

GRANGOL

A soccer game played by cards

A card game by
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english translation by The Goblin 2004

TRANSLATOR'S NOTE

Grangol is a simple card game, yet much of the actions are described directly on the cards in Italian language. In order to help non-Italian speaking players, this translation will refer to cards by their Italian name in capital letters, so that it will be easy to find them during the course of the game.

GAME OVERVIEW

Grangol is a football match simulation. In order to win the match each player has to score more goals than the opponent. Game actions will cycle between attack and defense depending on the cards played.

GAME COMPONENTS

- 1 PASS six-sided special green die
- 1 TACKLE six-sided special red die
- 119 playing cards (different types)
- 1 rulesheet

GAME SETUP

1. Separate the cards depending on their different types.
2. Take the cards representing the five football field sections and place them on the table as showed in the Example 1 picture (see below).
3. Each player takes one CAMBIO card (black & white arrows on the back).
4. Sort out the 10 timer cards (clock on the back) and place them face up on the table in ascending order so that the lowest is first (5th minute) and the highest is the last in the pile (48th additional time).
5. Place aside any other cards : 2 yellow cards, 1 red card, 3 goalkeeper cards (goalkeeper on the back), 3 shot cards (soccer-ball on the back) and 3 wall cards (brick wall on the back).
6. Shuffle the remaining 90 cards and deal 5 of them to each player.
7. Choose who will be the first to play in any way you like.

PLAYING THE GAME

In each turn, the active player draws one card and plays one card. In every turn **only one card is drawn and only one card is played, unless otherwise specified on the cards themselves.**

There are three different card types:

1. Attack cards - Green
2. Defense cards - Red
3. Universal cards - Blue



In every moment during the game, one player is the attacker while the other is the defender. The attacker can only use green and blue cards, while the defending player can only use red and blue cards. The first player begins his first game turn as the attacker.

The player draws a card from the deck, if this is a "TEMPO +5" card, he must play it immediately, advancing the timer one step, then he draws another card and plays one green or blue card from his hand; if he can't play a card, he's forced to discard one instead.

Note: discarded cards may be drawn by your opponent (instead of his normal draw), if he likes so and provided he can use it immediately.

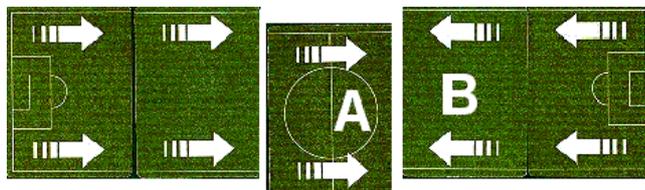
It's now the turn of the opponent, the defending player, that draws a card (if it's a "TEMPO +5" card anything already mentioned before applies) and then plays a red or blue card, or he discards a card if unable to play.

Even in the case of the defending player, discarded cards may be drawn by the opponent like mentioned in the note above.

FIELD SECTION CARDS

There are five cards representing the soccer field sections (2 penalty areas, 2 three-quarters, 1 midfield). Arrows on these cards represent the actual player positions. As soon as a player succeeds in an action (be it an attack or defense action), he turns over his next field section card so that arrows point in his direction, showing that he's now in that field section.

Example 1: the attacker is in section "A", if he's successful in his action, he turns over the "B" section card, placing arrows so that these point in the same direction of "A". In this case, the defending player will be forced into his own penalty area.



BASIC PLAYING CARDS IN DETAIL

PASSAGGIO



This card is a simple pass used to approach the opponent's penalty area in order to gain a chance for a shot. When using this card, the attacking player rolls the green die and checks the result obtained:

- a **soccer ball**: means that the action is successful, the attacking player advances one field section forward;
- a **"+1" soccer ball**: means that the action is successful, but the attacker advances two field sections forward;
- a **"-1" soccer ball**: means that the action is partially successful, but the attacking player advances one field section less than normal; in the case of the pass card, he stays in the same section and does not advance, even though he still keeps the ball under control;
- a **"X" soccer ball**: the action is unsuccessful, the field section card is flipped and arrows are exchanged so that the defending player has now the ball under control, immediately becoming the attacker.

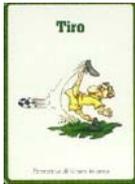
Note: in order to clearly understand where the action is taking place, put the active field section card slightly out of the row, as showed in Example 1.

CONTRASTO



This card is a tackle used in order to gain control of the ball and become the attacking player. When using this card, the defending player rolls the red die and checks the result:

- a **"X" soccer ball**: the action is unsuccessful and nothing changes (the attacker is still the same player);
- **whistle**: the action is unsuccessful and ball control is not acquired, but the defender also committed a foul. The attacking player is enabled to play immediately (out of the normal sequence of play) one "AMMONIZIONE" or "ESPULSIONE" (yellow or red card), otherwise the defending player can immediately play "ERRORE ARBITRALE" (out of sequence) in order to get the ball however, due to a referee error;
- **yellow card**: the action is unsuccessful and the defending player committed a foul automatically receiving a yellow card; the attacking player can play "ESPULSIONE" (out of sequence) in order to change it into a red card. The ball, however, is still under the attacking player's control;
- **soccer ball**: the action is successful and the defender gets the ball under his control. Flip the field section card so that it shows that the defending player becomes now the attacker.



