



# JUKEM SOCCER

## OFFICIAL PLAYBOOK

**2 PLAYER**  
**AGES 8+**  
**AVG. GAME 20-30 MIN.**  
**WHAT'S IN THE BOX?**  
 Deck of 56 cards

**OBJECT OF THE GAME**  
 Have the most goals after two halves of play.

**ABOUT THE CARDS**  
 The deck includes two types of cards:

- **Black-and-white offensive cards** (PASS, HEADER, FLOP, and SHOT) move the ball forward and take shots at the goal. Your offensive cards form your possession.
- **Red and yellow defensive cards** are penalty cards that remove your plays, and SAVE cards that try to block your goal shots. Only the unstoppable JUKEM card can protect you from them!

**SETUP**  
 1. Choose a player to be the dealer. The dealer shuffles the deck, then deals five cards face down to each player.

2. The dealer places the remaining deck face down to form the draw pile.

The discard pile: During the game, a discard pile will form next to the draw pile. Players cannot draw cards from the discard pile.

3. The non-dealing player takes the first turn. Players then alternate turns.

**ON YOUR TURN**  
 Place an offensive card (or combination of cards) from your hand face up in front of you, either to set up a shot or to take one (see "Setting Up a Shot" on this page and "Taking a Shot" on next page).

- If your opponent plays a defensive card, follow the rules for "Penalty Cards" or "Taking a Shot." Replenish your hand to five cards. This ends your turn.

- If your opponent can't play a defensive card, replenish your hand to five cards. This ends your turn. **Note:** If you scored a goal, see "Scoring a Goal" on next page.

**Can't make a play?** If no cards in your hand are playable, you may call for a substitution. Discard one card of your choice, then draw one card from the draw pile and make a play if you can. If you can't make a play, your turn is over.

**SETTING UP A SHOT**  
 In order to play a SHOT card to try to score a goal, you must first play 3, 4, or 5 offensive cards to get close enough to do so. The number of setup plays you need is shown at the top of each SHOT card.



**EXAMPLE**  
 You need to have at least four offensive plays before you can play this card.

The cards that set up a SHOT are PASS cards, HEADER cards, and the FLOP card.

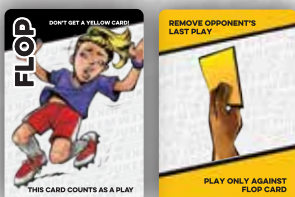


**EXAMPLE**  
 After you successfully play a HEADER card, draw up to five cards and take another turn. If your opponent plays a PENALTY card, your turn is over.



**Jukem**  
 If you're lucky enough to have the JUKEM card, you may play it immediately before playing an offensive card on your turn. This unstoppable card prevents your opponent from blocking your possession or goal shot. Shout "JUKEM!" or "JUKEM SHOT!" just before you play this card.

**Penalty cards**  
 As your opponent makes plays toward a goal shot, you may play PENALTY cards to remove them. If you play a PENALTY card on your opponent's turn, remove his/her play or possession as directed on the card. Place your opponent's cards and the PENALTY card face down onto the discard pile. Both players replenish their hands to five cards. This ends his/her turn.



**EXAMPLE**  
 This yellow PENALTY card removes your opponent's last play, but it can be played only against the FLOP card.

## EXAMPLE

The red PENALTY cards remove your opponent's entire possession



## TAKING A SHOT ON GOAL

Once you've made enough plays to take a certain goal shot, you may play that SHOT card on your next turn.

To take a shot at the goal, do the following:

- Before playing the card, say "SHOT!" Then hold your SHOT card face down in the center of the play area.
- If your opponent has a SAVE card, he/she holds it face down near your SHOT card.
- On the count of "three," you and your opponent flip your cards face up. Now check out the cards to see if your shot is blocked. See the examples below.

If your goal shot is blocked, place your possession, the SHOT card and the SAVE card into the discard pile. Both players replenish their hands to five cards. This ends your turn.

### A successful block:



## EXAMPLE

Your SHOT card shows three soccer balls in the boxes where you took the shot.



## EXAMPLE

Your opponent's SAVE card shows an "X" in each box where you took your shot. Your shot is blocked!

### An unsuccessful block:



## EXAMPLE

Your SHOT card shows two soccer balls in the boxes where you took your shot.



## EXAMPLE

Your opponent's SAVE card does not show an "X" in one of the boxes where you took your shot. You scored a goal!

## Scoring a goal

If you score a goal, place your possession beside you with the SHOT card face up on top, to remind you that you scored a goal. This ends your turn.

## ENDING A HALF

When the draw pile runs out, keep taking turns to play as many of your cards as you can. If one player runs out of plays, the other player can keep making plays until no more plays are possible.

Remember how many goals you scored in the first half. Then shuffle the entire deck and begin the second half, with the player who did not deal in the first half dealing. The second half plays and ends the same as the first half.

## HOW TO WIN

When the second half ends, the player with the most total goals wins. In case of a tie, play again. The player who scores the first goal wins.

