THE CARTOON BOOK OF

SUBBUTEO



MIND

SPORT ON EARTH

Sport on Earth Books · The Mind & digital Family

Original illustrations · No characters were copied in the making of this book

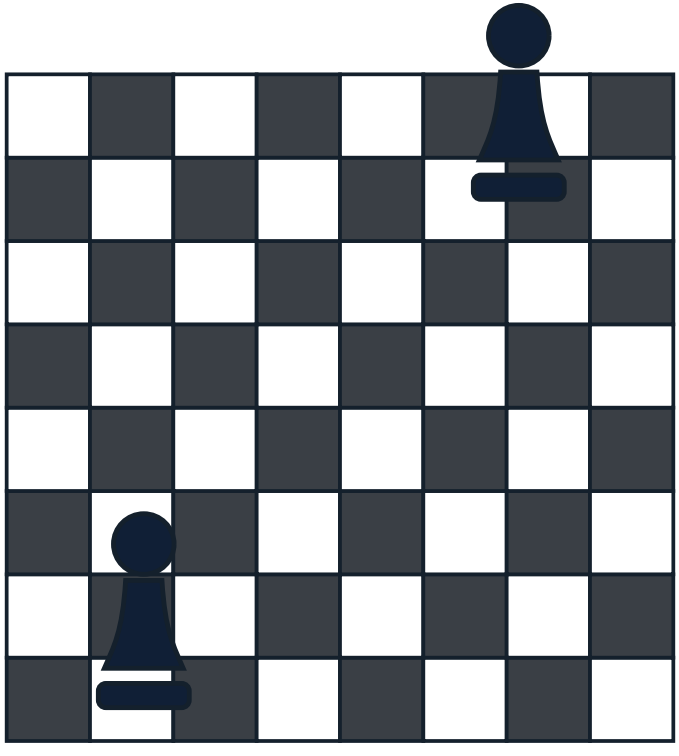
Meet Subbuteo!

Tabletop football played by flicking figures.



Where It Is Played

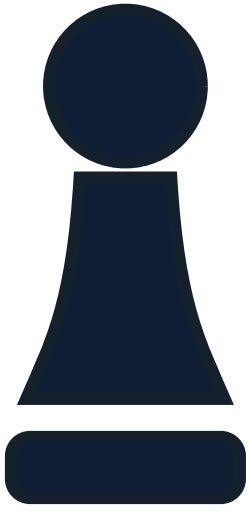
A table-top playing board / cloth pitch with halfway line, centre circle, penalty and shooting areas, surrounded by a fence or barrier.



The Gear

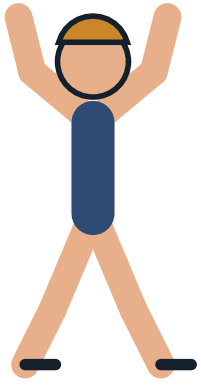
Two teams of 11 playing figures on bases, a goalkeeper on a rod, two goals, a ball and a cloth pitch marked like a football field.





How It Starts

Lay out a Subbuteo set, practise flicking figures straight with your fingernail, and play short 10-minute-half games before entering a local FISTF club.



How to Play

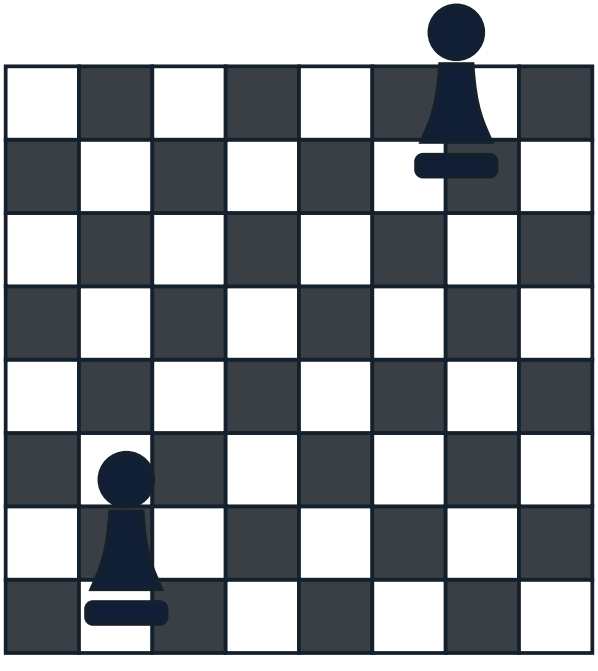
- Format: two players play a table-football match by flicking miniature playing figures (a figure on a base) to strike the ball, following the laws of association football as adapted by FISTF.
- Match duration under FISTF rules is two halves of 15 minutes (beginners commonly play two halves of 10 minutes).
- Scoring: the player who has scored more goals than the opponent at the end of the match wins; a goal counts only when the ball is wholly in the shooting area and the shooting figure is in the opponents' half conditions set by the rules.
- Flicking: the ball is kicked by flicking the figure's base cleanly with the nail of the fore or middle finger; using the thumb as a spring, the back or side of the finger, moving the hand, or pushing instead of flicking is an illegal flick, punished by a free-flick.

