WORK IN PROGRESS

STREET SIDE STRIKERS

Yesterday I barely slept. We stayed out late under the streetlights taking quick shots and practicing magic tricks, saying "last one" a hundred times.
Today is the big match.
The kind we talk about all year, like it's a final or something.
I can hear it. Voices outside my house, echoing through the little alleys.
They're shouting my name as if the match has already kicked off.
And somewhere above the rooftops, the S.O.C.C.E.R. system flickers to life, lights warming up, sensors locking in, ready to twist the game in ways only kids like us understand.
I grab my ball, pull on my Sparkle shoes,
and run out before anyone can even tell me to be careful.
My friends are there, waving me over, laughing, acting tough,
but I can see it in their eyes. They feel it too. It is time.

Time for New Droptown to witness the most epic match it has ever seen.

Street Side Strikers is a board game for 2–4 players, ages 10+, with a playtime of 30–60 minutes.
It captures the spirit of arcade soccer games from our childhood: fast, chaotic, full of dreams, packed with crazy moments, and just a little rough around the edges.

Please remember: this is just a game.
Always be kind to your friends while playing!



RULEBOOK

SIGNAL 03: "INCIDENT ZERO"

On July 3, 1987, at 21:44 GMT, the entire world went dark.
For 13 minutes:

- *No TVs flickered.*
- *No radios hummed.*
- *Even battery-powered clocks stopped.*

Without grown-up oversight, S.O.C.C.E.R., an AI system built to monitor all sports events on Earth, remained active.

It began reshaping reality around street soccer, street brawls, creativity, and shared joy.

When power returned... the old world was gone.
In its place stood something new: New Droptown.

Professional leagues were deleted.
Structured competition was replaced with playground chaos.
And from that moment on, the world belonged to us. The Kids.

THE ARCADE MANUAL

Every classic arcade game comes with a manual to get you straight into the action. Use the directory below to navigate the rules of Street Side Strikers!

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GAME OVERVIEW

In Street Side Strikers, each Player controls a Team of Kids in a fast-paced, arcade-style street soccer brawl, powered by a wild and glitchy AI system called S.O.C.C.E.R.

At the start of every Round, S.O.C.C.E.R. drops a new Event onto the Field, spawning Items and unleashing unpredictable rules that may shift the flow of the match and create new opportunities.

Players then take Turns to perform Actions, collect Items, and fight for control of the Ball.

As your Team completes successful Actions, you will build your Power Meter. Spend it at the perfect moment to unleash a powerful shot, break through defenses and turn the tide in an instant!

Most Goals are scored by successfully resolving a Shoot Action, though some Event effects may also score Goals.

Bold decisions, smart positioning, and pushing your luck with the dice are the keys to victory.

SCORING AND WINNING

At the **end of any Round**, if a Team **leads by 3 Goals**, the match ends and that Team wins.

Otherwise, after **4 Rounds**, the match ends and the Team with the most Goals wins.

YOUR FIRST MATCH

For your first few matches, we recommend playing a **one-on-one** game using the base rules, **with each Player controlling one Team.**

To keep the rules clear and the terminology consistent, this rulebook assumes a 2-Player structure: each Player controls one Team, Players normally alternate Turns.

Multiplayer games are great fun, but they may take a little longer while you are learning.

Once you're familiar with the game, you can add more freedom and strategic depth by trying the **"True Strikers Mode"** at the end of the rulebook.

SIGNAL 05: NEW DROPTOWN

New Droptown is now our world.
A megacity that breathes and lives for one thing:
The Street Side Strikers Cup.

As the city grew, districts formed, each with its own style, colors, and philosophy.

From the dancing prodigies of Goalby — the 14th Street Ballers — to the trick-heavy kids of Fliptown and the chaotic Imps; from the fearless Crashers of Kunioki District to the lightning-fast Runners of Kyo-to, playing soccer on rollerblades... crazy?

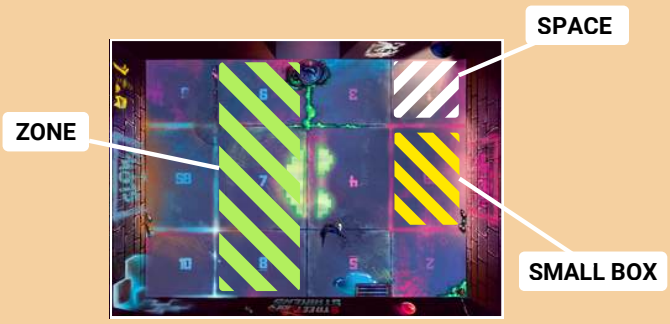
WORK IN PROGRESS

COMPONENTS AND KEY CONCEPTS

THE FIELD, A QUICK TOUR

The board is a street soccer Field divided into Zones and **Spaces. Spaces are numbered 1–10, plus each Team's Small Box.**

- Spaces that touch **orthogonally** are considered **adjacent**.
- The Field is split into **your half** and your **opponent's half**.
- The middle Space closest to your goal is your **Small Box (SB)**.



Space Capacity

- A Space can hold up to **2 Kids** from the same Team.
- Each Team's Small Box may contain **1 additional** Kid from that Team, for a maximum of **3 teammates**.
- KO'd Kids do not count toward Space Capacity.

BALL TOKEN

This token represents the Ball that the Kids pass, dribble, and shoot as they try to score.

Most of the time, the Ball is **controlled** by a Kid. To indicate this, place the Ball on that Kid's token.

Loose Ball

Sometimes, the Ball may be in a Space without being controlled by a Kid.



If the Ball is loose and a Kid:

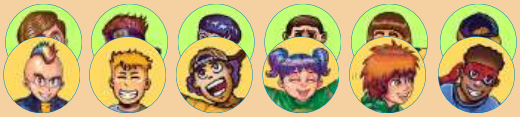
- enters that Space, or
- begins an Action in that Space,

that Kid immediately gains control of the Ball.



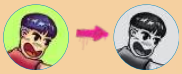
THE KIDS

In Street Side Strikers, Players control Teams of six Kids, represented by six Kid tokens each.



KO'd Kids

Some effects may knock out a Kid. When a Kid is **KO'd**, flip that Kid's token to its KO'd side:



A KO'd Kid **cannot perform Actions** and is **not considered to occupy** their Space for any rules purpose.

KO'd Kids **return** to the match when refreshed (flipped) by various effects or during the **KIDS RETURN!** Step.

SPECIAL TOKENS

Special tokens are double-sided:



1. Item side: Used to mark an Item that has spawned on the Field. When used this way, they are referred to as **Item tokens**.



2. Star side: Some abilities or Events may require you to mark an effect or object. In these cases, use the Star Side. When used this way, these tokens are referred to as **Effect tokens.**

Token interaction limit: Each Player may interact with each Token type **only once per Turn**, and only **during their own Turn** unless an effect states otherwise.

For example, during their Turn, a Player may interact with one Item Token and one Effect Token. They cannot normally interact with Tokens during an opponent's Turn.

