

No Good Gofers: Battle For The Green **Rules as of 4/8/2022**

COMPLETING HOLES

Each hole has a 'par value' and 'distance to the hole' and thus requires a certain number of shots to get to the putting green.

Each drive shot counts as a single stroke and moves the ball 100 yards closer to the green. If a combination of drive shots is made the ball will go farther thus allowing the player to be "under par" for that hole. A combo shot will move the ball 100 yards without taking a stroke. Putting out counts as a single stroke and ends the hole.

After 7 strokes, regardless of distance, the ball will be placed on the putting green. The player can still accumulate more strokes after that (see below).

BAD SHOTS

- If the ball is on the putting green (putt out lit) and the player hits a drive instead of putting out then add one to stroke count, but the ball stays on the green.
- Hitting the putting green before putt out is lit is considered a water hazard shot and adds one stroke but does not advance the ball.
- Ball landing in the sand trap adds one stroke but does not advance the ball.

WHEEL AWARDS

Putting out grants one of the following wheel awards:

- Light special
- Warp (advance 1 hole with identical stroke count)
- Light extra ball
- Start Super Jets for xx seconds
- Start Big Spinners for xx seconds
- Add 1 to Kickback stack

KICKBACK

Shoot all of the kick lights and then the upper kick target to add 1 stack of kickback.

SUPER JETS Super Jets is started by hitting a certain amount of jets or by the wheel award on putt out. During Super Jets all jets hits award big points

BIG SPINNERS Big Spinners is achieved by hitting a certain amount of spinners or as a putt out award. During Big Spinners all spinners hits award big points

RIP OFF MODE Started at the captive ball. 4-ball multi-ball mode. Shoot the captive ball for big points.

RANDOM MODES Hit the gophers or the golf cart a set amount of times to spell their names on the upper right hand portion of the display. Then start one of the below seven random modes at the putt out.

GOPHER HUNT MODE single-ball-timed mode in which the player hunts gophers. One is up at a time.

DANCE PARTY MODE single-ball-timed mode in which both gophers are up constantly.

SPEED GOLF MODE single-ball-timed mode in which all strokes travel 300 yards instead of the standard 100 yards.

SHORT CIRCUIT MODE single-ball-timed mode where the flippers become reversed. Shoot the putt out to swap flipper operation from normal to reverse and vice versa. When flippers are reversed, the point scoring is 10x higher.

CART SMASH MODE 4-ball multi-ball mode. The slam ramp drop is lit constantly so any inlane switch will drop the slam ramp and allow the player to shoot at the cart for big points. TNT is also lit.

NAP TIME MODE 3-ball multi-ball mode. Both gopher holes are open. Shoot the ball in the hole to raise the respective gopher and try to hit them.

THUNDERSTORM MODE 5-ball multi-ball mode. When a lightning bolt strikes, an area of the playfield is lit for a number of seconds. Hit the lit area for big points.

WIZARD MODES

THE 19TH HOLE WIZARD MODE Lit after 18 holes are completed. Start at the putt out.

SORCERER WIZARD MODE 6-ball multi-ball mode that is lit if the above eight modes are completed (not including Super Jets and Big Spinners). Multiple areas of the playfield are lit for big points.