



ROOMIZGAMES

Please be aware the rulebook is not finalized

NOTES FOR TABLETOPIA

- For ease of play, we used disk-shaped pieces instead of the regular game pieces in Tabletopia version. For changing the Active/Inactive status of the piece, press F while the cursor is pointing the piece or press the right-click button and select Flip.
- Setup of the game for Quick Match is mainly completed for players. For Full Game mode, players will need to perform the following:
 - Deal 2 Teams and 2 Captain boards to each player to choose one.
 - Pick 4 Team and Coach cards with matching logos marked on your chosen Team board and add them to your draw deck.
 - Pick 3 Captain cards with matching numbers marked on your chosen Captain board and add them to your draw deck.
 - Shuffle your draw deck (must have 12 cards now) and draw four cards.
- When both players need to roll the dice, you can use a more straightforward way to perform the Use Morale step for the action: Count to 3 and then announce the number of Morale tokens you want simultaneously.
- When both players need to select a target (on Pass the Ball or Shot on Goal action), you need to take all of the Strike tokens in your hand, flip the one you want, and then put it face down on the table and reveal simultaneously.

SUPER TEAM

- rulebook -
work in progress



**COACH YOUR SUPERTEAM
SHINE LIKE A SUPERSTAR!**



**TALK WITH YOUR FEET,
PLAY WITH YOUR HEART!**

Powerful floodlights, crowd deafening noises, tired legs, sweaty faces, the worried look of the coach, and the spinning ball flying towards the captain. The entire crowd is staring at the captain's feet, but us at his heart...

As the coach of your team, you need to handle your tactical choices and match them with the arrangement of your mates on the field, raise your team's morale and make the best out of the individual skills of your stars and prove that you have what it takes to build a super team!

**UNIQUE TEAM ABILITIES WITH
CHALLENGING CARD PLAY!**

Super Team is a highly-tactical, card-driven board game about Football, featuring a dynamic game flow, an innovative card system, and thematic gameplay to create dramatic moments of an exciting football match. Like an actual match, each game is divided into two halves where players compete to score goals and win. Each player controls a team and a captain with unique cards and abilities presenting advanced tactical moves along with individual skills to create exciting moments of a real match.

**MORALE AS THE RESOURCE
FOR FLEXIBLE DICE ROLLS!**

Players play cards from their hands during their turn, performing tactics by rolling dice to gain extra movements and actions as bonuses and increase their team's morale, which is somehow the game's resource. Performing tactics successfully is not as easy as it sounds, and you may need to spend your morale tokens (stars) to enhance your dice rolls on critical events such as a perfect pass-through, saving a chip shot, or simply an extra movement!

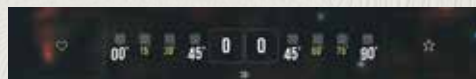
**DYNAMIC GAME FLOW,
NO DEAD BALLS!**

The game does not stop under any circumstances: neither dead balls, nor the corner kicks, nor even the referee's whistle! There are only endless football excitements like attacks, counter-attacks, stunning team tactics, and individual moves for 90 minutes!

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 Strike 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 Cards



18 Team Cards



18 Captain Cards



6 Coach Cards



16 Fatigue Cards



12 Solo AutoTeam Cards



1 Rulebook

PLAYER'S HAND

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

- 5 Basic cards marked with letters A-E
- 3 Captain cards with matching number marked on player's Captain board
- 3 Team cards with matching logo marked on player's Team board
- 1 Coach card with matching logo marked on player's Team board



A-E
Basic Cards




6
Captain Cards




100%
Team & Coach Cards

SETUP

- 1 Place the Game Board in the center of the table with the Side Board beside.
- 2 Place all the Fatigue cards and Morale Tokens on the designated space on Side Board. And place the Time Track Token on the 00' space of the time track.
- 3 Give each player:
 - a 5 player pieces with the color of their choice and a Goalie to place on any  spaces on their half of the board (With Goalie stands inside the small rectangle).
 - b 2 Team and 2 Captain boards to choose 1 from each and back the rest to the box.
 - c 12 cards as explained on *Player's Hand* p2
 - d 3 Strike and 3 Score tiles of the matching color
 - e 1 green and 2 white dice
 - f 6 Coach Markers
- 4 By rolling dice, determine the start player who has to place one of his/her pieces and the ball in the center of the board.
- 5 Both players shuffle all the cards from their draw deck and draw 4 cards from top of the deck.

Suggestion

For your very first games, use the basic side of the Team and Captain board (with no ability) and also use the Quick Play side of the Side Board with a  on it (more on *Variations*).

BEFORE KICKOFF

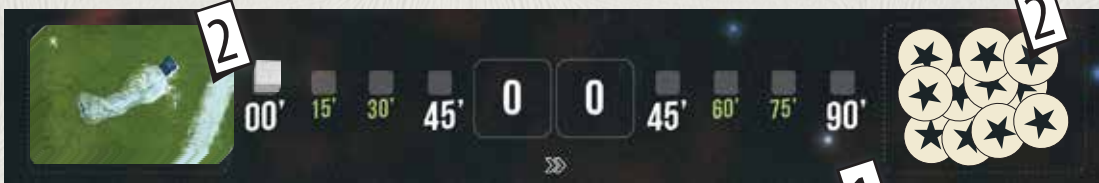
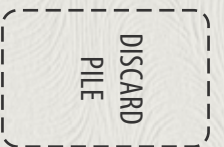
Players must distribute their 6 Coach Markers on the designated spaces of their Team Board in any order they want. During the game, when executing an action, you roll a green die plus extra white dice equal to the number of markers on the related action.

