

ALL TIME CHAMPIONSHIP SOCCER

Version 2.0

“Argentina’s Maradona takes the pass from Enrigue inside his own half and begins a dash down the pitch. He methodically dissects the English defenders Hodge, Bearsley, Reid, Butcher and Fenwick in less than 10 seconds covering almost 60 meters. The goalkeeper Shilton is the last line of defense for the Three Lions, but Maradona dribbles round him and finishes with a brilliant touch and a . . . GOAL!”

All Time Championship Soccer lets you can relive the excitement, passion, glory and defeat of taking a national team through the World Cup. Choose from 64 national teams, representing that country’s best team ever to play in the World Cup. Each team is statistically generated to match its performance in the World Cup. Attempts, shots on goal, defenses, strategy, formations, yellow and red cards, corner kicks, penalty kicks, free kicks, injuries, key players, offside traps, marking players, long ball tactics, counter attacks, packed in defenses, home field advantage, hand balls, disallowed goals, bad calls by referees, penalty shootouts and sudden death are all present for you to maneuver through group play and the knock-out rounds with the hopes and dreams of making it ultimately to the Finals. *All Time Championship Soccer* is a strategic level game that still lets you make game changing decisions by selecting from 9 different formations, 3 distinctive strategies, and 7 unique tactics—all while allowing play of several games in a matter of minutes. Each game only takes 5-15 minutes to play, allowing you to play an entire tournament in a few hours. There are 6 levels of play: Basic, Advanced, Premier League, Tournament, Solo and Quick Play. However, each level is relatively easy to grasp and you should be playing a game within minutes of reading these rules.

Resolve the age old question of whether Brazil 1970 is the greatest team of all time. Rematch Germany 1954 against Hungary 1954 and try to recreate the “Miracle of Bern.” See if you can do the impossible—taking Dutch East Indies 1938 from qualification to the Finals!

Ages: 8+

Players: 1-32

Time:	Quick Play Game	1-2 minutes
	Basic Game	5-10 minutes
	Advanced Game	10-15 minutes
	Premiere League	15-20 minutes
	Full Tournament	8 hours

Components:

- 64 Historic National Team Cards
- 1 Chart – Order of Play, Formation, Strategy
- 1 Chart – Card Chart, Injury Chart
- 1 Location and Referee Charts
- 1 Solo Play Charts
- 1 Bracket Packet containing 4 Tournament Charts
- 1 Ranking Sheet Showing All 64 Teams
- 1 Sheet – Score Sheet
- 1 Rules Booklet
- 2 Differently colored 10-Sided Dice (not included)

Bonus:

Spain 2010 vs. Netherlands 2010 Finals Match Team Cards

TEAM SELECTION:

Select two teams to play a match by any civil method you desire.

For evenly matched teams, you may want to use the Relative Power Ranking shown in parenthesis under the Year of each Team. For example, Mexico 1986 at (6) vs. USA 1930 at (6) should be a balanced match.

If playing the Tournament version, you may want to select more than one team from the various Groups.

BASIC GAME:

Step #1: Establish Total Attempts for Each Team

Attempts are the number of times you will roll two 10 sided dice (2d10) always reading one color first to determine if your Team scored a goal (creating a percentage reading). Each Team has a base number of Attempts listed on its Team Card for each half of the game. For example, France 1998 has 11 Attempts for the 1st Half and 17 Attempts for the 2nd Half.

Each Team also has a modifier that affects the opponent's Attempts listed as Defense Attempts. Defense Attempts represents the defensive ability of the Team to limit Attempts in a game.

To establish Total Attempts, take the Team's base Attempts and Add/Subtract the Opponent's Defense Attempts.

Total Attempts = Team's Attempts \pm Opponent's Defense Attempts

For example, if France 1998 (Defense Attempts -4) was playing Turkey 2002 (Defense Attempts -5), then France 1998's Total Attempts for the 1st Half would be 6 (11-5=6) and Turkey 2002's Total Attempts would be 10 (14-4=10).

The Minimum number of Total Attempts in a Half is 5 and the Maximum number of Total Attempts in a Half is 25.

Step #2: Establish Final Shots on Goal Range for Each Team

The Shots on Goal Range (SOG) is a number from 1 to 100 that represents the chance for a Team to have a Shot on Goal. Each Team has a SOG Rating listed on its Team Card. For example, France 1998 has a SOG of 1-19.

Each Team also has a modifier that affects the opponent's SOG listed as Defense SOG. Defense Attempts represents the defensive ability of the Team to reduce the number of Shots on Goal in a game.

To establish Final SOG, take the Team's SOG Rating and Add/Subtract the Opponent's Defense SOG.

