

Captain TSUBASA



Watch the
video to learn
how to play!



GAME SUMMARY

You are about to play the match of the year: **N**ankatsu vs. **T**oho.

It's the National Middle School Championship Final. You will take on the role of the coach for either Tsubasa Ozora's **N**ankatsu or Kojiro Hyuga's **T**oho.

The objective of the game is to score more goals than the opposing team. If the match ends in a draw, the game will go to extra time. If the draw persists, both teams will be declared Champions.

GAME CONTENTS



24 Initial Cards
12 for **N**ankatsu & 12 for **T**oho
Differentiated by a Silver Title



8 Motivation Cards
4 for **N**ankatsu & 4 for **T**oho
Differentiated by a Gold Title



26 Match Cards
13 from **First Half** & 13 from **Second Half**



8 Fatigue Cards



6 **Special Shot** Cards
3 for **N**ankatsu & 3 for **T**oho



6 **Special Defence** Cards
3 for **N**ankatsu & 3 for **T**oho

2



2 Yellow / Red Cards



8 Signing Cards



2 six-sided dice
1 for **N**ankatsu & 1 for **T**oho

!

Consider **N**/**T** to be 6

30 Action Tokens,
15 for **N**ankatsu & 15 for **T**oho
5 for **Shot**, 5 for **Pass** and 5 for **Defence**

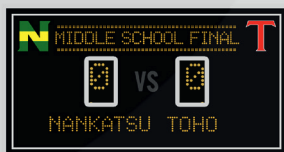


1 Ball Possession token

1 Whistle to keep track of who
kicked off



1 Scoreboard for the goals



CARD EXAMPLE



1 Deck that corresponds to:

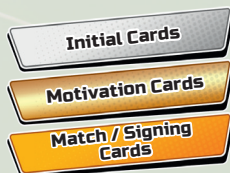


2 Motivation / Signing values

3 Values of:



4 Title



3

5 Optional Ability 1

6 Optional Ability 2

7 Mandatory Action if Optional Ability 1 is used



MATCH SET-UP



- 1 Separate the Match cards into the First Half and Second Half decks. Shuffle the two decks of 13 cards separately and discard 1 randomly from each of them, placing them in the game box without looking at them.

Place the First Half deck face-down between both coaches and reveal the first 4 cards, placing them to one side of the deck to make up the Football Pitch. Leave the Second Half deck next to the box.

- 2 Place the Fatigue Cards and Yellow/Red Cards within reach of the coaches.
- 3 Each coach will take 5 Action tokens of each type (Shot, Pass and Defence) to make up their reserve.
- 4 Each coach will take their Special Shot and Special Defence cards and place them near their Play Area.
- 5 Each coach shuffles the 12 Initial cards of their team (11 players and 1 fan) and places them face down in front of them to create their Draw Deck.

FIRST MATCH

For a shorter and simplified game or if you want to play with children:

Remove the following cards (marked with a white asterisk) from the Match decks:



First Half

Control and Advance

Kozo and Roberto's
Advice

Pursuing the Title

Outstanding Save

Second Half

Control and Advance

Motivation to Play for
Japan

Foul

Substitution

Also remove the Fan cards of both teams and the Fatigue cards.



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Follow the game setup instructions starting from point 1 on page 4.



PLAY A MATCH

To play a match, the Coaches will face each other in the first half (playing rounds with the following sequence: Draw Phase, Attack Phase, Shoot/Pass Phase and Discard Phase), after which there will be half-time and then the second and final half of the match will begin.

KICK OFF



To determine who starts with **Possession** of the ball, flip the Ball Possession Marker. The winning team will decide whether to start the game or let the opposing Coach start.

The Coach whose team takes the kickoff will place the Ball Possession Marker in their Play Area and will be the **Attacking Coach**.



Additionally, the Coach will place the Whistle in their Play Area to indicate who kicked off in the first Half.

The Coach who does not have possession of the ball will become the **Defending Coach**.

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FIRST HALF

Each of the two halves is played in the same way, with 6 rounds played consecutively until the **Match Cards** and **Injury Time** are over.

