

Epic Dice Golf - Preview

Practice Links Rulebook

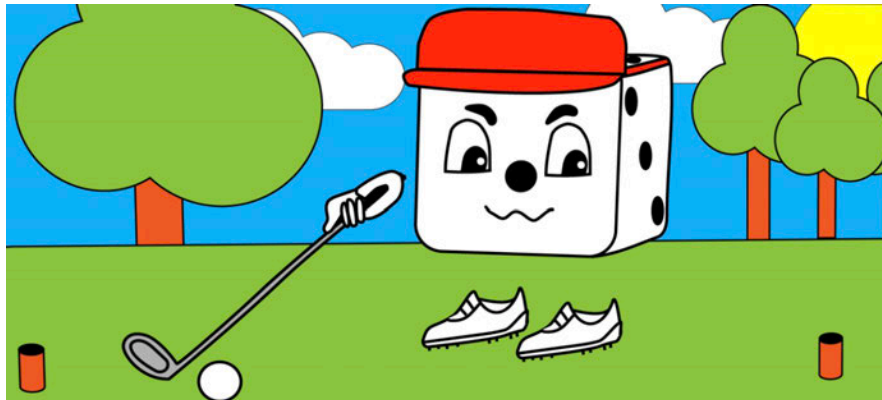
Players: 1 – 99 / Ages: 10+ / Time: 20 Mins

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Introduction

Before heading out to compete in your first season on the Professional Dice Golf Association World Tour you decide to go back to your roots for a quick round at the local golf club where it all started. Practice Links only has three holes and a driving range but it should provide enough of a challenge to get you back into the swing of things.



Just like the real sport the aim of Epic Dice Golf is to smash the ball over the course and into the hole in the fewest shots possible.

Players will need:

- A Practice Links course play sheet
- A pen or pencil
- A six - sided die (or preferably three). A six – sided dice will now be referred to as a d6 for the remainder of the rules.

Pre-Game Set Up

Before starting a round players will need to complete the following:

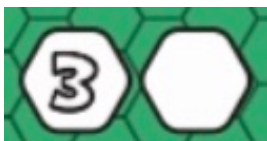
ACCURACY

Accuracy Check Numbers: Players will need to select 4 unique numbers between 1 – 6 and write these in the boxes in the Accuracy section of the play sheet. Players will perform accuracy checks throughout the game to see if they have successfully performed their shot.

FOCUS

Focus Points: Before play begins players will roll two d6 to work out the number of focus points they will have for this round. Players will cross out boxes equal to the difference between the two dice in the focus zone of the play sheet.

Focus points can be used to reroll a player's distance and accuracy rolls. Once you use a focus point cross out a box in the focus zone to show that you have used it. You can use multiple focus points on the same roll but be careful not to run down your focus points too quickly. Focus points can't be used to reroll wind speed.



Wind Direction: At the start of each hole there is a hole marker and a blank wind direction hexagon. Before commencing play the player will need to roll a d6 for each hole. In the blank wind direction hexagon draw an arrow to show which direction the wind is blowing for the hole by referencing the number rolled and the wind direction template on the play sheet. The direction of the wind indicated remains consistent for the duration of that particular hole.



How To Play

ORDER OF PLAY

PRE-PLAY

- ROLL 2x: REMOVE DIFFERENCE FROM FOCUS.
- ROLL 1x: FOR EACH HOLE. COMPARE NUMBER ROLLED WITH WIND DIRECTION TABLE AND WRITE IN BLANK HEX.
- SELECT AND WRITE 4 UNIQUE NUMBERS BETWEEN 1-6 IN THE ACCURACY CHECK TABLE.

