

Mission: to collect coins

Coin is earned every time player receives ball from a team mate

Level Up: team with the most coins after 8 minutes

Level 1 collect coins anywhere

Level 2 collect coins in opposition's half

Level 3 collect coins in central zone of opposition's half

Super Power: earned (for 60 seconds) when team scores a goal!



E.g: Mario Shell: lock in a player
choose an opposition player to lock in one area of the pitch

Game Pauses: decided by the player or team

Cheat	maximum support <i>take a player from the opposition</i>
Collaborate	work together <i>modify the playing area</i>
Clue	prompt <i>consider the opposition's strengths</i>
Challenge	make the task more difficult <i>try to use disguise on the ball</i>

