



SOCCER BRAIN

Think, shoot, score!

Contents:

1 x Soccerbrain stadium board	1 x 'Cup Draw' bag
1 x 'Spinner'	8 x Coloured pawns
2 x Timers (one lasting five minutes and one lasting 30 seconds)	20 x Football counters
1 x 'Wipe-clean' 'Cup Draw' board	56 x 'Memory' challenge cards
1 x Set of eight push-out, 'wipe-clean' 'Cup Draw' cards	56 x 'Perception' challenge cards
1 x Dry marker pen	56 x 'Thinking' challenge cards
	56 x 'Conundrums' challenge cards
	1 x Instruction booklet

Soccerbrain was devised by Gavin Ucko

We would also like to acknowledge the efforts of the following people...
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For Joel, Samuel and Orli

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How To Play Soccerbrain

Welcome to 'Soccerbrain', a brand new football game!

To win the game, you'll need to use your thinking skills and conquer the football-based challenges that will allow you to score the goals and beat your opponent.

Setting Up:

There are two ways to play 'Soccerbrain': Either you can play a 'one-off' game against an opponent, or if you prefer, you can use the eight 'team cards', hold your own cup draw, and play with up to eight people.

The Cup Draw:

Use the marker pen provided to write the names of the eight teams that you would like to have in the draw. Of course, these could be well known teams, or if you prefer, you can make up your own team names!

Place all of the team cards into the bag and pull them out one at a time, filling out the 'Quarter-Finals' on the board, in order, as you go. For each Quarter-Final, the first team drawn is the home team, the second the away team. Then, you need to decide which players will be playing for each team, and select a coloured pawn to represent that team.

Starting The Game:

There are four sets of 56 cards. The categories of the cards are: Memory, Perception, Thinking and Conundrums. Shuffle each set and place the four piles alongside one another next to the board.

Now it's time for the first quarter-final!

The two pawns representing the two teams should be placed next to each other on the 'kick-off' spot.

The person representing the 'away' team can decide which goal they would like to shoot towards.

The person representing the 'home' team will 'kick-off' and have the first turn.

Now take the five minute timer and turn it over to start the match.

The 'home' player spins the spinner. If the arrow stops and is pointing to a number (1, 2, 3 or 4) then the player can move that number of

spaces on the board in any direction, providing they always move from ball to ball along a dashed line. The only exception to this is that once you have left the 'kick-off' spot, you cannot move back there (unless you miss a penalty, more of which later).

The colour of the spot where you land will determine the category of challenge which you must face!

Category colours and how the challenges work:

Red: Memory – The player takes the top card from the pile whilst the opponent turns over the 30 second timer to start the clock. The player has until the timer runs out to look at the card and memorise as much of the information on the card as possible. The card is then placed face down and the opponent asks the corresponding memory question to the player (the questions can be found on pages five and six of this booklet). Players should agree in advance how much thinking time the player is allowed after the timer has stopped before they must answer.

Blue: Perception – The player takes the top card from the pile and places it down so that the opponent can see it too. The opponent turns over the 30 second timer to start the clock. The player has until the timer runs out to work out the answer to the question posed in the challenge by using the information provided on the card. The player has one chance to answer and this answer must be given before the sand in the timer has run out. The opponent then checks the answer on pages six and seven of this booklet.

Yellow: Thinking – The opponent takes the top card from the pile, tells the player the subject on the top of the card and then turns the 30 second timer over. The player now has to start talking about the subject on the card

and within the 30 seconds must mention all five of the words/items listed on the card – all of them must be mentioned for the challenge to be successful (for younger players you can reduce the number to three).

Purple: Conundrums – The opponent takes the top card from the pile and reads the conundrum twice to the player, before handing the card to the player and turning the 30 second timer over. The player has until the sand runs out to give one answer to the opponent, who then checks the answer on page seven of this booklet.

If a player completes their challenge, then on their next turn they spin the spinner again and continue to move across the board. If they are not successful, then their turn is over and on their next turn they remain on that spot and must face a challenge from the same category. This continues until a challenge is successfully completed.

'Yellow' and 'Red' Cards: Each of the four category piles contains two yellow cards and two red cards. If the card drawn from the pile features a yellow card, then the opponent chooses a card from one of the other three categories and the player must complete that challenge. If the player is unsuccessful with this challenge then the process is repeated on subsequent turns until a challenge is successfully completed (then on the next turn, the player can continue to move across the board). If a goal is scored in the meantime, both players return to the 'kick-off' spot.

If a red card is drawn, then the player automatically misses their turn and must wait until their next turn before taking the next card from the pile.

