

TOR

GOAL

By Reiner Knizia

Players: 2
Age: 8 years and up
Duration: c. 15 minutes

German Edition: © 1995 AMIGO Spiel + Freizeit GmbH

English Edition: © 1996 by Reiner Knizia

English Translation: Reiner Knizia and Kevin Jacklin

Contents: 1 game board
1 ball
26 cards, in 2 colours, each set comprising:
9 Amateurs (1-9)
3 Professionals (10-12)
1 Marker (13)
1 rules set

GAME IDEA

Both players simultaneously choose one of their cards. The higher card determines which direction the ball moves - until it hits the back of the net!

PREPARATION

TOR is a game of two halves. At the beginning of each half, each player receives all 13 cards of one colour. The ball is placed on the centre-spot.

COURSE OF THE GAME

Both players choose a card from their hands and hold them out face-down. When both are ready, players reveal their cards simultaneously. The better card (card values are explained below) wins the tussle, and the successful player moves the ball one space in the direction of the opponent's goal.

If two equal cards are played, the ball is not moved.

After each kick-off, the centre-spot is no longer recognised as a space. The field contains 6 spaces: 2 goals, 2 penalty areas and 2 mid-field areas.

All used cards are discarded face-down and may not be re-examined.

CARD VALUES

The 13 cards represent a team of 11 players and 2 substitutes. They have different values:

Value:	Player:
1-9	Amateur
10-12	Professional
13	Marker

An **Amateur** with a higher value beats an Amateur with a lower value.

A **Professional** is stronger than any Amateur, and also beats a lower value Professional.

The **Marker** beats all Professionals. However, he loses against all Amateurs.

Example: Player A selects a Professional [11]. Player B chooses his Marker [13] and wins the tussle. In the next round player A chooses *his* Marker [13] whilst player B selects an amateur [2]. Again player B wins.

If a player succeeds in moving the ball into his opponent's goal space, he scores a goal. The ball is then replaced on the centre-spot, and the game continues. When all 13 cards are played, the current half is over.

EXTRA TIME

If, at the end of the second half, the score is tied, the game goes into extra time. To do this, begin a new half, but only until a goal is scored. The scorer of the goal is the winner.

GAME VARIANT

Treat the two mid-field areas as one single space. The field now contains only 5 spaces: 2 goal, 2 penalty areas, and 1 mid-field area. A ball in the mid-field area should be placed on the centre-spot. From here, you only need to win two tussles successfully to score a goal!

TOURNAMENTS

Since it is a short two-payer game, TOR offers the opportunity to play championships and tournaments with many players participating.

GAME TACTICS

Try to keep the ball in the opponent's half to put him under pressure. The Marker plays a special role. As long as you hold him, your opponent can never be certain. Try to remember the cards already played to improve your chances.

Good luck!