


Collect  
100  
points



Design Fundamentals GOAL! © 12.2011

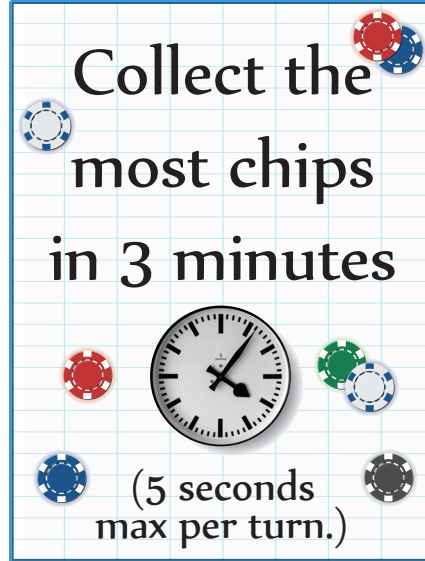
Collect the  
most points  
in 5 minutes



(10 seconds  
max per turn.)

Design Fundamentals GOAL! © 12.2011

Collect the  
most chips  
in 3 minutes



(5 seconds  
max per turn.)


Design Fundamentals GOAL! © 12.2011

Collect  
3  
matching  
chips




Design Fundamentals GOAL! © 12.2011

If there is  
at least one  
white chip on  
the table you  
must capture it  
or you are out.



Design Fundamentals GOAL! © 12.2011

Collect the  
most points  
in 5 rounds  
of play



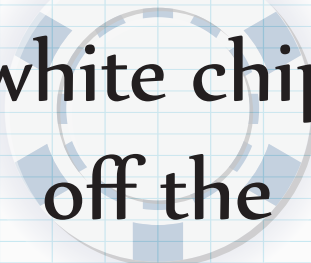
Design Fundamentals GOAL! © 12.2011

Collect  
1 chip of  
each color



Design Fundamentals GOAL! © 12.2011

Knock a  
white chip  
off the  
table

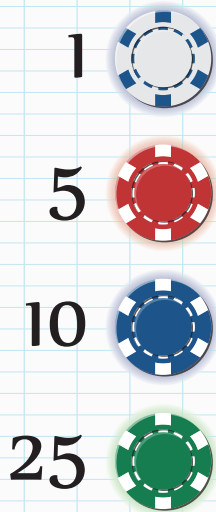


Design Fundamentals GOAL! © 12.2011

Knock a  
chip on  
top of  
any chip

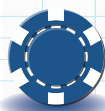


Design Fundamentals GOAL! © 12.2011



Design Fundamentals GOAL! © 12.2011

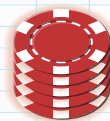
**SECRET**  
Convince one other player to say the words: "white", "red", "blue", "green", and "pink".  
(You can do this over multiple turns.)



**SECRET**

Design Fundamentals GOAL! © 12.2011

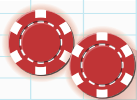
**SECRET**  
At least one other player makes a stack of at least 5 chips in his or her box.



**SECRET**

Design Fundamentals GOAL! © 12.2011

**SECRET**  
Another player captures a chip that is the same color as the shooting chip, then you do the same on your next turn.



**SECRET**

Design Fundamentals GOAL! © 12.2011

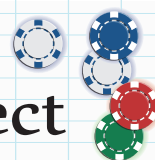
**SECRET**  
Another player captures a chip, then you knock the same color chip off the table on your next turn.



**SECRET**

Design Fundamentals GOAL! © 12.2011

**SECRET**  
Collect exactly 42 points



**SECRET**

Design Fundamentals GOAL! © 12.2011

**SECRET**  
Two chips get knocked off the table by the other players.



**SECRET**

Design Fundamentals GOAL! © 12.2011

**SECRET**  
All players must have at least one chip of the same color in their box.



**SECRET**

Design Fundamentals GOAL! © 12.2011

**SECRET**  
Your shooting chip hits another chip, and then that chip hits a third chip which falls off the table.



**SECRET**

Design Fundamentals GOAL! © 12.2011

## Turn Order

1. Take a chip from the bag.
2. Place it on the table with part of it off the edge.
3. Tap the chip (the “shooter”) onto the table
  - a. If it is still partially off the table, hit it again.
  - b. If it falls off the table give it to the next player to put in his or her box.
4. If you “knock” into another chip you score it into your box.
  - a. If the knocked chip falls off the table, put it into the bag.
5. Repeat with next player.

Meta-Goal: Win the most Goal cards during the workshop.

## Game Types

### 1. 100 Points

- a) Revealed
- b) Hidden

### 2. Timed

- a) Five Rounds
- b) Most Points
- c) Most Chips


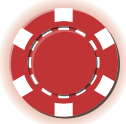



### 3. Capture or die (negative goal)

### 4. Multi-goal

- a) Fixed set (white knock, set, on top, 1 each)
- b) Changing goal (replace random each min.)

### 5. Secret goals

### 6. Custom goals

# in bag		Value
20		1
15		5
10		10
6		25
0		100