

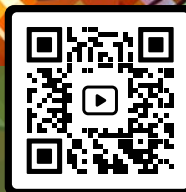
Jimmy Dorion

Golfie



Game rules

To learn how to play, scan here :



Game Scenario

On a beautiful summer morning, the Martin family decided to go golfing together. Everyone challenges each other to win the game.

The one who gets the lowest score is declared the winner!

GAME COMPONENTS



126 Field cards



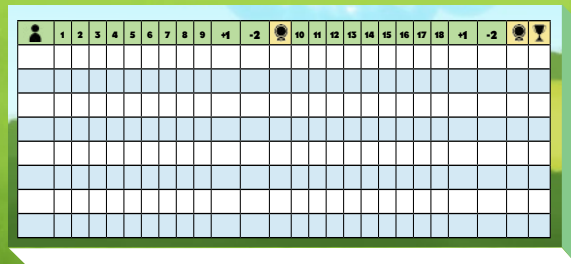
28 Action cards



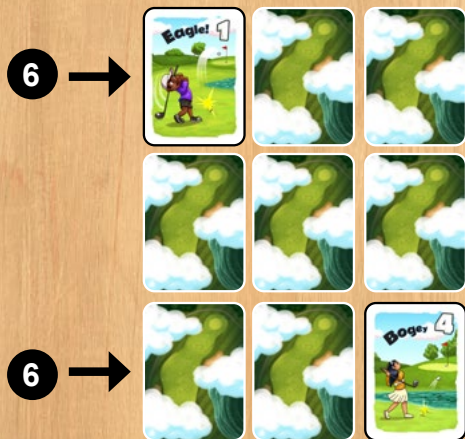
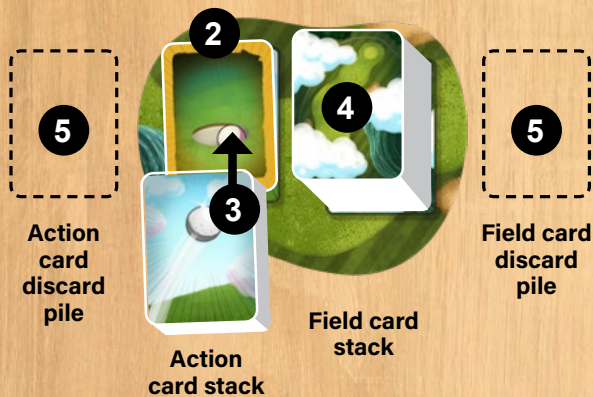
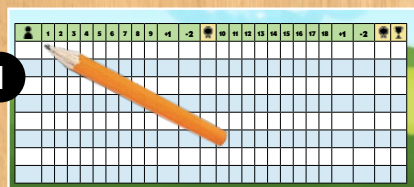
1 Final hole



1 Board Game

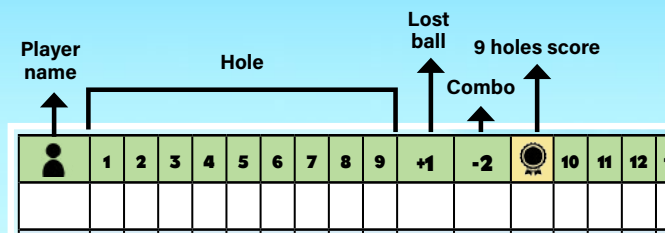


1 Scorecard



SET UP

1. Write the first name of each player on the **Scorecard**.



2. Place the **Board Game** in the center of the table and place the **Final Hole** card on it.
3. Shuffle and place the **Action** cards on the **Final Hole** card to form a stack.
4. Shuffle and place the **Field** cards on the board to form a stack.
5. Leave space next to each stack for discarded piles.
6. Each player takes 9 **Field** cards face down and places the cards in front of them in a ratio of 3 horizontal cards for every 3 vertical cards.

Each player reveals 1 **Field** card of their choice in the top row* and 1 card in the bottom row.

