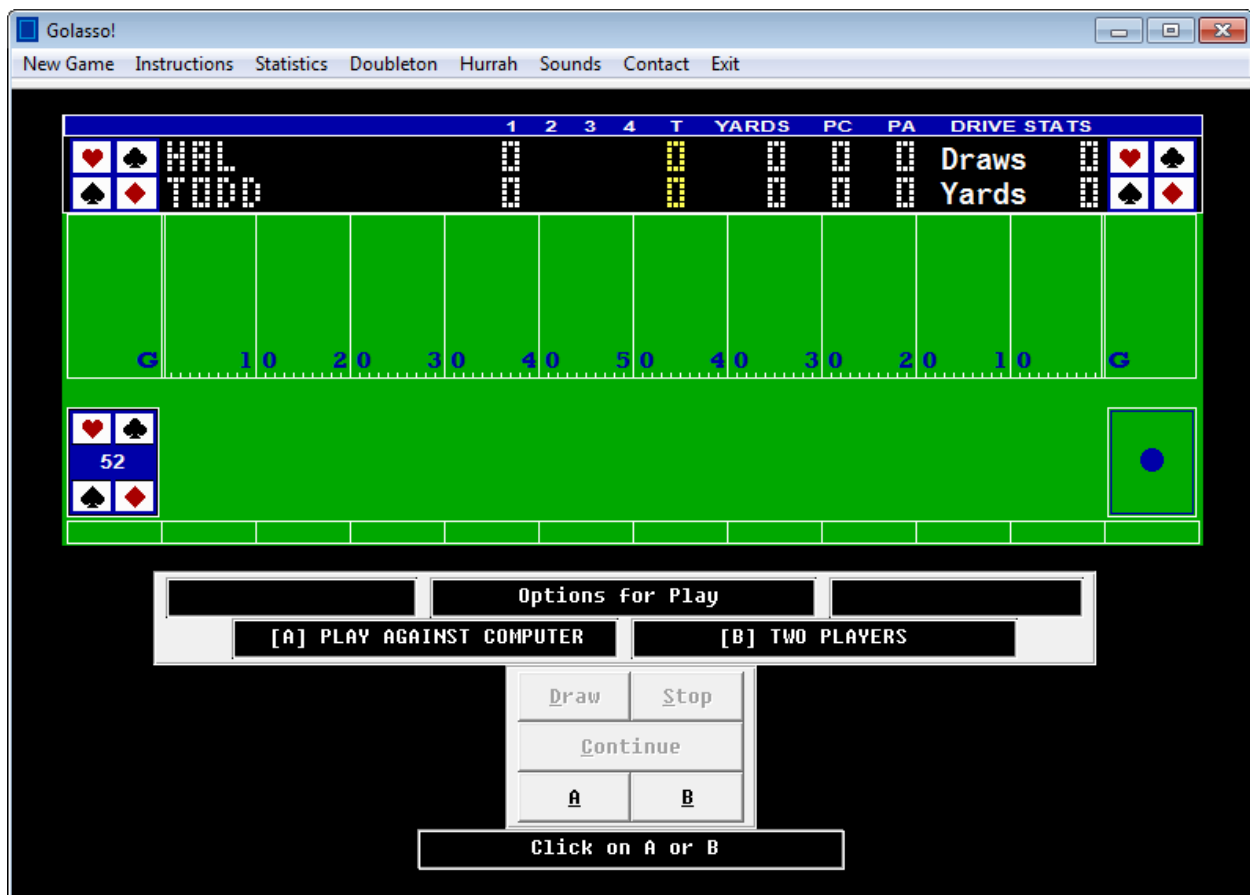
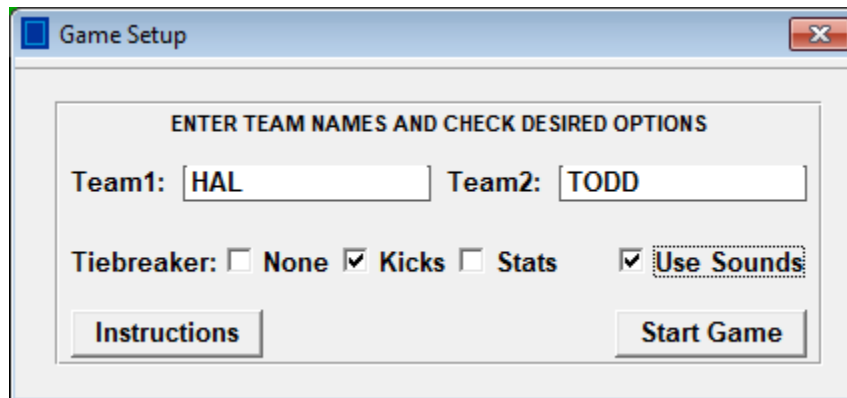


