



IF PLAYER X ATTACKS WITH...		...PLAYER Y DEFENDS WITH...		TIED?		#1: BEST TEMPER WINS	
SPEED	POWER	SPEED	POWER			#2: ATTACK'S OFF LEVEL	
	SKILL		POWER or TACKLING			VS	
HEADING			HEADING (aerial)			DEFENSE'S DEF LEVEL	
PASSING			SPEED or TACKLING				
KICKING			TACKLING				
				LOST?		ALL OR NOTHING DICE PLAY (only 1 time per round)	
				BOTH PLAYERS ROLL THE DICE AND SUM IT TO THE ATTRIBUTE. BIGGEST SCORE WINS. DANGER! IF THE PLAYER THAT DID THE DICE PLAY LOSES BY OVER 2 POINTS, THE OPPONENT WALKS AN EXTRA HOUSE.			

ROUND 1		ROUND 2		ROUND 3		ROUND 4		ROUND 5	
GOAL! 1	GOAL! 2	GOAL! 1	GOAL! 2	GOAL! 2	GOAL! 2	GOAL! 2	GOAL! 1	GOAL! 1	GOAL! 2

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