

SOCER SOLITAIRE

SETUP:



Pick your **team** suit

Set the like-color suit aside
(if you picked hearts, set diamonds aside - if you picked spades, set clubs aside, etc.)

Pick your **opponent**'s team suit from the
remaining two opposite color suits.
Set **opponent**'s like-color suit aside



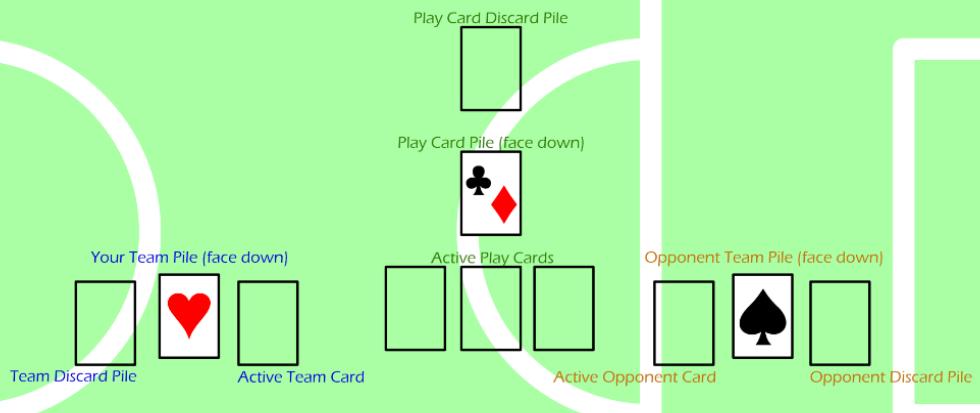
Shuffle your **team** and deal two cards
Set these cards off the playing field and place the remaining cards
in the **Team Pile**.
(The two dealt cards will not be used - each team pile should have 11 cards)

Repeat for the **opponent** team



Shuffle together the two set aside suits,
combining them to create the **Play Cards**

Prepare the playing field



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PLAY:

Flip the top card of each Team Pile, placing it in the Active space

Start Turn:

Draw from the Play Card Pile and place in the Active Play Card spaces.
(3 to begin each half, 2 on subsequent turns).

You must use two play cards per turn.

Play cards can only be used on their like-color team cards.

To use a play card, move it above the active team card that will use it.
The possession card moves under the first team to use a play card.
(First round of each half only)

Resolve the play card

immediately.
Leave the play card above its team card until the round is finished.

Use a second play card and resolve immediately.

The third play card remains on the field.
Used play cards are returned to the Play Card Discard Pile.

Start next turn.

Repeat until you can no longer replenish the Active Play Card spaces.
That will end the first half.

Shuffle Play Card Discard Pile, create new Play Card Pile
and play one more half then

End the game.

Resolve the play card:

In Possession

If the play card is a number card, **Pass**.

If the play card is a face card (J,Q,K,A) **Shoot**.

To determine a success or failure, add the used play card value with the active team card value and any previously used play cards from this turn.

Compare against the opposite team's team card and any previously used play cards from this turn. If the playing value is higher it succeeds. If the value is lower, it fails.
Ties go to the team in possession.

Pass

Success

Passing team card is **cycled**

Failure

Turnover possession

Shoot

Success

Defending team card is placed in their team discard pile

Failure

Turnover Possession

Number card value equal to card number (2=2, 7=7, etc.)

Face Card Value:

J=11

Q=12

K=13

A=14

Tackle

Success

Gain possession

Failure

Nothing happens

Counter

Success

Counter team gains possession and **cycles** their team card

Failure

Receive a **yellow card**

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ENDING THE GAME:

After two halves have been played, count the amount of cards in each team's team discard pile. Each card represents a goal scored against.

The team with the fewest goals scored against wins!

In the event of a tie, enter **Extra Time**.

In the event of a tie after **Extra Time**, enter **Penalty Kicks**.

In the event that a team has all their team cards sent to their discard pile, the game is immediately won by the other team.

TERMS:

Cycle

Return the Active Team Card to the bottom of their Team Pile and draw a new Active Team Card.

Yellow Card

If an Active Team Card receives a Yellow Card, turn the card sideways. If the team card is cycled, keep it turned sideways in the Team Pile.

If an Active Team Card receives a second Yellow Card, place them in the Team Discard Pile and draw a new Active Team Card.

Extra Time

Shuffle the Play Discard Pile. Split in half (should be 13 cards in each). Play through each deck half as you would normally.

Penalty Kicks

Shuffle both Team Piles with their discard piles.

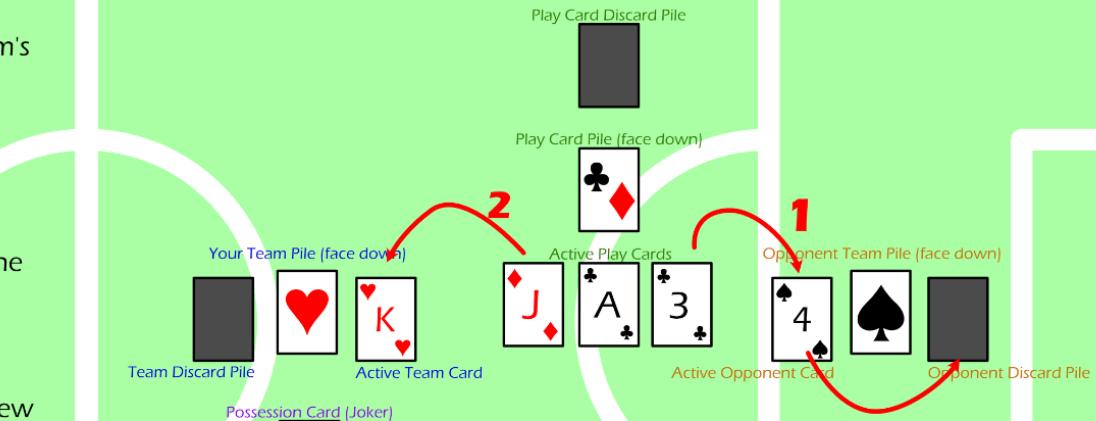
Draw the top card of each new team pile.

Higher card value wins.

Best of five wins the game.

Enter sudden death if tied after five kicks.

EXAMPLE ROUND:



1- Use the 3♣ Active Play Card on the Active Opponent Card.

Resolve the Play Card:

Failed Tackle

-Not In Possession - Play card is a number card - 3+4 is less than King(13)-

2- Use the J♦ Active Play Card on the Active Team Card.

Resolve the Play Card:

Successful Shot

-In Possession - Play card is a face card - K(13)+J(11) is greater than 3+4-

3- 4♠ is placed in the Opponent Discard Pile. New Active Opponent Card Drawn.

Used Play Cards are placed in the Play Card Discard Pile.

End of Round.