



A two Players soccer game with only 17 cards, in about 17 minutes

I. COMPONENTS

1 Field card, 1 Timer card, 1 Star card, 8 Action cards, 6 Chance cards.

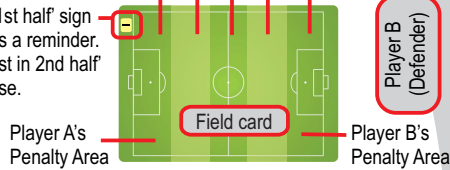
II. SETUP A MATCH

Each Player represents a team in a soccer match. Before each game, decide if this match is a league match (two halves of 45 minutes each, the match may end in a tie) or a cup match (if tied after 2x45 minutes, two halves extra time of 15 minutes each will be added, if still a tie then start a Penalty Shootout).

Flip a coin, the winner may choose to become the Attacker or Defender at the beginning of the 1st half. Put the Field card between the Players with 'Attack first in 1st half' sign facing the Attacker as a reminder. The score is 0-0.

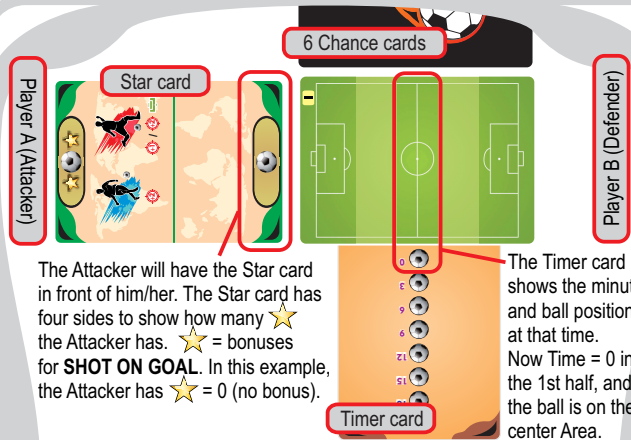
The Field card is divided into 5 Areas and the ball will move from one Area to another Area.

The 'Attack first in 1st half' sign is facing Player A as a reminder. Note: the 'Attack first in 2nd half' sign is on the reverse.



III. BEGIN A HALF

Position the Timer card so that the ball is on the center Area and Time is 0. Put the Star card in front of the Attacker, with ☆ = 0. Place 6 Chance cards nearby and each Player holds 4 Action cards in their hand (1 **Pass/Block**, 1 **Dribble/Press**, 1 **One-Two/Anticipate**, 1 **Tackle/Rebound**).



The Attacker will have the Star card in front of him/her. The Star card has four sides to show how many ☆ the Attacker has. ☆ = bonuses for **SHOT ON GOAL**. In this example, the Attacker has ☆ = 0 (no bonus).

The Timer card shows the minute and ball position at that time. Now Time = 0 in the 1st half, and the ball is on the center Area.

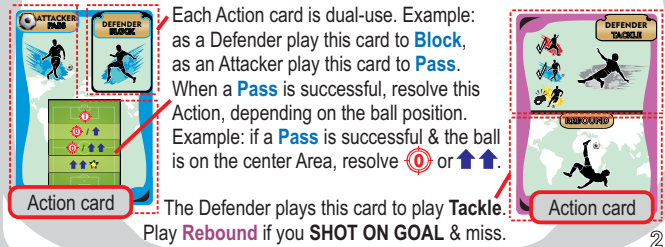
IV. GAMEPLAY

Each turn consists of **PLAY - REVEAL - ADVANCE TIME**. This is repeated until the half is over.

1. PLAY

The Attacker and Defender each plays 1 Action card face down.

The Attacker may play **Pass / Dribble / One-Two** (can't play **Rebound**), the Defender may play **Block / Press / Anticipate / Tackle**.



Each Action card is dual-use. Example: as a Defender play this card to **Block**, as an Attacker play this card to **Pass**. When a **Pass** is successful, resolve this Action, depending on the ball position. Example: if a **Pass** is successful & the ball is on the center Area, resolve ⚽ or ⬆️.

The Defender plays this card to play **Tackle**. Play **Rebound** if you **SHOT ON GOAL** & miss.

