



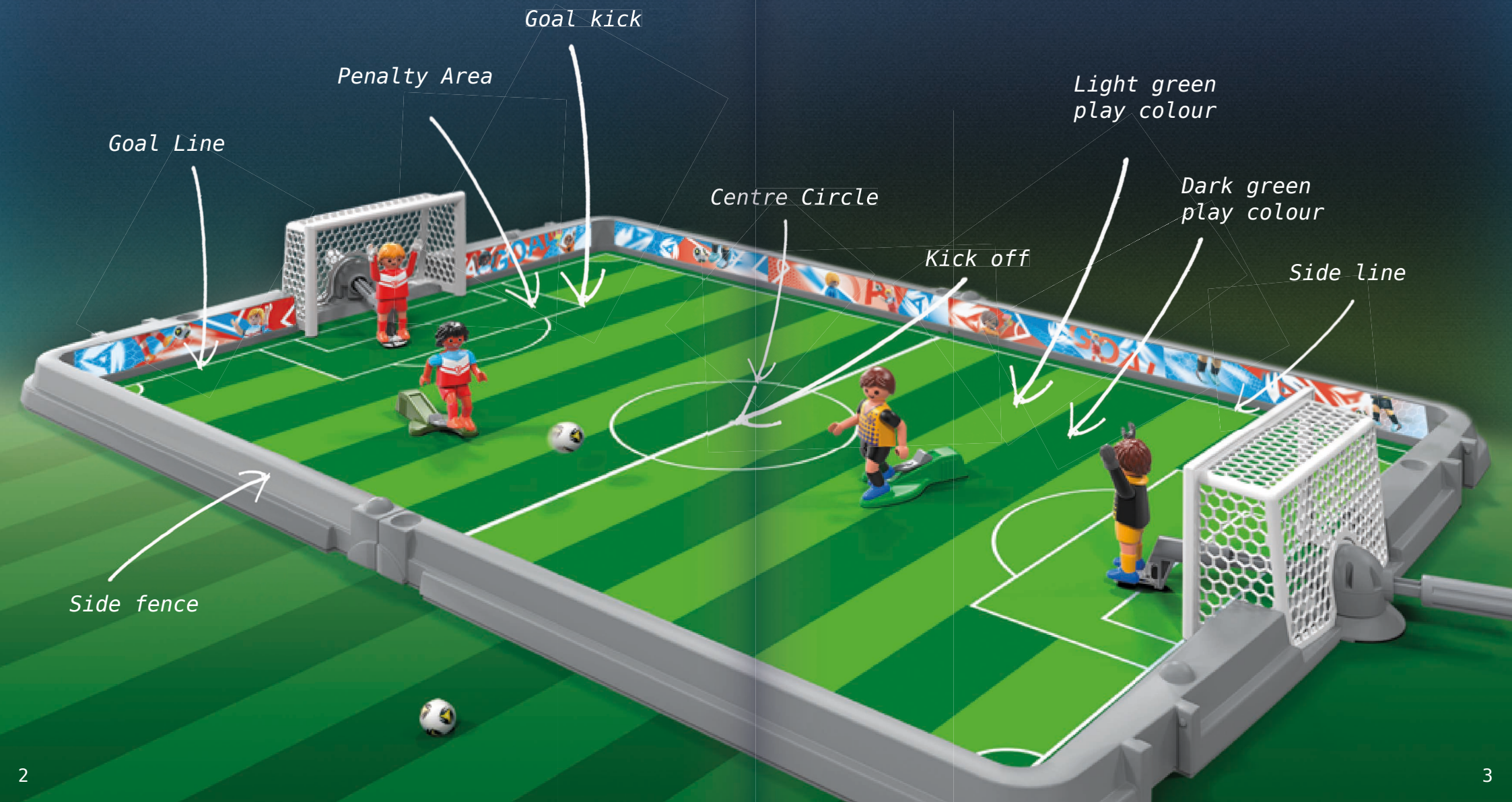
playmobil®  
SPORTS  
& ACTION

# GAME INSTRUCTIONS





# THE SOCCER PITCH





## PLAY METHOD BASICS

### SHOOTING TECHNIQUES >>

Kick it like the professionals. With Playmobil® Soccer you can make short passes, take long distance shots and even perform high shots!

#### *And that's how it works:*

Move the player with one hand over the field into shooting position, use your index finger to pull the trigger with kicking leg backwards to make an exact pass or shoot at the goal. The farther the trigger is pulled backwards the harder the shot or pass will be.



Place the figure a bit further away from the ball to make a flat shot or a pass.



Place the figure closer to the ball for a high shot or pass, so the figure's foot is kicking the ball into the air.

### GOALKEEPING >>

The new PLAYMOBIL goalie can also be taken out of the goal, can be moved backwards and forwards as well as to the sides. Additionally you can let him slide left or right easily with the new turning function.





## GAME PREPARATION

Choose your team:  
Pick either the blue or red shirts for your team.  
Choose your side: If you choose the side of the field with the light green penalty area, your play colour is light green and the opposing team would be dark green.



*If you choose light green as your play colour you have to:*

Attach your goal keeper to the goal with the light green penalty area. Attach your players to the light green player platforms.  
Place your players onto the light green areas of the field

Throw the ball onto the field to determine who may start the game. The team on whose play colour the ball lands on will start the game with a kick off.



## RULES OF THE GAME

### POSSESSION OF THE BALL >>

You gain possession of the ball if the ball lies on a stripe of the field with your team's play colour. When determining possession of the ball it does not matter which team made the shot or if an opposing player was hit by the ball during the shot.

### REBOUNDS >>

If the ball hits the side fence and bounces back onto the field, the game is to be continued as played. Only if the ball lies in the area between the side fence and goal or side line or crosses the side fence in this area, a throw in or kick off is awarded.

### POSITIONING THE FIGURES >>

You may only position your figures on areas of the field which have your play colour.

### ADJUSTING THE BALL'S POSITION >>

If the ball is too close to the border of the field or too close to an opposing player, the position of the ball may be adjusted by moving the ball a thumb's width into the field.

### END OF THE GAME >>

You should agree upon a certain play time or a certain number of goals before the game begins. The game is finished when the time is up or the number of goals have been scored.



## RULES OF THE GAME

### KICK OFF »»

Kick off is awarded after each goal. The kick off is made from the centre circle. Opposing players have to be in their own half of the field and outside of the center circle.

### GOAL KICK »»

If the ball is lying in the area between the goal line and the fence or is shot out of the field over the side line fencing, a goal kick is awarded. The goal kick is made from the penalty area. Opposing players may not be positioned within the penalty area.

### THROW IN »»

If the ball is lying in the area between the side line and the side fence or is shot out of the field over the side fence, a throw in is awarded. The ball is positioned a thumb's width into the field from the spot where the ball crossed the side line.

### KICK AND RUSH »»

Kick and rush is played with one player and one goalkeeper per team. Your opponent may not move his player when it's your turn to shoot – his player has to remain in it's position until it's his turn. You may shoot directly at the goal from any area of the field, even at kick off and goal kick. The ball must be lying in an area of the field that has your play colour.

## PLAY METHODS

### ONE – TWO »»

One – two is played with two players and one goalkeeper per team. Your opponent may not move their players if it's your turn to shoot - their players have to remain in their position until it's their turn. You may position your players on the field before kicking the ball – so you can make passes! Only two passes in succession are permitted, your third shot in succession has to be a goal shot. You may not shoot at the goal at kick off and goal shot.

Of course you can also create your own play methods!

You can find further play methods on **[play.playmobil.com](http://play.playmobil.com)**







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