AGES 5+ | 2 PLAYERS | TWO HALFTIMES 5 MINS EACH

MADE IN USA

THE MOST EXCITING SOCCER BOARD GAME

T-SOCCER®

BY TORINO®

GAME OBJECTIVE

To score the most amount of goals possible in two halftimes by one of the players. The time will be measured with a sand timer (included) approximately 5 minutes per half.

NOTE: If the game ends in a draw, the winner can be determined by a round of penalties. The penalty shootout consists of 5 penalties by each player in their areas, the penalties are alternate and the one with the highest number of goals will win (see the execution of penalties section). If the draw persists, continue the shootout until one of the players fails to score.

WHAT'S INSIDE

- 17"x24" Board Game (Soccer Field)
- 2 Collapsible Goals
- 2 Pawns (pieces) in different colors (representing 1 goalkeeper per team)
- 2 Dices in different colors (1 per team)
- Soccer Ball with Launcher (trigger)
- Sand Timer (approx. 5 mins per half)
- Game Rules

GAME SETUP

- Begin the game with each player choosing a team
- Each player must place the goal in its respective side of the field
- Move the goalkeeper piece within the goal zone
- Each player must select a different dice color
- Place the ball in the middle of the field (the ball trigger is activated when there is a GOAL)
- To start the game, flip the timer to begin the first half (check that the timer has all the sand in the side that marks the first half)

MATCH TIME

The game has a total time length of ten minutes, in two periods of approximately five minutes each, controlled by a sand timer (included). The timer has markings of the first and second half time.

GAMEPLAY

Ready to start the game! Before placing the clock in the count, the dice must be rolled by each player, and the one who lands the highest number starts the game (the sand timer must be activated by the face corresponding to the first half).

The starting player is entitled to two rolls of the dice (the dice has the options of numbers 1 to 6). When making the first roll, the number that appears indicates the position of the ball on the starting player's side of the field. Place the ball on top of the shirt matching the corresponding number drawn on the dice. *NOTE: Before executing the second roll, the opposite (defending) player must place its goalkeeper piece in either the odds or evens side of their goal area.*

INSTRUCTIONS FOR EACH NUMBER

1. If the dice lands in number (1), the player rolling loses the turn and must pass it to the opponent.

2. If the dice lands in number (2), this results in an own foul, a penalty kick is given to the opposing player (see the execution of penalties section).

3. If the dice lands in number (3), the ball goes to shirt #3, resulting in a direct pass to shirt #9. In this position, the attacking player has a second roll. This roll must land between numbers (3, 4, 5, or 6). *NOTE: Before executing the second roll, the opposite (defending) player must place its goalkeeper piece in either the odds or evens side of their goal area.*

The attacker executes his second roll (different scenarios):

a. If the dice lands in number (4 or 6) and the defending player has his goalkeeper piece in the evens area, the shot is blocked and is sent to a corner kick. This grants the player a third roll from the corner (see the execution of the corner kick section).

b. If the dice lands in number (3 or 5) and the defending player has his goalkeeper piece in the odds area, the shot is blocked and is sent to a corner kick. This grants the player a third roll from the corner (see the execution of the corner kick section).

c. If the dice lands in number (4 or 6) and the defending player has his goalkeeper piece in the odds area the player scores a GOAL! The defender will place the ball in the middle of the field and resume the game with their turn.

d. If the dice lands in number (3 or 5) and the defending player has his goalkeeper piece in the evens area the player scores a GOAL! The defender will place the ball in the middle of the field and resume the game with their turn.

e. If the dice lands in number (1 or 2) the shot is deflected, the defending player will place the ball in the goal kick and resume the game with their turn.

4. If the dice lands in number (4) the ball goes to shirt #4, resulting in a direct pass to shirt #7. In this position, the attacking player has a second roll. This roll must land in number (3 or 6). *NOTE: Before executing the second roll, the opposite (defending) player must place its goalkeeper piece in either the odds or evens side of their goal area.*

The attacker executes his second roll (different scenarios):

a. If the dice lands in number (6) and the defending player has his goalkeeper piece in the evens area, the shot is blocked, the defending player will place the ball in the goal kick and resume the game with their turn.

b. If the dice lands in number (3) and the defending player has his goalkeeper piece in the odd area, the shot is blocked, the defending player will place the ball in the goal kick and resume the game with their turn.

c. If the dice lands in number (6) and the defending player has his goalkeeper piece in the odds area the player scores a GOAL! The defender will place the ball in the middle of the field and resume the game with their turn.

d. If the dice lands in number (3) and the defending player has his goalkeeper piece in the evens area the player scores a GOAL! The defender will place the ball in the middle of the field and resume the game with their turn.

e. If the dice lands in numbers (1, 2, 4, or 5) the shot is deflected, the defending player will place the ball in the goal kick and resume the game with their turn.

5. If the dice lands in number (5) the ball goes to shirt #5, resulting in a direct pass to shirts #8 (with options to roll 2 or 5) or the second option is a direct pass to shirt #10 (with options to roll 1 or 4).

