

## HOW TO PLAY

# METACHECKERS: SOCCER

The mechanics of MetaCheckers — moving checkers based on the roll of dice — have been combined with soccer to create a new board game.

Now, the king checker is your goalie. Your objective is to get the checker with possession into the opponent's goal.

All challenges for possession are resolved by rolling the dice. Passing, stealing, penalties, goalie kicks, penalty kicks, corner kicks, toss-ins are all possible in this game.

Read on to find out how it all works.



### To play you need

- Two each of the MetaCheckers Chess Dice, Kangaroo Dice and Numbers Dice.
  - 10 checkers and 1 King Checker for each side.
  - The under side of each regular checker will have an image of a soccer ball.
  - A Soccer Field/Checker board: 11X20 square field with soccer field markings, a 3 space goal on either end and surrounded by a row of squares that are OUT OF BOUNDS.
- Extra checkers are provided to be used as time

counters or for goalie kicks.

### To start a game

The players roll their Numbers Dice (d6) and highest number takes offense.

An extra checker — THE COUNTER — is placed on one corner out of bounds and is advanced to a new square around the border to count a predetermined number of plays to the end of the game. (1, 2, 3 or 4 sides of the board).

Each player sets up their checkers according to their own strategy, but typically you will need players in Center, Wings, Midfield, Defense and Goalie (The King Checker.)

