



Pre-match warmup

It's time to try out some moves and understand the rules we'll follow during the First and Second half of the match. One at a time, let's move out of the Locker room and into the Field: Whenever a player steps in the Field, everyone who's already there must clap and cheer for them.

On the Field, no one plays their character: Right now, I'm acting as our Coach and my first task is assigning another role to everyone else. There are no fixed roles, they're reassigned at the start of each Field phase, so we must all understand how to play as Coach, Commentator, Supporter, and Footballer.

Now I'll choose one of you to become the Commentator, then divide everyone else between Footballers and Supporters, following this chart:

- 7 players: 3 Footballers + 2 Supporters
- 8 players: 4 Footballers + 2 Supporters
- 9 players: 4 Footballers + 3 Supporters
- 10 players: 5 Footballers + 3 Supporters
- 11 players: 5 Footballers + 4 Supporters

Our role on the Field determines our position and right to speak during this phase.

- *Coach*: May only emote with the whistle. They stay on the touch-lines of the playing field.
- *Commentator*: The only one who speaks. They stay on the touch-lines of the playing field.
- *Supporters*: May only speak in synchronised chants, cheers, or incoherent yells. They can also clap and gesture. They stay on the touch-lines of the playing field.

■ *Footballers*: May never speak, their play is purely physical in nature. They are the only ones allowed to enter the pitch and touch the ball.

Everyone to their places: The Footballers must stand in formation on two even rows, one in front of the other, facing the same direction. One of them must hold the ball, while the Coach, which is me, keeps the whistle.

After assigning roles, the Coach must give a pep talk to the team. Everyone must listen, and the Footballers can begin stretching as they do. There's no script for this speech, but it must convey two things with absolute quality:

- Should the team rely on tactics and discipline or focus on technique and individual feats?
- Should the team focus on defence or go all out on the offensive?

Once we're back in the Locker room and read about the *Flow of the match*, we'll understand the meaning behind these choices.

For now, let's just focus on movement.

- Footballers must run in place for the entire phase. Set a pace you're comfortable keeping for 10 minutes: The point is feeling some physical exertion, not proving we're actual athletes.
- Supporters can cheer for the team by clapping, yelling or chanting together to show their support for their heroes. When they hear them, the Footballers must pick up the pace: Faster!
- Supporters can also rail against the team, by booing, jeering or chanting together to show their disapproval. When they hear them, the Footballers must slow down. Without stopping!

Now let's focus on the ball. When I blow the whistle, the Footballer holding the ball must pass it to someone else. With their hands. If it touches the ground, or the pass is too late or uncalled for, I'll vent my frustration with angry gestures.

Let's give it a try! Supporters, cheer or boo. Footballers, speed up or slow down and follow the whistle to pass the ball.

We've just practiced all the base rules of the Field phase, except for the role of the Commentator.

The Commentator is the only one who gets to speak: They'll read from a deck of cards and run commentary on the match. Their words will turn our actions into a coherent narrative. We must listen to them and react to what they say.

Let's try again! Commentator, make up some commentary on a play (later on you'll have *Cards* to rely on), ending with either a goal we score or a goal we concede. Everyone else, let's listen and act accordingly: Supporters cheer when things go well and boo when they don't, Footballers run, the Coach calls for passes.

If the Commentator announces we've scored a goal, every Footballer runs to hug whoever was holding the ball at the time. The Coach and Supporters cheer.

If the Commentator announces we've conceded a goal, everyone jeers at whoever was holding the ball at the time.

When the score changes, the Coach must take measures and changes up the game plan by gesturing to the Footballers.

If the team is winning, the Coach holds up one finger and waves it around: The Footballers stand in a circle and pass with their hands when the whistle blows. Things are easier, we're more in control.

If the team falls behind, the Coach holds up their fist and waves it around: The Footballers stand in a circle and pass with their feet when the whistle blows. Things are harder, we're taking more risks.

Another try! The Footballers stand in a circle and pass as the Commentator narrates the goal that sets the score even. We all react and the game plan changes again.

If the score goes back to a draw, the Coach holds up their open hand: The Footballers stand in two rows again and go back to passing with their hands.

Good! Now let's go back to the Locker room, one at a time. Those still in the Field can either cheer or boo for each player that crosses the door.

One last thing: Now that we know the rules, it's fair to know how to break them. Not everyone always goes for team-play.

Those who've played a *Technical feat* card in the Locker room and are Footballers on the Field may ignore the rules, moving and passing as they please, to show off their individual talent.