More of the Game

- The same playing figure may strike the ball at most three times in succession, and a figure may be flicked at most three times before the ball touches another figure.
- Possession is retained while the flicked figure legally hits the ball and the ball does not strike an opposition figure; missing the ball, or the ball last striking an opponent's figure, passes possession.
- After each possession flick the defender may take one blocking (positional) flick, which must not touch the ball or an opponent's figure.
- Offside applies inside the shooting area: a figure is offside if it is wholly within the shooting area with fewer than two opposition figures (including the goalkeeper) between it and the goal line when the ball is played; the attacker has up to three onside flicks per possession.

The Shape of a Match

Two players flick 11-figure teams across a table pitch in two 15-minute halves; goals are scored by flicking the ball into the goal from the shooting area, and most goals wins.

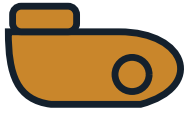


More of the Mind & digital Family

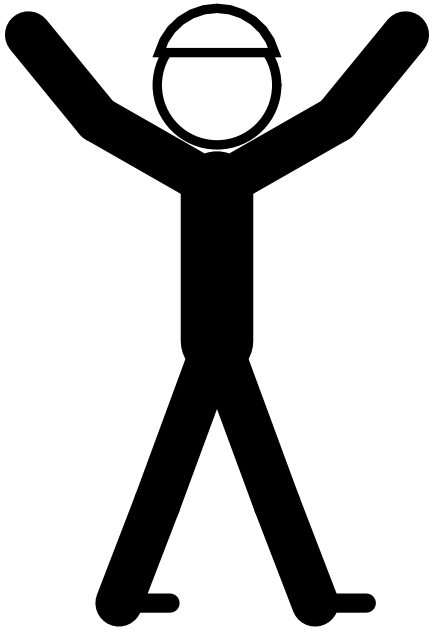
- Esports — Competitive video games from League of Legends to Counter-Strike.
- Chess — FIDE-governed mind sport with a world championship.
- Fantasy Sports — Manage virtual rosters; season-long and dynasty formats.
- RoboCup — Robot soccer research league aiming to beat human champions by 2050.
- Robot Combat — Remote-controlled armoured robots fight in an arena.
- Air Hockey — Fast puck game on an air table.

A Note on the Rules

Subbuteo (table football) is governed by FISTF under a flick-to-kick code with detailed figure, pitch and timing regulations revised by congresses in the game's niche but organised world. No landmark dated change is carried for Subbuteo.

