

Read, Score, Roar! – Dino Soccer

stomp, kick, and roar your team to victory in this prehistoric sports game!

Overview

Grab a team of 2-5 Players and a Referee and some dice (d4-d10). You may also want to draw out your soccer field on a piece of paper! Each Player will create their own Dinosaur soccer player, and you'll work as a team to try and score goals while defending your own. Ref, you'll narrate the game's events, control the opposing team, and generally keep track of the Jurassic pandemonium unfolding across the pitch!

Characters

Cut out a card from the Trading Cards sheet for your character. You can choose from one of Kansas City Public Library's soccer players or create your own! All characters should have **Accuracy**, **Speed**, **Brawn**, and a Special Stat that can vary from player to player.

Stats can range from 0 to 3, and they determine which die you'll use to roll for that stat.

If you're creating your own character, you can name, draw, and describe them on their card! You'll have 6 points to divide up between your characters' stats, and you get to make up their Special Stat!

Points	Roll
0	d4
1	d6
2	d8
3	d10

Gameplay

Each turn, the Ref describes the situation (e.g., "Emilia has the ball in the center circle. Dense ferns and underbrush lie between you and the goal.").

Next, Players work together to come up with a plan (e.g., "Frankie will dodge their guard and charge through the brush, then Emilia will pass the ball over to them, so they can score."). Each Player's part is their Action. The Ref will decide on a Difficulty level for each Action: **Easy**, **Normal**, **Hard**, or **Absurd**.

Whether or not each Player succeeds at their action is determined by rolling for 2 of their Stats. Players justify which stats they're using to the Ref, who gets the final say. Depending on the situation, the Ref may have Players roll in a specific order, to see how the results of one player's action affect the others.

Roll both Stats and use the table on the left to determine how successful you were in each category. Each Stat roll will affect how you did in that particular area of your Action, so it's possible things might not play out as intended, even if you do well in one category.

Roll	Outcome	Result
1	Bust!	Not only did that fail, but it's caused even MORE trouble.
2	Poor	That didn't work out so well...
3	So-So	Suitable for Easy actions. Can be partially successful for others.
4-6	Good	Suitable for Normal actions. Likely at least somewhat successful.
7-8	Great	Suitable for Hard actions. Can have additional benefits.
9-10	Amazing!	Suitable for Absurd actions. Can have additional benefits.

The Ref may give certain Stats **Advantage** or **Disadvantage** depending on the situation, granting **+1-2** or **-1-2** to the Stat before the roll. (If the Stat would go above **3** or below **0**, add or subtract the difference to the final roll instead.)

Ultimately, the Ref will determine the outcome of your action, based on your rolls. However, you can also make a case for how you'll handle your rolls. For instance, if you rolled well in **Speed** but poorly in **Brawn**, you might suggest, "Okay so I'm probably getting clobbered by the brontosaurus, but I will try to kick the ball in between their legs as I fall." Refs should be appreciative of clever improvisations.

Concept by Kenneth Hardcastle
Game Design by Nash High
Dinosaurs & Art by Katelyn Betz

Notes for Referees

Roll a d6 at the end of each turn. If it's a 5 or 6, roll d20 to see which **Unexpected Event** occurs! If it's a 3, roll d10 or choose a **Helpful Item** for the players to find.

Unexpected Events

1. Apex Predator

An enormous carnivore is hunting all in sight!

2. Earthquake

The ground shakes and deep fissures crack across the field!

3. Volcanic Eruption

A nearby mountain spits ash into the air, and lava starts working its way across the pitch!

4. Meteor

Heads up! A meteor is about to impact the field!

5. Vines

A tangled mess of viny plants has crept across a portion of the field! Don't get snagged!

6. Rock Slide

The crowd's excitement has triggered a rock slide on a nearby slope! Watch out for boulders!

7. Egg Ball

This is no soccer ball... it's a dino egg! Be extra careful with this one, and hopefully get it to the goal before it hatches!

8. Quicksand

Watch out! There's a quicksand pit somewhere on the field. If you get stuck, you'll need help to get back out!

9. Brontosaurus Herd

Excuse me! A herd of enormous, hungry herbivores have meandered onto the field to graze on the local foliage.

10. Mud Slide

A heavy storm just washed a ton of mud from a nearby slope!

11. Boulder Ball

Hey, this is no soccer ball—it's a boulder! It's going to take some serious muscle to kick this thing...

12. Tar Pits

Paleontologists love them, but tar pits are no friend of the dinos! Best to steer clear of these sticky pools.

13. Insect Swarm

Oof, where did all these bugs come from?

14. Flood

A heavy rainstorm turned part of the field into a lake or river. Watch out for archosaurs!

15. Overgrowth

A patch of thick foliage has sprouted across part of the field.