Golasso! The Unique Card Game for Windows® PC

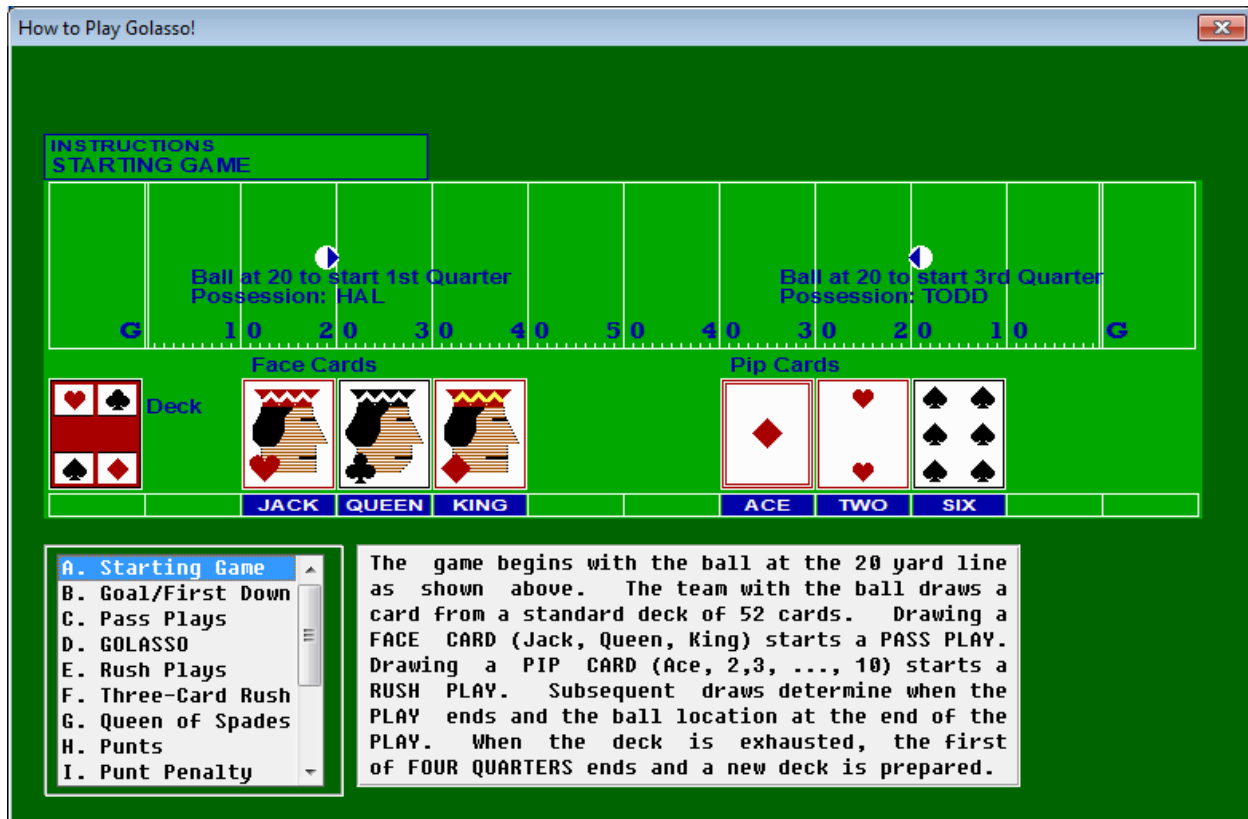
Golasso! The Unique Card Game for One or Two Players