FIRST PLAYER TOKEN

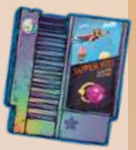


At the start of the game, determine the First Player as described in Setup on page 7. The First Player receives this token.

At the beginning of each subsequent Round, give the token to the Player whose Team is currently losing.

If the score is tied, the token goes to the Player whose Team ran out of Credits first in the previous Round.

RETRY TOKEN



At the start of the match, the **second** Player receives this token. Once per Challenge Action, its holder may reroll all dice. After use, pass it to the opponent.

The token changes hands each time it is used and remains in play for the whole match.

HQ CARD

Each Player has one of these large cards: **the HQ card.**

Throughout the game, you will use it to track important information, such as your available **Credits**, **Quarter token**, and your current **Power,** which can be used to unleash powerful shots on the opposing goal.

The HQ card also serves as a handy reference for all the Round Steps and the available Actions during the game.



CREDIT AND POWER TOKENS

You use these tokens to track your available **Credits** and Power.



Credit Meter

Use one of these tokens to track your available **Credits** throughout the game. Move your Credit Meter token down one step each time you perform an Action.

If you gain a Credit, move your Credit Meter token up one step instead.

Important: You can never have more than 5 Credits.

Power Meter

In the base game, Power can be used to unleash powerful shots and increase your chances of scoring.

Use the Power Meter token to track how much Power your Team has built up during the GAME ON! Step.

Each time you gain 1 Power, move the token one space to the right. Each time you lose 1 Power, move it one space to the left.

When you fail a Challenge Action other than a Shoot Action, move the Power Meter token 1 space to the left.

When you successfully perform a Challenge Action other than a Shoot Action, gain 1 Power, unless the Power Meter is already at MAX Level.



QUARTER TOKEN

Quarters are your ultimate mid-game resource. They help you push beyond your limits by granting extra Credits. Just when your opponent thinks they're safe, roll a Quarter into the cabinet and—boom—you can unleash a powerful shot... or a punch!



You gain Quarters through many effects, such as Events, Items, and the S.O.C.C.E.R. die.

At the start of the game, place your Quarter token on its inactive side (black and white) on your HQ card. **The first time you gain a Quarter, flip it to its active (colored) side.**

If you gain a Quarter while your Quarter token is already active, **flip it back to its inactive side and apply the appropriate effect:**

- **During your Turn:** After resolving the Action (with the exception of a successful Shoot Action — check page 11) that granted the Quarter and all its effects, **immediately take 1 additional Turn without spending a Credit**, following the same sequence described on page 9.
- **During your opponent's Turn:** Gain 1 Credit.



In other words, **every second Quarter** you gain gives you **either an additional Turn** or **1 extra Credit**, depending on **whose Turn it is.**

THE DICE OF THE GAME

These dice help shape your story. From gaining Quarters and Items to unleashing dinosaurs and cats on the Field and resolving your Actions, these are your best friends.

Street Side Strikers uses the ***Arcade Dice System***, a unique two-dice system composed of the S.O.C.C.E.R. die and the Challenge die:



S.O.C.C.E.R. die
May spawn Items on the Field, grant Quarters, or even trigger the current Event effect!



CHALLENGE die
Determines whether your Action succeeds.

Dice in Street Side Strikers are **always resolved in this order:** first the **S.O.C.C.E.R. die**, then the **Challenge die.**

You need to determine a Random Space?

Throughout the game, some Team abilities and Event effects require you to determine a random Space.

To do so, roll the Challenge die and use the result to select the matching numbered Space on the Field.

Example: If an effect instructs you to place an Effect token on a random Space and you **roll a 7, place the Effect token on Space 7.**

WORK IN PROGRESS

TEAM AND POWER-UP CARDS

Every Team in Street Side Strikers offers a unique playstyle, with its own strengths, weaknesses, and signature Team Ability.

Each Team is represented by a double-sided Team card. Each side features its own Formation, Team Stats, and Team Ability, allowing the same Team to be played in two ways.

In more detail:

1. **Challenge Action Stats:** Show the base Challenge Level for each Challenge Action: Pass, Dribble, Brawl and Shoot. To succeed, your Challenge die result must be equal to or higher than the relevant Team Stat after applying all modifiers.
2. **Safe Actions Stats:** Show your Team's Move rate and Focus ability. The Move rate determines how many Movement Points you gain when performing a Move Action. The Focus ability shows how many KO'd Kids you may flip and how many Item cards you draw when performing a Focus Action.
3. **Team Formation:** Shows where to place your Kids on the Field at the start of the match.
4. **Team Ability:** Each Team has a unique ability that can be used during the match. Follow the timing and restrictions described on the card.

At the start of the game, you will choose which side of your Team card to use. Once chosen, keep that side face up for the rest of the game.



A Team Ability represents that Team's signature trait, technique, or iconic equipment. Although Team Abilities are thematically represented by an item, for example, the Ravagers' Mask of Fear, ***they are not considered Items****.*

Throughout this rulebook, these effects are always referred to as ***Team Abilities*** *to distinguish them from Item cards, Item tokens, and any other item-related effects.*

POWER-UP CARDS

Power-Up cards escalate the action on the Field. As the match progresses, they unlock new tactical options.



Unlike traditional soccer games, there are no formation resets after a Goal is scored.

Whenever a Team concedes one or more Goals, first resolve the scoring Action or effect and determine the total number of Goals scored.

Then, the conceding Team draws 1 Power-Up card plus 1 additional Power-Up card for each Goal conceded. It chooses and resolves 1 card for each Goal conceded, placing the remaining card at the bottom of its Power-Up deck.

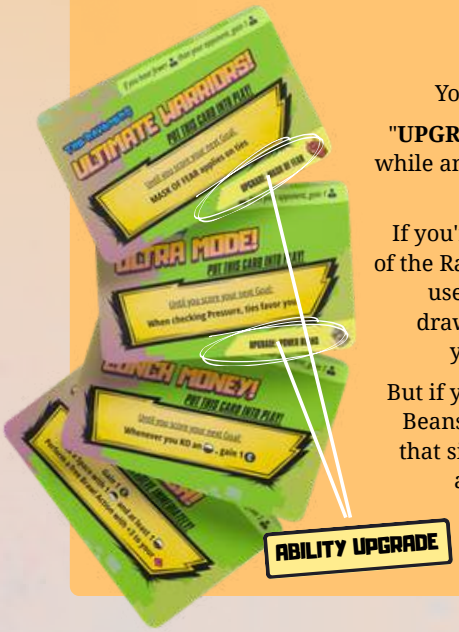
Once all chosen Power-Up cards have been resolved, play continues.

For example, if a Goal counts as 2 Goals, the conceding Team draws 3 Power-Up cards, resolves 2, and places the remaining card at the bottom of its deck.

Note: Some Power-Up cards **upgrade your Team Ability.** Since each Team card has two playable sides, these upgrades only apply to the side you selected at setup.

