

# IMPRINT

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## MUTANT SOCCER ULTRAS

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## THE TEAM

We want to thank: all Soccer-Mutants for the inspiration, our families for their love and support.  
We made this game for small and big boardgame lovers of the planet. Thank you to all the play-testers and gaming groups for helping us to refine the game by trying it out and offering us invaluable feedback.  
Thanks to FB-Kickstarter-Gruppe Deutschland for all the inside information. Thanks to Spielwerk Hamburg e.V. for welcoming a greenhorn ...

## MUTANT SOCCER ONLINE

[www.mutantsoccer.com](http://www.mutantsoccer.com)

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Concrete Foto for board game designed by Kues / Freepik

to be continued ...  
Print & Play #ONE (version 11. march 2020)

# MUTANT SOCCER

## PRINT & PLAY #PROTOTYPE/ONE

11TH MARCH 2020



ON KICKSTARTER END OF 2020  
PLAYTEST-PROTOTYPE

# GAME COMPONENTS

This is a print & play prototype version of mutant soccer – the board game. If you are into testing prototypes, please download the game component data from our website: [www.mutantsoccer.com](http://www.mutantsoccer.com) – please subscribe to our mailinglist to get updates on new versions. Thank you.

2 DICE



1 BALL

18 FIELD PLAYER CARDS



5 GOALKEEPER CARDS



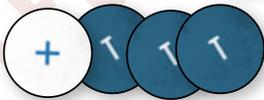
50 TACTICAL CARDS



2 DUMMY CARDS



9 COACHING TOKENS



2 SUBSTITUTE BENCHES & GOAL TOKENS



FIELD

60x40cm



4 COACH CARDS

# GOAL OF THE GAME

There's always someone kicking a ball around the pitch at the end of the street. Every afternoon, the provincial town's football enthusiasts meet for a quick game. They play to win – their motto is go for it or go home. These guys don't have much to lose except their love of „mutant soccer“.

Mutant soccer is a competitive, card and dice driven, tactical board game for two players.

Lead your team to victory on the pitch. Manage your coaching resources wisely and surprise the opposing manager with your special MUTANT twist! Let them play hard to release those hidden mutant powers.

The team that scores 3 goals first, wins the game. One game takes about 30 minutes.

## BEHIND EVERY FEARLESS PLAYER IS A FEARLESS COACH.

### FIRST GAME?

For your first game, we recommend this team setup. Play a test game to check out the basic rules and then coach your individual team. (Please note that the cards' texts are still in German. We are working on it.)

#### TEAM A – COACH „CHOLERIKER“ (THE HAIRDRYER)

Field players: Andi „der Ausputzer“, LSD-Dieter, Edda „Schwalbenkönigin“, Erik „der Wadenbeisser“, Freddi „der Joker“.  
Goalkeeper: „Kraken“ Hannes



#### TEAM B – COACH „ALTER HASE“ (THE OLD HAND)

Field players: Robert „der Fummelpapst“, Bernd „der Brecher“, Kalle „das Kopfballungeheuer“, Karla „die Knipserin“, Lukas „Libero“.

Goalkeeper: Siegfried „Die Furie“



# YOU ARE THE COACH!

At the start of the game, everybody receives a substitute bench (player board) and draws a coach card. You will also get one coaching token each. The coaching tokens have two sides T and +. Every time you receive a coaching token, you have to decide which property this token will have when it is eventually used.



## COACHING TOKEN „T“ ⚡

Every coach has a special power, which they can activate, once per move, anytime during the game.



### „ALTER HASE“ (THE OLD HAND)

„T“ heal any hurt player.

„+“ you can reanimate any player in the pile of injured players and put it back in your team



### „TAKTIKERIN“ (THE TACTICIAN)

„T“ draw 6 tactical cards and choose 3 to keep. (Beware of the limit of 6 cards in your hand).

„+“ you can reanimate the first player in the pile of injured players and put it back in your team



### „CHOLERIKER“ (THE HAIRDRYER)

„T“ foul a player of your choice by yelling at them.

„+“ you can reanimate the first player in the pile of injured players and put it back in your team



### „SPIELERTRAINER“ (PLAYER-COACH)

„T“ substitute a player from your team with the player coach. The player coach can shoot from the 3rd row (one more than usual). The player-coach does not have a mutant side so he is removed back to the substitute bench when fouled or injured.

