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**THANKS FOR
PLAYING**



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**THE LAWS OF
THE GAME**

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Golazo [go-la-zo]

Adjective 1. Spanish football (soccer) expression referring to an incredible, unbelievable & amazing goal.
Proper Noun 2. Action packed football (soccer) board game combining a mixture of strategy and chance.

THE BASICS

AIM OF THE GAME

GOLAZO is a board game based on the rules of football. The objective is to score more goals than the other team. This is achieved through a combination of tactics, strategy and an element of luck!



COUNTERS

Each player on the GOLAZO pitch is represented by a numbered counter. There are eleven players on each team.

Each player has a designated starting position marked on the pitch.

The goalkeepers are represented by the #1 counter and must stay in the GK space at all times.

All other players (numbered #2 to #11) can move around the board as the game progresses.

POSSESSION

Only one player can have possession of the ball at any one time - The ball is placed on top of the player counter to show that they are in possession.

The team in possession is classed as the "attacking team".

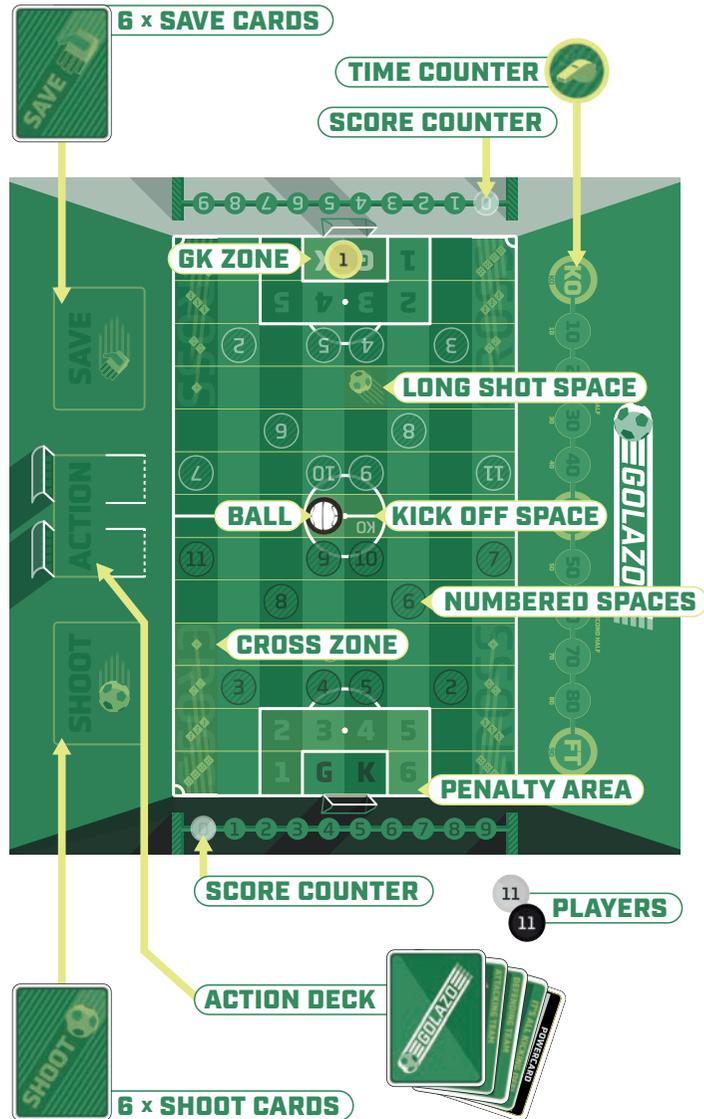


MORE THAN TWO PLAYING?



Split into two teams rotating the dice roll and gameplay steps for each turn. Alternatively, why not design your own tournament? It could be a straight knockout, a league, or a full tournament with group stages and knockout rounds!

THE BOARD



2

SETUP

Place the player counters onto the designated numbered spaces.

