

Made in USA

Supernatural Soccer

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Logline

Work as teams of soccer playing wizards to score points and achieve victory

Target Audience

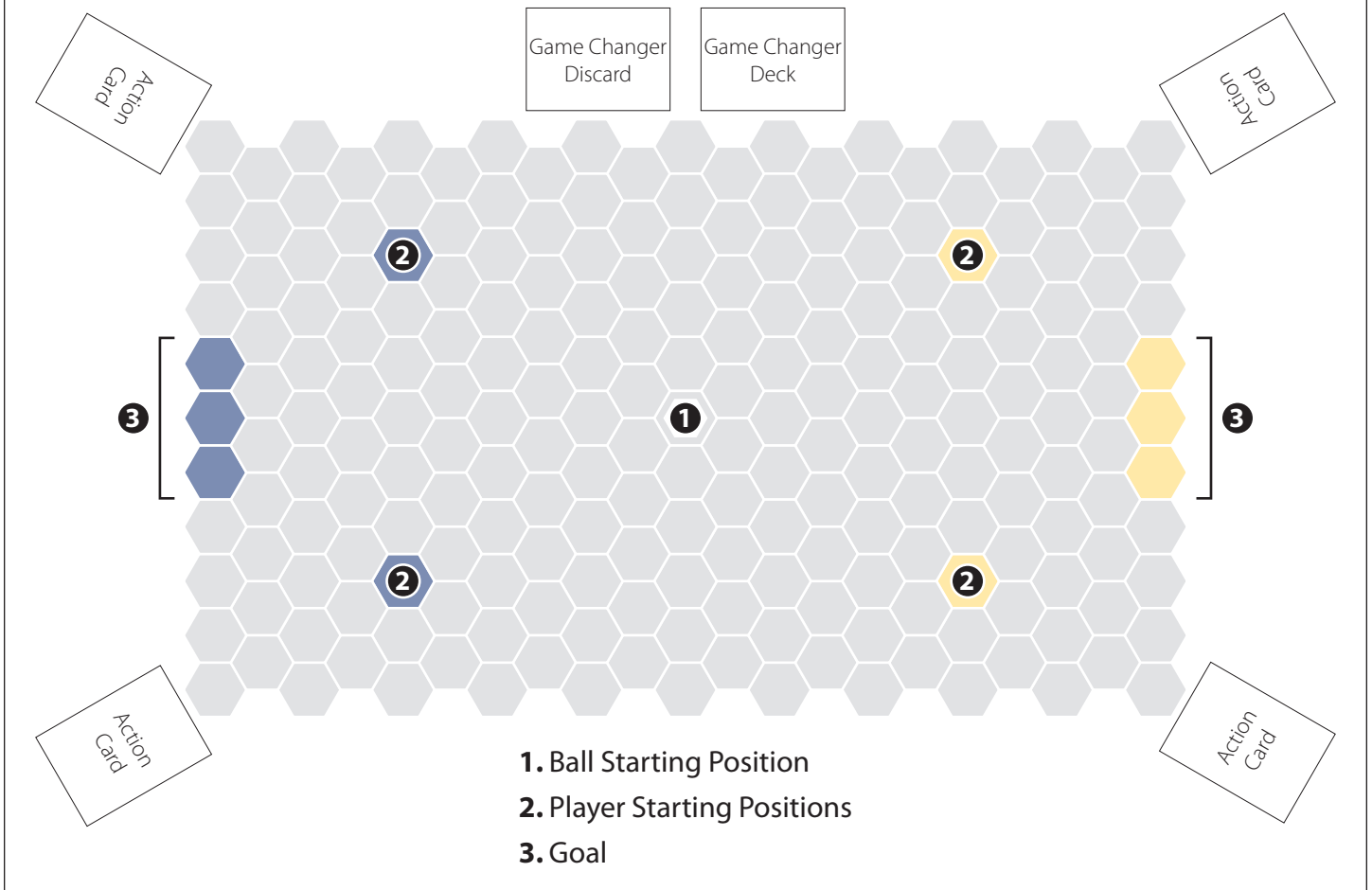
Fans of fantasy and sports who enjoy tactical gameplay

Objective

Score points for your team by depositing the ball in the other team's goal zone. First team to score 3 points wins

Two magical kingdoms, the proud humans of Mornoch, and the mystical elves of Landraeth, are locked in a centuries-long conflict. Bad blood on both sides keep hostilities fresh, as whole families and villages fall victim to the war. The Mornoch and Landraeth leaders are horrified by the carnage sown by the errors of their fathers, and come together to arrange for a treaty. Neither side wanting to fail their people, but both wanting to stop the bloodshed, they draw up a new plan to settle the conflicts between their two great nations. A pair of the greatest wizards from each nation will enter as a team to champion their nation's honor in a soccer match. No more innocents must fall, and all future conflicts will be resolved on the pitch, in a match of Supernatural Soccer!