Pass option on shirt #8 - The attacker executes his second roll (different scenarios):

a. If the dice lands in number (2) and the defending player has his goalkeeper piece in the evens area, the shot is blocked, the defending player will place the ball in the goal kick and resume the game with their turn.

b. If the dice lands in number (5) and the defending player has his goalkeeper piece in the odds area, the shot is blocked, the defending player will place the ball in the goal kick and resume the game with their turn.

c. If the dice lands in number (2) and the defending player has his goalkeeper piece in the odds area the player scores a GOAL! The defender will place the ball in the middle of the field and resume the game with their turn.

d. If the dice lands in number (5) and the defending player has his goalkeeper piece in the evens area the player scores a GOAL! The defender will place the ball in the middle of the field and resume the game with their turn.

e. If the dice lands in numbers (1, 3, 4, or 6) the shot is deflected, the defending player will place the ball in the goal kick and resume the game with their turn.

Options pass on shirt #10 - The attacker executes his second roll (different scenarios):

a. If the dice lands in number (4) and the defending player has his goalkeeper piece in the evens area, the shot is blocked, the defending player will place the ball in the goal kick and resume the game with their turn.

b. If the dice lands in number (1) and the defending player has his goalkeeper piece in the odds area, the shot is blocked, the defending player will place the ball in the goal kick and resume the game with their turn.

c. If the dice lands in number (4) and the defending player has his goalkeeper piece in the odds area the player scores a GOAL! The defender will place the ball in the middle of the field and resume the game with their turn.

d. If the dice lands in number (1) and the defending player has his goalkeeper piece in the evens area the player scores a GOAL! The defender will place the ball in the middle of the field and resume the game with their turn.

e. If the dice lands in numbers (2, 3, 5, or 6) the shot is deflected, the defending player will place the ball in the goal kick and resume the game with their turn.

6. If the dice lands in number (6), the striking player is granted a penalty kick (see the execution of penalties section).

EXECUTION OF PENALTIES

Place the ball in the opponent's penalty shootout area. The player who executes the penalty has six options from the dice. Before executing the roll, the opposite (defending) player must place its goalkeeper piece in either the odds or evens side of their goal area.

Penalty Scenarios:

a. If the dice lands in numbers (2, 4, or 6) and the defending player has his goalkeeper piece in the odds area the player scores a GOAL! The defender will place the ball in the middle of the field and resume the game with their turn.

b. If the dice lands in numbers (1, 3, or 5) and the defending player has his goalkeeper piece in the evens area the player scores a GOAL! The defender will place the ball in the middle of the field and resume the game with their turn.

c. If the dice lands in numbers (2, 4, or 6) and the defending player has his goalkeeper piece in the odds area, the shot is blocked, the defending player will place the ball in the goal kick and resume the game with their turn.

d. If the dice lands in numbers (1, 3, or 5) and the defending player has his goalkeeper piece in the evens area, the shot is blocked, the defending player will place the ball in the goal kick and resume the game with their turn.

EXECUTION OF CORNER KICK

The corner kick is only generated when the defending player's goalkeeper blocks a scoring option from the attacker, this only takes place on the second roll executed by the attacking player while having the ball on shirt #9 (the corner kick is just available from this position).

Corner Kick Scenarios:

a. If the goalkeeper blocks the shot from the evens area, then the attacker's roll must take place from the right corner (options on corner flag #4 5).

- **i.** If the dice lands in number (4) and the defending goalkeeper piece is on the evens area, the shot is blocked, the defending player will place the ball in the goal kick and resume the game with their turn.
- **ii.** If the dice lands in number (5) and the defending goalkeeper piece is in the odds area, the shot is blocked, the defending player will place the ball in the goal kick and resume the game with their turn.
- **iii.** If the dice lands in number (4) and the defending goalkeeper piece is in the odds area, the player scores a GOAL! The defender will place the ball in the middle of the field and resume the game with their turn.
- **iv.** If the dice lands in number (5) and the defending goalkeeper piece is in the even area, the player scores a GOAL! The defender will place the ball in the middle of the field and resume the game with their turn.

b. If the goalkeeper player blocks the shot in the odds area, the roll is from the attacker's left corner (options at corner flag #1, 6).

- **i.** If the dice lands in number (6) and the defending goalkeeper piece is on the evens area, the shot is blocked, the defending player will place the ball in the goal kick and resume the game with their turn.
- **ii.** If the dice lands in number (1) and the defending goalkeeper piece is in the odds area, the shot is blocked, the defending player will place the ball in the goal kick and resume the game with their turn.
- **iii.** If the dice lands in number (6) and the defending goalkeeper piece is in the odds area, the player scores a GOAL! The defender will place the ball in the middle of the field and resume the game with their turn.
- **iv.** If the dice lands in number (1) and the defending goalkeeper piece is in the even area, the player scores a GOAL! The defender will place the ball in the middle of the field and resume the game with their turn.

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⚠ WARNING:
CHOKING HAZARD — Small parts not for children under 3 years or any individuals who have a tendency to place inedible objects in their mouths.

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