

GOFORIT! RULES

2 - 6 PLAYERS, AGES 8 +

OBJECT OF THE GAME:

Be the last player with any empty holes left in your grouping of gophers.

GAME SETUP:

Everyone takes ALL of ONE (1) type of gopher (ex: ALL of the rockstar gophers, ALL of the baby gophers, ALL of the pirate gophers) and three (3) holes. Arrange them face down any way you like. Stacks and special designs are allowed. Everyone should have six (6) of the SAME TYPE of gopher and three (3) holes for a total of nine (9) cards.

HOW TO PLAY:

1. Choose one player to start. They challenge ANY other player by deciding how many gophers they think they can turn over in that person's grouping WITHOUT turning over a hole.
2. The challenged player can either raise the challenge and FIND MORE gophers in another person's grouping or ACCEPT the challenge and say, "GO-FOR-IT!"
3. For every challenge, the next player must raise the number of gophers they will find by at least one (1), maxing out at six (6).
4. Once a challenged player accepts the challenge, the CHALLENGER will flip over the number of cards they wagered in that person's grouping.
5. If the challenger can successfully find the number of gophers they said WITHOUT flipping over a hole, the CHALLENGED player loses one (1)

of their holes and must rearrange their remaining cards FACE down to continue play.

6. BUT if the challenger reveals a hole in the challenged person's grouping, the CHALLENGER loses one (1) of their holes. The player that has lost must rearrange their remaining cards FACE down to continue play.
7. The loser of the round places the hole FACE UP next to their grouping of FACE down cards. This indicates the number of challenges they have lost.
8. That round is over then, and the person to the left of whoever started the challenge starts the next round and resets the number of gophers they will try to find in someone else's grouping.
9. Once you lose THREE (3) challenges, you are eliminated from gameplay. This is denoted by you forming a STACK of your nine (9) cards with a HOLE on the TOP FACE UP and hiding the eight (8) other cards underneath it in front of where you are seated.

Play repeats in this manner until there is a definitive winner.

WINNING THE GAME:

When there is ONLY ONE PLAYER REMAINING with ANY number of holes left in their grouping, that person is declared the WINNER!

HINTS AND TRICKS:

1. The more challenges someone loses, the easier it is for others to eliminate them from the game; as probability is in their favor.
2. Keep your holes visible for everyone to see and strategically place your cards in order to throw off other players.
3. Use the box as a "Turn Indicator" that way you don't lose track of who is up next in rotation.
4. The game is best played with 3 or more players.
5. Knowing or not knowing where your hidden holes are may be to your advantage as you can psychologically mess with other players' minds.

DO YOU HAVE MORE THAN 6 PLAYERS?

ADD MORE DECKS FOR UP TO AN ADDITIONAL 6 PLAYERS PER DECK

ROCKSTAR EDITION

Want to make the stakes even higher? Or want the game to end quicker?
Try this variation of the game! The “Rockstar” is on a yellow background.

GAME SETUP:

Everyone takes one (1) of each type of gopher (Rockstar, Baby, Senior, Pirate, Army Dude, Blond Babe) and three (3) holes for a total of nine (9) cards. Arrange all of the cards FACE down any way you like.

HOW TO PLAY:

The game is played much like the regular version EXCEPT the Rockstar gopher is now a special gopher. If a challenger CALLS OUT: “I think I can find your Rockstar!” they will only have ONE (1) chance to find it in another person’s grouping of cards. Once challenged, the CHALLENGED player MUST ACCEPT the challenge, as they CANNOT RAISE THE BET ANY HIGHER. If the challenger DOES find it in one (1) flip, the current round is over AND*

*CHOOSE an ending option that ALL PLAYERS AGREE IS FAIR:

- 1) The challenged person is AUTOMATICALLY eliminated from gameplay. BUT, if the challenger turns over ANY OTHER CARD that is NOT the Rockstar gopher, the CHALLENGER is automatically eliminated instead.
- 2) The challenged person automatically LOSES one (1) of their holes. BUT, if the challenger turns over any other card that is NOT the Rockstar gopher, the CHALLENGER automatically LOSES one (1) of their holes instead.
- 3) ADD one (1) hole to whoever WINS each of the Rockstar challenges! The winner GAINS one (1) additional hole FROM THE LOSER of each Rockstar challenge.

If the losing player, whether the CHALLENGER or CHALLENGED, had ONLY one (1) hole remaining before the Rockstar challenge, they are now eliminated from game play.

The rest of the game is played and WINNING THE GAME is the same.

Too harsh? Stick with the Original Rules.