Flow of the match

In the Field phase, the Commentator reads a deck made of the cards played by the team, drawing them one by one. They're free to add more commentary and make up plays, but it's the cards that decide the outcome. Each half is its own thing: Cards played in the First half are discarded after they've been read.

After listening to their pep talk, the Commentator marks the Coach's choices on the Commentator's table with an X. Then they check the four decks: Whistle and Goal cards are in place from the start, while Tactical placement, Technical feat and Derby cards must be placed in the appropriate spots in the Locker room phase.

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

- If the Coach chose an offensive approach, the value of each card is equal to the Number on it. From the goalkeeper's 1 to the left winger's 11.
- 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 teamplay, the value of Tactical placement cards is positive, while the *Technical feat* cards' is negative.
- If the Coach chose individualism, the value of *Technical feat* cards is positive, the Tactical placement cards' is negative.

By adding up positives and subtracting negatives, we get the value of our team. Time to learn that of our opponents.

- In the First half, they start at 0. In the Second half, it depends on the score: 0 if even, +5 if they're ahead, -5 if behind.
- 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.

After applying immediate effects, the Commentator shuffles all Tactical placement, Technical feat and Derby cards into one deck, except for *Derby goal* cards.

- 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.

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