This Windows® card game is played on a football gridiron with a standard 52-card deck. Combining elements of football and the card game of blackjack, you can play it as a solitaire game against the Computer Coach or two players can play against each other. When the game is launched you can specify names of the two teams. Select if you want to use sound effects. Sound effects can be turned off or on at any time from the Main Menu. Also select the type of tiebreaker, if any, to use for the game. When the game starts, the software will shuffle the first of four decks and ask you to cut the deck.

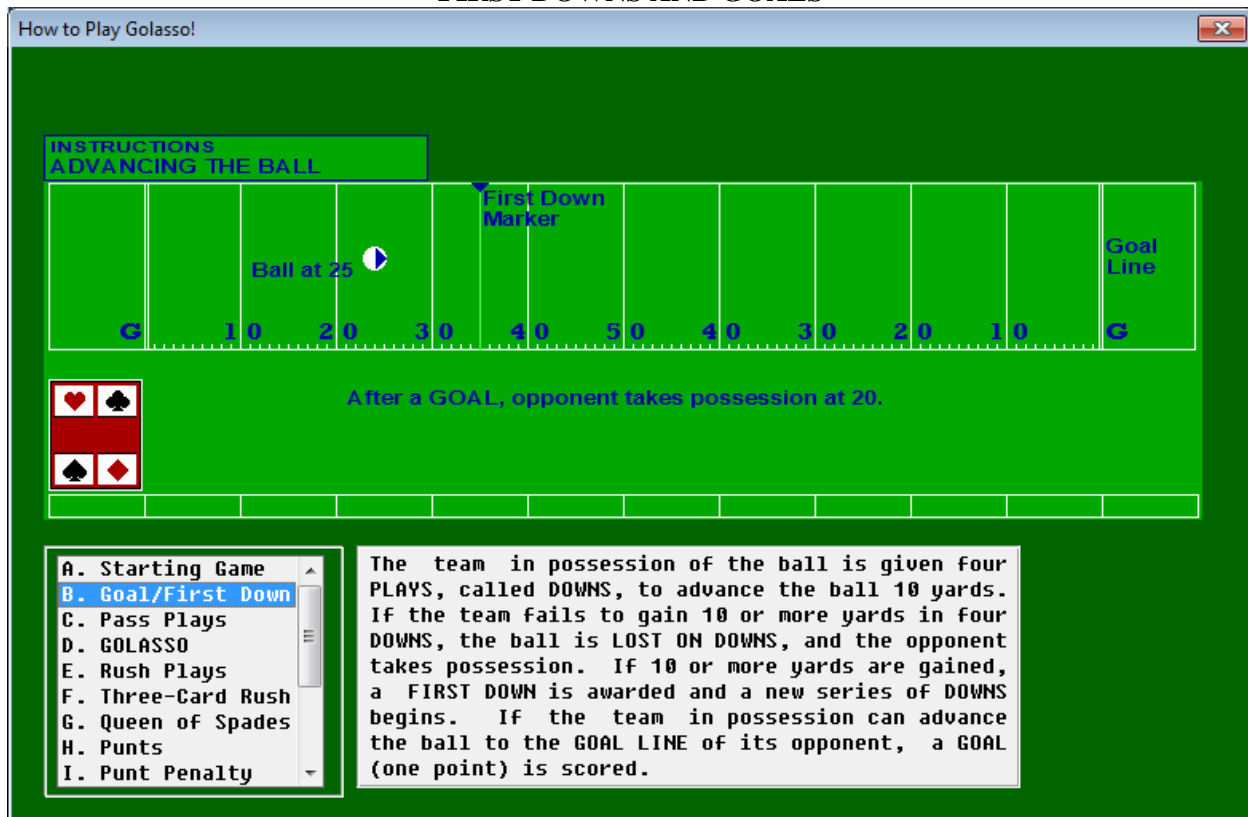


The first quarter begins with Team 1 in possession of the ball at the 20 yard line, and the third quarter begins with Team 2 in possession. Click the DRAW button (or press D on your keyboard) to draw a card.