**For an example of an opening starting position, flip to the back cover.**

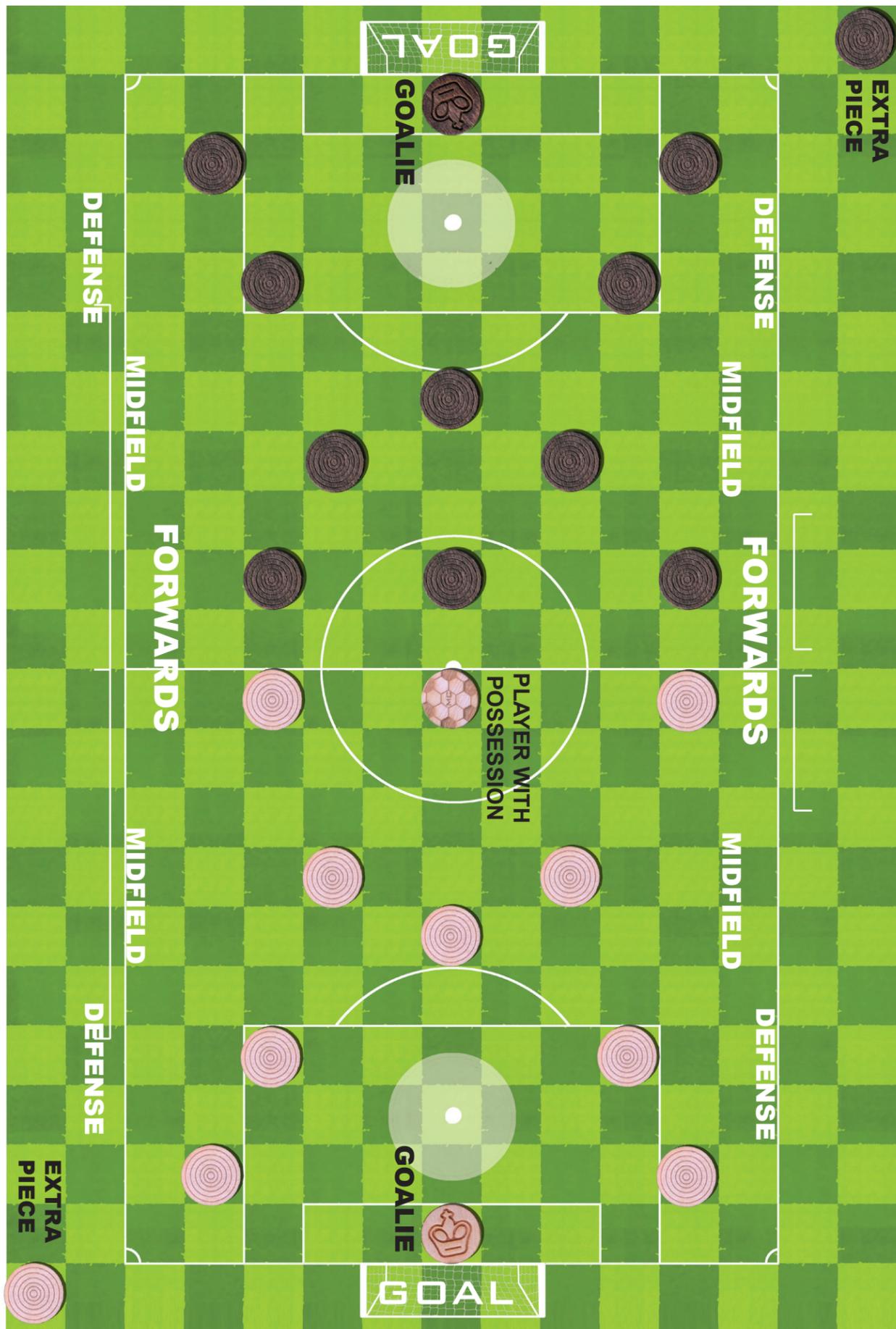


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[www.metacheckers.com](http://www.metacheckers.com)

US Patent Publication No. US 8657289 B2, Feb 25, 2014  
<http://www.google.com/patents/US8657289>

Starting position example



TIP: IT'S BEST TO KEEP DEFENSE NEAR GOAL

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## PENALTY KICK

Can happen when:

If during an attempt to steal, the Defense loses the dice roll by 5, [ 1 vs 6 ] the team on offense is awarded a PENALTY KICK.

If Cowboy 5 is rolled by offense, opposing team awarded a PENALTY KICK.

### HOW TO MAKE A PENALTY KICK

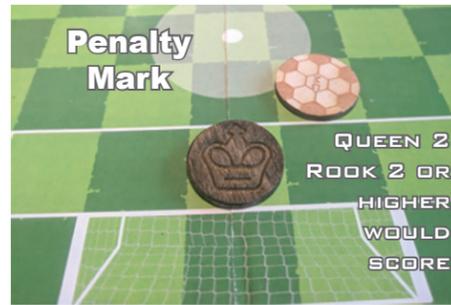
The player awarded the Penalty Kick selects 1 of 9 squares adjacent to the Penalty Mark and places a checker with possession there.

The opponent places the King checker on the square they wish to defend.

The kicker may choose to use the Chess and Numbers Die OR the Kangaroo and Numbers Die.

### OUTCOMES

On the Chess Die, the Queen, Rook, Bishop and Knight would have a chance to score if the Number Die rolls high enough.



However, Queen or Rook may be caught by the goalie. King (a dribble) or Pawn would miss.

On the Kangaroo Die, Double Knight, Princess (boot over goalie) or Joker could score. However, Kangaroo would fail (passes to teammate) and in Cowboy or Turncoat the ball would be caught by goalie and be followed by goalie kick.

### AFTER THE PENALTY KICK

If the kick misses or falls short of the goal, play continues on the square where the ball landed. The



kicking team retains possession of the ball, but the defending team will take its turn and probably attempt to steal.

If the kick has been caught by the goalie, the goalie has possession and can perform a GOALIE KICK.

If the kick results in a score, depending on the previously made choices of the players, the game is either over or will continue until time runs out. If the time remains, players will reset the board for change of possession and a new kickoff.

## DICE SYMBOLS

KING



PAWN



KNIGHT



BISHOP



ROOK



QUEEN



KANGAROO



JOKER



DOUBLE KNIGHT



PRINCESS



TURNCOAT



COWBOY



## OFFENSE

	Movement	Numbers Die Limited?
KING	Dribble -- zig-zag	YES
PAWN	1 space forward OR diagonal	NO
KNIGHT	"L" shape, as in chess	NO
BISHOP	Diagonal	YES
ROOK	Fwd, Bwd, sideways	YES
QUEEN	Any direction in a straight line	YES
<b>KANGAROO -- Only for checker with possession</b>		
JOKER	Choose any move from the Chess Die	YES
DOUBLE KNIGHT	Move like a knight, twice	No
KANGAROO	BOOT - Pass ball to any teammate not offside	No
PRINCESS	BOOT - Roll 1 or 2 Numbers Dice to send ball that distance in a straight line, over heads of any players.	Use 1 or 2 dice
TURNCOAT	TURNOVER - Defense takes possession.	NO
COWBOY	<b>PENALTY</b> - Numbers Die determines severity. 1 or 2: Indirect kick. 3 or 4: direct kick 5: Penalty Kick. Opposing team chooses a square adjacent to penalty mark. Rolls to attempt goal. NOTE: A KING ROLL would only be 1 square and the kick would fail. 6: Expulsion. Lose 1 player from the field.	YES

## DEFENSE

	MOVEMENT	Numbers Die Limited?
KING	1 space, any direction	NO
PAWN	1 space forward OR diagonal	NO
KNIGHT	"L" shape, as in chess	NO
BISHOP	Diagonal	YES
ROOK	Fwd, Bwd, sideways	YES
QUEEN	Any direction in a straight line	YES

### PASSING

A checker with possession may pass to another on its team if that checker is within reach of the dice roll. So, for example, if the roll is BISHOP FIVE, and the other checker is diagonally THREE spaces from the checker with the ball, then they can pass.

