

13



GOLF

**THE
CARD GAME**



GOLF THE CARD GAME

Thank you for purchasing and playing **Golf the Card Game!**

You will find in this PDF printable scorecards for 9 or 18 holes of play. Instructions are presented in 3 different flavors.

I have heard the feedback about the original instructions included in the game box being difficult to understand. I hope the visual or two-minute instructions will help simplify learning to play.

If you have any questions, don't hesitate to text me at 716-202-8883
or email at HaveFun@PlayGTCG.com

Have fun!

Richard

Visual Quick Start Guide	4
Start in Two Minutes	6
Original Instructions	9
Scorecard - 18 holes in B&W	11
Scorecard - 9 holes in B&W	13
Scorecard - 18 holes Full Page	15



VISUAL QUICK START GUIDE

1

THE GOAL IS SIMPLE

Get the lowest score possible. Just like real golf, the lowest score wins the game!

PlayGTCCG.com/scorecards
PlayGTCCG.com/play

THE SETUP

1 Deal 4 cards face down to each player.



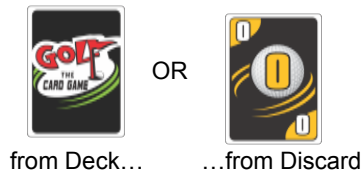
2 Place the Deck and start a Discard Pile.



3 Secretly look at any **two** of your cards.

YOUR TURN

1 Draw



2 Then, swap the drawn card with one of your four cards (or discard it immediately).

EASY AS 1 - 2 - 3!

2

SPECIAL CARDS



0 Points.
The Best Card!



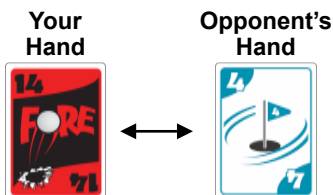
Flexible.
Becomes any number.



Game Changer.
Steal a Card!

FORE IN ACTION

When you play a FORE! card, you **MUST** swap it for another player's face-up card.



A great way to get a low card and give them a high one!

3

SCORING BONUSES

Matching pairs of the same number are worth 0 points!



= 0 points

3 or 4 of a kind give you negative scores (which is even better!).

ENDING A HOLE

Once a player turns all four of their cards face-up, the round is almost over.



Every other player gets **one final turn**.

Then, everyone calculates their score for the hole.

YOU'RE READY TO PLAY

That's all you need to know.

The best way to learn is to play.

Have fun, and may the lowest score win!



START IN TWO MINUTES

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.
3. **Deck & Discard:** Place the rest of the cards as a draw deck in the center. Flip the top card from the deck face up to start the discard pile.



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: YOUR 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!





ORIGINAL INSTRUCTIONS

Thank you for purchasing **Golf The Card Game!**

Learn to play: PlayGTCG.com/play
Scorecards: PlayGTCG.com/scorecard

OBJECT OF THE GAME

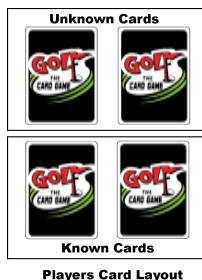
Finish a 9- or 18-hole game with the lowest score.

SETUP

Four cards are dealt to each player **FACE DOWN**, except on holes 1 and 10, when a fifth card is dealt **FACE DOWN**, known as the Mulligan card (see the Mulligan card). The deck is placed in the middle, with one card flipped over as the discard pile. The deck is shuffled and dealt again for each hole of play.

PLAY

Each player arranges (see diagram below) 4 cards **FACE DOWN** in front of them, putting aside one card on holes 1 and 10 (Mulligan card) **FACE DOWN**, with **no peeking!** Play begins with each player allowed to look at 2 of their cards (not the Mulligan card), once and **ONLY** once, and then replacing them **FACE DOWN** in front of them. Now each player has 2 known cards and 2 cards that we like to call unknowns!



