

## Roll in One

Rules Version 1.01

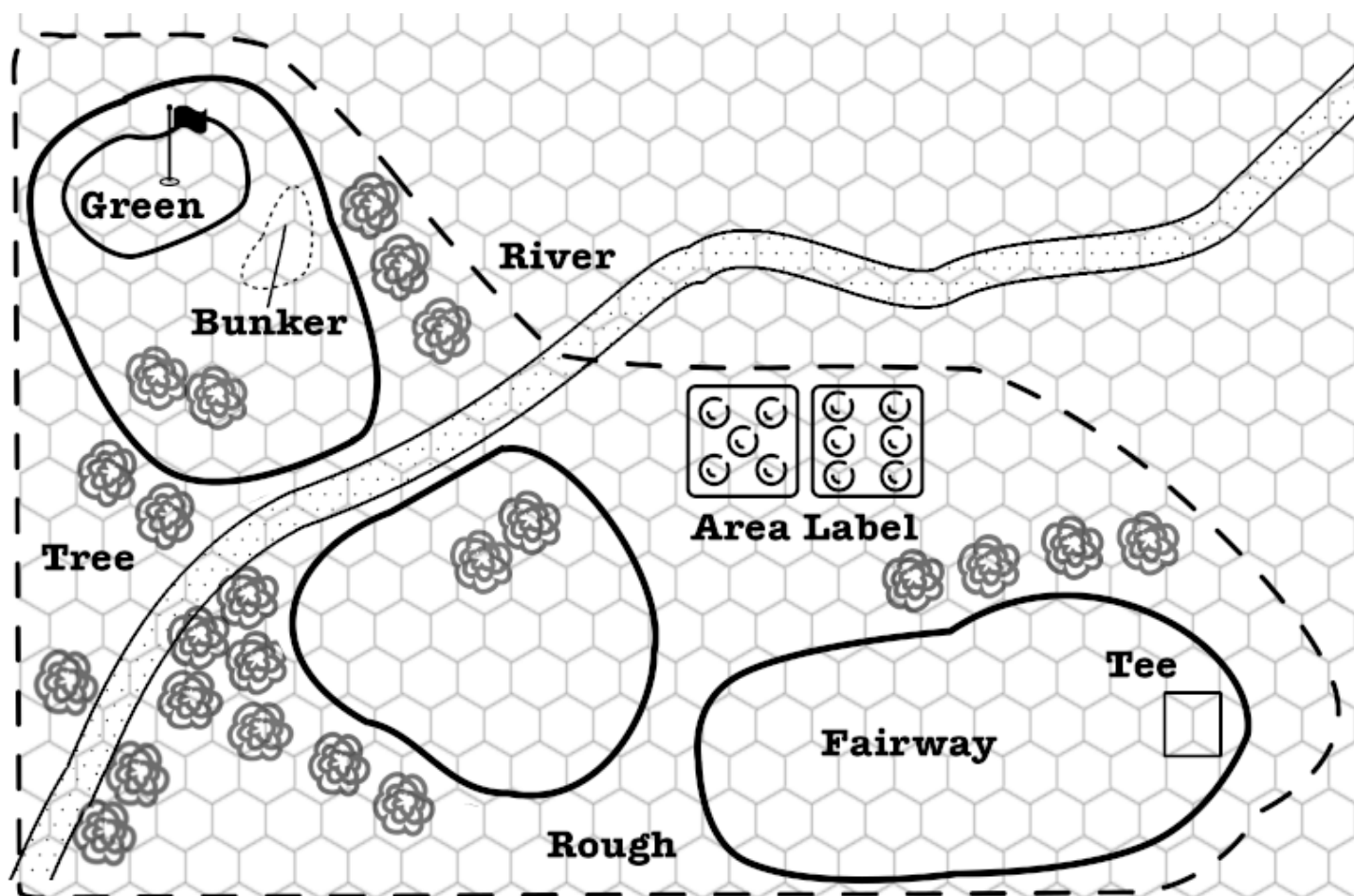
A Golf Roll-and-Write

A game for one to many players

Welcome to Eagle's Creek.

You will need a physical printout of the course and a pen/pencil for each player as well as four dice. Multiple players can play on the same board but this will significantly slow down game play.

The game board has nine golf holes, each labelled with either one die or two dice. Below is an image of Hole Nine.