16. Hatchlings

Aww, a new brood of baby dinosaurs just hatched! Unfortunately, they're running amok on the field!

17. Ice Age

Is it just me, or is it getting cold out here? It's going to be tough playing in all this ice and snow!

18. Drought

Oof, it's getting pretty dry out here. Mind the dust!

19. Pterosaurs

Duck! No, wait—pterosaur! A swarm of these flying reptiles are flying about & swooping the players!

20. Continental Drift

The goals are drifting apart, and an ocean is forming midfield! Beware of sharks!

Helpful Items

1. Enormous Bone

Handy for thwacking purposes & extending short arms.

2. Dinosaur Egg

A large egg with a variety of culinary & nonculinary uses.

3. Soccer Cleats

Versatile cleats suitable for all sizes of dino feet.

4. Makeshift Hot Air Balloon

It's not particularly fast, but it does fly! (For short distances.)

5. Bottomless Water Bottle

Stay hydrated! This water bottle never runs out.

6. Library Card

Check out a handy guidebook to boost your special stat.

7. Soccer Jersey

Breathable, aerodynamic, and ooh, it has pockets!

8. Catapult

Suitable for hurling boulders, soccer balls, and even dinos!

9. Large Spool of Rope

A very durable cord—and there's a lot of it!

10. Megaphone

Noisy amplifier with a variety of pre-recorded dino sounds.

Opposing Players

Here are some suggested names for opposing players:

1. Stego Suarez (Stegosaurus)

2. Lion-o Messi (Saber-Tooth Tiger)

3. Pelé O'Saurus (Velociraptor)

4. Davey Beakham (Pterodactyl)

5. K.C. Cenozoic (Giant Ground Sloth)

Other dinosaur suggestions:

1. Triceratops (brawny and horned)

2. Pachycephalosaurus (thick-skulled headbuttist)

3. Therizinosaurus (tall biped with talon fingers)

4. Parasaurolophus (large and duck-billed)

5. Dimetrodon (quadruped with spine sail)

6. Argentinosaurus (enormous sauropod)

Azzy

fashionable raptor



Azzy's as friendly as he is nimble! He loves keeping up with pop culture and reading new releases.

2 Accuracy **2** Speed
0 Brawn **2** Teamwork

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Pablo

crafty ceratops



Pablo loves being creative! He can often be found doing crafts or reading childrens books.

1 Accuracy **1** Speed
2 Brawn **2** Craftyness

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Emilia

studious stegosaurus



Emilia is the scholar of the bunch. She loves to read anything that can teach her something new!

2 Accuracy **0** Speed
2 Brawn **2** Knowledge

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Frankie

sporty theropod



The only thing Frankie loves more than books is the outdoors! They're always out exploring & adventuring.

2 Accuracy **1** Speed
1 Brawn **2** Outdoorsy

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Valentina

gamer sauropod



Valentina loves all games and sports! After soccer, she enjoys playing video games or reading sci-fi.

1 Accuracy **2** Speed
1 Brawn **2** Strategy

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☐ Accuracy ☐ Speed
☐ Brawn ☐ _____

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Frankie

Frankie is a versatile player whose accuracy makes them handy for offense. Their Outdoorsy skill can be especially useful for dealing with obstacles on the field!

Use Outdoorsyness to:

- Scout an ideal path
- Evade defenders
- Discover and overcome obstacles
- Fashion traps & decoys
- Track & intercept the ball

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Emilia

Emilia's Accuracy and Brawn are handy for both offense and defense, but she must rely on her Knowledge to make up for her lack of Speed.

Use Knowledge to:

- Anticipate opponents' strategy
- Empower teammates
- Distract opponents
- Turn hazards to your advantage
- Calculate the perfect kick

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Pablo

Pablo's strengths lean toward defense, but he is still pretty flexible. With his Craftyness, he can cause all manner of mischief!

Use Craftyness to:

- Devise clever solutions to hazards on the field
- Play tricks & mislead opponents
- Craft helpful items
- Create a diversion & sow chaos

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Azzy

With solid Accuracy and Speed, Azzy excels at offense. Although he has no Brawn to push back against bigger dinos, he knows he can count on his team to back him up!

Use Teamwork to:

- Make and receive tricky passes and assists
- Inspire and encourage teammates
- Collaborate to overcome obstacles on the field
- Assist teammates in need

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Special Stat: _____

- _____
- _____
- _____
- _____
- _____

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- _____
- _____
- _____
- _____

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Valentina

Valentina is a flexible player, capable of both offense and defense. Her Strategy skill is handy for coordinating larger plays amongst the team.

Use Strategy to:

- Devise a cunning plan to score a goal
- Adapt to & avoid obstacles
- Help teammates use their skills to the best effect
- Predict opponents' plans

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