## Loss of Down

If a die is rolled off the playing surface, that die must be removed and the down is lost: ZERO yards. If the QB Die is rolled off the playing surface, the Big Play die must be removed: ZERO yards

### LATE TURNOVER

On a turnover during the last possession of each half the defense gets an extra possession and may try to convert the turnover into points. That is the final possession of the half no matter how it ends.

### Team Play

Play GoLong with four or more players by taking turns on possessions. For example, in a four-player game each teammate would get four possessions.



Use the graphic on each scorecard to help you keep track of your "downs" as you roll. Each time you play a down, place a die on that down.

shorter yardages first. For example, if you roll a 30 them both, but play the 3 first and then the 30.

## SCORECARD HELP/HINTS



That's 33 yards and a first down! Hint 2: Make sure you keep the blue Big Play die



on the Big Play die and a 3 on a Play Die, play

in your cup as long as possible. That gives you



Hint 1: To get the maximum yardage on a roll, play

more chances to roll a big play!

FIELD GOALS If you want to kick a field goal, state that you are kicking a field goal and roll the black Kicking Die. If the yardage shown is greater than or equal to your distance to the goal line, the field goal is good, 3 points! If the yardage is not enough (kick is short) or the X symbol is rolled (kick is blocked), the defense gets the ball at the line of scrimmage. If the goalpost symbol is rolled, the field goal is good from any distance.

else is good

is good, anything else mean the try is no good

To go for a two-point conversion, roll the QB Die and one

If the game is tied at the end of regulation each player gets

one possession to score. If tied again, repeat possessions.

green Play Die - a football and a 2 or a 3 means the try

If you advance the ball using the play

touchdown, 6 points! To kick the extra

symbol means no good, but anything

point, roll the black Kicking Die - the X

dice to, or past, the goal line, it is a

30

TWO-POINT

CONVERSION =

OVERTIME!

## **FOUCHDOWNS & EXTRA POINTS**

POSSESSION DIE: Otherwise, roll the red Possession Die to determine who gets the ball - O for Offense, D for Defense. If O is rolled, the offense keeps the ball and takes one. and only one, play die. If D is rolled, the defense gets the ball and chooses one play die moving the other way.

QB Die: Turnover

If the Big Play shows a TD, it is an automatic Pick Six - the

defense intercepted the ball and took it to the house for a TD

If the QB Die shows the red star, there is

a potential turnover on the offense.

## PUNTS

PICK SIX



If you want to punt, state that you are punting and roll the black Kicking Die. Advance the ball that many yards - the defense starts a new possession at that position (there are no punt returns). If the goalpost symbol is rolled, the punt ended

in a touchback - the defense starts at their 20 yard line. If the X symbol is rolled, the punt is blocked - the defense gets the ball at the line of scrimmage.

If you either lose enough yardage and end up in your own

endzone by rolling a neg. die,or being sacked, it's a safety

If the QB Die shows a penalty flag, roll the yellow Penalty

Die and the red Possession Die together. The Possession

Die determines who the penalty is on - O for Offense, D

for Defense. The Penalty Die determines the yardage for

the penalty. As in real football, penalties may be declined

by the other team. If the penalty is accepted, the down is

replayed. If the penalty is declined, the down is counted,

PASS INTERFERENCE:

Offensive pass interference is a 10 yard

interference is 10 yards or the yardage

shown on the Big Play die, whichever

is greater, and an automatic first down.

are offsetting penalties on both teams

OFFSETTING PENALTIES:

penalty - replay the down. Defensive pass

If the double arrow symbol is rolled, there

and the offense my take one, and only one, play die.

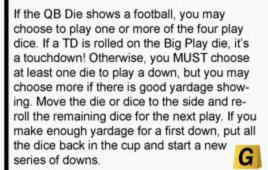
Replay the down.

next.

PENALTIES

0

PLAYS To run plays, roll the white QB Die, the three green Play dice, and the blue Big Play die. Look at the QB Die to determine what to do



For example, if you roll a football, a 6, a 3, a 0, and a -1, you might want to take the 6 (1st down) and the 3 (2nd down), leaving 3rdand-1. If you re-roll and get a football, a 2, and a 0, you'll take the 2, making a first down. Put all the dice back in the cup and start a new series.

f the QB Die shows a QB with a slash thru it, you've been sacked! Roll the yellow Penalty Die to determine the yardage you've lost. Remove one of the play dice for that play.

f you're inside your own 20 & you also rolled a TD on the Big Play die, you've been sacked for a safety, two points for the defense! Punt from your own 20 to start the next ossession for the defense. (see next page)



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# INTRODUCTION

Play

GoLong is a head-to-head football game. As in real football, the goal is to score as many points as possible by making touchdowns, extra points, field goals, and safeties. The team with the highest score at the end of the game wins! We assume that you know the basic rules of football (four downs, ten yards, etc.), so these rules cover the basic rules of play using the dice. If you encounter a situation not fully described in these rules, make up your own rule using your knowledge of real football.

Kicking

Penalty

Big Play

## GETTING STARTED

At the beginning of the game, flip a coin to determine who will receive the opening kickoff. The other player will receive the second half kickoff. Each game has four halves, and each quarter has four possessions. Players alternate possessions, and each possession ends with a score, a kick, or a turnover. Use the scoresheets to keep track of your downs, your position on the field, and the score. Create your own symbols to signify first downs, lost yardage, etc.



# KICKOFFS

or a kickoff, the receiving team rolls the black Kicking Die and returns the ball that many yards, starting at the goal line. The X symbol is a touchback - start at the 20. The goalpost symbol is a 100-yard return - TD!