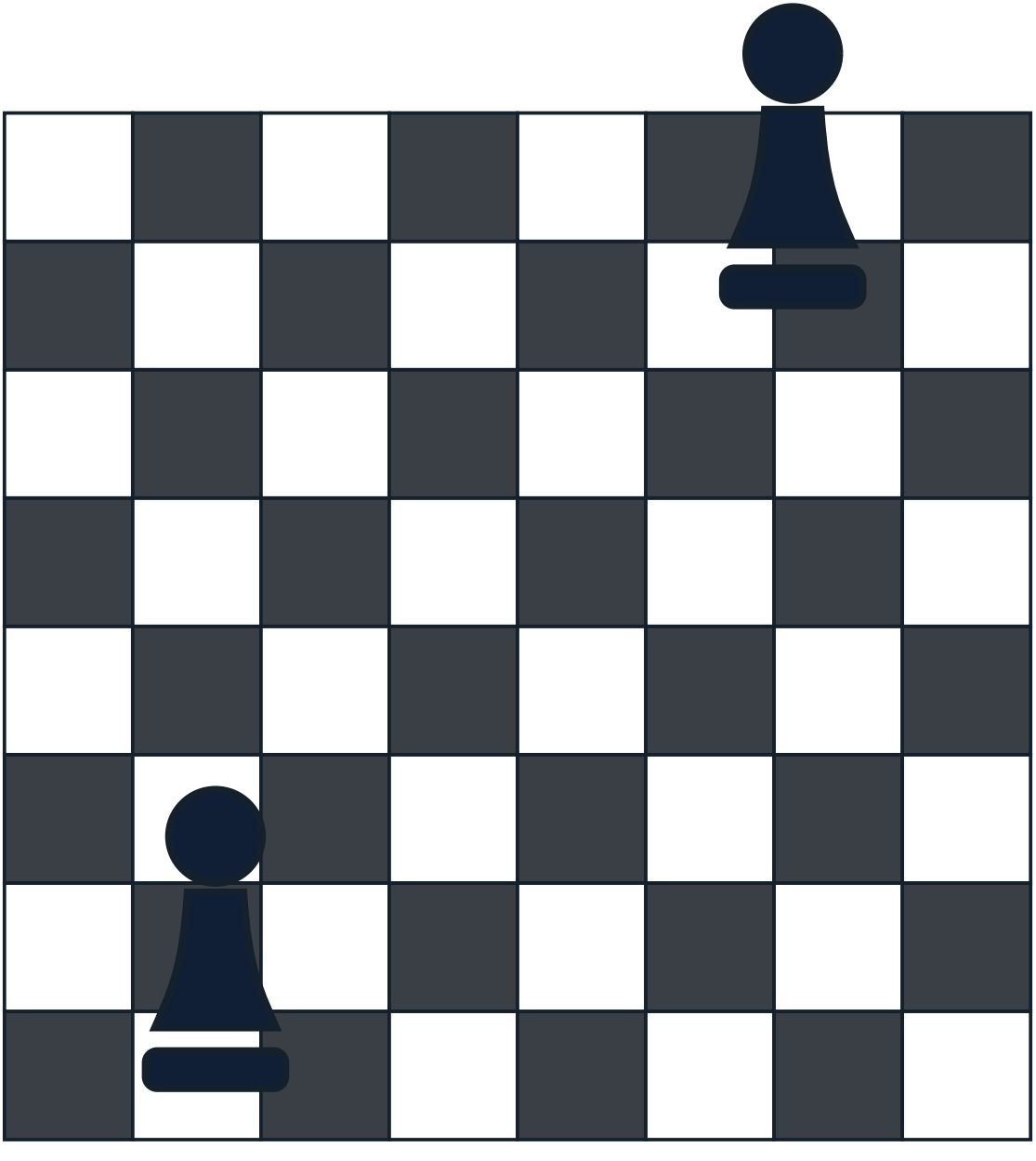


Colour the Action

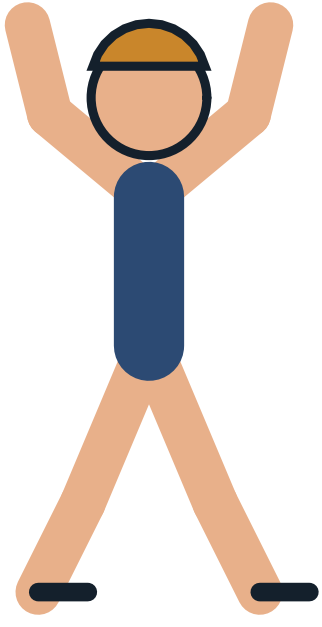


Psst — this page is a colouring page!