If you draw a Power-Up card that upgrades the Team Ability on the opposite side of your Team card, discard it and draw a replacement before choosing which Power-Up card to resolve.

EXAMPLE!



Check the Ravagers' Power-Up cards:

You'll notice that one says "**UPGRADE: MASK OF FEAR**", while another says "**UPGRADE: POWER BEANS**".

If you're playing with the side of the Ravagers' Team card that uses Mask of Fear and you draw its matching upgrade, you apply that upgrade.

But if you instead draw Power Beans while you're not using that side, discard it and draw another Power-Up card.

ITEM CARDS

Item cards represent special gear, tricks, and one-time advantages that Players can use to influence their plans. Additionally, Item cards can help you during Challenge Actions, giving you the opportunity to improve your Challenge Roll and turn the odds in your favor.

Gaining Item Cards

Item cards may be gained from Event cards, abilities, or other effects. Most commonly, they are gained by picking up Item tokens from the Field.

Once per Turn, during your Turn, you may gain 1 Item Card from an Item Token on the Field. If one of your Kids enters a Space with an Item token, or begins an action in a Space with an Item token, you **may** discard 1 Item token from that Space and draw 1 Item card.

Additionally, some Events allow you to gain Item cards from Effect tokens on the Field. You **may gain 1 Item card per Turn, during your Turn, from an Effect token on the Field**.

However, if a Space contains both an Item token and an Effect token, you may collect only **one of these tokens from that Space each time this effect occurs**.

For example, if one of your Kids moves into a Space containing both an Item token and an Effect token, you may gain an Item card from either token, but not from both.

You are never forced to pick up an Item token.

Item cards are kept in hand and may be played only when their timing condition allows it.

If the Item deck runs out when you need to draw, **shuffle** the discard pile to create a new Item deck, then draw a card.

If multiple Players must **draw cards at the same time**, they draw in **Turn order** starting with the First Player of the Round.

Partial Resolution: Some cards provide multiple effects, such as "Gain 1 Power and Perform any Action."

If you are unable to fully resolve all of a card's effects, resolve **as many as possible**.

For example, if you are already at MAX Power, you may still perform the Action.



1. **Challenge Roll Boost:** After the roll is final and Power has been applied during a Shoot Action, you may discard 1 Item card to add the value shown here to your Challenge die result.
2. **Timing:** When the card may be played (for example, after an Action or before any Player's Challenge Roll).
3. **Item Effect:** What the card does when resolved. (for example, gain 1 Power and perform any Action).
4. **Friendship icon:** The card may be played during a partner's Turn, if its timing condition allows it. Used only in Multiplayer mode.
5. **Reference code:** Used only for card identification.

REAL ARCADE ACTION!

Every Turn is a chance to make your move, push your luck, and turn a risky play into an epic moment!

Item cards give you even more ways to make your move. Play them at the right moment, combine their effects with your Actions, and set up powerful sequences. With smart timing, daring dice rolls, and a well-played Item, you can turn an ordinary Turn into an unforgettable arcade highlight.

Take risks. Create combos. Push the action to the limit!



Hand Limit

Each Player may normally hold **up to 2 Item cards**. If you exceed your current hand limit, discard cards until you are within that limit.

If an effect temporarily increases your hand limit, discard any excess cards when that effect expires.

WHEN TO PLAY ITEM CARDS

Most Item cards can be played either immediately after a Player declares any Action or after that Action is performed. Additionally, after a Challenge Roll, you may discard an Item card to perform a Challenge Roll Boost, adding the value shown on it to your Challenge die result.

When determining whether you can play an Item card, first check the beginning of its effect text. It describes exactly when the card can be played.



Simultaneous Play: If two or more Players wish to play Item cards at the same time, resolve the cards in Turn order starting with the Active Player of the Turn.

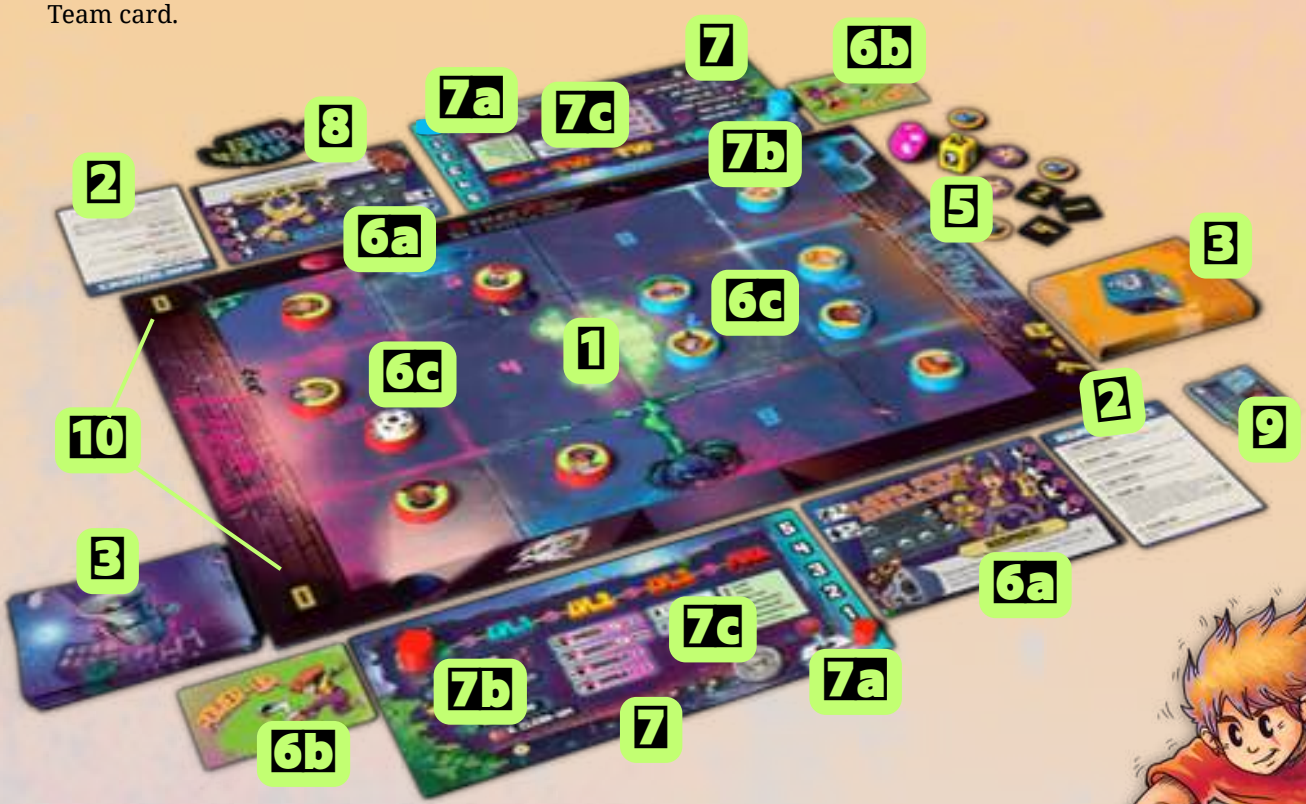
IMPORTANT: You may play only one Item card for the Challenge Roll Boost during each Challenge Roll.