Final SOG = Team's SOG \pm Opponent's Defense SOG

For example, if France 1998 (Defense SOG -3) was playing Turkey 2002 (Defense SOG -3), then France 1998's Final SOG for the 1st Half would be 1-16 (1-19-3=1-16) and Turkey 2002's Final SOG would be 1-13 (1-16-3=1-13).

The Minimum range for Final SOG is 1-10.

Step #3: Determine if Attempt creates a Shot on Goal

For each Attempt roll 2d10 and compare the result to the Team's Final SOG. If the result is within the SOG's range of numbers, then there is a Shot on Goal and the Team proceeds to determine which Player took the Shot on Goal (Step #4). Continuing from the example above, if Turkey 2002 rolled a 12 on 2d10, then there is a Shot on Goal (within 1-13). If Turkey 2002 rolls a 14 or above, then it is a missed shot and the Team proceeds with its next Attempt.

All rolls of "1" before any modifiers (natural roll) are automatically a Shot on Goal and all natural rolls of "100" are an automatically a missed Attempt.

Step #4: Determine Which Player Took the Shot on Goal

For each Attempt that is within a Team's Final SOG, roll 2d10 and compare the result to the Shot Range on the Team Card. If the result is within a Player's Shot Range, then that Player has eluded the defenders and made a strike on goal and the Team proceeds to determine if the shot is successful (Step #5). Continuing from the example above, if Turkey 2002 rolled a 62, then Sukur would have a chance for a goal (range 61-69).

Step #5: Determine if the Shot on Goal is Successful

Each Player (Scorer) has a Goal Rating which represents the range of numbers for a successful goal. Also, each Goalkeeper has a Goalie Rating representing his ability to block or stop shots. Always use the ratings of the first listed Goalie, unless that Goalie is unavailable (e.g., due to Injury, Red Card, etc.). For each Shot on Goal roll one 10 sided dice (1d10) and compare the result with the Goal Rating and add/subtract the Goalie Rating. Continuing from the example above, as Suker has a Goal Rating of 6-10, if Turkey 2002 rolls a 7, then Sukur normally would score a goal; however, as France 1998's Barthez is in goal, the die roll is modified by subtracting 2 from the 7, resulting in a 5 and a missed shot. If Suker rolled an 8, then he would score a goal as 6 is within his Goal Rating (8-2=6).

Goal Roll = 1d10 ± Goalie Rating Compared to Scorer's Goal Rating

All rolls of "1" before any modifiers (natural roll) are automatically a miss and all natural rolls of "10" are an automatic Goal.

Step #6: Repeat Steps #3 to #5 for each Attempt

After a Team has rolled for each of its Total Attempts, then the opponent will roll for each of its Total Attempts. Once both Teams have checked all their Total Attempts, then the Half is over. Follow Steps #1 to #6 for 2nd Half and you have a complete game.

It is recommended that the Teams alternate checking attempts to add to the tension of the game.

ADVANCED GAME:

The rules for the Advanced Game are the same as the Basic Game, except as follows:

Step #1: Establish Total Attempts for Each Team

Step #1A: Determine Strategy and Formation

In addition to a Team's Attempts and Defense Attempts, a Team will need to determine the effects of Strategy and Formation. Each Team has a preferred Formation and Strategy listed on the Team Card. You may choose to use these preferences or decide to use a different Formation and/or Strategy. Selection of Formation and Strategy should be recorded secretly and revealed simultaneously.

Formation choices are 5-4-1, 4-5-1, 5-3-2, 4-4-2, 4-3-3-, 3-5-2, 3-4-3, 3-3-4 and 4-2-4, and generally range from more defensive to more offensive as you go from left to right.

Strategy choices are Aggressive, Normal and Conservative. The Strategy modifier resulting from comparing opposing Team's Strategies affects a Team's Attempts and SOG Range, as well as, rolls on the Card Chart, Injury Chart, and Referee Calls.

Optional Rule – Home Field Advantage

If playing a game where one Team is playing at home, then that Team may select and reveal its Strategy and Formation after the opponent has selected and revealed its Strategy and Formation. The Home Team receives a -1 modifier on its rolls on the Card Chart (see Step#7B below) and may defer resolution of its Attempts (see Step#6 below).

Optional Rule – Referees

To determine the type of Referee who will officiate the Game, roll 2d10 on the Referee Home Country Chart and then roll 1d10 on the Referee Chart applying any modifiers from the Referee Home Country Chart. A Let'em Play Referee (LP) provides a -1 modifier on all rolls on the Card Chart, Goal Check Chart and Referee Call Chart. A Fair and Balanced Referee (FB) provides a -1 modifier on all rolls on the Goal Check Chart and Referee Call Chart. A Control Freak Referee (CF) provides a +1 modifier on all rolls on the Card Chart, Goal Check Chart and Referee Call Chart. If using this optional rule, you must now check the Goal Check Chart on all Goal Rolls of a natural "10" (unmodified) and that chart may require you to check the Referee Call Chart. Apply the effects of the Referee Call Chart as you would under the Card Chart in Step #7C below.

