OPEN CHALLENGE
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# SOCIALSOCCER CARD GAME

**Introduction and Game Start**

The game aims to use resources, synergies, and teamwork to score GOL!, the player who has totaled the most GOL! after 9 rounds of play, or the player who at the end of a round has an advantage of three or more GOL! over the opponent, wins.

The deck consists of 40 cards plus 10 PLAYER cards, a maximum of 4 copies of the same card and a maximum of one copy of each PLAYER can be put into your deck.

Before starting the game, the players' deck is shuffled and the 10 players in the formation are placed covered on the playing field, in the formation there are 4 players on defense, 4 on offense, and 2 on the bench.

A1 A2 A3 A4

B1 B2

D1 D2 D3 D4

(A=Attacker, D=Defender, B=Bench)

You shuffle the main deck and play a game of rock/paper/scissors to decide the player who will have priority, if it is not the first game of the match the decision concerning this will be up to the player who lost the last game.

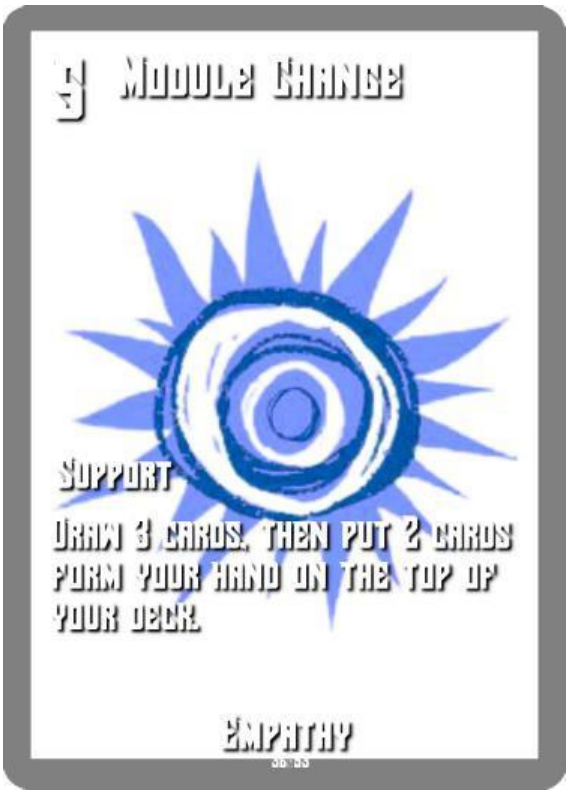
**CARDS**

There are 5 types of cards in the game

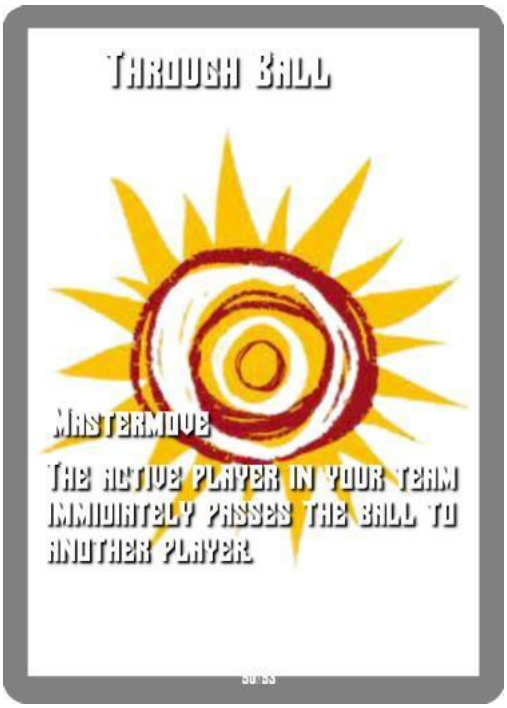
-BALL This card is used to indicate who has the BALL POSSESSION, it is placed under the player who has the ball and moves always to indicate who is holding it.