Game Board



Setup

Place the **ball** on center hex space of the **board**, identified by its bold outline.

Each team has ① **goal**, located at either side of the board. **Players** receives ① **game piece** to control during the game. Teams place their pieces on the marked spaces of the board between the ball and their goal.

Players receive a set of ④ **Action Cards**.

Shuffle the deck of **Event Cards**, then deal ② cards face down to each player. Set the remaining cards face-down on the Game Changers space on the board.

A player from each team rolls the die; the higher rolling plays first.

Gameplay

Gameplay is divided into **rounds**, each beginning with the board pieces in their starting positions and ending when either team **scores** a goal.

Players must move the ball into the opposing team's goal in order to score. A player occupying the same space as the ball gains **possession** of it, and is referred to as the **ball carrier**.

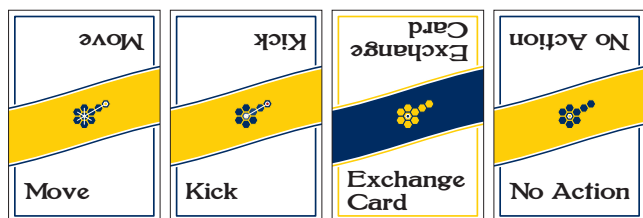
Game turns are on a per-team basis and teammates are encouraged to cooperate with each other and coordinate their moves.

Each turn is split into ② **Action Phases**, at the beginning of which, each team member must indicate their choice of action by displaying the appropriate card from their set of Action Cards.

Actions

Players may choose to **move** their game piece, **kick** the ball, **exchange** a Game Changer card, or take **no action**. Team members must commit to their Actions before carrying them out.

Action Cards



Move

A player may travel up to ⑥ spaces without ball possession, or up to ④ if they are the ball carrier. Their path must be contiguous, but may be non-linear.

Players may not simultaneously occupy the same space on the board.

If a player encounters the ball, they gain possession of it and may not move any further during that action phase. During movement in future action phases, the ball carrier moves the ball along with their game piece.

Tip



Players must take a path around other players, and cannot go through them. If a player enters a space occupied by a ball, they must stop to take possession of it.

Kick

Any player may elect to kick, however only the player with possession may carry out this action.

Kicks are resolved after any non-kick action by a teammate. "Simultaneous" kick actions start with the ball carrier.

The distance the ball travels during a kick is determined by a die roll. The direction of a kick is linear and must be announced by the ball carrier prior to rolling the die.

An unobstructed kick must displace the ball by the exact number of spaces indicated on the die. The ball may only move fewer spaces if it encounters another player, or if it would exceed the boundaries of the field.

Tip



Teammates may both choose to kick during an action phase in order to move the ball around opposing players.

Exchange Card

A player may discard one Game Changer (discussed later) card and draw a new one from the top of the deck. The newly drawn card may not be played until the conclusion of the current Action Phase.

No Action

A player may choose to take no action during the current Action Phase.

Combat

At the end of either Action Phase, players may choose to attack the ball carrier to gain ball possession, if they are on adjacent spaces.

Individual players may initiate combat at most once per turn.

Combat takes the form of a die roll. The player with the higher roll wins. In the event of a tie, the attacking player wins.

If the attacker wins, they become the ball carrier, and the ball is moved to occupy the same space as the player game piece.

If the defender wins, ball possession remains the same.

If either player rolls and ⑧, that player is called for a foul and the game piece must return to its starting position on the field. If the call is against the ball carrier, the player loses possession, and the ball is left on its current space.


Game Changers

Game Changer cards temporarily augment the way the game is played by changing or creating rules.

Each card indicates the quantity of that card type in the deck, as well as the nature of its effects. Some cards have an illustrations depicting an example of how it affects the game.

Game Changer Cards

1. Number in deck
2. Name of card
3. Card instructions
4. Possible example



Blue cards indicate actions that primarily affect the players. Red cards indicate actions that primarily affect ball movement. A special purple card allows the issuer to cancel the effects of a card played by someone else.

Tip

Pay attention to the context of the Game Changer. If the card changes the outcome of a kick Action, then it has no effect if your opponent chooses to move instead.

Game Changers can be played at any time by anyone, but once an Action has begun (e.g. moving a game piece), it must be completed before the card takes effect.

Game Changers played in response to other Game Changers are “chained” together, and the effects of the cards are resolved in reverse order. Take the following example:

Blue team plays **Nuke**

Maize responds with **Body Swap**

Blue in turn plays **Counter Card**

In this scenario, **Body Swap** gets nullified, and **Nuke** resolves normally.

The list of Game Changers and their explanations appear later in the document.

Scoring

A team scores ① point when the Action Phase ends with the ball in their opponent’s goal.

Upon scoring, the ball and game pieces are reset to their starting positions. The non-scoring team has the first turn in a new round.

What's in the Box

- 1 ball piece
- 2 sets of 2 player game pieces
- 1 8-sided die
- 16 Action Cards
- 39 Game Changer Cards

