



# RULES



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You just came back with your friends from one more perfectly ordinary mini golf game. "Who designs these boring, easy and unimaginative courses?" – You yawn... You are through with them! You grab your pencil and you're about to make history while designing the craziest, most difficult obstacle course the world has ever seen. "Guys, guys, look at this! You could never beat that in one, could ya?" – But, to your surprise, your friends are already on it.

## GAME COMPONENTS

- Game Sheets
- 6x Terrain Dice



- 3x Shot-Power Dice (LIGHT, MEDIUM, MAX)



- Precision Die



- Pencils or Dry-Erase Markers (if laminated)

You don't want to craft your own physical custom dice? Just download the Custom Image Dice app and import the dedicated Tiny Mini Golf files. Or look at your pledge description and campaign updates for other options.

Custom Image  
Dice app:



Tiny Mini Golf  
import files:



## SETUP

1. Each player takes one Game Sheet and one pencil/marker.
2. All dice are put in the middle, between all players.
3. Each player writes their name on top of their Game Sheet as the "Designer" and the name of the person sitting to their left as the "Player".



4. Anywhere on the Game Sheet in front of them, each player draws a hole with a flag and a starting position (a circle with a "0" inside). The hole and the starting position may not be placed on orthogonally adjacent spaces. They may be diagonally adjacent – keeping in mind that it is a rather bold move!

## OVERVIEW

The game has two distinct phases: Drawing and Playing The Hole. In the first one, all players simultaneously draw mini golf courses and try to make them as difficult as humanly possible. In the second phase, everyone hands their creation to the player sitting to their left – who will now try to beat it in as few shots as possible.

The scoring might slightly differ depending on the number of players, but in all cases – as always in golf – the player with the lowest score is the winner!

# PHASE I: DRAWING

The first phase consists of 8 rounds. In each, one player rolls all of the Terrain Dice. Then, simultaneously, each player chooses one of the terrain types from the dice – water, sand or walls. Also simultaneously, players draw the chosen obstacles on their sheets. Their choices don't directly influence others' choices (each player can draw a different type or the same type as someone else).

The obstacle drawn by any given player consists of up to as many shapes, as are visible on the dice from the terrain type chosen by them. Each round each player has to use at least one die. The drawn obstacle can cover any combination of spaces the player wishes, as long as two conditions are met:

- Together all of the terrain spaces drawn this turn form one continuous shape (with walls connected by full edges and not only corners).
- After that obstacle (shape) is drawn, there remains at least one possible clear path that connects the starting ball position and the hole.

**CLEAR PATH:** In the second condition, for a path to be considered "clear", on each step of the way you have to be able to connect at least two orthogonally or diagonally adjacent circles without crossing any piece of terrain. This connection can include a wall bounce (but not a corner or any other that would require the Precision Die; see Phase II: Playing the Hole).

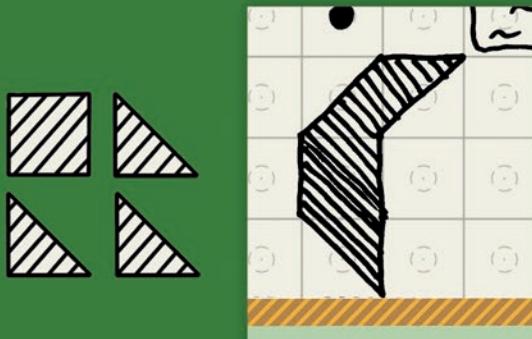
Another way to imagine it is that later the Player – at least theoretically – needs to be able to go through the hole without falling into sand, water or using the Precision Die.

**FIXING ROUNDS:** In the first 5 rounds all players draw on the sheets, on which they are the "Designer". Before the 6th round all players pass their sheet to the player sitting to their left. Then, on rounds 6 and 7 players draw in the same manner, but now they are trying to "fix" the hole, on which they will be the "Player". Before the 8th round the sheets are returned to the "Designers" for one last round of trying to make them more difficult.