-PLAYER the player cards are kept in a separate deck, they have a DEFENSE value, an ATTACK value, and a CUSTODY value, they can be TIRED to perform different actions that will be explored later on the rulebook, I'll put below some examples.

SUPPORT support cards can be used at any time in the sequence and do not require you to tire one of your players but it does require the use of your custody points, the amount of custody points required is stated on the top left of the card I put examples below.



-MASTERMOVE cards are similar to SUPPORT cards but require you to TIRE one or more players to be played and represent special actions that can give a strong jolt to the turn, I put two examples below.

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TWIST cards can be discarded on attack or block to add a +1 of ATTACK or DEFENSE for free (depending on what is written on the card) and in addition, they have a special effect marked as [TWIST] that is activated if they are reveale d from the top of the deck when our opponent makes a GOL!!!, I put below examples.

**FIRST TURN.**

The turn is shared and represents 10 minutes in a normal soccer ga me

At the start of the turn, each player sums up the custody value of all his players on the field (without counting the ones on the bench) and puts them in the custody pool, this value will be used to play your support cards.

The player who has BALL POSSESSION (signaled by the appropriate ball card) has priority, this means that he can decide the first action of the sequence, during the turn the BALL POSSESSION can change, in which case the sequence ends and the player who now has BALL POSSESSION has priority to start another one.

Both players draw 2 cards at the beginning of each turn and an additional card when they steal the ball from the opponent getting the BALL POSSESSION.

The ball is assigned to one of the players on the field who can TIRE himself by performing different actions depending on his position (TIRING a player makes it impossible for him to perform another action during the turn)

To represent that a player is TIRED turn it sideways like this

FRESH

TIRED

A defending player can PASS or INTERCEPT.

An attacking player can PASS or SHOOT AT GOAL.

-PASSING moves the ball from one player on your team to another.

-INTERCEPTING tries to block a player who is SHOOTING AT GOAL, the DEFENSE value shown on the player card is used to decide the success or failure of the action, if successful the opponent's THROW fails, the defender gains possession of the ball and then immediately passes the ball to a teammate.

-SHOOT AT GOAL tries to score GOL!, The attacking player tries to score, if it is blocked the success or failure of the action is evaluated by checking the player's ATTACK value, if it succeeds or is not blocked the defending player must reveal the first card of his deck and place it in the GOL! area to signal his opponent's score.

If it is a TWIST card, the player resolves the effect indicated on the card before placing it in the GOL! zone.

When you suffer a GOL! You earn the BALL POSSESSION.

The player who has BALL POSSESSION can start the sequence by taking an action with a PLAYER or by playing a card from his hand, at which point the opponent can respond by playing a card or decide to let the opponent make his move, the sequence ends when a player SHOOTS AT GOAL (in which case it goes to GOL calculation!) or when the BALL POSSESSION changes (in which case it is now up to the player with BALL POSSESSION to start a new sequence)

The round ends when all players on both teams are TIRED.

**SUBSEQUENT SHIFTS.**

At the beginning of each round except the first the following actions take place.

1 - All tired PLAYERS recover.

2 - All PLAYERS rotate clockwise, the top two players on the right go to the bench and the bottom two players on the bench enter on the left.

3 – Each player counts again the total Custody and puts it on the Custody pool.

After these two operations, you can continue playing, the BALL POSSESSION remains with the last player who had it at the end of the previous round and it is up to him to start the first sequence of the round.

**FUN INTERACTIONS**

If the ATTACK value of the active player reaches 0 he loses the ball and the BALL POSSESSION goes to their opponents

If the DEFENCE value of a player reaches 0 he gets tired until the start of the next turn

If all of your players in ATTACK are TIRED the players in DEFENCE can try to score a GOL! But this will tire them a lot more than a normal action resulting in them being EXHAUSTED, being EXHAUSTED makes a player TIRED for two turns instead of only one

**DECKBUILDING**

Your deck is composed by a TEAM made by putting together 10 PLAYER cards and a STRATEGY composed by 30 cards which can include SUPPORT, MASTERMOVE and TWIST cards, you can only play 3 copies of any card in your deck.

