Golasso! The Unique Card Game for One or Two Players

This Windows® card game is played on a football gridiron with standard 52-card decks. 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. The game requires no internet connection and is free of all advertisements.

How to Order

There is a one-time license fee of $8.95 for perpetual use of the software. Free delivery. 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 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.
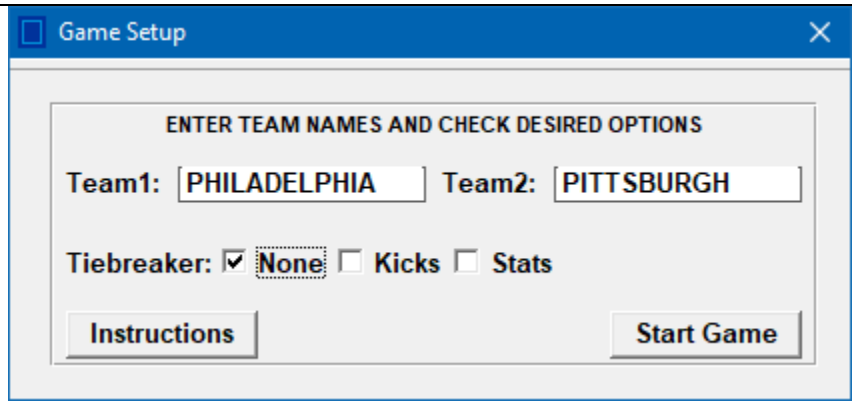
All Time Game Records

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: 16
> First Downs: 27

Launching the Program
After installation, the icon shown below will appear on your desktop. Click on the icon to launch the game.

Game Setup

ENTER TEAM NAMES AND CHECK DESIRED OPTIONS

Team1: PHILADELPHIA   Team2: PITTSBURGH

Tiebreaker: ☑ None ☐ Kicks ☐ Stats

Instructions   Start Game

Game Setup

When the game is launched you can specify names of the two teams. If names are left blank, the names will appear as TEAM1 and TEAM2. Also select the type of tiebreaker, if any, to use for the game. Click the **Start Game** button to begin the game. Drawing a Face Card starts a Pass Play. Drawing a Pip Card starts a Rushing Play. Subsequent draws determine the result of the Play and the location of the ball. If the ball is advanced to the Goal Line, a goal is scored (one point). Beware of drawing the Queen of Spades, which can result in a fumble or an intercepted pass.

Software Specifications
The software works exclusively on Windows® Operating Systems. It requires 2 MB on your hard drive.

When the game starts, the software will shuffle the first of four decks (one deck per quarter) used for the game. Select if you want to play solitaire against the Computer Coach or if two players are competing.
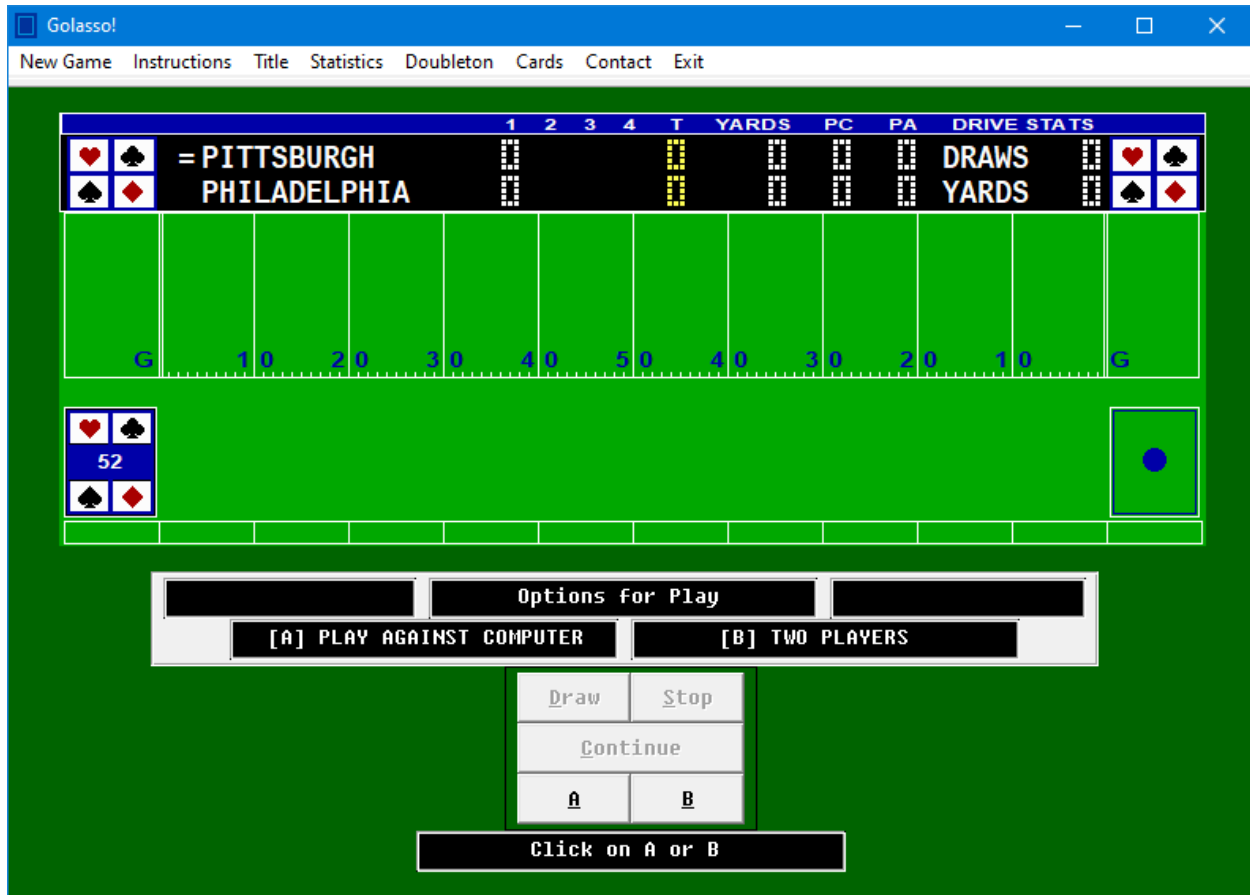
Does the Computer Coach Cheat?
No, the Computer Coach does not cheat but does have a perfect memory of what cards have been drawn during a quarter. It uses its perfect memory to make decisions during the game. You can also check on what cards have been drawn by clicking **Cards** on the Menu Bar. On pass plays, based on a random factor, the Computer Coach will sometimes be very cautious about choosing to draw another card, and sometimes the Computer Coach will keep drawing cards.