A Referee cannot officiate a Game involving a Team from his Home Country and another Referee must be selected in the event of such a roll on the Referee Home Country Chart. To determine the Home Country of a Referee in Conference Games (see Tournament Game), roll on the appropriate Conference Location Chart and then apply any modifiers related to that Country as shown on the Referee Home Country Chart. For example, if France 1998 is playing Turkey 2002 in a UEFA Conference Game, then a roll of 28 (using 2d10) on the UEFA Location Chart results in a French Referee and the need for a re-roll. If the re-roll (using 2d10) is 77, then a Russian Referee will officiate the Game. Next, roll on the Referee Type Chart applying the +1 modifier for a Russian Referee (from the Referee Home Country chart). On a roll of 8 the result would be a modified 9 (9=8+1) resulting in a Control Freak Referee. If a Referee's Home Country is not listed on the chart, then the modifier is 0.

Step #1B: Determine Effect of Strategy and Formation

Once both Teams have determined their Strategy and Formation, consult both the Strategy Chart and Formation Chart to determine the modifiers applied to Attempts by each Team choosing a color (either blue or red) on the chart and cross-referencing the appropriate Strategy or Formation. For example, if France 1998 plays a 4-3-3 with Normal Strategy and Turkey 2002 plays a 3-5-2 with Aggressive Strategy, then France 1998's 1st Half Attempts would be modified by +3 from the Formation Chart and by +2 from the Strategy Chart. Likewise, Turkey 2002's 1st Half Attempts would be modified by +4 from the Formation Chart and by +4 from the Strategy Chart.

To establish Total Attempts, take the Team's base Attempts Add/Subtract the Opponent's Defense Attempts, then Add/Subtract Strategy Modifier, and then Add/Subtract Formation Modifier.

Total Attempts = Team's Attempts \pm Opponent's Defense Attempts \pm Strategy Modifier \pm Formation Modifier

Continuing from the example in the Basic Rules, France 1998's Total Attempts in the 1st Half would be 11 (11-5+3+2=11) and Turkey 2002's 1st Half Total Attempts would be 18 (14-4+4+4=18).

Optional Rule – Playing out of Formation

If a Team chooses to use a Formation other than the preferred Formation listed on the Team Card, then that Team has a modifier of -2 to both Attempts and SOG for that Half.

Step #2: Establish Final Shots on Goal Range for Each Team

Step #2A: Determine Strategy and Formation

The same Strategy and Formation chosen above will be used for the entire Half.

Step #2B: Determine Effect of Strategy and Formation

Once both Teams have determined their Strategy and Formation, consult both the Strategy Chart and Formation Chart to determine the modifiers applied to SOG by each Team choosing a color (either blue or red) on the chart and cross-referencing the appropriate Strategy or Formation. For example, if France 1998 plays a 4-3-3 with Normal Strategy and Turkey 2002 plays a 3-5-2 with Aggressive Strategy, then France 1998's 1st Half SOG would be modified by +2 from the Formation Chart and by +1 from the Strategy Chart. Likewise, Turkey 2002's 1st Half SOG would be modified by +2 from the Formation Chart and by +2 from the Strategy Chart.

To establish Final SOG, take the Team's SOG Rating, then Add/Subtract the Opponent's Defense SOG, then Add/Subtract Strategy Modifier, and then Add/Subtract Formation Modifier.

Final SOG = Team's SOG \pm Opponent's Defense SOG \pm Strategy Modifier \pm Formation Modifier

Continuing from the example in the Basic Rules, France 1998's Final SOG for the 1st Half would be 1-19 (1-19-3+2+1=1-19) and Turkey 2002's Final SOG would be 1-19 (1-16-3+4+2=1-19).

Step #3: Determine if Attempt creates a Shot on Goal

Use the same procedure as in Basic Game.

Optional Rule – Long Ball Style of Play (Tactics)

Before the Team determines if the Attempt creates a Shot on Goal, the Team may choose to use Long Ball Style of Play by using one of its available (unused) Attempts and subtracting fifteen (-15) to the roll of 2d10 on the Team SOG's Range. The Team may use as many available Attempts as it desires subtracting an additional fifteen (-15) to the roll. The modifiers are not cumulative to other Attempts and only apply to the Attempt being determined. Continuing the example from above, if a Turkey 2002 conducts 2 Long Balls, then Turkey 2002 will lose 2 Attempts that Half and will have a -30 modifier to its SOG Range of 1-22 for that ONE Attempt. If Turkey 2002 rolls a 47, it will be reduced to 17 ($17=47-30$) resulting in a Shot on Goal (17 is within 1-19).