Note that the stippled line around the holes only help to clarify which hole is associated with which label. These lines have no other impact on gameplay.

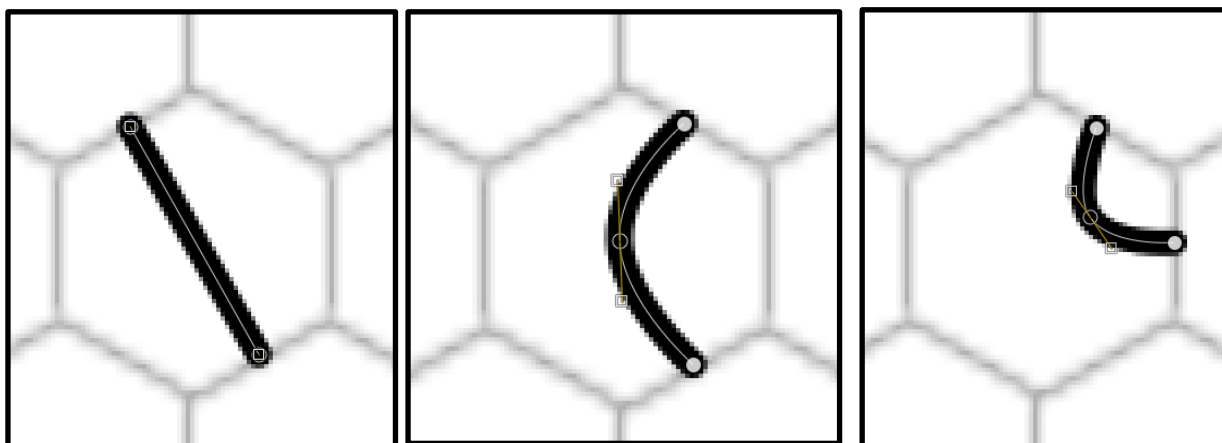
As the game progresses, players will draw their golf shots on the board attempting to complete each hole in as few shots as possible following the rules below. The different orientations of the holes provide an additional challenge and simulate the way a wind might influence the distance and accuracy of shots.

## Segments

A segment is a line from one hex side to another hex side. There are normal segments (straight and bent) and a curl segment. In the game, a shot is a combination of these segments.

(Normal Segments)

(Curl Segment)



## Game Play

The player who most recently played a live game of golf starts as the first active player. If everyone is a couch potato then the player who has the cleanest couch goes first. Each round, the active player rolls three dice. The dice values are used by all players each round but each player determines independently how he or she will use them. After a round is completed, the player to the left of the active player becomes the new active player.

Each round, each player allocates the dice from the roll to three different play mechanics. Though the players are all using the same pool of dice, they can allocate the dice in any way they choose.

One die determines which hole the player will be playing on in this round

The second die determines the accuracy of the shot.

The third die determines the strength of the shot

Please note that this means that holes will not be completed in order as they would be in a normal game of golf.

## Hole Allocation

A player selects a hole to play by choosing an incomplete hole with a label that matches the die.

A player initially can only select a hole labelled with a single die (Holes 1 to 6). The holes labeled with two dice can only be selected if one of the holes matching its label has been completed. For example, to select hole seven (Die Values 1 and 2) a player needs to have completed either Hole 1 or Hole 2.

A player may not select a die that selects a hole that has already been completed. If there is no eligible hole for a player to select (all the possible holes available for selection are all completed) then the player may select any hole

### Shot Accuracy & Shot Strength

The strength and accuracy of a shot is influenced by club choice and by lie (where the ball is) so these two are determined together.

The second die is used to determine the amount of deviation in the shot and is determined on the deviation table - the deviation is determined by the roll and from where the shot starts (ie From the Tee, Fairway, Rough or Bunker) If the previous shot has finished on a line the divides two of these types, always assume that the ball is in the more difficult terrain.

The number indicates the number of curl segments (see below) that must replace the normal segments in the shot.

Please note that if a shot with a Wood, Iron or Wedge ends on the flag (ie ends the hole), it can only finish the hole immediately if the Accuracy die has a value of 6. Otherwise the hole is automatically finished in one extra shot.

### Shot Strength (and height)

A player selects a club from the table and then uses the die allocated to strength to determine the shot length (the number of segments that are drawn onto the board) by checking the distance table on the top left of the board. Please note that different courses might have slightly different tables.

