

GOOAAAAA!

3 THROWS TO SCORE

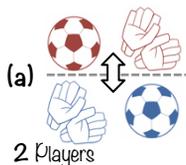
Made in Europe (France/Germany).
Content : One or several teams of 4 dice (JUNIOR) or 9 dice (TRAINER or COLLECTOR *), a pouch, a scorecard * and these rules. 

(*) Some pictures or elements may differ or be missing according to the model.



BASIC PRINCIPLE AND MAIN FACES (ALL LEVELS)

The aim of the game is to score more than the opponent, with either 4 or 9 dice per player. To score, you need to have more **BALLS** than your opponent has **GOALKEEPERS** (b) and you have 3 throws to get there. Only **BALLS** and **GOALKEEPERS** can be positioned on a line (actual or fictive) between 2 opponents (a). **BALL** is worth 1 goal after the 3 throws, unless saved by a **GOALKEEPER** placed in front of it. The one who starts the 3 throws will be second for the following period.



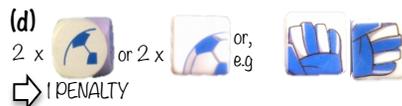
NB : GOALKEEPER is replaced by a BLOCK in the first edition of COLLECTORS

OTHER FACES, COMMON FROM JUNIOR TO COLLECTOR EDITION

With 2 or more **SUPPORTERS** (c), you can throw them again. With 1 SUPPORTER, nothing... but thanks for coming!



2 faces $\frac{1}{4}$ of a **BALL** (d) (or $\frac{1}{4}$ of a pair of GLOVES with the COLLECTOR edition), that you get on 1 throw or more gives you one **PENALTY** to shoot at the end of the period.



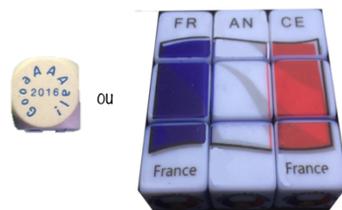
If you are lucky, you will get 2 faces in 1 throw. With 1 face only, you can put it aside to expect the second one with the following throw. Once aside, it remains so for one round. It is then up to you to decide whether you want to keep it aside once more if you haven't got the 2nd face or if you want to bring it back to the game, forgetting about the possible PENALTY. As soon as you get 2 of those faces, dice come back to the game for the following throw. When you have one die left only, it is not possible to put it aside, unless playing within a team.

WIDE OF THE POST! (e) That happens!



TEAM SPIRIT. When all dice thrown (with a minimum of 2) show this face, you have got the TEAM SPIRIT. All minus 1 can be played as a JOKER. Use the face you like on any of them. The remaining die can be thrown for next round.

In the COLLECTOR edition, TEAM SPIRIT faces correspond to the national flag. If there is at least one die thrown with a different face, it cancels the TEAM SPIRIT which becomes a WIDE OF THE POST !



BONUSES (EXCLUSIVE TO GOOAAAAA! WITH 9 DICE)



OFF-SIDE cancels one BALL from the opponent. Both dice will be thrown again for the following round. The OFF SIDE can be kept aside for a future throw.



FREE KICK gives you one additional roll with any dice you like that are not yet place.



JOKER GooAAAAA! Pick up and play the face you like on that die.

YELLOW CARD. When it appears twice, it becomes a RED CARD.



RED CARD gives you 2 options to choose from.
- 1 PENALTY to shoot at the end of the half.
- 1 die from the opponent to be taken out of the game by your opponent until the game's end.



SEVERAL WAYS TO PLAY

PLAY THE GAME « 5 GOALS TO WIN ! »

1st player throws all his dice, places or not the BALLS and GOALKEEPERS on the line between the opponent and behaves as desired with the ¼ BALLS and SUPPORTERS if any.

2nd roll of dice with the ones not placed, then 3rd throw. PENALTYS are kept in mind if any has been obtained. It is then up to the opponent to get a better dice selection with 3 throws.

After 3 throws, points are counted and PENALTIES can be played. The game continues with the 2nd player starting for 3 throws, until one players reaches 5 Goals.

PLAY THE GAME « THE MATCH »

This game ends after 2 halves, each made of 3 throws. Both players will play the 1st roll of dice, one after the other, then the 2nd roll of dice etc... until each player has thrown 3 times or until there are no more dice left.

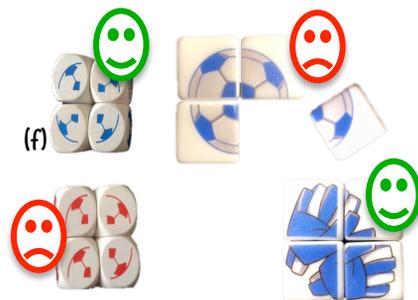
If it is a draw: you play an extra period of 3 more throws. If it is still a tie then each player gets 2 PENALTY SHOOT-OUT as a Penalty-taker. If it is still a tie : ... Sudden death.

PLAY « PENALTY SHOOT OUT »

Penalty-taker and goalkeeper play at the same time. Only the face with a ¼ Ball can be placed aside to be gathered. ; remaining dice are rolled again. The penalty-taker is playing to score 1 goal, the other to save. The first one to put the BALL together and point to it shouting either "GooaAAAa!" or "SAVED" wins.

No limit on number of throws or time.

To play PENALTYS only, number of Penalty Shoot-Out is set at the beginning (recommended from 2 to 5) Roles will be exchanged after each PENALTY SHOOT-OUT.



SUDDEN DEATH

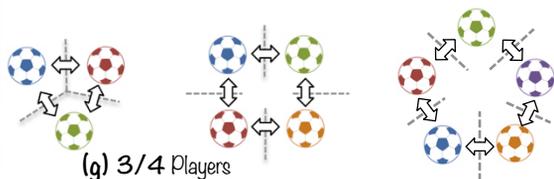
No Goalkeeper, no penalty-taker. The fastest wins.

MORE PLAYERS ? SAME PRINCIPLE

... PLAYING AS AN INDIVIDUAL

4 dice per player, one opponent to the left and one to the right. (g)
At each throw, the player decides against whom to place BALLS and GOALKEEPERS.

1 opponent to be chosen for every PENALTY

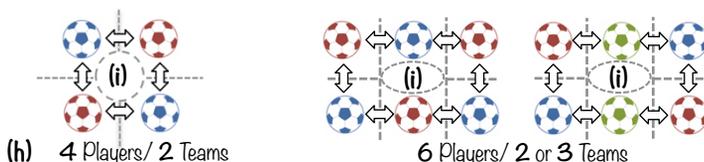


... OR AS A TEAM (4, 6, 8 OR 9 PLAYERS)

The 2, 3, or 4 partners are placed on the opposite sides. (h)

The central area is where ¼ BALL (PENALTY) are placed when we expect the partner to get the missing 2nd face. As soon as 2 PENALTY faces are gathered, the dice get back to the game for next throw.

Final result is the sum of each team member's result after the 3 throws.



MORE ...



www.GooaAAAa.com communication@GooaAAAa.com (accessories, countries available, news...)

PLAYING MAT

Dimensions : env. 40 x 70cm

Soft touch and perfect sound absorber.



SCORECARD (LIMITED EDITION)

Upper wheels are used to memorize yellow/red cards when not used immediately.

Bottom ones are used for the score



Warning! Not suitable for children aged under 3. Choking hazard. Keep this information. Illustrations are non-binding.