PLAY PHASE

APPROACH PLAY 1x:

- ANNOUNCE INTENDED SHOT TYPE.
- ANNOUNCE WHICH CLUB YOU WILL BE USING AND ROLL CORRESPONDING # OF THIS IS YOUR DISTANCE.
- ROLL 1x: COMPARE RESULT WITH ACCURACY TABLE.
- NOTE: MOVE BALL PER SHOT TYPE AND DISTANCE. GREEN / BUNKER - MAY USE SPIE
- NOTE: 1/2 DISTANCE SCORE.
- ROLL 2x: DIFFERENCE IS WIND SPEED. REFERENCE WIND DIRECTION AND WIND SPEED. MOVE BALL.

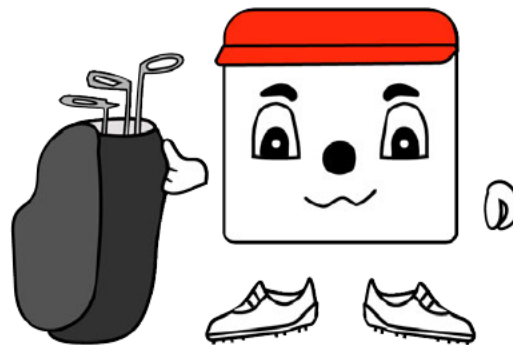
CAN BE REROLLED BY SACRIFICING FOCUS

GREEN PLAY 1x:

- ANNOUNCE INTENDED SHOT TYPE AND ROLL 1x:
- IF BALL FINISHES 1 HEX FROM HOLE NEXT SHOT IS A GIMME.
- IF BALL ENDS ON HOLE IT IS PUTTED.
- IF BALL PATH PASSES OVER THE HOLE ROLL FOR ACCURACY CHECK.
- NOTE: BALL IS PUTTED.
- NOTE: BALL CONTINUES ON ORIGINAL PATH.

After you have completed the pre-game set up you are ready to play!

To the left you can see a rundown of the order of play that will occur each shot. The next few pages will explain each step in more detail while there are detailed play examples at the end of this rulebook.



Playing A Hole

There are two types of play that players will encounter over the course of a hole:

Approach Play: These are shots played from anywhere not on the green to get the ball onto the green.

Green Play: These are shots taken once the ball has settled on the green.

Approach Play

If the ball lands on the hole as a result of spin or after wind has been accounted for then count as putted.

Green Play

If ball has landed one hex away from the hole the players next turn will be a 'gimme' - they will automatically putt the following turn.

If the player is starting on the green and is more than one hex away from the hole, they will need to attempt a putt. The Player will start by selecting whether to play a straight or curve shot. While on the green a curve shot requires only a one hex movement forward before the player can start to curve. Now roll a die for distance – this is automatically successful and no accuracy roll is needed to confirm distance.

If the ball were to come to a stop on the hole it is automatically putted.

If the distance rolled would see the ball pass over the hole as part of its trajectory while performing a putt in green play the player will perform an accuracy check. If the accuracy check is successful the ball is putted. If the roll is unsuccessful the ball continues on its trajectory for the remaining distance.

If the ball rolls off of the green during green play you will return to approach play.

Players Equipment

Player have a set of clubs that they will use to traverse each hole.

Once the player has decided which club they will use for a shot, they will roll the corresponding number of dice to decide distance. Distance is used to determine how many hexes the ball will pass through during a shot.

Clubs

Club	# Of Dice	Rule
Putter	1	Must be used on the green
Sand Wedge	1	Must be used in a sand bunker
Wedge	1	N/A
Iron	2	N/A
Wood	3	Can't be used from Rough or Tree hex

Example

The player selects to use the wood as their club. They pick up three d6 to represent this. They roll the three d6 and score a total of 15 for distance.

Shot Types

There are two types of shot that players can choose to use each turn:

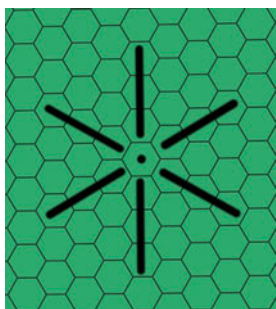
Straight shot: Players move the ball in one straight direction passing through a flat edge of the hexes. If the player selects to perform a straight shot, they are not allowed to curve at any point.

