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Introduction

In Time of Soccer you take the control of a football club along a season. During the game you will have to make football players' signings and hire managers, talent scouts and technical secretaries. The best TV and advertising contracts should also be yours to ensure your team's finances! Through several weeks you will compete in the city for the best signings, finishing them with exciting and rapid matches. These games will really prove your team's level, so be sure you can win them week by week to lead the competition!

Enjoy exciting games, both solo or against your friends, with Time of Soccer!

Game Components

Main board: Market and management scoreboards.

Personal club boards, each one personalized with the badge, logo and colors of every team.

10 Starting tiles per team, which include a Manager, a Talent Scout, a Community Manager, a Technical Secretary and 6 initial Football Players.

6 "Neutral Teams Level" double-faced tiles, and 5 "Neutral Teams Clashes" tiles.

1 set for each player with their correspondent colour: 8 cubes, 1 disc and 1 wooden car.

1 set for each neutral team: 1 cube and 1 disc (2 total sets, in black and purple)

15 White cubes.

5 White dice and 1 blue dice.

2 Round markers (white meeples).

1 First Player marker (pink meeple).

1 Pre-season tile.

5 "Time of Soccer" Day of League double-faced tiles (with first and second leg).

132 tiles distributed in 4 tile decks (41 in Deck I, 35 in Deck II, 30 in Deck III and 26 in Deck IV)

8 Cup Raffle tiles with the "LaBSK" Cup logo in the back and teams' shields in the front

15 tiles of football players for "Variant unique football players start".

1 Set of two values billetes \$ 1 and \$ 5.

Game Setup

1








Place game tiles into their Decks looking at their backs (Deck I to IV). Take 7 random tiles from each deck and put them back in the game box. Shuffle each deck separately and place them in the table.

2



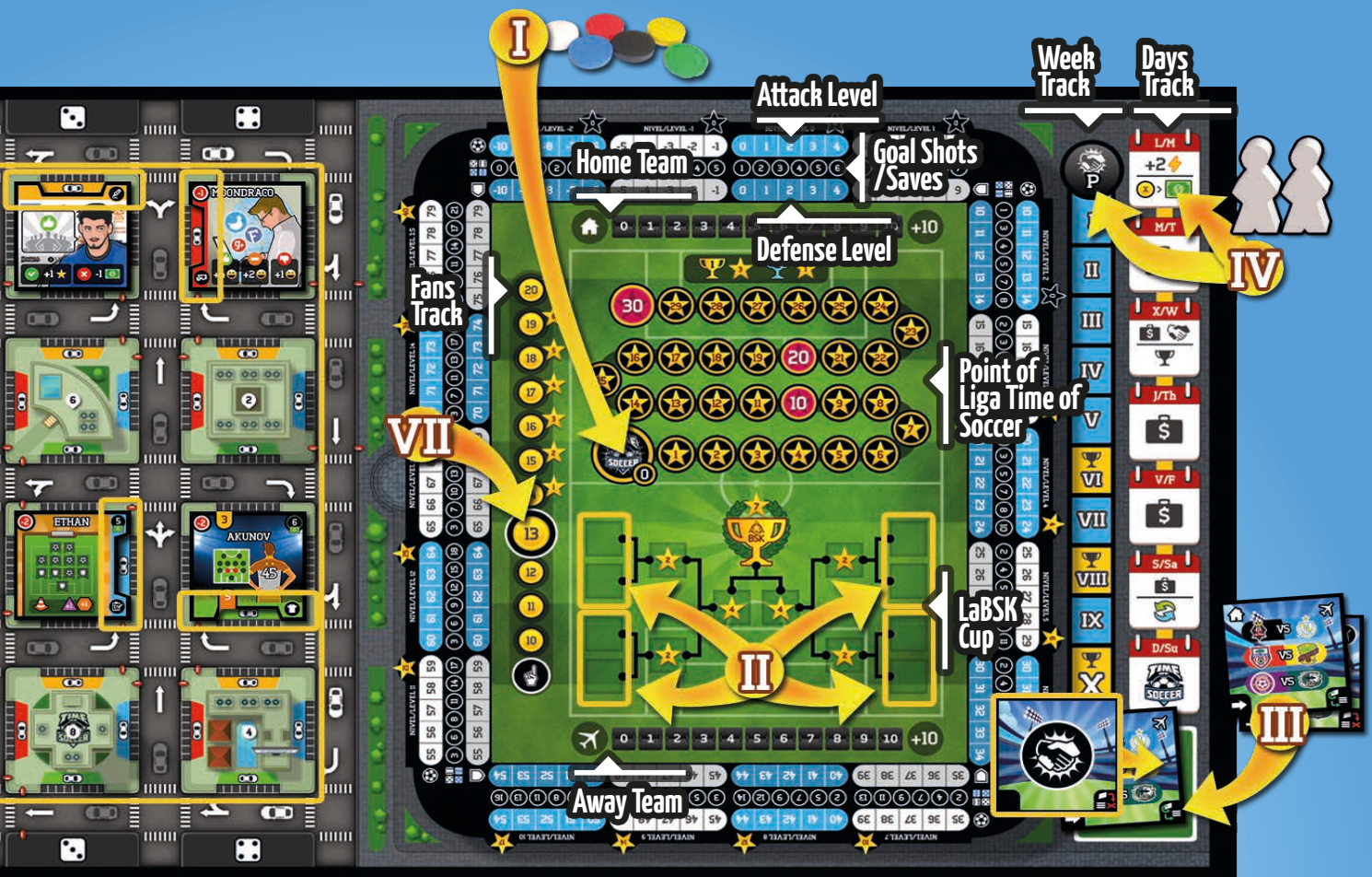
3

Each player chooses one of 4 available Teams and takes the corresponding set of pieces: Mollerusa (blue), Mojea (red), Palmeras (yellow), or Lagartos (green).

- A** Takes the Club board and puts it in front of him.
- B** Places a cube of their colour in the Economic Balance track. The initial value depends on the number of players: 10 for solo games, 9 with 2 players, 8 with 3 players or 7 with 4 players.
- C** Takes their starting **Technical Secretary** , **Talent scout**  and **Community manager**  tiles and places them in their corresponding positions on the right side of the Club board. All three have their space marked with an indicative image.
- D** Takes the Manager starting  tile and places it in the space left for the main Manager, up on the left side of the Club board.
- E** Randomly chooses some Football player tiles  from their 6 initial ones. The numbers depends on how many players the game has: 1 in solo games, 2 with 2 players, 3 with 3 players or 4 with 4 players. Put back the remaining tiles in the game box. Then every player will place their initial Football players in their corresponding positions according to the paragraph "Placing football players in the team". (Pag. 9).



