

Roll in One Rules

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Welcome!

You've practiced your swing and are eager to hit the fairway, but do you have what it takes to get a Roll in One?

Roll In One is a quick and casual game, in which you build and play a golf course!

Your goal is to be the first to each green, and end the course with the lowest score.

Components

Course boards

5 golf balls (tokens)

6 clubs (dice)

3 Green (tokens)

30 Caddie Cards

15 Penalty tokens

1st Player Marker

Setting up

1. Set the six dice in the center of the table.
2. Shuffle the **caddie cards** and set them in a pile facedown. [See page 5 for more information about caddie cards.](#)
3. Shuffle and deal each player a **golfer card**. [More on page 5.](#)
4. Roll the Putter (4-sided die) to see who goes first. The player who rolls the lowest score receives the **first player token**.

Summary of Play

The game involves designing and playing a series of holes.

One player designs a hole and then all the golfers play it. After completing a hole, take score, then discard penalty tokens. Pass the first player token clockwise and repeat.

The game ends once each player has designed a hole and each hole has been played. Tally up the scores from each hole – lowest player score wins!

With two players, have each player design two holes before completion.

Starting a Hole

1. The player holding the first player token designs a hole. [Learn how to design a hole on page 2.](#)
2. Deal caddie cards to each player. On the first hole, each player receives three cards. On subsequent holes, deal one new caddie card to each player.
3. Each player begins their first turn from the tee.

Playing a Hole

1. Players take turns, beginning with the first player. During your turn, choose a die and roll it to see where the ball goes. [Learn more about turns on page 3.](#)

Continue play clockwise. A round is all players taking a turn.

2. The hole is over once any player stops on the green token! Any player who has not yet gone this round gets their turn.

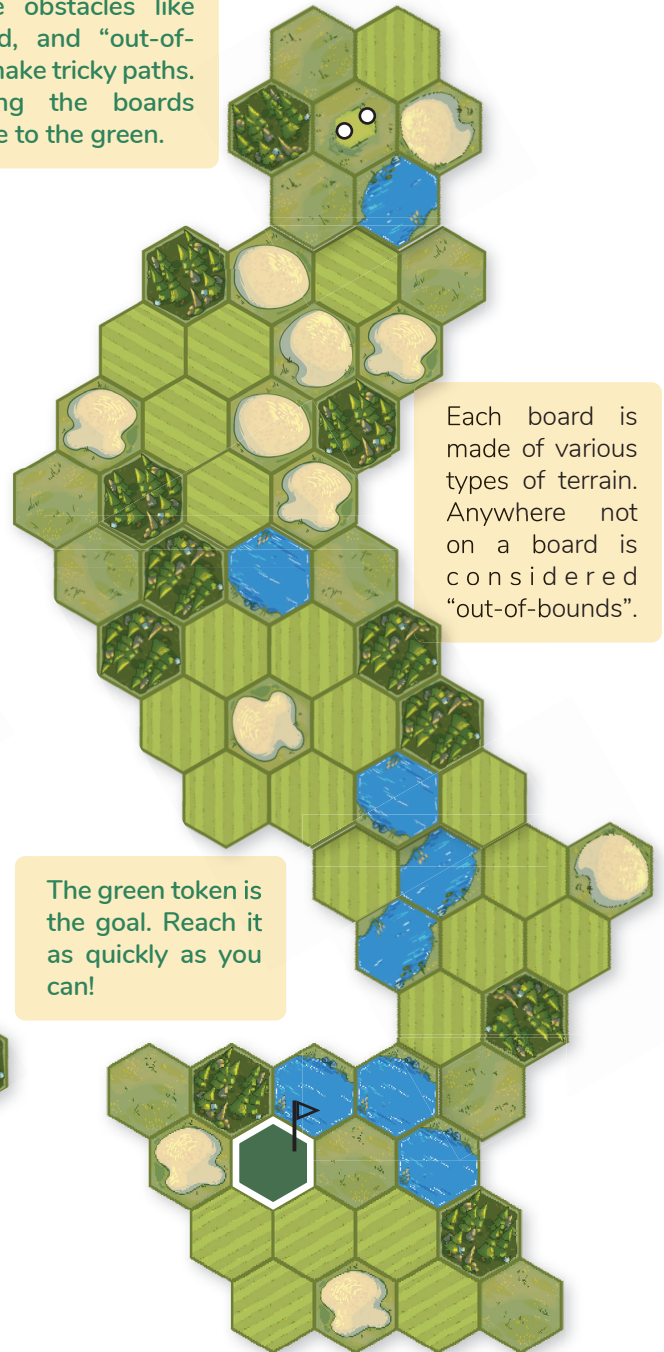
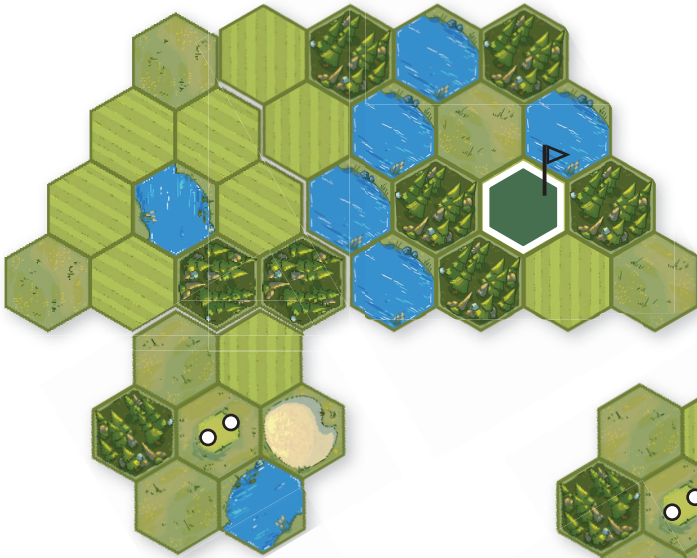
After stopping on the green, remove your ball from play.

