

### ***Design the pitch.***

The football pitch can be created in different dimensions by using the two different sized floor pieces (tiles) This allow you to have small pitches, large full sized pitches, over sized pitches or even custom four goal pitches.

We want to add an extra element to the computer game of 'mounds', which rather than the current 'dips' where the ball rolls down to the player in the centre, the tile is convex and the ball will roll to the side, into an adjacent tile block.

Each Pitch tile contains a single character or object.

There will be a custom pitch option where each player will take a turn at placing a tile, to construct the pitch. This will allow the player to generate formations, strong in defence midfield, attack, or designed for special trick shots they have been practising.

### ***PITCH OBJECTS***

These are for non standard football 'novelty' games.

#### ***Swing panels***

These are flat boards, which can swivel around the centre.

If the board is face on to a shot then it will be an obstacle, but if it is side on to the shot then the ball will sail straight through it.

A ball striking a panel flat on will rotate the board and deflect the ball at right angles.

#### ***RE-BOUND posts***

Striking a re-bound post will cause the ball to rebound back the way it came.

#### ***Novelty Players***

Team player styles

Town – firemen, police, mechanics

Apart from the normal football player mini-figures, the player can choose from a selection of 'novelty' mini-figs. Some of these will have special abilities and special animations.

E.G.

Dragon

- A strong powerful player
- He has a temper, which can result in a his 'flaming' a neighbouring player, who keeps possession of the ball for too long.

Crocodile

- Can't intercept the high shots, but due to his width he has a wider catch range.
- A direct hit to the head will result in the crocodile trying to catch the ball, with his teeth, which will burst it, and cause a penalty
- It has a very powerful strike, with its tail

Wizard

- He can cast magical spells, to attract the ball to his position.
- A weak strength player

Space Man

- He can 'float' anti-gravity style into the air to make a high catch