Golasso! The Unique Card Game for Windows® PC



FIRST DOWNS AND GOALS



Golasso! The Unique Card Game for Windows® PC

PASS PLAYS – CHOOSE TO DRAW A CARD OR STOP

How to Play Golasso!

INSTRUCTIONS PASS PLAYS

Example 2

Ball at 20

G 10 20 30 40 50 40 30 20 10 G

1. No Gain

JACK KING

2. Complete Gain of 15

JACK SIX NINE

3. Incomplete No Gain

JACK SIX NINE KING

A. Starting Game
B. Goal/First Down
C. Pass Plays
D. GOLASSO
E. Rush Plays
F. Three-Card Rush
G. Queen of Spades
H. Punts
I. Punt Penalty

A PASS PLAY begins if the initial draw is a FACE CARD. Cards are drawn until (1) the player elects to STOP, ending the play with a COMPLETE PASS, or (2) another FACE CARD appears, which automatically ends the play with an INCOMPLETE PASS. If a PASS is completed, the ball advances by the cumulative number of pips on the PIP CARDS drawn. If a PASS is incomplete, there is no advance. Refer also to the topics of GOLASSO and QUEEN OF SPADES.

FILLING THE CARD TRAY ON A PASS PLAY IS GOLASSO!

How to Play Golasso!

INSTRUCTIONS RUNNING THE TABLE

Ball at 20

10th draw advances ball 39 yards

G 10 20 30 40 50 40 30 20 10 G

To Goal

KING FOUR SIX TWO FOUR FOUR SEVEN EIGHT ACE FIVE TWO

A. Starting Game
B. Goal/First Down
C. Pass Plays
D. GOLASSO
E. Rush Plays
F. Three-Card Rush
G. Queen of Spades
H. Punts
I. Punt Penalty

The card table can be filled with 10 PIP CARDS for a PASS PLAY. Filling the table with 10 PIP CARDS is called GOLASSO or RUNNING THE TABLE. The ball is advanced to the GOAL LINE and a GOAL is scored even if the accumulated pips are not enough to advance the ball for a GOAL. See example above.

Golasso! The Unique Card Game for Windows® PC

RUSHING PLAYS – HOPE FOR AN ACE!

How to Play Golasso!

INSTRUCTIONS
RUSH PLAYS

Example 1

Ball at 20
2nd & 15

First Down Marker

1. First Down

2. Gain of 7 (A=1)

3. No Gain

4. Loss of 6

A. Starting Game
B. Goal/First Down
C. Pass Plays
D. GOLASSO
E. Rush Plays
F. Three-Card Rush
G. Queen of Spades
H. Punts
I. Punt Penalty

1. The Ace
If an Ace is the first draw, the PLAY ends with a gain sufficient for a FIRST DOWN. See Example 1.

2. Two-Card Rush
If a PIP CARD other than the Ace is the first draw and any PIP CARD is the second draw, the number of pips on the second card is subtracted from the number of pips on the first card. The PLAY ends. Examples 2, 3 and 4 show possible results.

THREE-CARD RUSH PLAYS

How to Play Golasso!

INSTRUCTIONS
3-CARD RUSH PLAYS

Example 1

Ball at 20

1. Gain of 7

2. No Gain

3. Gain of 4 (A=1)

A. Starting Game
B. Goal/First Down
C. Pass Plays
D. GOLASSO
E. Rush Plays
F. Three-Card Rush
G. Queen of Spades
H. Punts
I. Punt Penalty

On a RUSH PLAY, if the second draw is a FACE CARD, the defending team has MISSED A TACKLE and a third card is drawn before the play ends. If the third draw is a PIP CARD, the ball is advanced by the number of pips on the first card plus the number of pips on the third card. If the third draw is a FACE CARD, the defending team has STOPPED THE RUSH and there is no advance. See QUEEN OF SPADES.

Golasso! The Unique Card Game for Windows® PC

BEWARE OF THE QUEEN OF SPADES!