Optional Rule – Packed In Defense (Tactics)

Before the Team determines if the Attempt creates a Shot on Goal, the opposing Team may choose to use Packed In Defense by using one of its available (unused) Attempts and adding fifteen (+15) to the roll of 2d10 on the Team SOG's Range. The opposing Team may use as many available Attempts as it desires adding an additional fifteen (+15) to the roll. The modifiers are not cumulative to other Attempts and only apply to the Attempt being determined. Continuing the example from above, if France 1998 doubles its Packed In Defense, then France 1998 will lose 2 Attempts that Half and will have a +30 modifier to Turkey 2002's SOG Range of 1-22 for that ONE Attempt. If Turkey 2002 rolls a 9, it will be increased to 39 ($39=15+30$) resulting in a missed Attempt (39 is outside of 1-19).

Optional Rule – Counter Attack (Tactics)

Before the Team determines if the Attempt creates a Shot on Goal, the Team may choose to use Counter Attack by using one of its available (unused) Attempts and subtracting seventeen (-17) to the roll of 2d10 on the Team SOG's Range. Counter Attacks only may be used after an Opponent missed a Goal Roll (Step #5). Also, a Counter Attack must be made immediately after the missed Goal Roll and cannot be used if the Home Team defers resolution of its first Attempt after an Opponent's missed Goal Roll. The Team may use as many available Attempts as it desires subtracting an additional seventeen (-17) to the roll. The modifiers are not cumulative to other Attempts and only apply to the Attempt being determined. Continuing the example from above, if a Turkey 2002 doubles its efforts on the Counter Attack, then Turkey 2002 will lose 2 Attempts that Half and will have a -34 modifier to its SOG Range of 1-22 for that ONE Attempt. If Turkey 2002 rolls a 39, it will be reduced to 5 ($5=39-34$) resulting in a Shot on Goal (5 is within 1-19).

Step #4: Determine Which Player Took the Shot on Goal

Use the same procedure as in Basic Game.

Optional Rule – Offside Trap (Tactics)

Before the Team determines which Scorer took the Shot, the opposing Team may choose to run an Offside Trap on that Team by using one of its available (unused) Attempts and adding twenty-five (+25) to the roll of 2d10 on the Scorer's Shot Range. The defending Team may use as many available Attempts as it desires adding an additional twenty-five (+25) to the roll. The modifiers are not cumulative to other Shots on Goal and only apply to the Shot on Goal being determined. For example, if a Team conducts 2 Offside Traps against France 1998's Attempt and France 1998 rolls a 18 (normally Henry's shot), then 50 will be added, resulting in 68 and Djorkaeff will have a Goal Roll.

Optional Rule – Pushing Up (Tactics)

Before the Team determines which Scorer took the Shot, the Team may choose to Push Up its offense by using one of its available (unused) Attempts and subtracting twenty-five (-25) to the roll of 2d10 on the Scorer's Shot Range. The Team may use as many available Attempts as it desires subtracting an additional twenty-five (-25) to the roll. The modifiers are not cumulative to other Shots on Goal and only apply to the Shot on Goal being determined. For example, if France 1998 doubles its Pushing Up efforts and rolls an 85 (normally Blanc's shot), then 50 will be subtracted, resulting in 35 and Thuram will have a Goal Roll.

Step #5: Determine if the Shot on Goal is Successful

Use the same procedure as in Basic Game.

Optional Rule – One-Timer (Tactics)

The last column on the Team Card listed as "x1" indicate the certain Players have the One-Timer ability. The One-Timer ability can be used ONCE during a game to modify the following 1d10 dice rolls: Goal Roll, Card Chart, Injury Chart, Penalty Kicks and Referee Calls. When determining if a Shot on Goal is successful use the same procedures as in Basic Game except check to see if the Player has a One-Timer ability. If so, then that player (either Scorer or Goalie) may use his One-Timer to modify the Goal Roll.

Goal Roll = 1d10 ± Goalie Rating ± Scorer's One-Timer ± Goalie's One-Timer Compared to Scorer's Goal Rating

Optional Rule – Marking Players (Tactics)

Before the Team makes a Goal Roll, the opposing Team may choose to Mark the Scorer and subtract one (-1) from his Goal Roll. If the Team chooses to Mark the Scorer then it also receives +1 on its roll on Card Chart at the end of the current Half. The modifiers to the Card Chart are cumulative for that Half. For example, if a Team Marks three Players during a Half, it will have a +3 modifier on its Card Chart roll at the end of that Half.