But if the roll is BISHOP THREE and the other checker is diagonally FIVE spaces from the checker with the ball, then a pass could not happen. Or if the dice roll is a ROOK 5 and the other checker is diagonally THREE SPACES from the checker with possession, the pass could not happen.

HOWEVER — since you can move multiple pieces with a dice roll, you may be able to move your checkers ACCORDING TO THE DICE ROLL to get them into position to accept a pass. NOTE: On a KNIGHT, the ball would have to be able to land exactly on the other checker.

### OFFSIDES

A checker cannot receive a pass when it is beyond the last defender before the goalie.

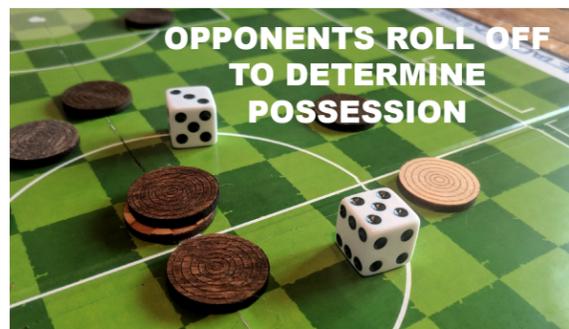
### PASSING ON THE FLY

If the roll is Queen, Bishop or Rook and the teammate piece is within range of the ball with the possession, the ball may be PASSED ON THE FLY. This means the ball would switch to the other player as it moves within range of the pass, and then would continue with the ball to the end of its run. **EXAMPLE: ROOK SIX**



## THE ORIGINAL METACHECKERS

FOR MORE INFORMATION,  
GO TO  
[METACHECKERS.COM](http://METACHECKERS.COM)



## Stealing

If the defense gets a dice roll that allows a defensive checker to reach the checker with possession, they may attempt a steal.

So, for example, with a KNIGHT roll if a defensive checker can land on the offensive piece with possession, it can attempt a steal.

Both players will then roll their NUMBERS DICE to determine whether the steal is successful.

If the OFFENSE rolls higher or ties the DEFENSE, the steal fails.

If DEFENSE rolls higher, the steal succeeds. Both checkers are flipped over and the piece previously on offense is moved by its player to an adjacent square.

The attacking piece now shows the the side with a soccer ball and has possession. The new player on offense rolls the chess and d6 dice to make a move.

**Attempts to steal must happen only as the last action of a turn.**

### HOWEVER

If the Defense loses the dice roll by 5, [ 1 vs 6 ] the team on offense is awarded a PENALTY KICK. [SEE CHART] If Offense loses the dice roll by 5, [ 6 vs 1 ] not only does defense take possession, but can also immediately roll 1 or 2 NUMBERS DICE to BOOT the ball downfield OVER THE HEADS of other players in a straight line.

### BOOT

Also allowed when a Princess is rolled with the Kangaroo Die. You MAY roll 1 or 2 Numbers Dice for a boot. Since 2 dice may send you OUT OF BOUNDS and cause you to lose possession, 1 die may make sense depending on your field position.

## GOALIE KICK

If the Goalie [KING CHECKER] lands on the opposing attacking piece, both players roll to determine if the capture is successful. If it is successful, the Goalie selects a square within the Penalty Box from which to kick the ball.

Both Numbers Dice are rolled.

The ball [USE EXTRA CHECKER] is sent the number of squares on the dice, and possession is taken at that square by whichever checker is closest to where it lands.

If 2 opposing pieces are equally close to where the goalie kick lands, opponents roll D6s to determine possession at that square.

## OUT OF BOUNDS

Defense may be able to opt to PUSH the checker with possession out of bounds. Both players will then roll their NUMBERS DICE to determine which side gets possession. THE ROLL-OFF WILL HAPPEN WITHOUT A CHANCE OF PENALTY.

In a TIE, re-roll until the tie is broken. The winning side will perform a THROW-IN by rolling the CHESS and NUMBERS DIE.

Again, the player may move other checkers on the field — LIMITED BY THE DICE ROLL — to get in line with the Throw-In, as they would with a pass. Again, if Queen, Bishop or Rook, the receiving player may take the ball on the fly as in a pass.

