



Learn to Play at [www.golfthecardgame.com/play](http://www.golfthecardgame.com/play)

### Object of the game

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

### SET UP

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 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, 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 replace 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. Player may keep the card or replace it with a card in front of them, **FACE UP**. After players 1st turn, they will have one card **FACE UP**, 2nd turn, 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, (tend to forget when players get talking—you may distract mom, dad friends & relatives), go for pairs, 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 nine, it is put back in the deck and players receive a new Mulligan card on hole 10.

Mulligans are played in deal order. There maybe 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 the player receives or flips over a **FORE** card the player can at the end of their turn **YELL FORE!** and swap their **FORE CARD** with any players **FACE UP** cards. The **FORE CARD** doesn't have to be used when exposed but must be used on or before the players last turn. Once a **FORE CARD** is received by another player it cannot be used as a **FORE CARD** again, only as it's 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 players Mulligan card is a **FORE CARD** it can be used as a **FORE CARD!**

### SCORING

Download and print the scoresheet at: [www.golfthecardgame.com/scorecard](http://www.golfthecardgame.com/scorecard)

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