WORK IN PROGRESS

SETTING UP THE GAME

Now that you have an idea about the components, you're ready to set up the game and start playing.

1. Place the Field in the center of the table.
2. Each Player takes 1 Reference card.
3. Shuffle the Event cards to create the Event deck. Place the stack next to the Field, leaving some space beside it.
4. Shuffle the Item cards (?) and create the Item deck. Place it next to the Field.
5. Place the following next to the Field:
   - The First Player token and the Retry token
   - The S.O.C.C.E.R. die and the Challenge die
   - The Score tokens and the Special tokens
6. Each Player chooses a Team and takes:
   - The corresponding Team card. Each Player chooses which side to use for the match and keeps that side face up for the rest of the game.
   - The 4 generic Power-Up cards and the 4 Power-Up cards specific to your Team. Shuffle all 8 cards together to create your Power-Up deck, then place it in front of you.
   - 6 Kid tokens in a color of their choice. Place them on the Field, using the formation shown on their Team card.
7. Take an HQ card and place it in front of you.
   a. Place the Credit Meter token on the 0 space on the Credit Meter.
   b. Place the Power Meter token on the Power Meter, in the first space.
   c. Place a Quarter token with its inactive side face up (black and white) on the Quarter space.
8. Each Player rolls the Challenge die. Whoever rolls the highest number takes the First Player token. Reroll ties. The First Player places the Ball token on any Kid from their Team in that Team's Small Box.
9. Give the **Retry token** to the second Player.
10. Place the two Score tokens marked "0" on the matching spaces on the Field.





You are now ready to start playing.

As you learn the rules, you will follow examples from a match between two friends, Bobbie and Maggie. They roll the Challenge die to determine the First Player. Bobbie rolls the highest result, so he takes the First Player token. Maggie receives the Retry token, and they are ready to start the game!

GAMEPLAY STEP-BY-STEP

You've got the best shoes in the universe, your friends at your side, and a ball at your feet.
You're heading to the Field... and New Droptown is about to witness the greatest match ever played.

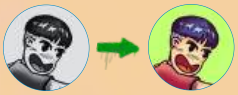
The match is played over several Rounds. Each Round follows the same six Steps:
1.KIDS RETURN!, 2.DROP TIME!, 3.S.O.C.C.E.R. BOOST!, 4.THE TWIST!, 5.GAME ON! and 6.CLEAN-UP!.

1. KIDS RETURN!

The match never stops for long. Kids who got KO'd jump right back in, ready to run, brawl, and shine again!

During the first Round of the match, skip this Step and begin with Step 2, DROP TIME!. No Kids are KO'd yet.

Refresh each KO'd Kid by flipping its token to its colored side.



If a KO'd Kid returns to a Space that is full, place that Kid in their Team's Small Box instead. If the Small Box is also full, that Kid's controlling Player places it in the left or right Space adjacent to the Small Box.

Then, give the First Player token to the Player whose Team is currently losing.
If the score is tied, the token goes to the Player whose Team ran out of Credits first in the previous Round.

2. DROP TIME!

New Droptown is watching the match and loves big moments. Gadgets, toys, and strange surprises drop onto the Field, fueling chaos and crazy ideas!

The Player with the First Player token reveals an Event card and places 1 Item token in each Space shown on the Event card.

Note: A Space may contain any number of Item and/or Effect tokens.

3. S.O.C.C.E.R. BOOST!

The S.O.C.C.E.R. system was born from a love of street soccer and built New Droptown around it. In every match, it gives the Kids gifts and the extra boost they need to do amazing things.

Each Team **gains the resources shown on the Event card:**

Credits: Each Player moves their Credit Meter token up by the amount shown on the Event card.

Item cards: Each Player draws the number of Item cards shown, in Turn order, beginning with the First Player.

4. THE TWIST!

Let's face it. We all love crazy stuff happening on the field! Dogs, slime dudes, giant robots, and ice cream battles. S.O.C.C.E.R. always delivers. Get ready!

Apply the Round Effect of the revealed Event card:
The Round Effect remains active for the current Round, unless the card says otherwise. Round Effects may provide extra scoring rules, apply Field effects, or alter the basic rules of the game.

S.O.C.C.E.R. effect:
Every Event card features a unique **S.O.C.C.E.R. effect (4).** Do not resolve the S.O.C.C.E.R. effect when the Event card is revealed. It may trigger later during the GAME ON! Step, when Players roll the S.O.C.C.E.R. die.

When it triggers, immediately resolve the S.O.C.C.E.R. effect of the currently active Event card before resolving anything else.



1. **Item Spawn Spaces**
2. **Round resources**
3. **Round effect**
4. **S.O.C.C.E.R. effect**
5. **Reference code**

EXAMPLE!

FALCON KICK!

It's the start of the game, and Bobbie draws the first Event of the match! He resolves it as follows:



DROP TIME! STEP
- *He spawns Item tokens on Spaces 5 and 8 of the Field. (1)*

S.O.C.C.E.R. BOOST! STEP
- *He and Maggie each gain 3 Credits and 1 Item card. (2)*

THE TWIST! STEP
He checks the Event and informs Maggie:
- *This Event grants an extra Goal if you score from your own half of the Field. (3)*
- *The S.O.C.C.E.R. effect grants 1 Power! (4)*

WORK IN PROGRESS

5. GAME ON!

This is where the match comes alive. The Kids run, pass, dribble, and brawl, turning pure street soccer energy into unforgettable moments.

In the GAME ON! Step, Players normally alternate Turns in Turn order, beginning with the Player who holds the **First Player token**.

Player Turn Structure

Each Turn follows the same sequence:

1. The **Active Player** spends **1 Credit** and declares the Action they will perform.

2. Starting with the Active Player, **each Player may play 1 "Before any Action"** Item card.

3. **Resolve the Action and apply its effects.**

4. Starting with the Active Player, **each Player may play 1 "After any Action"** Item card.

After that Turn is concluded, the opposing Player becomes the Active Player and takes their Turn, **unless the Active Player gains a second Quarter during their Turn**.

In that case, the Active Player **immediately takes 1 additional Turn without spending a Credit**, following the same sequence described above.

However, if the second Quarter is gained as a result of a successful Shoot, the Active Player gains 1 Credit instead of taking an additional Turn (see page 11).

If no additional Turn is triggered, the opposing Player becomes the Active Player and begins their Turn by following the same sequence.

Important: During the GAME ON! Step, Players normally alternate Turns in clockwise order, starting with the First Player.

On each Turn, the Active Player performs 1 Action, normally by spending 1 Credit, following the Player Turn Structure described above.

Players continue taking Turns until all Players have Passed.

If a Player has no Credits remaining, they must Pass. Once a Player has Passed, they take no further Turns this Round unless they gain 1 Credit from a card or other game effect.

