JUKEM SOCCER
OFFICIAL PLAYBOOK

2 PLAYER
AVG. GAME 20-30 MIN.
WHAT’S IN THE BOX?
Deck of 55 cards.

OBJECT OF THE GAME
Have the most goals after two takes of play.

ABOUT THE CARDS
The deck includes two types of cards:
- Black-and-white offensive cards (PASS, HEADER, FLOP, and SHOT)
  move the ball forward and take shots at the goal. Your offensive cards
  from your formation
- Red and yellow defensive cards are penalty cards that remove your
  plays, and save cards that try to block your goal shots. Only the
  unstoppable JUKEM card can protect you from them!

SETUP
1. Choose a player to be the dealer. The dealer shuffles the deck, then
   deals five cards face down to each player.
2. The dealer places the remaining deck face down to form the draw
   pile.
3. The discard pile is formed from the game, the discard pile will
   be placed next to the deal pile. Players cannot draw cards from the
discard pile.
4. The non-dealing player takes the first turn. Players then alternate
   turns.

YOUR TURN
Place an offensive card (or combination of cards) from your hand face
up in front of you, either to set up a shot or to take one (see “Setting
Up a Shot” on this page and “Making a Shot” on next page).

- If your opponent plays a defensive card, follow the rules for “Penalty
  Cards” or “Making a Shot” to Rephrase your hand to five cards. This
  ends your turn.
- If your opponent can’t play a defensive card, rephrase your hand to
  five cards. This ends your turn. Note: If you scored a goal, see “Scoring a
  Goal” on next page.
- Can’t make a play? If no cards in your hand are playable, you may call
  for a substitute. Draw one card from your discard pile and make a play if
  you can. If you can’t make a play, your turn is over.

SET UP A SHOT
In order to play a SHOT card to try to score a goal, you must first play
3, 4, or 5 offensive cards to get down enough to do so. The number of
setup plays you need is shown at the top of each SHOT card.

EXAMPLE
You need to have at least four offensive plays before you can play
SHOT cards.
The cards that set up a SHOT are PASS cards, HEADER cards, and the
FLOP card.

EXAMPLE
After you successfully play a HEADER card, draw up to five cards and
return to the same turn. If you play a PENALTY card, your turn is
over.

JukeM
If you’re lucky enough to have the JUKEM card, you may play it
immediately before playing an offensive card on your turn. This
unstoppable card prevents your opponent from blocking your goal
shot. “SHOOT” or “JUKE-M’N” just before you play this card.

Penalty cards
An opponent makes a plays toward a goal shot, you may play
PENALTY cards to remove them. If you play a PENALTY card on your
opponent’s turns, remove his/her play or possession as directed on the
card. Place your opponent’s cards and the PENALTY card face down
onto the discard pile. Both players replace their hands to five cards.
This ends her/his turn.

EXAMPLE
This yellow PENALTY card removes your opponent’s last play, but it can
be played only against the FLOP card.
**EXAMPLE**
The red PENALTY cards remove your opponent's entire possession.

**TAKING A SHOT ON GOAL**
Once you've made enough plays to take a certain goal shot, you may play that SHOT card on your next turn.

To take a shot at the goal, do the following:
- Before playing the card, say "SHOT!" Then hold your SHOT card face down in the center of the play area.
- If your opponent has a SAVE card, he/she holds it face down near your SHOT card.
- On the count of "three," you and your opponent flip your cards face up. Now check out the cards to see if your shot is blocked. See the examples below.

If your goal shot is blocked, place your possession, the SHOT card, and the SAVE card into the discard pile. Both players replenish their hands to five cards. This ends your turn.

**A successful block:**

**EXAMPLE**
Your SHOT card shows three soccer balls in the boxes where you took the shot.

**EXAMPLE**
Your opponent's SAVE card shows an "X" in each box where you took your shot. Your shot is blocked.

**An unsuccessful block:**

**EXAMPLE**
Your SHOT card shows two soccer balls in the boxes where you took your shot.

**EXAMPLE**
Your opponent's SAVE card does not show an "X" in one of the boxes where you took your shot. You scored a goal!

**Scoring a goal**
If you score a goal, place your possession beside you with the SHOT cards face up on top, to remind you that you scored a goal. This ends your turn.

**ENDING A HALF**
When the time clock runs out, keep taking turns to play as many of your cards as you can. If one player runs out of cards, the other player can keep making plays until no more plays are possible.

Remember how many goals you scored in the first half. Then shuffle the entire deck and begin the second half, with the player who did not deal in the first half dealing. The second half plays and ends the same as the first half.

**HOW TO WIN**
When the second half ends, the player with the most total goals wins. In case of a tie, play again. The player who scores the first goal wins.