

RULES SHEET

1 YOUR BASIC CARDS

PowerShot Soccer is played with each player using **his own deck of cards**.



2 GETTING STARTED

Shuffle your deck and give yourself a starting hand of **11 cards**. Only you can view these cards. Place the rest of the deck face down. This is your **Draw Pile**. Once the game starts, two more stacks will form: a **Play Pile** and a **Discard Pile**.



You and your opponent will **take turns** to play a card from your respective hands into your respective Play Piles. Draw a card from your Draw Pile immediately after playing your card. Each time you forget to draw before your opponent plays his card, you will have to continue the game with one fewer card.

Now you are all set to play! To decide who goes first, both players randomly pick a card from your respective Draw Piles. If you have the **higher Power Factor, you get to start**. You are deemed to have possession of the ball and can now launch an attack.

3 ATTACKING & DEFENDING

Launch an attack by playing a **Possession Card** into your **Play Pile**.



It is now your opponent's turn to play a card into his Play Pile. Your opponent can choose to challenge your attack with corresponding Defence Cards. His aim is to stop you from scoring, win possession and launch his own attack.

Your Opponent has 3 options:

- Option 1**
- Play a corresponding Defence Card with a **higher Power Factor**.
 - He successfully challenges your attack and wins possession.
 - Cards in both Play Piles are moved to the Discard Piles.
 - It is your opponent's turn again and he can now launch his attack.
- Option 2**
- Play a corresponding Defence Card with an **equal Power Factor**.
 - He successfully challenges your attack but does not win possession.
 - Cards in both Play Piles are moved to the Discard Piles.
 - It is now your turn and you can launch a new attack. Your next Possession Card counts as the 1st one.
- Option 3**
- If your opponent cannot or chooses not to challenge you, he must still play a card and draw another one.
 - You retain possession and can continue to attack. Your next Possession Card counts as the 2nd one.

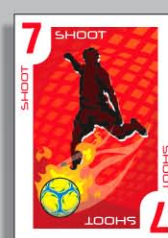
GIVE UP POSSESSION
If you do not have any Possession Card in your hand or choose to give up possession, play any other card and draw a card from your Draw Pile. Your opponent then has possession and can start his attack.

Before you can go for goal, you must first play Possession Cards for two consecutive rounds without being successfully challenged. Then, you can play a Shoot Card in the next round and attempt to score.

4 SHOOT & SCORE

If your 2nd Possession Card is not successfully challenged, you can go for goal.

Attempt to score by playing a Shoot Card.



Your Opponent has 3 options:

- Option 1**
- Play a Save Card with a **higher Power Factor**.
 - He successfully stops your shot and wins possession.
 - Cards in both Play Piles are moved to the Discard Piles.
 - It is your opponent's turn again and he can now launch his attack.
- Option 2**
- Play a Save Card with an **equal Power Factor**.
 - He successfully stops your shot but does not win possession.
 - Cards in both Play Piles are moved to the Discard Piles.
 - It is now your turn and you can launch a new attack. Your next Possession Card counts as the 1st one.
- Option 3**
- If your opponent cannot stop you, he must still play a card and draw another one.
 - You have scored a **GOAL!**
 - Cards in both Play Piles are moved to the Discard Piles.
 - Possession goes to your opponent and he can launch his attack.

5 SPECIAL CARDS

Long Range Shot

A special Shoot Card. Instead of taking a shot after two unchallenged Possession Cards, you can play the Long Range Shot Card after just **one unchallenged Possession Card**.



Star Player

Your Star Player Card can do almost anything – Dribble, Pass, Shoot, Tackle, Intercept and Save. When playing this card, you must clearly state what you intend your Star Player to do (E.g. to dribble, intercept or save and so on.)



Cross

A special Possession Card. You can use this card anytime during your attack like a normal Pass Card. However, when played in the round just before shooting, it **increases the Power Factor of your shot by 2**.

Cross Card (+2)

Total Shot Power Factor
7 + 2 = 9
PowerShot!

Any shot above 8 is unstoppable and is a **PowerShot!**

To challenge the Cross Card, use Intercept.

Fancy Footwork

A special Possession Card. You can use this card anytime during your attack like a normal Dribble Card. However, when played in the round just before shooting, it **increases the Power Factor of your shot by 2**.

Fancy Footwork Card (+2)

Total Shot Power Factor
4 + 2 = 6

To prevent you from scoring, your opponent must use a Save Card with a Power Factor of at least 6.

To challenge the Fancy Footwork Card, use Tackle

6 EVEN MORE SHOT POWER

Remember that before you can play a Shoot Card, you must first play Possession Cards for two consecutive rounds without being successfully challenged.

However, you can increase the Power Factor of your shot by playing additional rounds of Possession Cards before shooting.

For instance, a 3rd Possession Card that is not successfully challenged increases the Power Factor of your shot by 2; a 4th Possession Card that is not successfully challenged increases the Power Factor of your shot by 2 more (total increase of 4); and so on.

1st additional Possession Card (+2)

Total Shot Power Factor
7 + 2 = 9
PowerShot!

1st additional Possession Card (+2)
2nd additional Possession Card (+2)

Total Shot Power Factor
6 + 2 + 2 = 10
PowerShot!

When using a Long Range Shot Card, a 2nd Possession Card that is not successfully challenged increases the Power Factor of your shot by 2; a 3rd Possession Card that is not successfully challenged increases the Power Factor of your shot by 2 more (total increase of 4); and so on.

1st additional Possession Card (+2)
(Only 1 Possession Card needed before shooting as Long Range Shot Card is used)

Total Shot Power Factor
5 + 2 = 7

To prevent you from scoring, your opponent must use a Save Card with a Power Factor of at least 7.

Every additional unchallenged Possession Card you play increases the Power Factor of your shot by 2.

But playing more rounds of Possession Cards before shooting gives your opponent more opportunities to challenge your attack.

You can also play Cross and Fancy Footwork Cards as additional Possession Cards to increase the Power Factor of your shot! Here's how:

1st additional Possession Card (+2)
Cross Card (+2)

Total Shot Power Factor
3 + 2 + 2 = 7

To prevent you from scoring, your opponent must use a Save Card with a Power Factor of at least 7.

1st additional Possession Card (+2)
(Only 1 Possession Card needed before shooting as Long Range Shot Card is used)

2nd additional Possession Card (+2)
Cross Card (+2)

Total Shot Power Factor
5 + 2 + 2 + 2 = 11
PowerShot!

7 SCORE CARDS

These non-playing cards help keep track of your goals and function as your scoreboard. Before play begins, separate them from your playing cards and place the numbered side face down in numerical order, with the biggest number at the bottom.



Turn the first card up to reveal number 0.



Once you've scored your first goal, turn the next card up to reveal number 1 to indicate your score.

After your second goal, turn the next one up to show 2, and so on.

8 A GAME OF TWO HALVES

The first half is over once either you or your opponent draws the last card from your respective Draw Piles.

However, if you are on track for goal and play Shoot as your last card, your opponent can try to stop the shot with a Save Card. The first half then ends immediately after he plays his card.

If you started the first half, it is now your opponent's turn to kick off the second. The person with the most number of goals after the two halves is the winner! If the number of goals scored is equal, a draw is declared.

9 SUMMARY

Use the Quick Guide found inside the box for easy reference during the game!