There are 3 different TEAMS, each one comes with its players and special cards representing their values, the amount of special cards you can put in your STRATEGY deck depends on how many players of that team you have in your TEAM deck.

A player from a TEAM allows you to play 2 cards of their team in your STRATEGY deck I'll put some examples here.

If I put in my team 10 EFFORT player than I can put in my STRATEGY deck 20 EFFORT special cards!

If I put in my team 5 KINDNESS players and 5 EMPATHY players I'll be able to put inside my STRATEGY deck 10 KINDNESS special cards and 10 EMPATHY special cards!

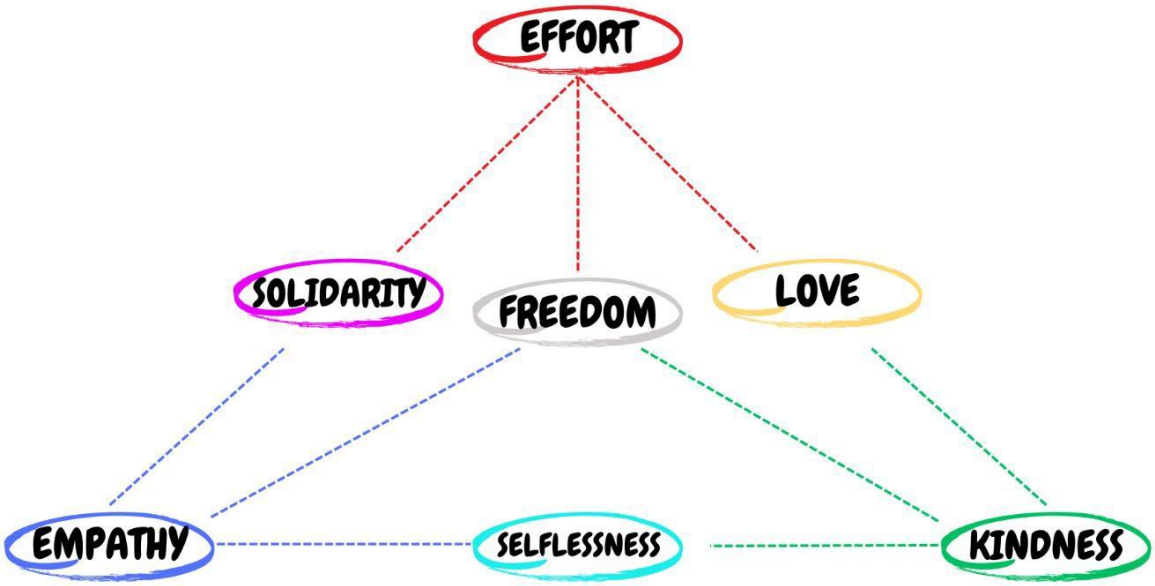
Now let's have a look at our TEAMS!

EFFORT -> Effort players are all about Attack, they're determined to score GOALS! as soon as possible focusing on speed over defense, they value instinct and freedom and they never give up!

KINDNESS -> Kindness players focus on Defense, they want to protect what is dear to them and want to strike only after the well-being of everyone is secured. Their love surpasses anyone's.

EMPATHY -> Empathy players always understand perfectly their opponents, they want to discover their plans, counter them, and play around them, they want to know everything there is to know about anything and they value everyone who can answer their questions.

