



Contents

- 4 Game boards
- 28 Player cards
- 17 Action cards
- 4 Goal cards
- 4 Cup cards
- 1 Rules sheet

The fun, footballing memory game that will have the whole family cheering!

There's an action-packed Cup Final ahead in this fun, footballing memory game with a twist! Collect players, use the action cards wisely and avoid injuries and bookings to build your team, score the winning goal and lift the cup!

Setting up

1. Before the very first game, pop out all the game pieces from their frames then recycle the excess cardboard (fully recyclable).
2. Each player takes a game board in the team colour of their choice, along with their goalkeeper card and cup card in the same colour.
3. Place the goalkeeper on the game board in the correct space (match up the shirt) – see the different levels of play below to decide which side of the board to use.
4. The cup cards are put to one side, lined up next to each other on show, ready to be lifted by the winning team at the end of the game!
5. Put any unused game boards, goalkeeper cards and cup cards back in the box – they are not needed.
6. Decide together what level to play and select the required cards – see the different levels of play overleaf to decide which cards to include.
7. Shuffle all the required cards together then spread them face down in a grid within easy reach of all players.
8. You are now ready for kick off!



Cards

Goalkeeper, player, goal and cup cards are all that are required in Levels 1 and 2. As well as these, additional action cards are required in Level 3 (see overleaf).



Goalkeeper



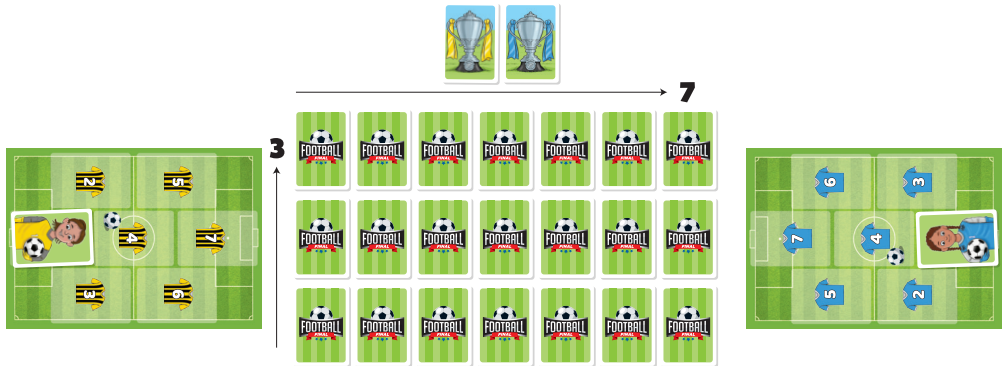
Player



Goal



Cup



2 player game set up for Level 2 with a 7 x 3 grid ready for kick-off!

Level 1 - Age suggestion: 3 years

Aim: Be the first person to build your full team then find your goal card to score the winning goal!

Game board: No shirt numbers. Player cards can be placed in any position.

Cards to include in the starting grid:

- **No action cards are used – put these back in the box.**
- The goalkeepers are already on the game boards therefore each team will have in the grid:
 - 6 player cards
 - 1 goal card
- See the table below for how many teams to include in the game and the starting grid size.
- **Any unused teams (player cards and goal cards) are put back in the box.**

Number of people playing	Number of teams to include	Total number of cards	Grid size
2	3 (choose an extra team to include) → put the unused team back in the box	21	7 x 3
3	3 → put the unused team back in the box	21	7 x 3
4	4	28	7 x 4

Play

1. The person who last kicked a football goes first.
2. Turn over one card from the grid.
3. For a player card:
 - a. If the player is in your team, place the card on your game board in any position.
 - b. If the player is not in your team, make sure everyone has seen the card then return it to the grid face down.
4. For a goal card:
 - a. If the goal is in your team colour, **return it to the grid face down and remember where it is for later in the game!**
 - b. If the goal is not in your team colour, make sure everyone has seen the card then return it to the grid face down.
5. Play passes to the next person.
6. Once you have found all your players and built your full team, find your goal card **on your next go** to score the winning goal and instantly win the game!
7. All players shake hands before the winner takes their team's cup card and lifts it into the air!

Level 2 - Age suggestion: 3 - 5 years

Aim: Be the first person to build your full team in the correct formation, then find your goal card to score the winning goal!

Game board: With shirt numbers. This level uses number recognition and number matching.

Cards to include in the starting grid: Same as Level 1 (see opposite).

Play

Use the same rules as in Level 1 with these exceptions:

- Each time you find one of your players, match their shirt number with the number on the game board and place the card in that position to build a winning formation!
- *Extension rule to further enhance understanding of numbers:* Once you have won the game and shaken hands, take all your players off the game board and line them up in number order from 1 to 7, ready to lift the cup!



Level 3 - Age suggestion: 5 - 11 years

Aim: Be the first person to build your full team in the correct formation, then find your goal card to score the winning goal!

Game board: With shirt numbers. This level uses number recognition and number matching.

Cards to include in the starting grid:

- **Action cards are included to create an action-packed Cup Final!**
- The goalkeepers are already on the game boards therefore each team will have in the grid:
 - 6 player cards
 - 1 goal card
- See the table below for how many teams and action cards to include in the game, and the starting grid size.
- **Any unused teams (player cards and goal cards) and action cards are put back in the box.**


Number of people playing	Number of teams to include	Number of action cards to include	Total number of cards	Grid size
2	3 (choose an extra team to include) → put the unused team back in the box	11 Don't use <ul style="list-style-type: none">• 2 tackles• 2 saves• 1 free kick• 1 yellow card → put these cards back in the box	32	8 x 4
3	3 → put the unused team back in the box	14 Don't use <ul style="list-style-type: none">• 1 tackle• 1 save• 1 free kick → put these cards back in the box	35	7 x 5
4	4	17 (use all of them)	45	9 x 5

Play

1. Use the same rules as in Level 2.
2. When an action card is turned over it **must** be picked up, resulting in that card's action (see opposite).
3. An action card can only be used once – once it has been used, put it back in the box.


Action Cards



Tackle  – take any one card from any person's board and return it to the grid face down whilst they close their eyes.

Important: A tackle card can be played as soon as it is picked up OR it can be saved by the person who picked it up to use as their turn later in the game. If so, this action counts as that person's turn instead of turning over a card from the grid.




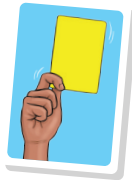
Save  – this card is saved by the person who picked it up to use later in the game and play passes to the next person.


When someone has a save card they can immediately stop another person from placing a player card on their game board or scoring their winning goal by shouting 'SAVE!' and holding up their save card. The player or goal card is then returned to the grid face down whilst the other person closes their eyes.

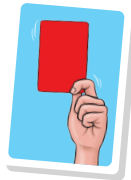
Important: This is an out-of-turn action, i.e. it does not count as that person's turn, as it can be used at any point when another person finds one of their players or goal card.




Free kick  – turn over 1 more card from the grid AND the person to your right misses their next turn for giving away a free kick!




Yellow card  – discard 1 card from your own board. Give it to someone else to return to the grid face down whilst you close your eyes.




Red card  – discard 2 cards from your own board. Give them to someone else to return to the grid face down whilst you close your eyes.



Injury  – miss your next turn whilst you receive treatment!



Penalty  – turn over 2 more cards from the grid AND the person to your left misses their next turn for giving away a penalty!



Made with 100% recycled and recyclable board



Water-based inks



Made in the Netherlands to reduce miles travelled

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