Take the **POWERCARDS**, shuffle them into the **ACTION DECK** and place on the board.

Place the **SHOOT & SAVE** cards at the side of the pitch.

Place the **TIME COUNTER** counter on the **KO** space on the timer.

Put a **SCORE COUNTER** at "0" on each scoreboard.

Each player takes one **GOLAZO** dice.

The 4 classic dice can be placed to the side of the board.

You are ready to play!



GOLAZO DICE



CLASSIC DICE



3

GAMEPLAY

START

At the start of the game, each team rolls 1 classic dice.

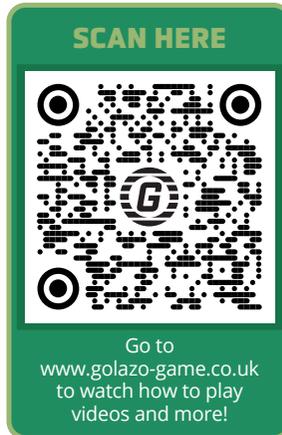
The team that rolls the highest number takes the kick off.

KICK OFF

The team kicking off should move a player counter, with the ball, onto the kick off space and then roll 1 classic dice.

They can then take moves depending on the number rolled i.e. 4 rolled = 4 moves

> See: Moves p10



After kick off each subsequent turn is broken down into 3 steps...

1

STEP 1 - THE DICE ROLL

Both teams roll the **GOLAZO** dice. Highest wins!



TIE?

If both teams roll the same then roll again.

> Move onto step 2



4

5

2

STEP 2 - MAKE YOUR MOVE

1-5 ROLLED

Both teams are given moves depending on the number they rolled in step 1,

i.e. Roll a 4 = 4 moves.

The team that wins the dice roll completes all their moves first.

> See: Moves p10



ROLLED

Team that rolls  takes a **card** from the **ACTION DECK** and completes the action as described.

No moves are given to either team when the  icon is rolled.

> See: Action Deck p8

+ TIME

The **TIME COUNTER** should also be moved on by one space.



Once all moves are completed > Move onto step 3

6

3

STEP 3 - KEY EVENT

A number of key events **may** now be possible...

LONG SHOT

If a player is in possession of the ball, on the **LONG SHOT SPACE** in their opponent's half, they may take a long shot.

> See: Long shot p19



CROSS

If the player in possession of the ball is in the **CROSS ZONE**, in their opponent's half, they may attempt a cross.

> See: Cross p20



SHOT

If a player has possession of the ball in their opponent's **PENALTY AREA** they may take a shot.

> See: Shot p16



Once all possible key events are completed > Return to step 1

7

ACTION DECK

ACTION DECK

ATTACKING TEAM

Keeper off the Line
Take a long shot now from your current position!

Brilliant Defensive Play
Take the ball and give it to any player on the pitch.

DEFENDING TEAM

PITCH INVASION!

There's a Streaker on the Pitch!
The referee has stopped the game while the stewards get involved...
Timer doesn't move.

POWERCARD

Load the Box
Place an additional 3 players in opposition penalty area before the cross is attempted.
Play when your player has the ball in a cross zone.

POWERCARD

Offside Trap
Ball goes to your Goalkeeper. Complete a clearance.
Play when the opposition has the ball in your half of the pitch.

If a **G** is rolled **no moves** are given to either team. Instead, the team that rolled **G** draws a card from the **ACTION DECK** and performs the action.

When an attacking/defending split card is drawn, perform the action of the **"attacking team"** if your team is in possession of the ball. If not in possession, perform the action of the **"defending team"**.