Note: Between two halves of the game, each player may rearrange all their Coach Markers, except for the GK attribute (more on *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 plays in turns. On your turn you must perform the following steps in order:

- 1 RESTORE;** Activate all of your inactive pieces (if any) by standing them up.
- 2 PLAY;** Play up to 3 cards from your hand. For doing so, just place each card face up in your discard pile and then execute the instruction.
Note: You **MUST** play at least one card!
- 3 DRAW;** Draw back up to 4 cards from your draw deck.

Then your turn is over and it's the opponent's turn.

important note

If your draw deck emptied, simply 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 2 Fatigue cards (if any) from their cards back to the Fatigue deck.
- 2 PLAN;** Each player may rearrange all the 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 palyer 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 to place one of his/her pieces and the ball in the center of the pitch and the Time Track marker on the 45' space of the 2nd half.

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

When a piece is standing on the board it considers to be Active. During the game, whenever you move one of your Active pieces you have to lie it down immediately on the board; the piece is now Inactive. Inactive pieces have some restrictions on Movement which is covered in *Movement* section on p7.

All you need to know for now is that at the start of your each turn, you may restore all your inactive pieces (from previous turn) and stand them up to be active again.





Note

Being inactive is only affect the movement of a piece. Pieces may perform any actions, whether active or inactive.

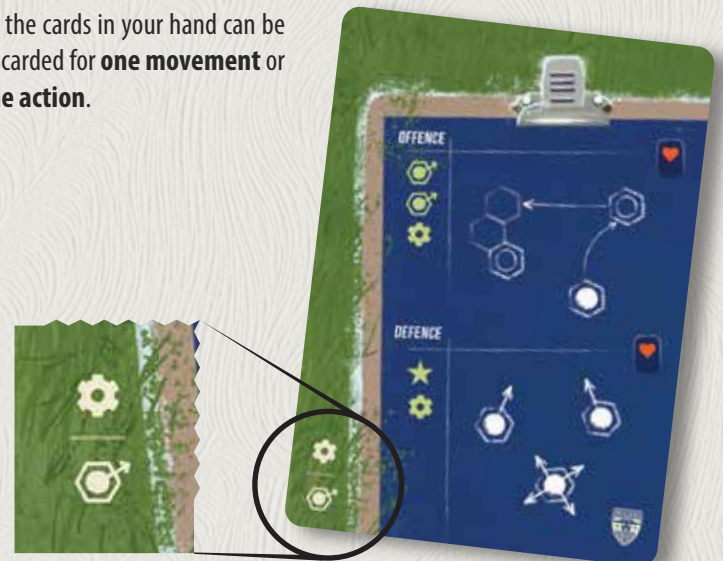
2. PLAY

During the game, all actions (including move, pass, shoot, dribble, and tackle) are performed by playing cards.


When playing a card, you must place it in your discard pile and either play the card and perform the instruction, or discard the card and choose one of the options depicted on the down left corner which are making **ONE MOVEMENT**  or performing **ONE ACTION** .


Let's take a closer look on how the movement and actions work.


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 (including your Goalie):

 **ACTIVE:** If the piece is Active (standing up), you may move it 1 or 2 spaces in any direction and then you must make it inactive (lie it down).


 **Inactive:** If the piece is inactive (lied down), you must pay 1 Morale token to the bank and move it only 1 space.

important note


The piece that carries the ball must end his movement immediately when entering or going out of an adjacent space to an opponent's piece!

- There can't be more than one pawn in each space.
- The ball carrier carries the ball with him when moving.
- A player can move an inactive piece several times (by paying extra Morale each time) during one turn.
- All inactive pieces of a player are standing up at the start of a player's next turn.
- The piece who enters an empty space where the ball is, becomes the ball carrier.
- Except the Goalie, no other piece (either teammate or opponent) is allowed to enter the small rectangle.
- The Goalie can only move one space and is always Active.

example

Orange player discards a card for  one movement and moves his active piece with the ball 1 space, and has to end its movement because the piece enters a space adjacent to an opponent. At the end of the movement he makes the piece inactive (lie down). He can play another card and move the piece again, but since the piece is inactive it will cost him 1 Morale token.



Blue player discards a card for one movement and moves her active piece 2 spaces, and then makes the piece inactive (lie down). She discards another card for another movement and moves the inactive piece 1 more space by paying 1 Morale token . Though, it wasn't an efficient move since costs her 2 cards and 1 Morale token.



⚙️ ACTIONS

By choosing ⚙️, you may perform ONE action by one of your pieces (including your Goalie). Possible actions for the attacker (the player who possess the ball) are pass the ball, shot on goal, and dribble the opponent. Possible action for the defender (the player who doesn't possess the ball) is only tackle the opponent. The outcome of all actions are determined by rolling dice, which may or may not be successful. When rolling the dice, players must roll 1 green die with up to 2 white dice, equal to the number of Coach markers in that action on their team board. Note that the white dice have a fumble side ❌ that subtracts from the player's total dice 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.



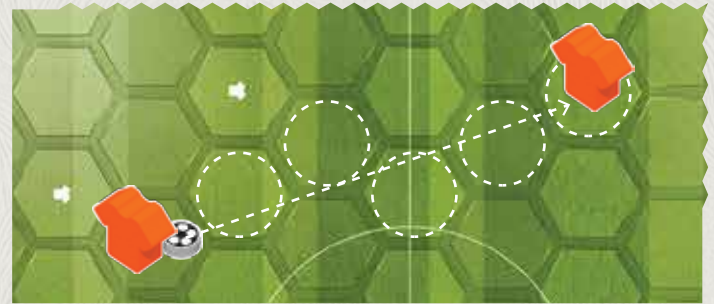
Aside from the pass action (in which only one player rolls the dice), both players must roll the dice to determine the outcome of all other actions, and the higher value indicates the winner of the action. In case of a tie, the attacker wins the action.

