

SAFETY = +

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.

PENALTIES

+ +

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

PASS INTERFERENCE:

Offensive pass interference is a 10 yard penalty – replay the down. Defensive pass interference is 10 yards or the yardage shown on the Big Play die, whichever is greater, and an automatic first down.

OFFSETTING PENALTIES:

If the double arrow symbol is rolled, there are offsetting penalties on both teams. Replay the down.

TURNOVERS

QB Die: Turnover

If the QB Die shows the red star, there is a potential turnover on the offense.

PICK SIX = +

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!

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.

PUNTS

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.

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.

TOUCHDOWNS & EXTRA POINTS

If you advance the ball using the play dice to, or past, the goal line, it is a touchdown, 6 points! To kick the extra point, roll the black Kicking Die – the X symbol means no good, but anything else is good.

TWO-POINT CONVERSION = +

To go for a two-point conversion, roll the QB Die and one green Play Die – a football and a 2 or a 3 means the try is good, anything else means the try is no good.

OVERTIME!

If the game is tied at the end of regulation each player gets one possession to score. If tied again, repeat possessions.

OPTIONAL RULES

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..

SCORECARD HELP/HINTS

DOWN 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.

Hint 1: To get the maximum yardage on a roll, play shorter yardages first. For example, if you roll a 30 on the Big Play die and a 3 on a Play Die, play them both, but play the 3 first and then the 30. That's 33 yards and a first down!

Hint 2: Make sure you keep the blue Big Play die in your cup as long as possible. That gives you more chances to roll a big play!

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 next.

If the QB Die shows a football, you may choose to play one or more of the four play dice. If a TD is rolled on the Big Play die, it's a touchdown! Otherwise, you MUST choose at least one die to play a down, but you may choose more if there is good yardage showing. Move the die or dice to the side and re-roll the remaining dice for the next play. If you make enough yardage for a first down, put all the dice back in the cup and start a new series of downs. **G**

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 3rd-and-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.

SACKS

If 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.

If 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 possession for the defense. (see next page)

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WARNING: CHOKING HAZARD
- Small parts. Not for children under 3 years old.

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THE DICE KEY

QB	Play	Big Play	Kicking	Penalty	Possession

INTRODUCTION

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.

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

For 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!