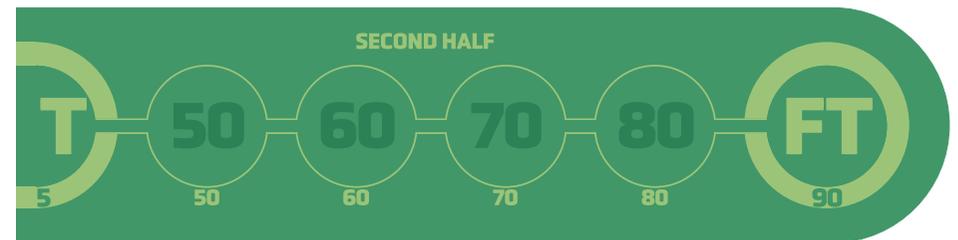
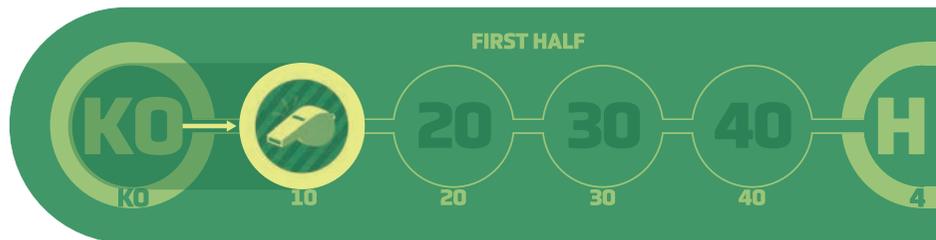
Note: Only the team that rolled **G** performs the actions on the card.

The **TIME COUNTER** is moved each time a card is taken from the **ACTION DECK** unless the card prevents this.

If a **POWERCARD** is taken from the **ACTION DECK**, the team can decide to use it immediately or save it for later in the game.

Each **POWERCARD** has instructions confirming when it can be played.

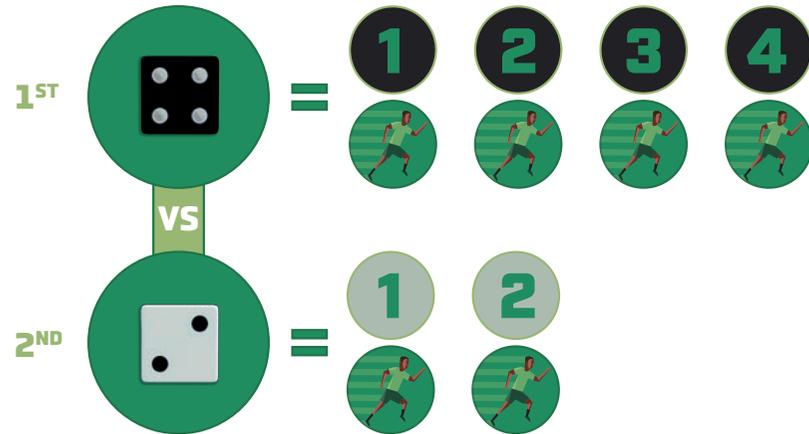
After being used once the **POWERCARD** is returned to the bottom of the deck.



MOVES

Both teams can make as many moves as they rolled in step 1,
i.e. roll a 4 = 4 moves

The team that wins the dice roll completes all their moves first.



UNSPORTING BEHAVIOUR...

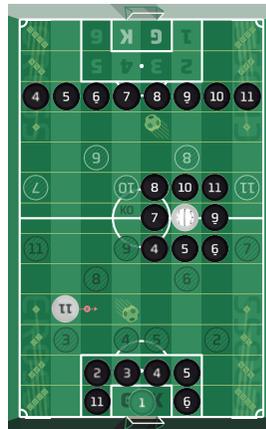
It is **ILLEGAL** at any point in the game to:

Form a wall of players to block the entire width of the pitch.

Completely surround a player with the ball.

Move an opposition player unless instructed by an **ACTION CARD**.

Have 6 players in your own penalty area.



TYPES OF MOVES AVAILABLE:

Any combination of the below can be used until all moves are completed.

PLAYER

A move of a player without the ball by one space in any direction. > p12
(1 move)

DRIBBLE

A move of a player with the ball by one space in any direction. > p13
(1 move)

PASSING

A pass of the ball to another player. > p14
(1 move)

TACKLE

Use of **two** moves to take the ball from an opposition player. > p15
(2 moves)

NOTE: The team that lost the dice roll cannot make a tackle with their moves.

