

Game Suitable for children aged 5 years and above, not suitable for children under 3 years

Game entirely made of paper (recyclable) and printed with compostable inks for home use

## CONTENT

A board.

4 tokens, to be used up to 2 per team.

13 Episode cards, to be "drawn" when landing on the episode box.

5 "Goalkeeper cards" to be used to cover the boxes in case of penalties or free kicks from first or second goal.

There are also two paper dice to cut out and make, obviously if you prefer, use two classic dice or online dice, easily available and available free of charge on smartphones. It is advisable to obtain paper and pencil to update the result during the game and write down any red cards as a reminder of their use. And if you like it, apply the photo or sticker of your favorite team on the board in the space provided.

## REGULATION

It is played in 2 or more players (one against one, or more players, recommended up to a maximum of four per team). In case of more players, tournaments can be organized. It is played with 2 dice, rolled by one player at a time, and one advances in the boxes. There are boxes that indicate corners, first or second free kicks, penalties, episodes, expulsion, goals and goals with var. The result very often hangs in the balance for the entire game, which is played in 45 boxes for two rounds (like the 90 minutes of the two regular times of a football match), then passing from box 45 back to the start box ( see arrow). The game ends when all players (or the player in games with only two players) pass the 90th (the second round of 45 squares). The other players further up the scoreboard continue into a third round, as if they were injury time, waiting for everyone to pass the 90th minute, the exact moment when the game ends. In added time it is obviously therefore possible that the result changes and therefore continuing to score a goal or lose the match. Of course, the team that has finished the full 90 minutes and has the most goals in its favor wins.

**EPISODES** Episodes are "drawn" from the cards when you step onto the Episodes box and can cancel a goal for offside, concede penalties and more... (we recommend shuffling and placing the episode cards in the appropriate space on the board) The offside card cancels a goal to whoever "fishes" it by decreasing the goals in their favor, if the player has zero goals the card has no effect.

**PENALTY KICK** To take a penalty kick, the opposing team's goalkeeper places a "Goalkeeper card" on one of the six numbers in front of the goal drawn in his penalty area, chosen at the start of the game. The attacking player rolls a single die and if an uncovered number comes out it is a goal while if the number covered by the goalkeeper comes out the penalty is saved.

**FIRST AND SECOND PENALTIES** In the "first" free kicks the goalkeeper covers 4 out of six boxes with the "Goalkeeper cards" and 5 in case of "second" free kicks. To score a goal, the opposing player must roll a single dice and hit one of the two free boxes (first free kick) or hit the only uncovered number (second free kick).

**CORNER** The defending player rolls the die first (one die only) and the attacking player must, immediately after rolling the die, hit the same number made by the defense to score a goal, therefore if the defender rolls 5 the attacker must shoot and make 5 to score a goal.

**DERBY** (which in football very often the underdog team wins) On the "derby" square, whichever player enters it, the result becomes 0 to 1 for the underdog team (the one that is losing) at that moment. So, for example, if the losing team gets on the box, it will be one goal ahead and the game will restart from 1 to zero to its advantage, but even if the winning team gets on it, the same will find itself at zero goal and one goal behind. If the teams are drawing, the "derby" box does not change the current result.

**EXPULSION** The player or team that climbs onto the expulsion box or draws the expulsion card from the episode cards, may have his roll reduced by 1 point (once only for each red card) at the discretion of the opponent who will be able to choose when to do so and thus penalize the other team.

**GOAL with VAR check** To have confirmation of the regularity of the goal by the VAR (box 16) the player must re-throw the two dice and obtain a number equal to or greater than the number just obtained in order to access the box itself. For example, if to reach the "Goal with Var" box the player has rolled the two dice and obtained the number seven 7, to have the goal confirmed by the VAR he must roll the two dice again and obtain a number equal to or greater than seven 7.

By MarcoeSele brothers Marco and Selena Brusatori mail [info@marcoesele.it](mailto:info@marcoesele.it)

The Game can be purchased on the website [www.ilpalloneemio.com](http://www.ilpalloneemio.com)