Goal Roll = 1d10 -1 for Marking ± Goalie Rating ± Scorer's One-Timer ± Goalie's One-Timer Compared to Scorer's Goal Rating

Step #6: Repeat Steps #3 to #5 for each Attempt

Use the same procedure as in Basic Game.

Optional Rule – Home Field Advantage

If playing a game where one Team is playing at home, then that Team may choose to defer resolution of its Attempt instead of alternating between the Teams. For example, it is Home Team's turn to resolve an Attempt, but it chooses to let the Opponent resolve her next Attempt. When it is Home Team's next turn, he can resolve that Attempt or defer again. This allows a Team to save up Attempts to use for Tactics or to let his opponent go first and then decide how he wants to respond.

Step #7: Card/Injury Check

At the end of each Half, each Team **MUST** check the Card Chart for fouls and injuries by following these steps:

Step #7A: Determine Which Player is the Focus of Attention

Roll 2d10 and compare the result to the Card/Injury Range on the Team Card. If the result is within a Player's Card/Injury Range, then that Player is the focus of the referee's attention and the Team proceeds to determine the result (Step #7B). Continuing from the example above, if Turkey 2002 rolled a 45, then Ozalan would be the focus of attention (range 35-50).

Step #7B: Determine Result on Card Chart

Roll 1d10 and compare the result to the Card Chart after adding the modifier from the Strategy Chart. Before rolling, a Team may use the One-Timer ability of the Player at issue. Continuing from the example above, if Ozalan of Turkey 2002 has not used his One-Timer he could modify his roll by subtracting 1 from the roll. If Turkey 2002 was playing Aggressive Strategy and France 1998 playing Normal Strategy then the Strategy Chart shows a modifier of +1 to the Card Chart Roll. On a roll of 6, the result would be $6 - 1 + 1 = 6$ = "Yellow Card" ($6 - 1 + 1 = 6$).

Card Chart Roll = 1d10 ± Strategy Modifier ± Player's One-Timer Compared to Card Chart

Optional Rule – Home Field Advantage

If playing a game where one Team is playing at home, then that Team receives a -1 modifier on its rolls on the Card Chart.

Optional Rule – Team Fair Play

Certain Teams have a modifier indicating its propensity to play fair. Apply the Team's Fair Play modifier on all rolls on the Card Chart and on Referee Calls.

Step #7C: Apply Effects of Card Chart

The possible effects of the Card Chart are as follows:

Penalty Kick – The Team rolling on the Card Chart may choose any available Player and make a Goal Roll modified by the Goalie Rating and compared to that Player's Goal Rating. Before rolling, the Team may use the One-Timer ability of the Scorer at issue and the opponent may use the One-Timer ability of the Goalie. Also, ALL Penalty Kick Goal Rolls are modified by +4

Penalty Kick = 1d10 + 4 ± Goalie Rating ± Scorer's One-Timer ± Goalie's One-Timer Compared to Scorer's Goal Rating

Corner Kick – The Player at issue, or if the Goalie a Player chosen by Team rolling on the Card Chart, may make a Goal Roll modified by the Goalie Rating and compared to that Player's Goal Rating. Before rolling, the Team may use the One-Timer ability of the Scorer at issue and the opponent may use the One-Timer ability of the Goalie. Also, all Corner Kick Goal Rolls are modified by -4. On an Opponent Corner Kick, the Team not currently rolling on the Card Chart may choose any available Player.

Corner Kick = 1d10 -4 ± Goalie Rating ± Scorer's One-Timer ± Goalie's One-Timer Compared to Scorer's Goal Rating

Free Kick – The Team rolling on the Card Chart gets +1 to its Total Attempts for the previous Half. Repeat Steps #3 to #5 for that Attempt.

Yellow Card – The Player at issue receives a Yellow Card. If that Player already has a Yellow Card that was booked in the immediately previous Game, then that Player will be Unavailable in the next Game. If that Player already has a Yellow Card that was booked early in that Game, then the second Yellow Card becomes a Red Card.

If a Player is Unavailable, then whenever his Shot Range (Step #4) or Card/Injury Range (Step #7A) is rolled, ignore that result and move down to the next available Player. If the next Player is the last Player on the list, then move up to the next available Player.

Red Card – The Player at issue receives a Red Card. That Player is removed from the game and is Unavailable for the rest of that Game and the next Game. Also, the opposing Team gets +2 to its Total Attempts for the previous Half and a modifier of +2 to its Total Attempts in the next Half of the same Game. The +2 modifier to Total Attempts carries over into Extra Time (see Tournament Rules). Repeat Steps #3 to #5 for those Attempts.

