

RULES: English



WAY OF PLAY:

		
PLAY BY NUMBER OF CARDS	PLAY THROUGH TIME	PLAY BY NUMBER OF PLAYERS
Play based on the number of cards: 1. Each player receives X number of cards 2. Place the remaining cards in a stack 3. Turn over 3 cards and guess the player as quickly as possible. This winner starts the game! Meanwhile, 3 cards lie on the table, each forming a stack. 4. He may choose 1 card from his hand and place it on top of 1 of the 3 to link a new player. 5. Who gets rid of their cards the fastest and WINS the game? PS: No answer ready? Draw a card. **Remove the EXTRA TIME cards	Play according to an agreed time: 1. Decide by mutual agreement how long you will play 2. Place the cards in a stack 3. Turn over 3 and guess the player as quickly as possible. This winner starts the game! Meanwhile, 3 cards lie on the table, each forming a stack. 4. He may take 1 card from the stack and place it on top of 1 of the 3 to link a new player NOTE: You only have 15 seconds **Insert the EXTRA TIME cards. With 'Extra Time', you might still be able to secure the victory.	Play according to the number of players: 1. Determine how long you play, or do you play based on the number of cards? 2. Place the cards in a stack. 3. Turn over 3 cards and guess the player as quickly as possible. This winner starts the game! Meanwhile, cards are lying on the table, each forming a stack. 4. He may take 1 card from the stack, name an opponent, and place the card on 2 of the 3 stacks. 5. If he does not know the answer, you score +1 and keep your turn. If he does know it, he scores the point and takes over the turn. **Insert the EXTRA TIME cards when playing against the clock. With 'Extra Time', you might still be able to snatch the victory.

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TYPES OF CARDS EXPLAINED:

POSITION CARDS	<i>The player has that position.</i>
COUNTRY CARDS	<i>Player from this country.</i>
CONTINENT CARDS	<i>Player from this continent.</i>
CLUB CARDS	<i>The player has played for this team, or still plays for it.</i>
TROPHY CARDS	<i>Player who won this trophy.</i>
BONUS CARDS	<i>1 Card, 1 Player, 1 Point!</i>
SPECIAL CARDS	<i>See explanation below!</i>
CONNECTION CARDS	<i>This card establishes the connection with the previous player who has had their turn.</i>

SPECIAL CARDS EXPLAINED:

INJURY	<i>Choose a player who skips a turn in the next round. The next player is required to play on this card.</i>
CAPTAIN'S CHOICE	<i>Play a card, choose the category yourself. Continue playing in the chosen category.</i>
THIS ROW IS BLOCKED	<i>You block the row, forming a link with the other 2 cards. The next player is required to play on this card.</i>
END OF CAREER	<i>Link a player who has already retired.</i>
EXTRA TIME	<i>Show this card when you deem extra time necessary. This does not have to go on one of the stacks; you may have it left over if you wish.</i>
YELLOW CARD	<i>Choose a player to draw a card + link it to the other 2 cards. The next player is required to play this card.</i>
GOLDEN GOAL	<i>Play the starting game and score 3 points.</i>
STILL ACTIVE	<i>Choose a player who is still actively playing football this season.</i>
RED CARD	<i>Choose a player who draws 2 cards + link them to the other 2 cards. The next player is required to play on this card.</i>
PLAYERS UNDER 25	<i>Name a player under 25 years old.</i>
PLAYERS OLDER THAN 30	<i>Name a player older than 30 years.</i>
TRANSFER	<i>Draw a card from the player you want to swap with. Give the card you want to get rid of in exchange. This one does not have to go on one of the stacks, but you must play it.</i>
VAR	<i>Use the card for an opponent; they do not get a point. The card is valid only once. This does not need to be placed on one of the stacks, but you must play it.</i>
SWITCH TURN	<i>Play the card and form a link with the 2 remaining cards. Take someone's turn and play this round twice. On the second turn, however, you play on this card.</i>

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CONNECTION CARDS EXPLAINED:

SAME COACH	We are looking for a player who has had the same coach as the previous player. He must also meet the requirements of the remaining 2 of the 3 cards. <i>The next player is required to play on this card.</i>
SAME JERSEY NUMBER	We are looking for a player who had the same shirt number as the previous player. He must also meet the requirements of the remaining 2 of the 3 cards.
TEAMMATES	We are looking for a player who was a teammate of the previous player. He must also meet the requirements of the remaining 2 of the 3 cards. <i>The next player is required to play on this card.</i>

BONUS CARDS EXPLAINED:

WK 2006 KOPSTOOT	We are looking for Zinedine Zidane
1986 HAND OF GOD	We are looking for Diego Maradona
1998 TOP SCORER	We are looking for Davor Suker (6 Doelpunten)
FINALE 1966 HATTRICK	We are looking for Geoff Hurst
2010 WORLD CUP: 1-0 MINUTE 116	We are looking for Andres Iniesta