



# RULEBOOK

NEXT GOAL WINS

# OVERVIEW

*2-6 Players, Age 10+, Estimated Game Time 30-90 minutes*



## AIM

Each player drafts a team of 7 footballers to participate in a league, battling it out against each of their rivals in 1 on 1 matches of tabletop football.

Use your smarts outside of matches to build the strongest team of footballers and score more goals than them in matches to win your way to the top!

The game will end once each player has played a match against all the other players.

The player with the most points after all matches have been played will be crowned the champion!

- A win (Scoring more goals than your opponent) is worth **3** points
- A draw (Scoring an equal number of goals to your opponent) is worth **1** point
- A loss (Scoring less goals than your opponent) is worth **0** points

## BOX CONTENTS

- 1 GAME BOARD
- 1 SIX-SIDED RED DIE
- 1 SIX-SIDED BLUE DIE
- 1 SIX-SIDED STATEMATE DIE
- 2 FOOTBALL TOKENS
- 6 RED TOKENS
- 6 BLUE TOKENS
- 12 SCORE TOKENS
- 90 FOOTBALLER CARDS
- 12 MANAGER CARDS
- 50 TACTIC CARDS
- 40 EVENT CARDS

You'll notice some boxes like this throughout the guide. These will contain extra little bits of clarification to the rules being explained.

# FOOTBALLER CARDS

- 25 STK Cards
- 25 DEF Cards
- 25 MID Cards
- 15 GK Cards

**PORTRAIT** →

**SKILL**  
A special ability this footballer has. Affects certain interactions in the match. (Not present on all cards)

**NAME** →

**POSITION** →  
The position the footballer most effectively plays in.



OFFENSIVE	
PASSING	1
CROSSING	1
DRIBBLING	3
SHOOTING	1
HEADING	3
DEFENSIVE	
INTERCEPTIONS	4
BLOCKING	4
TACKLING	4

**NO NONSENSE**

If the die lands on a 5 or 6, she'll take the ball and player. Forcing the opponent off with an INJURY

☆☆☆☆☆

**WENDY 'MONSTER' MAO**

MIDFIELDER

**STATS**  
Expertise level at performing actions within a match. (GKs have different stats to other positions) See How to Play section

**RATING**  
An overall indicator of the footballer's quality

**NATIONALITY**

## TACTICS

### DESCRIPTION

Effect of card

### RESTRICTIONS

When the card's effect can be used or comes into play after being drawn.

Tactics can only be used once, after which they are discarded and returned to the bottom of the respective deck.

**WHEN YOUR OPPONENT'S STRIKER RECEIVES THE BALL, HAVE YOUR DEFENCE STEP UP IN PERFECT UNISON TO PLAY HIM OFFSIDE AND GAIN POSSESSION FOR YOUR DEFENDER**

**RESTRICTIONS**  
Only when the opposing Striker has the ball

OFFSIDE TRAP

# HOW TO PLAY

## DRAFTING

To begin the game, decide on a number order of players in your game. Make sure to keep a note of this for the "Match Order" section below. Shuffle all of the decks and then - in that order - each player should perform the following actions, one by one:

- Draw one Footballer from each deck. (GK, DEF, MID, STK)
- Draw three more Footballers in any combination. (e.g. 1 MID, 1 STK, 1 DEF or 2 MID, 1 GK)
- Draw five Tactic cards, choose two and put the rest at the bottom of the deck.

Note: Footballer and Tactic cards that you pick up do not have to be revealed to other players

## MATCH ORDER

To manage the game more easily, we recommend playing the matches one at a time, with everyone else spectating. And so that no player is ever sitting out for too long, we also recommend to split the game into rounds, with each player having one match per round. This ensures that everyone has had an equal number of opportunities to make Transfers and pick up Tactic or Event cards as the game progresses.

For example, in games with either 4 or 6 players:

### 4 PLAYERS

#### ROUND 1

Player 1 vs Player 2  
Player 3 vs Player 4

#### ROUND 2

Player 1 vs Player 3  
Player 2 vs Player 4

#### ROUND 3

Player 1 vs Player 4  
Player 2 vs Player 3

### 6 PLAYERS

#### ROUND 1

Player 1 vs Player 4  
Player 2 vs Player 5  
Player 3 vs Player 6

#### ROUND 2

Player 3 vs Player 4  
Player 1 vs Player 2  
Player 5 vs Player 6

#### ROUND 3

Player 2 vs Player 4  
Player 1 vs Player 6  
Player 3 vs Player 5

#### ROUND 4

Player 2 vs Player 6  
Player 1 vs Player 3  
Player 4 vs Player 5

#### ROUND 5

Player 1 vs Player 5  
Player 2 vs Player 3  
Player 4 vs Player 6

(SEE EXTRAS SECTION AT  
THE BACK FOR MORE  
DETAIL)

# MATCH SETUP

One player will be the red team and the other will be the blue team. Each player must play a Footballer Card in each position, (GK, DEF, MID, STK) for a total of 4 players.

