

HOW TO PLAY



GET 4 CARDS AND A CHARACTER CARD

Each player gets 4 playing cards (face down) and one character card (face up) to start. You may peek at the bottom 2 playing cards throughout but no peeking at the top 2!

Each hand is considered a hole. 9 holes is a game.



YOUR TURN

Draw a card from the deck. You can choose to keep the card, exchange it for one of your cards, or place it in the discard pile. Either way, you turn over a card.

Now it's the next player's turn.



WATCH OUT

Wild cards can change everything. Get a gold border card and match it with your character card and turn that number into a negative (that's a good thing in golf)!

Just watch out for the Colonel Bogey who can really throw a wrench in your score!



END OF THE HOLE

When all players have turned up all 4 cards, tally up everyone's score on the scorecard. Now the next hole begins.

After 9 holes, the winner with the lowest score wins! (Golf is funny that way).

Don't forget the optional multiplier hole (9th hole) which gives everyone a chance to take the glory!



OPTIONAL CLUBHOUSE RULES FOR GOLF NUT TWILIGHT

Before the next hole begins, the highest scorer on each hole rolls the penalty dice and must act on the result.

- **SHOT** (Penalty Shot) – Must take a shot of your choice.
- **PASS** (Breakfast Ball) – Free pass, unless you want to take a drink. In that case, have one for us.
- **SINK** (Sink it) – Finish your drink!

If every hole is a bit much, the highest scorer rolls the dice on every third hole.