

Soccer

2 Players
30-60 Minutes
v1.0 for piecepack
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Setup

To begin the game, arrange the tiles as shown in the diagram. Each goal should be the width of one tile. Place a sun coin face down in the center of the field. Roll to see who goes first. The starting player places 4 arms coins face down anywhere in the player's own setup box. The second player then places 4 crown coins face down anywhere in the player's own setup box. Play then proceeds with the starting player.

Object

Score three goals to win.

Play

Beginning with the starting player, take turns. On your turn, place the tip of your index finger behind one of your kickers (coins) and flick it. Normally, you will try to flick your kicker so that it will strike and move the ball toward your opponent's goal. If, after any turn, the tiles are out of alignment, re-align them.

Goal

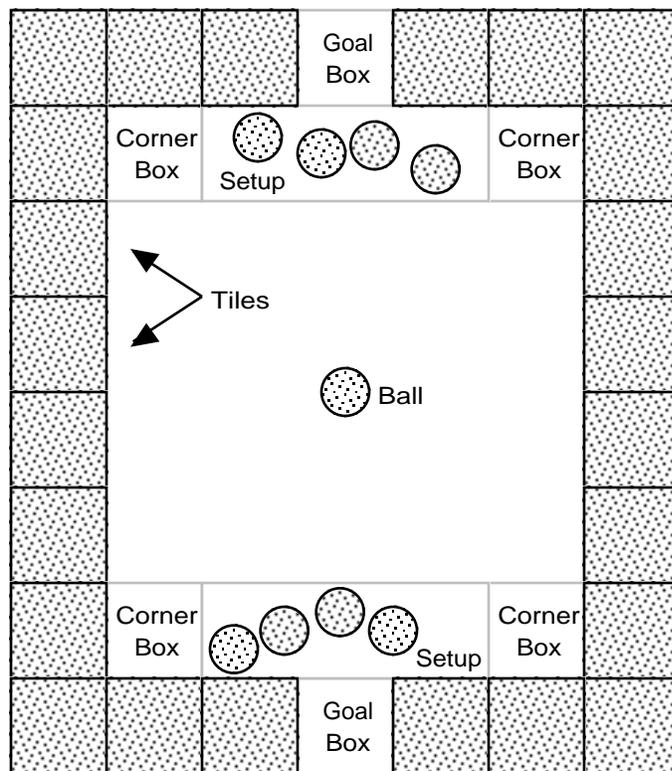
If the ball's center is inside the goal box (or beyond), you score a goal. After you have scored, place the ball back into the center of the field, place all kickers back into their setup boxes, then proceed with play starting with your opponent.

Foul

If you significantly disrupt the tiles that make up the field border (by half a coin width or more), you commit a Foul. If the kicker you flick on your turn moves an opponent's kicker, and the ball does not move, you commit a Foul. If there has been a Foul, remove the kicker that committed it from the game (called Fouling Out). Then, your opponent gets a Free Kick.

Free Kick

If you earn a Free Kick, flick the ball directly from its current position. Free Kick may score goals. If you disrupt the border tiles on a Free Kick, no kickers Foul Out, but your opponent gets a Free Kick.



Corner Throw

If the ball is completely within a corner box on your end of the field, you immediately get a Corner Throw (no matter who kicked the ball into the corner box). First, any kickers (from either team) that are touching the corner box Foul Out. Then, place the ball so that it is barely within the corner box and flick it directly. Play then proceeds with your opponent. You may not score a goal on a Corner Throw. If a Corner Throw goes into a goal, it is scored for your opponent. If you disrupt the border tiles significantly on a Corner Throw, no kickers Foul Out, but your opponent gets a Free Kick.

Call In

Instead of taking your normal turn, you may instead Call In a kicker that has Fouled Out. Place the kicker in the corner box of your choice.

Out of Bounds

If any of your kickers exit the field (intentionally or otherwise) through a goal (center of the kicker is inside the goal box), immediately place that kicker into any corner box.