



Playing Instructions / How to Play / Rules

1. Objective

Each player controls a team of 3 players and tries to score goals by getting the football onto the opponent's goal-post square.

Before starting, choose one of two game formats:

- **First to N Goals:** The first player to score the agreed number of goals wins.
- **N-Minute Match:** Play for the agreed amount of time. The player with the most goals when time runs out wins.

2. Game Setup

- Each team has 3 player pieces.
- The three players are called Defender, Midfielder, and Forward. These are only names; all three players have the same movement rules.
- Place the football in the centre of the board, inside the centre circle.
- Each team places its 3 players on its own side of the board.
- Players cannot be placed inside the centre circle or on any square touched by the centre circle.
- Only one player can occupy a square.
- Decide which team goes first.



3. Starting the Game

The football starts inside the centre circle.

For the opening move only, a player may move diagonally if this is necessary to reach the football.

Once the football leaves the centre circle:

- The centre circle is no longer part of gameplay.
- Diagonal movement is no longer allowed.
- All normal movement rules apply.

4. Player Movement

On your turn:

1. Choose any one of your 3 players.
2. Roll the dice.
3. Move that player exactly the number of squares shown on the dice.
4. Players may move up, down, left, or right.
5. You may change direction during the same move.
6. You may move forward, backward, or sideways as part of your strategy.
7. You cannot move fewer squares than the number rolled.
8. A player cannot finish on a square occupied by another player.
9. Diagonal movement is not allowed during normal play.

For example, if you roll 5, you must move exactly 5 squares. You could move 2 squares up, 1 square right, 1 square down, and 1 square right.



5. Getting Possession of the Football

To gain possession, your player must land exactly on the square occupied by the football.

If your player lands on the football:

- You gain possession.
- Your player stays on that square.
- You keep your turn.
- Roll the dice again to move the football.

If the football is 3 squares away but you roll 5, you cannot stop after 3 squares to take possession. You must complete all 5 moves.

6. Moving the Football

After a player gains possession:

1. Roll the dice again.
2. The player stays in their current square.
3. Move the football exactly the number of squares rolled.
4. The football may move up, down, left, or right.
5. The football may change direction during its movement.
6. The football cannot move diagonally.
7. The football cannot pass through a square occupied by a player.

Players can therefore be used strategically to block the path of the football.



7. Passing

If the football lands on a square occupied by one of your own players, it is a successful pass.

- That player receives the football.
- The receiving player becomes the new player controlling the ball.
- You keep your turn.
- Roll the dice again to move the football.
- The player who made the pass stays in their original square.

8. Football Lands on an Opponent

If the football lands on a square occupied by an opponent's player:

- The opponent gains possession.
- The opponent's player becomes the controller of the ball.
- Your turn ends.
- The opponent takes the next turn and rolls the dice to move the football.

Avoid deliberately landing the football on an opponent's player, as this gives them immediate possession.

9. Football Lands on an Empty Square

If the football finishes its movement on a square where there is no player:

- Your possession ends.
- Your turn ends.
- The opponent takes the next turn.
- The opponent must try to reach the football with one of their players.



10. Scoring a Goal

A goal is scored only when the football lands exactly on the opponent's goal-post square.

Simply passing over the goal-post square does not count.

After a goal, reset the football and players for the next play according to the agreed starting setup.

11. Goal-Post Blocking

Players can use their positions to defend their goal, but a team cannot completely block the goal with two players.

There must always be at least one empty square in front of the goal-post area, leaving the opponent a possible route toward the goal.

12. Winning the Game

First to N Goals

- Agree on a target before starting, such as 3, 5, or 10 goals.
- The first player to reach that number of goals wins.

N-Minute Match

- Agree on a playing time, such as 5, 10, or 15 minutes.
- When the time expires, the player with the most goals wins.



If the score is tied, players can either declare a draw or play a sudden-death round to decide the winner.

13. The Basic Strategy

The game is about positioning your three players and controlling the football.

You can:

- Chase the football.
- Move backward or sideways to improve your position.
- Create passing opportunities.
- Pass between your players.
- Block the opponent's route.
- Block the football's path.
- Keep the football away from the opponent.
- Move the football toward the goal.

The basic flow is:

Move your player → Get the football → Roll again → Move the football → Pass to your player or risk giving possession to the opponent → Attack the goal.