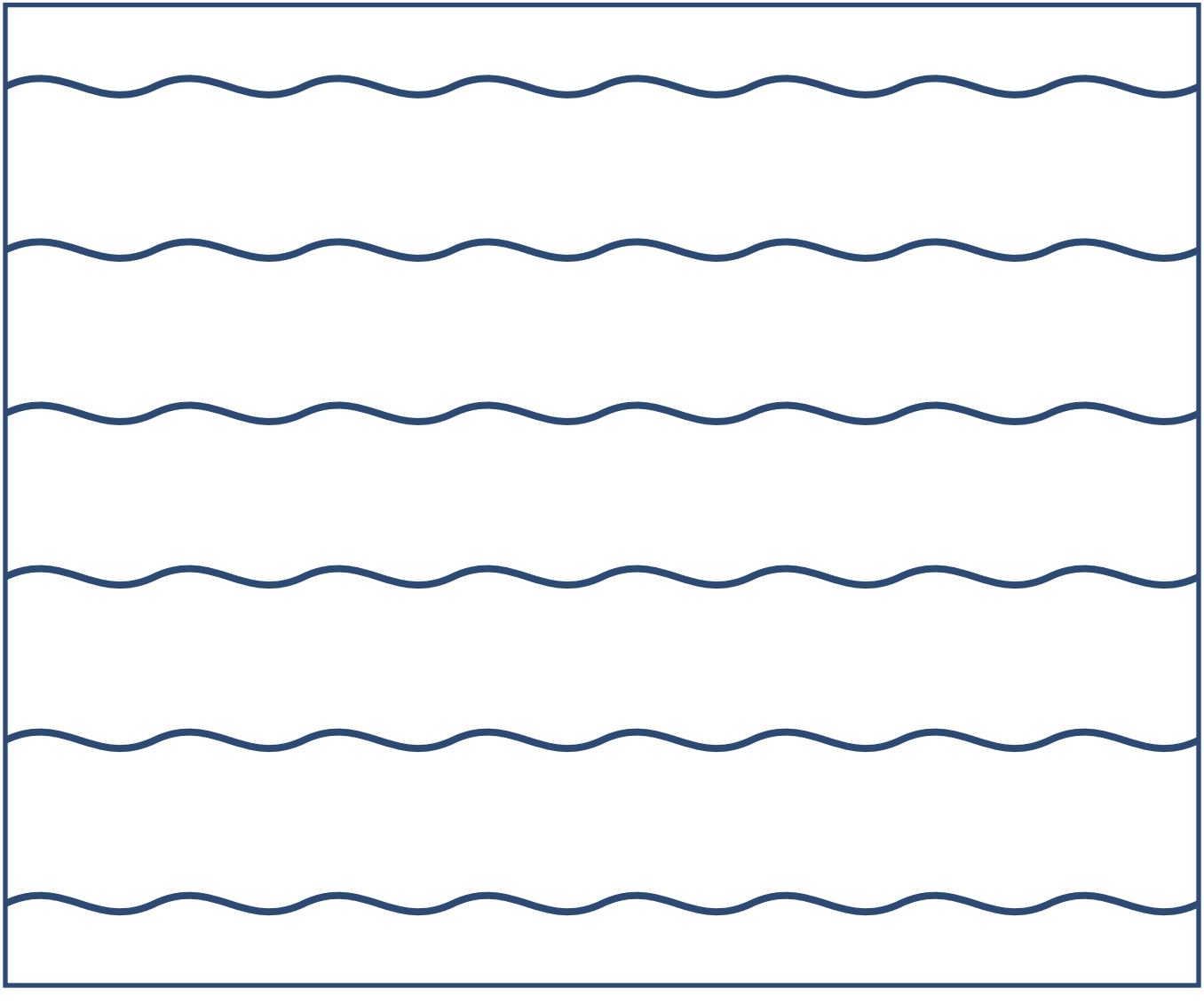
The Sport Today



At School and College



Play It Near You



Through the Year

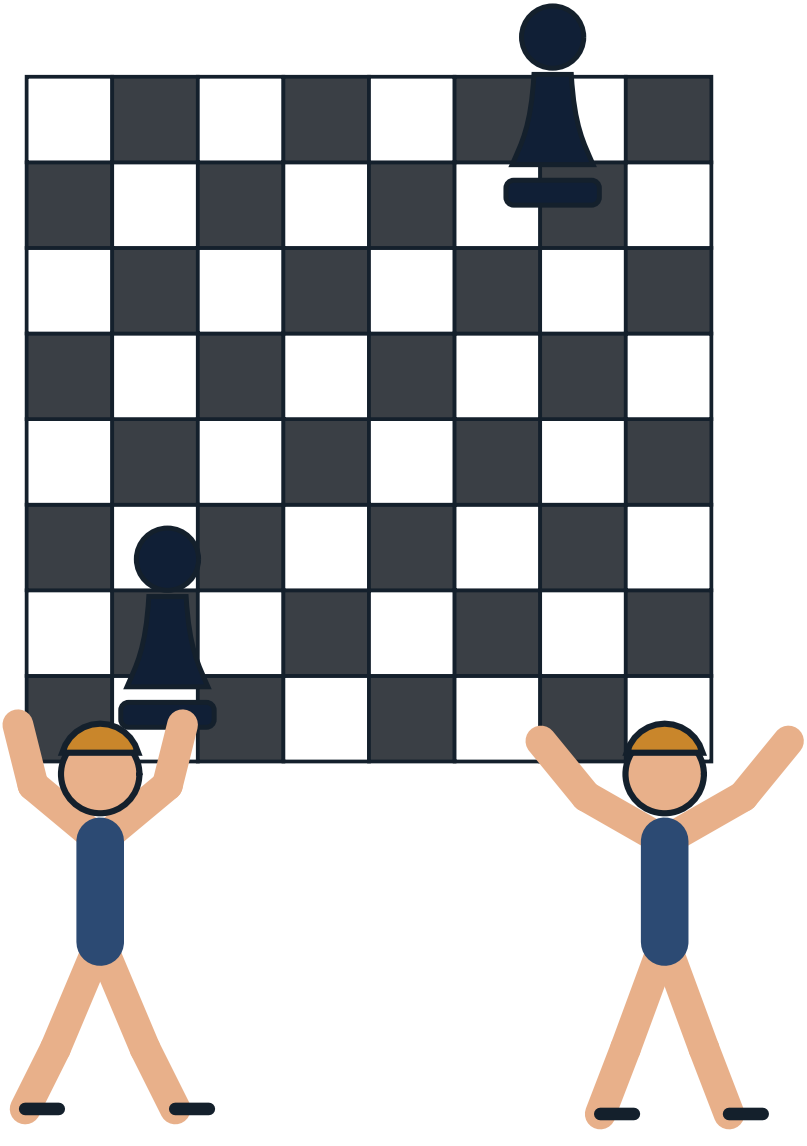


The Mind & digital Family

Every sport belongs to a family of games that share its shapes and skills. Here are some of this book's closest relatives — each with a cartoon book and a colouring book of its own.

- Esports — Competitive video games from League of Legends to Counter-Strike.
- Chess — FIDE-governed mind sport with a world championship.
- Fantasy Sports — Manage virtual rosters; season-long and dynasty formats.
- RoboCup — Robot soccer research league aiming to beat human champions by 2050.
- Robot Combat — Remote-controlled armoured robots fight in an arena.

Game Day!