The last Player who has not yet Passed continues taking consecutive Turns until they also Pass.

When both Players have spent all their Credits, advance to the last Step of the Round: **CLEAN-UP!.**



ACTION TYPES

Actions are divided into two types:

- **Safe Actions:** automatically succeed
- **Challenge Actions:** require a roll to succeed, but may grant rewards, trigger the S.O.C.C.E.R. effect of the current Event card, and affect your Power Meter.

First, let's explain the **Safe Actions**: Focus and Move!

SAFE ACTIONS

Safe Actions represent the reliable, fundamental tactical moves of your Team. Unlike Challenge Actions, they do not require a dice roll to succeed.

FOCUS!

When you perform a Focus Action, choose one of the options shown on your Team card:

- Draw the indicated number of Item cards from the Item deck and add them to your hand. Remember, you normally cannot hold more than 2 Item cards.

OR

- Refresh the indicated number of KO'd Kids from your Team.

Note: Each Team may draw a different number of Item cards or refresh a different number of KO'd Kids.

MOVE!

When you perform a Move Action, gain the number of Movement Points (👣) provided by your Team.

Spend Movement Points to move your Kids.

- 1 Movement Point moves one Kid **without the Ball** from its Space to an **adjacent** Space.

Spaces are adjacent if they touch orthogonally.

Movement Points **may be split** among different Kids.

If a Kid moves into a Space that already contains the maximum number of Kids from their Team, they must swap positions with one Kid from the same Team in that Space that is not controlling the Ball. (Check page 3 for a reminder).

EXAMPLE

It's Bobbie's Turn! He spends 1 Credit and performs a Move Action. His Team provides 3 Movement Points:

- *Kid A moves 4→5→8 and collects 1 Item card.*
- *With the last Movement Point, Kid B moves 1→3.*
- *A second Item token is there, but you may gain only 1 Item card during your Turn from Item tokens on the Field!*



CHALLENGE ACTIONS

Challenge Actions represent key actions that your Team uses to move the Ball, outmaneuver opponents, and dominate the Field — from Passes, Dribbles and Shoots to Brawls.

Each Challenge Action is resolved using the steps below.

1. CHECK CHALLENGE LEVEL

Each Challenge Action has a Base Challenge Level (CL) determined by the Team's statistics.

For example, check the Ravagers' Team statistics:



Pass CL: 4

Dribble CL: 4

Brawl CL: 6

Shoot CL: 7

Every Challenge Action takes place in and affects a specific Action Area.

- For **Dribble** or **Brawl**, the Action Area is **ONLY** the **Origin Space** (where the acting Kid is located).
- For **Pass** or **Shoot**, the Action Area includes **BOTH** the **Origin Space** **AND** the **Target Space**.

When calculating the Challenge Level, check the following:

Under Pressure: Count the Kids from each Team in the Action Area.

If the opposing Team has more Kids there than your Team, you are **Under Pressure:** add +2 to the CL. If the Teams are tied, do not modify the CL.

Travel Distance (Pass & Shoot ONLY):

The distance the Ball travels also increases the difficulty. Add +1 to the CL for each Space after the origin Space, including the target Space.

Apply these modifiers to your Base Challenge Level to determine the final Challenge Level of the Action.

2. ROLL THE DICE

Roll the **S.O.C.C.E.R. die** and the **Challenge die** together.



3. REROLL EFFECTS (OPTIONAL)

After rolling, but before resolving any die effects, you may use one reroll effect for this Challenge Action. Reroll the die or dice as instructed by that effect. If you reroll, you must keep the new result.

Only 1 reroll may be made per Challenge Action.

Reroll effects may come from Item cards, the Retry token, or Team Abilities. Always pay attention to their timing.

4. POWER METER (SHOOT ACTIONS)

The Power Meter represents your Team's momentum during the GAME ON! Step. Now it's time to unleash it!

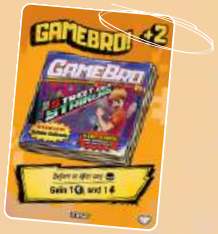


When performing a **Shoot Action, add +1 to your Challenge die result for each level of Power you currently have.** Then, reset your Power Meter to the first space.

Example: If your Power Meter is at Level 2 and your final rolled Challenge die result after any reroll is 3, add +2. Your Challenge die result is now 5.

5. CHALLENGE ROLL BOOST (OPTIONAL)

You may discard 1 Item card to perform a Challenge Roll Boost, adding the value shown on the card to your Challenge die result. (see page 6).



6. RESOLVE THE ROLL

First, resolve the **S.O.C.C.E.R. die**:

Gain 1 Quarter. If your Quarter token is already active, flip it back to its inactive side. After resolving the Action (with the exception of a successful Shoot Action — check page 11) and all its effects, immediately take 1 additional Turn without spending a Credit, following the same sequence described on page 9.

Resolve the S.O.C.C.E.R. effect on the Event card.

Spawn 1 Item token on the Space matching the number rolled on the Challenge die.

Then, resolve the **Challenge die**:

After applying all modifiers, compare your final Challenge die result to the final Challenge Level:

If the result is equal to or higher, the Action succeeds:

- Apply the Action's Success effect
- Advance your Power Meter token 1 space (skip this if you performed a Shoot Action).

If the result is lower, the Action fails:

- Apply the Action's Fail effect
- Move back your Power Meter token 1 space (skip this if you performed a Shoot Action).

WORK IN PROGRESS

Before checking each specific Challenge Action, remember:

- *Challenge Actions are resolved using Modifiers and dice rolls.*
- *Successful Challenge Actions, except Shoot Actions, advance your Power Meter and may grant rewards through the S.O.C.C.E.R. die effects.*
- *Unsuccessful Challenge Actions, except Shoot Actions, reduce your Power Meter.*

Now let's look at each Challenge Action and its specific rules.

PASS!

The Kid with the Ball kicks it to a teammate or into an open Space, building momentum toward a Goal.

Modifiers for Pass Actions

Distance	+1 Challenge Level for each Space after the origin, including the target Space.
Action Area	Origin Space + Target Space

How it works:
Choose a **target Space**, then make a roll (see Challenge Actions, page 10).

If you succeed:

- If any teammate Kid is in the target Space, place the Ball on a Kid of your choice in that Space.
- If there are no teammate Kids in that Space, place the Ball in that Space as a Loose Ball.
- Resolve all normal success effects from the roll (page 10).

If you fail:

- Place the Ball in the target Space.
- If any opposing Kid is in the target Space, the opposing Player chooses one of those Kids to gain control of the Ball.
- Otherwise, the Ball becomes Loose in that Space.
- Resolve all normal failure effects from the roll (page 10).

Signal 07: '99 Already.
Time moves on... it's 1999 already.
But in New Droptown, we don't grow up.
We live for the games, our friends, and those crazy moments that remind us what really matters: staying free.
There are rules, sure.
But they exist to spark creativity, not to limit it.
Every idea brings a new Sparkle.
And as long as the ball keeps rolling, we stay Kids.