STARTING THE GAME

INSTRUCTIONS
STARTING GAME

Ball at 20 to start 1st Quarter
Possession: TEAM1

Ball at 20 to start 3rd Quarter
Possession: TEAM2

G 10 20 30 40 50 40 30 20 10 G

Face Cards

Deck

JACK QUEEN KING

Pip Cards

ACE TWO SIX

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 game begins with the ball at the 20 yard line as shown above. The team with the ball draws a card from a standard deck of 52 cards. Drawing a FACE CARD (Jack, Queen, King) starts a PASS PLAY. Drawing a PIP CARD (Ace, 2,3, ..., 10) starts a RUSH PLAY. Subsequent draws determine when the PLAY ends and the ball location at the end of the PLAY. When the deck is exhausted, the first of FOUR QUARTERS ends and a new deck is prepared.

FIRST DOWNS AND GOALS

INSTRUCTIONS
ADVANCING THE BALL

First Down
Marker

Goal
Line

Ball at 25

G 10 20 30 40 50 40 30 20 10 G

After a GOAL, opponent takes possession at 20.

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 team in possession of the ball is given four PLAYS, called DOWNS, to advance the ball 10 yards. If the team fails to gain 10 or more yards in four DOWNS, the ball is LOST ON DOWNS, and the opponent takes possession. If 10 or more yards are gained, a FIRST DOWN is awarded and a new series of DOWNS begins. If the team in possession can advance the ball to the GOAL LINE of its opponent, a GOAL (one point) is scored.

Golasso! The Unique Card Game for Windows® PC

PASS PLAYS – CHOOSE TO DRAW A CARD OR STOP

FILLING THE CARD TRAY ON A PASS PLAY IS GOLASSO!

RUSHING PLAYS – HOPE FOR AN ACE!

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**INSTRUCTIONS
RUSH PLAYS**

First Down Marker

Example 1

Ball at 20
2nd & 15

G   10   20   30   40   50   40   30   20   10   G

1. First Down   2. Gain of 7 (A=1)   3. No Gain   4. Loss of 6

ACE   EIGHT   ACE   EIGHT   EIGHT   THREE   NINE

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

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**INSTRUCTIONS
3-CARD RUSH PLAYS**

Example 1

Ball at 20

G   10   20   30   40   50   40   30   20   10   G

1. Gain of 7   2. No Gain   3. Gain of 4 (A=1)

THREE   JACK   FOUR   THREE   JACK   KING   THREE   JACK   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

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.

FUMBLES AND INTERCEPTIONS - BEWARE OF THE QUEEN OF SPADES!

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INSTRUCTIONS
QUEEN OF SPADES

Example 3
Ball at 20

G   10   20   30   40   50   40   30   20   10   G

1. Fumble at 20	2. Gain of 14 to 34	3. Interception at 26

| | SIX | KING | QUEEN | | SIX | QUEEN | EIGHT | | JACK | SIX | QUEEN |

| 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

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INSTRUCTIONS
PUNTS

Punt from 40
Punt Card: 7 of Clubs   End
47 Yards - Touchback   Zone

G   10   20   30   40   50   40   30   20   10   G

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

| THREE | THREE | THREE | THREE | JACK | QUEEN | KING | QUEEN | | SEVEN |

| 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.