If the ball is pushed out of bounds behind the goal, players will roll NUMBERS DICE to determine if it is a CORNER KICK or a GOAL KICK. If a player BOOTS and the numbers roll carries their checker out of bounds, the opposing side takes possession with a throw-in.

Checkers left out of bounds need to be returned to an adjacent in-bounds square on the next turn.

## END OF GAME

Game ends when counter checker on border reaches predetermined square.

## ALTERNATE END

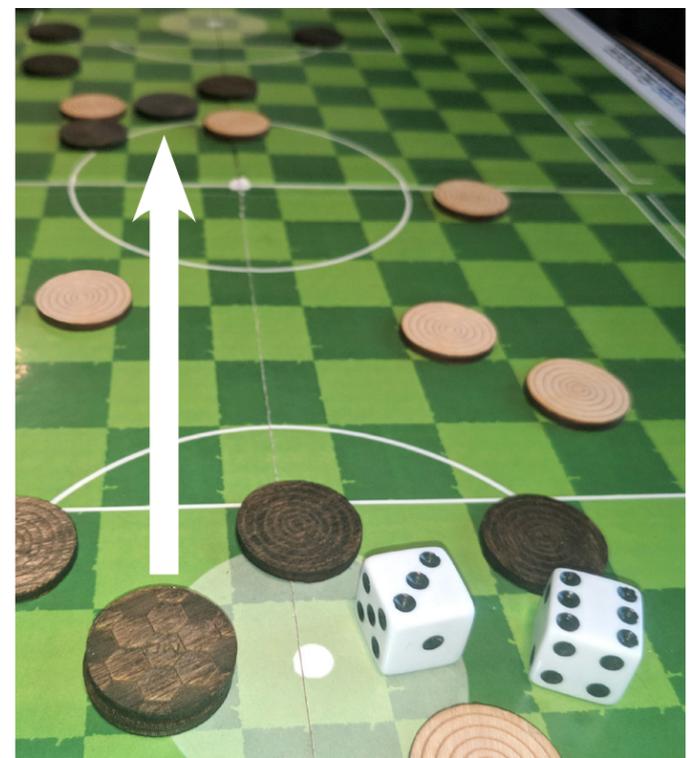
Play until first goal is scored. (Usually about 20 minutes)



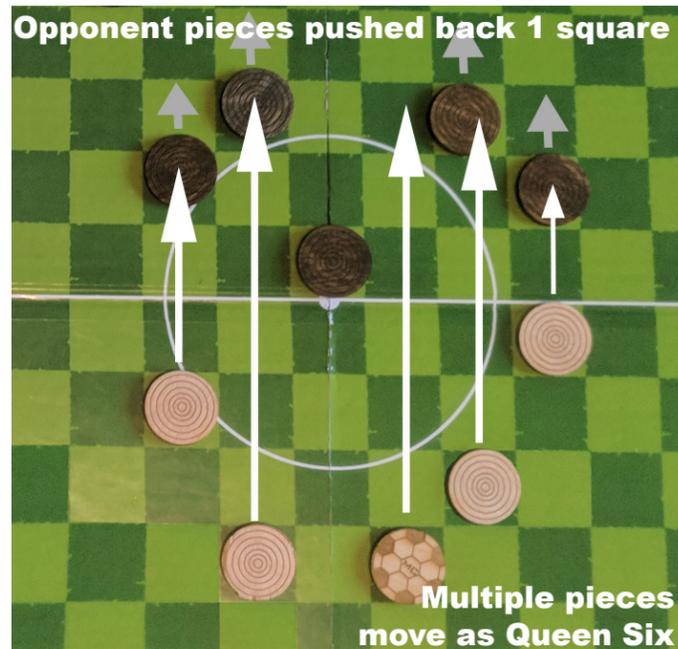
**Goalie can attempt to capture ball.**



**Opponents roll off to determine possession**



**Goal kick [using extra checker] Where checker lands determines possession. If opposing pieces equal in distance from the ball, roll off to determine possession.**



### GAMEPLAY

The checker on offense at Center is flipped over to show the soccer ball. That checker has possession. The objective is to get the checker which has possession of the ball into the opponent's goal. Players take turns rolling dice to determine movements. In this game, a player may move MULTIPLE pieces on one roll. So, if the dice roll for offense is QUEEN SIX, multiple pieces may move as a QUEEN for SIX spaces. Offense can also opt to use the Kangaroo Die on any turn, but can only move the checker with ball possession. So, roll either the CHESS DIE and the NUMBERS DIE or roll the KANGAROO DIE and the NUMBERS DIE. [You don't roll all 3 at once.] Defense does not roll the Kangaroo Die. TWO of the outcomes on the Kangaroo are PENALTIES. **[SEE CHART]** For PAWN on either OFFENSE or DEFENSE, a checker may move 1 space FORWARD or DIAGONALLY. **[SEE CHART]**

### CAPTURING A SQUARE

Since there is no capturing of players in soccer, a piece may instead capture the square occupied by the opposing piece. This would result in



pushing back the opposing piece ONLY one square. This can happen ONLY if it would have been a capture in chess or MetaCheckers.

