



SOCCER-GO

RULES

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Description:

Soccer-Go is a card based game where thinking outside your own strategy matters more! It is about trying to work out what your opponent is thinking and out-playing them to score goals. A game that is simple to understand yet can never be mastered, meant to be played by anyone who loves tactics and getting inside the minds of their opponents.

Ages:

10+

Number of Players:

2

Equipment:

54 Soccer-Go Cards

Approximate Playing Time:

≈10-15 Minutes

OVERVIEW:

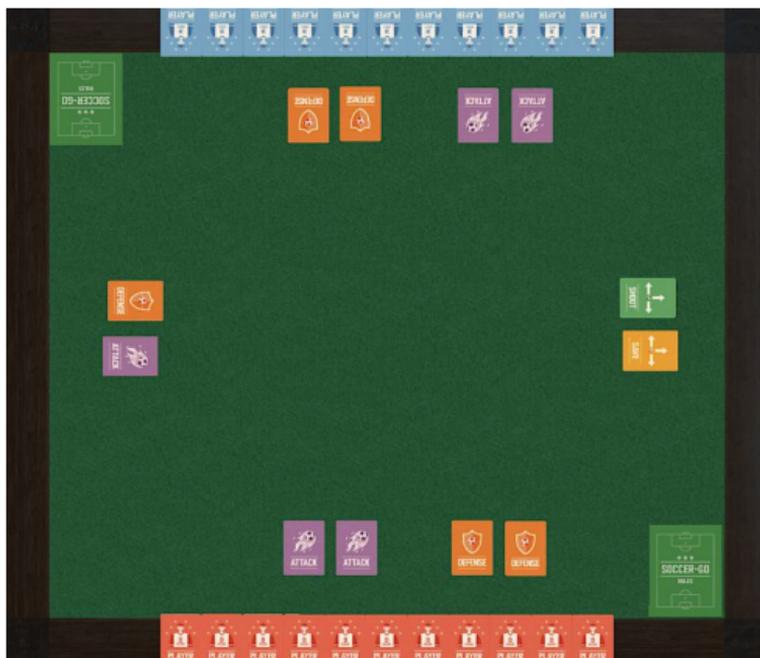


The game replicates a soccer match whereby over 4 rounds players take turns to attack and defend. When attacking, a player must make 7 successful passes (by choosing a Player Card for each pass) after which a shot at goal is allowed.

When defending, players must guess the Player Card chosen by the attacker (called a mark). If guessed correctly, a successful tackle is made, and the defending team wins possession. If the guess is incorrect, the pass is successful, and the Attacking Player moves on to the next pass. Power Cards may also be used to give an advantage to players during a game.

HOW TO PLAY:

SETUP:



- I. Each player receives their Player Cards corresponding to their chosen team and must decide who will attack and defend first.

PLAYER CARDS



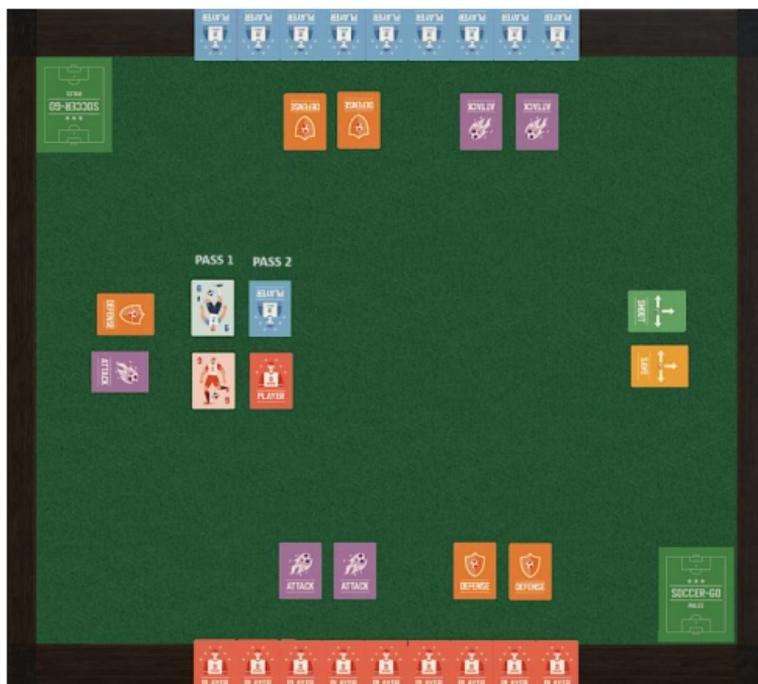
REBELS



DRAGONS

2. Players will then take turns to attack and defend. A **Turn** is over once there is a successful mark, a goal is scored, or a shot is saved. A **Round** is completed after each player has both an attacking and defending turn.
3. The game will consist of 4 rounds with half-time occurring after 2 rounds.

PASSING/MARKING:



4. The Attacking Player must choose a number that will receive a pass by placing one of their Player Cards face-down. *(Note: The Goalkeeper Card (number 1) cannot be chosen on the 7th pass unless a Power Card is used).*

Similarly, the Defending Player must also choose a Player Card number to mark by placing one of their Player Cards face-down.

5. The selected cards are then flipped face-up and if it's a match, the Defending Player wins possession and the turn ends. If incorrectly marked, the Attacking Player moves on to the next pass and the Defending Player takes back their Player Card and places face-up the same number chosen by the attacker (so that Player Card number cannot be picked again by both players during that turn).

6. The above describes one pass and the process is repeated until either the Defending Player wins possession, a Power Card is used which results in a shot at goal or the Attacking Player completes 7 passes.

