

# Soccer

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[5-10 Minute Filler Game]

## How to Set Up

Grab a 52-standard deck of cards, shuffle it, and place it on the side. Whoever watched a soccer game more recently, goes first.

## How to Play

To begin, each player draws 6 cards.

### Forwards

Then each player sets 2 cards face down in front of themselves, side by side. These cards are considered your forwards and can score goals. The remaining cards in your hands are defenders. The only cards you cannot put down as forwards are face cards: **J Q K** because they are considered goalies, and can only be used as defenders. (*unless you are using them to score a penalty kick, which will be explained in situational rules later*).

### Defenders

The starting player (player 1) flips his first forward card over to try and score. The defending player (player 2) now must use the cards in his hand (defenders) to block the forward from scoring using only one of these four methods:

- 1.** Using a Goalie of the same COLOR: **J Q K (Ace is not a Goalie and represents a value of 1)**
- 2.** Using an identical number. *Example:* Using a 5 of diamonds to block a 5 of spades.
- 3.** Using addition and subtraction with 2 defending cards. *Example:* Using a 5 - 2 to block a 3 or 5 + 2 to block a 7.
- 4.** Using 2 defending cards with matching suits with the forward. *Example:* Using a 4 of diamonds and 9 of diamonds to block a 2 of diamonds.

## **Scoring**

If the forwards cannot be blocked, then (player 1) scores a point and puts that forward on their side, face up, to keep tally of their score. If the defending player (player 2) blocks the forward from scoring, place the defending card(s) and the blocked forward into a discard pile near the draw pile.

-After the first forward tries to score and defense has been resolved, the same player tries to score again by flipping their second forward over.

-After that is resolved, (player 1) is now the defender and (player 2) must flip their forwards over, one at a time, to try and score.

## **End Round**

When all 4 forwards have been flipped over and resolved, the round is over and both players draw 4 new cards each from the draw pile.

This continues until there are no cards left. The last 8 cards should perfectly clean out the deck which signifies the last round to score.

## **How to Win**

Score the most goals before the match ends.

## **Situational Rules**

### **Spend 2 Goalies for Penalty Kick**

Players are allowed to place a goalie, face down as a forward, as long as they have a second goalie in their hand to discard during the reveal. This will create an unblockable penalty kick to score 1 point. Discard the goalie in your hand into the discard pile, and place the scoring forward on your side, face up to count as a point. *(In the event that a player places a goalie, face down as forward, but does not have a second goalie in their hand to discard during the reveal, the forward does nothing and is discarded.)*

### **Draws**

If players have a tied score on the final round: Keep the cards in your hand, shuffle the discard pile into a new draw pile, and continue playing round by round until 1 player is ahead by 1 point.