A round consist of:

DRAW PHASE

Each Coach draws from their Draw Deck until they have 4 cards and keeps them secret. If there are not enough cards in the deck, they draw as many as there are, shuffle the cards from their Discard Pile and create a new Draw Deck with which the 4-card hand will be completed.



If you start the round with 4 or more cards from the previous round, do not draw any new cards.

The **Defending Coach** takes one of the 4 revealed **Match Cards** from the Football Pitch or, if they prefer, draws the top card from the **Match Deck** and adds it to their hand, so they now have a total of 5 cards.

The **Attacking Coach** takes one of the remaining revealed **Match Cards** on the Football Pitch or draws the top card from the **Match Deck** and adds it to their hand.

ATTACK PHASE

Starting with the **Attacking Coach**, each Coach takes turns following the below 2 steps in order:

- The Coach must choose one of two options:
 - Place 1 card from their hand into their Play Area in front of them. This card will be revealed and any Optional Abilities on the played card can be used.



You cannot use the Optional Abilities of cards played in previous turns.

- Pass. The player does not play any cards from their hand during this turn and keeps their current hand of cards for the next round.



If you decide to pass, you can no longer play any more cards this round

- Count the cards played in the Play Areas of both Coaches. If there are fewer than 9 cards played, the turn moves to the opposing Coach, who repeats the 2 steps of the Attack Phase. If there are 9 cards played, proceed to the **End of Phase**.



A 10th card cannot be played, even if an Ability allows it.

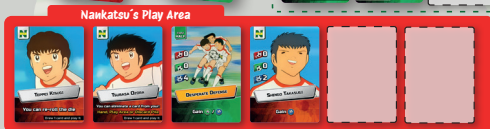
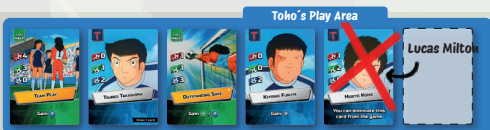
END OF ATTACK PHASE: The attack phase ends when both Coaches pass or when there are a total of 9 cards in the Play Areas (counting both Play Areas together). Cards eliminated during the turn are **not** counted.



If any of the 9 cards are eliminated, the game can continue until there are a total of 9 cards in the PLAY AREAS again.

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T
Yolanda



N
Pedro

Example of End of Attack Phase:

Yolanda plays Lucas Milton as her 5th card, completing the 9 cards in both Coaches' Play Areas. Now Yolanda decides to remove the card from the match using Lucas Milton's Optional Ability (You can remove this card from the match). As a consequence there are 8 cards in the Play Areas and Pedro will have the option to Play a 9th card or Pass.

Rules to keep in mind in the Attack Phase:

- The Coach who plays the card can choose whether or not to use the **Optional Abilities** and, depending on the timing of play, it may not always be possible to use them.
- Some **Optional Abilities** on cards allow you to add **Shot**, **Pass** or **Defence** points from the players' pool and have them available to use in the **Shoot/Pass Phase**.
- The **Optional Abilities** of the cards must be applied throughout the turn in which they were played and cannot be used later.



Exception: the ability to reroll the dice and the goalkeeper's ability can be used at the end of the **Shoot/Pass Phase** to try to change the result of the phase.

- An Attack Phase could end before 9 cards are in the Play Areas, if either both Coaches pass or if an **Optional Ability** is used.

SHOOT/PASS PHASE

Earn the highest number of points across the below 3 steps to win your **Shoot / Pass** Action!

1. CARD ACTION VALUES:

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Defending team: only performs the **Defend** action and adds up all the **Defence** values of their cards in their Play Areas. **Attacking Team:** adds up the **Shot** or **Pass** values and chooses what action to take to confront the rival team's **Defence**.

2. ACTION TOKENS: Starting with the **Attacker**, both Coaches decide whether to use their available points to improve their **Shoot** or **Pass** and **Defend** action. Each token used is worth +1. Tokens are not transferable (a Shot token cannot be used to increase the value of a Defence action).

3. ROLL THE DICE FOR MORE POINTS: Each team simultaneously rolls a die and adds its value to the total of their action.

The team with the highest value is the winner of the round. In the event of a tie, the **Attacking** team wins the round.

Optional Abilities can override the result of the **Shoot/Pass Phase**, if the card is played in that round.