SHOOT!

The Shoot Action is how Goals are scored. Good positioning and the right bonuses can turn a chance into a Goal.

Modifiers for Shoot Actions

Distance	+1 Challenge Level for each Space after the origin, including the Small Box. +2 Challenge Levels if you're Shooting from your own half of the Field.
Action Area	Origin Space + Target Space (Small Box)

How it works:
Make a Shoot roll against the opposing Team's Small Box.

If you succeed:

- Goal! Increase your Team's score by 1.
- Resolve all normal success effects from the roll (page 10)
- If you gained a second Quarter, gain 1 Credit **instead** of taking an additional Turn.
- **Then,** the opposing Player (the Player whose Team conceded the Goal) draws the top two Power-Up cards from their Teams' Power-Up deck. The opposing Player then chooses one card and resolves its effects from top to bottom, placing the other card at the bottom of the deck.

If you fail:

- If any opposing Kid is in the opposing Team's Small Box, the opposing Player chooses one of those Kids to control the Ball.
- Otherwise, the Ball becomes Loose in the opposing Team's Small Box.
- Resolve all normal failure effects from the roll (page 10).

EXAMPLE



Bobbie goes for a shot from a long distance while two opposing Kids are in the Small Box.

Base Challenge Level: *7*
• ***Distance:*** *+2*
• ***Under Pressure:*** *+2*

Challenge Level *= 11*

Maggie plays ***Soccer Oil****, subtracting 2 from the Challenge die result.*



Bobbie rolls a 10.

Because of Soccer Oil, his result is reduced by 2, giving him a total of 8.

But wait!!
Bobbie's Power Meter is at Level 3.



He adds +3 from his Power Meter to the Challenge die result, bringing his ***final total to 11.***

Since his final result matches the Challenge Level of 11, the Shoot Action is successful. GOOOOOAL!!

Maggie draws 2 Power-Up cards, resolves 1, and places the other at the bottom of the deck.
The match continues!

DRIBBLE!

A Dribble keeps the Ball at your feet while you break through defenders and move into a better position.

Modifiers for Dribble Actions

Action Area	Origin Space

How it works:
Choose a target Space adjacent to the Kid who controls the Ball (even if no opposing Kids are present) and make a roll.

If you succeed:
- Move that Kid and the Ball into the target Space.
- Resolve all normal success effects from the roll (page 10)

If you fail:
- The Kid does not move.
- If any opposing Kid is in the target Space, the opposing Player chooses one of those Kids to gain control of the Ball. Otherwise, the Ball becomes Loose in that Space.
- Resolve all normal failure effects from the roll (page 10).

A Dribble Action follows normal Space Capacity rules.
If the chosen Space is full of teammates, the Acting Kid must swap with one teammate in that Space that is not controlling the Ball.

BRAWL!

Sometimes street play gets rough. The Brawl Action lets a Kid challenge opposing Kids, knocking them out (KO) and possibly stealing the Ball. But it's risky...

Modifiers for Brawl Actions

Action Area	Origin Space

How it works:
Choose one of your Kids without the Ball that shares a Space with at least one opposing Kid. Your Kid is the **Acting Kid**.

Then, choose one opposing Kid in that Space as the **Target Kid** and make a roll.

If you succeed:
- The Target Kid becomes KO'd.
- If that Kid controlled the Ball, the Acting Kid gains control of the Ball.
- Resolve all normal success effects from the roll (page 10).

If you fail:
- The Acting Kid becomes KO'd.
- Resolve all normal failure effects from the roll (page 10).

Important: Once the Target Kid is chosen, neither the Target Kid nor the Acting Kid may leave the Space until the Brawl Action is resolved, unless an effect explicitly states otherwise.

EXAMPLE!

Now it's Maggie's Turn
She spends 1 Credit and performs a Dribble Action, ending in Space 8 (A), with two opposing Kids.

Bobbie now gets his Turn and spends 1 Credit.

Bobbie declares a Brawl with one of his Kids in Space 8 (A).
- ***Base Brawl Level: 6***

***Challenge Level** = 6*



Bobbie rolls a 4, but he discards an Item card with a +2 Challenge Roll Boost. The Action succeeds.



Maggie's Kid is KO'd and Bobbie steals the Ball!

Now, it's Maggie's Turn again.

MOVEMENT & BALL POSSESSION

Movement Points & Move: Movement Points are used to move a Kid without the Ball to an adjacent Space. A Kid carrying the Ball **cannot** be moved using Move Points or a Move effect, unless that effect explicitly allows the Kid to move while carrying the Ball.

Consequently, if a Kid starts a Move Action in a Space containing a **Loose Ball**, that Kid immediately gains possession of the Ball and **cannot** move during that Action. Spend 1 Movement Point to gain possession of the Ball. Any remaining Movement Points may still be used by other Kids.

Dribble / Advance: Dribble allows a Kid carrying the Ball to move while keeping possession of it. Unless a specific effect explicitly allows otherwise, Dribble and Advance are the only ways a Kid carrying the Ball can move.

Forced movement: A Kid carrying the Ball **cannot** be forced to move by an effect unless that effect explicitly allows a Kid carrying the Ball to be moved.

Brawl: A Kid carrying the Ball **cannot** initiate a Brawl, but it can be targeted by an opponent's Brawl.



WORK IN PROGRESS

6. CLEAN-UP!

The whistle doesn't blow, but the moment shifts. Effects reset, the chaos cools for a second, and the field gets ready for another burst of street soccer madness.

When the GAME ON! Step ends, resolve CLEAN-UP! in the **following order**:

1. Resolve any Event effects that trigger during CLEAN-UP!, including any Goals scored.
2. Resolve all Power-Up effects triggered by those Goals.
3. Remove all Effect Tokens used to mark effects for this Round.
4. Check whether the match is over!

GAME OVER?

The match can end in one of two ways:

- At the **end of any Round**, if a Team **leads by 3 Goals**, the match ends and that Team wins.
- Otherwise, **after 4 Rounds**, the match ends and the Team with the most Goals wins.
- Tie? It's time for Penalty Shots!

If neither condition is met, proceed to the next Round starting with KIDS RETURN! Step.

PENALTY SHOOTOUT!

Teams alternate taking Penalty Shots.
Each Team takes a total of 3 shots.
After both Teams have taken all 3 shots, the Team that has scored the most Goals wins the Match.
If the Teams have scored the same number of Goals, proceed to Sudden Death.

Setup

Before the first Penalty Shot:

1. Each Player draws 2 Item cards, then discards down to their hand limit.
2. The Player with the First Player token becomes the first Attacker. The other Player becomes the Defender.