Each player lays their cards on the match board face down according to their positions. Then players reveal their 4 starting cards, and keep their other three concealed, concluding match setup.

Footballers can play in positions other than their given ones, but there are penalties for doing so. See 'Playing Out Of Position' section



## MATCH START

In a match, two players go head-to-head with N number of chances (known as Attacks) each to score a goal.

Both players should take an equal number of Attack Tokens of their colour and place them on the board to represent this. We recommend 3-5 Attacks, but this should be consistent across all matches in the game.

Next, two '0' score tokens should also be placed on the board. To determine who starts the match, both players roll a die and the highest rolls starts. (Roll until this happens if it doesn't the first time).

On the first Attack, the ball begins with the starting player's Goalkeeper.

Once the match starts, any Tactic Cards can be played until the match ends, although you can only play one Tactic Card per Attack.

# MATCH ACTIONS

From each position, a Footballer Card can attempt a number of actions, supported by the roll of a dice and utilising their individual stats. These actions may be contested by the opposing footballers stats.

The ball is lost and an Attack ends if one of these actions fails. Here's a summary of actions a Footballer can take, by position:

## GOALKEEPER (GK)

### PASS

Gives ball to your DEF

**GK PASSING vs STK INTERCEPTIONS**

### THROW

Gives ball to your MID

**GK THROWING vs STK BLOCKING**

### PUNT

Gives ball to your STK

**GK PUNTING vs GK CATCHING**

## MIDFIELDER (MID)

### PASS

Gives ball to your STK

**MID PASSING vs DEF INTERCEPTIONS**

### CROSS

Gives ball to your STK

**MID CROSSING vs DEF BLOCKING**

### DRIBBLE

Moves past opposing Footballer

**MID DRIBBLING vs DEF TACKLING**

## DEFENDER (DEF)

### PASS

Gives ball to your MID

**DEF PASSING vs MID INTERCEPTIONS**

### CROSS

Gives ball to your STK

**DEF CROSSING vs MID BLOCKING**

### DRIBBLE

Moves past opposing Footballer

**DEF DRIBBLING vs MID TACKLING**

## STRIKER (STK)

**(SUCCESS LEADS TO A GOAL!)**

### DRIBBLE

**STK DRIBBLING vs GK RUSHING OUT**

### SHOOT

Only upon receiving a **PASS** or **PUNT**

**STK SHOOTING vs GK SAVING**

### HEADER

Only upon receiving a **CROSS**

**STK HEADING vs GK CATCHING**

# DRIBBLING

Dribbling is noticeably different from other actions.

After "moving past the opposing Footballer", the footballer can either - perform one of their remaining actions unopposed (A MID can pass or cross to the STK) **OR** they can move up into the next position and take actions from there. (A MID can dribble into the STK position, allowing them to **shoot** or **dribble** against the opposing GK). Out of position penalties do not apply in this situation.

Any position shifts due to dribbling will reset at the end of the Attack.

## RESOLVING ACTIONS

The action phase of the game works like this:

- A player declares the action they are going to take. (e.g. "I'm going to shoot.")
- If there is no one to oppose the action it automatically succeeds.
- If there is, it can be contested by an opposing footballer's stats, as seen on the previous page.
- Players can opt not to defend against actions if they choose so.
- If the action is defended, however, then both players roll a die and that number is added onto their stat involved in the clash.
- If the acting player has the higher combined total, the action succeeds.
- If their total is lower, the action fails and the opposing footballer in the clash takes control of the ball, bringing the Attack to an end.
- If the totals are the same, a Stalemate occurs.
- If a goal is scored, the scores should be updated and the Attack comes to an end. The player then removes one of their Attack Tokens from the board.

Player 1 shoots with Erika Falcon:  
(Shooting = 5)

Against Player 2's Bruno 'El' Toro:  
(Saving = 3).

Player 1 rolls 2 (5+2=7)

Player 2 rolls 1 (3+1=4).

Player 1 shoots successfully and scores.

## STALEMATES

When an action results in a stalemate, there are different outcomes depending on what position this occurred in.

If the action was a goalscoring opportunity (e.g. A success would lead to a goal):

- On a Header, Shoot or Set Piece action, the attacking player is awarded a Corner.
- On a Dribble action, the attacking player is awarded a Penalty.

