**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!

**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.

**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!
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.

You win 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.

Keep score by sliding the score tracker ahead.

Examples:
- 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.

Oops:

- 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.
- 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.