

Game rules



The game is based on the principle of a real football shootout, where 2 football teams kick 5 penalties against each other. In case of a tie, the teams kick another penalty using the one-round system.

At the start of the game each player gets 5 goalkeeper cards and 5 shooters cards of their colour. After determining who starts, the player who is going to shoot chooses 1 of the 5 options where to shoot the penalty kick.

The opponent then chooses 1 of the 5 goalkeepers saves and tries to guess the shooter's intention.

Players prepare their chosen card face down in front of them and then turn them over at the same time. After each penalty, both players take their cards back to their hand.

Players put their chosen card face down in front of them and turn the it over at the same time.

Players of course take turns after each penalty. The shooter then becomes the goalkeeper in the next turn and vice versa.

A penalty is considered to be caught if the goalkeeper on the card jumps to the same place where the shot on the shooter's card is heading.

The player who scores more penalties wins.

Variation: 4 players, with 2 on the same team and one in charge of shooting and the other catching.

Second Chance

Second Chance cards are part of the game. There are 6 of them in total and each player draws only one of them before the game starts (of course, he does not show them to his opponent).

These cards can influence the penalty just played. For example, for the goalkeeper, if he jumps to the opposite side of the goal as the shot

is heading, he can turn the Second Chance card and try his luck. Then the die comes up and the goalkeeper has to roll the requested numbers on the card so that the shot does not result in a goal). After using the Second Chance card, the player does not receive another one. Based on the card drawn, the player can determine the strategy of when to use the card.



GOALKEEPER CARDS



SHOOTERS CARDS



SECOND CHANCE CARDS