(See Set Pieces section on the next page)

If it's a non-goalscoring opportunity, the acting player rolls the Stalemate Die, leading to one of these potential outcomes:



Which - in the same order - mean:

1. Try Again - Both Players re-roll for the outcome of the original action taken.
2. Lose Ball - Lose the ball to defending footballer and end the attack.
3. Foul - Free Kick to attacking player. (See Set Pieces section on the next page)
4. Yellow Card - Gives a Yellow Card to defending footballer. Then resolve a Foul. (See Bookings section)

	OFFENSIVE	
	PASSING	4
	CROSSING	3
	DRIBBLING	5
	SHOOTING	5
	HEADING	3
	DEFENSIVE	
	INTERCEPTIONS	2
	BLOCKING	1
	TACKLING	2
★★★★★		
<b>ERIKA FALCON</b>		
STRIKER		

	OFFENSIVE	
	PASSING	3
	THROWING	2
	PUNTING	3
	DEFENSIVE	
	SAVING	3
	CATCHING	3
	RUSHING OUT	4
	<b>QUICK RELEASE</b>	
	<small>Launch quick counters, as THROWS after CATCHING headers are always successful</small>	
★★★★☆		
<b>BRUNO 'EL' TORO</b>		
KEEPER		

# SET PIECES

There are three different set pieces that can occur in a match.

If successful, a goal will be awarded to the attacking player.

If unsuccessful, the ball will be given to the defending keeper.

## CORNERS / CROSSING FREE KICKS

### OFFENSIVE PLAYER

Select one of your outfielders (**DEF**, **MID**, **STK**) with a high **CROSSING** stat.

Plus a second outfielder with a high **HEADING** stat.

Then add them together.

### DEFENDING PLAYER

Add your Keeper's **CATCHING** stat to an outfielder's **HEADING** stat.

### BOTH PLAYERS

Add a dice roll onto your total.

## SHOOTING FREE KICKS

### OFFENSIVE PLAYER

Select one of your outfielders (**DEF**, **MID**, **STK**).

Add 2 dice rolls onto that footballer's **SHOOTING** stat.

### DEFENDING PLAYER

Add your Keeper's **SAVING** stat to an outfielder's **BLOCKING** stat.

Add 1 dice roll onto the total.

## PENALTIES

Both players roll a die.  
Highest roll wins.

When a **DEFENDER** or **KEEPER** is fouled, the **OFFENSIVE** player must take a crossing free kick.

However when a **MIDFIELDER** or **STRIKER** is fouled, they must choose whether to perform a crossing or shooting free kick.

# SPEED BATTLES

Some actions will allow a footballer to initiate what is called a Speed Battle. For example, the "Speed Demon" skill on cards such as Max Gass (pictured right) has a skill that allows him to do this.

In a Speed Battle, the normal Stat versus Stat calculation for a given action will not apply and both players only roll a die instead. Whichever player rolls the highest number will win the battle and the action's standard resolution will occur.

Player card for Max Gass, Midfielder. The card displays the following stats:

Category	Stat	Value
OFFENSIVE	PASSING	2
OFFENSIVE	CROSSING	4
OFFENSIVE	DRIBBLING	5
OFFENSIVE	SHOOTING	2
OFFENSIVE	HEADING	1
DEFENSIVE	INTERCEPTIONS	2
DEFENSIVE	BLOCKING	2
DEFENSIVE	TRACKLING	2

Skills: SPEED DEMON

When attempting a DRIBBLE or INTERCEPTION, he can choose to start a SPEED BATTLE

MAX GASS  
MIDFIELDER



# SUBSTITUTIONS

The 3 footballers not currently in the match on each team act as substitutes during the course of a match.

Substitutions can only be performed at the start of **your** Attack, (except for the starting Player's first Attack) they allow you to swap one of your footballers out for another.

You may substitute any number of footballers at one time and players can be substituted multiple times per match.

Use this strategy to switch to a more offensive or defensive team as needed and make your opponent rethink their moves.

# BOOKINGS

A booking is when a footballer receives a red or yellow card.  
Depending on the type of booking received, the effect is different.

## YELLOW CARD

The Footballer is substituted immediately and banned from returning to play for the rest of the match

## RED CARD

The Footballer is removed from play immediately and cannot be substituted

They are also banned in your next match

Play with one position unfilled for the rest of this match

# MATCH END

At the end of a match, beginning with the player who started the match, both players draw an Event card to read aloud. Follow the instructions on the card and apply the effect as necessary.

Next, they may draw two Tactic cards each to hold onto. You don't need to tell anyone what this does, until you use it later.

Then, begin the Transfer Phase and - in the same order - each player takes one more footballer card from any position and adds them to their team. This is known as a Transfer.

Players can use this chance to patch up weaknesses in their team.

Each player may only have 7 Footballer cards and 3 Tactics cards at any given time. Extra cards are discarded from your hand and put to the bottom of the decks.

