

all the fun and excitement of football in an action packed board game!



st★rplayer™

the fun football board game!

instructions & rules

Object of the game : To win The Starplayer Cup Trophy.

The game in brief . . .

For 2-4 players (or teams). Each player (or team) is the new owner of a major football Club that needs improving to restore success and the good times! New footballers, including “star players”, need to be purchased, a new manager appointed and, to increase your Club’s income, you need to invest in a new stadium. Your Club also needs to win a trophy to reward thousands of loyal fans!

TO WIN STARPLAYER: You must race other players to be the first to obtain a **“CLUB SET”** (consisting of a squad of 11 “international” Footballers, a new Manager and a new Stadium) - PLUS play cup matches to win **5 Rounds** (collect 5 win cards) of **THE STARPLAYER CUP** to get YOUR Club to the CUP FINAL, then win the final **PENALTY SHOOT-OUT** to win **THE STARPLAYER CUP TROPHY** and the entire game!

Game contents: Game board, 4 Pawns, 2 STARPLAYER Football Dice, 1 STARPLAYER Penalty Goal Die, 1 Pack of STARPLAYER money.

Cards: 44 FOOTBALLER, 4 TACKLE, 4 MANAGER, 4 STADIUM, 4 BOGUS Footballer, 18 REFEREE, 17 CLUB CHAIRMAN, 16 STARPLAYER BONUS, 1 RED, 4 YELLOW, 8 TRANSFER WINDOW, 8 CUP MATCH, 20 CUP MATCH WIN, 12 WILD SUBSTITUTE, 4 CUP TROPHY.

Set up of the game . . .

1. Players must firstly decide who is to be the **“OFFICIAL”** of the game (see **THE OFFICIAL** in the game Rules).
2. Set up the Official’s Game Tray as follows: sort the STARPLAYER money into 6 denominations and place into the 6 slots on the right side of the Tray; place the following cards into the small slots on the left side of the Tray: 4 Managers, 4 Stadiums, 12 Wild Substitutes, 8 Transfer Window, 4 Yellow, 1 Red, 5 each of red, blue, yellow & white STARPLAYER Cup Match Win and 4 STARPLAYER Cup Trophy.
3. Sort the Referee, Club Chairman and STARPLAYER Bonus cards into three decks. Shuffle each deck and place **FACE DOWN** on the relevant positions marked on the game board.
4. Sort the Footballer cards into 4 decks of red, blue, yellow and white (indicated by the colour strip on the left hand side of each card). Add 1 x BOGUS Footballer card in the corresponding colour to each deck. Shuffle each deck and place **FACE DOWN** on any of the 4 footballer images in the centre of the game board.
5. The “Official” - who is in sole charge of the Tray contents - gives each player: 2 Cup Match Cards, 1 TACKLE!card, 2 Transfer Window cards and £150 million of STARPLAYER money in the following denominations and amounts: **4 x £500K (£500,000), 6 x £1 million, 6 x £2 million, 6 x £5 million, 5 x £10 million and 1 x £50 million.**
6. Each player selects one of the 4 different coloured pawns and places it on the **“KICK OFF”** space on the game board.
7. Each player takes a turn to roll both STARPLAYER Football Dice - the player with the highest score starts the game.



How to play the game . . .

Please Note: HIGHLIGHTED words refer to headings in the Game Rules.

Each player starts the game with a CLUB FUND of £150 million of STARPLAYER money which will increase or decrease throughout the game as you collect Club bonuses and make payments. Starting at the KICK OFF space, each player takes it in turn to roll both STARPLAYER Football Dice; move your pawn, the total of both dice, clockwise around the game board. The space on which your pawn lands will determine what you may buy or what you have to do next. If you land on a CLUB CHAIRMAN, REFEREE or STARPLAYER BONUS space, you must take the top card from the appropriate deck and follow the instructions on the card.