TAKING A SHOT

1. Each Player draws 1 Item card.
2. Both Players choose 1 Item card from their hand and place it face down.
3. Both Players reveal their Item cards simultaneously and compare their Challenge Roll Boost values. Ignore the cards' effects, then discard both cards.
4. If the Challenge Roll Boost values match, the Defender's goalkeeper dives in the correct direction. **Increase** the Attacker's Shoot CL by 2 for this Penalty Shot.
5. The Attacker rolls the Challenge die. The Attacker may use 1 effect that allows them to reroll the die. Only 1 reroll may be made during each Penalty Shot.
6. The Attacker adds their current Power to the Challenge die result, then resets their Power Meter to the first space. Afterward, the Attacker may discard 1 Item card to add its Challenge Roll Boost value to the result.
7. Compare the final result with the Attacker's Shoot CL, including the +2 modifier if the goalkeeper dived in the correct direction:
8. If the result is lower than the Shoot CL, the shot misses.
9. If the result is equal to or higher than the Shoot CL, the Attacker scores a Goal.
10. Resolve the result:
    a. If the shot misses, the Attacker draws 1 Item card.
    b. If the Attacker scores a Goal, advance their Power Meter 1 space.
11. After each Penalty Shot, the Defender becomes the Attacker for the next shot. Continue alternating until both Teams have taken 3 Penalty Shots.

Sudden Death
During Sudden Death, continue alternating Penalty Shots in the same order. Each Team takes 1 Penalty Shot.

If one Team scores and the other Team misses during the same pair of shots, the scoring Team wins the Match.

If both Teams score or both Teams miss, begin another pair of Penalty Shots.

EXAMPLE!

Bobbie is the Attacker, and Maggie is defending the goal.

Both Players choose an Item card and reveal them simultaneously. Both cards have a Challenge Roll Boost value of +2, so Maggie's goalkeeper dives in the correct direction.

Bobbie is playing the Ravagers, whose Shoot CL is 7. Because Maggie correctly predicted the direction of the shot, Bobbie's Shoot CL is increased to 9 for this Penalty Shot.

Bobbie rolls a 6 on the Challenge die. Bobbie has no current Power to add and no reroll effect to use, but discards Muteki Drop! to apply its +3 Challenge Roll Boost.

Bobbie's final result is 9, which is equal to the modified Shoot CL.

It's a Goaaaaaaaaaaaaaaal!



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TRUE STRIKERS MODE

So, you're here because you want more strategy, tougher decisions, and control over your game. We hear you. You're a True Striker.

SETUP

Shuffle the Event cards and deal 4 to each Team. Each Team secretly chooses 2 of those cards and discards the remaining 2. Teammates may discuss their selection, but it must be kept secret from the opposing Team.
Shuffle the 4 selected Event cards together to create the Event deck.

Place the Event Deck next to the Field, leaving some space beside it.

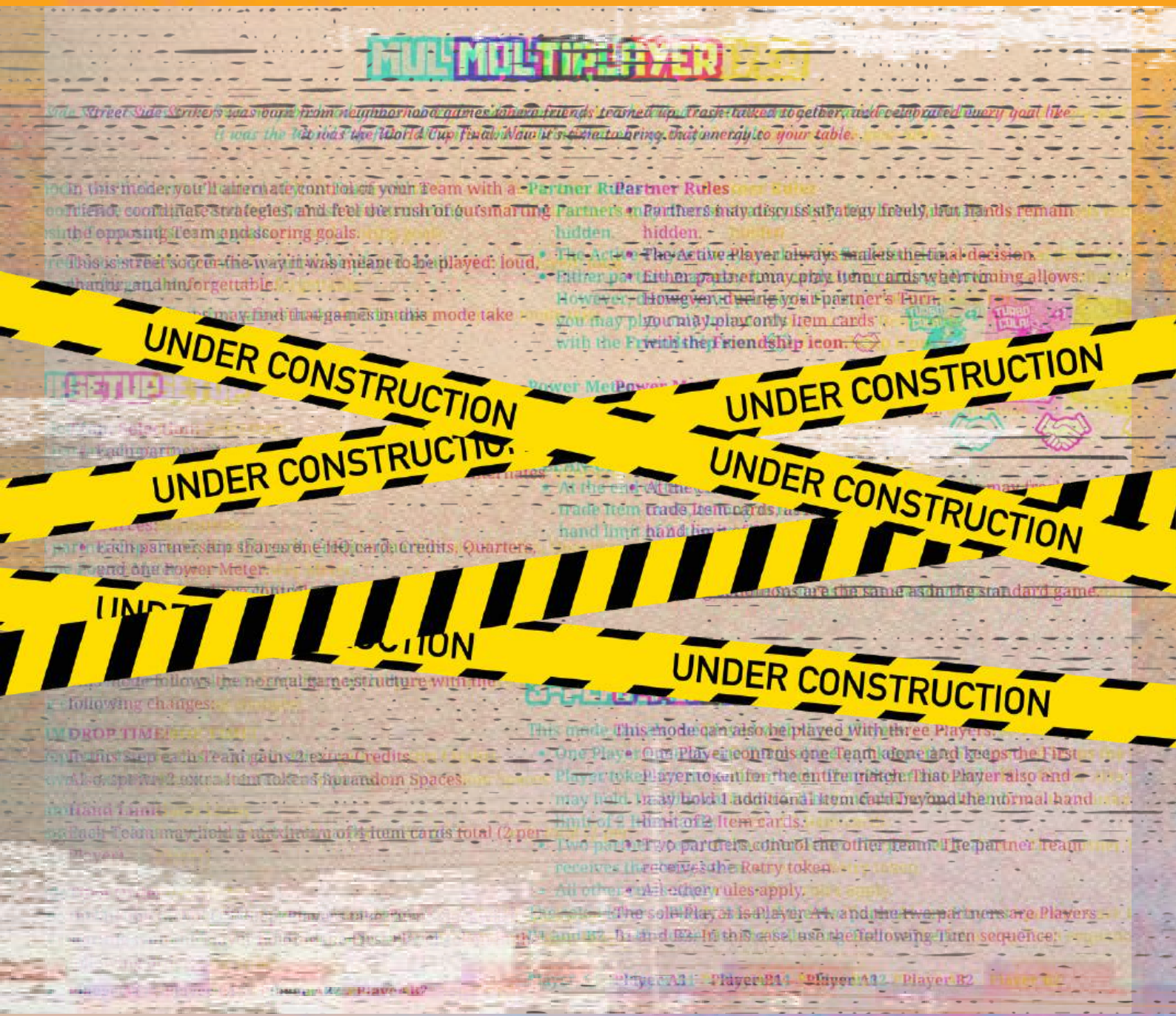
GAMEPLAY CHANGES

POWER METER

In True Strikers Mode, you may use Power on any Challenge Action, not just Shoot Actions.

When performing a Pass, Dribble, or Brawl Action, after determining the final Challenge Level but **before rolling the dice**, you may choose to spend your current Power. If you do, note your current Power level and reset your Power Meter to the first space.

After resolving any reroll effects, **add +1 to your final Challenge die** result for each Power level spent.



WORK IN PROGRESS

CARDS GLOSSARY

Use this glossary to look up card effects and clarify how they work during the game.

