

Gallopings Games

"Galloping Golf" Playing Rules

Every Roll plays a hole—18 rolls—18 holes—Par 72.

The Five dice are rolled at one time.

The colors in sequence — Red, White, Blue, Yellow and Green — determines shots from tee to green.

Read the dice in above order counting each dice a shot — UNLESS penalty or extra shots are designated on dice — until the dice shows you are "on the green," then putts are added for total score on the hole.

Obviously, if the third or fourth shot shows "holed out" the score for hole is determined as no putts are necessary.

If the first (red) or second (white) shows "on the green" putts MUST be added for score on hole even though the yellow or blue may show "holed out."

EVERY HOLE — PAR 4

Par on each hole is FOUR. The lowest possible score is TWO ("drive on green — one putt"). The highest possible score is NINE.

HOLE-IN-ONE RULES

One side of each dice there is a star in a circle. If these five sides come up showing in color sequence same as your golf shots showing all five stars, you have made a HOLE IN ONE. All shots designated on dice are disregarded when the five stars come up. Unless ALL five circled stars come up, score according to dice.

"Galloping Golf" can be played match (by hole) or medal (by 18 hole score) with competitive interest the same as regular golf — Scotch foursome — syndicates — etc.

(over)

GUARANTEE

If any dice become unplayable replacement will be made without charge by the manufacturer.

Return the unplayable dice (not the complete set) for immediate replacement to the Galloping Games, Inc., 461 East Ohio Street, Chicago 11, Illinois.

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