Curved shot: A shot which curves either to the right or left. If the player selects to perform a curved shot they must curve at some point in their shot. The only exception to this is if the distance they roll is 3 or less or if a failed accuracy check reduces their distance to 3 or less – in this case travel only in a straight direction.

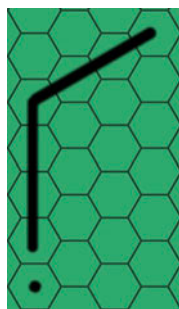
A curved shot must first move at least three hexes in a straight line. At any point after the third hex players may then choose to curve. When the player chooses to curve their ball will be travelling in a straight direction. They may only curve in either the upper left or upper right straight edge of the hex. Once the player has changed shot direction using curve the remaining distance will be used to travel in a straight line on that new course of direction. If you roll threes or less or if you fail your accuracy check and your halved power is 3 or less move only straight.

Examples

Straight Shot Example.
Ball can be played in one direction through any of the flat sides of the hex and must continue in straight line for duration of distance



Curved Shot Example 1.



Curved Shot Example 2.



Accuracy Check

For most approach play you will need to roll for accuracy (Not needed for sand wedge shots). After distance has been decided for the shot the player will roll an additional d6. If the number rolled is equal to any of the accuracy check numbers selected pre-game the player has successfully passed the accuracy check. If a shot has passed the accuracy check and landed on either the fairway or green the player will be able to perform spin.

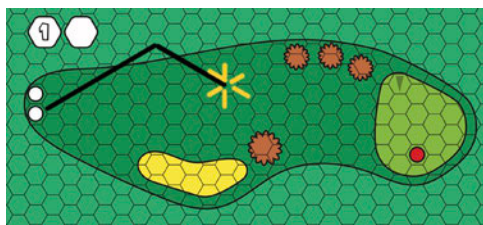
If you have failed the accuracy check, you must half the total of the power you rolled for the shot - distance is always rounded upwards to the nearest whole number.

Example

The player has selected 1/2/3/4 as their accuracy numbers pre-game. They select to play a straight shot using the wood. They roll 3 dice and score 11 distance. They now roll one d6 to check the accuracy and score a 6. As this is not one of the accuracy check numbers selected pre-game the player has failed their accuracy check and the shot wasn't performed successfully. The player would therefore need to half the distance score they originally rolled from 11 down to 5.5. As this is a decimal they would round up to 6 distance.

Spin

If the player performed their approach shot successfully by passing the accuracy check and their shot landed on the fairway or green, they will be able to put spin on the ball to move it one hex in any direction.



Example

The player has selected 1/2/3/4 as their accuracy numbers pre-game. They select to play a curve shot using the wood. They roll 3 dice and score 11 distance. They now roll one d6 to check the accuracy and score a 2. As they have successfully performed the accuracy check and have landed on the fairway they can perform spin to move the ball an additional hex in any direction.

Wind

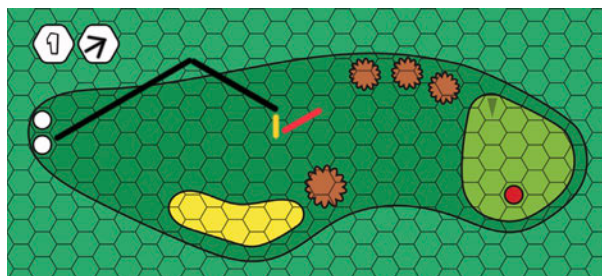
Once the player has performed their shot and where applicable used spin, they will now need to perform a wind speed roll. To do this the player will roll two d6 and work out the difference between the highest number and the lowest number rolled. This figure is the wind speed.

The player will now move the ball in the direction of the wind for that hole by the number of hexes that the wind speed result indicates. If the balls trajectory were to pass over a bunker or tree stop in the first hex passed. If the balls trajectory were to pass over water the ball is lost – follow water hazard rules.

Wind doesn't come into play when the player has failed a tree terrain roll or if the ball has finished on a tree, water, sand bunker or green hole hex.