2



Place the main board in the center of the table, accessible to all players.

4



Select a "Neutral Teams Level" tile, according to the difficulty that players desire for their game. Level 2 is recommended for the first game. Place it next to the Main Board showing the side with the week 1 to 5 up.

Select a "Neutral Teams Clashes" tile according to the difficulty players desire for their game. Also Level 2 is recommended for the first game. Place it onto the selected "Neutral Teams Level" tile, marking the Week 1 as the current week.



Choose a player at random. That player takes the First Player marker

Choose a player as bank and place accessibly to him the money from The Bank. Each player will receive 5 \$ as initial money.



- I Place all 6 coloured discs in the 0 position of the "Time of Soccer" League scoreboard. All 6 teams will play the League, even if they are not controlled by players.
- II Take one cube of each color (1 blue, 1 red, 1 green, 1 yellow, 1 black and 1 purple) and 2 white cubes. Those will correspond to 2 more neutral teams (Los Mineros and Vetusto) that will play the Cup. Shuffle the "LaBSK" Cup tiles for the raffle. For each of the initial boxes of the Cup, draw a tile randomly and place the cube of that team on the corresponding box. When finished, return the tiles to the game box.
- III Shuffle the "Time of Soccer" League tiles with the icon ➡ up. Place them in the space under the "D/SU" (Sunday) on the Days track. Place the Pre-season tile over them. The players can always examine these tiles to see in which order will they play the matches, but they are not able to modify their order.
- IV Place a Round marker (white meeple) on the "P" space in the Weeks track. Place another one on the "L/M" space in the Days track.
- V Take the tile deck I and fill all the Market board spaces with them face up. The gap in the tiles must be faced to its correspondent color in each of the spaces, as shown in the illustration.
- VI Each player places their car, which represents the Talent scout of their Club, in a box marked with a white car (located in the corners of the Market board). The initial player will be the first one placing and the rest will continue clockwise until all of them have placed their car. Two players can place their car in the same box if they want to.
- VII Each player places a cube of their color in the "13" position of the Fans track, representing the number of fans that the team will have when starting the game.

The Game

A game of Time of Soccer consists on 11 rounds, called weeks. The first round corresponds to the Pre-season, while the 10 remaining ones will be called League Days and will be numbered from 1 to 10. To take the account of the weeks, a Round marker (white meeple) is used on the Weeks track. This track begins with a "P", standing for Pre-season. Weeks 6, 8 and 10 are also called Cup weeks.

Each of these weeks (rounds) are divided into 7 turns that correspond to the days of the week (Monday to Sunday). In each day players will be able to perform a different action. To take the account of the days a Round marker (white meeple) is used on the Days track. This track begins in the position "L/M", which stands for Monday (and Lunes, in Spanish).

After every turn, the Days track marker will go forward to the next day. If the day was a "D/S" (Sunday) it will go back to the beginning of the track, on the "L/M" position. In addition, the Weeks track marker will also advance a position. If this marker was already in Week 10, the game will be finished and points should be counted. The way to count is described in the section "Game Score".

Turns according to the current day

In each of the turns (days), all the players, beginning with the first player and continuing clockwise, will perform one of the possible actions for that concrete day.

In the game box you will find a game hints that you can use during the game as a reminder of the possible actions depending on the current day and the resolution of matches between players or between players and Neutral.



Summary of Possible actions according the day



Summary of resolution of matches

Possible actions according the day



"L/M" (Monday): "Collection day". The First player marker (pink meeple) will pass to the player sat on the left of the current first player.



"M/Tu" (Tuesday): "Market day".



"X/W" (Wednesday): Each player will perform just one of these actions. If it's possible, they'll have to perform the one displayed before in this list:



1. If the Weeks track is in a "Cup week" (6, 8 or 10) and the player's team has not been eliminated from "LaBSK" Cup, the player must play his corresponding match. This match is defined according to the procedure described in the paragraph "Match day of the LaBSK Cup" (Pag. 9).



2. If the player possesses a Friendly Match tile, they must receive the benefit of the tile and then remove it from the game. If the Fatigue variant is applied, the player must reduce his Energy level as pictured on the Friendly Match tile.



3. If any of the previous conditions are not fulfilled, the player will just make a "Market Day".



"J/Th" (Thursday): "Market Day".



"V/F" (Friday): "Market Day".



"S/Sa" (Saturday): "Market Day". After it, "Market Movements" will be made.



"D/Su" (Sunday): There are two options:

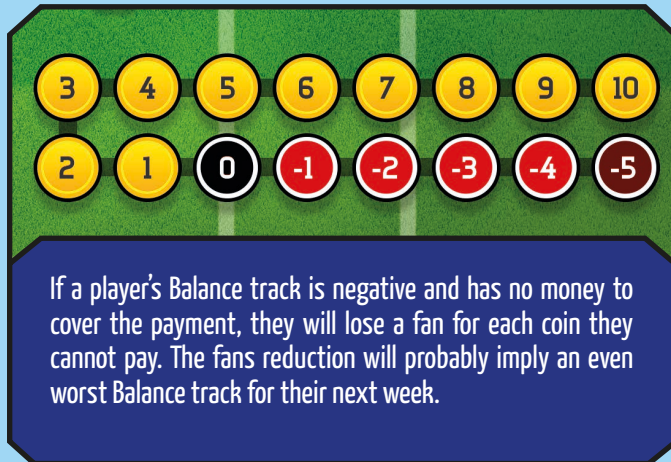
1. If the Weeks track is in the "P" space (Pre-season), each player with a Friendly match tile must receive the benefit of the tile and then remove it from the game. The players without a Friendly match tile do nothing in this turn. After this, the Pre-season tile will be removed from the game, as indicated in its low right corner. This will make visible the first "Time of Soccer" League tile.

