



Getting Started:

Each player gets a scorecard

You need 5 dice for everyone to share

How to win:

Roll the dice & complete each hole in the least number of strokes as possible.

What is a Hole?

There are 6 holes represented by the numbers/sides of a dice. You will play each hole once per round.

What is a Stroke?

Each time you roll the dice it counts as a stroke. You get up to 10 strokes per hole.

What is a Round?

A round is a complete set of all 6 holes (1-6).

Scorekeeping:

Each player keeps their own score. Your score will be the total of all your strokes from all 6 holes played in a round. You can pick a winner for each round or score a “grand total” for an entire card of 6 rounds.

Objective of a turn:

To complete a hole, you must roll the dice until you get 5 of a kind of the number of the hole you are playing.

First Roll:

Roll all 5 dice to complete your first stroke. Based off the numbers you rolled, decide which hole you are playing and set the dice aside that match that number.

For example:

On your first stroke you roll 2,2,2,5,4. You will want to play hole 2 since you already have 3 of the required 5 of a kind. Set your 2's aside and pickup the 2 non-matching dice.

Rolls Two – Ten:

Keep rolling the non-matching dice until all 5 dice match the number of the hole or until you reach the max of 10 strokes. Only re-roll nonmatching dice. Write the number of strokes you rolled (1-10) in the box for that hole. Your turn is now over.

10th Roll BONUS:

To keep things exciting, here's your chance to score a ZERO. If you get 5 of a kind on your tenth roll, your score for that hole is 0. Additionally, all other players must give you a congratulatory high-five.

Switchies:

Once per turn, you may switch what hole you are on (what number you are going for).

For Example:

On your first roll you get 2,2,4,5,6 so you chose hole 2. You set the 2's aside and roll your 2nd stroke and get 5,5,5. So now you have 2,2,5,5,5. If you haven't played hole 5 yet, you may want to switch to hole 5. When you switch, your strokes do not reset so you would be on stroke 3 for your next roll. You must say out loud “Switchies” when switching your hole.

Gimme Putts:

Once per round you may use 2 gimme putts (1 of each), Addsie & Subtractsie.

Addsies: after reaching a 3 of a kind, If the sum of your last two remaining dice equals the hole you're playing you may end your turn and take the stroke you're on as your score. Put an "X" in the addsies box for that round so you know it has been used.

For Example:

You are on hole 4 and on your 5th stroke you have 4,4,4 set aside and roll a 3,1. You can end your turn, write a 5 in the stroke box for hole 4, and mark an X in your addsies box for that round.

Subtractsies: Same concept as addsies - but instead of the sum of your last 2 dice, it is the difference of the last 2 dice.

For Example:

You are on hole 2 and on your 7th stroke you have 2,2,2 set aside and roll a 5,3. You can end your turn, write a 7 in the stroke box for hole 2, and mark an X in your subtractsies box for that round.

Tips for Counting Strokes:

To make sure everyone is keeping track of their strokes, all players should count out loud 1-10 together with all rolls.

Hole Order:

You will only play each hole once per round. Holes do not need to be played in any specific order, and each player is free to choose which hole they are on according to what they roll, and what holes they have remaining.

Scoring:

Once you have completed all six holes, add up the strokes from each hole in the score box. Remember, lowest score wins!

*****Pro-Mode (playing from the blue tees):**

If you don't get a 5 of a kind by your tenth roll, add up the remaining dice and add it to your 10 strokes.

For Example:

You are on hole 6 and on your 10th stroke you have 6,6,6,3,4. If you are playing by the normal rules, you would just take the 10 stroke max. In Pro-Mode You not only take your 10 stroke max, but you take the 3,4 and add them to your 10. So, you would write 17 strokes for hole 6.