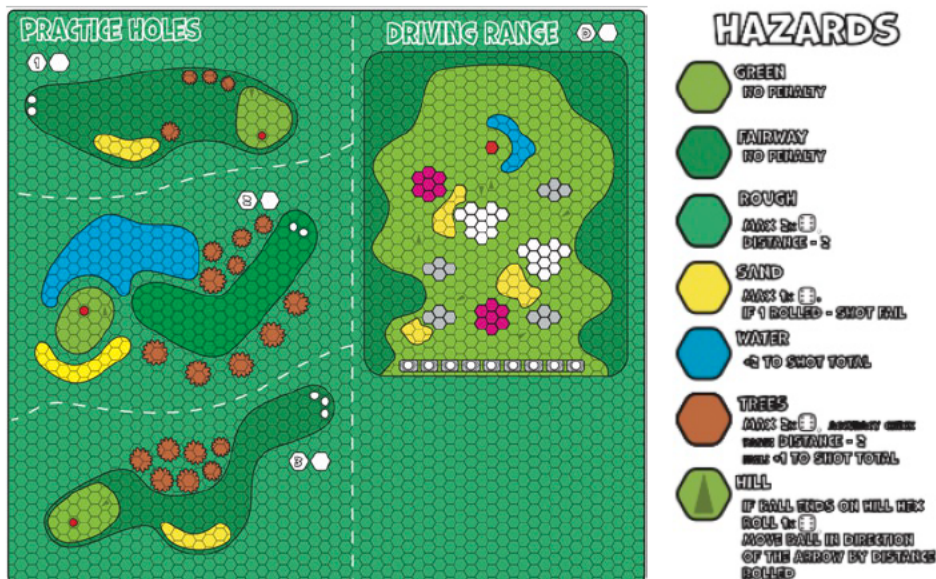
Example

Pre-game the player rolled a 3 for wind direction on the first hole. They marked this with an arrow in the wind direction hex. The player plans their shot type (Curve - Black Line), selects to use their wood, rolls for distance with three d6 and scores 11, successfully performs the accuracy check, moves the ball to land on the fairway and performs spin (Yellow Line). They now roll for wind speed. The Player rolls two d6. A 2 and 4 are rolled – these numbers have a difference of 2 so the wind speed is 2. The player now references the wind direction for the hole and moves the ball 2 hexes in the direction of the wind (Red Line).



The Course

Practice Links Golf Course is made up of the following features and terrain:



Each hole is indicated by a dashed line. If the players shot were to pass through the dashed line play proceeds as normal taking into account normal terrain rules. However, if you land on the fairway or green of another hole on the course treat these as though playing from the rough.

Determining Terrain In Which Ball Lies

The terrain of the course where a player’s ball lies will affect the rules that apply to playing the ball.

A ball is always treated as lying in only one terrain of the course. This is decided by what difficulty you are choosing to play on.

Difficulty	Rule
Easy	Select the easiest terrain found in hex.
Standard	Select the terrain which covers the majority of the hex. If 50/50 select the easier terrain.
Hard	Select the terrain least beneficial to the player present in the hex.

Terrain

Teeing Area: Players will select one of the white circles to act as their teeing position from which they will take their first shot.

The Hole: The circle marked on the green is the hole. Players will aim to get the ball to land on this spot.

Green / Fairway: No penalty imposed.

Sand Bunker: Players must use the sand wedge and can only play a straight shot when starting from the bunker. There is no accuracy check required when playing a shot from the bunker and players gain no spin if they land on the fairway or green. If the player rolls a 1 for distance the shot fails - do not move the ball and add +1 to stroke total.

Rough: If the ball is to be played from the rough the player may only use a wedge or an iron club. Shots taken from the rough will have -2 taken from the total distance rolled. If the distance rolled is 2 or less after the accuracy check the shot fails - do not move the ball and add +1 to stroke total.