** Row means the cards that follow each other horizontally.*

How To Win

Get the lowest score by revealing and moving your cards to make combos that will lower your score. Try to have small value cards at the top of your deck to complete your holes.

First player

The player who explains the rules to the others starts first. They are considered the active player.

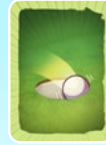
Game turn

The game is played in 4 phases:

1. The active player reveals the first card in the **Action stack** and places it in the **Action card discard pile**.
2. All players must perform the action of the revealed **Action card**.
3. Players check to see if they have a **Combo** or a **Lost Ball**.
4. The active player becomes the person to the left of the previous player.



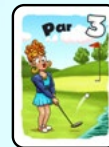
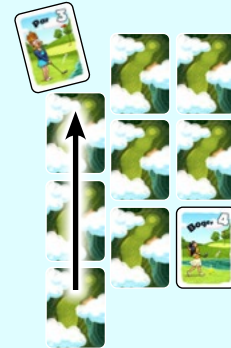
Action Card - Hole



The **Hole** card tells players that they must select a **Field card**, in the top row of their **Playing Area**, to be counted on the **Scorecard**. Players must take a face-up card or take a chance and take a face-down card. The value of the selected card is written on the **Scorecard**.

Afterwards, the players must discard the counted card and move the **Field cards** to their **Playing Area** from the bottom to the top and draw a face-down **Field card** to fill the free **Playing Area**.

Example :



	1	2	3	4	5	6
JP	3					

Action Card - Playing Area



The grid on a **Zone to Play** card represents the players' playing area. The ball indicates the card on which the players must play.

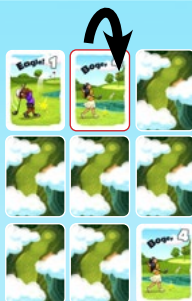
Example: All players must play the center card in the top row.

There are 2 ways to play the card: either **Unveil** it or **Move** it:

Unveil

Turn over a **Field card**, respecting the row and column indicated on the **Action card**.

*Note: If the card is already revealed, you must perform the **Move** action.*



Move

Swap the card's position indicated by the ball with an adjacent card.

- It is not possible to move diagonally.
- It is possible to move a hidden or revealed card



Double zone

Play the indicated cards in the order of your choice.



Golf Cart

Play the card of your choice.
Unveil or **Move** it.



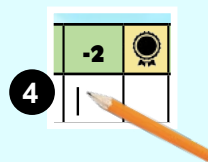
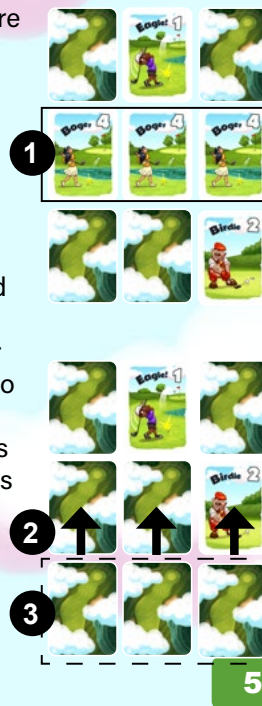
Combo

When 3 cards of the same value are aligned horizontally or vertically, a **Combo** is created!

Each **Combo** decreases your final score by 2.

Following a **Combo**, the player must:

- Remove their **Combo** cards and discard them.
- Move the **Field** cards from their **Playing Area** from the bottom to the top.
- Draw, face down, as many cards as needed to fill the empty areas of their **Playing Zone**.
- Write a | on the **Scorecard**.





Lost Ball

When a **Lost Ball** is revealed, discard it, mark | at the designated spot on the **Scorecard**, and draw a **Field card**, face up, to fill the free **Play Area**. If the drawn card is a **Lost Ball**, the player marks | and draws again.

*If the player turns over a **Lost Ball** during the **Hole** action, that player takes the card on top of the **Field stack** to complete the **Hole**.*

2	3	4	5	6	7	8	9	+1	-2	🏆
4	3	1								

Mid-course - 9 holes

When the **Final Hole** card is revealed, you are at the mid-course.