2. In the Weeks 1 to 10, all the players will make the action "Match Day of "Time of Soccer" League". (Pag 9).

Description of the actions

Collection day

If the Economic Balance track of a player is positive (yellow coins), that player will receive the indicated quantity from the Bank. If it is negative (red coins), they will have to pay the indicated quantity to the Bank. If it is neutral (black position, value 0), the day has no effect on that player.



The Balance track should be increased when you obtain a new contract, sell a football player, dismiss a manager or gain a new fan. It should be diminished when a new football player, manager or other staff are hired. It should have no mistakes when properly done, but it can be always verified with the following method:

Income

Every fan contributes with 1 coin to the club, and the advertising and television contracts provide fixed quantities marked with a yellow coin in the top left corner of the tile. The sum of these values represents the weekly income of the club.

Expenses

Each football player (even if he's not playing), managers and staff of the club have a salary. This fixed expenses are represented by a red coin in the top left corner of the tile. The sum of these values represents the weekly expenses of the club.

Balance

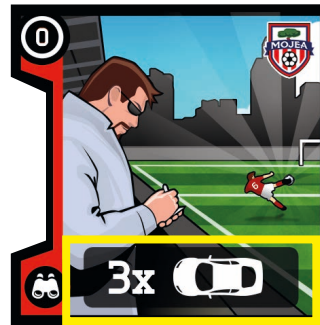
Subtracting Expenses to Income will give the balance of the club. This will determine if you will receive money from the Bank or will have to pay it in Collection days.

The minimum possible Balance is -5. If a player has a Balance below -5, he will place it on -5 anyway. Likewise, the maximum possible Balance is +10 and players having an even better balance will still have a +10 revenue.

Note The Collection Day is made even in the first round of play.

Market Day

During Market days, beginning with the first player and going clockwise, each player will be able to spend Operation points in the Market board. The Talent Scout of their club will establish the number of Operation points the player has available in their turn (number close to the car icon in the Talent Scout tile).



TALENT SCOUT

The car that each player placed on the Market board represents his Talent Scout. With every Operation point the player can do one of the following actions:

1. Move a space on the Market board.
2. Enter a parking to acquire a tile.
3. Acquire a "forced tile" with the Technical Secretary.

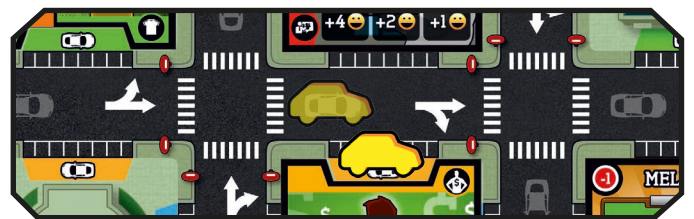
1. Move a space on the Market board

Following the traffic direction (marked onto the board in each intersection), move your car piece to the following space marked with a car icon.

Note Several cars can share the same space.

2. Enter a parking to acquire a tile

If a player's car is in the same street piece that a tile's parking, it can enter to it and acquire the tile and conclude their turn. Depending on the tile class, the player will perform one of the following options:



FOOTBALL PLAYER

Pay the Bank a number of \$ equal to the Football player's market value (top right corner of the tile). Add the Football player to their team making the necessary changes on the attack or defense levels. This procedure is described in the paragraph "Calculating the attack and defense levels". (Pág 10)



MANAGER

Pay to the Bank a number of \$ equal to the Manager's market value (top right corner of the tile). Add the Manager to the Managers list (left zone of the club board).



If there were already 3 Managers in it, the player must dismiss one of them. They will have to withdraw the Manager from the game receiving no money for it.

Adjust team attack and defense levels adding the Training capacities of the new Manager and eliminating the Training capacities of any dismissed Manager. This procedure is described in the paragraph "Calculating the levels of attack and defense". (Pag. 10).

Note The initial coach of each team can repeat one of the two roll, attack or defense in every game. Neutral teams not coach but repeated once every roll at them not to take any impact (be it in both cases in the same match).

CLUB STAFF



Withdraw the previous Staff occupying its position and replace them with the new hired tile. Adjust the Economic Balance if needed (because of the change on salaries, top left corner of the tile).

ADVERTISING OR TV CONTRACTS

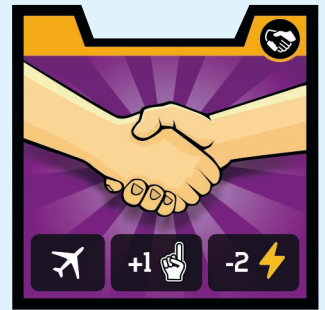
Each player can only have 1 Advertising and 1 TV contract. If the player acquires another one, he must put the one they already had in the Market board space from which they took the new one. This contract that has been returned to the Market board will be treated as an old tile, so a white cube will be placed onto it instantly.



The new contract will be placed in its position on the club board. Adjust the Economic Balance if needed because of changes in incomes (top left corner of the tile).

FRIENDLY MATCH

Each player can only have 1 Friendly match tile at the same time. If a player already has one, he can not take a new Friendly match. These tiles are placed in the club board, and their position is indicated with its icon. Friendly matches are played on the next free Wednesday (if the team does not play the "LaBSK" Cup) or on Sunday if the tile is taken during the Pre-season week.



PRESS RELEASE

Each player can only have two Press release tiles simultaneously in their club board. If a player has both spaces filled, they cannot take a new press release.



A Press release is a small bet. If the player takes the Press release tile, he's committed to achieving the affirmation that appears on it. At the end of the match or competition referenced, they player must verify if the requirement has been fulfilled.



If it is achieved, the player obtains the benefit showed in the etiquette



If it's failed, the player takes the penalty contained in the etiquette

When a Press release tile has been solved, the player must keep it close to the club board if it affects points at the end of the game. Otherwise it returns to the game box once its effect has been solved.



I will win the LaBSK Cup



I will win this weekend



I will the Liga Time of Soccer



I will score at least one goal this weekend



I will be first or second of Liga Time of Soccer



I will score at least two goals this weekend



I will win or draw this weekend



We were not marked goal this weekend


SALES


Unlike all other Market tiles, Sales tiles are not moved from the Market board after their use. They will remain 2 weeks and they will be used by several players in the same turn. These tiles give the players the possibility of selling Football players they do not want, recovering money.



Managers can be freely dismissed when there is not a space for them anymore, but they cannot be sold. On the other hand, the only way to get rid of an unwanted Football player is using a Sales tile.