- **TEPPEI KISUGI / TAKESHI SAWADA.**- Allows you to re-roll a roll that was made this round, including another player/goalkeeper's skill.



- **YUZO MORISAKI / KEN WAKASHIMAZU.**- If you are **Defending** and have lost the **Shoot/Pass Phase** against a **Shot**, you can try to save the **Shot**.

RESULT PHASE:


- If you win a **Shoot** action, you score a GOAL and move the Ball possession marker to the opposing team, they are now the **Attacking Coach**.
- If you win a **Pass** action, you maintain ball possession.
- If you win a **Defend** action, you take possession from your opponent, acquiring the ball possession marker to indicate this. You are now the **Attacking Coach**.



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Example of Result Phase:

- 1°. Yolanda is the **T**oho Coach and is in **Defence**.

Calculate the **T**oho **Defence** values: $0+2+3+2=7$, adding the values next to the icon .

- 2°. Pedro is the **N**ankatsu Coach and is the **Attacker**.

Calculate the **N**ankatsu **Shot** values : $1+3+0+0=2$

Calculate the **Pass**  values of the **N**ankatsu: $1+4+0+1=2=4$

Pedro must decide whether to **Shoot** or **Pass**. Because he has better **Pass** values, he decides to **Pass**.

- 3°. Spend points:

Pedro, although he has 5 **Pass** points  decides to spend only 3. -> $4+3=7$

Yolanda decides to spend 1 of her **Defence** points  $7+1=8$

- 4°. Now each Coach rolls his die and adds the value obtained to the previous total.

Pedro gets 3 on the die, obtaining a final score of $7+3=10$.

Yolanda, on the other hand, obtains a 6, causing a final result of $8+6=14$.

- 5°. Once the previous steps have been carried out, the **T**oho's score is higher than that of the **N**ankatsu, so it regains possession of the ball and becomes the **Attacking** team.

DISCARD PHASE:

1. Both Coaches discard all played cards to their respective Discard Piles.
2. If there are cards left in the First Half Match Deck, deal cards until the Football Pitch will be filled in with 4 cards.



Start a new round from the Draw Phase (page 6).

INJURY TIME:

As soon as the last two Match cards are taken from the Football Pitch, **Injury Time** begins.

Play continues until the **Attacking** team loses possession of the ball or scores a goal. At that moment, this Half of the game will end.

If the **Attacking** team wins the **Pass** action, rounds will be played without new Match cards, so each team only uses the 4 cards drawn from their Draw Deck.

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HALF-TIME

After the First Half, the match goes to half-time. Each coach reshuffles their Draw Deck by combining the remaining cards in their deck with those in their Discard Pile and the cards they have in hand at the end of the First Half. The **Shot**, **Pass** and **Defence** Points obtained are kept at the disposal of the coaches.



Please note that cards from the First Half Deck that have not been removed will form part of both teams' Draw Decks during Second Half.



SECOND HALF

In the Second Half the team that didn't kick-off the First Half will kick-off. The game ends when **INJURY TIME** of the Second Half is over.

WINNING THE MATCH

At the end of the Second Half, whoever has scored the most goals wins the match. If it ends in a tie, the match goes to **Extra Time**.

EXTRA TIME

For the Extra Time dispute, each Coach **reshuffles their respective cards to make up a new Draw Deck** and begins a round in which no new **Match** cards can be taken. Therefore, each team in each round will play with 4 cards.

! During Extra Time, **the card limit in a round is 7 cards instead of 9.**

Extra Time consists of 2 halves with **2 rounds** each. Just like in the first and second halves, in the last round of each half of Extra Time, the **Attacking Coach** will continue playing until they score a goal or lose possession of the ball.

! **Tip:** Use the whistle to keep track of which half of the game you are in.

The coach who will start as **Attacker** in Extra Time will be chosen at random.

If the tie persists, at the end of Extra Time, both coaches will have won the National Middle School Championship.



OTHER GAME RULES

SPECIAL CARDS

YELLOW CARD / RED CARD



If a coach receives a yellow card they must place it in their **Play Area** and leave it there until the end of the game, applying its penalties to all rounds, including the round in which it was received.