There are 24 FOOTBALLER spaces on the game board - 6 footballers from each of the 4 squad colours. Whenever you land on a footballer space, you may buy a footballer from that particular squad colour by selecting the top card from the corresponding deck colour in the centre of the game board and, (unless it is a FREE TRANSFER) pay the OFFICIAL the sum shown on the card. Throughout the game, you are NOT limited to buying footballers from one particular squad (although bear in mind that you will, at some stage, need to focus on building one particular squad colour in an effort to try and complete a CLUB SET). ALL cards must be placed FACE UP in front of you and be fully visible at all times to ALL opponents.

You start the game with 1 TACKLE!card; if another player lands on a Stadium, Manager or Footballer space and declares that he or she does not want to buy, you may buy instead by playing your TACKLE!card and moving your pawn to the same space as your opponent to complete the purchase. In each of the 4 Footballer squad decks, there is one BOGUS Footballer; this card is worthless and cannot be used to complete your squad; if the card you take from the top of the deck is a BOGUS Footballer, you will have to pay £1 million in "Club legal fees" to the Official (as stated on the card). Play then passes to the next player.

There are 4 "STAR" footballers in each squad who are the 'STARPLAYERS' (indicated by a 'star' image in the top left corner of their space on the game board and on the corresponding card). If you own a STARPLAYER and an opponent lands their pawn on that STARPLAYER space, your Club is entitled to receive a "royalty fee" of £500K from that opponent; if you land on your own STARPLAYER space, you can request a fee payment of £500K from the Official. Once you own ALL 4 STARPLAYERS in the same squad colour, the fee doubles to £1 million. It is your responsibility to request and collect all payments due to your Club *before* play passes to the next player. The first player to obtain all 6 Footballer cards represented on the game board in any one squad will receive an ALL-6 BONUS PAYMENT.



To buy any one of the 4 **MANAGERS** to help complete your **Club Set**, you must land on ANY of the 4 Manager spaces, then select ANY Manager from the cards held by the Official and pay the sum shown on the card. You may buy ANY one of the 4 **STADIUMS** in the same way, after landing on ANY of the Stadium spaces. You can choose ANY colour Stadium for your Club. If an opponent lands on a Manager or Stadium space and does not want to buy, you may buy instead by playing your **TACKLE!** card. Once you buy a Stadium, you are entitled to receive £2 million in "gate receipts" from the Official every time you either land on or pass your Stadium, to boost your Club Fund. If an opponent lands ON your Stadium he or she must pay you £2 million; so stay focused to collect all fees due to your Club.

At any one time throughout the game, you can only own a maximum of 1 Stadium, 1 Manager, 11 Footballers and up to 3 **WILD SUBSTITUTE FOOTBALLERS**.

You can play a **TRANSFER WINDOW** card on your turn at any time during the game. During a "**TRANSFER WINDOW**" you may buy, sell and/or swap ANY card(s) with other players; this should help you to complete your squad and Club Set. You may also boost your Club Fund by profiting from the sale of footballers in squad colours that you know are being collected by an opponent. However, it would be wise to bear in mind for your game strategy that, if an opponent succeeds in obtaining at least 8 footballers in ONE squad colour, he or she may go on to complete their squad with **WILD SUBSTITUTE** Footballers.

You play **STARPLAYER CUP MATCHES** throughout the game in order to try and reach the **STARPLAYER CUP FINAL**. You must collect a set of 5 WIN cards - 1 for each round of the Cup. You start the game with two Cup Match cards. To play a Cup Match, play one of your **CUP MATCH** cards during your turn and challenge any opponent. You can also play matches if your pawn lands on a CUP MATCH space or if you receive a Cup Match card from the STARPLAYER BONUS deck. **YOU DO NOT NEED TO COMPLETE YOUR CLUB SET IN ORDER TO PLAY CUP MATCHES**, which can be played from the start of the game.