Calculate the total score of each player and write it in the 1st box 🏆 :

- Each bar in the +1 box increases the score by 1.
- Each bar in the -2 box decreases the score by 2.



👤	1	2	3	4	5	6	7	8	9	+1	-2	🏆
JP	4	3	1	2	6	5	5	4	2			28

End of the Game

Once you have completed the mid-course, place the **Final Hole** card on the **Board Game**. Shuffle the **Action cards** to make the **Action stack**. Shuffle the discarded **Field cards** with the cards in the stack and make a new **Field card stack**. You are ready to continue your round.

The game ends when the **Final Hole** card is revealed and played for a second time:

- Count each player's total score for sections 10 to 18 and write it on the 2nd box 🏆.
- Count each player's boxes total and write it in the box 🏆.
- The player with the lowest score wins the game!

👤	1	2	3	4	5	6	7	8	9	+1	-2	🏆	10	11	12	13	14	15	16	17	18	+1	-2	🏆	🏆
JP	4	3	1	2	6	5	5	4	2			28	4	6	3	4	2	4	3	2	1		1	30	58

Point of Rules

1. Empty Field card stack: If the **Field card** stack becomes empty, take the **Field card discard pile**, shuffle it and make a new one.

2. Combo L, + or T: It is not possible to make a horizontal and vertical **Combo** at the same time. If a player has more than one possible **Combo**, they must choose which one to solve first.

3. Hole and Combo: When you reveal a card for a **Hole**, you can't use that card to make a **Combo**.

Game variation - Team play

Play in teams of 2vs2 or 3vs3 or 4vs4 or 2vs2vs2.

The game is played in the same way as the basic rules except that when a **Hole action card** is revealed, the team decides which card in the team will be marked on the **Scorecard**. Take advantage of your teammate's good shot to discard your bad card.

In addition, all **Combo** and **Lost Balls** are marked in the **Scorecard**.

Game variation - Single player

The game is played in the same way as the basic rules. Try to do better than 54 points.

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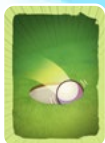
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Card summary



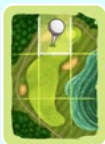
Hole

Choose a card from your top row. Mark its value on the **Scorecard**. Then discard that card. Move the cards in your deck from the bottom to the top and place a new **Field card** face down.



Lost Ball

Discard and replace with a face-up **Field card**. Then mark 1 on the **Scorecard**.



Play area

Unveil or **Move** the indicated card.



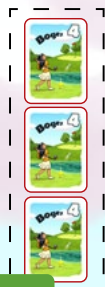
Double play area

Play the indicated cards in the order of your choice.



Golf Cart

Play the card of your choice.
Unveil or **Move** it.



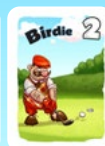
Combo

Three cards of the same value lined up horizontally or vertically equals a **Combo**. Discard the cards that make up the **Combo**, move the cards in your **Play area** from the bottom to the top. Mark 1 on the **Scorecard**.

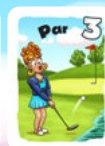
Statistics - Field cards



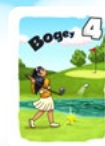
9 cards



15 cards



18 cards



21 cards



24 cards

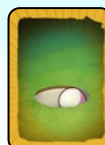


27 cards

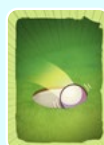


12 cards

Statistics - Action cards



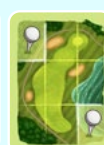
1 card



8 cards



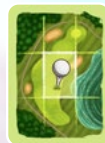
5 cards



2 cards



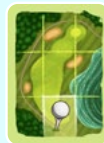
2 cards



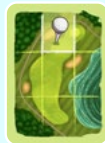
2 cards



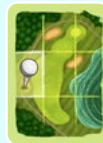
2 cards



2 cards



2 cards



2 cards