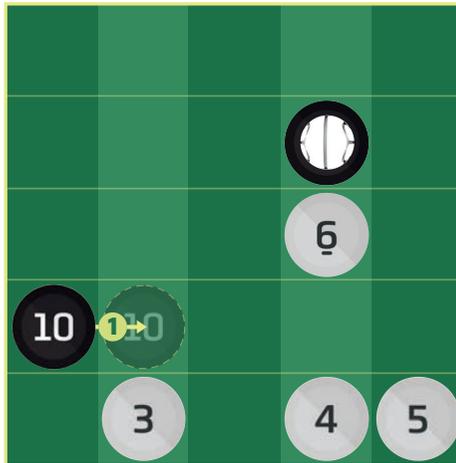
MOVES

PLAYER

A move of any player without the ball by one space in any direction.

The same player can complete multiple player moves during each turn.

E.g. #10 Player moves sideways by one space.



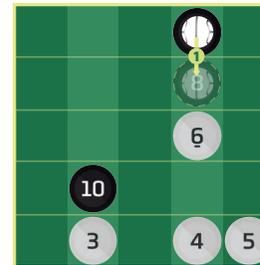
MOVES

DRIBBLE

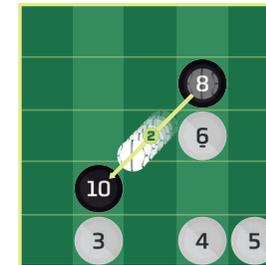
A move of the player in possession of the ball by one space in any direction.

After completing a **dribble move**, the player in possession **cannot** move again during this turn until the ball is passed to another player.

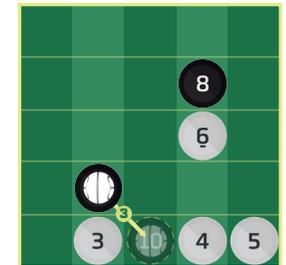
E.g. 3 moves would allow the following:



#8 "Dribble" by one space forwards.



Pass to #10



#10 "Dribble" by one space diagonally.



12



13

MOVES

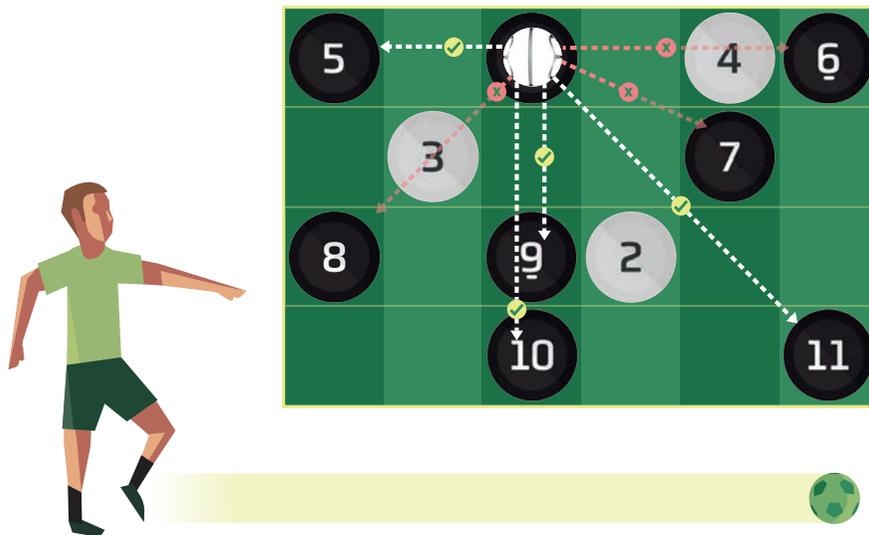
PASSING

A pass must meet two criteria to be allowed:

- 1 The path of the ball must follow along horizontal, vertical or diagonal spaces from one player to another.
- 2 The path of the ball must be unobstructed by an opposition player.

