



R&W PENALTY SHOOT-OUT!

The final of the championship is still tied after overtime. You and the other coach choose their kickers. They're tired and under pressure. Luck decides the first kick. The team that scores the most successful kicks at the end of the shoot-out will be the winner of the match.

Designer: Hector Torres

It's a **2 PLAYER** Roll & Write simulation game for **8+** with an estimated duration of **10-15 MIN.**

COMPONENTS:

Rules.

2 team sheets. They are balanced.

1 score pad. May be laminated to be erased.












4 six-side regular dice.

Pen or pencil to keep the score.

SETUP:

Players choose their teams and team names and write them on the score pad.

Each player selects the order of their initial 5 kickers and write the list down on the score pad, leaving the rest for the "sudden-death" rounds. The attributes of each kicker are in the team sheets:

	Player's number and team.
 	Aim: number of dice to roll
  	Pressure Fix when the team is
 	 winning  even  losing

First kick: Each player rolls a die. The higher kicks first. It is marked in the score pad.

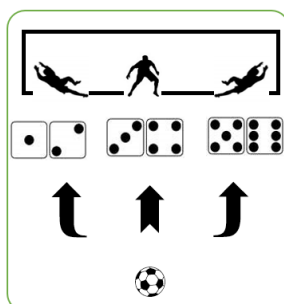
KICKS:



Goalkeeper and kicker choose their play accordingly to the diagram, by setting or rolling a die on the table and hiding it with the hand or an object.





Goalkeeper


Play

Kicker







At once, both players show the dice. If they're equivalent **THE GOALKEEPER GUESSED THE KICK!!!** (for example the goalkeeper has a  and the kicker a  or both have the same number)

The player takes ,  or  accordingly to the kicker's Aim. 

Adjust the Pressure Fix by +/-  depending on the current score.

If the goalkeeper guessed the kick, 2 dice are discarded. - 

The kicker rolls the remaining dice -if any- and scores a **GOAL!!** by getting at least one die with a result of  or . Failed otherwise.

The result  or  is recorded in the score pad and the teams alternate turns, following the rules of an official penalty shoot-out.

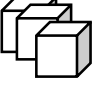
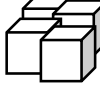
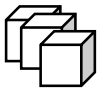
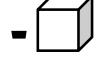
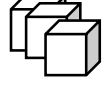
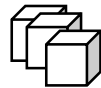
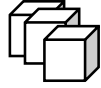
WINNER:

If one side has scored more successful kicks than the other could possibly reach with all of its remaining kicks, the shoot-out ends regardless of the number of kicks remaining.

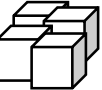
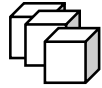
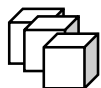
Should no winner be decided at the end of 5 rounds, the shoot-out progress into additional **"SUDDEN-DEATH"** rounds, starting with the kickers left out of the initial list, where each team has an additional kick until there is a winner. After all kickers have participated, each team will send up a player take their second kick. Teams are not required to follow the same order of kickers as was used for the first kick.



**R&W
PENALTY
SHOOT-OUT!**



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R&W PENALTY SHOOT-OUT!

COLORS _____

FIRST KICK _____

COLORS _____

HOME				
1	2	3	4	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
x	x	x	x	x

6	7	8	9	10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
x	x	x	x	x

VISITOR				
1	2	3	4	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
x	x	x	x	x

6	7	8	9	10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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x	x	x	x	x

VISITOR				
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x	x	x	x	x

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x	x	x	x	x

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<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
x	x	x	x	x



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x	x	x	x	x

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x	x	x	x	x

VISITOR				
1	2	3	4	5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
x	x	x	x	x