The player to the left of the dealer begins play by selecting a card from the draw pile or discard pile. The player may keep the card or replace it with a card in front of them, **FACE UP**. After the player's 1st turn, they will have one card **FACE UP**. On their 2nd turn, they will have two, etc. Once **FACE UP**, a card cannot be replaced unless a **FORE CARD** comes into play (see the Fore card). So, remember your two cards, (easy to forget when players get talking—you may distract Mom, Dad, friends, and relatives), and go for pairs or 3 or 4 of a kind, and hope that when you get rid of an unknown card, it has a high point value.

MULLIGAN CARD

On the 1st and 10th holes, each player is dealt a 5th card **FACE DOWN**, known as a Mulligan card. A Mulligan card can be used for any hand before the 10th hole and before the 18th. It cannot be used until all players' turns are complete and all 4 cards are **FACE UP**. If player A decides to use their Mulligan card, the player **MUST** replace it with one of their cards. A player is not obligated to use it. If not used after hole 9, it is put back in the deck, and players receive a new Mulligan card on hole 10.

Mulligans are played in deal order. There may be one or more Mulligan cards played and a **FORE CARD** or two hiding!

WILD CARDS

A wild card can be used as any number in your hand.

THE FORE CARD

The twist! When a player receives or flips over a **FORE CARD**, they can, at the end of their turn, **YELL, "FORE!"** and swap their **FORE CARD** with any player's **FACE UP** cards. The **FORE CARD** doesn't have to be used when exposed, but it must be used on or before the player's last turn. Once a **FORE CARD** is received by another player, it cannot be used as a **FORE CARD** again, only as its face value. Only one **FORE CARD** can be played per player per turn. The **FORE CARD** is used **AFTER** the player makes their discard.

If any player's Mulligan card is a **FORE CARD**, it can be used as a **FORE CARD!**

SCORING

Golf card	0 Points
Cards 1-9	Face Value
Cards 10-16	10 Points
2 of a kind	0 Points
3 of a kind	-10 Points
4 of a kind	-20 Points

CONTENTS: 72 CARDS

- 4 Zero Golf cards
- 4 Wild cards
- 16 Red cards
- 16 Blue cards
- 16 Green cards
- 16 Yellow cards



EIGHTEEN HOLE B&W SCORECARD



Hole	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
1	Deal 5 cards to each player - The Mulligan Card					
2						
Subtotal						
3						
Subtotal						
4						
Subtotal						
5						
Subtotal						
6						
Subtotal						
7						
Subtotal						
8						
Subtotal						
9						
Front 9						

Scoring

Golf card 0 Points
 Cards 1-9 Face Value
 Cards 10-16 10 Points










2 of a kind 0 Points
 3 of a kind -10 Points
 4 of a kind -20 Points










Hole	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
10	Deal 5 cards to each player - The Mulligan Card					
Subtotal						
11						
Subtotal						
12						
Subtotal						
13						
Subtotal						
14						
Subtotal						
15						
Subtotal						
16						
Subtotal						
17						
Subtotal						
18						
Back 9						
Front 9						
Grand Total						





NINE HOLE B&W SCORECARD

Hole	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
1 						
2 						
Subtotal						
3 						
Subtotal						
4 						
Subtotal						
5 						
Subtotal						
6 						
Subtotal						
7 						
Subtotal						
8 						
Subtotal						
9 						
Grand Total						

Hole	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
1 						
2 						
Subtotal						
3 						
Subtotal						
4 						
Subtotal						
5 						
Subtotal						
6 						
Subtotal						
7 						
Subtotal						
8 						
Subtotal						
9 						
Grand Total						



EIGHTEEN HOLE COLOR SCORECARD

Golf the Card Game Scorecard

Player Name _____

Hole																				
1																				
2																				
3																				
4																				
5																				
6																				
7																				
8																				
9																				
10																				
11																				
12																				
13																				
14																				
15																				
16																				
17																				
18																				

Deal
5 Cards!

Deal
5 Cards!

Total _____