



DiceHole™ is supposed to bring more fun to the world!

But life isn't always fun. Sometimes people need help getting through life. That's why we donate a portion of our profits to organizations and people who need it.

Go to www.diceholegame.com to learn more or to apply for financial help. Have a dice day!



Rules & Suggestions

DiceHole™ is the fun new game sweeping tailgates, backyard barbeques and parties across America.

It's a must-have like cornhole, but takes up less space than even one cornhole board, so its easy to take and set-up at any party.

DiceHole™ combines elements of sports and leisure activities we all love: soccer, football, basketball, hockey, craps, board games, shuffleboard, cornhole, beer pong, and more.

It takes seconds to learn for a lifetime of gaming fun. Roll the die. Avoid the blocker. Land in the scoring zone or in the hole. Gain points and move the blocker. Be the first to score the total needed to win, and you're a DiceHole™ champion!



www.diceholegame.com
On Facebook, X and Instagram: @diceholegame
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Disclaimer: The DiceHole unit is meant to support itself only. It is not designed to support additional loads, whether that's a 30-rack of your favorite beverage or your roommate Chad. DiceHole also comes with small parts that could present a choking hazard. Keep out of the mouths of children and Chads. The hinges and parts of the folding legs may present a pinch-point hazard. Use care at all times. Using DiceHole in a manner inconsistent with its intended usage absolves DiceHole and MBLV, Inc from any and all liability related to any injuries or claims suffered by any user of DiceHole.



Suggested Rules

First of all, if you're reading this, that means you're the person who usually gets picked to read rules because others don't want to. We empathize with you. So we'll keep it simple.



Setup

1v1 or 2v2

Both sides place your game piece, "the kwon", in the first peg nearest your side. Decide which team goes first with a dice roll. Highest roll goes first.

Rolling the Die / Scoring

Roll the die toward the opposite end. Land it in the scoring zone or the hole.
If it crosses the scoring zone line, score points equal to the die's face-up pips. If your partner throws a 5 and you throw a 2, you earned 7 points.
Move the kwon 7 spaces toward the half line.

If the die falls off the board or does not make it past the scoring zone line at the other end, no points are earned.

Extra Points!

The die is across the scoring zone line if it breaks the plane of the line.
Like football.

Avoid the kwon! If your opponent hits it, say "hit the kwon" and suggest they do a little dance! Or take a little sip of something. Or both.

Earn **extra points** for special rolls:

- In the hole? Add 10 points!
- Hanging off the back edge? Add 2 points!
- Hanging over the goal hole? Add 5 points!
- Both dice in the hole? 20 combined points. Team re-roll!
- Matching pips in the scoring zone? Team re-roll! "Run it back."

Gameplay

Teams take turns until the obstacle reaches the farthest hole on its half and returns to the starting point.

First team back to the start wins, but the other team gets one last chance to tie or win, a rebuttal, if they went second to start the game! Like beer pong.