<b>DISTANCE</b>	<b>ROLL</b>	1	2	3	4	5	6
	<b>WOOD</b>	6	6	7	7	7	8
	<b>IRON</b>	3	3	4	4	4	5
	<b>WEDGE</b>	1	1	2	2	2	3
	<b>PUTTER</b>	1	1	2	2	2	3

<b>ELEVATION</b>	<b>ROLL</b>	1	2-5	6
	<b>WOOD</b>	34	345	345
	<b>IRON</b>	2	23	234
	<b>WEDGE</b>	1	2	12
	<b>PUTTER</b>	NA	NA	NA

<b>DEVIATION</b>	<b>ROLL</b>	1	2	3	4	5	6
	<b>TEE</b>	2	1	NA	NA	NA	NA
	<b>FAIRWAY</b>	2	1	1	NA	NA	NA
	<b>ROUGH</b>	2	2	1	1	NA	NA
	<b>BUNKER</b>	2	1	1	1	1	NA

Before the line is drawn, the player must determine the shot accuracy (see above).

If a player uses a wood from the fairway, then minus one from the final calculated distance.

## The shape of a shot

The following restrictions apply to the lines that are drawn:

- A line that is longer than one segment must have at least one bend but not more than two bends. A putt may also (at the player's discretion) have a curl.
- If a line has two bends, both bends must curve toward the same point. (No snakes)
- A player may NOT choose to draw fewer segments than the number of segments that were determined by the distance table unless a putter is used and then only one less.
- A line that ends in water has lost the ball. One shot is added to the hole score and a dot for the next shot is drawn on a hexagon side as close to the water on the original path as possible.
- Should a line end off the page, a shot is added to the hole score and the line is erased. (ie the next shot is taken from the same space as this one) Draw a little cross next to the line to indicate each extra shot that you take.
- If the last segment of a line would be drawn across a bunker or rough, it stops at the beginning of the hex. (It stops rolling)
- A single shot line cannot cross itself.

For the first shot in a hole, the player starts on the line in the center of the tee. For later shots, the player starts on the dot at the end of a previous line.

Restrictions on Club Choice:

- Woods may only be used on the Tee and on the Fairway
- Putters may only be used on a Green

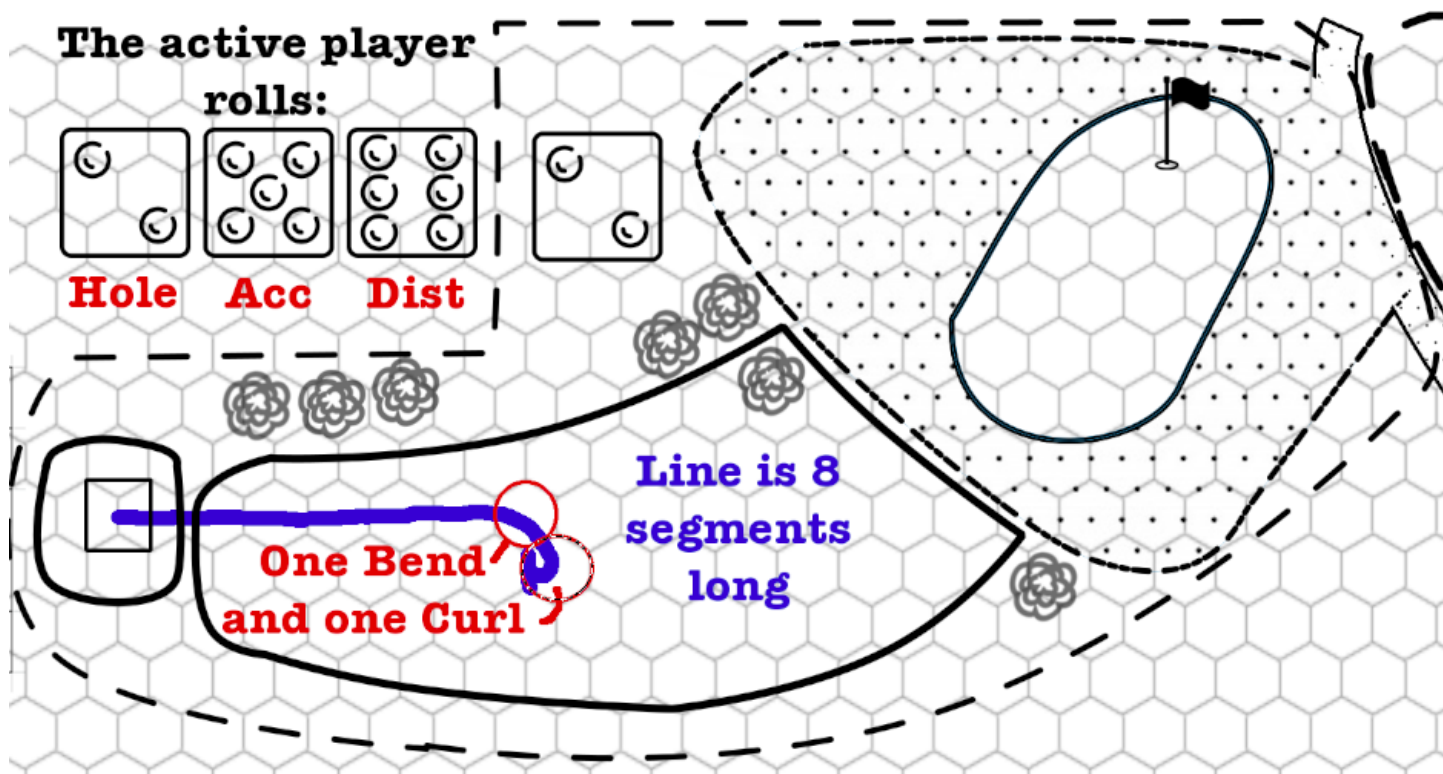
If the line passes through a hexagon with a tree in it, the shot has to have sufficient elevation to pass over the tree, otherwise the line stops on the far side of the hexagon with the tree. (The ball gets past the tree but loses all momentum.) If a player is crafting a shot that potentially crosses a hexagon with a tree, that player must announce his/her intention to do so so that if the elevation roll fails, the shape of the drawn path must go to that hexagon and stop at its far side.