How to Play Golasso!

INSTRUCTIONS
QUEEN OF SPADES

Ball at 20

Example 3

1. Fumble at 20

2. Gain of 14 to 34

3. Interception at 26

A. Starting Game
B. Goal/First Down
C. Pass Plays
D. GOLASSO
E. Rush Plays
F. Three-Card Rush
G. Queen of Spades
H. Punts
I. Punt Penalty

With one exception, a draw of the QUEEN OF SPADES results in immediate change of possession. If the QUEEN OF SPADES is the first draw of a PLAY, there is a FUMBLE. The defending team takes possession. The above examples show the effect of the QUEEN OF SPADES when drawn after the first draw of a PLAY. The exception occurs if the QUEEN OF SPADES is the second card drawn in a 3-card RUSH PLAY. Then the card is treated as any other FACE CARD. Example 2.

PUNTING ON FOURTH DOWN

How to Play Golasso!

INSTRUCTIONS
PUNTS

Punt from 40

Punt Card: 7 of Clubs
47 Yards - Touchback

40+3 40-3 40+3 40-3 40+11 40-12 40+13 Blocked 47 Yards

A. Starting Game
B. Goal/First Down
C. Pass Plays
D. GOLASSO
E. Rush Plays
F. Three-Card Rush
G. Queen of Spades
H. Punts
I. Punt Penalty

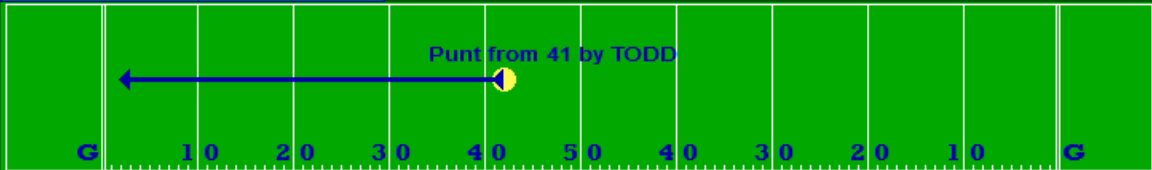
On 4TH DOWN the option is given to PUNT rather than play for a FIRST DOWN. A PUNT gives the ball to the opponent at a location determined by the card drawn for the PUNT. The distance of a PUNT is 40 yards adjusted according to the suit and pips of the PUNT card. See examples above. If a PUNT goes into the ENDZONE, there is a TOUCHBACK and the opponent takes possession at its own 20. A punt is BLOCKED if the QUEEN OF SPADES is drawn.

Golasso! The Unique Card Game for Windows® PC

PUNT PENALTY OPTIONS



How to Play Golasso!

INSTRUCTIONS
ROUGHING THE PUNTER



Punt from 41 by TODD

39 Yard Punt (40-1)



Option 1: First Down at 41 for TODD
Option 2: First Down at 2 for HAL

ACE

A. Starting Game
B. Goal/First Down
C. Pass Plays
D. GOLASSO
E. Rush Plays
F. Three-Card Rush
G. Queen of Spades
H. Punts
I. Punt Penalty

If an Ace is drawn as the PUNT card, the defending team has **ROUGHED THE PUNTER** and the punting team has two options: (1) keep possession of the ball at the location of the ball before the PUNT with an automatic **FIRST DOWN** or (2) give possession to the opponent at the location of the ball after the PUNT. The second option may be preferred because of the potential for an **AUTOGOAL**. See above.

THE AUTOGOAL DISASTER!

How to Play Golasso!


INSTRUCTIONS
AUTOGOAL



Rush Play from 4 by HAL

Loss results in Autogoal for TODD

Loss of 7



TWO NINE

B. Goal/First Down
C. Pass Plays
D. GOLASSO
E. Rush Plays
F. Three-Card Rush
G. Queen of Spades
H. Punts
I. Punt Penalty
J. Autogoal

If a **RUSH PLAY** results in a loss of yards and the ball touches or crosses the **GOAL LINE** of the team in possession, there is an **AUTOGOAL** for the defending team. See example above. An **AUTOGOAL** and a **GOAL** have the same value.