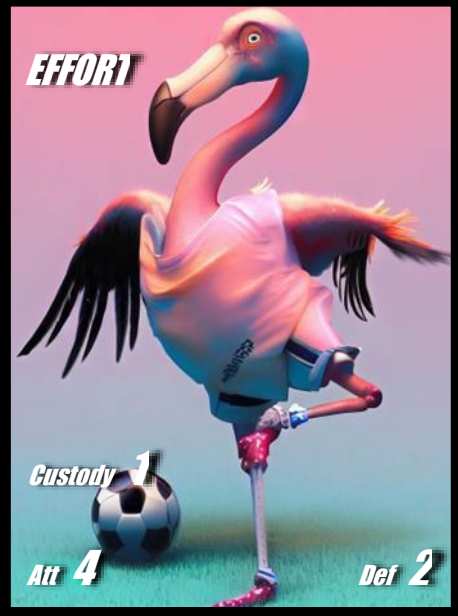
As we stated previously the TEAMS can be mixed and matched giving the players as much freedom as possible while developing their strategies, those mixed TEAMS unite under a n ew value!




I advise to start playing using only 10 players of one basic team each while starting playing, as soon as you have a nice understanding of the rules you can start to mix and match!

EMPATHY
Custody 2
Att 1
Def 4

EMPATHY
Custody 2
Att 2
Def 3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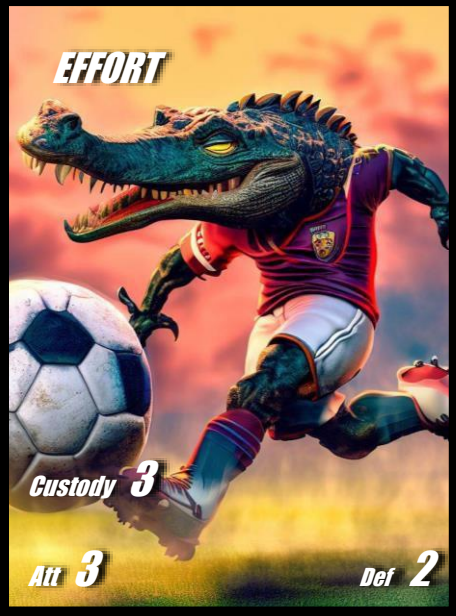
Custody 1
Att 4
Def 2

KINDNESS
Custody 1
Att 2
Def 4

EMPATHY
Custody 4
Att 1
Def 2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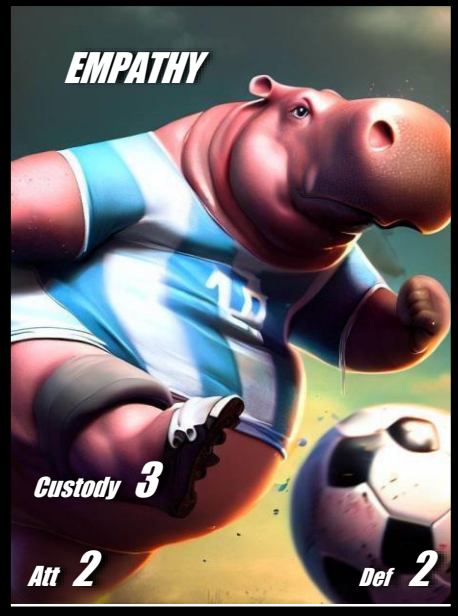
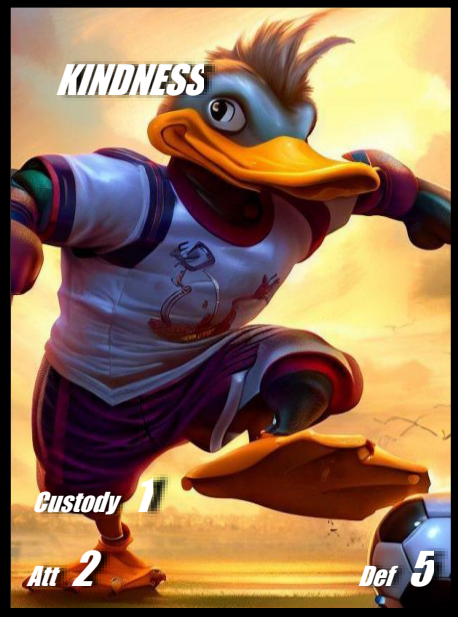
Custody 3
Att 3
Def 2