Water: If the ball lands on a water hex +2 to stroke total. The players next shot should be played at nearest point of entry to water hazard.

Trees: If the players shot trajectory will pass over a tree or multiple trees roll an additional d6 accuracy check before beginning ball movement. If successful the ball will pass over all trees on shot trajectory unless the distance rolled would lead to shot ending on tree hex in which case land where distance dictates.

If the player fails the additional d6 accuracy check the shot fails and the ball will land on the first tree hex in their shot trajectory.

If the player is beginning a shot from a tree hex, they may only use a wedge or an iron club. Shots taken from the trees will have -2 taken from the total distance rolled. Before performing a shot from the trees roll d6 accuracy check. If successful the ball will pass over all trees in shot trajectory unless the distance rolled would lead to shot ending on tree hex in which case land where distance dictates. If initial accuracy check fails stay on current tree hex and + 1 to stroke total.

Hill: If the ball were to finish on a hill hex after rolling for wind, roll an additional d6. Move the ball in the direction of the arrow by the number rolled.

Out Of Bounds: If a players shot would finish off the side of the page +2 to stroke total. The players next shot will be returned to the spot from which it was previously hit.

Stroke Limit: Players are limited to 10 strokes per hole. If a player hasn't putted by the end of their 10th shot, they will score a total of 14 strokes for that hole.

Driving Range - Mini Game

Before heading onto the course why not warm up on the driving range.

Aim: Try to land a ball on each of the target zones with a maximum of 10 balls.

Pre-Game Set Up

- Players will need to select 4 unique numbers between 1 – 6 and write these in the boxes in the Accuracy section of the driving range zone.
- Roll a d6 for the driving range wind direction. In the blank wind direction hexagon draw an arrow to show which direction the wind is blowing on the driving range by referencing the number rolled and the wind direction template on the play sheet. The direction of the wind indicated remains consistent while on the driving range.
- Players have 6 focus points to use while on the driving range.

Play

- Players now have 10 shots to land a ball on each of the scoring zones found on the driving range.
- Each zone is worth a certain number of points indicated on the play sheet.
- Each zone can only be scored once.
- If you hit all the targets with a ball to spare score an additional 5 points.
- Follow the normal order of play while on the driving range.
- Players may select to swap tee for any new shot but must announce this before stating the shot type they will play.

Competition Types

There are a variety of match types that players are able to compete in:

VS Matches

Stroke Play: Players tally up their total shot count for each hole. The winner is the player who completed the holes in the fewest number of shots. If there isn't a single winner, players who have the lowest score compete in a tiebreaker play off starting from the 1st hole until a winner is decided.

Match Play: Players tally up which player has won which hole. The player with the most total hole wins is the winner of the game.

Speed Golf: Players are in a race to complete a set number of holes in the fastest time possible. Players will play separate to one another with no alternate turn taking.

Team Matches

Foursomes: Two players compete as a side by playing one ball alternating shots. One player will tee off on all even numbered holes while the other tees off on odd numbered holes. The play type can be used with either stroke play or match play.

Four-Ball: Two players compete as a side, with each player playing their own ball. A side's score for a hole is the lower score of the two partners on that hole. The play type can be used with either stroke play or match play.

Solo Play

Stable-ford: Players aim to beat the par score for the hole. If the players score is equal to the par they receive 2 points. For each stroke under par Players receive a bonus point. Scoring above par will cost players 1 point for each stroke with a minimum of zero points.

Playing A Round

If playing with an opponent the person who last played golf goes first.

Alternatively, each player rolls a d6 - the person with the highest score chooses the initial starting order for the first hole. Players then take turns performing shots until they have putted (Stroke Play) or one person has won the hole (Match Play). On the following hole the player who has the lowest stroke count on the previous hole (Stroke play) or who won the previous hole (Match Play) will go last. If there was no winner of the previous hole the previous rounds starting order is alternated for the upcoming hole.

