



2



15'



8+



It's all down to this. Who can score the Golden Goal?

COMPONENTS

- A** 1 Field Mat
- B** 1 Golden Die
- C** 1 Ball
- D** 8 Outfielders (4 per player)
- E** 2 Keepers (1 per player)

CREDITS

Design: Corné van Moorsel

Illustration: Sai Beppu & Alexandra Preda

Graphic Design: Anca Gavril & Co.

Rules Editing: Jeff Fraser

3D Artist: Filip Gavril



THE FIELD

The field mat is divided into square spaces, like a chess board. Only **1 player** can occupy each space.

- A Center Line:** Divides the field into halves
- B Center Circle:** Where the Kickoff starts the game
- C Penalty Box:** You can have at most 1 defending outfielder in your penalty box
- D Front of Net:** Only your keeper can occupy the 2 spaces in front of your net
- E Out of Bounds:** Players can move out of bounds, but the ball must stay on the field



SETUP

- 1** Place the field mat between the players. Place the ball in the exact center.
- 2** Each player picks a **team** and takes their 5 player pawns.
- 3** Take turns placing 1 player at a time on the field. Choose a random team to place first. Each team may place their players in any order, but must meet these requirements:
 - ◆ Your **keeper** must start in front your net.
 - ◆ **2-3** of your outfielders must start on your half, with 1 in the center circle.
 - ◆ **1-2** of your outfielders must start on your opponent's half, not in the center circle.

OVERVIEW

After a hard-fought battle, the game is tied, and it's down to overtime. The first team to score a goal wins immediately!

THE KICKOFF

To start the game, each team rolls the die to see who wins the Kickoff. In a tie, both teams roll again. The team who rolls higher moves the ball into the center circle space where they have a player. That player must then kick the ball a distance equal to the **higher roll minus the lower roll**, following the normal rules for kicking the ball (*see next page*). The team who **lost** the Kickoff then takes the first turn of the game.

GAME TURNS

Teams alternate taking turns until someone wins.

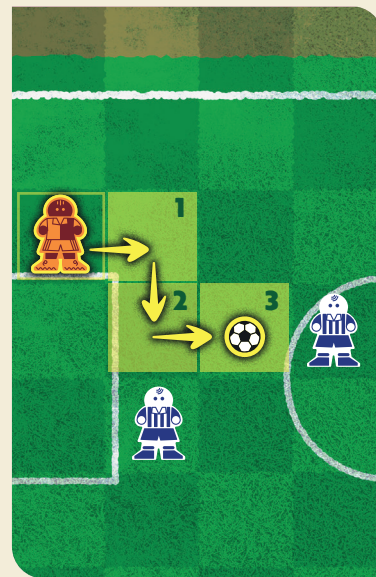
Start your turn by rolling the die. Then choose **1 player** to move this turn. Spend 1 or more die pips to move them that many spaces, following the rules below.

PLAYER MOVEMENT

- ◆ Players can only move **orthogonally**.
- ◆ Players can change direction any number of times while moving.
- ◆ Players can move into or through spaces that are out of bounds and spaces they previously occupied this turn.
- ◆ Players **cannot** move into or through spaces with other players.
- ◆ When a player moves into the space with the ball, they must stop moving and kick it (*see next page*).

Movement Example

Orange rolls a 5. They spend 3 pips to move a player to the ball.



KICKING THE BALL

Follow these steps to kick the ball:

- 1 Choose any **orthogonal or diagonal** direction.
- 2 Move the ball **1 space** in the chosen direction.
- 3 If you have any **unspent die pips** left, continue moving the ball in the chosen direction, spending 1 pip per space until you run out of pips.

Passing

When you kick the ball into a space with one of your own players, that player immediately kicks the ball again, following the steps above. You may pass the ball any number of times during your turn, and may pass back to players who have already kicked.

Blocking & Boundaries

You may **not** kick the ball into or through spaces with opposing players, or out of bounds.

Bending

Once during each kick, you may change the ball's direction by exactly **45 degrees** in either direction (*either from diagonal to orthogonal or vice versa*). You may do this at any point on the ball's path before it reaches another player or stops.

Going the Distance

Keep in mind that each time you kick the ball, including when you pass, it always moves 1 "free" space before you spend die pips. If you kick the ball with 0 pips remaining, it still moves 1 space.

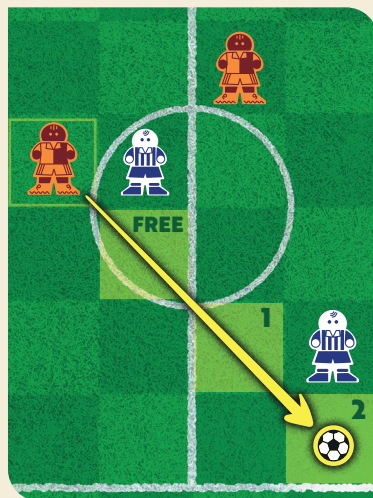
Exception: During the Kickoff only, do NOT move the ball 1 space before you begin counting die pips. This only applies to your initial kick; if you pass during the Kickoff, move the ball 1 "free" space, as normal.

Kicking Examples

After moving 3 spaces, Orange uses their remaining 2 pips to kick. They consider 3 options:



- A** Kick 3 spaces in a straight line



- B** Kick 3 spaces with a 45° bend



- C** Pass 2 spaces, then kick 2 more spaces



END OF TURN

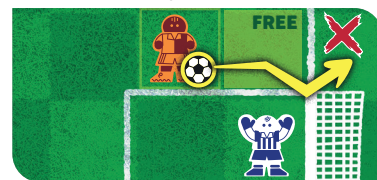
When you have spent **all die pips** and the ball has stopped moving, your turn ends. If you did not kick the ball, you must spend all die pips moving your player before ending your turn.

GOAL!!!

To score a goal, the ball must move from 1 of the 2 spaces in **front of the net** across the end line. If the ball hits a post from inside the penalty box, it bounces into the net.

The first team to score a goal immediately wins!

- A** This shot crosses the end line from beside the net, so Orange can't score this way.



- B** This shot crosses the end line from in front of the net, so Orange CAN score this way.



Keeper

Your keeper is the **only** player who can end their move in the 2 spaces in front of your net. They are free to leave the front of the net, and they follow all normal rules when moving and kicking.

NO KILLJOY RULES

The following rules ensure a fun game for both teams:

- ◆ You may not score a goal during the **Kickoff**.
- ◆ At the end of your turn, your opponent must have a clear path from at least 1 player to the ball without going out of bounds.
- ◆ You may not have more than 1 defending outfielder inside your **penalty box** at the end of your turn.
- ◆ Outfielders may move through spaces in front of the net, but may not end their turn there.
- ◆ If the **ball** is in front of either net at the start of your turn, you may move an outfielder there to kick it. After you do, immediately place the outfielder in an adjacent empty space (*this does not cost a die pip*).

LONGER MATCHES

If one goal isn't enough, try these alternate end-game conditions:

- ◆ **TIME LIMIT**
Play a total of 25 rounds, with each team taking 1 turn per round.
- ◆ **FIRST TO 3**
The first team to score 3 goals wins.
- ◆ **LAST CHANCE**
When a goal is scored, the opposing team has 3 rounds to tie, or the leading team wins. If the game is tied after 3 rounds, continue play.

When a team scores during a longer match, the opposing team starts the next turn by placing their keeper and the ball in either space in front of their net. They then roll the die and kick the ball that many spaces, counting from the keeper's space (*as in the Kickoff*). If they roll a 1, they must reroll.