Power Required

There are two actions in the game that require an specific amount of power to be a success: Shot on goal and pass the ball. You will learn about these actions soon, but before that let's see how the power is specified:

To determine the power required for these actions, simply count the spaces between the start and the destination space of the ball and divide it by 2 (rounding up). Just remember to skip the current space of the ball and count the other spaces in the SHORTEST possible way to the destination space.

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



Blocking

In addition to the distance, any opponent's piece in the direction of the ball will add 1 to the power required for the action. To determine whether the piece is in the direction, draw a hypothetical line between the center of the start and the destination space. If the line crosses over a space with an opponent piece, that piece considers a BLOCK and adds 1 to the power required for that action (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 blocking).



⚙️ Pass The Ball

Pass the ball is the only way to transfer the ball between the pieces of a team and is the only action that requires only one player to roll the dice. The player may enhance his/her dice roll by paying some Morale tokens. On the other hand, the opponent can block the direction of the ball (and hopefully grab the ball) by positioning his/her pieces in the right spots of the board.

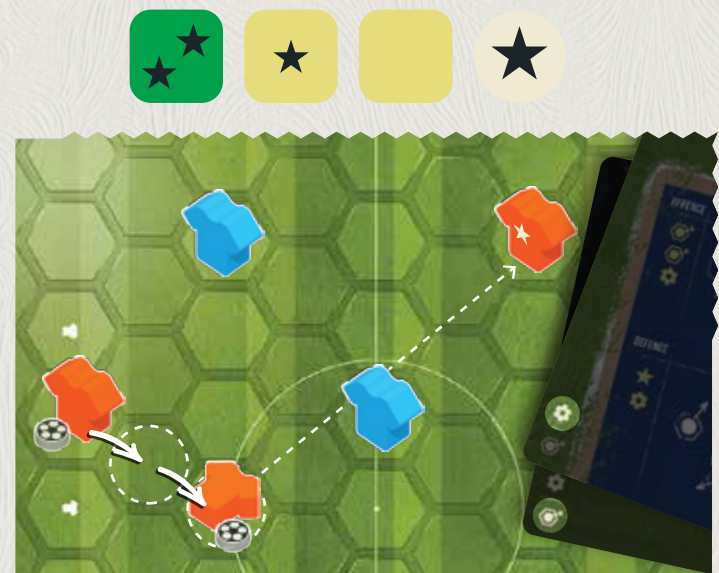
To perform a Pass action, do as follows:

- 1 SELECT THE TARGET:** Select the destination space of the ball. The target can be any empty space or a space with another piece of yours on the board.
- 2 DETERMINE THE POWER:** Determine the total power required for the action (half of the distance) as well as any possible blocks. (see *Power Required* and *Blocking* on p8).
- 3 USE MORALE (optional):** Pay up to 3 Morale tokens from your reserve to the bank (see *Use Morale* on p10).
- 4 ROLL THE DICE:** 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 RESULT:** The result is the total dice value plus any spent Morale tokens minus the required power.
SUCCESS: If the result is equal to or higher than 0, the action is successful: place the ball on the destination space.
FAIL: If the result is less than 0, the action is failed: place the ball on the first space in the ball direction with a blocking piece (opponent or teammate). If there isn't any blocking piece, place the ball on the space halfway the ball direction (rounded up).

example

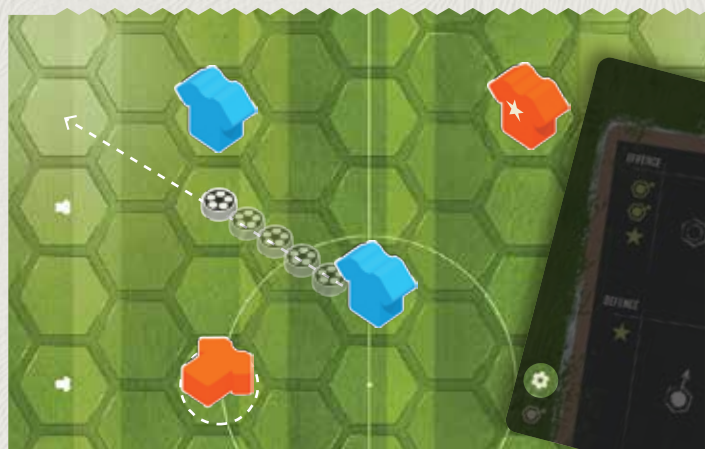
Orange player moves his piece 2 spaces with the first card and now he wants to pass the ball to his Captain with his second card. He discards a card in the discard pile and uses ⚙️ to perform one action. He declares the target space and determines the power required for passing the ball which is 4 (3 for half of the distance, and 1 for the Blue piece blocking the direction of the ball), so he needs to roll 4 or higher for a successful pass.

Before rolling dice, he decides to spend 1 Morale token to add to his dice roll. Then he rolls one green die along with 2 white dice (his Pass stat has 2 Coach markers). His total dice roll value is $3 + 1 + 4 = 0$. So the pass is successful and he places the ball on the destination space. If it was a failure, he had to place the ball on the space with the Blue piece who blocks the ball direction. In both cases the Orange player may continue his turn and play his 3rd (and last) card.