EMPATHY
Custody 3
Att 2
Def 2

EMPATHY
Custody 3
Att 2
Def 3

EFFORT
Custody 1
Att 3
Def 3

KINDNESS
Custody 2
Att 2
Def 3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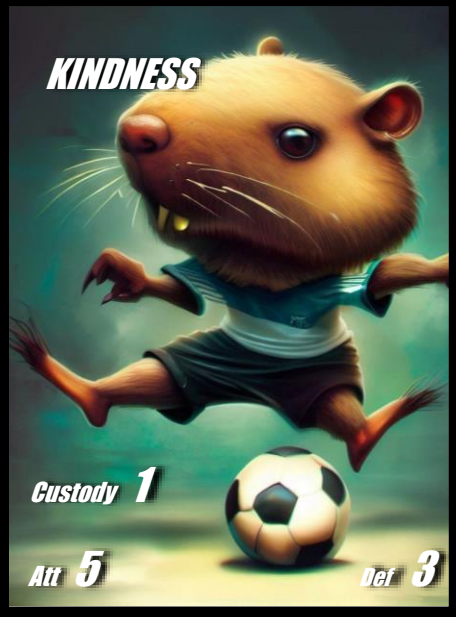
Custody 1
Att 2
Def 5

EMPATHY
Custody 2
Att 1
Def 4

EFFORT
Custody 1
Att 5
Def 1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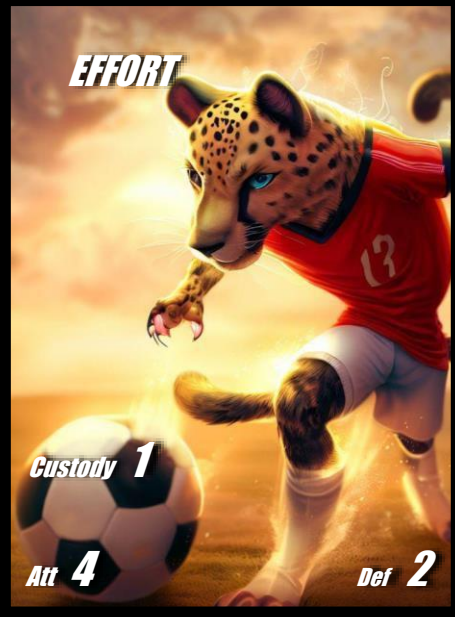
Custody 1
Att 5
Def 3

