

GOALKEEPERS



RULES OF THE GAME

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**FAMILY
GAME**



**AGES
7+**



**PLAYERS
2-5**



**TIME
5-30min**

CONTENTS: 20 Soccer Dice, 15 One Counters, 1 Travel Case, 15 Five Counters.

OBJECT OF THE GAME

Try and collect the most GOALS to score the highest points in each round.

The player with the most points after a set of rounds wins the game.

ABOUT THE DICE

All dice in this game feature six sides, displaying four soccer inspired images. Each image corresponds to an action required to be taken by the player who rolled it.

TEAM



3x sides

GOAL



1x side

PENALTY



1x side

SHOOT-OUT



1x side

SET UP

DICE: Each player starts with four to six dice.

PLAYERS	2	3	4	5
DICE	6	6	5	4

SCORE COUNTERS:

Appoint one player as the Scorekeeper. Their role is to distribute score counters to players, equal to the points they've earned, after each round.

GAME PLAY

Before beginning the game, all players must decide the number of rounds to be played (3 - 5 recommended).

In a round, players take turns completing the following set of actions:

1. Roll all dice you have in hand



2. Hold TEAM dice

These are your team mates, TEAM dice go back into hand for playing your next turn.



3. Keep GOAL dice

Remove any GOAL dice from play and KEEP them aside for scoring at the end of the round.



4. Pass PENALTY dice

Pass any PENALTY dice to other players, distributed as you choose. These go into hand for playing their next turn.



5. Challenge SHOOT-OUT dice

SHOOT-OUT dice stay on the table in front of you, ready for a SHOOT-OUT Challenge with the next player.

SHOOT-OUT CHALLENGE

If there are SHOOT-OUT dice left on the table, when the next player rolls their dice, they must first complete their TEAM, GOAL, and PENALTY actions.

After completing these actions, they compare any SHOOT-OUT dice with the challenger. The player who rolled the higher number of SHOOT-OUT dice wins the Shoot-out Challenge.

Both players return their SHOOT-OUT dice to hand for playing their next turn.

The winner of the challenge can take either 2x TEAM dice or 1x GOAL dice (if available) from their opponent, which goes into their hand for use on their next turn.

(note: The GOAL does not become a GOAL for the winner)

In case of a tie, no reward is given, the challenge ends, and both players return their SHOOT-OUT dice to hand. This completes the current player's turn.

BONUS ACTION: FULL TEAM STEAL

For 3-5 player games: If a player rolls all TEAM dice, they may steal 1 dice from any opponent's hand. This action must be resolved first, if there is a Shoot-Out challenge.

Remember: On every turn, players re-roll only their dice in hand and KEEP their GOAL dice aside for scoring.

ENDING THE ROUND

The round ends immediately if any player has no dice left in hand. This can happen at the end of their turn, after losing a Shoot-Out Challenge, or due to a Full Team Steal.

SCORING

Players are ranked by the number of GOAL dice they KEEP in the round and given points for 1st, 2nd and 3rd.

1st	2nd	3rd	4th	5th	Bonus
3pts	2pts	1pt	0pt	0pt	1pt

If multiple players have the same number of GOAL dice, they finish in the equal ranking position and receive the same amount of points.

The player who ends the round earns one bonus point.

The next round must be played in the opposite direction, with dice redistributed based on the number of players.

For a 2-player game, scoring is 1pt for the round winner. No bonus is awarded.

ENDING THE GAME

After finishing the agreed number of rounds, the player with the most points is declared the winner.

TIE-BREAKER: In the event of a tie, everyone must play one more round starting with 3 dice each.

STRATEGY TIPS

Even though luck plays a part in any dice game, Goalkeepers gives you strategic choices that can turn fortune in your favour.

- Keep track of the Goal count at all times and consider whether you need to prolong the round or end it quickly.
- Decide wisely who to give your PENALTY dice.
- Choose your SHOOT-OUT rewards carefully.

KEEP



GOAL!

HOLD



TEAM

PASS



PENALTY

CHALLENGE



SHOOT-OUT

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WARNING

CHOKING HAZARD - Small parts.
Not for children under 3 years.