Once each card has been used, it is returned to the bottom of its pile.

Scoring Goals:

During Regular Play: In order to score a goal, a player must be successful with a challenge whilst their pawn is positioned on a 'Go For Goal' spot. If the player is not successful, then the pawn remains on that spot and a further challenge from the same category is attempted on the player's next turn. Obviously, players want to reach the 'Go For Goal' spots as quickly as possible but they must always move the exact number of spaces indicated by the spinner (remember that players can move pawns backwards and forwards along the dashed lines). When a goal is scored, the player is awarded a football counter. Both players then return their pawns to the kick-off spot and play begins again with the player who did not just score.

Penalties:

If the arrow on the spinner lands on 'Penalty', the player moves their pawn straight to the penalty spot (marked with a 'P') in front of the goal and picks a card from the challenge category of their choice. If the challenge is completed successfully, then a goal is scored and the player is awarded a football counter. Both players then return their pawns to the kick-off spot and play begins again with the player who did not score having the first turn.

If the penalty challenge is unsuccessful, then that player **ONLY** moves their pawn back to the kick-off spot and spins the spinner on their next turn. The opponent's pawn does not move at this point.

Half Time:

When the sand in the timer runs out after five minutes, it's half time! Play stops, even if the player is in the middle of a challenge (the current challenge would be returned to the bottom of its pile). Players then swap sides of the pitch and both pawns return to the kick-off spot. The timer is then turned over once again and the second half begins.

Full Time:

Once the sand has run out at the end of the second half, it's full time! The team that has scored the most goals wins and progresses to the next round of the cup. The score is then filled in on the 'Cup Draw'.

Tied Score:

If both players have scored the same number of goals, then there is a sudden-death penalty shoot-out!

Both players move their pawn to their respective penalty spot. The player who scored the last goal in the game will take a penalty first (if the final score was 0-0 then you may want to toss a coin to decide who goes first).

Unlike penalties during the main game, this time the opponent chooses the challenge category for the player and uses the top card in that pile. If the player is successful with the challenge, then the opponent has their turn and **MUST** be successful with their challenge in order to keep the game going. Play continues until one of the players has scored one more goal than the other, with both players having taken the **SAME** number of penalties. The player who has scored the higher number wins the game.

Play continues, match by match until the final ... and the winner of the final is the winner of the game!

Challenges and Solutions:

Memory

(Look for the question number that corresponds with the number on the challenge card – the answer is in **bold italics** after the question).

- Which word/phrase is in List A, but missing from List B? **Fans**
- How many goals were scored in total? **11**
- Can you remember at least 6 of the words? **Any of... Ran, Can, Ban, Bar, Car, Air, Sob, Son, Sin, Bin, Nib, Ace, Are**
- Which language uses exactly the same word for the game as English? **French**
- Which of the words/phrases associated with football comes first alphabetically? **Captain**
- How many of the football related words have the letter 'F' in them? **5**
- Which of the football related words/phrases is listed third from last? **Post**
- Which word is in List A but missing from List B? **Substitute**
- How many goals did Kettleborough Harriers and Ridley Rangers score? **0 and 2**
- How many of the translations of 'goal' have the letter 'O' in them? **3**
- Which of the football related words/phrases is listed fourth? **Away Kit**
- How many of the listed words are 3-letter words? **7**
- Which of the football related words/phrases comes last alphabetically? **Whistle**
- Which word/phrase is in List A but not in List B? **Free Kick**
- Which of the football related words/phrases is listed two after 'Referee'? **Substitute**
- Put all the football teams in alphabetical order. **Bourne End Albion, Glendale United, Middlebrook Rovers, Westhorpe United, Wimblington Town**
- Which footballer is in List A, but missing from List B? **Alan Shoirer**
- List these footballers in alphabetical order (surnames). **Robert Chartin, Barry Kinekar, Diego Maradora, Edward Moore, David Packham, Cristiano Ronlinaldo, Alan Shoirer**
- How many of the team names have two words in them? **7**
- How many minutes were there between the first and second goals? **31**
- Which competition is in List A but missing from List B? **FA Cup**
- What was the score at half time? **0-3**
- How many of these words have the letter 'L' in them? **6**
- In which two languages is football known as 'FOTBAL'? **Romanian and Czech**
- How many teams scored just 1 goal in their match? **6**
- Put all the football teams in alphabetical order. **Holyfield Town, HPC Rovers, Paddington Athletic, Sedgford, Waterside Forest**
- Which of the football related words/phrases is listed straight after 'Substitute'? **Whistle**
- Which language's translation of football comes second last alphabetically? **Finnish, jalkapallo.**
- How many words were mentioned? **8**

Memory continued...