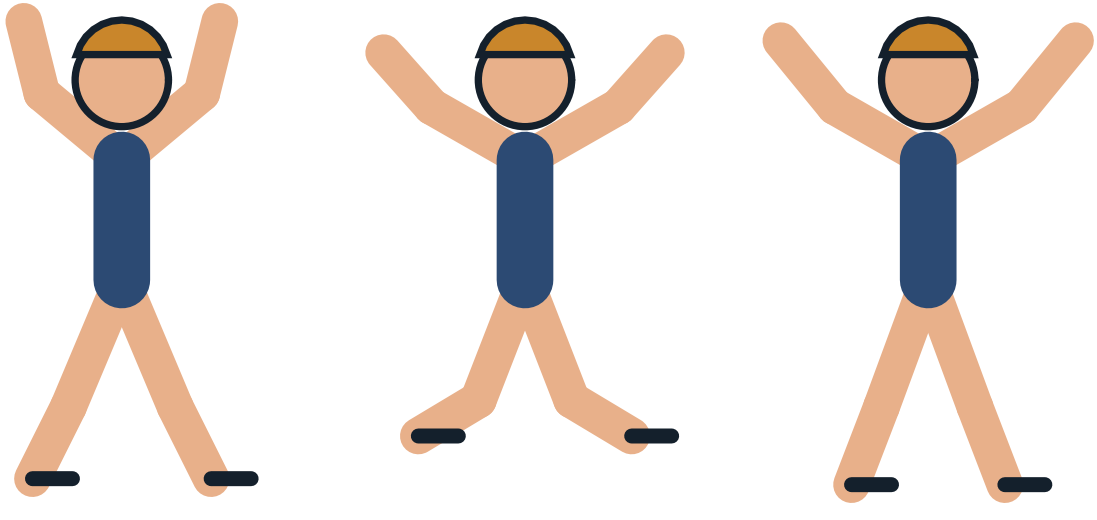


The Sport on Earth Mark

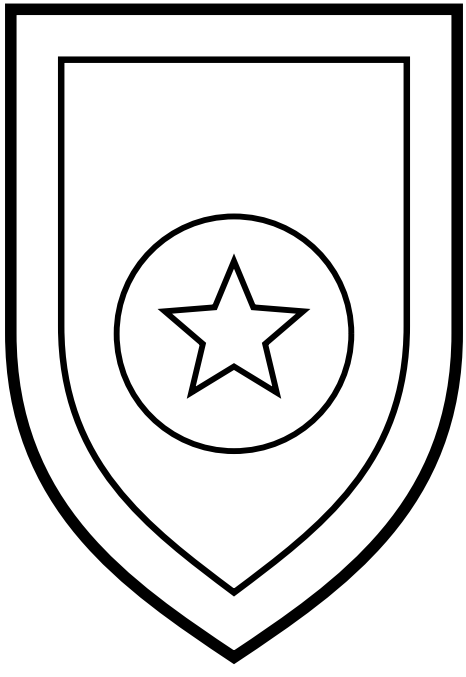
Every sport on Sport on Earth carries its own original mark, drawn for the site. Here is this sport's.



Moves of the Game



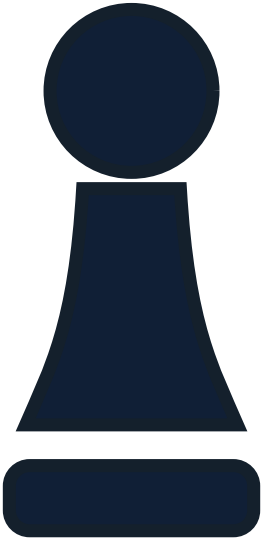
Design a Badge



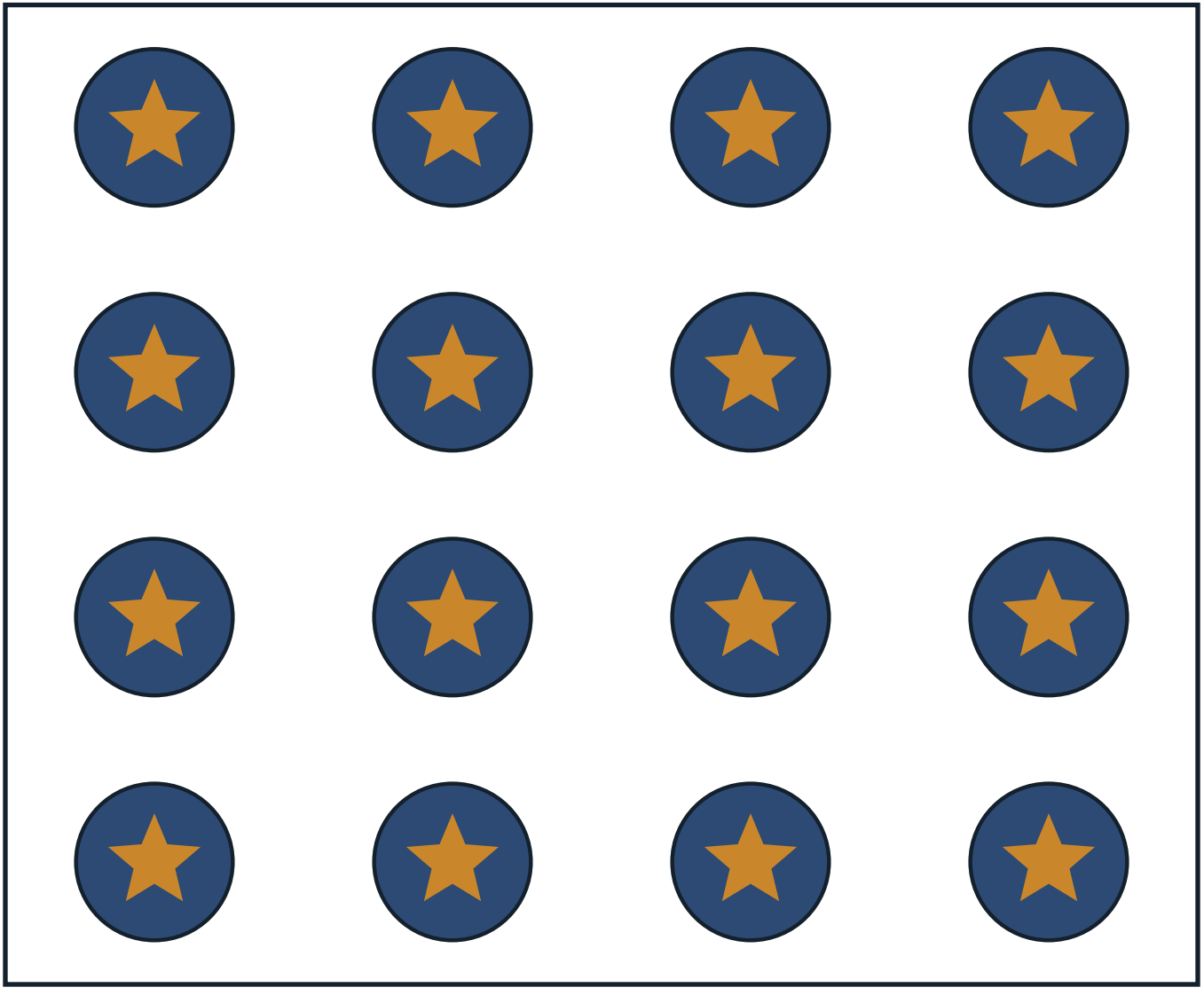
Draw and colour a badge for your own team.

