



SATOSHI'S GOAL

TUTORIAL



DECK

45 cards

SUPER	15 5 colors x 3	
TURNOVER	6	
PLAYER	21	
DEFENSE	3	

The 45 cards in the deck are shuffled and placed in the draw pile

When a player uses or loses cards, they are placed in the discard pile

When the draw pile is empty, the discard pile is shuffled and put back into play

HOW TO WIN

Achieve 1 of these 2 objectives

A



Collect all the
Player Cards

*More difficult and
greater reward

B



or... score
3 Super Goals!

GAME START

1

Each player receives 5 cards

There are no **Turnover Cards**
and no more than
1 Super Card of each color

2

Randomly, one of the players
will play as the home team
(starts first)
the other will be away team

MOVES

Choose 1 option per turn

A



Draw 1 card from the pile (up to 5)



End your turn whenever you want

B

1



If both players have 1 or more **Super Cards** of the same color

3



You can trade **3 Player Cards** for **1 Super Card** from rival

20"

You have up to 20s per turn

SUPER CARDS

Shoot / Block

CHUTAR

By collecting **3 Super Cards** of the same color, you end your turn and shoot

BLOQUEAR

When the rival shoots at you, if you collect **3 Super Cards** of the same color, you block it



All colors are worth the same

If the shot is not blocked, the player who shoots scores a **Super Goal** and steals all rival's **Player Cards**

The **3 Super Cards** are discarded after shooting or blocking

TURNOVER

Lose Cards and Turn



Remember, there are
6 Turnover Cards in the deck

Each time you draw a
Turnover Card

You must discard 2 cards
(**Super Card** o **Player Card**)
and you will also lose your turn

Avoid it by using a **Defense Card**
or take advantage of it for your
Counterattacks

COUNTERATTACK

Score a **Super Goal** by playing defensively



If you have no
Player Cards
you can perform
Counterattacks

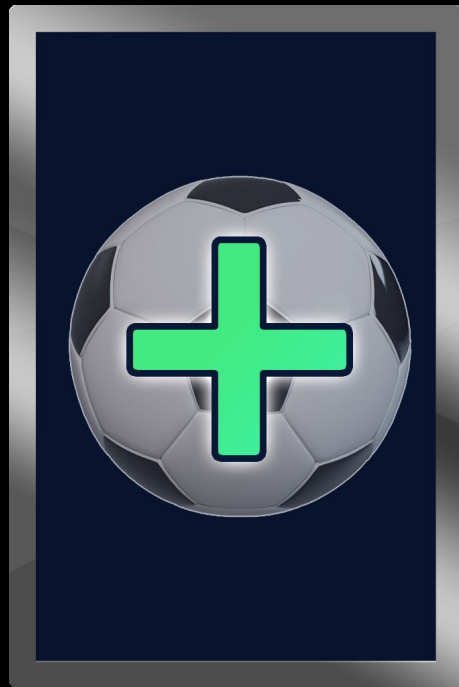
When the rival shoots at you, try
to end your turn with
0 Player Cards

You will block the shot and score a
Super Goal using a **Counterattack**

DEFENSE CARDS

Use them, only if you want, when you draw a **Turnover Card**

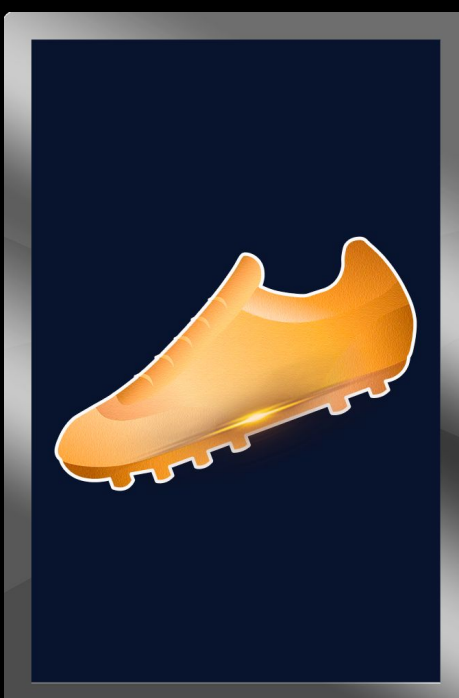
If you have all **3 Defense Cards** your rival won't be able to buy **Super Cards**



RECOVERY: You do not lose your turn or cards (1 use)



SHIN GUARD: You lose your turn but not your cards (2 uses)



CLEARANCE: You lose your turn but your rival loses 2 cards (1 use)