Golasso! The Unique Card Game for Windows® PC

TAKE A GAMBLE WITH YOUR FIVE DOUBLETON MARKERS

How to Play Golasso!

INSTRUCTIONS
DOUBLETON

Markers placed over card positions 1 and 3

E. Rush Plays
F. Three-Card Rush
G. Queen of Spades
H. Punts
I. Punt Penalty
J. Autogoal
K. Doubleton
L. The Well
M. Tiebreakers

Before the start of any PLAY (except a PUNT), the team in possession may place one or more DOUBLETON MARKERS on the card table. If a PIP CARD is drawn in the position of a MARKER, its value is doubled. The yardage given when an Ace is the first draw of a PLAY is not affected by a MARKER. A team inside its own 10 yard line is not allowed to place any MARKERS. Each team is given five MARKERS. Once a MARKER is placed, it may not be used again.

LAST PLAY OF EACH QUARTER

How to Play Golasso!

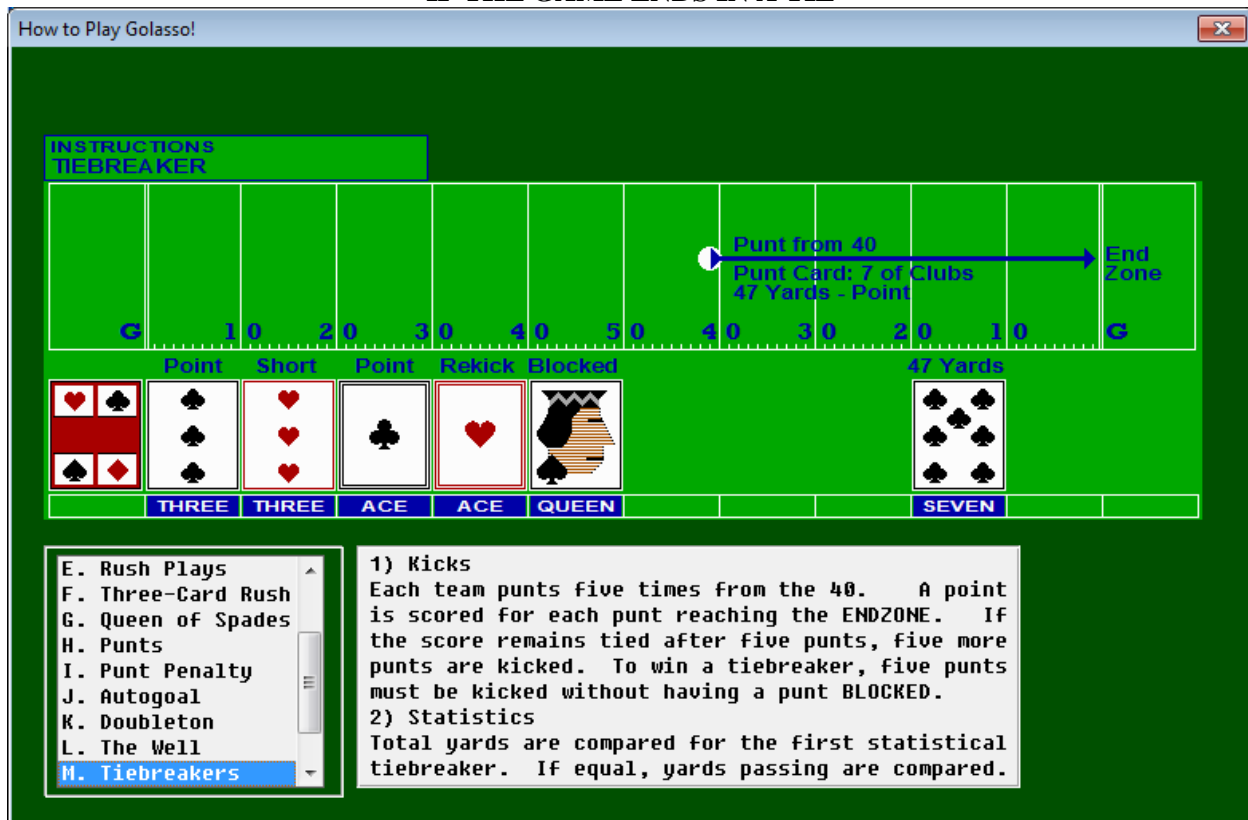
INSTRUCTIONS

D. GOLASSO
E. Rush Plays
F. Three-Card Rush
G. Queen of Spades
H. Punts
I. Punt Penalty
J. Autogoal
K. Doubleton
L. The Well