Diagonal passes must follow the line of spaces between the 2 players (as the bishop would move in chess).

A pass uses only **one move** and there is no limit to how far the ball can travel between two unobstructed teammates.



14

MOVES

TACKLE

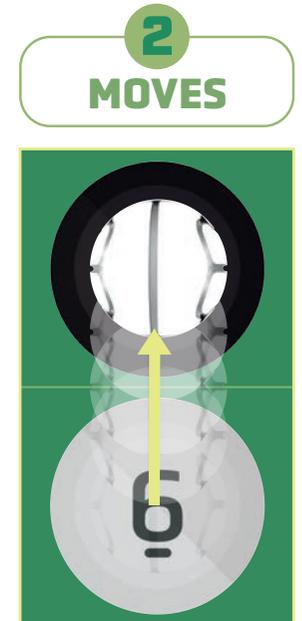
Only the team that won the dice roll can make a tackle to take possession of the ball.

SEQUENCE:

The tackling player must be in a space next to the opponent in possession of the ball **before** making a tackle.

The tackling player uses **two moves** to take the ball.

Any moves left after a tackle has been made can be used to complete pass, player or dribble moves.



NOTE: The team that lost the dice roll cannot make a tackle with their moves.



15

KEY EVENTS

SHOT

When a player, in possession of the ball, is in their opponent's penalty area they can take a **SHOT** on goal!

SEQUENCE:



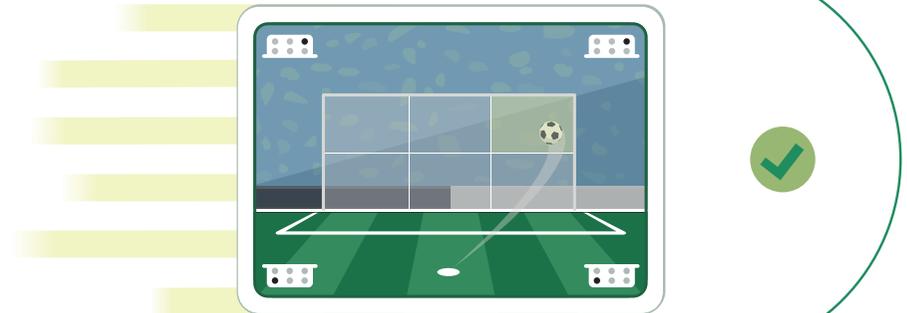
ATTACKING TEAM

The attacker chooses one card from the "SHOOT" deck.
Each "SHOOT" card shows where the shot is being aimed.

KEY EVENTS

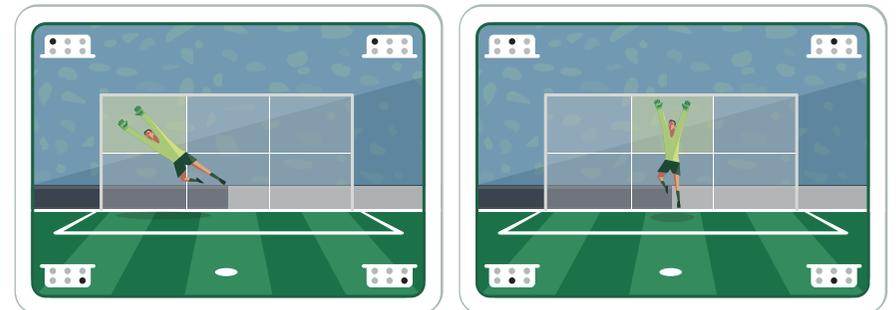
GOAL

Once both teams are happy with their selection the cards are revealed simultaneously. If the defender has not selected the matching save card the attacking team have scored!
GOLAZOOOOOO!



DEFENDING TEAM

The defender chooses 2 cards from the "SAVE" deck.