The Gear Parade

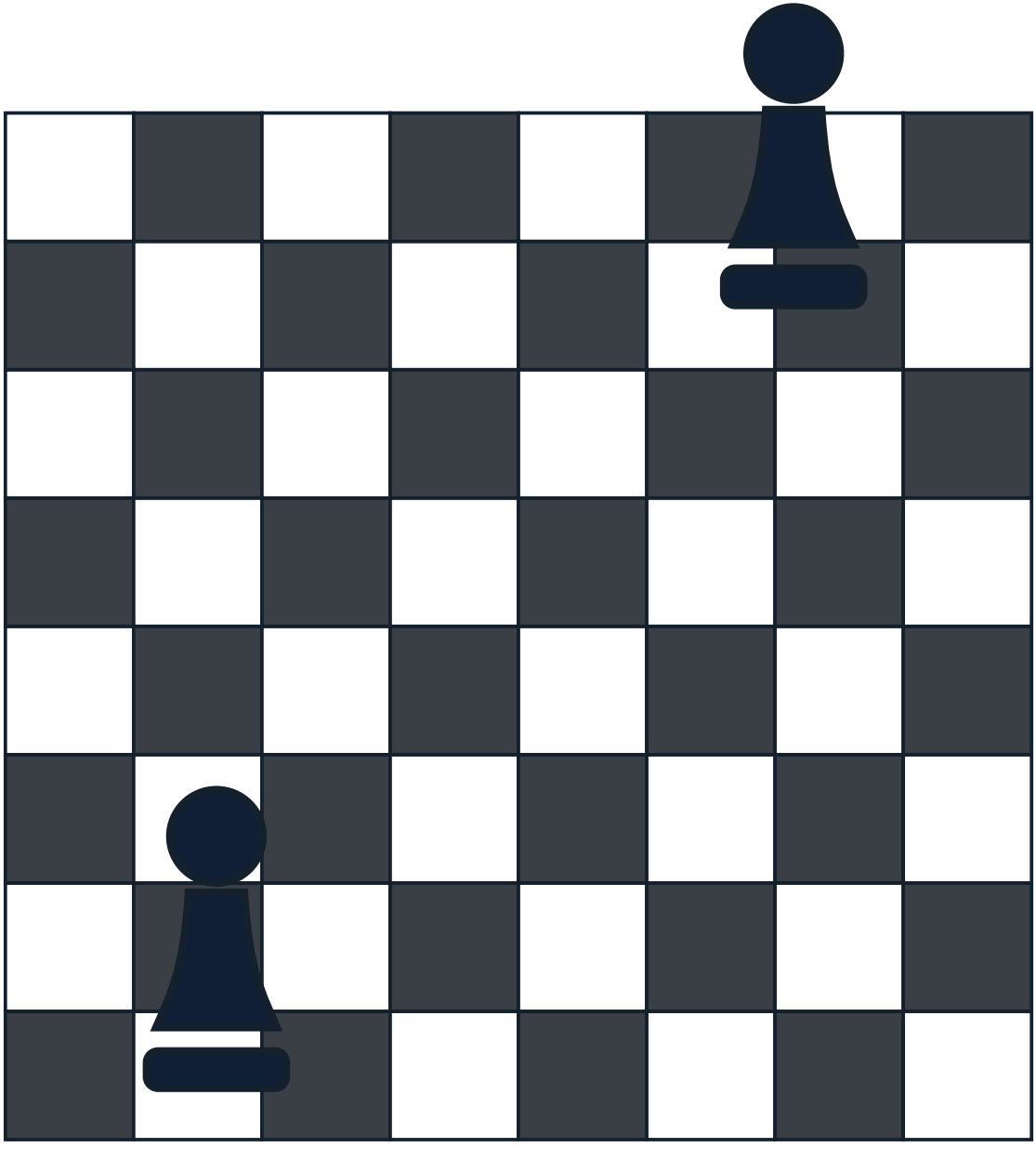




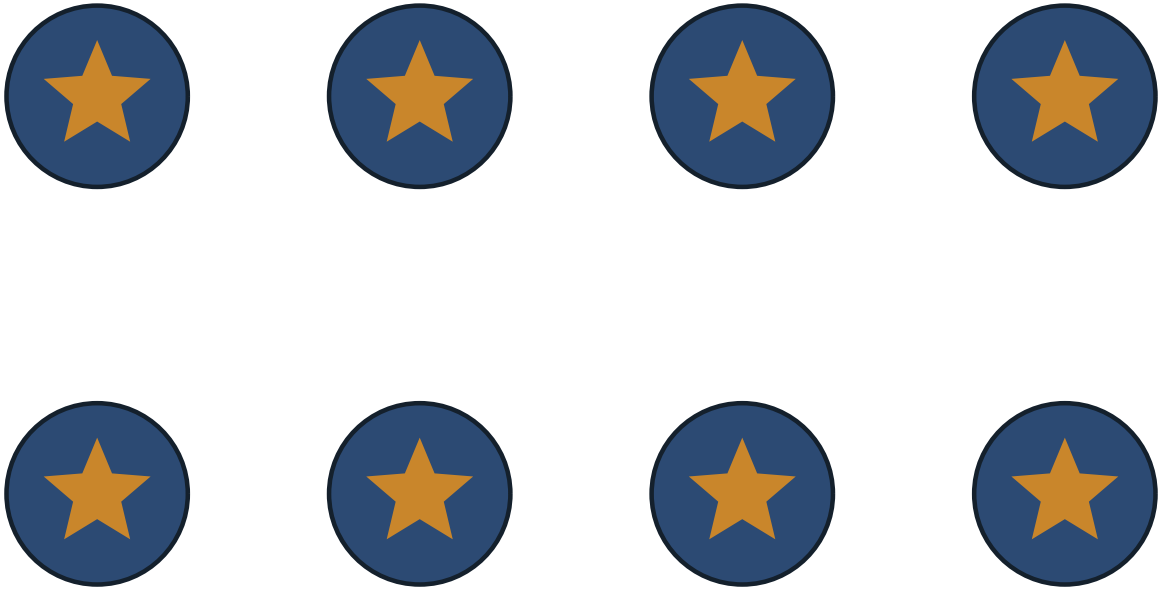
Pattern Play