Optional Rule – One Red Card

For purposes of balance, you may choose to have only 1 Red Card issued against a Team in a Half. Change the second Red Card to a Yellow Card or if it is the second Yellow Card in a Game for that Player, then roll for a new Player before issuing the second Yellow Card. The opposing Team gets +1 to its Total Attempts for the previous Half and a modifier of +1 to its Total Attempts in the next Half of the same Game (due to cautious play by the booked players). The +1 modifier to Total Attempts carries over into Extra Time (see Tournament Game). Repeat Steps #3 to #5 for those Attempts.

Injury – Roll on Injury Chart (Step #7D). If it is an Opponent Injury, then first determine which Player is potentially injured by rolling 2d10 and compare the result to the Card/Injury Range on the Opponent Team Card.

* – If an asterix is rolled (8, 9, 10, 11, 12, +) then the Team rolling on the Card Chart must roll again after applying the effects of the first roll on the Card Chart. First, roll 2d10 and compare the result to the Card/Injury Range on the Team Card. If the result is within a Player's Card/Injury Range, then that Player is now focus of the referee's attention and the Team proceeds to determine the result for the second roll (Step #7B). The maximum number of rolls on the Card Chart by a Team is determined by the Team's Strategy for that Half:

Aggressive = Maximum of 3 rolls

Normal = Maximum of 2 rolls

Conservative = Maximum of 1 roll

Step #7D: Apply Effects of Injury Chart

Roll 1d10 and compare the result to the Injury Chart after adding the modifier from the Strategy Chart. Before rolling, a Team may use the One-Timer ability of the Player at issue. Continuing from the example above, if Ozalan of Turkey 2002 has not used his One-Timer he could modify his roll by subtracting 1 from the roll. If Turkey 2002 was playing Aggressive Strategy and France 1998 playing Normal Strategy then the

Strategy Chart shows a modifier of 0 (using the opponents modifier) to the Injury Chart Roll. On a roll of 8, the result would be 7 = "Injured ± 1 to Goal Rolls for Rest of this Game" ($8-1+0=7$).

Injury Chart Roll = 1d10 \pm Opponent's Strategy Modifier \pm Player's One-Timer Compared to Injury Chart

The possible effects of the Injury Chart are as follows:

Opponent gets a Red Card – Use the same procedure as described above.

Injuries:

Player stays in the Game

± 1 To Goal Rolls for Rest of this Game – that Scorer has -1 modifier on Goal Rolls for the rest of this Game and that Goalie has a +1 modifier on Goal Rolls for the rest of this Game (including Penalty Kicks and Corner Kicks)

± 2 To Goal Rolls for Rest of this Game – that Scorer has -2 modifier on Goal Rolls for the rest of this Game and that Goalie has a +2 modifier on Goal Rolls for the rest of this Game (including Penalty Kicks and Corner Kicks)

Out for Rest of this Game and Next Game – unavailable for rest of this Game and the next Game

Out for Rest of this Game and the Tournament – unavailable for rest of this Game and the rest of the Tournament

PREMIER LEAGUE GAME:

The Premier League Game is the same as the Advanced Game; except that ALL of the Optional Rules are used during play (e.g., Home Field Advantage, Tactics, Playing Out of Formation, Referees, etc.).

Summary of Tactics:

Long Ball Style of Play = -15 to SOG Range Roll per -1 available Attempt

Packed In Defense = +15 to Opponent's SOG Range Roll per -1 available Attempt

Counter Attack = -17 to SOG Range Roll immediately after Opponent's missed Goal Roll per -1 Attempts

Offside Traps = +25 to Opponent's Shot Range Roll per -1 available Attempt

Pushing Up = -25 to Team's Shot Range Roll per -1 available Attempt

Marking Players = -1 to Opponent's Goal Roll per +1 Card Chart Roll

One-Timer = one time modifier that can be used for a Goal Roll, Card Chart, Injury Chart and Penalty Kicks

Tactics are selected and revealed simultaneously; unless Home Field Advantage is applicable.

Attempts used for Tactics count as an Attempt with regards to time used on the Score Card.

TOURNAMENT GAME:

The World Cup is a tournament comprised of 32 national teams competing to be the World Champion of soccer. The Tournament Game can be played using the Basic Game or Advanced Game Rules. The tournament has two stages: Group Play Stage and Knockout Stage.

Group Play Stage

The first stage, or Group Play Stage, has all 32 Teams divided into 8 Groups of 4 Teams. Each Group is a round-robin of six games, where each team plays one match against each of the other teams in the same Group. Teams are awarded 3 points for a Win, 1 Point for a Draw and 0 for a Defeat. The Teams finishing First and Second (runners-up) in each Group qualify for the Knockout Stage.

Groups

You may seed the Groups by using whatever method you prefer; however, three relatively balanced Group selections have been provided on the Tournament Charts, as well as, a complete 64 Team Tournament format.