Once you have won 5 Cup Matches AND completed your Club Set, then on YOUR turn, you may challenge any opponent to take part in **THE STARPLAYER CUP FINAL "PENALTY SHOOT-OUT"**; if you lose, you must pay your opponent a Penalty Shoot-Out forfeit fee in the sum of £2 million, play then continues as normal, passing to the next player and you must await your next turn before you are able to again challenge ANY opponent to another STARPLAYER CUP FINAL Penalty Shoot-Out; ***IF YOU WIN, you will be the WINNER of THE STARPLAYER CUP AND THE WINNER OF THE ENTIRE GAME!***



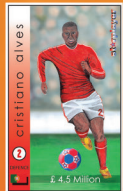
The RULES of STARPLAYER Football Board Game

1. To get your Club to THE STARPLAYER CUP FINAL, you MUST:

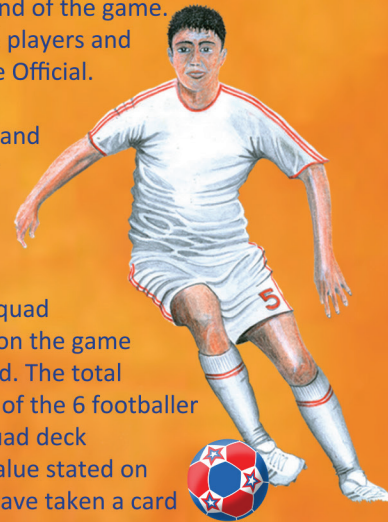
- (a) Complete your **"CLUB SET"** of 11 Footballers in the same squad colour, ANY 1 Manager and ANY 1 Stadium; and,
- (b) Collect 5 WIN cards marked Rounds 1-5 of THE STARPLAYER CUP.

2. THE OFFICIAL: At the start of the game, players must decide who is to act as the "OFFICIAL". This can be decided by mutual agreement between players or by rolling the STARPLAYER Football Dice - the player with the highest score will be the Official. A person may accept the role as Official and not participate as a player. The Official is responsible for the GAME TRAY (see Set Up); paying out and receiving monies; supervising the purchase of Footballers, Managers, Stadiums and transfer of cards between players in the Transfer Window; handing out Stadium and Manager cards, STARPLAYER CUP Match Win cards, Wild Substitute and Yellow cards; showing the RED card to a player when either directed to do so by a REFEREE card or if a player receives 2 yellow cards; keeping score of Cup Matches and Penalty Shoot-Outs; and presenting the winner of STARPLAYER with THE STARPLAYER CUP TROPHY card at the end of the game. Negotiations cannot be entered into between players and the Official. The Official must act fairly toward players and is responsible for ensuring that all players follow the Game Rules. All players must respect the role of the Official.

3. DOUBLES: With the exception of during a Cup Match, if a double is rolled, multiply the total by £500k and receive the total sum in STARPLAYER money from the Official. Continue your turn and then take another roll of the dice, moving your pawn, on each throw, around the game board. There is no limit to the number of doubles you may throw or total sum paid to your Club by the Official.

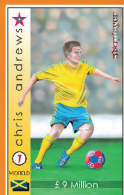


4. FOOTBALLER SPACE & CARD: There are 4 squads, RED, YELLOW, BLUE & WHITE. Each squad consists of 11 Footballer cards. There are 6 footballer images of EACH squad represented on the game board. The value of every footballer, ranging from £4M to £15M, is on each Footballer card. The total value of each squad is £84.5 million. To buy a footballer, your pawn must land on any one of the 6 footballer spaces of the squad colour you want to buy, take the top card from the corresponding squad deck and, except when the footballer is on a FREE TRANSFER (see Rule 5), pay the Official the value stated on the card. You are NOT limited to buying footballers from one particular squad. Once you have taken a card from the relevant footballer deck you cannot change your mind and must conclude the purchase.