The Arena From Above



Count the Balls!



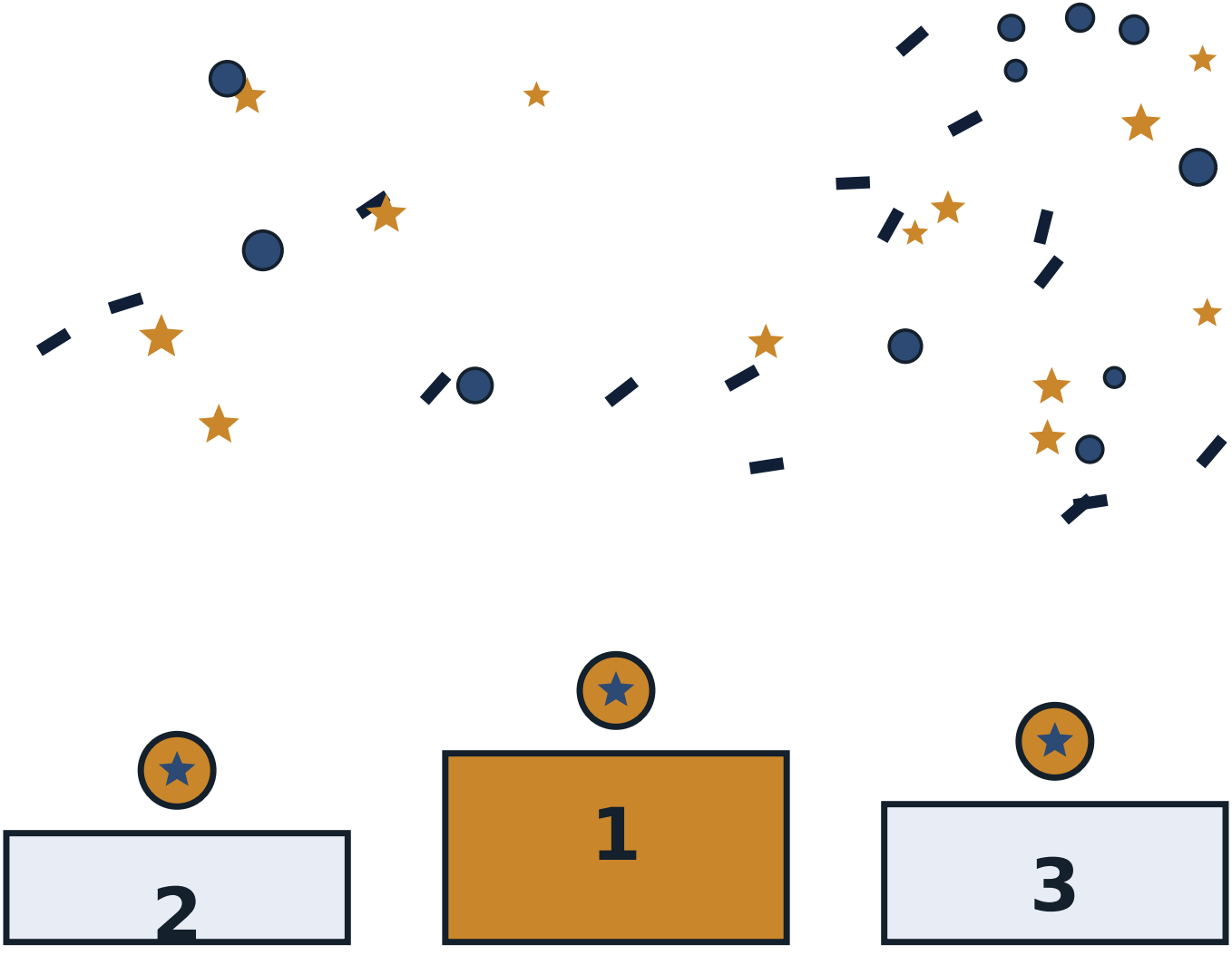
How many can you count? Write the number here: _____

