TIE RACES

- It's a tie if both players have any goofballs out of order.
- It's a tie if both lines of goofballs crossed the finish line in order before the finish line button was pressed.

In case of a tie, the race card is returned to the bottom of the starting line card stack to be replayed.

SETTING UP FOR THE NEXT RACE

Turn over the race card in the finish line slot. Reset the finish line by pressing down on the finish line button. Set up the goofballs on the starting lines for the next race.
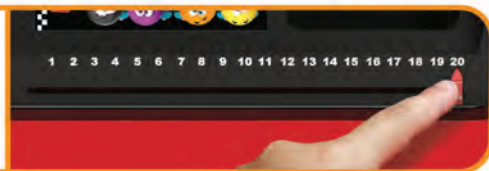
TIP

Rotate the race cards for new races in reverse order.

WINNING THE GAME

The first player to earn 20 points wins the game and becomes the Goofball Rally Champ!

GOOFBALL RALLY

OBJECT OF THE GAME

Be the first player to race your goofballs across the finish line in the correct order to win each race. Keep racing until the first player scores 20 points!

CONTENTS

- goofball stadium game board
- 10 race cards
- 20 goofballs (in 10 bright colors)

GETTING READY TO ROLL

1. Insert the backboard into the goofball stadium game board slots as shown below.
2. Each player takes a set of 10 goofballs: yellow, orange, lime, green, purple, blue, pink, white, red, and brown.
3. Line up the goofballs **in random order** along the starting line.
4. Shuffle the race cards and stack them face down in the starting line card slot.
5. Press the finish line button to set it to the down position.

FINISH LINE CARD SLOT

FINISH LINE BUTTON

RACE CARDS

STARTING LINE

RACE TRACK

SCORE TRACKER

STARTING LINE

STARTING LINE CARD SLOT

Educational Insights®

RACING

1 Turn the top race card over. Players place both hands on the table. A player says, "Ready, set, GO!" (Players alternate turning the card for each race.)

2 Look at the race card. Push the first goofball down its race track. For example, both players roll the blue goofball first.

3 Push the next goofball down its race track. Continue until all ten goofballs have been launched.

4 The first player to get all ten of his or her goofballs across the finish line pushes the finish line button. This blocks the opponent from getting any more goofballs across the finish line.

POP!

STARTING LINE

SCORING
EACH RACE

YOU WIN!

Move the race card to the finish line card slot.

- If all of your goofballs exactly match the race card, you win the race and earn 1 point.
- For each of your opponent's goofballs that did not cross the finish line, you earn 1 point.
- For each of your opponent's goofballs that are out of order, you earn 1 point.

EXAMPLE

Two of your opponent's goofballs did not cross the finish line. **You score 2.**

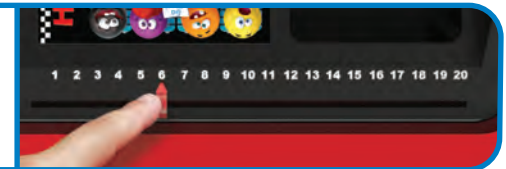Three of your opponent's goofballs are out of order. **You score 3.**

Your goofballs match the race card. **You score 1.**

You earn 2 + 3 + 1 = 6 points for this race. Your opponent earns 0 points.

KEEPING SCORE

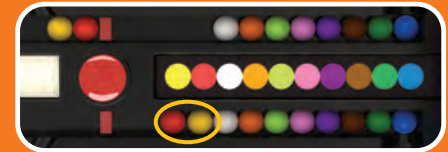Record points earned by sliding the score tracker ahead.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

OOPS!

EXAMPLES

Goofballs Out of Order
You pressed the finish line button but your goofballs do not match the card and your opponent's goofballs do! Your opponent earns 1 point for each of your goofballs that are out of order.

You do not win the race. Your opponent earns 2 points.

Button Pressed Too Early
You accidentally pressed the finish line button too early and both players' goofballs match the card! Your opponent earns 1 point for each of your goofballs that did not cross the finish line.

You do not win the race. Your opponent earns 1 point.