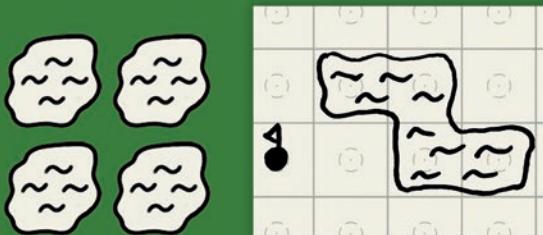
The gear symbols mark the "fixing" rounds, during which players try to make their future holes easier.

The walls are either square or triangular. Both kinds of walls are still considered the same terrain type and can be drawn together as long as they are connected i.e. each wall piece's edge touches an edge of at least one other wall piece.



In the example above, the player uses these 4 wall pieces from the dice and draws this shape.

Water and sands are drawn as continuous shapes that stretch over up to as many spaces as the dice show in the current round. On their edges these terrains don't touch the outer square's corner.



In the example above the player uses these 4 water pieces from the dice and draws this shape.

It is mechanically important that water and sand do not cover the outer space's corners. It allows the ball to pass freely when shot diagonally next to them – unlike when it is shot at a wall's corner. For more details, see PRECISION DIE on page 4.



On the left the ball passes freely; On the right example the Player has to throw the Precision Die.

## PHASE II: PLAYING THE HOLE

When the holes are ready (8 rounds have passed), each player gives their sheet to the player sitting to their left (to the "Player" on each game sheet). In this phase, each player will try to beat that hole in as few shots as possible. The game comes with several modes of play (see PLAY MODES on page 5). In all of these, however, players use the same core mechanic:

**SHOOTING:** To make a shot, a player declares aloud the shot power and also declares the shot direction by drawing a short line from the current ball position to the edge of its square, either orthogonally or diagonally.



The declared shot power is always a specific number between 0 and 12. After that the player rolls a Shot-Power Die of the color corresponding to the declared power: **LIGHT** (green) for the power of 0-1; **MEDIUM** (yellow) for 2-3; **MAX** (red) for 4-12. Now the player adds the die result to their declared power and draws a straight line in the declared direction that connects (crosses) as many empty circles as needed to match that number. **ATTENTION:** a circle even partially covered by a wall is not empty – see BOUNCING.

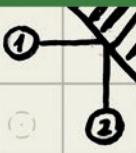
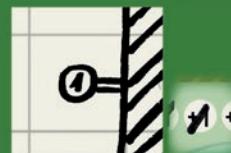
The last circle becomes the current ball position – the active player outlines that circle and in it they write the next ascending number (counting the number of shots they have taken). The dice for different shot powers are not the same – the stronger the shot, the less precise it is.

**BOUNCING:** While drawing the shooting line, the ball automatically “bounces” from walls and pre-drawn field bounds. Just like in real life, if the ball hits the wall diagonally, it bounces at a 90-degree angle. If the ball hits a wall perpendicularly or there is no other available direction for it to go – it bounces straight back.

A bounce itself never counts as a separate move – only crossing a full circle (not covered with any walls) counts as a full move. Yes – that means that you often can use one or more consecutive bounces to make the ball go further!

**WATER:** If the ball goes into water, the player loses one (this) shot and has to try again with their next shot – from the same position.

### BOUNCE EXAMPLES



On the left the ball bounces right back to the same position (180°). On the right the ball bounces at 90° angle. All of these shots are exactly one movement unit long.

Angles other than 90° or 180° can only happen when the Precision Die is used (see on page 4).

**THE “+1” ICONS:** When a player would have to start from the same position as their previous shot, they can mark the “+1” icon on the bottom of the sheet. Then in the next shot, they can simply play as if the previous shot did not happen and only add the “+1” to their score at the end of the game. These icons are most often used when the ball falls into water.



**ALTERNATIVE SHOTS TRACKING:** If for any reason the numbering of ball positions feels inconvenient (e.g. out of preference or because the markers feel too thick), feel free to instead track all shots (including those that land in water) by crossing off the “+1” icons and counting them at the end of the game.



While they do that, players can also blacken the previous ball circles as they go – to keep track of the most current ball position.

The number of “+1” icons is limited to 12 – as is the number of shots any player can take. More on that in END GAME SCORING section on page 5.