Play Examples

ORDER OF PLAY 1 → 7

PRE-PLAY

- ROLL 2d6 TO MEASURE DISTANCE FROM FOCUS.
- ROLL 1d6 FOR EACH HOLE. COMPARE NUMBER ROLLED WITH WIND DIRECTION TABLE AND WRITE IN BLANK HEX.
- SELECT AND WRITE A UNIQUE NUMBER BETWEEN 0-6 IN THE ACCURACY CHECK TABLE.

PLAY PHASE

APPROACH PLAY 1-6:

- ANNOUNCE INTENDED SHOT TYPE.
- ANNOUNCE WHICH CLUB YOU WILL BE USING AND ROLL CORRESPONDING DIE OF 1-6 THIS IS YOUR DISTANCE.
- ROLL 1d6 TO COMPARE RESULT WITH ACCURACY TABLE.
- MOVE BALL PER SHOT TYPE AND DISTANCE. CURVE / STRAIGHT - MOVE AND ADD 1/2 DISTANCE SCORE.
- ROLL 2d6 TO DIFFERENCE IS WIND SPEED. REFERENCE WIND DIRECTION AND WIND SPEED. MOVE BALL.

GREEN PLAY 1-6:

- ANNOUNCE INTENDED SHOT TYPE AND ROLL 1d6.
- IF BALL FINISHES 0 HEX FROM HOLE BEST SHOT IS A GIMME.
- IF BALL ENDS ON HOLE IT IS PUTTED.
- IF BALL PATH PASSES OVER THE HOLE ROLL FOR ACCURACY CHECK.
- IF BALL IS PUTTED. BALL CONTINUES ON ORIGINAL PATH.

CAN BE NEGATED BY SKILLING POINTS

Here are some examples of play:

Pre-Game: The player selects their accuracy check numbers. They then roll one d6 per hole, they reference the number rolled with the wind direction template and mark the direction in the black wind direction hex. Finally they roll two d6, work out the difference and cross out the same number of focus point squares.

Hole 1:

Shot 1: The player elects to play a curve shot using the wood. They roll 3 dice and score 11 distance. They now roll one d6 and successfully pass the accuracy check. They plot their shot so that they land on the fairway. They now perform spin to move the ball one hex. They roll two d6 and work out the difference is 2. They now move the ball 2 hexes in the direction of the wind and mark the final ball position.

Shot 2: The player elects to play a straight shot using the iron. They roll 2 dice and score 8 distance. They now roll one d6 and fail the accuracy check. They plot their shot with halved distance. They roll two d6 for wind speed and work out the difference is 4. They now move

the ball 4 hexes in the direction of the wind and mark the final ball position.

Shot 3: The player is on the green so will attempt to putt with the putter. They select the curve shot, roll 1 die and score 5 distance. No accuracy check is needed to see if the shot is performed successful as the player is in green play. As they are in green play and the trajectory of the ball will pass over the hole they roll an additional d6 accuracy check to see if the ball is putted. They fail the accuracy check so the ball finishes on its current trajectory for its remaining power. The player rolls two d6 for wind speed and work out the difference is 0. They do not move the ball.

Shot 4: As the ball is only one hex away from the hole this shot is a 'gimme' and the player automatically putts.

Hole 2:

Shot 1: The player elects to play a curve shot using the wood. They roll 3 dice and score 13 distance. They now roll one d6 and successfully pass the accuracy check. They plan a shot trajectory that will pass over a tree hex so roll an additional d6 accuracy check. They pass this check so mark the planned shot on the play sheet landing on the fairway. They now perform spin to move the ball one hex. They roll two d6 for wind speed and work out the difference is 3. They now move the ball 3 hexes in the direction of the wind and mark the final ball position.

Shot 2: The player elects to play a curve shot using the wood. They roll 3 dice and score 10 distance. They now roll one d6 and successfully pass the accuracy check. They plan a shot trajectory that will pass over a tree hex so roll an additional d6 accuracy check. They fail this check so the ball comes to a stop at the first hex containing a tree on the planned trajectory.