2. REVEAL

Reveal both played cards and look up the result in the table below:

		DEFENDER			
		Press	Anticipate	Block	Tackle
ATTACKER	Dribble	TURNOVER	RESOLVE ACTION	RESOLVE ACTION	FOUL (Free Kick / Penalty)
	One-Two	RESOLVE ACTION	TURNOVER	RESOLVE ACTION	TURNOVER
	Pass	RESOLVE ACTION	RESOLVE ACTION	TURNOVER	TURNOVER

- a) If the Defender's card matches the Attacker's card color (**Dribble** vs **Press**, **One-Two** vs **Anticipate**, **Pass** vs **Block**) or **Tackle** vs **Pass / One-Two**: the Defender has taken the ball, there is a **TURNOVER**.

TURNOVER: The Attacker becomes the Defender and vice versa.

The (new) Attacker places the Star card in front of him/her with ☆ = 0.

If the ball is in the Attacker's own Penalty Area then the Keeper immediately passes the ball, move the ball one Area forward.

- b) If the Defender's card doesn't match the Attacker's card color and the Defender is not using **Tackle**: the Attacker has successfully executed the action, **RESOLVE ACTION**.

RESOLVE ACTION: Resolve action on the Attacker's played card according to the current ball position. Meaning of Action cards' symbols:

⬆️ = Move the ball one Area forward, towards opponent's Penalty Area.

☆ = The Attacker gets a ☆, turn/flip the Star card to show the amount of ☆. If the Attacker now has 1 ☆, the Attacker must choose the bonus, **Pass** +1 or **One-Two** +1. The maximum ☆ is two, with double bonus: **Pass** +2 & **One-Two** +1 / +2. (which means **One-Two** +2 only on opponent's Penalty Area).

⊗ = **SHOT ON GOAL** with Strength = X, add bonus from Star card if any.

SHOT ON GOAL: The Defender holds 6 Chance cards (5 Crowd, 1 Goal) in front of him/her. The Attacker takes X Chance cards from the Defender's hand one by one, with X = Strength.

If the Attacker doesn't reveal the Goal card after X cards are taken: if the Attacker still has the **Rebound** card, the Attacker may discard **Tackle/Rebound** card (can't be used again until the end of this half) to take 1 more Chance card.

If the Attacker reveals the Goal card, it's a **GOAL!!** The Attacker may celebrate the Goal, after that slide the Timer card so the ball is on the center Area, then **TURNOVER**.

If the Attacker doesn't reveal the Goal card, it's a Miss. Then the ball is taken by the Keeper (slide the Timer card so the ball is on the Defender's Penalty Area), then **TURNOVER**.

- c) If **Tackle** vs **Dribble**, it's a **FOUL**: The Defender discards the **Tackle/Rebound** card and can't use that card until the end of this half, this means that Player will only have 3 Action cards in hand until the end of this half. Then if the ball is:

- in the Defender's Penalty Area: it's a Penalty, the Attacker **SHOT ON GOAL** with Strength = 4 (since this is a Penalty no bonus from Star card is applied, but if the result is a Miss, the Attacker may use **Rebound** if he/she still has the **Tackle/Rebound** card).
- not in the Defender's Penalty Area: it's a Free Kick. The Attacker may replace his/her played Action card with **Pass / One-Two / Dribble** then resolve it, **RESOLVE ACTION**.

3. ADVANCE TIME

Return all played cards back to each Player's hand except discarded cards.
If Time = 45 (or Time = 15 if this is an extra time) then this half is over, see **END OF A HALF**.
If not then Time + 3, slide the Timer card to represent the new Time.

V. END OF A HALF

If the 1st half or 1st half of extra time is over: flip the Field card so the 'Attack first on 2nd half' sign is facing the other Player, that Player becomes the Attacker, then **BEGIN A HALF**.

If the 2nd half is over: if this is a league match, the game is over. But if this is a cup match and the result is a tie, start two halves of extra time, 15 minutes each. To start the 1st half of extra time: flip the Field card so the 'Attack first in 1st half' sign is facing the other player, that Player becomes the Attacker, then **BEGIN A HALF**.