Let's say the Orange player wasn't successful on his dice roll and the ball is 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 piece. She discards a card for that purpose using ⚙️ for one action. The power needed for the pass is 2 for half of the distance and there is no block piece.



She decides not to use any Morale tokens. And since she has one Coach marker on her Pass stats, she can roll only one white die along with her green die. She rolls the dice and the total is 1. The Action is failed and the ball goes 2 spaces (halfway) along the direction and stops there.



GOALIE KICK

During a game, your Goalie may become the ball carrier inside your penalty area: whether by saving a shot on goal or receiving the ball from another teammate. In that case you **MUST** immediately and as your first action, pass the ball to another piece of yours. If that happened at the end of your current turn, you must pass the ball as the first action possible on your next turn. For passing the ball by the Goalie, just discard a card and place the ball on one of the spaces with  in your half of the pitch. If you want to send the ball to another space on the pitch perform a complete Pass action as explained on p9.

Use Morale

During the game you may gain  Morale tokens by performing tactics. You will learn about how to perform a tactic soon, but first let's see how you can use Morale tokens. When you gain a  take one from the bank on the Side Board and put it on your Team Board.



You can use your Morale tokens in 2 ways:

- When moving an inactive piece (see p7)
- Before rolling dice to boost your action result

In some actions both players roll the dice and may use their Morale tokens to boost their total roll value and win the action. For doing that, before rolling dice, each player secretly takes up to 3 Morale tokens in their hand and then reveal simultaneously. Place your revealed tokens aside and then roll the dice. After resolving the action put all the used Morale tokens back to the bank.



⚙️ Shot on Goal

Shot on goal is the only way to score a goal. Before the strike, both players have a final chance to guess the direction of the ball. If the Goalie blocks the direction, it makes it harder for the striker and if not, it makes it harder for the Goalie to save the goal. Also, both players may boost their dice roll value by spending Morale tokens from their reserve.

To perform a Shot on Goal action, do as follows:

1 SELECT THE TARGET: Each player secretly choose one of the Strike tiles and reveal simultaneously. Each tile represents one of the 3 spaces in front of the goal. The attacker places the ball on the chosen target space and the defender moves his/her Goalie one space towards the chosen target space.

2 DETERMINE THE POWER: The attacker determines the total power required for the action (half of the distance) as well as any possible blocks. The defender required power is half the distance between the Goalie and the destination space of the ball. (see *Power Required* and *Blocking* on p8).

3 USE MORALE (optional): Each player secretly takes up to 3 Morale tokens in their hand and reveal simultaneously. Keep tokens beside your dice and return them to the bank after stage 5. (see *Use Morale* on p10).

4 ROLL THE DICE: 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 on the GK stat for the defender of their Team board. If you don't have any Coach markers on the specified stat, just roll the green die.





5 RESULT: The result for each player is the total dice value plus any spent Morale tokens minus the required power.

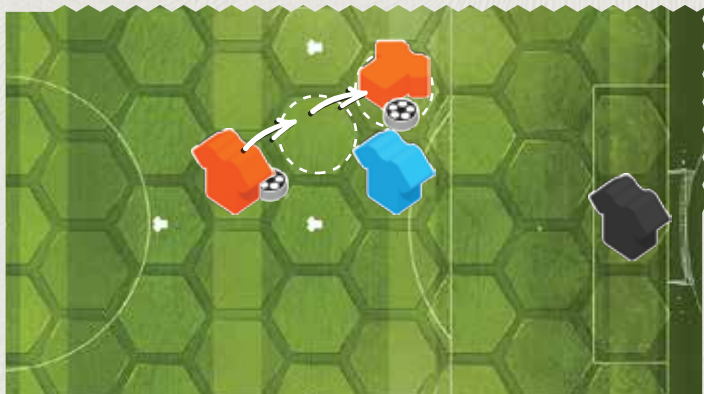
SUCCESS: If the result of the attacker is equal or higher than the defender, the action is successful: place one of your Goal tiles on the designated space of the Side Board and reset the position of the pieces in the pitch as the start of the game, with the defender possess the ball.

FAIL: If the result of the attacker is less than the defender, the action is failed: place the ball on the first space in the ball direction with a blocking piece (opponent or teammate). If there isn't any blocking piece, place the ball on the space halfway the ball direction (rounded up).

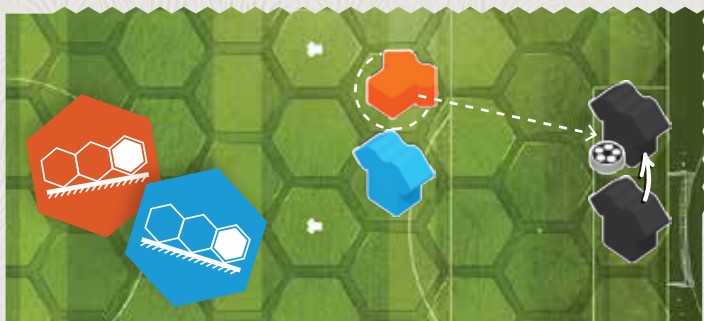


example

Orange player plays a card using  to move his Ball Carrier 1 space where he enters into an adjacent space next to an opponent's player and must end his movement. Then he plays another card using  again to move him one more space and since the piece is now inactive, he has to spend a  from his reserve to the bank. Then he plays his 3rd and last card using  for performing a shot on goal action.



Both players secretly choose one of their Strike tiles and reveal simultaneously. Both chose the right space in front of the goal. Blue places the ball on that space and blue moves her Goalie 1 space toward that space which in this situation results in entering that space.