The elevation table shows during which segments the ball is elevated. If the path of the ball crosses a hex with a tree then the player rolls the fourth die to determine which segments of the path are elevated. The player checks the table and cross references the club used and the value of the fourth die.

Once the player has all the information, he/she draws a line on the board indicating his shot and draws a line along the hex side at the end of this line to indicate the starting point for the next shot on this hole.

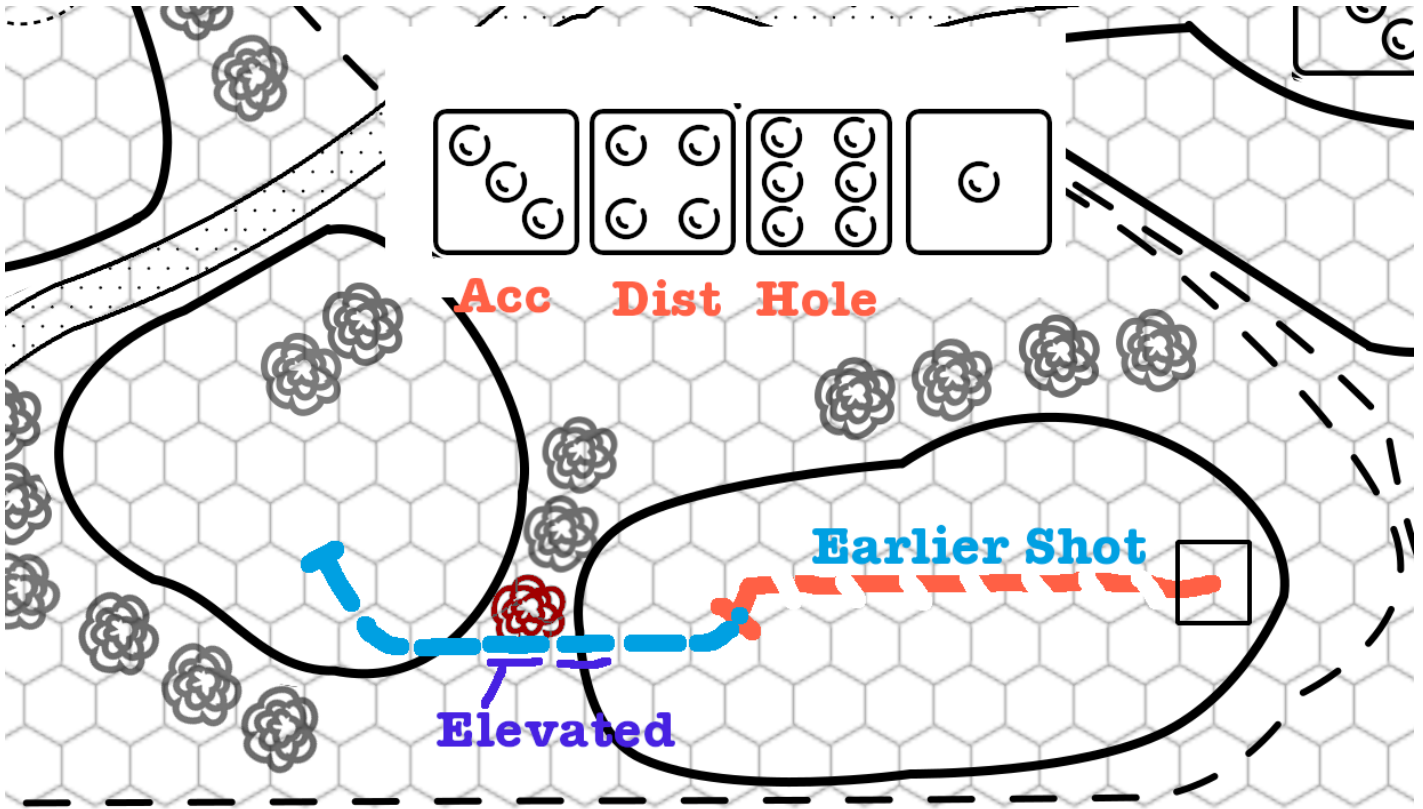
Example: A player starts the game and rolls a 2, a 5 and a 6. She allocates the 2 to play on hole two and decides to use a Wood to hit the ball (wanting to maximise the distance she can cover). She selects the 5 for accuracy, meaning (since she used the tee) that she will need to replace one segment of her shot with a curl. She uses the 6 to determine her shot strength of 8. This indicates that she will need to complete 8 segments for the shot.