My Favourite Part of Subbuteo

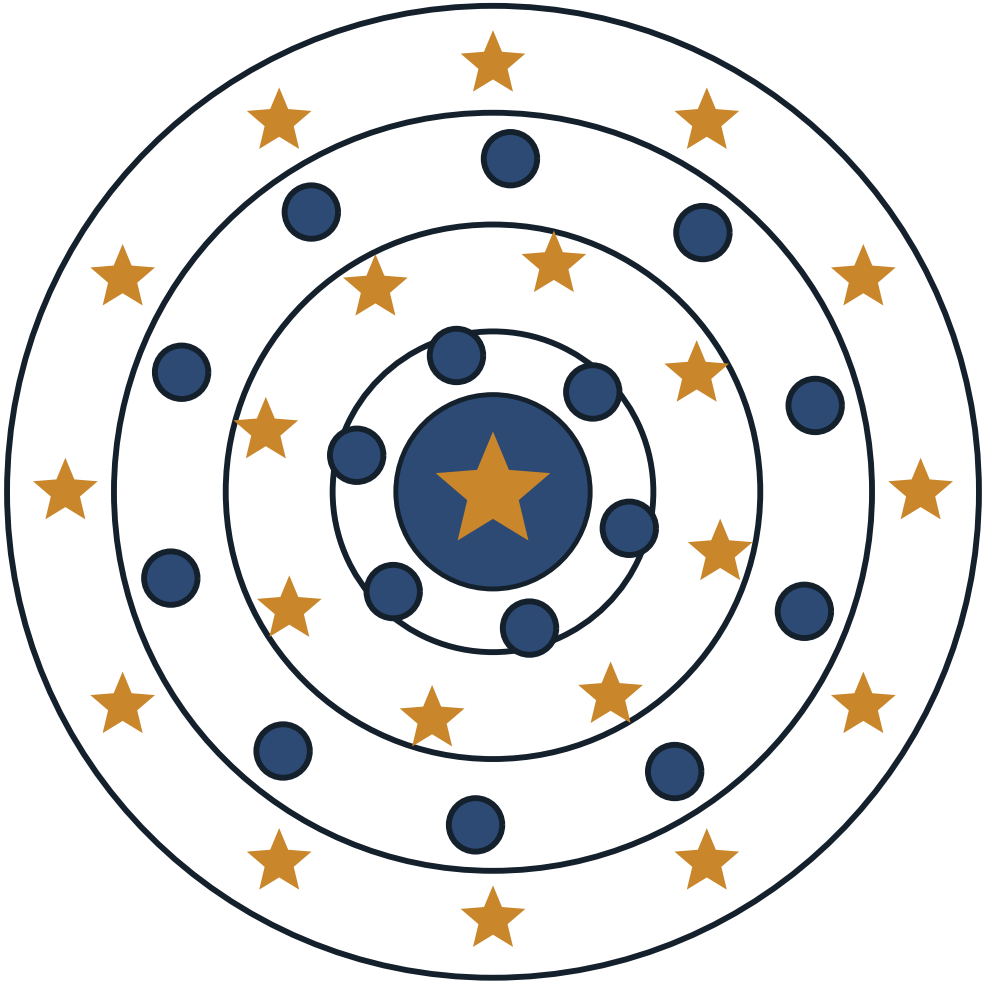
Gear Close-Up



Champions!



The Mandala of the Game



About This Book

Governing body: Fédération Internationale de Sports de Football de Table (FISTF). Laws edition the site's rules file follows: FISTF Sports Playing Rules (as published and summarised by the English Subbuteo Association). Everything in this book comes from Sport on Earth's own verified sport files — the same words you can read on the sport's page at Sport on Earth. The illustrations are original artwork drawn by computer for this book series. They are not pictures of real players, real teams or anybody else's characters.

More Books in the Family

- The Cartoon Book of Esports
- The Cartoon Book of Chess
- The Cartoon Book of Fantasy Sports
- The Cartoon Book of RoboCup
- The Cartoon Book of Robot Combat
- The Cartoon Book of Air Hockey
- The Esports Colouring Book
- The Chess Colouring Book

My Notes

Subbuteo

The Cartoon Book of Subbuteo — a Sport on Earth Book.

Text from Sport on Earth's verified sport files. Illustrations: original programmatic artwork created for this series, including the site's own sport mark. No copyrighted characters, team logos or player likenesses appear in this book.

Collect the whole shelf: a cartoon book and a colouring book for every one of the 442 sports and games on Sport on Earth.