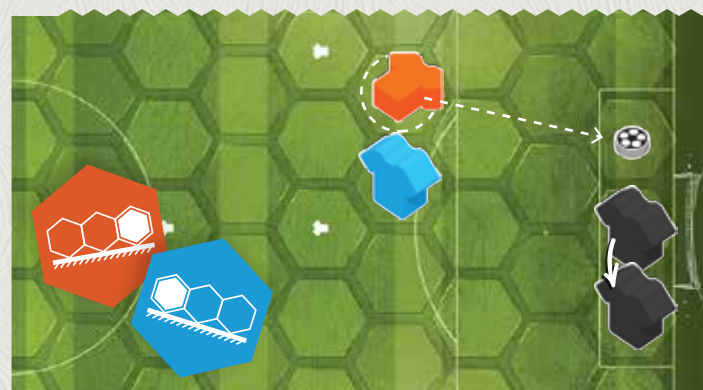
The power required for the attacker is 3 (2 for half of the distance, and 1 for the Goalie blocking the direction of the ball), so he needs to roll 3 or higher and also bit the defender's total roll for a successful strike. Now both players secretly take some Morale tokens in their hands and reveal simultaneously, which is 1 for either player.

And now it's time for the dice roll (plus a little drum roll!). Orange has 2 Coach markers in Shoot stat (2 white dice), and blue has 1 in GK stat (1 white die).

Orange's total is $5+1-3=3$ and Blue's total is $3+1-0=4$. So the action is a failure and the Goalie saves the ball (and has to pass the ball in the first possible action). If the Orange player had been spent 1 more Morale token to his shot before rolling dice it would be a goal!



Let's say the Blue player chose another Strike 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. On the other hand, the Blue player would suffer from 1 power required for saving the shot (half of the distance between the Goalie and the destination target).



This time, with the same dice roll, the Orange would have won the action and it would be a qooooooooooooooooooooooooooooo!!!!!!!!!!!!!!!!!!!!!!



⚙️ Dribble an Opponent

A successful dribble is a way to displace the position with an opponent without being inactive. Dribble can only be done by the ball carrier piece of the attacker located in the adjacent space of an opponent piece. Dribble an opponent is done as follows:

- 1 USE MORALE (optional):** Each player secretly takes up to 3 Morale tokens in their hand and reveal simultaneously. Keep tokens beside your dice and return them to the bank after stage 3. (see *Use Morale* on p10).
- 2 ROLL THE DICE:** Each player rolls 1 green die plus a number of white dice equal to the number of Coach markers on the Dribble stat for the attacker, and on the Tackle stat for the defender of their Team board. If you don't have any Coach markers on the specified stat, just roll the green die.
- 3 RESULT:** The result for each player is the total dice value plus any spent Morale tokens.
SUCCESS: If the result of the attacker is equal or higher than the defender, the action is successful: displace the location of the two pieces together.
FAIL: If the result of the attacker is less than the defender, the action is failed: the pieces stand still and nothing happens.

Reminder

Being inactive is only considered on movements and it is irrelevant in doing actions! Pieces may perform any actions, whether active or inactive.

⚙️ Tackle an Opponent

A successful tackle is a way to get the possession of the ball. Tackle can only be done by the piece of the defender located in the adjacent space of an opponent's ball carrier piece. Tackle an opponent is done as follows:

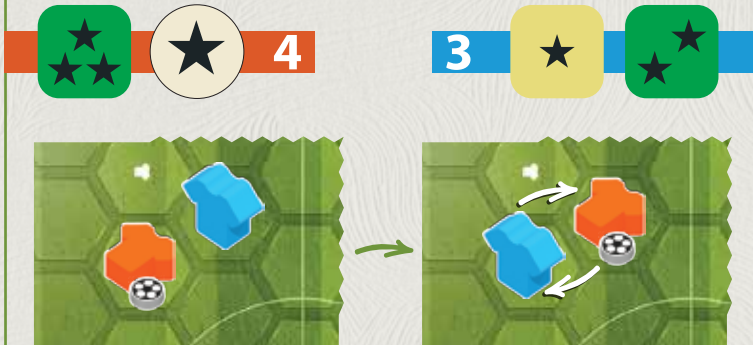
- 1 USE MORALE (optional):** Each player secretly takes up to 3 Morale tokens in their hand and reveal simultaneously. Keep tokens beside your dice and return them to the bank after stage 3. (see *Use Morale* on p10).
- 2 ROLL THE DICE:** Each player rolls 1 green die plus a number of white dice equal to the number of Coach markers on the Dribble stat for the attacker, and on the Tackle stat for the defender of their Team board. If you don't have any Coach markers on the specified stat, just roll the green die.
- 3 RESULT:** The result for each player is the total dice value plus any spent Morale tokens.
SUCCESS: If the result of the defender is higher than the attacker, the action is successful: displace the location of the two pieces together and place the ball on the .
FAIL: If the result of the defender is less than the attacker, the action is failed: the pieces and the ball stand still and nothing happens.