The yellow card can be removed using the **Optional Ability** of the **SUBSTITUTION** card. If a team receives a second yellow card while one is already in play, the yellow card is flipped to reveal the red card, which has a permanent effect for the entire match.



These cards do **not** count towards the limit of 9 cards played per round.

FATIGUE CARD



A Fatigue card can be played like any other card, but it has no **Optional Abilities** or **Values**.

These cards **do** count towards the limit of 9 cards played per round.

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CONTROL AND ADVANCE



If the **Attacking** coach uses this card's **Optional Ability**, all cards in both coaches' **Play Areas** will go into their respective **Discard Piles**.

The **Attacking** coach successfully performs the **Pass** action, maintaining **Possession** and starting a new round.



Once the **Optional Ability** is used this card must be removed from the match and placed in the box.

YUZO MORISAKI / KEN WAKASHIMAZU (GOALKEEPERS)



Unlike the rest of the cards, their ability can only be activated if the Yuzo Morisaki / Ken Wakashimazu card is in the **Defending** team's **Play Area**.



If the **Attacking** coach has scored a goal, the **Defending** team will have one last chance to save it by rolling a dice.

If a 1 is rolled, the goalkeeper catches the ball and wins **Possession**. If 2 or 3 is rolled, the goalkeeper deflects the ball out of play for a **corner** and the **Attacking** team maintains **Possession**. If 4, 5 or 6 is rolled the **Attacking** team scores a **goal**.

INJURY



The coach who uses this card will randomly discard a card from the **opponent's hand** to the affected Coach's **Discard Pile**.

SPECIAL SHOTS AND DEFENCES



SPECIAL SHOT

This **Optional Ability** can only be used by the **Attacking Coach** and only if he plays his team's card.

If the **Attacking Coach** uses this card's **Optional Ability**, cards in both **Coaches' Play Areas** will go to their respective **Discard Piles** and the **Special Shot** is applied.



When the **Optional Ability** is applied this card will be removed from the match.

To apply the **Special Shot**, the **Attacking Coach** will secretly choose one of the 3 **Special Shot** cards, while the **Defending Coach** will choose one of his 3 **Special Defence** cards.

Simultaneously, each **Coach** will reveal the chosen card and check if the **Defending Coach** managed to stop the **Attacking Coach's** shot.

If the **Defender's** card indicates a successful block, the **Defender** gains **possession** of the ball. If the block is unsuccessful, the **Attacking Coach** scores a goal and **possession** of the ball is transferred to the **Defending** team.

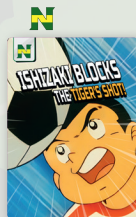
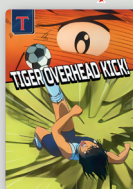
Example of Special Shot Result:

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Yolanda, the **Attacking player**, has played the **Toho Special Shot** card.

Yolanda secretly chooses the **Tiger Overhead Kick** card.

Pedro secretly chooses the **Ishizaki Blocks the Tiger's Shot** card.



Both players show the chosen cards at the same time and since the **Nankatsu** has not played the card that blocks **Tiger Overhead Kick**, **Toho** scores a goal. Now the **Nankatsu** will have possession of the ball and play as **Attacker**.



Visual Aid: to facilitate the result of the **Special Shot** you can look at the name and/or background colour of both cards.

ADVANCED RULES

MOTIVATION CARDS

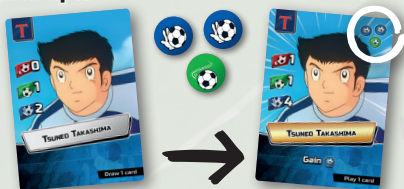
At any time during the match, a Coach can motivate one or more players who have been played that round by spending the points indicated in the upper right corner of the card.

To motivate a player, a card in the Play Area is replaced by the card of the “motivated” player.

The values of the new card (motivated player) and even the **Optional Abilities** can now be used.

Motivation Example

T
Yolanda



Yolanda decides to motivate Lucas Lawton so she must spend 2 **Defence** points and 1 **Pass** point as indicated in the upper right corner of the card.

Eliminate Lucas Lawton's initial card by returning it to the box and play the motivated card in Yolanda's Play Area.

