

## GROUND RULES

**Bottoms** Before each roll a player may call "Bottoms." When "Bottoms" is called the bottom side of each GOLO dice will be in play on that roll and scores from the bottom side of the dice will be used. "Bottoms" can be used as strategy especially if your previous rolls have been producing consistently high numbers. But beware, if you live by "Bottoms" you can die by "Bottoms."

**OB** (Out of Bounds) When a GOLO die rolls off the designated field of play it is out of bounds. The rest of the roll is considered void, and the player re-rolls the die that left the playing field. A two-shot penalty is added to the score on that die and represents that hole played. If more than one die falls from the field, the highest par is selected. For example, if a blue par 5 and a red par 3 fall from the playing surface, then the player re-rolls the blue par 5.

**Mulligan** If the die is caught by the player before it rolls off the playing surface, that player receives a mulligan and may re-roll that die with no penalty.

**Unplayable Lie** When the dice are stacked on top of one another or have not come to rest completely flat on the bottom side, it is an unplayable lie. A single unplayable lie results in a re-roll with no penalty. A second consecutive unplayable lie results in a re-roll with a one-stroke penalty applied to the next die removed.

**DQ** Players are disqualified for cheating picking up dice before they are scored, or leaving the game before the round is completed.

## SCORING

### Without a Scorecard

The easiest way to play GOLO is to follow the simple rules, which do not require the use of a hole-by-hole scorecard. You can play a quick nine, a round of 18 holes, or a full-blown 72-hole tournament! If you decide to play a tournament, you can use the GOLO Tournament Scorecard to post the scores and follow the action.

### Also...

**GOLO Flop.** The fastest game you can play to decide who will pick up the tab! Roll all nice dice, calling "Bottoms" if you wish, and add up the total.

**Trips.** Another fast version of the game, but with a little more strategy involved. You get a total of three rolls, and may remove as many dice as you wish on the first two rolls. Add up the total after the third roll.

### With a Scorecard

You can play any golf course with GOLO: the local mini, your home club, or even Augusta! All you need is a scorecard. You can also play our home course by using the GOLO Golf Club Scorecard.

The only difference in game play is that the dice must be removed in the order of the holes on the scorecard. For example, if the first hole is a par 4, you must remove a white par 4 die first. If the second hole is a par 5, you must remove a blue par 5 die next. You must remove at least one die as each roll, but may remove as many as you wish, as long as they are in the correct order.

## SCORING (cont.)

For courses that have different par configurations, simply re-use dice as necessary. For example, if your home course has three par 5's on the front nine, score your first par 3 as usual, but instead of removing the die, return it to the cup and continue rolling.

### Alternate Games (with a scorecard)

**Match Play** This two-player game is played one hole at a time. Both players roll and score one die of the appropriate par for each hole, following the scorecard. If one player has a lower score, they win that hole. (The margin of victory for that hole does not matter). At the end of the round, the player with the most hole wins is the victor.

**Skins** This game is similar to Match Play, but may be played by any number of players. All players roll and score one die of the appropriate par for each hole, following the scorecard. Players compete for "skins," and to win a skin a player must have a lower score than all other players for that hole. If two or more players tie, all players are considered tied for that hole and the skin is carried over to the next hole. For example, if nobody wins skins on the first three holes, the winner of the fourth hole would receive four skins. The victor is the player with the most skins at the end of the round.

**Vegas Rules** Visit our website at [www.igolo.com](http://www.igolo.com)

## GOLD Golf Pro Tips

### Tip 1: The Grip

Grasp the cup with a firm yet relaxed grip, holding with the thumb, index finger, and middle finger. Gripping the cup too tightly can result in "GOLO Elbow," preventing the natural arm action of a dice roll.

### Tip 2: How to GOLO!

To Play conservatively, pull multiple dice of pars or better on your early rolls. But to really GOLO you've got to be bold and pull only under par dice with each roll. The more dice you have in your cup, the more chances you have to roll birdies and eagles!

### Tip 3: Look for Eagles

Only one of the par 3s and one of the par 5s has an eagle, so be sure to check the dice before selecting them! You may want to keep them in the cup for another shot at eagle. Warning: The reverse, however, is true. Opposite the eagles are the dreaded quintuple bogeys—8 and 10!



## DEFINITIONS

### Ace

Hole-in-one.

**Birdie** One under par for a hole.

**Bogey** One over par for a hole.

**Bottoms** A call the player makes (before rolling) to score with the bottom side of the dice instead of the top.

**Double** Double-bogey. Two over par for a hole.

**DQ** Disqualified.

**Eagle** Two under par for a hole.

**Going Lo** Rolling a low round, especially if it's in the 50's.

**Mulligan** A "do-over" for a die (or dice) caught by a player rolling off the playing surface.

**NS** No show, or late for tee time.

**OB** Out of bounds. A die that rolls off the playing surface. Also called "Oscar Bravo." (See Ground Rules for OB procedure).

**Par** Regulation score for a hole.

**Quad** Quadruple-bogey. Four over par for a hole.

**Round** 18 holes of golf dice.

**Shawnee** A player who is afraid to call "Bottoms."

**Snowman** A score of 8 on a hole.

**Tournament** Four rounds of 72 holes, played by two or more people.

**Triple** Triple-bogey. Three over par for a hole.

**Unplayable Lie** Dice that are stacked or leaning. (See Ground Rules for Unplayable Lie procedures).

**Betty Ross** Rolling a "hole in one" and an "eagle" together on the same roll. It represents the "13 stars" of the first American flag.

## HISTORY

It all started at an Irish pub in Los Gatos, CA. Two friends playing standard dice games were intrigued with the possibility of playing golf with dice. They began to share the resulting game with friends and family. The response was so amazing they soon added a few rules and some new features. What followed was the most innovative golf game ever invented—GOLO!

## Also from Zobmondo!!



**ZOBMONDO!!**

[www.zobmondo.com](http://www.zobmondo.com)

Copyright © Zobmondo Entertainment, LLC 2012. Zobmondo is a registered trademark owned by Zobmondo Entertainment, LLC. All trademarks are the property of Zobmondo!! Entertainment, LLC. Manufactured and distributed by Zobmondo!! Entertainment, LLC, 300 San Air Center #408, Greenbrae, CA 94035. 1.800.417.0017.

Made in China

Patent 6,209,870B1

## HOW TO PLAY

The basic rules of GOLO are very simple:

**Step 1:** Roll all nice dice.

**Step 2:** Remove your lowest score(s). (A circle is a birdie, a star is an eagle.) You must remove at least one die, but you may remove as many as you wish.

**Step 3:** Place the remaining dice in the cup and roll again.

**Step 4:** Continue to roll until all nice dice have been removed.

**Step 5:** Add up the scores for all nine dice to get your nine-hole score. (To play 18 holes, repeat the process and add both nine-hole scores together).

That's it! You can use the simple rules of GOLO to play quick games anytime, even without scorecards. But there are some interesting rules and scoring variations that can make GOLO even more fun to play. Be sure to check out the Scoring and Ground Rules sections to get the complete picture.

## DICE KEY

RED (Par 3)	WHITE (Par 4)	BLUE (Par 5)
☆ = EAGLE	○ = BIRDIE	□ = PAR