### **[Pawn pushes diagonal, but not straight ahead.]**

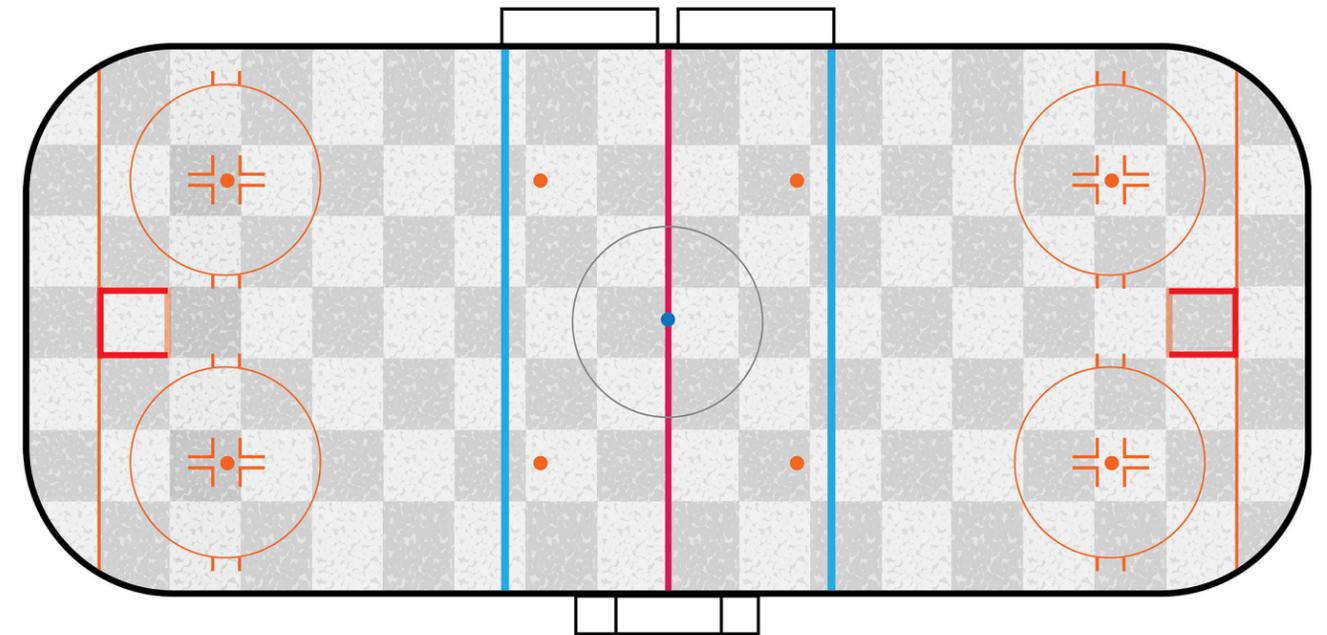
But the PUSH will not happen if the square that piece is being pushed into is already occupied. Once this contact is complete, the checker will stop. This does not represent actual pushing in a real soccer game, just movement of action during play. You capture the square, not the checker. Pushes can occur against any checker only **ONCE** per play. However, a checker can be pushed and later be stolen from at the end of the turn. (see **STEALING**)

**NOTE:** For OFFENSE, a KING roll becomes a dribble, and the checker with possession may ZIG-ZAG as many squares as the NUMBERS DIE ALLOWS. As it dribbles, it may come in contact with an opponent piece and PUSH it back and continue (IF NUMBERS DIE ALLOWS THIS) But if the square the opponent would be pushed into is occupied, the dribble would be blocked.

On a standard move with the chess die, the checker stops before going out of bounds. But on a BOOT, which occurs on a Princess roll with the Kangaroo or on some steals, the ball could go out of bounds depending on direction and number rolled. The opponent then gets possession. (see **BOOT** and **STEALING**)

## WHAT'S NEXT FOR METACHECKERS?

# METACHECKERS: HOCKEY



# METACHECKERS: BATTLEFIELD