Shot 3: The player starts on a tree hex so first rolls a d6 Accuracy check to see if they will be able to pass through the trees. They successful pass this check. As they are playing from a tree hex they can only choose to use an iron or wedge club and the shot will have -2 distance removed from the total rolled. The player opts to play a curve shot and to use the iron, they roll two d6 to represent this. They score 7 for distance but after modifying -2 they have a total of 5 distance. They now roll a d6 for the shot accuracy and pass successfully. The player plans a shot trajectory that will land them in the sand bunker and mark the final position. As they land in the sand bunker no wind roll is required.

ORDER OF PLAY

PRE-PLAY

- Roll 2d6
MEASURES DISTANCE FROM
FOCUS.
- Roll 1d6 FOR EACH HOLE.
COMPARE INTENDED DISTANCE
WITH WIND DIRECTION
TABLE AND WRITE IN PLANK
TEXT.
- SELECT AND WRITE 4 UNIQUE
NUMBERS BETWEEN 0-6 IN THE
ACCURACY CHECK TABLE.

PLAY PHASE

APPROACH PLAY 1-4m

- ANNOUNCE INTENDED SHOT
TYPE.

CAN BE REROLLED BY
SACRIFICING FOCUS

- ANNOUNCE WHICH CLUB YOU
WILL BE USING AND ROLL
CORRESPONDING DIE OF 1-6
THIS IS YOUR DISTANCE.

- Roll 1d6
COMPARE RESULT WITH
ACCURACY TABLE.

NOTE: MOVE BALL PER SHOT
TYPE AND DISTANCE.

NOTE: FOCUS - MOVE THE
1/2 DISTANCE SCORE.

- Roll 2d6
DIFFERENCE IS WIND SPEED.
REFERENCE WIND DIRECTION
AND WIND SPEED, MOVE BALL.

GREEN PLAY 1-3

- ANNOUNCE INTENDED SHOT
TYPE AND ROLL 1d6

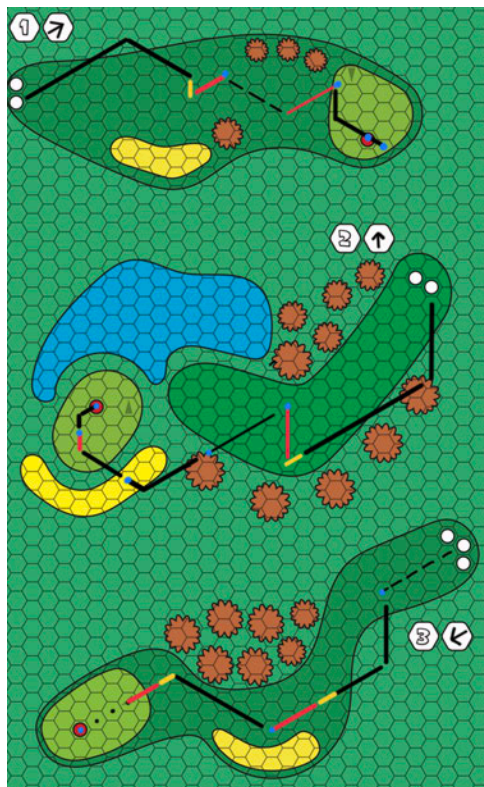
- IF BALL FINISHES 1 HEX FROM
HOLE THEY MUST BE A CHANCE.

- IF BALL FINISHES ON HOLE IT IS
PUTTED.

- IF BALL FINISHES OVER
THE HOLE ROLL FOR ACCURACY
CHECK.

NOTE: BALL IS PUTTED.

NOTE: BALL CONTINUES ON
ORIGINAL PAWL.



Shot 4: The player starts in the sand bunker so must use the sand wedge club and must play a straight shot. They roll a d6 and score 3 distance. As they have had to use the sand wedge no shot accuracy check is required. They plot their shot to land on the green. They roll two d6 for wind speed and work out the difference is 1. They now move the ball 1 hex in the direction of the wind and mark the final ball position.

