

CALCIO



EXPANSION 01L



SERFERGIOCHI

EXTRA RULES

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In this set of expansion L1, you will find 4 footballer miniatures, 2 for each team, that add the role LIBERO (sweeper) identified by the letter L on the base of the miniature (you can apply the same rules of the base game, that is the number that is not circled indicates the movements of the footballer in a turn; the circled number indicates the bonus of the tackle or shot of the same player that can be activated only if the footballer is in his competence area).

The competence area of the LIBERO footballer is the footballer's half-field.

There is also a pack of 21 ***Calciotto 01L*** cards that add further actions to the base game. These cards are divided into 6 types:

PALLA FUORI (BALL OUT OF THE FIELD) (7 copies): it allows to kick the throw-in or the corner kick or allows the goalkeeper to send back the ball.

SCATTO +4 (TWITCH+4) (4 copies): it allows to further move another footballer of 4 squares at the most.

RICONTRASTA (TACKLE AGAIN) (4 copies): it allows to tackle again the same footballer that has just been tackled.

TIRO AL VOLO (VOLLEY) (2 copies): it allows to kick a volley, that is the footballer doesn't need moving points to shot on goal.

TIRO AD EFFETTO (SPIN SHOT) (2 copies): it allows to kick the ball whose direction can be staggered laterally of one square.

ADRENALINA +4 (ADRENALIN+4): it allows to add 4 points to the total points of the block of the goalkeeper.

*The cards **Calciotto 01L**, differently from the cards of the base game, can be played even after the rolling of the dice, but always one for each turn and before performing a new action.*

RULES FOR THE THROW-IN:

When a player that has the ball is on the first or second square adjacent the line of the pitch side, and loses the tackle because the adversary player has played the card "PALLA FUORI", the adversary will play the "THROW-IN" if the ball is situated perpendicularly to the lateral side of the field (if the distance is the same from the lateral side and from the goal side, the throw-in is kicked anyway). In this phase, the players can freely move 2 footballers (the footballer that kicks the throw-in first, then the other footballer). The player that has to kick the throw-in puts the footballer on the adjacent square to the pitch side where the ball has been kicked out (the ball goes out always perpendicularly to the pitch side from the square where was the footballer that has lost the action because of the card PALLA FUORI).

The two dice are rolled and **6 movements points are added to the total of the two dice**; the score of the throw-in is obtained and it can be used also to move both footballers and ball after passing, as first move, the ball to a footballer of the player's own team or in an empty area of the field.

RULES FOR THE CORNER KICK:

If the footballer that has the ball is on the first or second square adjacent to the pitch-side on the side of the adversary's goal and loses the tackle because the adversary has played the card **PALLA FUORI**, the adversary will perform the action of sending back the ball from the part of the goalkeeper according to the rules already known of the base game.

When the footballer that has the ball is on the first or second square adjacent to the pitch-side on the side of his own goal and loses the tackle because the adversary has played the card **PALLA FUORI**, the adversary will perform the **CORNER KICK**.

To kick the corner kick, the player that has to kick, puts the footballer that has the ball on the kick corner square. In this phase, the game is stopped and so the player, first who kicks the corner kick and then the other player, can freely move 4 footballers of their own team.

Now the footballer can kick the corner kick: the player that performs the action throws the 2 dice (1-6) and also the dice +/-; **6 points are added to the score of the 2 dice (1/6)**, obtaining in this way the total amount of moving points that can be used either to kick the ball or to move footballers/to shoot the goal; if the dice +/- gets the score (-), the ball cannot go beyond rival footballers that are on its trajectory; if the dice +/- gets the score (+), the ball can go beyond rival footballers that are on its trajectory. Only on the corner, if the score + is obtained, the footballer can **directly cross** the ball following the trajectory that is shown in the figure (that is to kick the ball of 2 squares diagonally first, to continue then its movement alongside the goal line).