30. Which piece of equipment is in List A but missing from List B? **Studs**
31. List these footballers in alphabetical order (surnames).
Robbie Charlton, Robbie Fowler, Dennis Kampberg, Michael Owen, William Rooney, Eric Tancona
32. In which two languages does the word 'score' not change? **Portuguese and Norwegian**
33. Which Football Team is in List A, but missing from List B? **Wimblington Town**
34. Which word is listed seventh? **Neat**
35. How do you spell the Italian translation of 'match'? **Incontro**
36. Put all the football teams in alphabetical order.
Berrow Green Rovers, Brockton United, Chessmount Athletic, Newtown, Westgate United.
37. How many of the team names start with the letter 'W'? **3**
38. Which language's translation of the word penalty is the longest word?
Romanian, penalizare
39. How many goals were scored in total by the players who scored an odd amount of goals?
74
40. How many of the words have got a double-letter in them? **5**
41. How many league titles have Middlebrook Rovers won? **15**
42. For how many years did the longest reigning manager stay at Wimblington Town? **11**
43. How many players are in the half of the pitch with the red goalkeeper? **11**
44. How many of the words are four-letter words? **6**
45. How many players have reached double figures in both number of goals scored, and assisted goals? **2**
46. How many blue players are in both 18 yard boxes? **3**
47. In which minute was the second goal scored?
67th minute
48. What was the score at half time? **1-2**
49. Which was the only scoreline to occur twice?
1-2
50. How many goals did the winning teams collectively score? **10**
51. Who did Jeremy Edwards play for in 2004?
Newborough United and Glendale United
52. How many of the games included at least 3 goals? **6**

Perception

(Look for the answer number that corresponds with the number on the challenge card).

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|-------|-------------------------|---|
| 1. 87 | 10. Blue (19) | 19. Brown |
| 2. 5 | 11. 30 | 20. 14 |
| 3. 9 | 12. Berrow Green Rovers | 21. Rep. Ireland 2 – 4
Holland (6 Goals) |
| 4. 5 | 13. 85 | 22. August and November |
| 5. 25 | 14. 87 | 23. Middlebrook Rovers |
| 6. 11 | 15. 8 | 24. Portugal |
| 7. 23 | 16. 7 | 25. 5 |
| 8. 3 | 17. 10, 4, 8 & 12 | 26. 4 |
| 9. 53 | 18. Green | |

- | | | |
|-----------------|------------|-----------------|
| 27. 1 | 36. 2 – 2 | 45. 16 |
| 28. 4 | 37. No | 46. 6, 9, 3 & 1 |
| 29. 12 | 38. 10 | 47. 5 |
| 30. 13 | 39. 12 | 48. G |
| 31. 5 | 40. F | 49. 4 |
| 32. Manager (9) | 41. 1 & 11 | 50. F |
| 33. 3 | 42. 6 | 51. 6 |
| 34. 7 | 43. B | 52. 8 |
| 35. 17 | 44. 10 | |

Conundrums

(Look for the answer number that corresponds with the number on the challenge card).

- | | |
|---|---|
| 1. 4 | 32. 86 |
| 2. 2-0 | 33. January |
| 3. £6 million | 34. Daniel |
| 4. 2026 | 35. 11 |
| 5. December | 36. £72,000 |
| 6. Red | 37. £36 million |
| 7. 16 | 38. Helmdon – 51 appearances |
| 8. Joel | 39. Hecko |
| 9. Wimblington Town | 40. 3 ½ minutes |
| 10. 2 burgers and 0 hot dogs | 41. Transfer A - £2.1 million,
Transfer B - £4.2 million |
| 11. Flags | 42. 6 |
| 12. 13 | 43. 28 |
| 13. 144 steps | 44. Middlebrook Rovers |
| 14. 2 | 45. 36 points |
| 15. 22 yards | 46. 3 |
| 16. 7.05 p.m. | 47. Rhys Harris |
| 17. 2.30 p.m. | 48. Football boots and
shin-pads |
| 18. 38 | 49. Kingstown United |
| 19. Elliot Conway | 50. 20 |
| 20. 71 st minute | 51. 5 |
| 21. Ridley Rangers | 52. 2.36 p.m. |
| 22. 9 | |
| 23. 2 years | |
| 24. 1 | |
| 25. 4,000 | |
| 26. 7, 15, 1, 12 | |
| 27. £94.60 | |
| 28. 4 ½ hours | |
| 29. Liam | |
| 30. £41.50 | |
| 31. Brockton United 2
Wimblington Town 1 | |