EFFORT
Custody 2
Att 2
Def 3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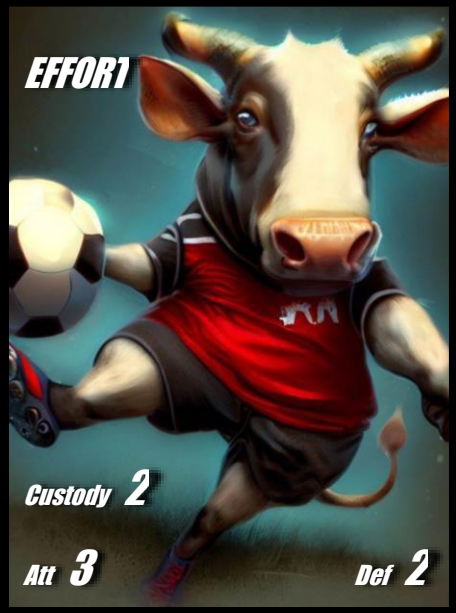
Att 4
Def 2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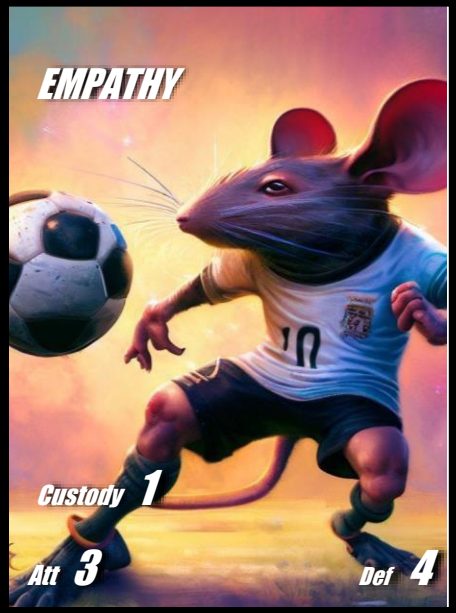
Att 3
Def 2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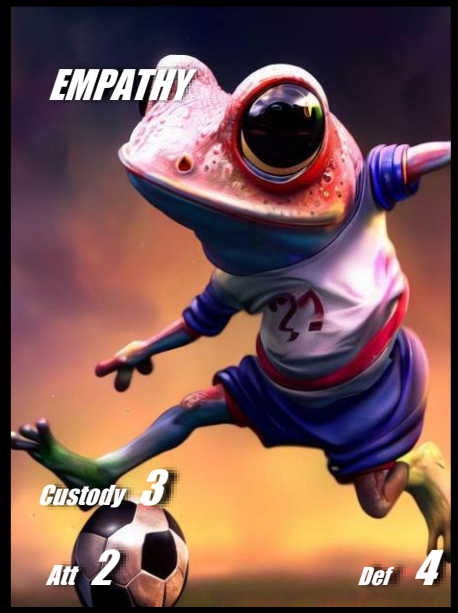
Custody 1
Att 3
Def 4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Att 2
Def 4