TIRO, TIRO DA FUORI, GRANGOL

These three cards represent the action you need in order to score goals. "TIRO" is the most common between the three types, while there is only one "GRANGOL" card in the deck. However a "TIRO" or "GRANGOL" card may only be used when in the opponent's penalty area, while "TIRO DA FUORI" can also be used to shot from the distance, i.e. from the opponent's three-quarters area.

When playing one of these cards, the attacking player chooses one shot card (those with a soccer ball on the back) representing the direction: right, middle or left. The defender also choose a goalkeeper card (those with the goalkeeper on the back) indicating the direction he leaps to: right, middle or left.

If the chosen shot card reveals a side not matching the goalkeeper's direction, there is a chance for a goal. The attacking player rolls the green die: if the result is a soccer ball a goal is immediately scored, otherwise the defender gets control of the ball.

If the shot is on the same side chosen by the goalkeeper, the defending player rolls the green die: if the result is a soccer ball the goalkeeper gets the ball under control and the defender becomes attacking player starting from his penalty area, otherwise the ball bounces back to the attacker and nothing else changes (it is now the turn of the defender, since his opponent has just played a shot card).

OTHER PLAYING CARDS IN DETAIL



AMMONIZIONE

Can only be used during opponent's turn, after that he has committed a foul, in order to give him a yellow card. The player using this card refills his hand immediately and does not lose his turn. If a player receives a second yellow card, discard the first one and a red card is given instead.

Also see "Fouls" and "Yellow and Red cards" for more.



CAMBIO

Each player receives one card of this type at the beginning of the game and can use it only once per match (discard after first use). The player using this card can discard up to three cards from his hand and replace them with the same number of cards drawn from the deck.

This is not considered as a game turn, so the player can still draw normally after playing it.



CATENACCIO

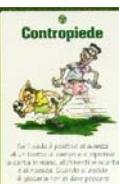
A player can only use this card if he does not draw from the deck at the start of his turn. CATENACCIO works just like a basic "CONTRASTO" card (see) but, if unsuccessful, is not discarded. It must be discarded as soon as the action is successful, otherwise consider it as a defense card you can use multiple times.



CONDIZIONE ATLETICA

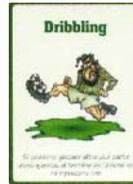
The player's team has superior athletic skills. This card is not discarded but is placed in front of the player until the end of current game half or until a "EQUILIBRIO IN CAMPO" card (see) is played.

As long as this card is in play, for every "CONTRASTO" card used by the owner, that player can roll the red die twice and choose one of the two results obtained.



CONTROPIEDE

A player can only use this card if he does not draw from the deck at the start of his turn. CONTROPIEDE works like a basic "PASSAGGIO" card (see) but, if successful, is not discarded. It must be discarded as soon as the action is unsuccessful, otherwise consider it as an attack card you can use multiple times.



DRIBBLING

This is a special card enabling the attacker to play more than a single card in his turn, up to two cards in addition to this one (ex. DRIBBLING + PASSAGGIO + TIRO).

Note: all cards must be played at the same time, so if the first is unsuccessful, maybe that the following actions are wasted and discarded in any case (ex. PASSAGGIO is failed, so you can't use TIRO but still you discard it).

Errata: after "Dribbling" you draw two cards, not three.



EQUILIBRIO IN CAMPO

The two player teams are substantially equivalent. All cards "SUPERIORITÀ TECNICA" and "CONDIZIONE ATLETICA" in play must be immediately discarded.



ERRORE ARBITRALE

This card represents a referee's mistake and can be played by the defending player immediately after he has committed a foul, in order to take control of the ball (so he becomes now the attacker).

For more informations, see also "Fouls".



ESPULSIONE

This card has the same effect of a red card. Must be played during opponent's turn, after he has committed a foul, in order to give him a red card. The player using this card immediately refills his hand and does not lose his turn. The opponent must discard one card (his choice) and will play with one card less for the rest of current half.

Also see "Fouls" and "Yellow and Red Cards" for more.



FALLO ED ERRORE ARBITRALE

This card represents a foul and a referee's mistake at the same time. The defending player immediately takes control of the ball and becomes the attacker.



FALLO INTENZIONALE

The defending player commits a voluntary foul and receives automatically a red card. The defending player examines his opponent's hand, chooses and discards one card and replaces it with one drawn from the deck.

Also see "Yellow and Red cards" for more.



FALLO INTENZIONALE

The attacking player kicked the ball out of the side line. He moves back one field section (never behind his penalty area), but still keeps ball control and retain his attacking status.



FUORIGIOCO

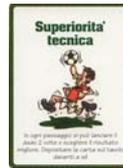
This card represents the offside foul. The defending player takes Immediately control of the ball (i.e. becomes the attacker) if the attacker used a successful "LANCIO" card (see) in his last turn. Otherwise no effect.