SAVING/SHOOTING:

7. The Defending Player must choose a save direction for their goalkeeper by placing one of their Save Cards face-down. Similarly, the Attacking Player must choose a shot direction by placing one of their Shoot Cards face-down.

DIRECTION CARDS



SHOOT DIRECTION



SAVE DIRECTION

8. The selected cards are then flipped face-up and if it's a match, a save is made, and no goal is scored. If it's not a match, a goal is scored.

HALF-TIME/END OF MATCH:

9. After half-time, the player that attacked first (in the 1st half) will attack second (in the 2nd half). Similarly, the player that defended first (1st half) will defend second (2nd half).
10. Should the match end in a draw, then one round of extra-time will be played with each player having 1 attacking and 1 defending turn. Notably No Power Cards can be used during extra-time. In addition, attacking players will have two chances to accumulate 7 passes during their attacking turn

before being allowed a shot at goal. So, if an attacking player is successfully marked before making 7 passes then that player will have another chance (starting from where they are) to get to 7 passes before taking a shot at goal.

II.

If the game is still tied after extra-time, then a penalty shootout will take place to decide the winner. Players will take 3 shots each with sudden death applying if required.

POWER CARDS:

SELECTION:

1.

At the beginning of the game, Attacking and Defending Power Cards are shuffled and placed face-down in separate packs. Players are then randomly dealt 2 Attacking and 2 Defending Cards each for a total of 4 Power Cards.

POWER CARDS



ATTACKING



DEFENDING

2. Once a Power Card is used by a player, it is then discarded, and that player will have 1 less Power Card for the remainder of the game. Therefore, use them sparingly!

USAGE:

3. Power Cards may be used as described on the card but only corresponding to the player's respective phase (so Attacking Power Cards can only be used by the Attacking Player and Defending Power Cards by the Defending player).
4. For clarity “playable on passes 2-6” means that a Power Card can be used any time before the second pass (after the first pass) and before the sixth pass (after the fifth pass) is made. Similarly, “playable on



passes 4-6” means that a Power Card can be used anytime before the fourth and sixth passes (after the third and fifth passes) are made... and so on for the other playable conditions.

CARD DRAW:

5. At the end of each **turn**, players will be allowed to draw 1 card from the unused Power Card deck. The player that attacked in the prior turn must draw from Attacking Power deck and likewise the player that defended in the last turn must draw from the Defending Power deck. Players may then choose to swap any of their current Power Cards (Attacking or Defending) with the new Power Card drawn.

APPENDIX:

CARD LIST:

Name	Colour	Total	Description
Player Cards		22	2x11 Player Cards for each team (<i>numbers 1-11</i>)
Shoot Cards		3	Direction Cards for Right, Left, Middle
Save Cards		3	Direction Cards for Right, Left, Middle
Attacking Power Cards		13	Action Cards
Defending Power Cards		13	Action Cards

POWER CARD LIST:

ATTACKING POWER CARDS	
Card Name	Card Description
BLOCK	Blocks: Slow Build-Up, Deep Press or Clearance
BLOCK	Blocks: High Press, Tackle or Shot Re-Take
BLOCK	Blocks: Joker, Narrow Shot or Pass Re-Take
JOKER	Perform any action from the discarded Attacking Power Cards
PASS RE-TAKE	Allows a matched pass to be re-taken <i>(playable on passes 1-7)</i>
SHOT RE-TAKE	Allows a matched shot (save) to be re-taken
ATTACKING GK	Allows the goalkeeper to be used on 7th pass <i>(playable on 7th pass)</i>
THROUGH BALL	Only Player Cards 3, 5, 7 or 9 can be chosen for the next pass. If no match, then a shot is allowed <i>(playable on passes 3-6)</i>
SHOOT	Allows the Attacking Player to shoot <i>(playable on passes 4-6)</i>
COUNTER-ATTACK	The Attacking Player moves forward 3 passes and discards 3 of their unused Player Cards <i>(playable on passes 1-3)</i>
DRIBBLE	If no match on the next pass, skip 2 passes <i>(playable on passes 1-4)</i>

CORNER	The Attacking Player chooses 3 Player Cards for the next pass with the Defending Player choosing only 1. If no match, then a shot is allowed (<i>playable on passes 2-5</i>)
BOGEY	No action

DEFENDING POWER CARDS

Card Name	Card Description
BLOCK	Blocks: Attacking GK, Counter-Attack or Corner
BLOCK	Blocks: Through Ball, Dribble or Shot Re-Take
BLOCK	Blocks: Joker, Shoot or Pass Re-Take
JOKER	Perform any action from the discarded Defending Power Cards
PASS RE-TAKE	Allows an unmatched pass to be re-taken (<i>playable on passes 1-7</i>)
SHOT RE-TAKE	Allows an unmatched shot (score) to be re-taken
SLOW BUILD-UP	Extra pass required before shooting (<i>playable after 7th pass</i>)
HIGH PRESS	Only Player Cards 2, 4, 6 or 8 are allowed for the next pass (<i>playable on passes 2-5</i>)
NARROW SHOT	When shooting, both Players discards the same Direction Card

CLEARANCE	The Attacking Player moves back 3 passes with the last 3 Player Cards withdrawn and reused (<i>playable on passes 4-7</i>)
TACKLE	Play a game of Rock Paper Scissors with the winner taking/keeping possession (<i>playable on passes 3-6</i>)
DEEP PRESS	The Defending Player chooses 3 Player Cards for the next pass with the Attacking Player choosing only 1 (<i>playable on passes 3-6</i>)
BOGEY	No action