Group Play Tie Breakers

Teams are ranked 1st to 4th in each Group using the following criteria:

1. Greater number of points in all Group matches
2. Goal difference in all Group matches
3. Greater number of goals scored in all Group matches

If necessary, further criteria are used as follows:

4. Greatest number of points in matches between tied Teams
5. Goal difference in matches between tied Teams
6. Greatest number of goals scored in matches between tied Teams
7. Drawing of lots by the tied Teams

Knockout Stage

The Knockout Stage involves the remaining 16 Teams that advanced from the Group Play Stage of the tournament. There will be 4 rounds of matches, with each round eliminating half of the Teams entering that round. The successive rounds are the Round of 16, Quarterfinals, Semi-Finals, and the Final. There will also be a play-off to decide Third and Fourth place. For each Game in the Knockout Stage, any Draw at the end of the 2nd Half of regulation play will be followed by Extra Time.

Extra Time (a.e.t.)

Follow the same procedure for the Basic or Advanced Game (whichever you wish to play) as provided in Steps #1 and #2 to determine the Total Attempts. Take the Total Attempts and divide them in half (rounded down). This will provide the Total Attempts for the Extra Time. The Minimum number of Total Attempts in a Extra Time Half is 5 and the Maximum number of Total Attempts in a Extra Time Half is 10.

After determining the Total Attempts, following the same procedure for the Basic Game (Steps #3 to #6) or the Advanced Game (Steps #3 to #7) depending on which version you wish to play.

If at the end of Extra Time, the score is still tied, there will be a Penalty Shootout to determine which Team progresses to the next round.

Penalty Shootout

In a Penalty Shootout, each Team will alternate taking 5 Penalty Kicks. Each Team may choose any available Player among the top 10 available Scorers listed on the Team Card, who has not already taken a Penalty Kick during this Penalty Shootout, and make a Goal Roll modified by the Goalie Rating and compared to that Player's Goal Rating. Before rolling, the Team may use the One-Timer ability (if available) of the Scorer at issue and the opponent may use the One-Timer ability (if available) of the Goalie. As with in-game Penalty Kicks, Goal Rolls are modified by +4.

Penalty Kick = 1d10 + 4 ± Goalie Rating ± Scorer's One-Timer ± Goalie's One-Timer Compared to Scorer's Goal Rating

Continuing with the example from above, France 1998 and Turkey 2002 are tied 1-1 after the end of Extra Time. The Teams would then alternate taking Penalty Kicks from among the top 10 available Scorers. Henry for France 1998 rolls a 3, which results in a 5 (5=3+3-1), +3 for Penalty Kick bonus and -1 for Recber's Goalie Rating, resulting in a Goal (within Henry's 5-10 Goal Range). Turkey 2002 would then choose a Scorer, probably Mansiz. Then France 1998 would choose a Scorer; however, if Zidane was injured and out for the rest of the Game or was removed due to a Red Card, then he would be unavailable to take a Penalty Kick and France 1998 would have to choose someone else. This progression would continue until each Team has taken 5 Penalty Kicks.

Sudden Death

If after 5 Penalty Kicks, the score is still tied, then the Teams alternate taking 1 Penalty Kick at a time. The sudden death rounds of alternating Penalty Kicks are used until one Team scores and the other Team does not. Again, each Team may choose any available Player among the top 10 available players listed on the Team Card, who has not already taken a Penalty Kick during this Penalty Shootout. If all top 10 available Scorers have taken a Penalty Kick, then you may start over at the top of the list.

Optional Rule – Qualifying for World Cup

64 historic national Teams representing the best performances of those countries have been provided for you to conduct your own round of qualifying for the World Cup. You may choose any method for the Qualification Stage; however, a suggested process is set forth below for your convenience.

1. Separate Teams by Conferences: AFC, CAF, CONCAFAC, CONMEBOL, OFC and UEFA.

2. Number of Teams Qualifying from each Conference:

AFC = 4

CAF = 5

CONCAFAC = 4

CONMEBOL = 5

OFC = 1

UEFA = 13

3. Conduct Conference Tournaments:

AFC = Conduct Group Play for 2 Groups of 4 Teams with Top 2 Teams from each Group Qualifying.

CAF = Conduct Group Play for 2 Groups of 5 Teams with Top 2 Teams from each Group Qualifying, then conduct a Playoff Game between the 3rd Place finishers of each Group.

CONCAFAC = Conduct Group Play for 2 Groups of 4 Teams with Top 2 Teams from each Group Qualifying.

CONMEBOL = Conduct Group Play for 2 Groups, 1 with 4 Teams and 1 with 5 Teams, with Top 2 Teams from each Group Qualifying, then conduct a Playoff Game between the 3rd Place finishers of each Group.

OFC = Conduct Group Play for 1 Group of 3 Teams (New Zealand, Dutch East Indies, and Isreal) – or – add Australia Group Play of 4 Teams with Top Team Qualifying.