The WELL consists of the last three cards in the 52-card deck. If a PLAY ends on the 49th draw, the WELL is not used and the QUARTER ends. WELL cards are drawn on a RUSH PLAY if required to complete a 2-card or 3-card sequence. On a PASS PLAY, all of the WELL cards are available. If the third WELL card (last card in the deck) is a PIP CARD drawn on a PASS PLAY, the PASS is COMPLETED and the QUARTER ends.

Golasso! The Unique Card Game for Windows® PC

IF THE GAME ENDS IN A TIE



Game Statistics

The software maintains passing and rushing statistics for each game which can be displayed and printed at any time by clicking STATISTICS on the Main Menu.

Game Statistics									
Print Cards Drawn									
FINAL	HALL	TODD	POSSESSIONS: HALL						
Goals	1	3	START	DRAWS	PLAYS	YARDS	RESULT	QTR: CARD	
Total Yards	139	243	1 Own 20	23	11	41	Punt:39	1:23	
First Downs	12	16	2 Own 20	18	8	26	Fumble	2:25	
Cards Drawn	94	102	3 Own 20	14	6	25	End Half	2:49	
Passing:			4 Opp 35	13	6	35	GOAL:R8	3:20	
Yards	32	81	5 Own 33	8	5	3	Punt:33	3:49	
Completed	2	8	6 Own 20	11	4	1	4th Down	4:30	
Attempted	7	9	7 Own 20	7	3	8	End Game	4:49	
Intercepted	0	0	POSSESSIONS: TODD						
Rushing:			START	DRAWS	PLAYS	YARDS	RESULT	QTR: CARD	
Yards	107	162	1 Own 20	33	14	80	GOAL:R4	2: 7	
Attempts	34	36	2 Opp 46	10	6	11	Punt:35	2:35	
Average	3.15	4.50	3 Own 20	7	3	15	Fumble	3: 7	
Fumbles	1	1	4 Own 20	21	9	47	4th Down	3:41	
Punts:			5 Own 31	19	8	69	GOAL:R16	4:19	
Number	2	1	6 Opp 21	12	6	21	GOAL:R2	4:42	
Average	36	35							
Blocked	0	0							

Golasso! The Unique Card Game for Windows® PC

All Time Game Records

To notify The Golasso Company about a game record, save the Statistics Window and send it via email to service@thegolassocompany.com. Current verified game records for one team:

Most Goals: 7
Yards Gained: 360
Rushing Yards: 231
Average Yards Per Rush: 6.09
Passing Yards: 205
Pass Completions: 14
First Downs: 27

Does the Computer Coach Cheat?

No, the Computer Coach does not cheat but does have a perfect memory of what cards have been drawn during a quarter. It uses its perfect memory to make decisions during the game. You can also check on what cards have been drawn by clicking STATISTICS on the Menu Bar. On pass plays, based on a random factor, the Computer Coach will sometimes be very cautious about choosing to draw another card, and sometimes will keep drawing cards.

Software Specifications

The software operates exclusively on all Windows® Operating Systems. It requires only 9 MB space on your hard drive.

How to Order

There is a one-time license fee of \$9.95 for perpetual use of the software. Request a PayPal invoice by email to serviceteam@thegolassocompany.com. PayPal accepts all major credit cards. After your payment is approved by PayPal, you will receive an email with an a download link to an executable containing an Install Wizard to guide you through installation. You can run the Install Wizard immediately or you can save the executable on your PC or on a flash drive and then install the software at any time by clicking the Installation Setup Icon.