

Age Group	Number of People
0-10	100
11-20	80
21-30	60
31-40	40
41-50	20
51-60	10
61-70	5
71-80	2
81-90	1
91-100	0

First, the Commentator assigns a number value to the team, based on the *Tactical placement* and *Technical feats* in play.

■ If the Coach chose a defensive approach, the value of each card is the inverse of the Number, on a scale of 1 to 11. From the goalkeeper's 11 to the left winger's 1. The chart helps invert numbers.

► If the Coach chose individualism, the value of *Technical feat* cards is positive, the *Tactical placement* cards' is negative.

Each *Derby* card has an effect in italics. Cards that affect the opponents' value or undo other cards are applied now. The Number on Yellow and Red cards is noted on the *Commentator's table* during the match, other cards affect Field roles. *Derby goal* cards directly affect the score.

■ In the First half, if the team's value is lower than 21 and higher than the opponents', the Commentator adds 3 *Scored goal* and 2 *Conceded goal* cards to the deck. Otherwise, they do the opposite.

► In the Second half, if the team's value is lower than 21 and higher than the opponents', the Commentator adds 2 *Scored goal* and 1 *Conceded goal* cards to the deck. Otherwise, they do the opposite.

Finally, the Commentator applies all the effects of *Derby goal* cards.

Now they add *Goal* and *Derby goal* cards to the deck and shuffle it. Then they'll fill in and add *Whistle* cards: *Starting whistle* and *End of first half* open and close the First half deck; *Second half* and *Final whistle* open and close the Second half deck.