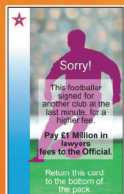


5. FREE TRANSFER: If the footballer image on the card you take from a squad deck is the exact SAME footballer image as the space on the game board on which your pawn lands, then you receive that footballer on a FREE transfer - that is, the value stated on the card is NOT payable to the Official.



6. STARPLAYERS: There are 4 “star” footballers in each squad who are the ‘STARPLAYERS’. They are the most valuable footballers in the game. They are recognised by a ‘**STAR**’ image on the top left corner of their space on the game board and on their corresponding card. All 16 STARPLAYERS are represented on the game board. If an opponent lands his or her pawn on a STARPLAYER that you own, you must ask that player to pay you £500K for “Royalty Fees” due to your Club. If **you** land on a STARPLAYER which **you own**, you may request and receive £500K **from the Official** for Royalty fees. If you own ALL 4 STARPLAYERS in **one squad**, the Royalty Fees due to you will **DOUBLE** from £500K to £1 million. The fee must be requested **BEFORE** play passes to the next player.

7. ALL-6 BONUS PAYMENT: The first player to obtain ALL 6 Footballer cards represented on the game board in any ONE squad colour is due an ALL-6 Bonus Payment from the Official of £15 million; the 2nd player to collect all 6 cards is due an ALL-6 Bonus of £8M; the 3rd player is due £4M and the 4th player is due £2M. It is the responsibility of the player to notify the Official and collect a payment due to their Club.



8. BOGUS FOOTBALLER CARD: There is 1 Bogus Footballer card included in each of the 4 squad decks of 11 footballers. The Bogus Footballer cannot be included in your squad to complete your Club Set and has no value. If you turn up a **Bogus Footballer card** during play, you must pay the Official £1 million for your Club’s “legal fees” and return the card to the bottom of the deck. Play then passes to the next player.





9. TRANSFER WINDOW CARD: You may play a TRANSFER WINDOW card on your turn at any stage throughout the game. During a Transfer Window, ALL players may take a turn to negotiate ONE transaction with ONE other opponent - to swap, sell or buy any unwanted footballer(s), manager, stadium or any other card(s). A transaction may include more than one card - example A: Swap 1 Footballer + 1 Wild Substitute for 1 Win Card; example B: Transfer 1 Manager for 1 Starplayer + Money. The player who opens the Transfer Window must negotiate the first transaction and, thereafter, play passes in a clockwise direction. If players are unable to agree terms within 2 minutes, play then passes to the next player to commence his or her negotiations. A player may decline to take part if he or she does not want to buy, sell or swap any cards.



10. WILD SUBSTITUTE SPACE & CARD: A Wild Substitute card may be used instead of any footballer to make up a squad. There are 2 Wild Substitute spaces on the game board and, if you land on this space, you must ask the Official for a Wild Substitute card before play passes to the next player. You may use a maximum of 3 Wild Substitute cards to make up your squad. You may also win a Wild Substitute card from the STARPLAYER Bonus deck or Club Chairman deck. Wild Substitutes have no monetary value to the Official but can be bought or sold between players, for an agreed fee, or exchanged for another card(s) during a Transfer Window.



11. MANAGER SPACE & CARD: There are 4 Managers, valued at £6 million each. You must buy one Manager to complete your Club Set. There are 4 Manager spaces; if you land on ANY Manager space, you may purchase ANY one of the Managers held by the Official, who will hand you the card. You are only permitted to own one Manager at any one time.



12. STADIUM SPACE & CARD: There are 4 STARPLAYER Stadiums, valued at £50 million each. You must buy one STADIUM to complete your Club Set. There are 4 Stadium spaces; if you land on ANY Stadium space you may purchase ANY one of the Stadiums held by the Official, regardless of Stadium colour. The Official will hand you your choice of Stadium. You are only permitted to own one Stadium at any one time. Once you own a Stadium, each time you pass or land on YOUR colour Stadium space, you can collect "gate receipts" of £2million from the Official; if an opponent lands on your colour Stadium space, £2 million in 'gate receipts' is due from that player for your Club. You must request payment (either from the Official or opponent, as appropriate) BEFORE play passes to the next player.