Shot 5: The player is on the green so will attempt to putt with the putter. They select the curve shot, roll a d6 and score 2 distance. No accuracy check is needed to see if the shot is performed successful as the player is in green play. As they are in green play and the trajectory of the ball will land on top of the hole they have puttied. No wind roll is required.

Hole 3:

Shot 1: The player elects to play a straight shot using the wood. They roll 3 dice and score 10 distance. They now roll one d6 for the shot accuracy check but fail. They plot

their shot so that they land on the fairway. They roll two d6 for wind speed and work out the difference is 0. They mark the final position of the ball.

Shot 2: The player elects to play a curve shot using the iron. They roll 2 dice and score 3 distance. They decide to refill this distance roll so cross out a box in the focus zone and roll again. On this occasion they score 7 distance. They now roll one d6 but fail to pass the shot accuracy check. They decide to reroll the accuracy check so cross out another box in the focus zone and roll again. This time they successfully pass the check. The player plans a shot trajectory that will land them on the fairway. The player then decides to use spin as they successfully passes the accuracy check and are on the fairway. They roll two d6 for wind speed and work out the difference is 3. They now move the ball 3 hexes in the direction of the wind and mark the final ball position.

Shot 3: The player elects to play a straight shot using the iron. They roll 2 dice and score 6 distance. They now roll one d6 and successfully pass the accuracy check. They plot their shot so that they land on the fairway. They now perform spin to move the ball one hex. They roll two d6 and work out the difference is 2. They now move the ball 2 hexes in the direction of the wind. The ball is positioned on a hill hex so the player rolls an additional d6. They score 3 so move the ball in the direction of the hill marker by 3 hexes. The final ball position is on the hole hex so they putt for a total of three strokes.

Tips

- Use wind direction to your advantage. Try to plan ahead to see if you can use the wind to help you putt in fewer strokes.
- Wind messing up your round? Why not try utilising the bunkers.
- Consider the probability of rolling certain numbers before selecting your club to help you progress successfully up the course.

EPIC DICE GOLF

ACCURACY

FOCUS

2

1 3

WIND DIRECTION

6 4

5

SCORECARD

Hole	Par	Shots
1	PAR 3	
2	PAR 4	
3	PAR 4	
Total	PAR 11	

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TERRAIN

- Green: No penalty
- Fairway: No penalty
- Rough: Max 2x (dice) Distance - 2
- Sand: Max 2x (dice) Distance - 2. If 1 rolled - shot fail
- Water: +2 to shot total
- Trees: Max 2x (dice) ACCURACY CHECK. PASS: Distance - 2. FAIL: +1 to shot total
- Hill: If land on hill hex. Roll 1x (dice). Move ball in direction of the arrow by distance rolled

ORDER OF PLAY

- Pre-play**
- Roll 2x (dice) remove difference from focus.
 - Roll 1x (dice) for each hole. compare number rolled with wind direction table and write in blank hex.
 - Select and write 4 unique numbers between 1-6 in the accuracy check table.
- Play phase**
- Approach play 1-3x (dice)**
- Announce intended shot type.
 - Announce which club you will be using and roll corresponding # of (dice). This is your distance.
 - Roll 1x (dice). Compare result with accuracy table.
 - PASS: Move ball per shot type and distance. Green/Fairway - may use spin
 - FAIL: 1/2 distance score.
 - Roll 2x (dice). Difference is wind speed. Reference wind direction and wind speed. Move ball.
- Green play 1x (dice)**
- Announce intended shot type and roll 1x (dice)
 - If ball finishes 1 hex from hole next shot is a gimme.
 - If ball ends on hole it is putted.
 - If ball path passes over the hole roll for accuracy check.
 - PASS: Ball is putted.
 - FAIL: Ball continues on original path.
- Can be rerolled by sacrificing focus*

PRACTICE HOLES

DRIVING RANGE

ACCURACY

FOCUS

BALLS

POINTS

	10		4
	6		2

HIGHSCORE

PLAYER	TOTAL