3. Add each player's score to the scorecard. Your score is the number of penalty tokens you hold plus the number of players that are closer to the green than you, including players who have reached the green.

Hole Design

Start by placing the tee board, connect 2-4 additional boards on the table, then place the green token anywhere on a space.

Play around! Use obstacles like trees, water, sand, and “out-of-bounds” areas to make tricky paths. Consider arranging the boards without a clean line to the green.

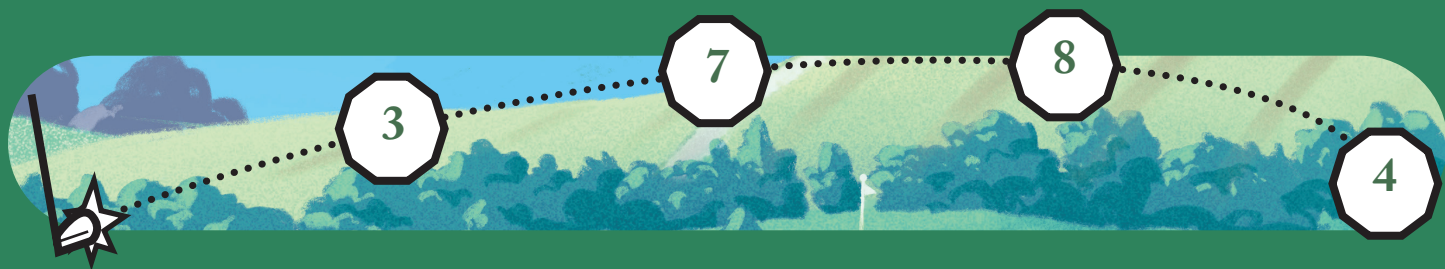


Each board is made of various types of terrain. Anywhere not on a board is considered “out-of-bounds”.

The green token is the goal. Reach it as quickly as you can!

In golfing terms, picture each course board, including the tee board, roughly adds 1 to par.

On Your Turn



1. Swing

Every die represents a different club.

At the start of each turn, choose a club, point your ball in a direction, and start rolling!

2. Flight

Roll the die to keep your ball in the air. Each time you roll a number higher than your previous number, move one space along the direction of your shot.

You MUST keep rolling and moving until a roll fails.

You cannot change dice mid-turn.

You cannot choose to change direction.

3. Landing

The ball lands and stops moving for the following reasons:

- Roll a number that fails to beat your last rolled number.
- Roll a triangle while in trees.
- Roll dot(s). Move as many spaces as dots, then land and end your turn.

Different types of terrain have different effects on the ball.

Sand



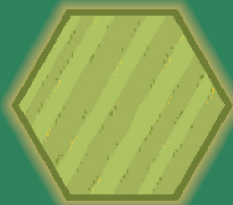
If starting a turn here, the first roll will not move the ball. Sand does not affect dotted rolls.

