



Football Game

Race to score the first goal in this fun take on snakes and ladders. Spin the spinner to take a free kick, but watch out for red and yellow cards!

Contents

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

Setting up the game

Insert the football counters into the plastic stands.

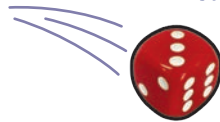


Each player chooses a game board and places a matching coloured counter on the ball space at the bottom of their board.



1 Roll the dice

The youngest player starts.



Roll the dice and move your football counter along the path the number of spaces shown on the dice.



2 If your football counter lands on...

One of your own footballers (wearing a coloured shirt)...

Move your football counter **UP** to the space shown by the arrow on your game board.



An opposing footballer (wearing a white shirt)...

Move your football counter **DOWN** to the space shown by the arrow on your game board.



2 Continued...

A whistle...



The referee has seen a foul and blows his whistle to stop play. **Spin the whistle spinner** to discover what to do next...



3 Spinning the whistle spinner

If the spinner points to...

a The red card...

Your player is 'sent off' and you must **return your football to the ball space at the bottom of the board.**



Wait until your next turn to start again.

Play passes to the next player.

b The yellow card...

Your player is 'booked' and you must **miss your next turn.**



Play passes to the next player.

c The free kick...

The referee awards your player a free kick. **Roll the dice again and take another turn.**



N.B. If, after completing an action, you land on another whistle space you must spin the spinner again.

NOTE:

If you land on another footballer when moving up or down an arrow, you must follow the arrow from that footballer as part of the same turn. If an arrow leads to a whistle, you must spin the whistle spinner, as described left, as part of your turn.

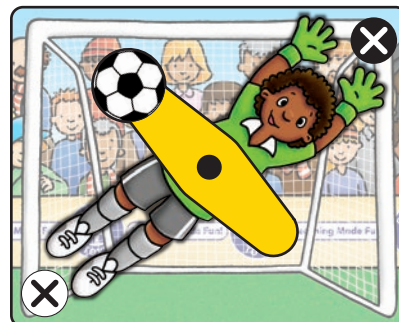
4 Shooting at goal!

When you reach the coloured arrow in front of the goal, spin the goal spinner to see if you score a goal.

N.B. You do not need to roll the exact number to reach the arrow.



If any part of the football on the end of the spinner touches any part of the goalkeeper, your shot is saved and you must move your football counter back to the black or white cross as indicated on the spinner. In this example you would move your counter back to the (X) space. **Play passes to the next player.**



If the ball lands on an area of the goal without touching any part of the goalkeeper, **you have scored a goal and win the game!**

GOAL!

NOTE:

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 as blank spaces.

5 The winner

The winner is the first player to score a goal!