

Football Game

Contents:

4 game boards, 4 football counters, 4 character stands, 1 dice, 1 whistle spinner board, 1 whistle spinner, 1 goal spinner board, 1 football spinner, 2 two-part plastic pivots (separate plastic pivots and connect whistle spinner and football spinner to the respective spinner boards)

Setting up

- Place the football counters in the character stands.
- Each player chooses a game board and a football counter, which is placed on the football at the bottom of their board.

Object

To be the first player to score a goal.

To play

- The youngest player begins by rolling the dice and moving their football counter the corresponding number of spaces on their board.
- If the player's football counter lands on one of their own footballers (wearing an NCFC strip), they move their football counter **up** to the space signified by the arrow on their game board.
- If the player's football counter lands on an opposing footballer (wearing a blue shirt), the player must move their football counter **down** to the space signified by the arrow on their game board.
- If the player's football counter lands on a whistle, the player spins the whistle spinner. If the spinner points to the "red card" the player is "sent off" and must return their football counter to the football at the bottom of their board, to start again on their next turn.
- If the spinner points to the "yellow card" the player must miss their next turn.
- If the spinner points to "free kick" (the foot kicking the ball), the player can roll the dice again and take another turn.
- If, after completing an action, the player lands on another whistle space they must spin the spinner again.

N.B. When players move up or down an arrow, they might land on another footballer, in which case they should follow the arrow from that footballer as part of the same turn. If an arrow leads to a whistle, the player should spin the whistle spinner, as described above, as part of their turn.

- Once a player has reached the yellow arrow in front of the goal (they do not need to roll the exact number), they spin the goal spinner to see if they score. If any part of the football on the end of the spinner covers any part of the goalkeeper, the shot is saved and the player must move their football counter back to either the black or white cross as indicated on the spinner (above the goalkeeper's hands, or below his feet). If the spinner points to an area of the goal without covering any part of the goalkeeper, the player scores, shouting "goal", and wins the game.

N.B. The black and white crosses on the game boards are **only** in play when a player is shooting at goal. At all other times in the game, players should treat these spaces in the same way as the blank spaces on the board.

The winner

The winner is the first player to score a goal.



©2018 Orchard Toys Ltd.
Wymondham, Norfolk, NR18 9SB, England
www.orchardtoys.com
Ref: NCO1 Made in England
Please retain this information for future reference.