PUNT PENALTY OPTIONS

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INSTRUCTIONS
ROUGHING THE PUNTER

Punt from 41 by TEAM2

G   1 0   2 0   3 0   4 0   5 0   4 0   3 0   2 0   1 0   G

39 Yard Punt (40-1)

Option 1: First Down at 41 for TEAM2
Option 2: First Down at 2 for TEAM1

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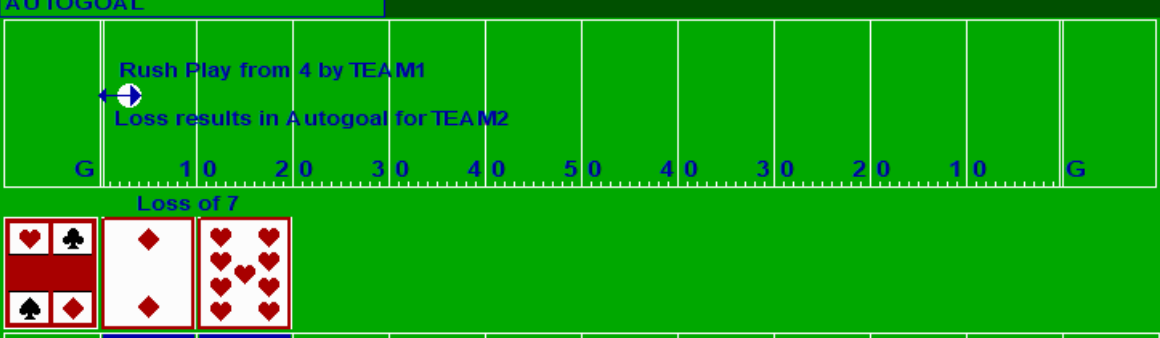
A. Starting Game
B. Goal/First Down
C. Pass Plays
D. GOLASSO
E. Rush Plays
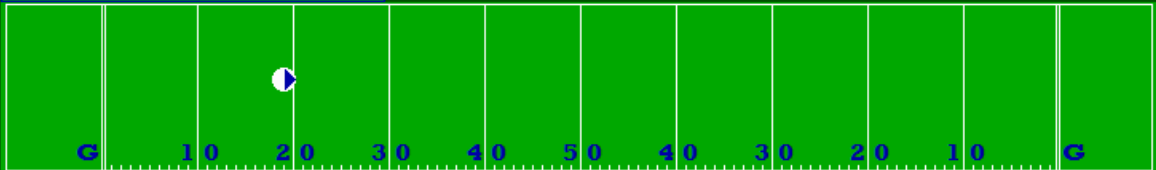F. Three-Card Rush
G. Queen of Spades
H. Punts
I. Punt Penalty

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!

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INSTRUCTIONS
AUTOGOAL

Rush Play from 4 by TEAM1

Loss results in Autogoal for TEAM2

G   1 0   2 0   3 0   4 0   5 0   4 0   3 0   2 0   1 0   G

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.

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TAKE A GAMBLE WITH YOUR FIVE DOUBLETON MARKERS

INSTRUCTIONS
DOUBLETON

G 10 20 30 40 50 40 30 20 10 G

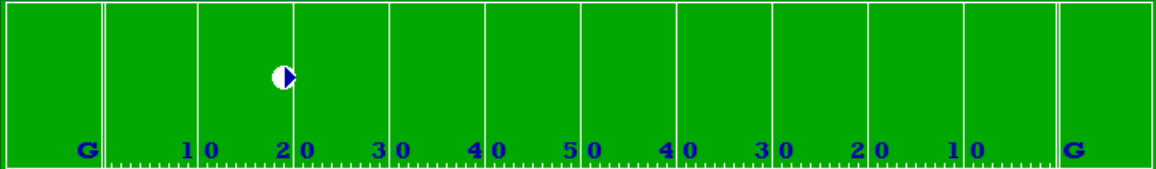Markers placed over card positions 1 and 3

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

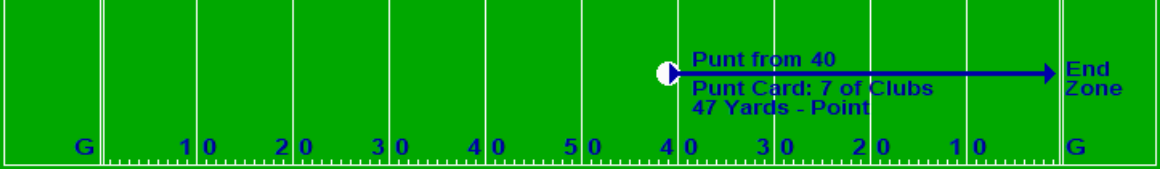Before the start of any PLAY (except a PUNT), the team in possession may place one or more DOUBLETON MARKERS on the card table. If a PIP CARD is drawn in the position of a MARKER, its value is doubled. The yardage given when an Ace is the first draw of a PLAY is not affected by a MARKER. A team inside 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

INSTRUCTIONS

G 10 20 30 40 50 40 30 20 10 G

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.

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.