

QUICK START SETUP: FOR EACH HOLE

1. **Deal Your Hand:** Each player gets **4 cards face down** in a 2x2 grid in front of them.
2. **Mulligan Time:** Holes 1 & 10 only deal a **5th card (a "Mulligan")** to each player, also face down. Set this one slightly apart from your 2x2 grid.



BEFORE YOU PLAY: PEEK 🤔 & REMEMBER!

Once cards are dealt:

1. **Secret Peek:** Look at **any 2 of your 4 face-down cards** in your 2x2 grid. Remember what they are, then place them back face down.
2. **Mulligan Mystery:** **Never look** at your Mulligan card (if you have one) until you use it! It's a surprise!

YOUR TURN: DRAW, 🤔 DECIDE, DISCARD

Step 1: Draw a Card - Choose one:

- Take the **top card from the draw deck** (it's a mystery!).
- Take the **top card from the discard pile** (you know what it is!).

Step 2: Decide What to Do - Choose one:

- **Keep It & Replace:** Replace one of your current **face-down cards** in your 2x2 grid with the card you just drew. Place the new card **face up**, and discard the old card.
- **Discard & Reveal:** Don't want the drawn card? Place it directly onto the discard pile. Then, choose one of your own **face-down cards** in your 2x2 grid and flip it **face up**.

IMPORTANT: RULES TO REMEMBER

- Once a card is **face up**, it stays face up. You can't flip it back down.
- **Face-down cards** are a mystery until you replace them or are forced to reveal them.
- Your main goal is to replace your high-value cards with lower ones!

SPECIAL CARDS EXPLAINED: YOU SECRET 💣 WEAPONS!

Golf Cards

- **What they do:** Give you the lowest possible score for that spot.
- **Strategy:** Always try to keep these!

Wild Cards

- **What they do:** Perfect for creating matching sets or getting a super low score.
- **Strategy:** Use them wisely to complete pairs or reduce your score.



FORE! Cards

- **Special Power:** When you place a FORE! Card face up, yell "FORE!" You then **must** swap it with **ANY face-up card** from **ANY other player**.
- **Important:** You **must** use this power on the turn you play the FORE! Card, or before your last turn of the hole.
- **Strategy:** Steal low-value cards from opponents and stick them with your high-value FORE! Card!

Mulligan Cards

- **How to use:** After everyone has finished their normal turns AND all of your 4 main cards are face up, you can choose to replace **any one of your face-up cards** with your Mulligan.
- **Important:** You don't know what your Mulligan card is until you flip it over – it's a gamble for a potentially better score!

SCORING MADE SIMPLE: COUNT YOUR POINTS!

When a hole ends, players calculate their score for that round. **Card Values:**

Card Type	Points	Example
Golf Card	0 points	Best possible!
Cards 1-9	Face value	Card shows 5 = 5 points
Cards 10-16	10 points	All worth 10 points

Matching Bonuses:

If you have two or more of the **same number** (e.g., two 7s, three 5s) in your final 2x2 grid, their combined value is reduced!

Match Type	Points	Example
2 of a kind	0 points	Two 7s = 0 points total for those two cards
3 of a kind	-10 points	Three 5s = -10 points total for those three cards
4 of a kind	-20 points	Four 2s = -20 points total for those four cards



Scoring Example:

- Let's say your final 4 cards are: **3, 3, Golf Card, 12**
- Two 3s = **0 points** (because of the pair bonus!)
 - Golf Card = **0 points**
 - 12 = **10 points** (cards 10-16 are 10 points each)
 - **Total** for this hole: 10 points!

