

# Wonder Strike Rulebook

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## 1. GAME COMPONENTS

1. Club charts. Each club is rated for offense (O) and defense (D) ability on N (Neutral), H (Home), and A (Away) ground. Each club also has an X (General Execution, an overall performance rating). Teams are organized by country.
2. Set of 74 Offense Charts. Each chart has 100 possible possession outcomes.
3. Score Sheet: This sheet is divided into 3 basic sections: The time tracker, the box score/final stats, and the game log. To time the game, simply strike off a number for each number read on a team's offense chart. The box score section contains the competing team's respective strength (RATE) rating, followed by their X rating. The game log is for those choosing to use detailed stats; enter the minute the event occurs & a description.
4. Action Deck. 100 cards, containing random numbers from 1-100 (2 sets of numbers, the top set is used for initial offense chart draws, the bottom set is used for determining results from charts) and a middle set from 1-20. The 1-20 set is used to determine control checks, foul checks (including yellow/red cards), and X chart contested balls. The deck is reshuffled as it is completed, and at halftime. You may opt to use dice or printed random number sheets instead of the deck.
5. Charts: Used for various events in the game; see "How to Play" for a detailed explanation.
6. This Rulebook

## 2. SETUP

Choose the 2 teams you would like to play. Enter the team names (visitor on top) on the score sheet (box score section).

Add the visiting team's offensive (O) rating to the home team's defensive (D) rating. Divide the sum by 2. Enter this number under the visiting team's RATE column. Enter the visiting team's X next to the RATE number. There are a couple of teams for which an asterisk (\*) appears instead of a rating. In such cases use the "N" (Neutral) rating. This occurs because there was not enough data present to fairly rate a team's O or D strength. The N rating is a composite.

NOTE: Ratings from 6-29 will have 2 charts, one marked "H" and another "L". Use the former if the rating has a remainder (which will be 5); use the "L" if there is no remainder.

Repeat the process for the home team. Pull out the 2 drive result charts whose numbers correspond with those of the two team's ratings. Note: If the 2 teams' ratings are equal, add 1 to the home team's rating. Next, enter each team's X rating under the X column. If playing 2 teams from differing countries &/or different divisions, see the Nation Ratings section.

Shuffle the action deck thoroughly. Place the game charts nearby for reference.

### **3. HOW TO PLAY**

The team in possession draws an action deck card and obtains a 1-100 number. Cross-reference the number to the result on the team's offense chart. Offense charts may result in the following outcomes:

**GOAL:** The team scores a goal

**SHOT:** The team takes a shot. Depending on the type of shot indicated, use the game charts along with another 1-100 result to resolve. Shots which go high or wide will require an additional 1-100 draw to resolve on the appropriate table. Deflected shots require a draw on the Loose Ball Table.

**DFK:** The team is awarded a direct free kick. Draw another 1-100 result and use the Direct Free Kick Chart to resolve

**CORNER KICK:** The team is awarded a corner. Draw another 1-100 result and use the Corner Kick Chart to resolve

**GOAL MOUTH BLOCK/GOAL BLOCK:** The defending goalie blocks a shot. Draw another 1-100 result and use the Loose Ball Table to resolve

**OFFSIDE:** The team loses possession due to an offside.

**FOUL:** A foul has been committed. To determine the offending team, draw 2 cards, adding each team's X rating to a 1-20 number. The team with the LOWER modified number takes possession. In the event of a tie, the home team takes possession. If you wish to keep track of individual fouls, draw another 1-100 card and refer to the Player Selection chart.

**YELLOW CARD/RED CARD:** A player has been booked. Use the foul procedure above to determine the offending player. The non-fouling team takes possession. Refer to the player selection chart to determine the booked player. If a player is sent off, subtract 5 from the short-handed team's X rating and add 5 to the team with a man advantage. Substitute the modified ratings charts for the ones currently in use. Should the man advantage team subsequently have a player sent off, revert to the original rating charts.

**INJURY:** A player from the controlling team goes down for the specified number of minutes. During this time, his team loses their modifier on all X Chart draws.

**MATCH DELAYED DUE TO THUNDERSTORM:** Draw a 1-100 card and consult the Weather Effects Chart. Apply the result to the indicated team's X rating for the remainder of the match.

**X:** Draw a 1-100 card and consult the X chart.

**OWN GOAL:** A goal is scored by the controlling team for the opponent.

## **TIMING THE MATCH**

Only cross out a number on the time tracker on the initial 1-100 draw on a team's offense chart. All subsequent draws (shot resolutions, player selections, X chart readings, etc.) are not considered to consume time. Additionally, when making non-time consuming draws, read the bottom 1-100 entry. Use the top 1-100 entry only for initial draws on an offense chart. When the 45<sup>th</sup> minute of a half has been crossed off and play resolved, draw a 1-100 card (bottom number reading) and consult the Extra Time chart. Add the resulting number of minutes to the time remaining in the half.