A player in a Sales tile will use their Technical Secretary to negotiate the selling of 1 Football player. The player throws a die and verifies the result in the Technical Secretary's table.

 If the result shows this icon (regardless of the value next to it), the player will make a sale.

 If instead shows this icon, the player will have to pay money or the selling will be rejected. The amount of money needed is equal to the number of this icon that Technical Secretary has in its tile. If the player decides not to pay, they cannot sell their Football player and their turn is over.

If negotiations have ended properly, the player returns the unwanted Football player tile to the game box and receives its market value (in \$, top right corner) in exchange. They also receive the bonus \$ indicated in the Sales tile.

Note The \$ quantities close to the bill icons of the Technical Secretary tile are not used in this procedure.

Note When finishing, Talent Scouts (Cars) will always leave the space through its parking, returning to the street they were in and concluding player's turn. Players will always have to adjust the Economic Balance track of the club reducing it by the salary of a new tile (top left corner) or increasing it in case of getting a new advertising or TV contract. In case of eliminating tiles as Managers, Staff of the club or Contracts, there will also be necessary to take into account the salary or revenue of the eliminated tile.


Antonio "Lipschitz" says:

Hurry up to get the tiles with a cube over, because at the end of the week these tiles are going to disappear...




3. Acquire a "forced tile" with the Technical Secretary

If a player's car is adjacent to a tile but not to its parking, they can try to acquire the tile in a "forced" way. The player throws a die and verifies the result in the Technical Secretary tile.

 If the result shows this icon, negotiations will be broken and the player's turn ends without acquiring the tile.

Note Do not confuse this with the procedure of sales.

 If the result shows a quantity of money, the Player can decide to pay this quantity in order to acquire the tile in the normal way, paying also its market value. Regardless the Player decides to buy the tile or not, their turn ends immediately.

Market movements

All tiles of the Market board will remain there a maximum of two rounds/weeks.

A Market movement will take place every Saturday, when all the players have made their Market actions. Steps:

1. Remove from the game all the tiles marked with a white cube.
2. Place a white cube onto every remaining tile on the Market board. Those will be removed next Saturday.
3. Refill each free space of the Market board with new tiles, facing them to match the colour of the tile. Take these tiles of the current tile deck. If the deck tile is ended while replacing the Market, start taking tiles from the next deck (if deck II ends, take the rest of them from deck III).

Note The placement of the new tiles onto the Market board must follow the order marked in its spaces.

Note Depending on the game and the number of players, running out of tiles is normal at the last rounds. When this happens, the player continues playing but without replacing the Market board. The tiles marked with white cubes will still be removed from the game until the market gets empty. If in the latest rounds there is no Market, "Market Days" will be ignored. Game rounds will have just "Collection day", "Match Day of the LaBSK Cup" and "Match Day of Time of Soccer" League".

In a 3-players game and being "S/Sa" (Saturday), play order is Blue player, then Red and lastly Yellow.



Blue has a Football player who gives nice balls to the strikers. He's interested in acquiring "Cárdenas", who's able to receive those balls very effectively. Their Talent Scout has 5 Operation points. He spends 1 moving to the next street 1 and another 1 point to enter the parking and acquire "Cárdenas" 2 (paying 7\$ to the Bank, Cárdenas' market value).

Blue takes the tile and places it onto their Club board, adjusting then their attack level. The Economic Balance should also be updated, as Cárdenas has a 2 salary (expense). Then, Blue's car moves back to the street remaining near to the parking. The player still has 3 Operation points but will not use them, because acquiring a tile ended their turn.

Red has a 4-Operation points Talent Scout. He wants to acquire "Fran Moli" to fill a gap in their striker part of the team... but he cannot reach his parking with just 4 Operation points. He could move to hire "Moondrago" as their new Community Manager and wait for the next Market Day to acquire "Fran Moli". But it's Saturday, and a Market movement will take place as soon as they finish: "Fran Moli" will be discarded because it's already marked with a white cube. So Red decides to force the purchase of "Fran Moli".

In order to do that, the player moves to spaces 1 and 2. As Red is now adjacent to the tile that wants to acquire, their Technical Secretary can be used for it. A die throw results in 3: in their Technical Secretary a 3 corresponds to 4\$. If Red wants to take "Fran Moli" it will cost them 13\$: 9\$ from its market value plus those 4\$ of the Technical Secretary. Red decides to pay those 13\$, so "Fran Moli" is placed onto the Club board and attack value and Balance are updated.

Yellow also wanted to acquire "Fran Moli" but that cannot be done anymore. So Yellow decides to invest the turn in selling one initial Football player: uses 1 Operation point to move onto 1 and another 1 to enter the parking 2. A die throw results in 6: Yellow's Technical Secretary has a - in 5 and 6. This means that Yellow will have to pay 2\$ (1 per each -) if wanting to sell the Football player. Deciding to do it, Yellow pays 2\$ and receives 4\$ (2\$ from Football player's market value + 2\$ from the Sales tile bonus). Football player tile is discarded and Yellow adjusts the Balance, going up 1 position because of the salary (expense) of the removed Football player.



Match Day of Time of Soccer League

Except for the first round/week (Pre-season), every Sunday it is a Match Day playing the "Time of Soccer" League. Matches for the week are shown in the top tile under the "D/SU" (Sunday) of the Days track. Matches must be played in the order appearing in the tile. There are three kinds of clashes and each one is solved in a different way:

Player versus Player

Solved according to the procedure described in the paragraph "Resolution of a match" (Pag. 12). Each Player will face the match with their respective attack and defense levels.

Player versus Neutral Team

Solved according to the procedure described in the paragraph "Resolution of a match" (Pag. 12). Player will face the match with their attack and defense levels, and the Neutral Team will play with the attack and defense levels shown in the "Neutral Team Level" tile for the current week. The tiles of "Neutral Team Clashes" and "Neutral Team Level", will be moved to reflect the neutral team's level according to the week that is disputed. The matches of the "LaBSK" Cup will use the level of the week in which the match is played.

Neutral team dices will be thrown by the Player sat on the right of the Player playing the match.

Neutral Team versus Neutral Team

Look the Time of Soccer League scoretrack to find the stronger Neutral Team (the one with more points). The stronger team will play with white dice, while the other one will play with blue dice. In case of a draw, the home team will be considered the stronger. If this happens in a Cup match, it will be solved at random.

