

BOOKED



THE FOOTBALL CARD GAME

OFFICIAL RULES

WITH ADVANCED PLAY



CORE SET · 198 CARDS · 2-6 PLAYERS · 20 MIN

BY ERTEM OSMANOGLU

THE OBJECT

1 / COVER TO COVER IN 5 MIN

Be first to field a legal STARTING 7

All seven from ONE nation:

1 GK · 2 DEF · 2 MID · 2 FWD

Then call GOOOAL! and survive one final INSTANT window (page 6). That's the match.

WHAT'S IN THE DECK — 198 cards

154 Players — 14 nations × 11 squad players.

Every squad: GK 7 · DEF 8/6/6/5 · MID 9/7/6

· FWD 10/8/6. The 10 is the nation's star.

22 Referees — 11 officials, 2 copies each.

Three are INSTANT (⚡) and can interrupt.

8 Yellow Cards — book a player. Two = off.

4 Red Cards — straight ejection for the booked.

6 Super Subs — wildcards for any slot (max 2).

4 Quick Rules — one per player, keep in hand's reach. Not shuffled into the deck.

Ratings only matter in Advanced Play (p.7).

SETUP & YOUR TURN

SETUP

1. Remove the 4 Quick Rules cards.
2. Shuffle everything else into one deck.
3. Deal 7 cards to each manager.
4. Flip the top card to start the discard pile.
Referee or discipline card? Bury it, flip again.
5. Youngest manager kicks off. Play passes left.

ON YOUR TURN — three steps, in order

1. DRAW ONE

Top of the deck, or top of the discard pile.

2. DO ONE

- PLAY a player FACE UP to your pitch (your open row in front of you — the only hidden cards in Booked! are hands), or
- PLAY a Referee and resolve it, or
- PLAY a Yellow or Red on an opponent, or
- TACKLE (page 4).

3. HAND LIMIT 9

Over nine cards? Discard down to nine.

Your pitch holds any number of players, but only a legal 7 can win.

THE TACKLE

Discard a player from your hand whose nation matches a nation on an opponent's pitch. That opponent picks up ONE pitch card of that nation back into their hand. Momentum, killed.

YELLOW CARD — the booking

Play on any opponent's pitch player. Slide it halfway under them: that player is BOOKED. A booked player still counts toward a 7 — but a second Yellow sends them off: player and both Yellows go to the discard pile.

RED CARD — the ejection

Play on a BOOKED player: straight off — player and cards discarded. Played on a clean player, it bounces: the Red is discarded, no effect. Choose your moment.

SUPER SUB — the wildcard

Fills ANY slot in your 7 (even the keeper). Maximum 2 on your pitch. Can be Tackled as the nation it stands in for, and can be booked.

Play as your action. ⚡ = INSTANT: play any time, even on another manager's turn — no action needed.

ADDED TIME	Take another full turn immediately after this one.
⚡ VAR REVIEW	Cancel the last card played, by anyone. It has no effect.
⚡ OFFSIDE!	A player card just placed on any pitch returns to its owner's hand.
⚡ PLAY ON	Negate a Referee, Yellow or Red card just played against you.
SUBSTITUTION	Swap one card on your pitch with a player card from your hand.
QUICK RESTART	Draw 2 cards.
SET PIECE	Look at the top 3 cards of the deck. Keep 1, put the rest on the bottom.
THE WALL	Until your next turn, your pitch cannot be Tackled or targeted by Yellow or Red cards.
REVERSE	Direction of play reverses.
FULL-TIME WHISTLE	The next player misses their turn.
OVERTURNED	Remove one Yellow card from any player on any pitch.

Timing: an ⚡ INSTANT resolves before whatever it interrupts. PLAY ON can cancel an INSTANT right back.

CALLING IT

The moment your pitch shows a legal Starting 7 — 1 GK, 2 DEF, 2 MID, 2 FWD, one nation, sent-off players excluded — you may call

“GOOOAL!”

out loud. Yes, all three O's. House rule: an unconvincing call may be booed but not denied.

THE INSTANT WINDOW

The call opens ONE final window: going around the table once, each opponent may play any number of ≤ INSTANT cards (VAR REVIEW, OFFSIDE!, PLAY ON) to break your 7.

- Still legal when the window closes? YOU WIN.
- Broken? Play continues — rebuild and re-call.

IF THE DECK RUNS DRY

Set the top discard aside, shuffle the rest into a new deck. If it empties a SECOND time, go to penalties: highest total rating on pitch wins.

GROUP STAGE — the tournament

Play 3 matches. Win = 3 pts; a win with your nation's STAR (the 10) on pitch = +1 bonus pt. Most points after three lifts the cup. Ties: p.8.

CAPTAIN'S ARMBAND

Your star (rating 10) is captain. Once per match, when your captain is shown a Yellow, discard the Yellow instead — the ref plays advantage.

DERBY NIGHT

Before dealing, each manager claims a nation aloud. Tackles against your claimed rival return TWO cards to hand instead of one. Grudges pay.

SQUAD ROTATION — draft setup

Deal 10 instead of 7: keep 7, pass 3 to your left simultaneously. Sharper openings, faster reads on who is hoarding which nation.

STRICT VAR

The INSTANT window lasts a full round AND managers may respond to each other's instants.

THE DIALS

Games too slow? Deal 8. Too spicy? Remove 2 Yellows and 1 Red. Too polite? Shuffle them back.

BOOKED!

TIEBREAKS & TABLE LAW

Tournament ties, in order: goal difference, goals scored, fewest own cards sent off — then one sudden-death match: first legal 7, no call needed.

Rules disputes are settled by VAR REVIEW: whoever holds one when the argument starts is right. This is terrible jurisprudence and excellent fun.



BOOKED! · CORE SET

© 2026 Ertem Osmanoglu