Note

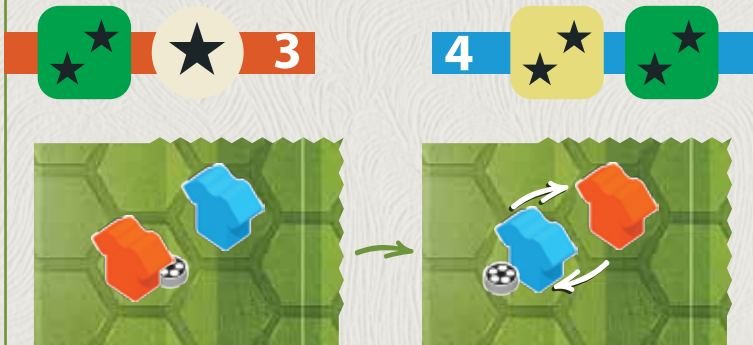
A piece can NOT tackle again after a failed tackle in the same turn! Still you may tackle with another piece of yours that is adjacent to the opponent's ball carrier.

example

Orange player is going to dribble the blue piece with his inactive ball carrier. Orange uses 1 (★) and Blue prefers not to use any. They roll their dice (orange has no Coach marker in dribble and blue has 1 in tackle). The result is 4 (Orange player) to 3 (Blue player). So the dribble is successful and they displace spaces with each other.



Now the Blue player is going to tackle the orange piece. The result is 4 (Blue player) to 3 (Orange player). So the tackle is successful and they displace spaces with each other and the Blue piece gets the ball.



GOALIE DRIBBLE & TACKLE

A Goalie can NOT dribble or tackle inside the penalty area. However, outside the penalty area, a Goalie considers as other pieces and can dribble or tackle.

Other pieces can NOT tackle the Goalie inside the penalty area (yet they can outside the penalty area). Pieces can dribble the Goalie everywhere, if only dribbling does not lead to entering the small rectangle (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



There are 5 Basic tactic cards with a grey background (identical for both players), and 3 Team tactic cards with a blue background (unique for each player) in a player's draw deck.

Each Tactic card has two parts: offensive tactic (upper part) and defensive tactic (lower part). When played, players can perform one part of that card according to the status of their team (offensive for the attacker and defensive for the defender). Players are NOT allowed to use the other part of the card (for example, the attacking player can not 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 attacker.

Each tactic represents a series of action/movements that if performed successfully will reward the player with bonuses. The reward is indicated in the left side of each tactic and includes extra movements, extra actions, Morale tokens, or any combination of these.

TACTIC REWARDS



Gain one Morale token



Make one movement



Perform one action

When performing a tactic, the player **MUST** perform it exactly and completely as depicted on the card and may **NOT** skip any part of it. Player then may receive the rewards in any order he/she wants 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 he/she 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:



Piece with the ball



Piece without the ball



Opponent's piece





Empty space

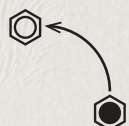


Ball direction

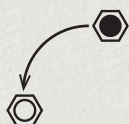


Movement direction

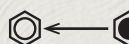
OFFENSIVE TACTICS (upper part) are performed by the attacking player, in the form of Pass the ball action (as mentioned on p9). Each tactic has a start point , an end point , and a direction of the ball. Below are the symbols of the basic tactics explained (AHEAD means towards the opposing goal's side and BEHIND means towards the own goal's side):



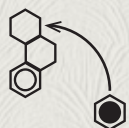
FORWARD PASS: Pass the ball to a piece who is at least one row ahead of the current ball carrier.



BACKWARD PASS: Pass the ball to a piece who is at least one row behind of 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 1 or 2 spaces ahead of another piece. The direction of the ball (forward or backward) is irrelevant.



IN-BETWEEN PASS: Pass the ball between 2 opposing pieces to another piece. The direction of the ball and the distance between opponents are irrelevant. Both the start and the destination space should NOT touch the line drawn between 2 opponents.

note

If the attacker loses the possession of the ball on his/her turn (like a failed Pass action in which the opponent blocks the direction and gets the ball), has to play the rest of the turn as a defensive player and can NOT use the offensive part of the cards. The same rule applies for the defender who gets the ball with a Tackle action on his/her turn.


example

Orange player plays a card using its offensive part which is a Forward Pass tactic. He has to send the ball in forward direction to the space with another orange piece, at least one row ahead. He chooses the target space and now he has to roll at least 2 for the pass to be successful (half the distance). He doesn't spend any Morale tokens and rolls the dice. His total dice roll is 3 and the pass and the tactic is successful so he gets the reward...



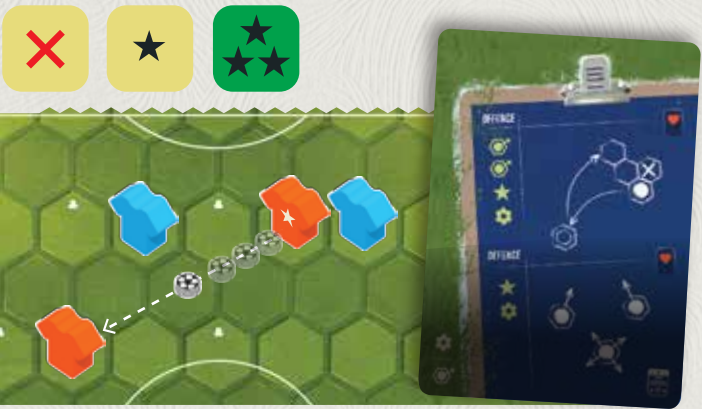
... which is 2 movements and 1 Morale token. He gets the Morale token from the bank, then moves his current ball carrier 2 spaces as his first bonus movement and lie it down in the end. Then he pays 1 Morale token and moves his inactive piece 1 space as his second bonus movement.










Team Tactic cards are the combination of the Basic tactics. They always start at the  and have to be performed completely to consider successful. For understanding each tactic, refer to the symbols explanation on p16 for every 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 and the action is successful and he gets the rewards: 2 , 1 , and 1 . 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 .