13. TACKLE!card: You may play your Tackle!card when an opponent lands on a Footballer, Manager or Stadium space and makes it known that he or she does not want to buy. BEFORE play passes to the next player, your Tackle!card permits you to buy instead; to do this, you must be the first player to say clearly the word “Tackle!”, then move your pawn to the opponent’s space and, on a footballer space, take the top card from the appropriate deck and proceed as normal; if on a Manager or Stadium space, buy from the Official as normal. Play then passes back to the player who was ‘tackled’, who continues his or her turn. Once you have said the word “Tackle”, you cannot change your mind. Your opponent, once ‘tackled’, cannot change his or her mind to buy. If more than one player says “Tackle!” at EXACTLY the same time, the players must roll the STARPLAYER Football dice and the player with the highest score will make the ‘tackle’. After you play your Tackle!card, return the card to the Official.

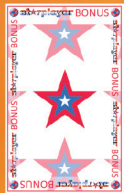


14. CLUB CHAIRMAN SPACE & CARD: There are 4 Club Chairman spaces. If you land on a Club Chairman space, you must take the top card from the Club Chairman deck. After reading and following the instructions, return the card to the bottom of the deck unless otherwise instructed on the card.



15. REFEREE SPACE & CARD: There are 4 Referee spaces. If you land on a Referee space, you must take the top card from the Referee deck. After reading and following the instructions, return the card to the bottom of the deck unless otherwise instructed on the card.





16. STARPLAYER BONUS SPACE & CARD: There is 1 STARPLAYER BONUS space. If you land on the STARPLAYER Bonus space, you must take the top card from the STARPLAYER Bonus deck. After reading and following the instructions, return the card to the bottom of the deck unless otherwise instructed on the card.

STARPLAYER Football dice



17 STARPLAYER CUP MATCH SPACE & CARD: At the start of the game, every player is given 2 STARPLAYER CUP MATCH cards. You may play a card on your turn at any stage of the game; you might also pick up a Cup Match card from the STARPLAYER BONUS deck or land on a Cup Match space. To play a STARPLAYER Cup Match, choose any opponent to play against and then take it in turns to roll the STARPLAYER Football dice. The total of both dice rolled equals the number of goals scored. The player with the highest amount of goals scored wins the Match. In the event of a draw, both players must take part in a PENALTY SHOOT-OUT (refer to Rule) to decide the winner of the Match. The WINNER of each Cup Match must request, from the Official, a STARPLAYER CUP MATCH WIN Card for the appropriate Cup Round. You must collect 5 CUP MATCH WIN cards; if you have not done so by the time you have completed your Club Set and you have played both your Cup Match cards, then on every one of your turns thereafter, you may play a Cup Match. Once you have collected your 5 WIN cards, you must still play a Cup Match if requested by another player and, if you land on a Cup Match space, you must choose any opponent who has yet to collect all 5 WIN cards and play a Cup Match against that opponent.



18. STARPLAYER CUP MATCH WIN CARD: Win cards are in the 4 squad colours and marked Round 1 to Round 5. You must collect 5 WIN cards, one for each round, in numerical order. Each time you win a STARPLAYER Cup Match, you must request a WIN card from the Official. You may receive a "BONUS" WIN card from the STARPLAYER BONUS deck. A set of 5 cards can consist of MIXED colours. The maximum number of Match WIN cards you can receive is 5. During a Transfer Window, you may sell, buy or swap WIN cards for ANY card(s), providing any WIN card(s) received is in sequence/numerical order.

