

DREAM TEAM SOCCER

The title 'DREAM TEAM SOCCER' is rendered in a bold, bubbly font. 'DREAM TEAM' is in yellow with black outlines, stacked above 'SOCCER'. The 'O' in 'SOCCER' is replaced by a soccer ball with white, blue, and green panels. The letters 'S', 'C', 'E', and 'R' are orange with a yellow-to-orange gradient and black outlines. The entire title is set against a dark blue shadow.

**Rules and
Regulations**

A cartoon illustration of a young boy with curly brown hair, freckles, and a wide smile. He is wearing an orange soccer jersey with a blue collar and a green patch, brown shorts, blue socks, and white sneakers. He is captured in a dynamic pose, kicking a soccer ball with his right foot. The ball is in mid-air, surrounded by motion lines and sparkles. The background shows a green field with white lines and a grey sky with silhouettes of flags and a goalpost.

OBJECT OF THE GAME

Earn your way to the top of the podium by getting rid of your cards the fastest.

GAME CONTENTS

In this box, you'll find these things:

- A deck of 60 cards
- 24 medals (8 gold, 8 silver, and 8 bronze)
- Instructions (the ones you are reading right now)

The Deck

The deck consists of 60 cards: 10 tens, 9 nines, and so on down to 1 one card. The lower the number, the more powerful that card is.

There are also 5 special cards:

The **Kickoff Card** is the first card played at the start of each round.

Free Kick Cards are wildcards. There are 2 of them.

The **Goal Card** is the lowest and most powerful card in the deck.



The **Red Card** is the highest and worst card in the deck.

The **Yellow Card** allows its owner to skip any other player for the rest of that round.

The Medals



Each round, players earn medals based on the order in which they go out. The first person to get rid of their cards earns a gold medal, the second earns the silver, and the third earns the bronze.

At the end of the game, these medals will be used to determine your final score:

- Gold medals are worth 3 points
- Silver medals are worth 2 points
- Bronze medals are worth 1 point



THE SETUP

The Best Seat in the House

From first to worst, players will be seated around the table in order of their rank. Since rank is shown by where you are seated, you'll be switching seats at the end of each round based on who gets rid of their cards first.

Before play begins, you'll need to designate one seat at your game table as the #1 seat. That's the place to be- the top of the podium! The gold medal seat! You'll be competing for that spot for each round of the game. To the right of this seat is the #2 seat, and so on, around the table. The last seat belongs to the Ballboy/Girl. Too bad, so sad!

For the first round of the game, randomly choose your starting positions.

Is everyone seated? Let's get this party started!

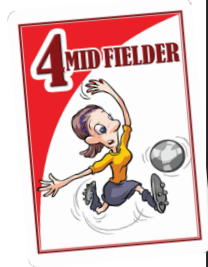
GAME PLAY

Each game consists of a series of 7 rounds. Each round has 3 steps:

- The Deal
- The Trade
- Card Play

THE DEAL

The person in the last place seat (the Ballboy/Girl) has some special responsibilities. One of these is to shuffle and deal the cards evenly amongst all players. Once the entire deck has been dealt, check out your cards. On rare occasions, a lucky player might get dealt one of two special card combos.



These two special scenarios can change everything:

Hat Trick

If you are dealt both free kicks and any card between 0 and 5, then congrats, you have a Hat Trick! You are immediately declared the winner of the round. All players rotate clockwise until you are in the #1 seat. Collect your gold medal! For the Hat Trick, no other medals are awarded.

Note: The Hat Trick rule only applies to the initial cards a player is dealt. If you receive one or more of these cards in a trade, it is not considered a Hat Trick.

Nutmeg

When you are dealt both the Yellow Card and the Red Card, you have a Nutmeg! Immediately give these cards to any one player of your choice. You do not receive any cards in return.

Also, the Nutmeg replaces all other trading between the top and bottom players for the round. After you've passed your Red Card and Yellow Card, go straight to the Kickoff!

If nobody has the cards required for either of these special scenarios, it's time for the big trade!

Note: Any Hat Tricks or Nutmegs must be played before the Kickoff.



THE TRADE

Sometimes life can be unfair. If you are the Ballboy/Girl, this is one of those times. That's because the person in the last place seat must give their **two best cards** to the player in the #1 seat. In exchange, the person in the #1 seat must give **any two cards** of their choosing to the Ballboy/Girl. Similarly, the person in the second to last seat must give their **one best card** to the person in the #2 seat. And the person in the #2 seat must give **any one card** in return. For all trades, the cards are exchanged face down. Once you've passed your cards, you can look at the card(s) you've just received.

CARD PLAY

The Kickoff

Who's got that Kickoff card? The player with the Kickoff card begins each round by playing it face up in the center of the table. Play proceeds clockwise. On your turn, you may choose to play or pass. If you choose to play, you may only play a lower number than the most recent one on the table. (For example, if an 8 has been played, you can play any card numbered between 0 and 7.) If you can't beat it with a lower card, you must pass. The hand continues around the table (and around and around and around) until all players have decided to pass. The player who lays down the lowest value card wins the hand. The



Yellow Card -
One of the eight referee cards is also the Yellow Card. This card can be played as a single 8, or in a set with other 8s. When you play the Yellow Card, choose one player to skip for the duration of that trick.

Ballboy/Girl clears the cards and the winner leads the next hand.

Continuing The Round

For the rest of the round, the person who leads can play either a single card or a set of cards. A “set” consists of two or more cards of the same value, and can contain one or both Free

Kick wildcards. As play proceeds, each player must play a set with the same number of cards. For example, if a player leads with a set of three 9’s, the next player can play three 8’s, three 4’s, or any three cards of a lower value (no ties allowed!) A player may also pass, even if they have cards that can be played. The person who played the card/set with the lowest number value wins the hand and leads next.

Winning The Round

A player “goes out” when they have played all their cards. If you’re the first to go out, congrats! You’ve just won a gold medal! Play continues clockwise. The next player to go out receives a silver medal, and so on. Play continues until there’s one player left holding cards. That player

Red Card – The Red Card is the least valuable card in the deck. Even worse, it’s cursed! Any time the Red Card is played, the winner of that hand must pick it up and put it back into their hand. There’s one exception to this rule: if the Red Card is the only card played in a hand, you don’t have to pick it up again. Simply discard it like any other card.

becomes the Ballboy/Girl for the next round. Players change seats to reflect the new positions. The Ballboy/Girl issues medals to the top three finishers and then shuffles and deals the cards for the next round.

Winning the Game

A game consists of seven rounds. When all the rounds have been played, points are tallied as follows: gold medals (3 pts), silver medals (2 pts), and bronze medals (1 pt.) The player with the highest point total becomes the Dream Team Soccer Champion!