She must thus draw a line of 8 segments with at least one bend AND she must include one curl. She decides on the following:



Elevation Example

The player in the example below rolls a 3, a 4 and a 6. She uses the 6 to select Hole 9 (having completed hole six earlier in the game). She uses the 3 to calculate deviation - she has hit from the fairway so there is no deviation. She uses the 4 to calculate distance which, since she decides to use a wood, is seven. Not wanting to go below the treeline, she attempts a path over the trees (specifically the red one in the image below). She rolls the fourth die and gets a one. This means, since she is using a wood, that segments 3 and 4 of her line are sufficiently high to carry over a tree. The tree occupies the fourth segment of the shot and thus her shot successfully clears the trees.



In the example above the blue line has been drawn with breaks to clearly demarcate the seven segments of the shot.

Players record the number of shots taken to complete each hole in their own colour and add their values once all holes are completed by all players. The player with the lowest score wins.

### Variants

Should you wish to play a shorter game:

6 Holes - do not play the holes with two dice labels

3 Holes - only play the holes with two dice labels

AnnotatedExample:



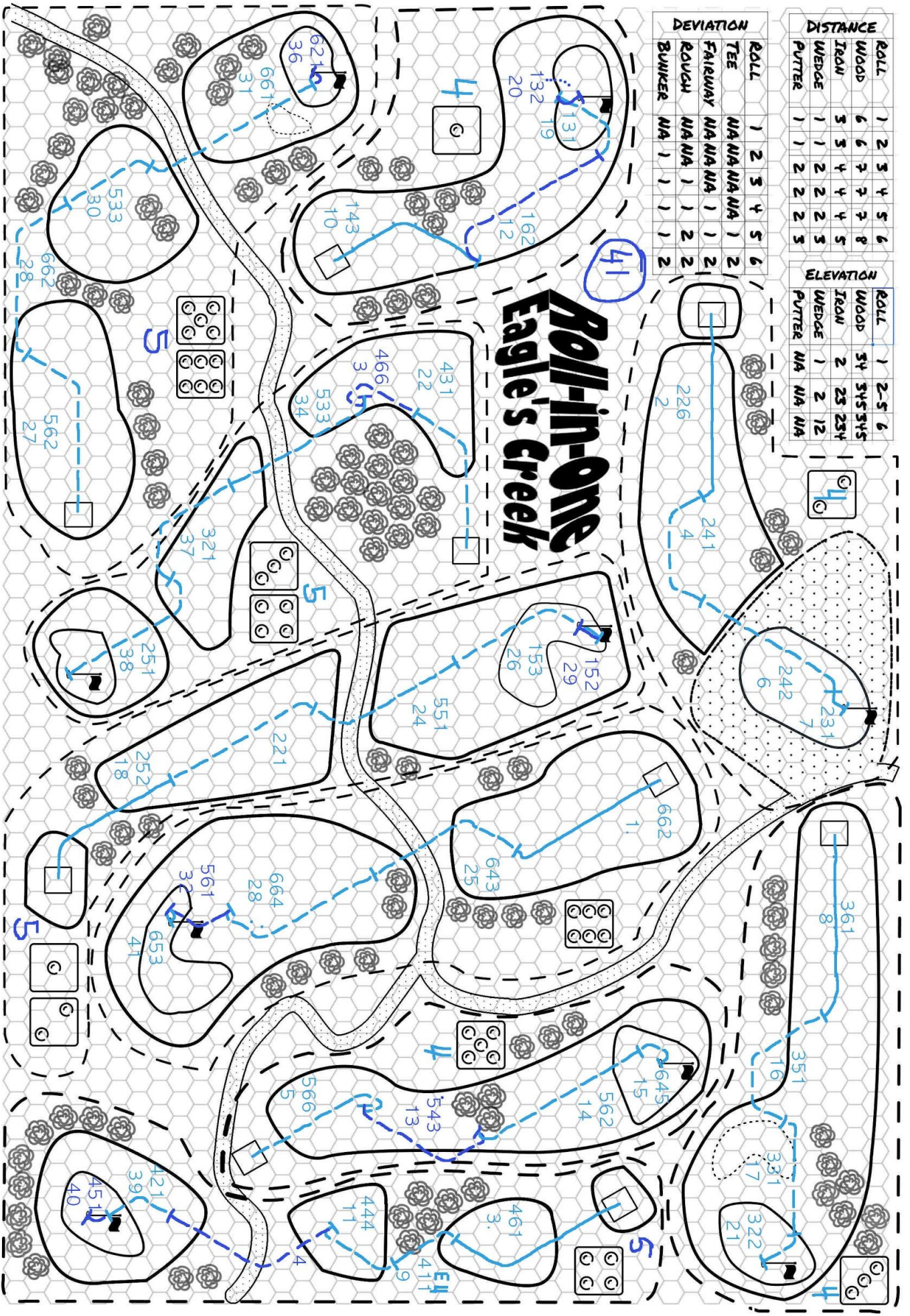
DISTANCE		ROLL					
WOOD	1	2	3	4	5	6	
IRON	6	6	7	7	7	8	
WEDGE	5	5	4	4	4	5	
PUTTER	1	1	2	2	2	3	

ELEVATION		ROLL					
WOOD	1	2-5	6				
IRON	34	34	34	34	34	34	
WEDGE	2	25	25	25	25	25	
PUTTER	1	1	2	12			

DEVIATION		ROLL					
TEE	1	2	5	4	5	6	
FAIRWAY	NA	NA	NA	NA	1	2	
ROUGH	NA	NA	NA	1	1	2	
BUNKER	NA	1	1	1	1	2	

# Roll-in-one Eagle's Creek



The example above has been annotated as follows - each shot has three numbers next to it - the dice used for hole allocation, distance and deviation. Underneath these three numbers is the round count. This example used the old Accuracy table which was changed on 7 June. However, the game play is substantially similar.

In development

Holes that are affected by slopes and wind

Coming Soon: Windy Links Course and more bunkers in Eagle's Creek



# Roll-in-One Eagle's Creek

ROLL	1	2-5	6
WOOD	54	545	545
IRON	2	25	254
WEDGE	1	2	12
PUTTER	NA	NA	NA

DISTANCE	1	2	3	4	5	6
ROLL	1	2	3	4	5	6
WOOD	6	6	7	7	7	8
IRON	3	3	4	4	4	5
WEDGE	1	1	2	2	2	3
PUTTER	1	1	2	2	2	3

DEVIATION	1	2	3	4	5	6
ROLL	1	2	3	4	5	6
TEE	2	1	NA	NA	NA	NA
FAIRWAY	2	1	1	NA	NA	NA
ROUGH	2	2	1	1	NA	NA
BUNKER	2	1	1	1	1	NA