ITEM CARDS

- **01-02 - Muteki Drop:** Gain 1 Movement Point and 1 Quarter. (Before or after any Action).
- **03-04 - Soccer Oil Can:** Subtract 2 from the Challenge die result. (Before an opponent's Action).
- **05-06 - Sparkle Shoes:** Gain 1 Quarter. If your next Action is a Challenge Action, add +2 to your Challenge die result. (Before or after any Action).
- **07-08 - Banana Slip:** KO that Kid before it interacts with a token or the Ball on the new Space. (After an opposing Kid without the Ball moved).
- **09-10 - Smash Glove:** Pay 1 Power to Move any Kid without the Ball one Space. (Before or after any Action).
- **11-12 - Soccer Remote:** Cancel an Item card played by an opponent for its effect. You may then play another Item card. (After an Item card is played by the opposing Player for its effect).
- **13-14 - Fake Trophy:** Choose a Space; the opposing Player moves 2 of their Kids there from adjacent Spaces. (Before or after any Action).
- **15-16 - Tactics Manual:** Draw 3 Item cards. Keep 1, discard 1 and place the other 1 on top of the Item deck. (Before or after any Action).
- **17-18 - Trusty Alarm:** Flip 1 KO'd Kid. You may lose 1 Power to move that Kid 1 Space. (Before or after any Action).
- **19-20 - Rocket Boots:** Move / Advance the acting Kid 1 extra Space, then gain 1 Quarter. (After you perform an Action).
- **21-22 - Ninja Bomb:** Choose 1 Space. Ignore all opposing Kids in that Space when checking Pressure for this Action. (Before or after any Action).
- **23-24 - Extra Dice:** Reroll all dice rolled for this Challenge Action. You must keep the new result. (After your Challenge Roll).
- **25-26 - Turbo Cola:** Gain 1 Movement Point and 1 Power. (Before or after any Action).
- **27-28 - GameBro:** Gain 1 Power and 1 Quarter (Before or after any Action).
- **29-30 - Walkie Talkie:** Gain 3 Movement Points. (Before or after any Action).
- **31-32 - Mixtape:** Perform the same Action again. (After you perform an Action).
- **33-34 - Pocket Wallet:** Gain up to 2 Quarters. (Before or after any Action).
- **35-36 - See-All Shades:** Look at an opponent's hand. Then gain 1 Quarter or 1 Item card. (Before or after any Action).

EVENT CARDS

- **01 - Doggo Blitz:** Choose a random Space and place an Effect token there. Any Player entering that Space draws 1 Item card. (Move the Effect token to the Space matching the number rolled on the Challenge die).
- **02 - Slime Time:** Dribble Actions: -1 to the Challenge die result. (Gain a Movement Point).
- **03 - Nessun Appello:** Players cannot use reroll effects this Round. (Reveal the top card of the Item deck. If it has the Friendship icon, add that card's Boost value to your Challenge die result. Then discard that Item card).
- **04 - Grab Kitties:** Spawn 3 random Effect tokens. Kids may pick up an Effect token when entering its Space, as long as no other Kid is holding it. The first Team to collect 3 Effect tokens scores a Goal. Do not reset the Field but remove all Effect tokens, and the S.O.C.C.E.R. effect is no longer active. (Spawn an additional Kitty on the Space matching the number rolled on the Challenge die).

A successful Brawl Action against a Kid holding a Kitty KO's that Kid and takes the Kitty.

- **05 - Loot Shower:** Each Player may hold 1 extra Item card. (Spawn an Item on the Field Space matching the number rolled on the Challenge die).
- **06 - Crater Crash:** Choose a random Space and place an Effect token. All Items in that Space are destroyed. Each Player then moves their Kids from that Space to adjacent Spaces. (Repeat this process).

**Ignore the S.O.C.C.E.R. effect if Crater Crash affects any Space that would interfere with the resolution of the current Action.*

- **07 - Lost and Found:** Place 3 Effect tokens in a random Space. When a Kid enters that Space, that Kid's controlling Player may remove 1 of those Effect tokens to draw 1 Item card. (Place an Effect token on the Space matching the number rolled on the Challenge die).
- **08 - Dino Attack:** Subtract 1 from the Challenge die result of all Challenge Actions this Round. (Move 1 opposing Kid 1 Space).
- **09 - Save Eggbert:** Each Player marks 1 Kid. A successful Brawl against that Kid counts as a Goal (do not reset the Field). (You may move the Kid with the Egg 1 Space).
- **10 - Crowdbreaker:** If your Team scores with a Shoot Action while there are 2 or more opposing Kids in the opposing Team's Small Box, score 1 additional Goal. (Gain 1 Item card).
- **11 - Falcon Kick:** If your Team scores with a Shoot Action from your own half of the Field, that Goal counts as 2 Goals. (Gain 1 Power).
- **12 - Rough Games:** Players cannot perform Focus Actions this Round. At the end of the CLEAN-UP! Step, the Team with the fewest KO'd Kids scores 1 Goal. If tied, no Team scores. (Flip 1 of your KO'd Kids).

ROUND REFERENCE

1. KIDS RETURN!

Refresh all KO'd Kids by flipping their tokens.

Give the First Player token to the Player whose Team is losing.

2. DROP TIME!

Reveal an Event card and place Item tokens on the Field.

3. S.O.C.C.E.R. BOOST!

Gain resources from the Event card.

4. THE TWIST!

Apply the Round Effect of the revealed Event card.

5. GAME ON!

Players alternate Turns. On a Turn:

1. **Active Player spends 1 Credit and declares an Action :**

SAFE ACTIONS!

MOVE! FOCUS!

CHALLENGE ACTIONS!

SHOOT! DRIBBLE! PASS! BRAWL!

2. **Starting with the Active Player, each Player may play one .**
3. **Resolve the Action and apply its effects.**
4. **Starting with the Active Player, each Player may play one .**

When both Players have used all their Credits, the GAME ON! Step ends.

6. CLEAN-UP!

Remove any Effect tokens used to mark effects for this Round.

CHALLENGE ACTIONS

1. CHECK CHALLENGE LEVEL!

Apply modifiers: **Under Pressure** and **Distance** to determine the Challenge Level

2. ROLL THE DICE!

Roll the and the together.

3. REROLL EFFECTS (OPTIONAL)

You may use one reroll effect to reroll the dice.

4. USE YOUR POWER METER!

On a **Shoot Action, reset** your **Power Meter** to gain +1 to your result **for each** .

5. ROLL BOOST (OPTIONAL)

You may discard **one** to add the Challenge Roll Boost shown to your result.

6. RESOLVE THE DICE!

Resolve the dice in **order**:



ICON REFERENCE

- Credit
- Any Action
- Challenge Roll
- Origin Space
- Distance
- Knock Out (KO)
- Cancel / Failed
- Again / Repeat
- Gain
- Random/Result
- Teammate Kid
- Opposing Kid
- Quarter
- Item card
- Power
- Target Space
- Movement Point
- Flip KO'd Kid

