action.** If the Tackle action is not possible, ignore the extra action reward.

#### note

Anytime the AutoTeam's Goalie becomes the ball carrier inside her penalty area, pass the ball to the furthest space on her side of the board with  and a piece on it, without rolling the dice and just by discarding the next card you have to play for her. If there is no pieces on that spaces, pass the ball to the closest piece to the Goalie by performing a complete Pass the Ball action explained on *Performing Actions for AutoTeam*.

#### note

When choosing a piece for AutoTeam, always pick the piece which is **closer to the ball**. If more than one piece have the same distance to the ball, pick one placed on a  space. If still the same, you choose the piece.

## Performing Actions for AutoTeam

Anytime the AutoTeam performs an action (whether in her turn or yours) do as follows:

- 1 TARGET** (Shoot only): Choose one of your Target tiles. If you're the Attacker, place the ball on the chosen target space and if you're the Defender, move your Goalie to the chosen target space.
- 2 BOOST** (Shoot, Dribble and Tackle only): Pay up to 3  and keep them beside your dice and return them to the bank after stage 5.
- 3 BOOST for AutoTeam** (Shoot, Dribble and Tackle only): Reveal a new card from AutoTeam's draw deck and spend Morale tokens from her reserve based on the numbers depicted on the top left corner of the card and the number of tokens she already has. **AutoTeam never spends any Morale tokens for Pass action.**
- 4 TARGET for AutoTam** (Shoot): AutoTeam's target space is the space depicted on the top right corner of the card you revealed during previous phase. If she is the Attacker, place the ball on the chosen target space and if she is the Defender, move her Goalie to the chosen target space. The number printed on the target is irrelevant in this phase.
- 5 DETERMINE THE POWER** (Pass and Shoot only): Determine the total power required for the action and any possible blocks. (see *Power Required* and *Blocking* on p8).

**6 ROLL THE DICE:** Roll the dice for AutoTeam and yourself (Roll only for AutoTeam in Pass action). Refer to AutoTeam's board to determine how many white dice to roll for her. Do not forget to add the ★ printed on that board with her total dice roll on any specific action.

**7 RESULT:** The result for each action is determined and executed the same way as a standard game.

### example

**Offensive Tactic:** After revealing AutoTeam's first card, the blue player checks the Shoot possibility — it's a no, as the distance between the ball carrier and the target space is more than 3 spaces. He then checks the tactic, which is a Forward Pass and possible, so he performs the tactic for the AutoTeam.



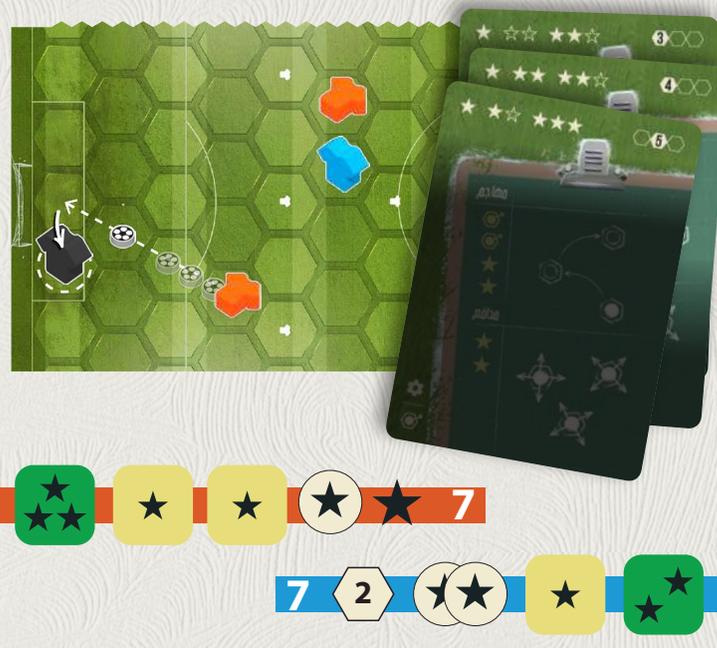
There are 1 Coach marker and 1 ★ printed on AutoTeam's Pass stat, meaning AutoTeam rolls one white die and always adds 1 to the result when passing the ball.



The result is 4 and the action is successful (required power is 2). AutoTeam gains the rewards: 1 ★ and 2 ☼. She then moves those pieces 2 spaces toward the target space shown on the card.



The blue player now reveals AutoTeam's 2nd card and checks the Shoot possibility — it's positive, as the distance between the ball carrier and the target space is 4 spaces. So, AutoTeam will perform a Shoot action. First, the blue player decides how much Morale (2 ★) to spend, chooses the target space (right), and moves his Goalie there. Then, he reveals another card for AutoTeam to determine how much Morale she'll spend (1 ★, since she has 2 in reserve) and her target space (middle). The required power is 2 (half distance, no blocks). He rolls the dice for both: total is 7 for both — it's a goal! If only he guessed the target, it would have been a save!



## example

**Defensive Tactic:** AutoTeam's revealed card shows 2 free movements. First, the blue player moves the closest AutoTeam piece toward the ball by 2 spaces and lays it down, aiming to position it between the piece and her goal. For the second movement, the blue player moves the closest AutoTeam piece toward the most advanced blue team piece and lays it down.



AutoTeam gets the reward: a ★ and a ⚙️. She uses the extra action for a Tackle on blue player's ball carrier. First, the blue player chooses how much Morale (0 ★) to spend. Then, another card is revealed to see how much Morale AutoTeam spends (1 ★, her only token). Dice are rolled for both sides (using AutoTeam's board for dice count and bonuses). The result is 3 for the blue player and 4 for AutoTeam. It's a success for AutoTeam — the ball and positions are swapped. Now it's time for AutoTeam's second card, played as an Attacker.



## REMEMBER SOLO RULES

- AutoTeam never moves Exhausted pieces.
- As Attacker, she moves her pieces toward the target space shown on the top-right of the revealed card.
- As Defender, her first move is toward the ball, and the second toward the opponent's most advanced piece.
- When choosing an AutoTeam piece (for movement or action), pick the one closest to the ball, then one on a space with a 🧢.
- AutoTeam never spends Morale tokens on Pass actions.





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