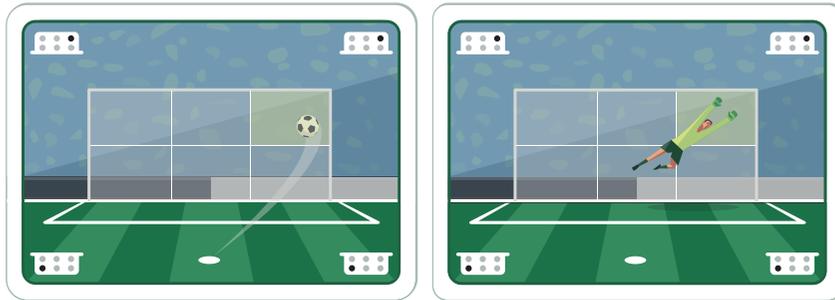


The players are reset to their starting positions and the team that conceded the goal takes a kick off.

KEY EVENTS

SAVE/CLEARANCE

If the defender has chosen a save card that matches the attacker's selection then the shot is saved and the goalkeeper takes possession of the ball!



All players must be taken out of the penalty area and moved into an available space in the same half of the pitch. The team that took the shot moves their players first. The goalkeeper now has two options:

- 1 Play one pass **according to the rules of passing** to a player in the same half of the pitch.
- 2 Perform a high clearance by rolling 2 classic dice.

For a high clearance, the ball is given to the player with the total number that was rolled from the 2 dice, e.g. $3+5=8$. The ball goes directly to the number 8 player.

If a **12 is rolled** then the team can choose to give the ball to any available player.



If the player has been sent off, then the ball goes to the opposition player of the same number. If neither player is available, then re-roll the dice.

If possession is taken by a player and a key event is possible then this event can be completed before play continues.



KEY EVENTS

LONG SHOT

If a player has possession of the ball in the long shot space in the opposition half then they can attempt a long shot!



N.B. The team in possession can take a long shot even if an opposition player is between the ball and the goal.

SEQUENCE:



ATTACKING TEAM

The attacker chooses one card from the "SHOOT" deck.

DEFENDING TEAM

The defender selects FOUR cards from the "SAVE" deck.



RESULT: GOAL/SAVE/CLEARANCE

KEY EVENTS

CROSS

When a team has possession of the ball in a cross zone in the opposition's half they may attempt a cross.

SEQUENCE:

- 1, 2, 3 or 4 classic dice are taken depending on how many dice are shown on the space where the player has the ball.
- The dice are rolled... If any of the dice match the numbered space which an attacking player occupies in the penalty area then a goal is scored! GOLAZOOOOO!

EXAMPLE

The attacking team has two players on numbered spaces "3" and "6".
The player in possession of the ball is in the "3 dice" space.

Attacking team roll 3 dice = 2, 2 & 6.

The player on the "6 space" matches the 6 dice so a goal is scored!

If a goal is not scored the ball goes to the goalkeeper.
> Clearance p18



GAME OVER?

HALF TIME

When the time counter reaches the HT space and all actions/key events have been completed, the players are reset to their starting positions.

The team that did not kick off in the first half now restarts the game > **Kick off p4**

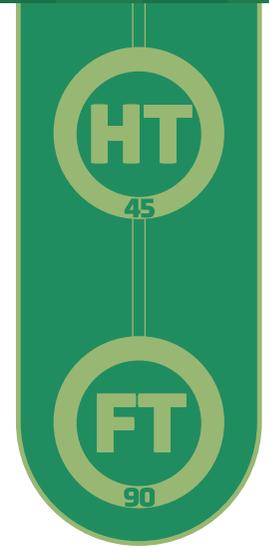
FULL TIME & STOPPAGE TIME

When the time counter reaches the FT space and all actions/key events have been completed the game enters stoppage time!

- 1 One classic dice is rolled.
- 2 The number rolled indicates how many turns are left before the game ends. For example, 4 is rolled = 4 turns left.

During stoppage time the GOLAZO dice are no longer used. Both teams now use the classic dice for each turn.