Throw as many dice as marked in the "Neutral Team Clashes" to solve the match. Compare the highest white die with the highest blue die. The higher one will determine the winner, according to its color and the team which it represented. If both dice are equivalent, the match will remain in a tie.

The winner team obtains 3 League points, and will move their disc 3 spaces forward in the Time of Soccer League scoretrack. Loser obtains nothing. In the case of a tie, both teams will obtain 1 point.

After solving all League matches, if the day tile was at the First leg, (marked with a ➡), it will be turned around to ↶ and it will be placed under the week tiles pile (as indicated in the tile icons). If it is a Return leg, marked with ↷, the tile will be removed from the game (returning to the game box). In any case, a new League week will be visible.



LaBSK Cup Match day

The resolution of Cup matches of the LaBSK Cup is similar to that of the matches of the Time of Soccer League showed previously. The only differences are these:

Cup matches are played every Wednesday on weeks 6, 8 and 10. The quarter-finals matches are played in the 6th week and all the teams of the league will take part (even with two more Neutral teams). The semi-final match, with the teams that won the previous round, will take place in the 8th week. The "LaBSK" Cup final match will be played by the two teams that reach it in the 10th week.

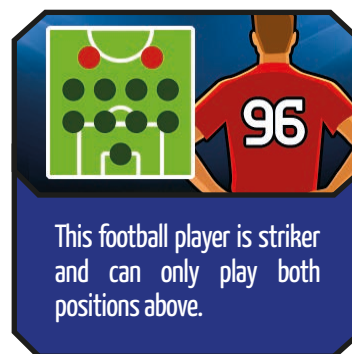
Winners of the matches will not obtain "Time of Soccer" League points, but they will pass to the following space of "LaBSK" Cup. Loser team will remain in its position, and winner will move their cube following the arrow to the next space or to the Champion's space.

Unlike the matches from the "Time of Soccer" League, in "LaBSK" Cup teams cannot draw. If the match ends in a draw it will be solved through penalties. Each team throws all 5 white dice. 1-2 results are considered misses, while 3-6 results are scored. The teams with more goals wins the match. Repeat the process if needed until there's no draw, and never apply the initial Manager's special ability to penalties.



Placement of a football player in the team

Football players can be moved in or out the team in any moment, to start playing or to wait for a future sale (those are placed aside the Club board). They will not contribute at all to the attack or defense levels, but they will continue receiving their salary (expenses in the Balance).



This football player is striker and can only play both positions above.

Each Football player has a position, showed in red dots on a football field. These red dots will determine the positions a Football player is allowed to play. A Football player can never play in a not marked position.

To include a Football player in the team, its tile must be faced in a proper way and placed onto a space in the Club board corresponding to one of its allowed positions.

Calculating the attack and defense levels

Each team has two levels symbolizing its quality, both in attack and in defense.

This level will rise gradually for Neutral teams. To know a Neutral team's level, check the "Neutral Teams Levels" tile for the current round. That number reflects both attack and defense level of the team.

To calculate levels for the players' teams, some things must be taken into account: its Principal Manager formation, Football players' basic and advanced characteristics and all the Managers trainings.

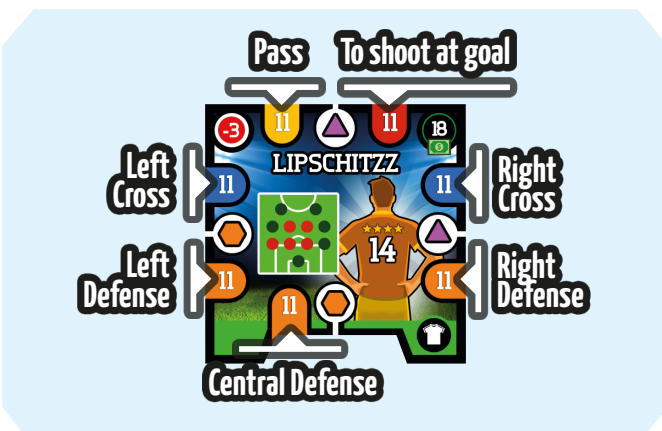
From all the managers a club may have (with a maximum of 3), one of them is considered the Principal Manager. This Manager contributes with his training value and also defines the team formation. Principal Manager is placed at the top left position of the club board.

How to calculate the level of both, attack and defense:

The Principal Manager formation will determine what positions will contribute to the value of attack or defense. In the Club board, attack positions are marked with a ball icon and defense positions are marked with a shield icon. This default formation can be changed if a Manager different from the initial one is chosen as Principal Manager.


The attack value will be determined by all the Football players playing in an attack position. Place the attack cube of the team's color in the corresponding space of the attack track. This is the team's attack level.

The defense value will be determined by all the Football players playing in an defense position. Place the defense cube of the team's color in the corresponding space of the defense track. This is the team's defense level.



Football players can possess basic and advanced skills. The attack or defense value they put into the team depends on the position they play and on these skills. A football player's basic skills are the values appearing in the tile with a colored background. Value position and color make reference to these basic skills. The basic skills are: **left defense, central defense, right defense, left cross, right cross, pass and shot.**

Each field position uses just one of these basic skills. The only useful skill is the one that completes the circle drawing of the Football player's tile in the team board, with its same color.

If the team plays with a different formation, the Football player who changed their position according the new tactic will use the ability marked in the board with the Manager symbol and black background . The value corresponding to this skill will be the only one taking into account, the rest of them are ignored.


If any position is not covered by a Football player's tile, it is understood that a non-professional Football player is playing in that position. This reduces the attack or defense value of the team by 2 points.

Each Football player has some advanced skills that will give extra value to the team according to the position they have in the team and the Football players around them. These advanced skills can be found in each side of the Football player's tile and are represented by little colourful geometric figures on a white background. The skills don't add value by themselves, but in connection with others. These connections are done across the lines drawn in the field of the Club board.

When connecting two equal advanced skill icons through a line in the field, each Football player in the connection increases their value by 1.

 To shoot at goal	 Tackle
 Pass/Ball Control	 Team play
 Cross/Shoot a ball	

If an advanced skill connection uses a line that has a bonus for that skill, each Football player in the connection increases their value by that bonus quantity.

 **The advanced skill of shooting.**
Found in the top part of a Football player tile. For those who play in a centre-forward position, it is considered to be directly connected and increases Football player's value by 2.



