

# **EQUALIZER: THE GAME OF PROFESSIONAL SOCCER**

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1. Game Components
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### **A. The Team Charts**

Each chart represents an MLS team. The team name appears at the top of each chart along with the team's control rating. This number appears in parenthesis next to the team name. Beneath the team name and running down the left is the team players section. Player ratings range from 1-100. If a number from an action deck draw falls within the player's range, that player is the active player for the action. More detail is given in the "How to Play" section. Goalies are listed at the bottom left. A brief explanation of the player ratings follows:

SHT: Rates how often a player takes a shot.

OG: Read as a percentage. Rates how often a player's shot is on goal.

G: Rates how often the player scores a goal.

FOUL: Rates how often the player commits a foul.

FOULED: Rates how often a player is fouled.

CARD: Rates how often the player is given a yellow card.

A: Rates how often the player is credited with an assist.

The goalie ratings are:

FACED: How often the goalie is in the net (a reflection of his games/minutes played).

SAVE: Read as a percentage. Rates the goalie's save percentage.

Running down the right hand side of each chart is the AA (Attacking zone action) section, and below that, the EA (extra actions) section. The AA section consists of:

SHOOT: How often the team takes a shot when in the attacking zone.

FOUL ON: How often the team commits a foul. This range is also consulted when an action card draw includes a FOUL reading.

FOULED: How often a team is fouled. This range is also consulted when an action card draw includes a FOUL reading.

TURNOVER: How often the team loses control of the ball (tackled, out of bounds, etc.) when in the attack zone.

Below the AA section is the EA section. This includes:

ASSIST%: The propensity of a team to be credited with assists.

OWN GOAL: Used only in conjunction with the “X” action card; Rates how often the team suffers an own goal.

PENALTY KICK: Used only in conjunction with the “X” action card; Rates how often the team is awarded a penalty kick, along with their penalty kick success percentage.

EJECTION: Used only in conjunction with the “X” action card; Rates how often a team’s player is ejected from a match.

## **B. The Action Deck**

The deck is composed of 101 cards, each with 4 entries: These are described below:

1-100 Entry: A number between 1-100. This is used to determine results from the team charts and also for the extra charts. One of the cards has an “X” rather than a 1-100 entry. This card is applied only in special situations. See “How to Play” for more details.

The “A” Entry: Read when the controlling team is in the attacking zone.

The “M” Entry: Read when the controlling team is in the midfield zone.

The “D” Entry: read when the controlling team is in the defending zone.

## **C. The Extra Charts**

These charts are used in 3 situations:

1. To determine the action to take following a shot not on goal
2. To determine the action to take following a save
3. To determine which player(s) to credit with an assist
4. To determine the result of a corner kick.

## **D. The Score Sheet**

The score sheet contains spaces for all statistics which can be recorded for a game.

## **2. Setup**

Select the 2 teams you wish to participate in the match. Shuffle the action deck thoroughly. Enter the competing teams' names and control ratings on the score sheet. Place the extra chart nearby for reference.

## **3. How to Play**

### **THE ZONES**

The soccer field is divided into 3 zones for purposes of game play. Each team has its own attacking and defending zones. Both teams share the midfield zone. Action card draws may direct a team to advance a zone (+1), remain in the same zone (0) or retreat a zone (-1).

Play starts with the controlling team in the midfield zone. An action card is drawn and the "M" (Midfield) entry is read. On a reading of +1, the controlling team proceeds into the attacking zone. On a reading of 0, the controlling team remains in the originating zone (Midfield). On a reading of -1, the team retreats 1 zone into the defending zone. This is the general course of play for the defending and midfield zones. Note that in the defending zone, there are no -1 results, and there are some +2 results. An entry reading +2 originating in the controlling team's defending zones moves the ball ahead into their attacking zone.

