

TOR

by Reiner Knizia

Rules translated from German to English, by an Italian, using Google Translate

Idea of the game

Both players choose one of their cards at the same time. The higher card decides in which direction the ball will go, until a goal will be scored

Preparation

The game is divided in two halves.

At the beginning of each half-time, both players receive all thirteen cards of a color.

The ball is placed on the spot in the center of the football field.

Game progress

The players take their 13 cards, pick one card from their hand and place it face down in front of them.

As soon as both cards of the players have been played, they are revealed and compared with each other. The better card (read on for an explanation of the card values) wins the tackle, and the player who placed it may push the ball one step towards the opponent's goal. After the kick-off, the center spot is no longer part of the field. The football field consists of 6 areas: 2 goals, 2 penalty boxes and 2 midfield halves.

If two cards of the same strength are played, the ball is left in the same position.
It is not allowed to view the cards already played.

Explanation of card values

The 13 cards correspond to the eleven main players and their substitutes, which can be used in any half-time. The cards have different strengths:

1 to 9 :	Amateurs
10 to 12:	Pros
13:	Stopper

An amateur with a high score wins against another amateur with lower value (eg 9 beats the 3).
The pros are stronger than all amateurs, and they also beat another pro with a lower value.
The wins against all the pros but is beaten by all the amateurs.

Example: Player A plays the pro with the number 11. Player B uses his Stopper (number 13) and wins the fight. In the next round, player A places his stopper (number 13) and player B the amateur with the number 2. Again, player B wins the tackle as the stopper is beaten by all amateurs.

If the ball reaches the goal area, a goal is scored. The game is then resumed from the center spot. If all the thirteen cards have been played, a half-time is ended.

Extension

If the game ends in a tie after the second half, an extra time must be played. For this, a third half-time is started and played until the next goal decides who is the winner.

Pro rules

In this rule variant, the two mid-field halves are considered as a field. The football field consists of only 5 fields: 2 goal areas, 2 penalty boxes and 1 middle field. The median line is not considered. If the ball is in the middle field, it is simply placed on the center spot. In this case, winning two tackles is enough to reach the goal from the center.

Variations

As a short two-person game, Tor also offers the opportunity to take part in championships, which can be attended by as many players as possible.

Game tactics

Try to keep the game in the opponent's field, and make pressure on your opponent from the start. The stopper undoubtedly takes a special role. As long as your opponent has it, his moves are uncertain. Remember the already played cards, and evaluate their chances.

Rules translated by Emiliano “Wentu” Venturini, using “Google Translate