The advanced skill of defense.

Likewise, the advanced skill of defense is also automatically connected by the left side for the left wingers, by the right for the right wingers and by below for the midfielder. It also increases Football player's value by 2.

All shooting and defense automatic connections are reflected in white lines in the team board.



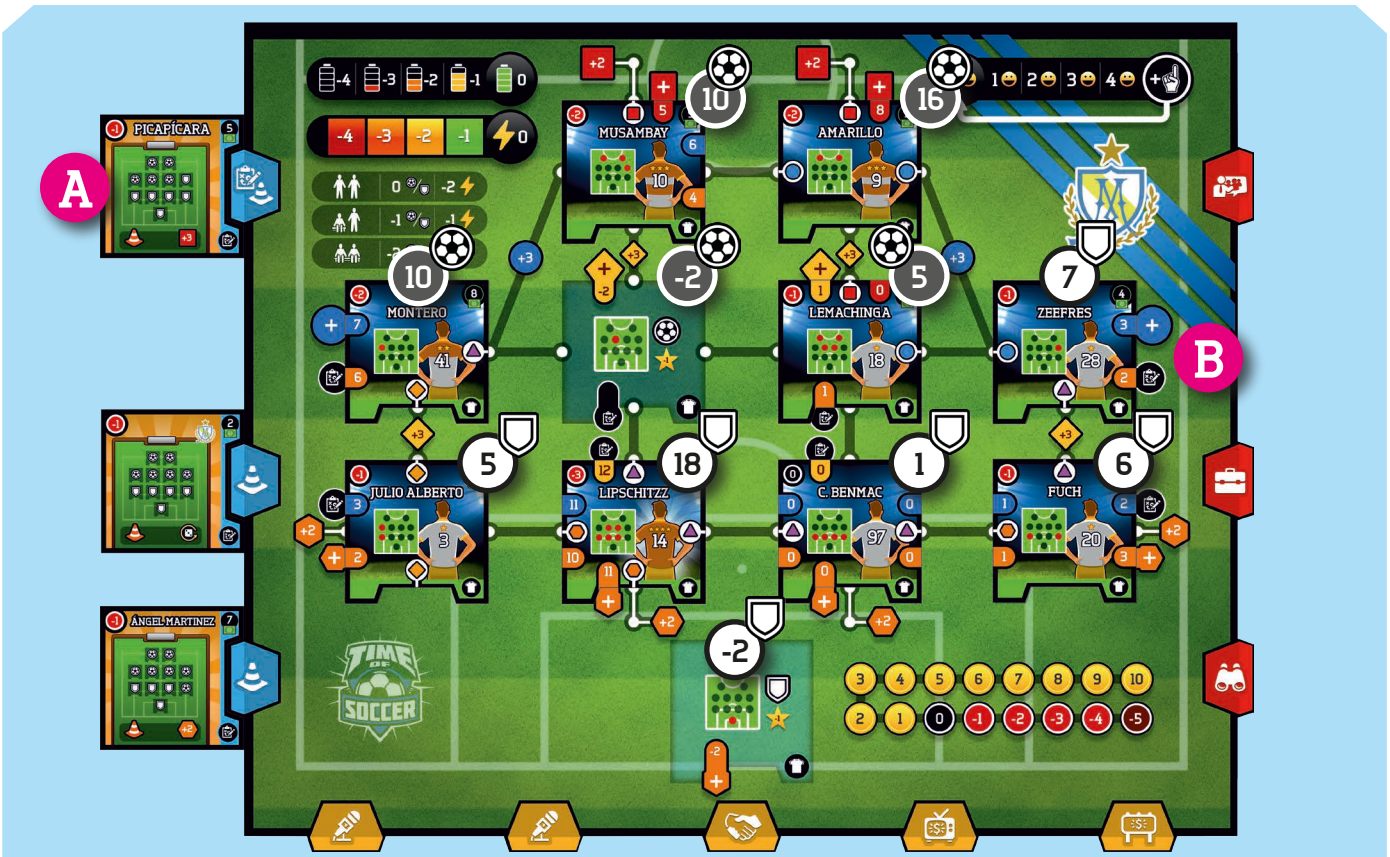
Training.

Managers can train Football players' advanced skills. In this way, if a Manager trains a skill it gives bonus value to all Football players in the team having that advanced skill

(even if they're not connected!).

Finally, the attack level of the team will be the sum of all Football players' basic skills of attack, the values of each players' attack advanced skills and the training bonus given by Managers. A cube onto the attack track of the team will reflect this as mentioned above.

In the same way, the defense value is calculated by the values of all Football players in a defensive position, and also reflected by a cube onto the defense track.



In the 8th week, Blue has the team portrayed in the image. This gives her a 39 attack value, which is a level 7. To get this number, Blue does these calculations: her Principal Manager is "Picapicara", **A** who changes the attack/defense distribution. With that Manager, "Zeeffres" **B** gives its value to defense (Right Defence of 2) instead of attack (Right Centre of 3).

Attack value is the sum of attacking Football player's basic skills + their advanced connected skills + Manager's attack skills training.

"Musambay": 5 (Basic) + 2 + 3 = 10
 "Amarillo": 8 (Basic) + 2 + 3 + 3 = 16
 "Montero": 7 (Basic) + 3 = 10
 Without football player: -2
 "Le Machinga": 1 (Basic) + 1 + 3 = 5

TOTAL **39**

Defense value is the sum of defending Football player's basic skills + their advanced connected skills + Manager's defense skills training.

"Zeeffres": 2 (Basic modified) + 3 + 1 + 1 = 7
 "Julio Alberto": 2 (Basic) + 3 = 5
 "Lipschitz": 11 (Basic) + 1 + 2 + 4 = 18
 "C. Benmac": 0 (Basic) + 1 = 1
 "Fuch": 3 (Basic) + 1 + 2 = 6
 Without a goalkeeper: -2

TOTAL **35**

Match resolution

In a “Time of Soccer” League match, the team firstly written in the clash is the Home Team. In a “LaBSK” Cup match, the team with fewer points of “Time of Soccer” League will be considered the Home Team. In case of draw, it will be decided at random.

The team that is not considered the Home Team will be the Away Team.

Each Player should verify if their attack and defense levels are correct and if there have been any significant changes in the team from last match.