This section will contain some extra detail about gameplay elements that may not necessarily emerge in standard play of the game.

A copy of the rules, as well as any other extra details can be found at <http://www.obgames.co.uk/nextgoalwins>

# ALTERNATE PLAY MODES

Once you've got the hang of the standard rules of the game, feel free to mix up the rules to your own liking if you want. Some of our ideas are:

- 'First to X goal' matches.
- Footballers cannot repeat an action they performed on the previous attack.
- Temporarily exchange a footballer with another player at the start of a round.
- Plus more at [obgames.co.uk/nextgoalwins](http://obgames.co.uk/nextgoalwins)

## TARGET SELECTION

If a player picks up an Event or Tactic card that targets a single footballer, e.g, "your best shooter", but the team it affects has multiple footballers with the same stat value, the **player who picked up the card** should choose which footballer is affected.

## PLAYING OUT OF POSITION

During a match you can opt to play footballers outside of their assigned positions. However doing this will incur penalties, so plan ahead to avoid this if you can.

### Penalties suffered when out of Position:

- Skills cannot be used
- Outfielder stats are halved (rounded up)
- Outfielders have 1 for all GK position stats
- Goalkeepers have 1 for all Outfielder stats

## ODD NUMBER OF PLAYERS

In the case that you have an odd number of players, the match order will be slightly different to what was specified earlier in the guide, as each round, one player will have to sit out.

So for a five player game, for example, the match order will look something like this:

### 5 PLAYERS

#### ROUND 1

Player 1 vs Player 4  
Player 2 vs Player 3

#### ROUND 2

Player 1 vs Player 2  
Player 4 vs Player 5

#### ROUND 3

Player 1 vs Player 3  
Player 2 vs Player 5

#### ROUND 4

Player 2 vs Player 4  
Player 3 vs Player 5

#### ROUND 5

Player 1 vs Player 5  
Player 3 vs Player 4

# MANAGER MODE

If you're looking for another layer of strategy on top of what the standard game provides, you can give Manager Mode a try.

In this mode, every player gets to pick up a Manager card at the start of the game. These cards are then revealed and kept along with your team. (They do not count towards the hand size for footballers)

Unlike footballer cards, these do not directly take part in matches, but each Manager card has two special effects associated with it:

- Special Ability (Left)
- Transfer Policy (Right)

Special abilities may affect any part of the game and operate similarly to footballer skills. Some are conditional, whereas some are always active.

Transfer policies are restrictions or boosts that affect the transfer phase of the game. These policies cannot be ignored, so think carefully about how to work with or around them.



**QUICK THINKER**  
She can make substitutions at the start of an opponent's attacks

**BULK-BUY**  
She has a total of 5 transfers all season, but can make them whenever she wants

**RUKIA TANAKA**  
MANAGER 

Manager cards cannot be transferred during the Transfer Phases of the game like Footballer cards, so don't waste their (sometimes) limited potential!

## CONTACT US

Feedback - Got a question about our game, or any suggestions about how we can change or improve it?

Email us at: [obgamesuk@gmail.com](mailto:obgamesuk@gmail.com)

# GLOSSARY

- Action - One of the following (in reference to the offensive stats present on Footballer cards): Passing, Punting, Throwing, Crossing, Dribbling, Shooting or Heading.
- Attack - A player's turn in a match, during which they have control of the ball and attempt to score a goal.
- Discard - To remove a card from your hand. Discarded cards are put at the bottom of the deck they came from.
- Footballer - Refers to one of the Footballer cards.
- Goalscoring Opportunity - An action that leads to a goal, one of: Shooting, Heading, Dribbling (from STK position).
- Event - A type of wildcard. Their effect applies as soon as they are drawn from the deck.
- Injury - Caused by Wildcards and Footballer skills. A Footballer with an injury is unable to play in a match.
- Kickoff - The period between a match starting and any action being taken.
- Match - Two players facing off against each other with their teams.
- Outfielder - A Footballer who has a position of STK, MID or DEF.
- Player - Refers to a person playing the game. (i.e. You) Not to be confused with Footballer.
- Recruit - Adding a Footballer to your team. Footballer does not need to be in a deck.
- Retire - To remove a card from the game permanently.
- Round - A sequence of Matches as indicated by the Match Order tables.
- Season - Refers to an entire playthrough of the game. Ends when all matches are played.
- Skill - Refers to the Skill attribute on a Footballer card.
- Stalemate - The result of two players getting the same total when an action is performed.
- Tactic - A type of Wildcard. Played by players at given points during the game based on their defined restrictions.
- Transfer - Drawing a card from one of Footballer decks and (conditionally) swapping a member of your current squad for them.
- Transfer Phase - A phase of the game, during which players can make Transfers.

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