„+“ you can reanimate the first player in the pile of injured players and put it back in your team



## COACHING TOKEN „+“ ⚡

Using the „+“ token, you can reanimate the first player in the pile of injured players and put it back in your team. Reanimated players remain mutated. A reanimated player must return to the field immediately.

As a special ability, the old old hand can choose to reanimate any player from the injured player pile. If both coaches want to use the „+“ token simultaneously, the team with the ball begins.



# SELECT A TEAM

Now the coaches can select a team. Shuffle all the player cards and place 6 cards in the middle. Toss a coin to decide who will select the first player card. You can check out the player powers on both sides of the player cards. You need at least 5 field player cards and one goalkeeper card to start a game.

Every player card displays a purchase price (BC = BootCoins) in the bottom right-hand corner. Your budget is 15 BC. Take turns to pick a player card. If you do not spend all your BCs, you can purchase extra tactical cards at the start of the game (2 BC = 1 Tactical card), while ignoring the six-card limit per hand.

If no one wants to buy any of the players from those on display, you can deal out new player cards. The coach who „checked“ first can begin. If the player card pile is exhausted, you can shuffle discarded player cards and start again.

## ONE TEAM CONSISTS OF FIVE FIELD PLAYERS AND ONE GOALKEEPER

You do not have to select any substitutes, but they can come in handy in the course of the game.



# PLAYER CARD

This is the "standard side" of the player card.  
Higher attack and defence values mean a better player.

**SPECIAL**  
Draw a tactical card

**ATTACK / SHOOT**  
Attacking power to pass or shot at the goal.

**DEFENCE**  
Defensive power on a duel

**PLAYER NAME**  
ANDI „DER AUSPUTZER“

**PURCHASE PRICE**  
(Boot Coins)

The card features a cartoon player in a purple jersey running on a green field. At the top, three icons are circled in red: a red shield with the number 1, a green shield with a target symbol, and a blue shield with the number 4. At the bottom right, a red circle highlights the number 2 next to a coin icon. Arrows point from the text labels to these elements.

# MUTATED PLAYER CARD

If a player is fouled or injured, they will mutate into a more or less powerful version of themselves. The player's attacking and defensive powers can change and each player has a specific mutant power, triggered by dice rolls.

**SPECIAL**  
Activate your mutantpower

**ATTACK / SHOOT**  
Mutated attacking power to pass or shoot at the goal.

**DEFENCE**  
Mutated defensive power on a duel

**PLAYER NAME**  
Fluff text (sorry, still in german - we are working on that)

The card features a mutated, red, spiky creature with horns. At the top, three icons are circled in red: a red shield with the number 5, a brown shield with a checkmark, and a blue shield with the number 1. At the bottom, there is German text. Arrows point from the text labels to these elements.

# TEAM SET-UP

A team consists of five field players and one goalkeeper. Substitutes are placed on the substitute benches. Game players take turns in playing their cards on the field.



# DRAW TACTICAL CARDS

Each coach secretly draws 5 tactical cards. In addition, they get one dummy card each, which you always keep in your reservoir. There are only 6 cards allowed in each hand. If you draw a seventh card, you must discard one. After a duel, if you only have one tactical card on your hand, you may draw one tactical card. After every scored goal, you may draw new tactical cards, but must not exceed a total of 6 cards per hand.



# KICK-OFF

When both teams are set, toss a coin (you can use the ball) to determine the starting coach. The winner places the ball in the forward line of his team. Now the game can begin.

Coach and substitution bench (Player Board)



Tactical cards



Coach and substitution bench (Player Board)



Coaching token

tactical cards (hand)



# MUTANTPOWERS

Mutantpowers are always used immediately (before the duel).

If both players want to use their mutantpowers, the player in possession of the ball will begin.

Mutantpowers can only be activated once per player, in one turn.



SUCCESSFULL DEFENCE ⚡



SUCCESSFULL ATTACK ⚡



DEFENCE FAILS ⚡



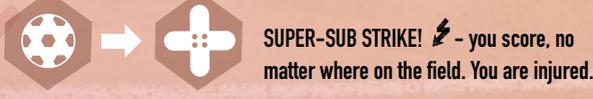
ATTACK FAILS ⚡



YOU FAIL ⚡



YOU SUCCEED ⚡



# TACTICAL CARDS

Each coach secretly draws 5 tactical cards. In addition, they both get a dummy card, which they keep in their reservoir. You are allowed up to 6 cards per hand. If you draw a seventh card, you must discard one card of your choice.