### **FOUL READINGS**

Some of the M and D entries also will contain a FOUL reading. This means that a foul may have been committed. To determine the outcome, draw an action card and read the top (1-100) entry. Cross-reference the result with the controlling team's AA section. If the number drawn is higher than their SHOOT rating and less than or equal to the top range of their FOULED rating, a foul has occurred. The controlling team may either be guilty of a foul, or they may be the victims of the opposing team's foul. If the number is higher than their SHOOT rating and less than or equal to the top range of their FOUL ON rating, the controlling team has committed a foul. If the number is higher than their FOUL ON rating and less than or equal to the top range of their FOULED rating, the opposing team has committed a foul.

Each team's FOUL ON rating has 2 numbers, separated by a slash ("/"). If the action card foul reading is higher than the number before the slash and less than or equal to the number following the slash, a player on the controlling team has been booked for a yellow card.

After a foul, the fouled team takes possession at the zone in which the foul occurred. (If an action called for a +1 movement, restart at the original zone, not the zone ahead). A foul taking place in the controlling team's attacking zone results in a direct free kick. Draw a 1-100 card and cross-reference the result with the Direct Free Kicks Chart. Follow the instruction given.

## **DETERMINING THE PLAYERS INVOLVED IN FOULS**

In each situation where a foul occurs, action cards are drawn using the 1-100 entry for both the fouling and the fouled player (in that order). The results of the draws are cross-referenced with the FOUL and FOULED columns on the respective team charts. Use the CARD column to determine the player who receives a yellow card. The players participating in the foul play are found, and appropriate tallies are made on the score sheet. A player receiving his 2<sup>nd</sup> yellow card in a match is automatically ejected. Ignore any further references to his name/ratings for the rest of the match.

## **SHORT-HANDED TEAMS**

If a team is a player short due to a yellow card (or ejection - see the ejection section later), his team suffers a penalty on all future CTL draws. A short handed team must ALWAYS make a CTL draw. Subtract 15 from their CTL rating when making the draw. The subtraction is made for each player the team is short. (i.e. Subtract 30 from the CTL rating of a team that is short 2 players).

## **CONTROL (CTL)**

Each team is given a base control rating. Some action cards will have a CTL entry listed on an M or D reading. When this occurs, move the ball according to the indicated zone and draw an action card. Consult the 1-100 entry. If the number drawn is less than or equal to the team's CT: rating, the team retains possession of the ball and proceeds with its next action draw (A, M or D). If the number is greater than the controlling team's control rating, the team loses possession. Control reverts to the opponent, who proceeds to draw for an action in its appropriate zone. (Note that if a team loses control in its attacking zone, the opponent would draw for an action in its defending (D) zone.).

## **THE ATTACKING ZONE**

When a team is attacking, there are only 2 possible results for an "A" entry:

-1: The opposing team has pressured the controlling team into a retreat. They move back to the M (Midfield) zone.

Or

AA: The controlling team draws a 1-100 entry and cross-references the result on its AA chart section. If the result is SHOOT, follow this sequence:

Draw an action card and read the 1-100 entry. Cross-reference the result with the controlling team's SHT column. This tells us which player will shoot.

Draw another action card and read the 1-100 entry. Cross-reference the result with the controlling team's OG column. This tells us if the shooting player's shot is on goal.

At this point, if the shot is not on goal, draw a 1-100 card and cross-reference the result on the Shots Not On Goal Chart. Follow the instruction given.

If the shot was on goal, draw another action card and read the 1-100 entry. Cross-reference the result with the controlling team's G column.

Draw a 1-100 result. If the number is EVEN, follow this procedure:

Draw another 1-100 result. If the number is less than or equal to the player's G percentage, a goal is scored. Else, a save has occurred. Draw another card, read the 1-100 entry, and cross-reference the result with the entries on the SAVES chart. Follow the instruction given.

If the number is ODD, follow this procedure:

Determine the goalkeeper who is in the net. Draw a 1-100 result and cross-reference with the defending team's FACED column for their goalkeeper. (Alternatively, you may choose the player you wish to be in the net.)