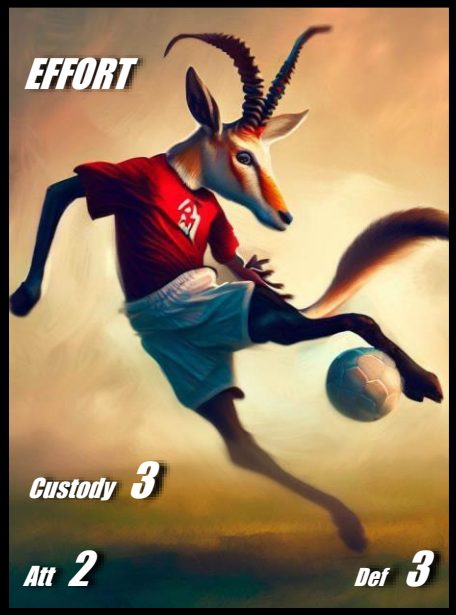
KINDNESS
Custody 2
Att 2
Def 3

EMPATHY
Custody 4
Att 1
Def 2

EFFORT
Custody 2
Att 3
Def 3

EFFORT
Custody 2
Att 3
Def 2

KINDNESS
Custody 2
Att 1
Def 3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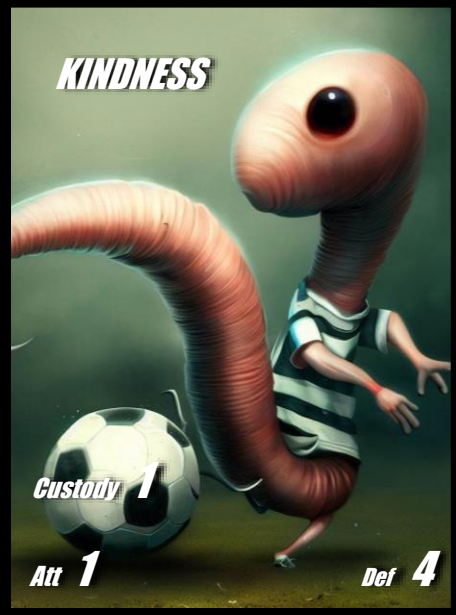
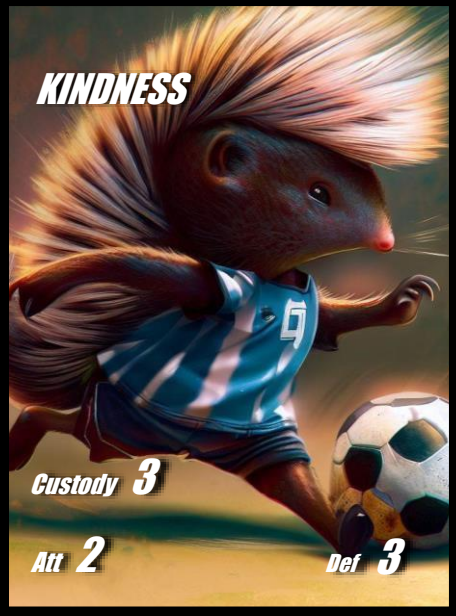
Custody 3
Att 2
Def 3