DEFENSIVE TACTICS (down part) are performed by the defender player, in the form of Movement (as mentioned on p7). Below are the symbols of these tactics explained:

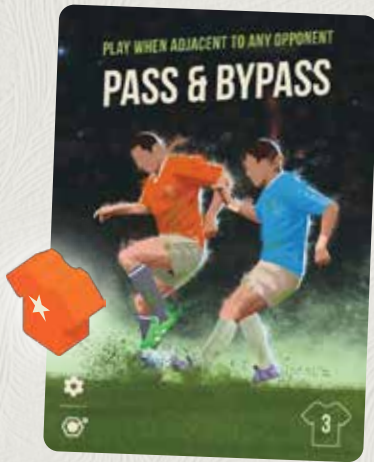
-  FORWARD MOVE: Move one of your piece forward.
-  BACKWARD MOVE: Move one of your piece backward.
-  FREE MOVE: Move one of your piece in any direction.
-  FORWARD MOVE & MARKING: Move one of your piece forward and end your movement in an adjacent space to an opponent's piece.
-  BACKWARD MOVE & MARKING: Move one of your piece backward and end your movement in an adjacent space to an opponent's piece.

example

Blue player plays a card using its defensive part which is a combination of Movements. She has to move 2 pieces forward, where one of them has to end his movement in an adjacent space to an opponent's piece. She moves one of her pieces 1 space in forward direction (to the opponent's goal) on an adjacent space to an opponent. Then she moves another one 2 spaces in forward direction. And then she lie both pieces down to their inactive position and gets the reward which is a Morale token.



SKILL Cards



There are 3 unique Captain cards in each player's draw deck. **These cards can only be performed by the Captain** (indicated with a ★). For performing a skill card, the condition stated on top of the card (written in light green) must be met at the moment the card is played. Only then, the player can play the card and perform the action. Below are the phrases on these cards explained:

MOVE: Move the Captain piece

PASS: Pass the ball

STRIKE: Shot on goal

SKIP: Ignore any blocking opponent

PUSH: Move the opponent's piece 1 space in any direction.

BYPASS: Displace the position of your Captain with the adjacent opponent's piece.

Coach Cards



There is 1 unique Coach card in each player's draw deck. These cards are mainly instructions that will break the basic rules of the game. When performing a coach card, the player performs it exactly and completely as indicated. There is a cost for some Coach cards that has to be paid before performing the instruction.



■ Fatigue Cards



After playing Team tactic cards with a ♥ icon, the player has to draw a Fatigue card to his/her hands. Fatigue cards can only be used for just one movement 🏠. After playing they are discarded in the discard pile and may return to the player's hand again 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.



3. DRAW

At the end of your turn, you must draw back up to 4 cards from your draw deck. If your draw deck emptied, shuffle all your discard pile to make a new draw deck, and continue to draw and also move the Time Track Token one space forward. So the game end trigger can be varied 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 🏠.
- Active pieces may move up to 2 spaces. Inactive piece may only move 1 space per 1 ⚡.
- Being inactive, only affects the movement of the piece. Inactive pieces may perform any actions.
- When both players roll for an action, the higher wins. In case of a tie, the attacking player wins (the player who possess the ball).
- Goalie may send the ball to any 🧥 spaces on your half of the pitch without rolling dice (you only need to discard a card).
- Except Goalie, no other piece (teammate or opponent) allowed to enter one of the 3 spaces in front of the goal.

TIPS & STRATEGIES

MANAGE YOUR CARDS; Discarding a card for  or  allows you to perform only one action (a move or an 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.

TEAM AND/OR CAPTAIN ABILITY; You can experience a more strategic game by flipping Team and/or Captain boards to their advanced side. They all have an ability that runs throughout the whole match. In addition, each Captain has some benefits in special actions, depicted with filled stars that will add to his dice roll when performing that action.

LONGER GAME; You can experience a longer match which lasts nearly 90 minutes. For doing so simply flip the Side board to the longer side.

HARDER GAME; You can experience a harder match with this new rule: Fatigue cards can NOT be used for one movement . You may only discard one Fatigue card as one of your 3 cards limit on your turn without any benefit.

OFFSIDE TRAP; You can play with offside trap rule which prevents the players to pass the ball to a teammate in offside zone. Offside trap in this game is not going to break the flow of the game, but simply players are NOT allowed to pass the ball to the piece which is in offside situation. For learning more about the Offside rules, please refer to the FIFA website.

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 AutoTeam.

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 INACTIVE 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:


- 3 1. Shot on Goal:** If the distance between the ball carrier and the strike destination space (depicted 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 shot on goal action (see *Performing actions for AutoTeam*). Otherwise, skip this phase.
- 2. Perform the Tactic:** If the tactic depicted on the card is possible, perform it (see *Performing actions for AutoTeam*). Otherwise, skip this phase.
- 3. Pass the Ball:** If the ball carrier is NOT the most ahead player of AotoTeam, pass the ball to the most ahead player (see *Performing actions for AutoTeam*). Otherwise, skip this phase.
- 4. Dribble an Opponent:** If the ball carrier is in adjacent space of one of your piece, dribble that piece (see *Performing actions for AutoTeam*). Otherwise, skip this phase.
- 5. Movement:** Move the ball carrier up to 2 spaces in the direction of the destination space depicted on the top right corner of the card nad then lie him down to inactive status.

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 depicted on the top right corner of the card.


Defensive Tactic: If AutoTeam does not possess the ball, perform the defensive part of the card. For every movement depicted on the defensive part, move the closest ACTIVE piece to the ball towards the space where the ball is: **2 spaces for the first movement, and 1 space for all the other movements on this turn.** AutoTeam always tries to put her pieces between your piece and her goal, if possible. After moving each piece lie him down to inactive status.