UEFA = Conduct Group Play for 6 Groups, 4 with 4 Teams and 2 with 5 Teams, with Top 2 Teams from each Group Qualifying, then conduct Group Play for 1 Group of 6 Teams comprised of the 3rd Place finishers with Top Team Qualifying.

Host Team automatically qualifies; however, you may still have it compete in the Qualifying Conference Tournaments. To determine the Host Country, consult the Locations Chart. Also, to determine Home Field Advantage, consult the Location Chart for each Conference Tournaments.

SOLO GAME:

Both the Basic Game and Advanced Game are design to play under a solitaire format. You simply use the preferred Strategy and Formations listed on the Team Cards for the Opponent. Also, the Opponent always uses an available One-Timer at its first opportunity. The Opponent never uses the other Tactics. As for deciding which Scorer to use on Penalty Kicks, always start at the top of the Team Card and move downward to the first available Scorer.

Optional Rules – Random Strategy and Formations

If you want to add variety, after you choose your Strategy and Formation, roll on the Solo Chart to determine the Opponent's Strategy and Formation for each Half.

QUICK PLAY GAME:

If you want to play several games in less time (e.g., to determine the Group Play Stage, etc.), then you may want to use the Quick Play Game. To determine the winner, follow these steps:

1. Roll 1d10 and add the result to the Relative Power Ranking of the Team A
2. Roll 1d10 and add the result to the Relative Power Ranking of the Team B
3. Highest Result Wins the Game

If you want to use the Quick Play Game in the Knock-Out Round (e.g., where there are no tied Games), then use the following tie-breakers:

1. Best Result in a World Cup
 - (1) Champions
 - (2) Second
 - (3) Third
 - (4) Fourth
 - (5) Quarterfinals
 - (6) Round of 16
 - (7) Group Play
2. Highest SOG Range (e.g., 1-16 wins over 1-15)
3. Highest Base Attempts in 2nd Half
4. Older Team (e.g., 1930 wins over 1934, etc.)
5. Coin Flip

Optional Rules – Home Field Advantage

Add 1 to the result of the Home Team.

PLAYTESTERS:

I want to extend a special thanks to all who assisted in the play testing of this game: Curtis Sneden, Kiran Varma, and Benjamin Carroll.

GLOSSARY/INDEX

<i>Advanced Game (optional)</i>	page 4
Attempts	page 2
Basic Game	page 2
Card Chart	page 8
Card Chart Roll	page 8
Card/Injury Range	page 8
Corner Kick	page 8
<i>Counter Attack (optional) [Tactic]</i>	page 6
Defense Attempts	page 2
Defense SOG	page 2
Extra Time (a.e.t.)	page 11
Final SOG	page 2
Formation	page 4
Formation Chart	page 5
Formation Modifier	page 5
Free Kick	page 9
Goal Check Chart	page 4
Goal Rating	page 3
Goalie Rating	page 3
Goal Roll	page 3
<i>Group Play Stage (optional)</i>	page 11
<i>Home Field Advantage (optional)</i>	pages 4, 7, 8, 14
Injury Chart	page 9
<i>Knockout Stage (optional)</i>	page 11
<i>Long Ball Style of Play (optional) [Tactic]</i>	page 6
<i>Marking Players/Mark the Scorer (optional) [Tactic]</i>	page 7
<i>Offside Trap (optional) [Tactic]</i>	page 6
<i>One Red Card (optional)</i>	page 9
<i>One-Timer (optional) [Tactic]</i>	page 7
<i>Packed In Defense (optional) [Tactic]</i>	page 6
Penalty Kick	page 8
<i>Penalty Shootout (optional)</i>	page 12
<i>Playing out of Formation (optional)</i>	page 5
<i>Pushing Up (optional) [Tactic]</i>	page 7
<i>Premier League Game (optional)</i>	page 10
<i>Quick Play Game (optional)</i>	page 13
Red Card	page 9
<i>Referees (optional)</i>	page 4
<i>Referee Call Chart (optional)</i>	page 4
<i>Referee Chart (optional)</i>	page 4
<i>Referee Home Country Chart (optional)</i>	page 4
Relative Power Ranking	page 2
Shots on Goal (SOG)	page 2
Shot Range	page 3
<i>Solo Game (optional)</i>	page 13
Strategy	page 4
Strategy Chart	page 5
Strategy Modifier	page 5
<i>Sudden Death (optional)</i>	page 12
<i>Summary of Tactics (optional)</i>	page 10
Team's SOG	page 2
<i>Team Fair Play (optional)</i>	page 8
<i>Tournament Game (optional)</i>	page 11
Total Attempts	page 2
Yellow Card	page 9