Match resolution goes as follows:

Step 1 (Income)

In a “Time of Soccer” League match, the Home Team will get income from the Bank equal to its Advertising and TV contracts. In a “LaBSK” Cup match, every team will get half of that income from the Bank. Round up the quantity if needed.

Step 2 (Away Team Alignment)

a. The Away Team will decide and announce what formation will they play with, as well as its attack and defense levels.

b. (Only with the “Fatigue” variant):

The Away Team will decide and announce what formation will they play with, as well as its attack and defense levels.

Step 3 (Home Team Alignment)

a. The Home Team will decide and announce what formation will they play with, as well as his attack and defense levels.

b. (Only with the “Fatigue” variant):

The Home Team will announce if it plays with Main players, Substitute players or a mixed team.

Step 4 (Away Team Attack)

a. The Away Team throws 6 dice (5 white and 1 blue) and verifies how many impacts has obtained (5-6 results). Then, they look at the Goals/Saves table the result associated to its attack level, which will return how many goal shots Away Team has made.

b. Place a white cube in the corresponding position of the Scoreboard of Away Team.

c. The Home Team will throw 5 white dices and will verify how many impacts it has obtain (5-6 results). Then, they look at the Goals/Saves table the result associated to its defense level, which will return how many saves Home Team has made.

d. Subtract the Home Team saves from the Away Team goal shots. The result is the number of Away Team’s goals. If the result negative, it’s considered as being 0.

e. Subtract the Home Team saves from the Away Team goal shots. The result is the number of Away Team’s goals. If the result negative, it’s considered as being 0.

Step 5 (Home Team Attack)

a. The Home Team throws 6 dice (5 white and 1 blue) and verifies how many impacts has obtained (5-6 results). Then, they look at the Goals/Saves table the result associated to its attack level, which will return how many goal shots Home Team has made.

b. Place a white cube in the corresponding position of the Scoreboard of Home Team.

c. The Away Team will throw 5 white dices and will verify how many impacts it has obtain (5-6 results). Then, they look at the Goals/Saves table the result associated to its defense level, which will return how many saves Away Team has made.

d. Subtract the Away Team saves from the Home Team goal shots. The result is the number of Home Team’s goals. If the result negative, it’s considered as being 0.

e. Move the white cube of the Scoreboard of Home Team to the new definitive position, reflecting Home Team’s goals in the match.

Step 6 (Match result)

If the Home Team has more goals than the Away Team, the Home Team wins the match. If the Away Team has more goals than the Home Team, the Away Team will win the match. If both have the same number of goals, the match will end in a tie.

Step 7 (Income for victory)

The winner team will get money corresponding to its bonuses from the Bank. Bonuses are awarded for victories or Advertising and TV contracts.

Paso 8 (Fans increased)

Taking into account if a team has won, tied or lost, every Player will look at his Community Manager and will increase his Satisfaction track as many spaces as the tile indicates. If the track reaches the fans symbol, it returns to 0 and continues counting. When passing a fans symbol the player adds a fan in the Fans track. This implies a better Economic Balance, so more revenues per week, and it also implies more victory points (VP) at the end of the game.



Match resolution example

In a 3-player game, the “Neutral Teams Level” is 3 and the “Neutral Teams Clashes” is 2.

Palmeras, Lagartos and Mollerusa teams are controlled by players. Mojea, K-letri and Parranda are Neutral teams (controlled by the game itself). The game is at “D/Su” (Sunday) in week 6.

Let’s see the matches!



As Palmeras is the Home Team, they receive 2\$ for their Advertising and TV contracts. When both players have chosen their Principal Managers, the match starts!

Lagartos starts attacking as Away Team, with a 6 attack level. Rolls the dice:



According to its level, these are 4 goal shots!

Palmeras defends with a 4 defense level.

Rolls their 5 dice:



That would be 2 saves... as it seems to be a bad result, Palmeras repeats the throw using the special ability of the starting Manager. Rolls again:



Now they have 3 saves! Better result, but Lagartos still made 1 goal in this match.

Now Palmeras will attack, with a 4 attack level. Obtains:



5 goal shots!

Lagartos has a really bad defense level 1... this seems hard for them!

Rolls the dice:



2 saves, they’ll lose the match with a 3-1 result. Their fans are asking for more, so he also repeats the throw using the starting Manager’s ability.

Rolling again:



Just one single save! While the fans jeer the Manager.

The match finally ends



Because of their victory, Palmeras earns 1\$ from their contracts and their Community manager raises in 3 points the Satisfaction track,



so they get a new fan! Economic Balance reflects this new income and they gain 3 points in the “Time of Soccer” League track. Lagartos obtains nothing from this game as their Community manager is the initial one.

Mojea



Mollerusa

As Mojeda is a Neutral team, doesn't earn money from contracts nor choose any Manager. Mollerusa does choose their Principal Manager and the game starts:

Mollerusa attacking with an attack level of 4:



2 goal shots, not impressive. Mollerusa decides to reroll in order to get something better, but they get the same result again.



Mojea is a Neutral team, and according to the "Neutral Teams Level" tile their attack and defense levels for the week 6 are both 4.

Roll their dice defending:



3 saves, so no goals are scored.

Now Mojeda attacks:



And as they scored no impact, they're able to repeat the roll:



Wow, 5 goal shots!

Mollerusa defends with a 3 defense level:



4 saves! As they repeated their attack roll, now the team cannot reroll this result. Mollerusa loses by 1-0, but still gets +1 in the Satisfaction track because their Community manager is quite good. Mojeda gets 3 points in the "Time of Soccer" League track.

K-Letri



Parranda

As both teams are Neutrals, this match is solved with a single dice throw. K-Letri has 6 League points while Parranda has 10, so Parranda gets the white dice and K-Letri the blue one. They roll:



Parranda wins and earns 3 League points, moving their marker forward in the "Time of Soccer" League track.

Victory points

The Points Count takes place after playing the last matches of the season and after the last Sunday of the 10th week.

Every team will add points for the following categories (neutral included):



Each point obtained in the "Time of Soccer" League is a victory point. This track will be used to add the rest of the victory points (VP) from the position of each marker. If any team had more than the maximum VP contemplated in this track, just restart from 0 adding those 30 points to the total.