AutoTeam receives the reward after performing the tactic. If any extra action is in the rewards, she uses it for one Tackle on your 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 (and try to be fair!).

Performing Actions for AutoTeam

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

- 1 SELECT THE TARGET** (Shot on Goal only): Choose one of your Strike tiles. If you're the attacker, place the ball on the chosen target space and if you're the defender, moves your Goalie one space towards the chosen target space.
- 2 USE MORALE** (Shot on Goal, Dribble and Tackle only): Pay up to 3 Morale tokens and keep them beside your dice and return them to the bank after stage 5.
- 3 USE MORALE for AutoTeam** (Shot on Goal, 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 the Ball action.**
- 4 SELECT THE TARGET for AutoTam** (Shot on Goal only): AutoTeam's targer 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, moves her Goalie one space towards the chosen target space. The number printed on the card is irrelevant in this phase.
- 5 DETERMINE THE POWER** (Pass the Ball and Shot on Goal 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 for AutoTeam only in Pass the Ball action). Refer to AutoTeam's board to determine how many white dice to roll for her. Do not forget to add the Stars 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 Shot on Goal possibility, which is negative since the distance between the ball carrier and the target space is more than 3 spaces. He then checks the possibility of performing the tactic which is a forward pass and is possible. So he has to perform the tactic for the AutoTeam.



There are 1 Coach marker and 1 ★ printed on AutoTeam's Pass stat, which means that AutoTeam rolls one white die and always adds 1 to her total dice roll when passing the ball.




The result is 4 and the action is successful (required power is 2), and AutoTeam gets the rewards: 1 ★ and 2 🍀. She moves those pieces 2 spaces towards the target space depicted on the card.







Now the blue player reveals the 2nd card for AutoTeam and checks the Shot on Goal possibility, which is positive since the distance between the ball carrier and the target space is 4 spaces. So AutoTeam will use the card for a Shot on Goal action. First, the blue player selects how many Morale (2 ★) he is going to spend, and selects the target space (right) and moves his Goalie one space towards that space. Then he reveals another card for AutoTeam to determine how many Morale (1 ★, since she has 2 in reserve) she is going to spend, and what is her target space for the strike (middle). So the required power for AutoTeam is 2. He rolls the dice for both and the result is 5 for AutoTeam and 4 for him, and that is a goal!

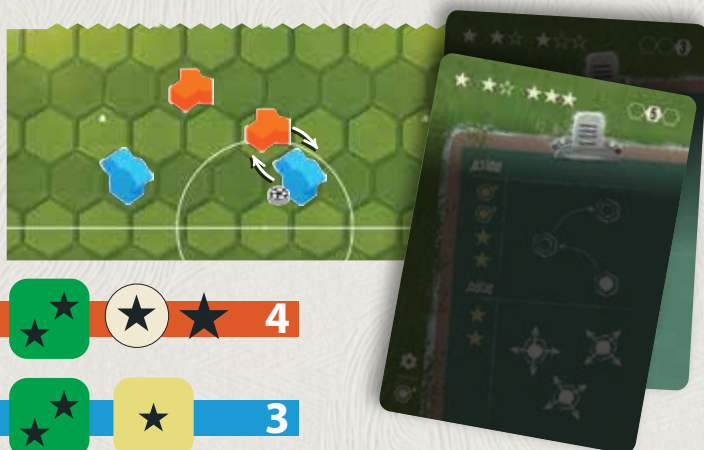


example


Defensive Tactic: AutoTeam's revealed card shows 2 free movement. First, the blue player moves the closest piece to the ball 2 spaces and lie it down. For the next movement, since the distance between two pieces and the ball is equal, he refers to the space with  on them and moves the piece on one of them 1 space towards the space with the ball.



AutoTeam gets the reward which is a  and a . She uses the extra action for Tackle on your ball carrier piece. First, the blue player selects how many Morale (0 ) he is going to spend. Then he reveals another card for AutoTeam to determine how many Morale (1 , since she has only one token in reserve) she is going to spend. Blue rolls dice for both players (referring to AutoTeam's board for number of dice and any extra bonus). The result is 3 for the blue player and 4 for the AutoTeam. So the ball possession and the location of two pieces is swapped. Now it is time for AutoTeam's second card, which now is played as an attacker.



REMEMBER SOLO RULES

- AutoTeam never moves her INACTIVE pieces.
- If AutoTeam is attacker, she moves her pieces towards the target space depicted on top right corner of the card.
- If AutoTeam is defender, she moves her pieces towards the space with the ball. 2 space for the first move and 1 space for other moves on each turn.
- For choosing the piece for AutoTeam (whether for moving or performing action), always pick the closest one to the ball, then the piece that is on the space with  on it.
- AutoTam never spends Morale tokens for Pass the Ball action.



KICKSTARTER
COMING SOON!





Publisher

Roomiz Games INC.
roomizgames.com

Game Design

Amir Salamati, Alireza Poursad

Artworks by

Mohammad Nouredine

Graphic Design

Amir Aien

**Big thanks to all the people who helped us
with playtesting and preparing the game.**

Peer Sylvester, Chris Backe, Gustavo Scary, Andres Desa,
Amir Ardeshiri, Shahab Soghri, Pouya Ostadpour, Mohsen
Pour ramezani, Eqbal Hozhabr, Aria Salahi, Mohsen Ashrafi,
Afshin Shirovani, Ali Babaei, Kianoosh Amini, Sadegh
Darvishi, Saman Zandi, Yaser Hamidi, Amirhosein Darzi

REVIEW COPY

All rights reserved.