

**Materials**

22 player cards, 1 pitch card

**You need:**

1 dice, 2 coins



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Elven Ear Games 2006

**Goal of the game**

Both players manage their own football club. They try to buy the best players. After that, a match is played. The winner of the match wins the Stupid Little Soccer Game.

**Before you start the game**

The pitch card is put aside. De player cards must be shuffled. The players both choose their team colours. (Look at both sides of the cards)

**The playing phases**

The game consists of 2 phases:

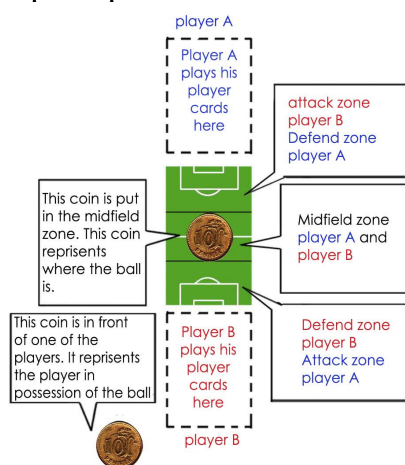
1. Buying players
2. The match

**1. Buying players**

The oldest player starts. He puts 2 cards in front of the deck. He chooses 1, 2 or no cards for his own team. He puts them in front of him. (His team colours up). The other player gets the card(s) he did not choose. After that, the youngest player does the same, and so on.  
Note: A player may never have more than 10 players and 1 keeper. If one of the players is not allowed to take a card, the other player must take it. Good to know: Players with a star are exceptionally good! (star players)

**2. The match**

**Prepare the pitch**



**Before you start the match**

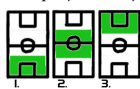
If both players have 10 field players and a keeper, the match starts. The pitch card is put between the players. Both players have their team open in front of them on the table. The youngest player kicks off. He places the coin in front of him. (see: prepare the pitch)

**De playing turn**  
1. *action (active player)*  
2. *reaction (inactive player)*

1. The active player **may** exercise an action. (pass, long pass, shot, long shot, defend)
2. The other player **may** try to undo this action by doing a reaction (defend)

After that, the other player is on turn.

The players may only play cards of the zone where the ball is at that time:



On each player card is a small pitch in the upper right corner. Three different zones can be marked: Defence zone, midfield zone, attack zone. The players may only play cards of the zone where the ball is, at that time.

Ronaldio (on the right) can only be played when the ball is in the attack zone.

Note: your attack zone, is your opponents defence zone. So he has to play other cards.



During the match, both players play their cards on their own discard pile directly in front of them. (see: Prepare the pitch).

**The playing turn:**

**1. Action (active player)**

An action is always done with the upper player card of your discard pile. You can even use this player if it was played in an earlier turn. As long as it is on top. If the zone of the small pitch on the player card does not match the zone where the ball is (coin), a new player card must be played first. After that he can do an action.

The active player can choose the following actions:

- Pass: All field players and keepers may pass. Place the ball (coin) to a neighbouring zone. Then you play a player card of this zone on your discard deck. The pass always succeeds. Your opponent can do nothing against it. **You can only pass when the ball is in your possession.**
- Shoot: Only strikers can shoot. On these cards is written: 'shotpower'. Throw a dice and add the score to the 'shotpower' value. If you defeat the goalie you scored! **Shooting is only possible when you are in possession.**
- Long shots: Only midfielders can take long shots. On these cards 'long shots' is written. Throw a dice and add the score to the 'long shots' value. If you defeat the goalie you scored! **Long shots are only possible when you are in possession.**
- Long pass: Only keepers and defenders can do this. On these cards 'long pass' is written. Throw a dice and add the score to the 'long pass' value. If you manage to defeat the defender, the ball will arrive in the attack zone (move the coin) Now you play an attacker. This guy is in possession now. **Long passes are only possible when you are in possession.**
- Defend: When **you're not in possession** you can try to get the ball back from your opponent. Throw a dice and add the score to the 'defence' value value. If you succeed, you may take the coin back from your opponent and put it in front of you. You are in possession now. You may now do a second action with this player: pass, shoot, long shot or long pass.

**2. Reaction (inactive player)**

This player may try to undo the action of the active player with a **reaction**. (defend) Just like the active player, this person must have a player card on top of the deck which is in the 'ball zone'. Otherwise the player must play a new card first. After that he can directly exercise his reaction.

The only possible reaction is:

Defend: By defending, a player can try to undo an opponent's long pass or an attempt to get the ball from him (defend). Throw the dice as a reaction to the die-roll of your opponent. Add the defence value to your roll. If your score is equal to or higher than the score of your opponent, your reaction succeeded. You will get the possession back. (or stay in possession)

- The inactive player may choose not to react.
- The inactive player has to tell the other player he is going to do a reaction before the dice is thrown. Ofcourse, if there will be no reaction, the active player does not have to make a die-roll. The action succeeds automatically.
- An active player may choose not to exercise his turn. The other player is on turn directly.

**De keeper**

Shots and long shots may only be defended by the keeper. This is done in the same way. A keeper may not be used to get the ball back from an opponent.

The goalie is the only card which returns to a player after using it. When a goal is scored, the defeated goalie gets the ball to continue the game.

**End of the match**

When a player is on turn, in possession of the ball and he hasn't got any midfielders or attackers, the game is over. The winner is the player who scored most goals.

(tip: Try the optional rules: Italians and Brazilians)