19. PENALTY SHOOT-OUT: When a Cup Match results in a draw, a Penalty Shoot-Out must take place; a Penalty Shoot-Out is also used in The STARPLAYER Cup Final (see Rule 27). To take part in a Penalty Shoot-Out the 2 players (or teams) take it in turn to roll the STARPLAYER Penalty Goal die, alternately 5 times each. After 5 rolls each, the winner is the player who has scored the highest number of goals, signified by a football image on 3 faces of the die. In the event of a tie, both players (or teams) continue to have 1 roll each of the Penalty Goal die until a winner is decided; both players must have an equal number of rolls. The Official must keep score.

20. PENALTY SPOT SPACE: If you land on this space, you must take a penalty by rolling the STARPLAYER Penalty Goal die, which has a football on 3 faces and "MISS!" on the other 3 faces; a "football" signifies a goal scored. If you score a goal each opponent must pay you £1 million.

STARPLAYER Penalty Goal die



21. CLUB SET: Players must complete a CLUB SET as part of the requirement to reach the STARPLAYER CUP FINAL to win the game. A complete Club Set consists of 11 Footballers of the same colour squad - which may include up to 3 Wild Substitute cards – any Manager and any colour Stadium.

22. YELLOW CARD & RED CARD: If you pick up a Referee card which gives you, or one of your Club footballers, a Yellow card, the Official will hand you a Yellow card to keep. If you receive a second Yellow card, or if you pick up a card stating that one of your footballers has been given a Red card, the Official is to show you a Red card and you must miss your next turn. Return the Yellow card(s) to the Official. If the Official fails to show the RED card before play passes to the next player, you will not have to miss a turn; however, if a player is also acting as the Official, the latter part of this rule does not apply.

23. PLAYER FOUND TO HAVE MORE THAN 11 FOOTBALLERS: If you are found to have more than 11 Footballers in your squad, excluding Wild Substitute cards, play must pause while the last Footballer card(s) you received is/are returned to the bottom of the relevant deck(s). Should you not recall the last card(s) received, then all of your Footballer cards are to be collected together, shuffled, placed face down in a pile and the top card(s) returned to the bottom of the corresponding squad deck(s). The value of each Footballer card you return will be refunded to you by the Official, less £2 million in Penalty Fees for each card. Play then resumes.



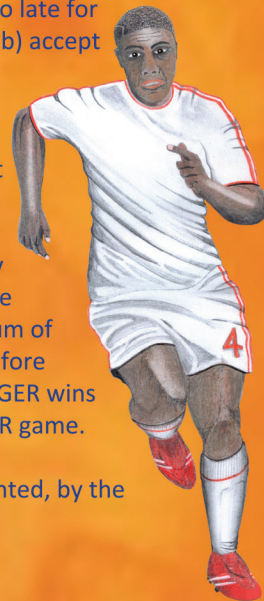
24. SELLING UNWANTED CARDS BACK TO THE OFFICIAL: During your turn of play only, any Footballer, Manager and/or Stadium card(s) may be sold back to the Official at any stage of the game, for HALF the face value, rounded up to the nearest £500K, unless you need to raise “EMERGENCY FUNDING” (see Rule 25). Any card sold back to the Official is put back into normal play and, in the case of a Footballer card, returned to the bottom of the appropriate squad deck.

25. EMERGENCY FUNDING: If you are required to make a payment and have insufficient Club funds, you may raise Emergency Funding. Even if it is not your turn of play, you may raise funds by selling ANY card to any other player for a fee agreed between you and the player, or by selling any Footballer, Manager and/or Stadium card(s) only, back to the Official for HALF the face value to the nearest £500K. A player may accept from another player, if he or she wishes, any card as payment or part payment of an amount due.

26. LATE PAYMENT REQUEST: Once you have finished your turn and play has passed to the next player, it will be too late for you to either (a) make a demand to another player or the Official for a payment that may have been due to you or (b) accept a demand from another player or the Official for a payment due to them.