Trees



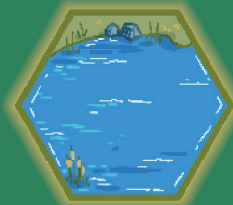
While here, triangle rolls fail and the ball does not move. This is the only terrain that can affect flying balls.

Fairway



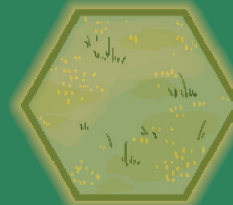
If the ball lands here, move one more space forward and end turn. Fairways don't affect dotted rolls.

Water



If the ball lands here, take a penalty token.

Rough



No special rules.

When ending a turn on an occupied space: Hit the other ball forward one space. If at the edge of the board, the colliding ball instead stacks on top.

Flew out-of-bounds? Stop at the edge, take a penalty token, and end the turn.

Clubs

Likely distance

Putter

(1-2)



1
2
3
4

Wedge

(1-3)



1
2
3



9-Iron

(2-4)



1
2
3



6-Iron

(2-5)



1
2
3
4
5
6



4-Iron

(3-6)



1
2
3
4
5
6
7



Wood

(3-7)





1
2
3
4
5
6
7
8
9
10



Dice represent golf clubs. The more sides, the farther you are likely to travel.

Each club serves a different purpose. Some clubs can curve, others are bad for the trees, others great for when you're close to the green. Try them out to learn their behaviors!

 are like high-angled shots. Good for escaping sand and not rolling.

 are like low-angled shots, which is why they get stuck in the trees.

1
2
3 You move one space forward if your roll is higher than your previous rolled number. Only one space no matter the number.

 Move one space forward. (Fails while in trees.)

 Move as many spaces forward as dots, then end your turn.

 Move one space forward-left or forward-right, your choice, no matter the icon. This is now your movement direction.

 Move one space forward, then one space in a new direction, then end your turn.

Caddie Cards



Caddie cards are single-use special abilities.

Players may use a caddie card at any point during their turn, before or after a roll.

Players may choose to keep their cards secret.

Players may keep any unplayed cards between holes.

After using a card, place it face up on the discard pile.

Want to play mean? If so, players may agree to use caddie cards during another player's turn.

Golfer Cards



Golfer cards provide a permanent special ability, and are played face up for all other players to see.

Ball Collisions

A golf ball may occupy the same space as another ball during flight, but if landing in the same space as another ball, the landing ball must hit the other ball forward if possible.

Players cannot hit an opponent out of bounds. Balls stack instead.

Movement Details

The number to beat only resets at the beginning of each player's turn. If a player rolls a 1, a 4, then a triangle, the 4 remains the number to beat.

You may choose your shot direction at the start of each turn. Each time you move "forward", you move in that same direction, unless a curve comes into play.

If your first roll is a curve, you may move in any direction, which becomes the direction of your shot.

A curve changes the direction of your shot for the turn, not just for a single roll.

An in-progress shot cannot change direction more than 60 degrees per roll, except using the Fore caddie card.

A dotted curve ignores sand and fairway effects.

Tie Game

In the case of a tie, compare winning scores without the first hole. If there is still no winner, compare scores without the first and second holes. Continue removing holes until a winner is determined. If all hole scores are tied, shake hands!

Want to modify the game?

Consider trying rule variants to make the game more wild, or strategic, or expansive. And if you just want to play a quick hole or two, you should!

Golfer Cards

Let players choose golfers instead of randomly dealing.

Or grab 1-3 golfers, set them beside the course, and apply their abilities to all players.

Bumper-golf

If you land in a space with another ball, move your ball OR the other ball to any adjacent space, and follow that space's rules.

Handicap Points

Give each player 6 points at the start of the game.

Players may spend points to add or subtract to rolled numbers. For example, spend 2 points to change a roll of 4 to a 2 or 6.

Do not replenish points during the game.

Players may spend a point to traverse out-of-bounds spaces; however they must still roll to make progress. Spend one point per out-of-bounds space. If the player fails to cross the out-of-bounds space, they must take a penalty and reset to the space before they exited.

Campaign Mode

Design one large arrangement of boards with several greens. The first player to reach all the greens wins! For each penalty token first place possesses, the other players get a turn to catch up.