The team that has more points in the "Time of Soccer" League will win the League and 3 extra VP. The team that has remained second will sum 1 VP. In case of a tie, it is necessary to add the points and divide them rounding up.



Each player will add the points of the "LaBSK" Cup, that appear in the board under the spaces. That quantity is 0 if the team loses in quarters, 2 if it loses in semi-finals, 4 if it loses in the final and 7 if it wins "LaBSK" Cup.



Each team will score VP depending of their fanbase. The amount of VP to obtain appears close to the Fans track. Neutral Teams do not obtain points for their fans.



Each team will verify their attack and defense levels and add VP depending on the least of them. The amount of VP to obtain appears in the Level track of the central board. The Neutral Teams will score according to the level of the 10th week of the "Neutral Teams Level" tile.



Each player loses 1 VP per each team position not covered by a tile of Football player.



Each Player will obtain or lose VP depending on the results of their Press Release tiles.



Finally, every Player will gain 1 VP for every 10\$ their team has at the end of the game.

The team, Player or Neutral, that has obtained more VP wins the game.

In the case of a tie, the team that has obtained a more VP with their attack or defense level wins. If the tie persists, the team that has the highest attack/defense level (the one not taken into account in the previous condition) wins. If the tie still persists, the team having more \$ wins. In the very strange case in which the tie persists, the team with the Football player having the higher dorsal wins the game.

Variants

FATIGUE VARIANT (RECOMMENDED)

With this variant, Football players experience fatigue when they play matches.

Fatigue will affect both attack and defense levels of the team, so players must value carefully how much they expose their Football players to it.

There are two tracks that regulate fatigue: Energy and Fatigue tracks. When preparing the game, each player must place a cube of their color in the "0" positions of both the Energy and Fatigue tracks.

When an official match, a "Time of Soccer" League match or a "LaBSK" Cup match is played, the attack and defense levels of each team are altered by the Fatigue track. Both attack and defense levels will be decrease by 1 per each negative level of Fatigue.

The Fatigue track always affects the level of the team, while the Energy track does not.

When a team plays a Friendly match, the player must decrease their Energy according to what it is shown in the Friendly match tile.

At the beginning of each match, before rolling any dices, players must choose the kind of team they want to play with. There are three options:



Starting Team: In this way the team plays at its maximum level, which is equal to their actual attack and defense levels. After the match, the team loses 2 Energy points.



Mixed Team: It is supposed to be a combination of the starting eleven and substitutes. The team will lose 1 level both in attack and defense. After the match, the team loses 1 Energy point.



Substitute Team: letting all their stars rest, the team will lose 2 attack and defense levels but will lose no Energy at all in the match.

Every Monday, after applying the "Collection Day", every team will recover 2 Energy points and/or fatigue distribution to your choice, but if the recovered energy is below 0, it must be raised to 0 and then reduce the Fatigue track as many positions as Energy has risen.

Neutral Teams always play at their maximum level, and the Fatigue does not affect them at all. Pay attention to the accumulated Fatigue, its effect can be devastating.

Players cannot spend Energy if they don't have it. If when replenishing Energy on Monday Fatigue has to be diminished below -4, it will stay in -4 and the starting Manager will lose its rerolling ability for the next week.

SOLO VARIANT

For a solo match, the standard rules can be followed. The solo player just has to apply the following changes.

Close to the Market board streets there are white and blue dice icons, that form a squared coordinates pattern on the Market.

Every **Market Day**, before taking the normal actions, some tiles of the market must be eliminated to simulate the actions of other players. Since they are 3 players "missing" in the game, this process will be done 3 times. To do it, roll one white and one blue dice, and find the coordinate they define. If that Market board space has a tile, it is removed from the game (simulating that it has been bought by other player). If the space is empty or if one of the dices has 5-6 result, nothing happens in that roll.

In 2-player matches this procedure may be done twice before every Market Day, to simulate those 2 absent players. In 3-player matches it can be done once to simulate that missing player.

NO RANDOM VARIANT

With this variant, matches are automatically solved, with no dice. Players will have much more control of the game, but it will lose emotion.

The matches are calculated in the normal way, but no die will be rolled. The amount of goal shots per team will be equal to that team's attack level. The amount of saves will be equal to that team's defense level.

The matches between Neutral continue being solved by normal form.

FREE TRAFFIC VARIANT

This variant simplifies the traffic on the Market board. It is specially interesting for new or young players.

When moving cars through the Market board, if this variant is applied cars can move freely regardless of traffic signals or mandatory directions. The rest of rules are applied in a normal form. This variant could be used for some players and not for others. It is recommended to use them with kids to give them an advantage over adult players.

SECONDARY MARKET VARIANT

This variant allows a player to contract Football players who are sold by other players.

Whenever a player sells a Football player, instead of removing the tile from the game, it is placed aside of the central board in a pile called "Second Market". Players will be able to buy any Football player from the "Second Market" if accessing a Sales tile. To be able to use the Sales tile in this way, it is still mandatory to use the Technical Secretary in the same way as to sell a Football player.

Buying these Football players costs both the Football player's market value and the bonus of the Sales tile used.

HANDICAP VARIANT

This variant attempts to level forces between experienced and new players. Each player applying this variant to himself should start the game with 1 less fan per handicap level applied. It's not recommended to apply more than 3 handicap levels.

While all players normally start the game with 13 fans, more experienced players could start with 12, 11 or even 10 fans. This makes the game much harder for the most experienced players, giving the new ones more opportunities.

If playing with high "Neutral Teams Levels", this variant is not recommended. On the other hand, it is highly recommended when playing with children, maybe used in conjunction with the Free Traffic variant.

VARIANT UNIQUE FOOTBALL PLAYERS START

This variant uses tiles special starting players.

To include this variant in the game must make the following changes to the preparation of the game:

In solo games, shuffle all the USFP tiles and draw 2 of them. Choose one of them for your team and discard the other one. No starting Football player tile is drawn.

In 2-player games, do as if it was a solo game. Each player also draws a starting Football player tile.

In 3-player games, each player draws 3 USFP tiles. Keeps 2 and discards the other one, then draws a starting Football player tile.

In 4-player games, do as if it was a 3-player game. Each player draws 2 starting Football player tiles instead of just one.

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Antonio "Lipschitz" says:

¡Thank you!

If you want to be updated on Time of Soccer, discover new variants, and see videos that show you how to play, check

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