EXAMPLE OF DIRECTLY CROSS

MINIATURES OF THE EXPANSION SETS:

on the footballers' chart of the base game, there is space to add two miniatures with different roles than the ones contained in the base game. During each match, only 2 footballers can be called but they must be different to the ones of the base game; they are taken from the expansion set and placed on the 2 squares on the lower right side of the footballers' chart.

The miniatures of the expansion set can be played at the beginning of the match or during a substitution, but the player has to discard 3 cards CALCIOTTO (of the base game or of the expansions), to replace or to play with a footballer of the expansion set.

CARDS OF THE EXPANSION SETS:

the cards of the expansion sets must be kept separated from one another and also from the base set (they must not be mixed up in one pack). At the beginning of the game, every player will pick a card from every pack of the expansion sets and the remaining cards from the base pack until he/she has 5 cards at his disposal at the beginning of the game. The cards that have been played must be put under the respective packs. The player can pick other cards following the same rule of the base game, choosing from which pack he wants to pick among the ones that he has at his disposal.

If the player starts to play with a footballer of the expansion sets, he can pick only 2 cards at the beginning.

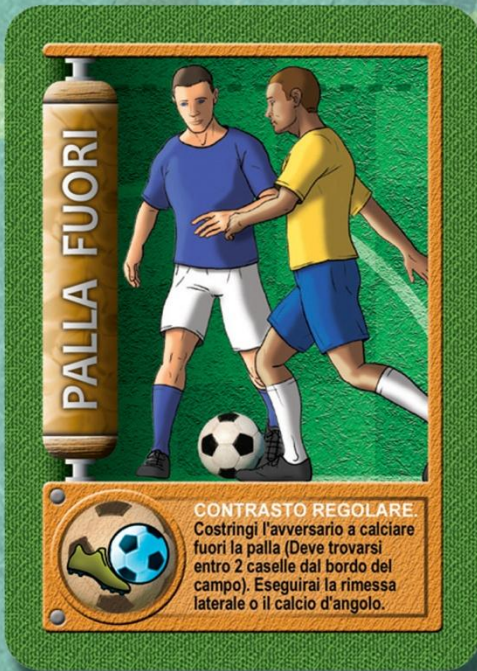
SHEET OF CARDS

ADRENALINA+4 (ADRENALIN+4)

Skill.

Add 4 points to the total points of the save of your goalkeeper.

Try not to be scored a goal!



PALLA FUORI (BALL OUT OF THE FIELD)

Regular tackle.

You force your adversary to kick the ball out (he must be within 2 squares of the edge of the field). You will kick the throw-in and the corner kick.



CONTRASTO REGOLARE.
Se il "contrasto regolare" ti è andato male, giocando subito questa carta esegui una nuova azione di contrasto tra gli stessi due calciatori.



RICONTRASTA

(TACKLE AGAIN)

Regular tackle.

If your regular tackle was not good, if you play this card, you can tackle again the same opponent footballer.



SPOSTAMENTO ... 1(+4).
Aggiungi 4 punti spostamento ad un giocatore della tua squadra (anche se ha possesso palla). Tali punti possono essere usati solo per spostare il giocatore.



SCATTO +4

(TWITCH+4)

Moving ...1(+4).

You can add 4 movement points to a footballer of your team (even if he has the ball). These points can be used only to move the footballer.



ABILITA'
Puoi eseguire un tiro ad effetto sfalzando lateralmente la direzione del tiro di una casella.



TIRO AD EFFETTO (SPIN SHOT)

Skill.

You can make a spin shot, staggering laterally the shot of one square.



ABILITA'
Appena ricevi il pallone fai subito un tiro al volo se sei in zona tiro, senza limiti in numero di caselle. (non puoi spostare il giocatore che esegue tale tiro).



TIRO AL VOLO (VOLLEY)

Skill.

When you receive the ball, you can make a volley immediately if you are in the shot area, of any squares as you want. (You can't move the footballer that kicks the ball).