Tactical cards are placed face down, in front of you, before a duel or a shot at goal.



Tactical cards with this „flash“ icon can always be played directly from hand.

## DRAW TACTICAL CARDS

After every scored goal, you can draw new tactical cards, up to 6 cards per hand. You can also discard all your tactical cards and draw 5 new ones (you always keep the dummy card). You can also draw tactical cards by rolling a „special“.

## DRAWING AND USING TACTICAL CARDS IN A DUEL

If you draw a tactical card rolling a „special“ during a duel, you can decide to use that card immediately, unless you have already played two tactical cards. You can always add the card to your hand.

- ATTACKING POWER + X - this cannot be used for shooting at the goal
- SHOT ON GOAL + X - this cannot be used in a duel
- SUCCESSFULL ATTACK - this cannot be used for shooting at the goal
- Defence + X
- SUCCESSFULL DEFENCE
- FOUL - your opponent is injured (only one per duel per coach).
- DUMMY - use this card to hide your intentions from the other team.
- HEAL ⚡ - heal a mutation by flipping any player card to the standard side.
- MUTATION ⚡ - flip any of your player cards to the mutated side.
- MUTANT POWER ⚡ - activate the mutantpower of any player. On the standard side, you discard this card and draw one tactical card.
- ANTI-MUTANT POWER ⚡ - the mutantpower of one player card of your choice can not be used this turn
- DESTRUCTIVE TACTICS - one played tactical card of your choice has no effect.

# YOUR TURN

The coaches act in turns, but the player in possession of the ball can always decide which action to take first. Some actions can cause a reaction. If you lose the ball after a duel, the other player can choose an action. One turn consists of an action and a reaction.

## 1. DECLARE AN ACTION

„positional play“ or „pass“ (other team can react with „positional play“ or „attack“)  
„attack“, „dribble“ or „shot at goal“ – this causes a duel

For every duel:

## 2. PLAY A TACTICAL CARD

face down in front of you (optional)

## 3. FIGHT THE DUEL

roll the dice

## 4. EVALUATION

A – all immediate ⚡ actions

B – the duel – all the attacking and defence powers on dice, player cards and tactical cards with numeric values. The winning player gets the ball. Players swap positions.

C – evaluate all other tactical cards

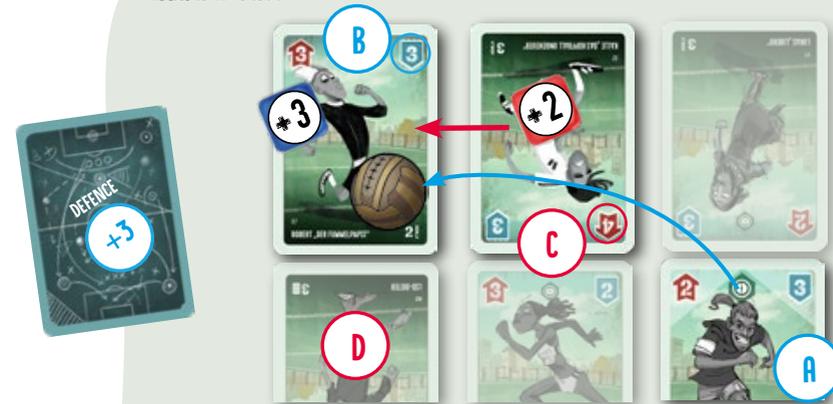
(Beware that ⚡-cards can be played anytime and have to be activated immediately)

> START AGAIN

# PASS

A pass has a maximum range of two rows. When passed, the ball always reaches its destination. As a reaction the opponent can decide to attack the player (**attacker**) in possession of the ball with one adjacent player card. This creates a duel.

## EXAMPLE PASS



Player card (A) plays a pass to player card (B). The ball reaches its destination and is placed on player card (B). As a reaction the opponent could use an adjacent player card (C) or (D) to **attack** (B). He or she decides to attack with (C) due to higher attack power.  
The **defending player** (B) is playing a tactical card „defence +3“ and rolls a +3.  
The **attacking player** (C) rolls a +2.

