



20'



2-4



8+

CHILDREN OF THE GOAL



Ricardo Bermejo



Natàlia Romero





COMMENTATOR: "KICK-OFF IS JUST MOMENTS AWAY, AND JOINING US PITCHSIDE IS THE HOME TEAM'S MANAGER. RICARDO, CONGRATULATIONS ON YOUR **20** YEARS AT THE CLUB AND ALL THE SUCCESS YOU'VE ACHIEVED. WHAT DOES FOOTBALL MEAN TO YOU?"

MANAGER: "WINNING. WINNING, WINNING, WINNING... AND THEN WINNING AGAIN. THAT'S WHAT FOOTBALL IS ALL ABOUT. FIGHT FOR EVERY BALL AS IF IT'S YOUR LAST, BELIEVE UNTIL THE FINAL WHISTLE, AND LEAVE EVERYTHING OUT ON THE PITCH."

COMMENTATOR: "THAT'S FOOTBALL, LADIES AND GENTLEMEN! PASSION, COMMITMENT AND EXCITEMENT. THANK YOU, RICARDO. NOW IT'S TIME TO ENJOY **90** MINUTES OF PURE ADRENALINE."

KICK-OFF!

CONTENTS



60 PLAYER MEEPLES
(12 PER PLAYER: WHITE, BLUE,
RED, GREEN, WHITE)



8 MANAGER MEEPLES



6 DICE (IN 3 COLORS)



4 PLAYER BOARDS



1 BAG



24 GOAL TOKENS





WARM-UP

Place **all the meeples** inside the bag. The coloured meeples represent the players, while the black meeples represent the managers. Each player takes **one team board**.

KICK-OFF

Flip a coin to decide who starts. On your turn, **draw one meeple from the bag, place it next to your board, and roll the 6 coloured dice**. Depending on the colours shown on the dice, you may place your meeple lying down in certain areas of your board, but not in others. Once you have placed your meeple, play passes to the next player, and so on.

FULL-TIME

The match ends when one player completes their **Starting XI**, which scores 3 points, or when there are no more meeples left to place.

The game then goes into ****stoppage time****, where the remaining players complete the round by taking their final turn..

Once stoppage time is over, each player adds up the points scored in all areas of their board. In the final score, the tens represent the goals scored.

Example: Fernando has 35 points and Raúl has 18. Therefore, Fernando has scored 3 goals and Raúl has scored 1. Fernando wins the match.

PENALTIES

If there is a draw in goals, for example 24 and 27 would be a 2-2 draw, a penalty shootout takes place. Each team rolls 5 dice:

- The team that scored the most points during the match scores goals with Red and White.



- The other teams only score with Blue.



If there was a draw on points, for example Lucía has 15 points and Daniela also has 15, each player scores with their team colour. The green-and-white team, as it is not represented by a dice colour, chooses which colour will count for them: Red, Blue or White.



PLAYING AREAS

On your turn, after rolling the dice, compare your result with the combinations shown in the different playing areas on your board. You may place the meeples you have drawn from the bag in any area where you have rolled at least the required combination.

The different playing areas are explained below, and each one also has a visual reminder on your board.

	PLAYING AREA	REQUIRED DICE COMBINATION TO PLACE YOUR MEEPLES IN THIS AREA	AREA CONDITION OR EFFECT	POINTS AWARDED BY THIS AREA AT THE END OF THE MATCH IF ITS CONDITION OR EFFECT HAS BEEN FULFILLED
	FORWARDS (2 )	2 red dice	Place two meeples matching the colour shown by the silhouette.	 

IMPORTANT NOTES

Managers cannot be placed in the **Starting XI**. Each manager placed scores **1 additional point** (or **subtracts 1 point** if they are **Injured** or **Sent Off**).

9 points for occupying all 3 positions, plus 1 additional point for the manager.



STARTING XI

If you complete your Starting XI, you score 3 points and stoppage time begins.

The following areas
make up your Starting XI:

Goalkeeper
Defenders
Midfielders
Forwards.

FORWARDS (2 ★)

2 red dice

Score 6 points by placing 2 meeples
matching the colour shown by the
silhouette.

MIDFIELDERS (4 ★)

3 matching dice
(blue, white or red)

Score 12 points by
placing 4 meeples of
different colours.

DEFENDERS (4 ★)

1 red die, 1 blue die
and 1 white die.

Score 6 points for each
pair of meeples of the
same colour.

GOALKEEPER (1 ★)

2 white dice

Score 5 points if your Goalkeeper
shares a colour with the majority of
meeples on your board.



of any
match,



s area, take

When you place a meeple in this area, take an opponent's meeple and place it in your Starting XI or, if it is a Coach, in any of the other areas of your player board.