27. STARPLAYER CUP FINAL PENALTY SHOOT-OUT: Once your Club Set is complete AND you have collected 5 Cup Match WIN cards, then, on your turn, you can challenge any player to The STARPLAYER Cup Final Penalty Shoot-Out (regardless of whether or not that player has a complete Club Set or obtained 5 Match WIN cards). If your Club Set and set of 5 Cup Match Win cards are completed DURING your turn, then, BEFORE play passes to the next player, you can challenge another player to the Cup Final Penalty Shoot-Out. The Cup Final Penalty Shoot-Out is decided by rolling the STARPLAYER Penalty Goal die. The STARPLAYER Cup Trophy can only be won by the player who MADE the challenge. If the player you challenged wins, then you must pay your opponent a Penalty Shoot-Out forfeit in the sum of £2million; play then passes to the next player. The game continues as normal and you must await your next turn before you can again challenge any player to another Cup Final Penalty Shoot-Out. This process continues until a CHALLENGER wins the CUP FINAL PENALTY SHOOT-OUT and becomes the WINNER of THE STARPLAYER CUP and the entire STARPLAYER game.

28. STARPLAYER CUP TROPHY CARD: The WINNER of the STARPLAYER CUP FINAL (and STARPLAYER game) is presented, by the Official, with THE STARPLAYER CUP TROPHY CARD in the player's choice of Club colour.



Alternative Game Play

The STARPLAYER SYSTEM GAME: A football manager is responsible for deciding the best formation of his team. Popular formations are: (a) 4 - 4 - 2 = 4 x defenders, 4 x midfielders, 2 x strikers; (b) 4 - 5 - 1 = 4 defenders, 5 midfielders, 1 striker; and (c) 4 - 3 - 3 = 4 x defenders, 3 x midfielders, 3 x strikers. The STARPLAYER alternative game play is to obtain a squad of 11 footballers based on the POSITION of each footballer, using one of the above formations, plus 1 goalkeeper - instead of obtaining 11 footballers of one colour squad. Each Footballer card includes the Team position. Players must decide which system is to be played before starting the game, however, the rules of the STARPLAYER SYSTEM GAME depend on the number of players (or teams) as follows:

For 2 to 3 Players (or Teams): All rules/instructions remain the same EXCEPT the squad of 11 Footballers that make up a Club Set can be from ANY of the 44 Footballers in the 4 squad decks, as long as one of the chosen formations is achieved as shown in (a), (b) or (c), plus goalkeeper.

For 4 Players (or Teams): If playing the 4 - 3 - 3 System or the 4 - 5 - 1 System, the Wild Substitute footballer rule is changed; Wild Substitute footballers must ONLY be used as midfield footballers.

SHORT GAME PLAY: Short game play is suitable for both normal STARPLAYER game play and the STARPLAYER System Game. All Rules and instructions remain the same EXCEPT each player must (1) start the game with £70 million of STARPLAYER money, 7 Footballer cards, 1 Manager, 1 Stadium, 2 Transfer Window Cards and a Tackle! card (2) collect 3 Cup Match WIN cards to reach the STARPLAYER CUP FINAL. During set-up before the start of the game, the Official must (a) place the 44 footballer cards together, shuffle the cards and then deal 7 to each player, (b) sort the remaining Footballer cards into 4 squads and add the BOGUS Footballer card in the corresponding squad colour to each deck (c) shuffle the Manager cards and deal 1 to each player, and (d) shuffle the Stadium cards and deal 1 to each player. Play then continues using the normal STARPLAYER Rules.

ALTERNATIVE SHORT GAME PLAY - STARPLAYER 5-A-SIDE: All Game Rules and instructions remain the same as the normal STARPLAYER game play EXCEPT (a) a Club Set consists of any 5 footballers in the same squad colour - which can include up to 2 Wild Substitute Footballers - plus a manager and Club stadium; (b) each player starts the game with £120 million of STARPLAYER money; (c) Bogus Footballer cards are excluded (d) Only 3 Cup Match WIN cards plus Club Set are required to reach the STARPLAYER CUP FINAL.



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