Once all possible key events after the final turn are completed the game is over!



DEADLOCK?

GOLDEN GOAL

If the game ends in a draw then you can continue playing until one team scores a goal. The game ends immediately once a goal is scored!



PENALTIES!

If you prefer the highest level of drama! Each team takes it in turns to shoot and defend using standard shoot and save rules. Winner is the best of 5 penalties each.

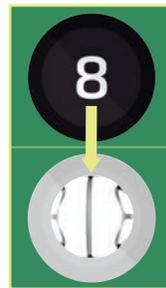
ADVANCED RULES

Once you have mastered the GOLAZO basics why not try adding advanced rules? These are all optional but add a greater level of depth and strategy to the game!

SLIDE TACKLE

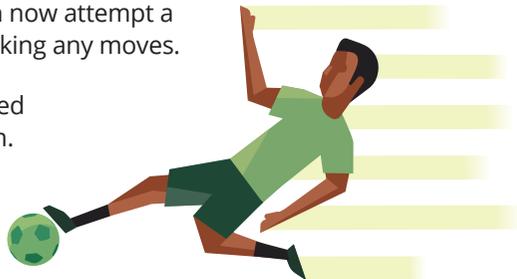
After losing the dice roll, a team can opt to gamble all of their moves to attempt a slide tackle.

The player attempting the slide tackle must be in an adjacent space to the player with the ball.



SEQUENCE

- 1 Team that won the dice roll complete their moves.
- 2 The team that lost can now attempt a slide tackle before making any moves.
- 3 One classic dice is rolled by the defending team.



OUTCOME

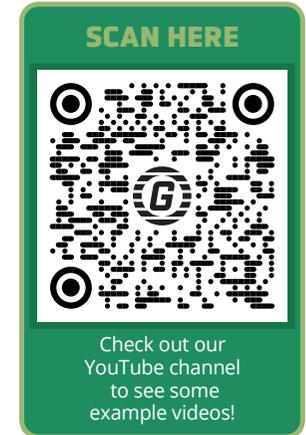
 1 ROLLED Player attempting the tackle is sent off and removed from the pitch.	 2-5 ROLLED Defending team forfeit all moves in the turn.	 6 ROLLED The defending team's slide tackle is successful! They gain control of the ball and are given 6 moves this turn.
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ADVANCED RULES

TACTICAL GOLAZO:

You can play a more tactical version of GOLAZO by allowing the team who lost the dice roll in step 1 to take their moves first in the turn.

The team that lost the dice roll cannot tackle with these moves, but it will allow them to re-organise their players to create problems for the opposition or even retain possession with some smart tactical play.



These are just two of a whole host of advanced rules, but full details, along with diagrams and explainer videos, can be found at www.golazo-game.co.uk.



EXTRA TIME!

 **MANAGERS** 
EXPANSION PACK



Do you want to add even greater depth to your game?

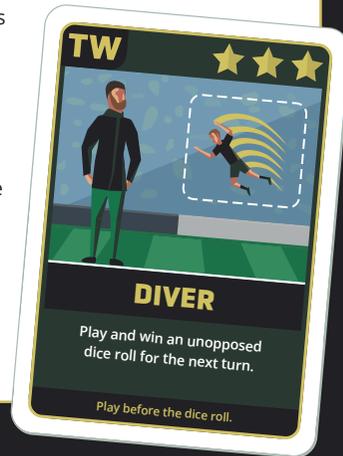
The Golazo Managers Expansion can be purchased separately at
www.golazo-game.co.uk/managers



Each of the Golazo Managers has 3 special abilities to give you an advantage over your opponent!

Choose your manager at the start of the game.

You can only use each card once, so use them wisely!



SPECIAL THANKS



We would like to extend a special thanks to our family and friends who have supported us throughout our journey to make this game.

We want to also say a huge thanks to all those who backed us on Kickstarter and Indiegogo. Without your support this literally wouldn't have been possible!

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