Bumper Golf the Game

Create a set of five boards, and place three green tokens. Players get a penalty whenever hit by another ball or for normal reasons. If someone lands on a green, reduce their penalties by two and remove the green. Players lose when they have a penalty score of ten.

Solo Play

3-hole round

SETUP - Draw three caddie cards and a golfer card.

PLAY - Design and play three holes; a par 3, 4, and 5. Create and play these in any order.

SCORING - Track shots and try to reach the lowest possible score.

COMPETE - Share your course designs online with a photo and the hashtags #rollinone and #soloplay!

Survival

SETUP - Draw three Caddie Cards and a Golfer Card.

PLAY - Design and play three holes; a par 3, 4, and 5. Create and play these in any order.

SCORING - Track shots and try to reach the lowest possible score.

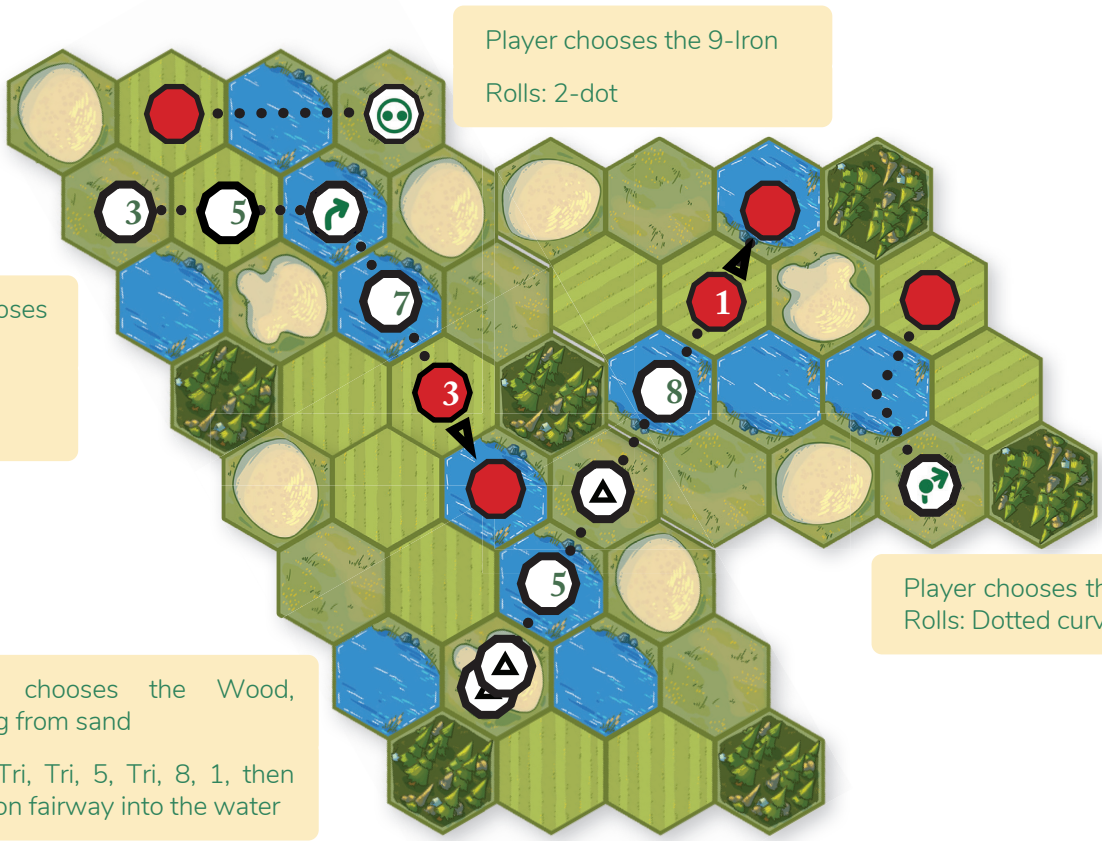
COMPETE - Share your course designs online with a photo and the hashtags #rollinone and #soloplay!

Thanks!

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Player chooses the 9-Iron
Rolls: 2-dot

Player chooses the 4-Iron
Rolls: 3, 5, Curve, 7, 3

Player chooses the Wood, starting from sand
Rolls: Tri, Tri, 5, Tri, 8, 1, then slides on fairway into the water

Player chooses the Wedge
Rolls: Dotted curve