LANCIO

This card works just like a basic "PASSAGGIO" card, with the only difference that if successful the attacking player advances two field sections instead of one.

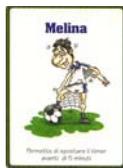
Before rolling the green die, however, the player may declare that he wants to advance only one section.



SUPERIORITA' TECNICA

The player's team has superior technical skills. This card is not discarded but it's placed face up in front of the player until the end of current half game or until a "EQUILIBRIO IN CAMPO" card (see) is played.

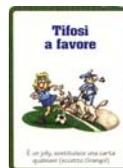
As long as this card is in play, for every "PASSAGGIO" card used by the owner, that player can roll the green die twice and choose one of the two results obtained.



MELINA and PRESSING

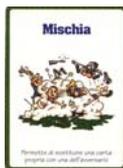
These two cards can change the timer deck giving players less or more time to play respectively.

- MELINA moves the timer forward one step (5 minutes).
- PRESSING moves the timer back one step (5 minutes).



TIFOSI A FAVORE

This card represents supporters helping the player's team and works just like a wild card (a joker): may be used to replace any other card, with the only exception of "GRANGOL".



MISCHIA

This card represents a mess happening on the field because of some reasons. The player using it chooses one card from his hand and exchanges it with one randomly drawn from his opponent's hand.

FOULS

As a player commits a foul during a defensive action, this can also cause other effects on the game. Nothing happens however if the foul is committed in the midfield or in the opponent's half side of the field.

Fouls committed in the defender's three-quarters cause a free shot from the distance that is resolved just like a "TIRO DA FUORI" card (see), but in this case the defending player can choose and place a wall card (wall right, middle or left) in order to reduce chances of a goal being scored; if the shot is on the wall side, the attacker keeps the ball under control in the same field section, otherwise normal rules for apply.

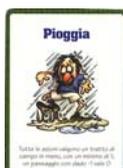
Fouls committed in the defender's penalty area cause a penalty shot, just a free "TIRO" card (without need of playing the card), resolved as normal.

OGGETTI IN CAMPO

This card represents items thrown on the fields by people. Roll the green die. If the result is a simple soccer ball (without "+1" or "-1"), then current half game half starts back (reset the timer deck), but score is kept as is at this moment. After its first use, remove this card from the deck.

YELLOW AND RED CARDS

As soon as a player receives a yellow card he just take the corresponding card and places it face up in front of himself. If the same player gets a second yellow card, or as soon as he gets a red card, previous yellow cards are discarded and the player also discards one card chosen at random by the opponent (he can't draw this card, however, like normally discarded cards); for the rest of the current half, the player suffering a red card will play with one card less.



PIOGGIA

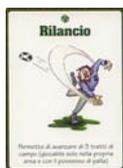
When played, this card is placed face up on the table and it's not discarded until the end of current half or until the "SOLE" card (see) is played. It's now raining.

As long as the rain is in play, all actions are worth one field section less than normal, with a minimum of 1. So, a successful "PASSAGGIO" while raining is still worth 1 field section if the die roll result is a simple soccer ball, while is worth 0 field sections if a "-1" soccer ball is rolled.

MATCH LENGTH

Just like in soccer, the match is played over two halves, each one ending as soon as the "RECUPERO" card (additional time) is revealed from the timer deck, or as soon as the draw pile is depleted.

At the start of the second half of the game, yellow cards are discarded and red cards effects are also reset (so players have back a full five cards hand).



RILANCIO

The goalkeeper kicks the ball into play. This card works just like a basic "PASSAGGIO" card, but can only be played by the attacker when he's active in his own penalty area and, if successful, he advances three field sections forward instead of one.

VARIANT

You can play considering all "PASSAGGIO" and "CONTRASTO" cards as generic, so that each of these could be played in place of the other, if needed. IN short, you could use a "PASSAGGIO" card as if it was a "CONTRASTO" card, and vice versa.

This variant speeds up the game and reduces chances of being locked when you have the wrong type of cards in hand. However, we suggest you to try this option only after becoming familiar with all normal game rules.



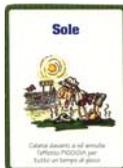
SALVATAGGIO IN EXTREMIS

This card represents a desperate save action. Can only be used by the defending player in his own penalty area, in order to immediately take control of the ball so that he becomes now the attacker.

CLARIFICATIONS

Some detail about things that may be unclear:

- At the start and the end of every player's turn he must own five cards in hand (unless he got red cards).
- If cards are played during opponent's turn the player has to draw back from the pile, in addition to his normal draw at the start of his turn.
- All "SOLE", "PIOGGIA", "SUPERIORITA' TECNICA" and "CONDIZIONE ATLETICA" cards remain in play only for the current half game and not for the whole match.
- "OGGETTI IN CAMPO" may only be used once per game, so don't shuffle it back in the draw pile when starting the second half of the match.



SOLE

When played, this card is placed face up on the table and it's not discarded until the end of current half game.

This card prevents and counters "PIOGGIA" for the whole current half (If in play discard it, otherwise has no effect during this half).