Since Lucas Lawton has just been played, Yolanda will be able to apply the **Optional Abilities** of this new played card.

ASSURED SUCCESS

Optional Rule: If one Coach rolls a 6 and the other rolls a 1 during the **Shoot/Pass** Phase, the Coach who rolled a 6 wins the game action, regardless of the total sum of his play.

A Coach can reroll the die if TEPPEI KISUGI / TAKESHI SAWADA is in play and they use its **Optional Ability**, either to avoid the guaranteed success or to attempt to achieve it.



SIGNINGS

Included in the game are a number of players who did not play in the Middle School Championship Final between **N**ankatsu and **T**oho. However, there is the possibility of including them for this new final.

To do this, shuffle, draw 4 of them and place them on one side of the table, in sight of both Coaches. The rest will go back to the box and will not play this game. These players are available to both Coaches.

They are signed by paying the **Shot**, **Pass** or **Defence** points indicated in the upper right corner of the card at any time during your turn.

There are two types of Signings:



Goalkeepers (Taichi Nakanishi and Genzo Wakabayashi). They must replace another goalkeeper already played.



Field Players (Shun Nitta, Jun Misugi, Hikaru Matsuyama, Kazuo and Masao Tachibana, Hiroshi Jito and Taro Misaki). They do not replace other players. They are simply added to the Play Area as long as the limit of 9 cards played has not been reached, in which case they cannot be signed.

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ACKNOWLEDGMENTS

This game you have in your hands would not have been possible without the help of many people. First, I want to mention the help of Guillermo, my son, and the decisive interest, support, and enthusiasm of Anastasio from PIF Games.

The opinions and guidance of Víctor “Wislander” have also been very important, as well as the availability and patience of Óscar from El Reino del Norte, the brilliant ideas of Dandra Games and many colleagues from the Ludo Association, the constructive and positive spirit of Piru and the german enthusiasm of Markus Zwarra.

With the fear of leaving someone out, I want to expressly mention: the friends of El Reino del Norte de Alcobendas: Iván, Lalo, Javi, Javibal, Antonio, Miguel, Miguel León, Alberto, Gema, Carlos, Goyo, Kafer, Marcos, Joan, Claudia from Aquí hay juegos and many more...

To my family, to all my nephews, to Ana, Leticia, and Olga. To Mike from Cuarto de Juegos, Toni from Las Bellota, Luis from Draco Ideas, to the guys from Ludoteca Maldita, Óscar from La Cúpula, and to all the fans of Campeones...

... because everyone, to a greater or lesser extent, has helped to make the game what it is today.

GAME SEQUENCE






1 DRAW PHASE

- Each Coach draws cards from their Draw Deck until they have 4 cards total.
- Starting with the **Defending** coach and followed by the **Attacker**. Draw 1 card from the Football Pitch or 1 at random from the Match Draw Deck.

2 ATTACK PHASE

- First the **Attacker**. Coaches alternate:
 - Play the cards until there are 9 between both Play Areas, or
 - Pass (if you Pass you cannot play cards again this round).

3 SHOOT/PASS PHASE

- Coaches add their **Shot** / **Pass**  and **Defence** .
- The **Attacker** choose to make a **Shot**  or a **Pass** .
- The **Attacker** announces whether they will spend points on the current play, followed by the **Defender**.
- Both Coaches roll a die simultaneously.
- RESULT:** Add the values of the cards + points spent + die roll (If there is a tie, the **Attacker** wins).









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	Attacker Success	Defender Success
PASS	Keeps Possession	Steals Possession
SHOT	GOAL	Steals Possession

4 DISCARD PHASE

- The cards and points played are discarded.

CLARIFICATIONS ON OPTIONAL ABILITIES


- Eliminate Card.-** The card is returned to the box.
- Discard Card.-** The card goes to the Discard Pile of the player to whom it belongs.
- Play card.-** Take it from your hand to your team's Play Area and execute its **Optional Abilities**.
- Gain** /  Gain one **Shot** point or one **Pass** point.
- Gain** / /  Gain one point of each type.
- Gain 2x** / /  Applies the effect of earning points twice, equal or different from each other.

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