## **4. THE CHARTS**

An explanation of the game charts is given here.

### **THE LOOSE BALL TABLE**

Use this chart whenever an offense chart indicates a shot deflection or a shot that hits the post or a crossbar. You may also be directed to this chart from the direct free kick, corner kick, or shot table.

### **THE SHOT TABLE**

Use this table to resolve offense chart readings which result in a shot going wide (left or right) or high.

### **THE PLAYER SELECTION TABLE**

Use of this table is optional (except in the case of yellow/red cards being issued). If you wish to use real team lineups, the numbers on the left of the chart represent the player positions. The numbers before the slash ("/") are used when choosing a player committing a foul, making a tackle/interception, or receiving a yellow/red card. The numbers to the right of the slash are used when choosing a player scoring a goal.

### **THE CORNER KICK TABLE**

Use this chart when an offense chart reading indicates a corner kick.

### **THE WEATHER EFFECTS TABLE**

Use only when an offense chart reading results in a match delay due to inclement weather.

### **THE EXTRA TIME CHART**

Use after completion of the 45<sup>th</sup> minute of each half to determine the amount of extra time to be played.

### **THE DIRECT FREE KICK CHART**

Use this chart when an offense chart reading indicates a direct free kick (DFK).

## THE X CHART

Use this chart when an offense chart reading indicates an “X”.

## THE SHOT RESULT CHART

Use this chart when another chart (Direct Free Kick, Corner Kick, or Loose Ball Table) results in a reading of “ATTACKING TEAM SHOOTS”. If a shot result is “HIGH” (a draw of 1-15), a goal may be scored. If the 1-100 number is less than or equal to the shooting team’s X rating, a goal is scored. Else, the shot is high.

## 5. NATION RATINGS

If using clubs from different divisions, add 5 to the higher division club’s offense chart number and subtract 5 from the lower division club’s number. For matches between clubs of different nations, consult the Nation Ratings chart. Find the 2 clubs’ rating. Subtract the lower from the higher ranked nation rating. Add the difference to the higher ranked club’s offense chart selection. If a nation does not appear on the Nation Ratings chart, the rating is 0 (zero). Effects of these two processes are cumulative, i.e., if a club has a higher nation rating and is in a higher division, the 2 modifiers are added to determine a final offense chart to be used.

## 6. OTHER INFO

### SHOTS CHAINED WITH OTHER EVENTS

On the offense charts, many shots are chained with other events (i.e.: CORNER KICK:SHOT). In such cases, do not use the Corner Kick Table to resolve the corner first. Only use the Corner Kick and Direct Free Kick Tables when an offense chart result has that single result (CORNER KICK or DFK).

### CONTESTED BALLS/DRAWS FOR CONTROL

When a chart calls for a ‘draw for control’ or a contested header/tackle, draw 2 cards and read the 1-20 number. Add each result to the drawing team’s X rating. The team in possession draws first. The highest modified X rating retains possession. In the event of a tie, possession goes to the home team. (If playing at a neutral ground and a tie occurs, draw two more 1-20 cards; the high number retains possession.) Remember that when checking the 1-20 entry to determine a team guilty of a foul or yellow/red card, the LOWER modified X rating is the indicator.

A maximum of 3 consecutive X Chart contested ball readings may occur during a single possession. (A team in control may win 3 straight contested balls, proceeding down the field. On the 4<sup>th</sup> straight X Chart draw, they automatically lose control.)

### KEEPING STATS

If you have real team lineups at your disposal, you will be able to generate a comprehensive set of stats per game. The player selection chart is a generic guideline; it may be altered to fit a team’s scoring/defensive profile.

### RATING MORE TEAMS

For those wishing to add additional teams, the rating process is simple. You need a team's goals scored, goals allowed, win-loss-draw record, and games played.

The "O" (offense) rating is simply the number of goals scored per game multiplied by 10.

The "D" (defense) rating, the number of goals allowed per game multiplied by 10.

The "X" rating is the number of games won divided by the number of games played

### YELLOW/RED CARDS & PENALTY KICKS

If a yellow or red card description on the offense chart contains a physical act (reckless foul, professional foul, holding/tripping, pushing, tackling from behind), make the usual foul check to determine the guilty player/team. If the offending team's 1-20 reading is a 20, a penalty kick is awarded to the opponent. Use the following scheme to resolve penalty kicks:

Add the shooting team's X rating to 75. Draw a 1-100 result. If the number is less than or equal to the  $75 + X$  rating number, the penalty kick is good.