## EVALUATION

(C): attacking power 4 + dice roll +2 = 6

(B): defensive power 3 + tactical card „Defence +3“ + dice roll +3 = 9

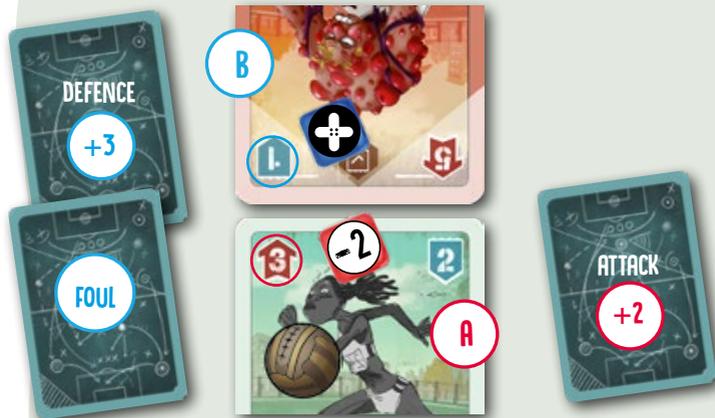
Player card (B) keeps the ball. (B) and (C) swap positions. The player card in possession of the ball determines the next action.



## DRIBBLE

The player in possession of the ball tries to dribble past an adjacent player card.  
To do this, the player in possession of the ball decides which opponent who to duel, and then proceeds as the **attacker**. The opponent therefore is the **defender**.

### EXAMPLE DRIBBLE



Player card (A) has **attack power 3** and wants to dribble past player card (B) with **defensive power 1**. (A) plays a **tactical card „attack +2“** rolling a „-2“.  
Player card (B) plays two **tactical cards „defence +3“** and „FOUL“ and has a die result causing an „injury“.

### EVALUATION DRIBBLE

(B): **defensive power 1** + tactical card „defence +3“ = 4

(A): **attacking power 3** + tactical card „attack +2“ + die roll „-2“ = 3

The dribble fails. (B) gets the ball and both player cards (A) and (B) swap positions. player card (B) gets the ball and pronounces with the next action.

Because of the tactical card „FOUL“ player card (A) will be flipped on the mutated side. By rolling „injury“ player card (B) is seriously injured and placed mutated side up on the injury pile.

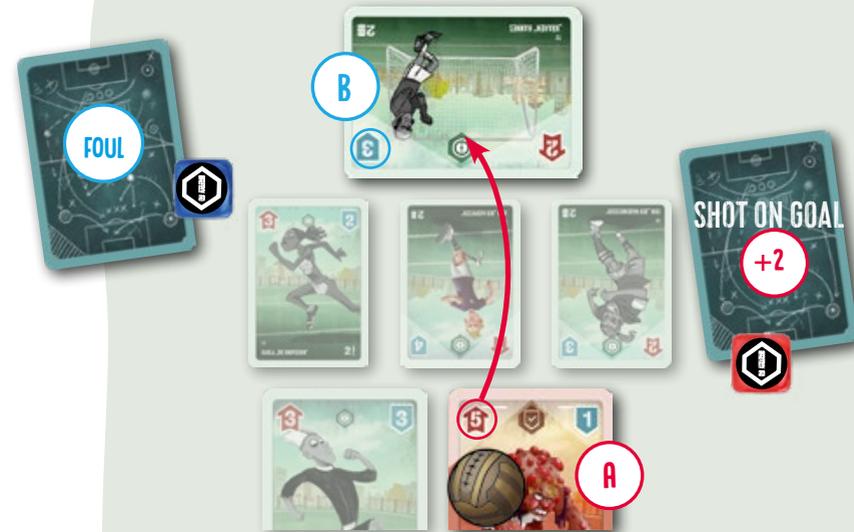


## LONG RANGE SHOT

The player in possession of the ball (**attacker**) can shoot at the goal if you are in the opponents half.  
**DEFENDER BONUS** - If there is somebody standing in between attacker and the **goalkeeper (defender)**, the goalkeeper gets **+1 defending power**. If there are even **two defenders next to each other** they build a defensive chain and its **+1 defending power**. If there is a free line of sight on the goal then there is no disadvantage.

**ATTACKER BONUS** - If the **attacker** has two player cards next to each other in a row, these two build a **strike duo** and the **attacker** get **+1 attack power**.

