

MEEPLE MADNESS

GOAL: Score 1 point if the ball completely crosses your opponent's goal line.
Best 2 out of 3 goals wins the match!

SET UP:

- Each player controls 4 meeples.
 - Flip a coin to see who kicks first.
 - The winner of the toss places 1 meeple behind the ball in the center of the field. No other meeple can be placed in the 7 middle hexes.
- Each player places 1 "goalie" in his or her goal zone.
- The remaining meeples can be placed anywhere else on your side of the field. Offensive player places first.

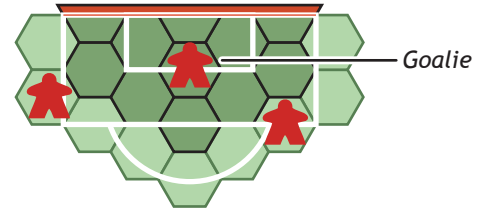


TURN ORDER:

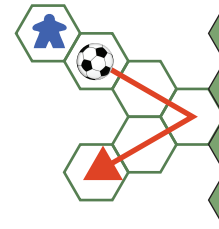
- You have only 30 seconds to make your move.
- On your turn you may move all 4 of your meeples.
- Each meeple may take up to 2 basic actions per turn plus an optional special action to end its move.
- You must finish all the actions of 1 meeple before taking actions with another meeple.
- If time runs out or you moved all 4 of your meeples then your turn ends.

RULES:

- Meeples cannot move onto or through another meeple or the ball.
- The ball cannot pass through other meeples.
- The "goalie" cannot leave the goal zone. The other 3 meeples on the team cannot enter their own goal zone. However, they can freely enter and exit the opponent's goal zone.



- After scoring, reset the board. The player that did not score the last point kicks off.



Bouncing off walls

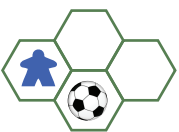
- The ball cannot leave the playing field. If it moves into the sideline it bounces back onto the field.

Basic Actions

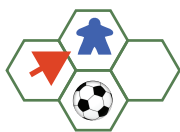
Each meeple may take up to 2 basic actions per turn:

STEP (1 action per hex)

Move one hex in any direction. If the ball is next to your meeple at the start of the move then you may pull the ball ("dribble" it) along with your meeple. The ball must remain next to your meeple.



Start of move



End of move (no dribble)

OR



End of move (with dribble)

FOOTWORK (1 action per hex)

If the ball is next to your meeple then you can move it one hex clockwise or counterclockwise around your meeple.



Start of footwork



End of footwork (clockwise)

OR



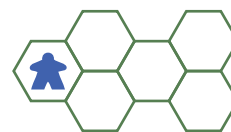
End of footwork (counterclockwise)

Special Actions

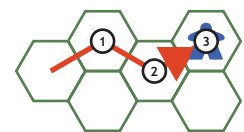
After finishing all basic actions, a meeple may end its turn by doing ONE of the following:

SPRINT BONUS

If a meeple did not move the ball (i.e., it did not dribble, use footwork, or kick) then it may move one bonus hex. (Dribbling is not permitted.)



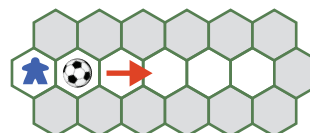
Start of action phase



Two steps + 1 sprint

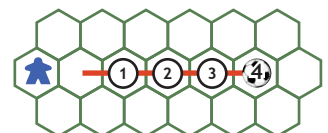
KICK

If your meeple is next to the ball then you may kick the ball up to 4 hexes in straight line. The ball must travel directly away from the meeple.



Start of kick

You cannot kick into the gray hexes.



End of kick