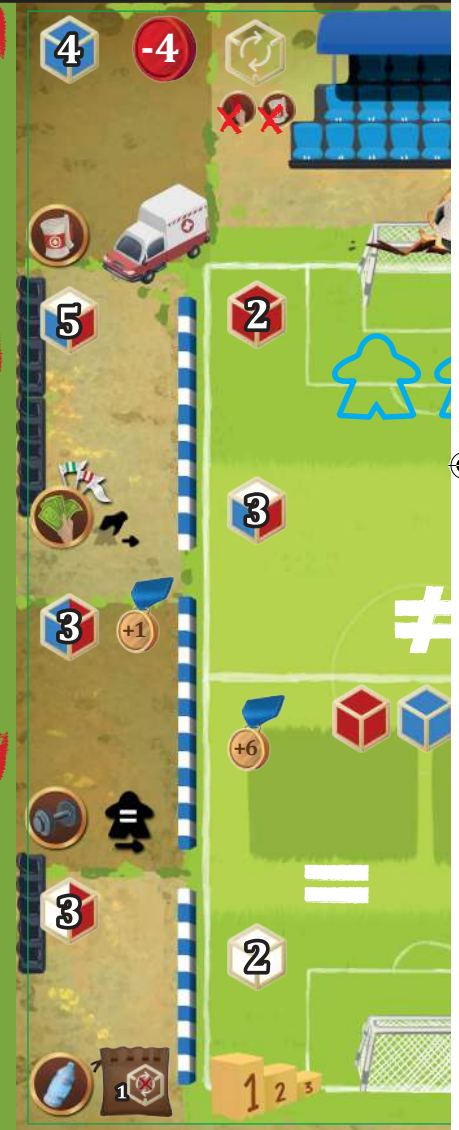


At the end of the match, score 1 point for each meeple on the board of the opponent to your right that matches the colour of the meeple you placed in this area.



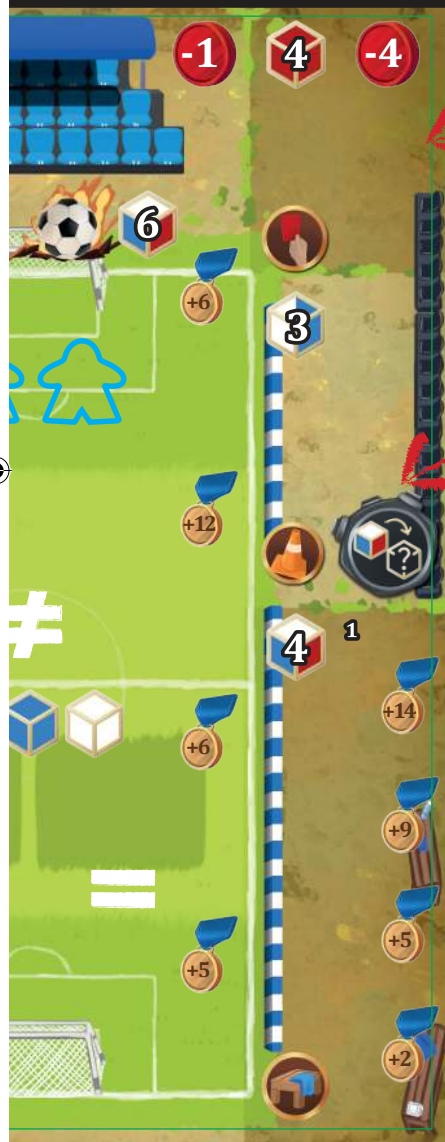
Place meeples lying down in everywhere they remain standing. Turn only when you activate them to p

Regardless of your roll, you may always draw from the bag in this area. You may remove any number of meeples from your board, except for Iron meeples, and place them in the bag. You may also place any number of meeples from the bag on your board. This can only be done once per turn. **You lose 1 point** for each



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You always place the meeple you have captured in this area. Roll the dice again. Choose any number of Unharmed, Injured, or Sent Off meeples, up to the number rolled. Then, if your roll allows it, place the meeple on the board or in an area of an opponent's choice per turn. At the end of the match, place each meeple in this area.



every area except the Warm-Up Area,
Turn them face down (lay them down)
to perform their action.

A soccer ball is shown with flames erupting from its base, set against a green background.

Score 1 goal (=10 points) at the end of the match. Take 1 Goal Token and place the meeple you drew back into the bag. You cannot use the Warm-Up ability to perform this action.

Place this meeple in the Sent Off area of any opponent's board. At the end of the match, **you lose 4 points** for each meeple your opponents have placed in this area.

From your next turn onwards, you may change the colour of 1 die in your roll. Each meeple in this area can only be used once per player turn. Lay the meeple down to show that it has been used.

Score the points shown according to the number of players you have in this area. Fill the bench from bottom to top: +2 / +5 / +9 / +14. Example: If you have placed 3 meeples and one of them is a manager, you score 9 points at the end of the match, plus 1 additional point for the manager. You may place your first manager in this area without needing the required dice combination. You must have at least 1 manager on the bench to score points from this area.

CREDITS

DESIGN: RICARDO BERMEJO

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Learn to play
in 1 minute



"This game is not affiliated with, endorsed by, sponsored by, or approved by any football club, organisation, or league. All characters and visual elements are fictional."