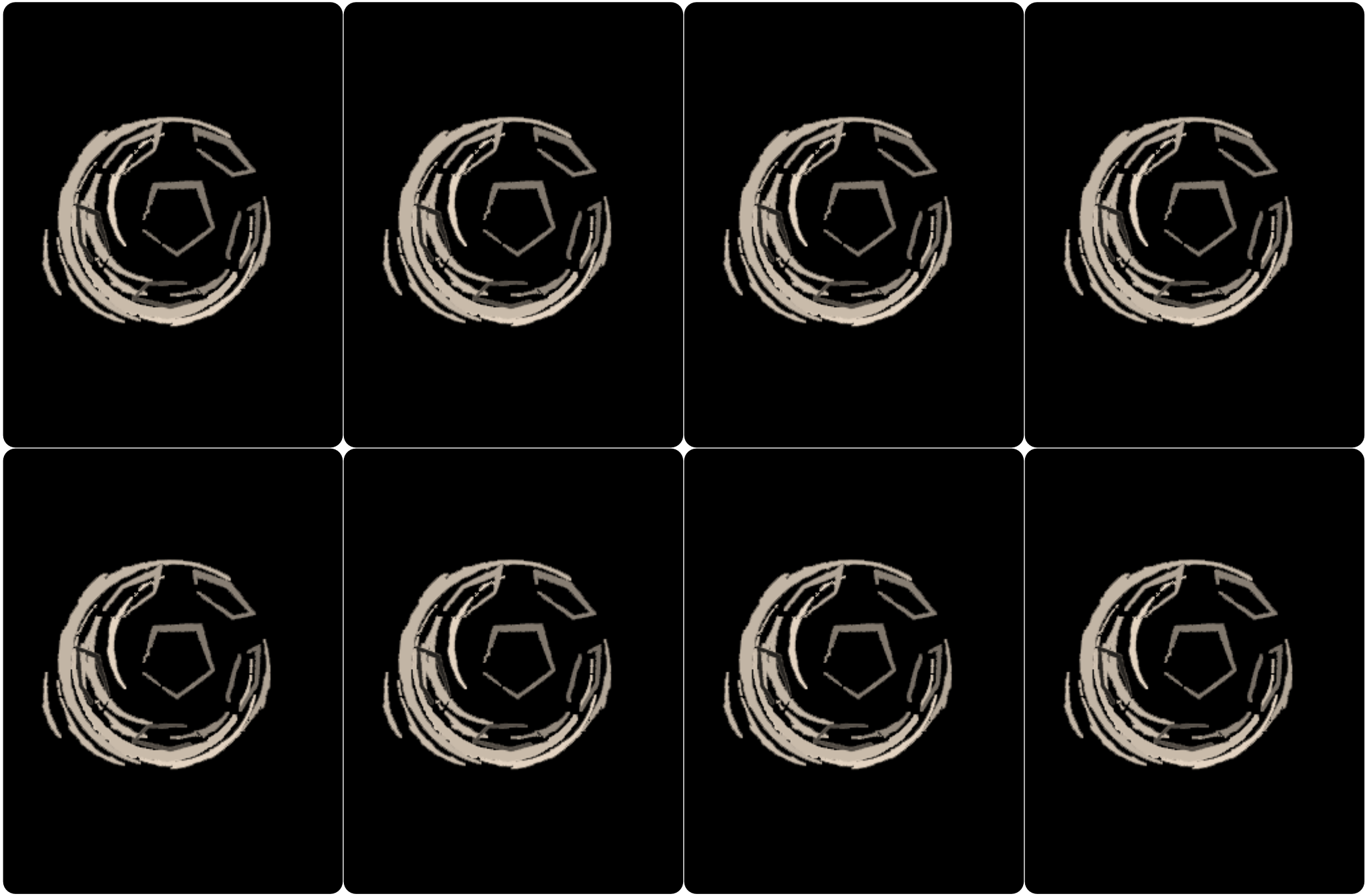

KINDNESS
Custody 1
Att 1
Def 4

EMPATHY
Custody 3
Att 2
Def 2

KINDNESS
Custody 3
Att 3
Def 3


KINDNESS
Custody 3
Att 2
Def 3

KINDNESS
Custody 5
Att 2
Def 1



# EXTRA CARD

Custody 3
Att 1
Def 5

Custody 3
Att 1
Def 5

Custody 3
Att 1
Def 5

Custody 3
Att 1
Def 5

Custody 3
Att 1
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Custody 3
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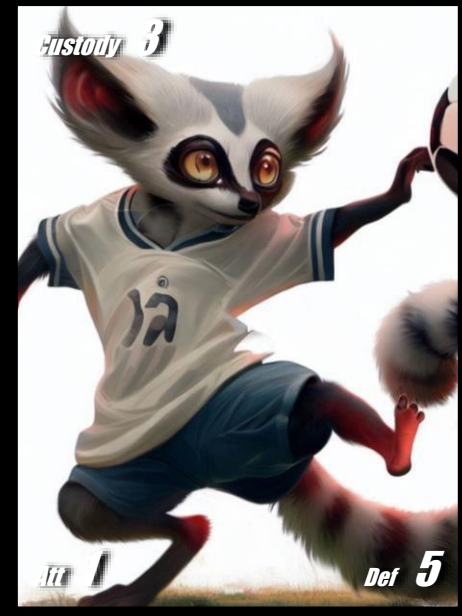
Custody 3
Att 1
Def 5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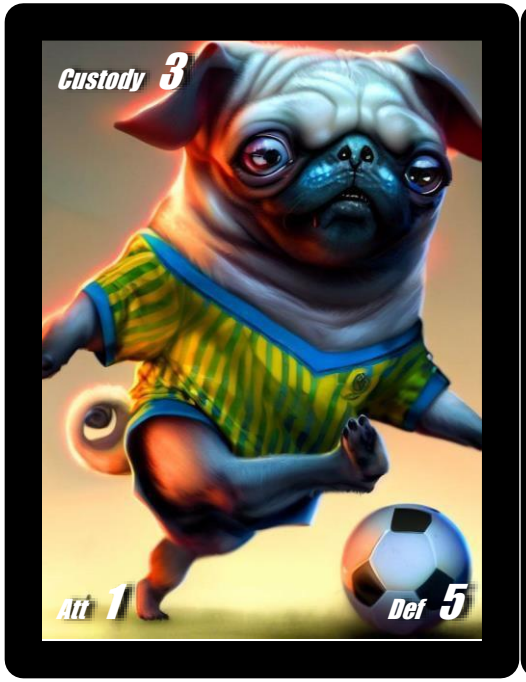
Def 5


Custody 3
Att 1
Def 5

Custody 3
Att 1
Def 5