If the 2nd half of extra time is over and the result is a tie, start a Penalty Shootout: each Player makes a **SHOT ON GOAL** once with Strength = 4 (can't use **Rebound** and no bonus from Star card is applied). If one Player scores a Goal and the other is a Miss, the match is over. If the results are both Goals or both Misses, repeat until one Player wins.

Question: Why not 5 shots each for the Penalty Shootout?

Answer: It will be too long. Let's assume that the first 5 shots end in a tie, so we can go straight to the climax, one shot each!

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VI. GAMEPLAY EXAMPLE

Time = 36 in the 1st half of a match between Ann (left side, Attack first in 1st half) and Bob (right side), Bob has the ball now with ☆ = 0. Each Player still has 4 Action cards in hand. Score is 0 - 0.



Time = 36

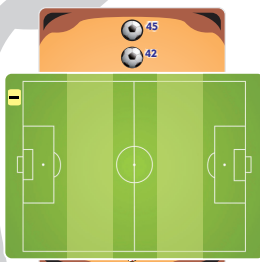
Bob plays **Dribble** and Ann plays **Tackle**.
Result: a **FOUL!** Ann discards the **Tackle/Rebound** card, and will have only 3 Action cards in hand until the end of this half.
Bob gets a Free Kick and chooses to play **Pass** (↑↑☆☆). Bob now has ☆ = 1 and chooses **One-Two** (+1) as the bonus.



Time = 39

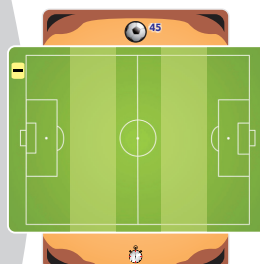
Bob plays **One-Two** and Ann plays **Press**.
Result: Bob may choose ① or ☆.
Bob chooses ①, it's **SHOT ON GOAL** with Strength 1 + 1 (**One-Two** bonus from Star card) = 2. Bob takes 2 Chance cards from Ann, it's a **GOAL!** Score is 1 - 0. After the celebration, the ball is put on the center Area again. Ann has the ball now, ☆ = 0.

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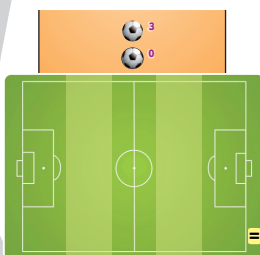
Time = 42

Ann plays **Pass** and Bob plays **Block**.
Result: a **TURNOVER**.
Bob now has the ball, ☆ = 0.



Time = 45

Bob plays **Pass** and Ann plays **Anticipate**.
Result: Bob may choose ↑↑ or ①, Bob chooses ①. Strength is 0, but Bob uses **Rebound** (discard the card) so Bob takes 1 Chance card from Ann, it's a Miss. Ann's Keeper takes the ball (move the ball into Ann's Penalty Area) then move the ball 1 Area forward. The 1st half is over.



Time = 0

This is the beginning of the 2nd half and each Player has 4 Action cards again. Since Ann attacked first in the 1st half, now Bob attacks first in the 2nd half and has the ball with ☆ = 0. The score is 1 - 0 for Bob. Will Bob score more goals? Can Ann turn the tables? Let the 2nd half begin! FRWWEEEEEEEEETTTTT!!!

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VII. TEAM CARDS EXPANSION (sold separately)

Team cards (8 cards: ARGENTINA, BRAZIL, ENGLAND, FRANCE, GERMANY, ITALY, NETHERLANDS, SPAIN) are an expansion for Soccer 17. New Players are recommended to play without the Team cards to learn the game, then after a few matches they can use the Team cards.

To play Soccer 17 with the Team cards: each Player chooses one Team at the beginning of the match then put it beside the Field card.



The Action(s) shown on the Team cards are additional actions the Player can choose. Example: when SPAIN successfully **Pass** in the center Area, the Player has these choices: ① or ↑↑ or ↑↑☆☆.
Some countries (ITALY, GERMANY and ENGLAND) have a special ability written on their card. It is always optional to use the special ability or not.



A game by Jack Darwid.
Art by Wijanata. Technical things by T'Say.
www.jackdgames.com

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