Draw another 1-100 result. If the number is less than or equal to the goalkeeper's SAVE percentage, a save is made. Else, a goal has been scored. In the first instance, draw another card, read the 1-100 entry, and cross-reference the result with the entries on the SAVES chart. Follow the instruction given. In the second instance, follow the procedure outlined above for determining the goal scorer.

If the AA draw results in a foul, see the foul section for details.

If the AA draw is higher than the FOULED rating, the controlling team has turned the ball over. The opponent makes an action draw using the D entry.

Note that there are no "0" (same zone) passes in the AA results. It is assumed that a team may have made passes in the zone, but the action here is condensed to speed game play.

## ASSISTS

When a goal is scored, draw an action card and read the 1-100 result. Compare the number to the scoring team's ASSIST% rating. If the number is less than or equal to the ASSIST% AND if the ASSIST% is less than or equal to 100, 1 assist is awarded. If the number is greater than the ASSIST% AND if the ASSIST% is less than or equal to 100, no assist is awarded.

If the number is less than or equal to the last 2 digits of the ASSIST% AND if the ASSIST% is greater 100, 2 assists are awarded.

Example: A team has an ASST% rating of 117. An action card is drawn, The 1-100 entry reads "15". 2 assists are awarded, since the draw is less than or equal to the last 2 digits of the ASST% (17).

To award assists, draw an action card for each assist awarded. Cross-reference the 1-100 entry with the team's A column to find the assisting player.

## PLAYER INPUT

Although most of the game engine is self-driven, there are 2 options whereby the user may influence play. These are the PRESS and STALL options:

**PRESS:** May only be used during the second half when the controlling team is trailing. The press may be called 5 times for each goal the team is trailing. The controlling team may call a press on their first draw for a zone reading. If the result of the draw is an unmodified (no FOUL or CTL reading is also present) +1 or 0 result, another action card is drawn and the 1-100 result is read. If the result is less than or equal to the controlling team's control rating, the +1 reading automatically changes to a +2 or the 0 changes to a +1. The press may not be applied if a draw contains a FOUL or CTL entry.

**STALL:** May be used at any time and in any zone by the controlling team. To execute a successful stall, draw an action card and read the corresponding action entry (A, M or D). Then draw another action card and place it into the discard pile.

## THE X CARD

As mentioned earlier, one of the cards has an X rather than a 1-100 entry. If this card is drawn when a 1-100 draw is made, some special circumstances may apply. They are:

1. If the controlling team is making its FIRST draw to advance after taking possession in their own D (defending) zone, and the 1-100 result is an X, examine the team's OWN GOAL rating. If the rating is other than 0, draw another card and read the 1-100 result. If the result is less than or equal to the team's OWN GOAL rating, the unfortunate team has scored a goal for their opponent.
2. If the non-controlling team has committed a foul, and the draw to determine who the fouling player is has the X reading, the fouled team is awarded a penalty kick if the next 1-100 card drawn is less than Or equal to the number before the slash ("/") on the fouled team's PENALTY KICK% rating. To determine who will take the penalty kick, draw a 1-100 result and cross-reference the result with the team's G column. Draw a 1-100 result; if the number is less than or equal to the number following the slash on the fouled team's PENALTY KICK% rating, the penalty shot is good.
3. If the team that committed a yellow card foul is drawing for a CARD number and the 1-100 entry reads X, draw another 1-100 result. If the number is less than or equal to the number following the fouling team's EJECTION rating, the guilty player has committed a severe foul and is ejected. Find the guilty player by using the procedure outlined in the fouls section.

## TIMING THE GAME

At the bottom right of the score sheet is the possession tracker. Each time a team takes possession of the ball, make a hash mark in the appropriate box. (EX: 5 hash marks will be tallied in the “5” box, 5 in the “10” box, etc. When 5 tallies are made in the “45” box, draw a 1-100 card and read the result. Use this chart to determine injury time added to the clock for the half:

# Drawn	Minutes added to half
1-10	0
11-40	1
41-80	2
81-95	3
96-100	4

Note that the maximum amount of hashes that are allowed in the ET (extra time) box is 4; at that point the half (or game) ends.