### EXAMPLE LONG RANGE SHOT AND MUTANTPOWER



The mutated player card (A) takes a shot from 2nd row. (A) plays a tactical card „shot at goal +2“ and rolls „special“ which activates „mutant power“. The defending goalkeeper (B) plays no tactical card but rolls „special“, allowing a tactical card „FOUL“ to be drawn from the pile, which is played immediately.

### EVALUATION LONG RANGE SHOT

**MUTANTPOWER** is always used at the start, but in this case there is no effect on the „shot at goal“.

(A): **attacking power 5** + tactical card „shot at goal +2“ + „strike duo +1“ = 8

(B): **defensive power 3** + „defensive row +2“ = 5

**GOOOOAL!** player card (A) scores but is also **fouled** and therefore **injured** and placed mutated side up on the injury pile.



## POSITIONAL PLAY (RUN)

To RUN, you move your play card to an adjacent, empty field. You may also swap positions with an adjacent team player card. If you have the ball when you occupy a field you retain it automatically.

## SHOT AT GOAL

The player in possession of the ball can shoot at the goal when standing in the row directly in front of the goalkeeper. The rules are the same as in „long range shot“, except that when standing adjacent to the opponent’s goalkeeper there is no chance to build a defensive row and maximum defending bonus is 1.

If the goalkeeper wins the duel, he gets the ball. If not? GOOOOAL!

### DICE RESULT



#### SPECIAL

On the standard side of the card, you may draw a tactical card. On the mutated side, you can activate your mutantpower.



#### BONUS

Depending on whether you are attacking or defending, your power will be increased by +2 or +3, or decreased by -2



#### INJURY

Rolling an injury will flip your card to the mutated side after duel evaluation. If you were already mutated, your player is be seriously injured and is placed, mutated side up, on the injury pile.



## FOUL AND INJURY

Fouls and injuries can be good or bad for your game. Some powers are better when a player mutates. Others will be bad, and players are only one step away from getting seriously injured.

Play a tactical „heal“ card from your hand to prevent this and flip your mutated player to the standard side again.

### FOUL AND MUTATION

You can foul an opponent by playing a tactical card FOUL!. The fouled player card will be flipped to the mutated side after evaluation of a duel or „shot at goal“. On the mutated side, attacking and defensive powers might change, and there is a chance to activate your mutantpower. However, if the player was already mutated, then the player is seriously injured, and placed mutated side up on the injury pile. You can play a tactical card „heal“ from your hand to prevent this.

### INJURY AND MUTATION

If you roll an injury during a duel your player is flipped to the mutated side. If already mutated your player is seriously injured, and placed mutated side up on the injury pile.

### INJURED GOALKEEPER

If a goalkeeper is injured during the game you can immediately replace them with another goalkeeper from your player board, or by placing a field player in goal. This either can be a player already on the field or a substitute. The powers of field players who go in goal are reduced by -2, but are never less than 1.

### LEAVING THE FIELD (SERIOUSLY INJURED)

If an already mutated player is fouled or is injured in a duel, then that player is seriously injured and has to leave the field, unless a healing card is played to prevent this. The fouled player card is placed mutated side up on the injured pile. You can immediately replace the injured player with a substitute from you playerboard in your own half of the field. You can also get a substitute by playing a „+“ token with your coach.

If the player leaving the field was in possession of the ball, than the ball is placed on the empty field vacated by that player. The winner of the duel announces the next action.

# DROP BALL DECISION

If you encounter a situation that has no documented rule, just toss a coin and carry on. In this case, however, we would appreciate your feedback so we can think about how to resolve the problem.

# SUBSTITUTION

You can substitute players after a goal or when somebody leaves the field due to an injury. Substitutes have to be placed in your own half. Player cards always keep their status when leaving or coming onto the field (whether mutated or not). Players from the injured pile always start from the mutated side.

# GOOOOAL!

1. After a goal, both coaches take their player cards back from the field. The current status of the cards (mutated or not) should be upheld. You can use substitutes if you want.
2. Each coach is able to swap their tactical cards for new ones, up to 5 cards + the dummy in each hand.
3. The coach of the team that scored gets a coaching token.
4. Now the coaches take it in turns to set up their teams again, beginning with the team that scored.
5. The team who didn't score kicks off.



# END OF THE GAME

The game ends when one team has scored 3 goals (30 minute game) or if one team has no players left on the field. You can also choose to play longer if you like. You can also try a more dexterous version of the game by setting a timer for 15-minute-halves. Enjoy!