**SAND:** If a ball goes into sand, it immediately stops. When you shoot the ball out of sand, you do it exactly as with any other shot, but if you use the MEDIUM or MAX die (i.e. you declare power of 2 or more) you also throw the Precision Die (see PRECISION DIE on page 4).

**ATTENTION:** If you shoot the ball from one sand square through another, it immediately stops on the nearest sand square it passes – just as with any other shot going into sand.

## PRECISION DIE

The Precision Die represents the rare, edge-case situations in mini golf, when the ball's trajectory seems almost impossible to predict.



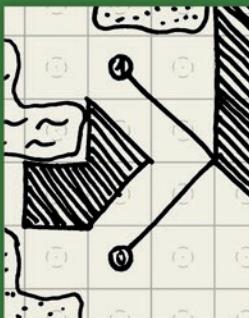
PASS  
RESULT



MISS  
RESULT

**There are three types of situations when the Precision Die is used,** but in each of them it is applied in the same manner: the active Player throws the die and then, depending on the result, either they decide the ball's further direction (the PASS RESULT) or the Designer of their hole decides the ball's further direction (the MISS RESULT).

**CORNER HITS:** The Precision Die must be rolled each time a ball hits any wall corner. After the throw, either the Player or the Designer chooses one of the empty circles closest to that particular corner as the shot's further direction.



In the example above, the player declared the power of 2 and, after getting a "+1" on the yellow die, their final shot power was 3. Because the ball hit a corner, they stopped drawing at that corner and they rolled the Precision Die. Because the result was a PASS, they could continue drawing the preferred direction. If the result was a MISS, the player sitting to their right (who had designed their hole) would probably force them to bounce the ball straight back and make them finish in the starting position.

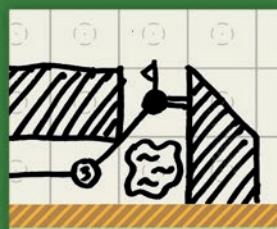
**SHOOTING FROM SAND (with power of 2 or more):** The player uses the Precision Die if at any point they decide to shoot the ball from within a sand square with the declared power of 2 or more. The Precision Die is thrown together with the appropriate Shot-Power die (either yellow or red). If it shows the MISS result, the Designer chooses any of the 8 possible directions (orthogonal or diagonal). After that the shot is resolved normally.



In the example above, the Player has declared a shot to the right with the power of 3, but after getting a MISS result on the Precision Die, the Designer of this hole decided that the ball travels in the bottom-left direction – where it immediately stopped in sand again.

**OVERSHOOTING THE HOLE:** The Precision Die also must be rolled each time a shot crosses the final Hole. If it shows the MISS result, the opponent chooses any of the 8 possible directions (orthogonal or diagonal). It represents the ball hitting the flag and/or the inner edge of the hole.

**ATTENTION:** The player might be forced to use the Precision Die more than once. In these situations the die is thrown separately each time it's needed to decide the direction.



In the example above, the Player declared a shot in the top-right direction and after adding the result from the Shot-Power Die, the ball had to move the distance of 2. They got a PASS result on the Precision Die and chose to move further in the same direction. The ball hit the hole's flag, but still had to move, so they used the Precision Die again – and they got lucky again with a PASS result. They decided that the ball would bounce from the wall straight back into the hole.

**ATTENTION:** It's a good, optional practice for all the players to give themselves a minute to familiarize themselves with the sheets after swapping – to visualize how to approach the hole. It can especially make the game run much smoother in non-simultaneous modes.

## PLAY MODES

**There are three possible ways to play the second phase of the game after the players swap their sheets.**

### RACE MODE (the default mode)

Find the person who played mini golf last (or randomly choose a player). Starting from that person and going clockwise, each player takes exactly one shot. This continues (going in circles) until everyone has finished their hole (or reached 12 shots).

### CHEERING MODE (not recommended for high player counts)

Find the person who played mini golf last (or randomly choose a player). Starting from that person and going clockwise, each player plays their hole from the beginning to the end. Other players refrain from playing their holes and simply watch the active player struggle with their entire hole. Only after one player finishes, the person to their left starts with their hole. The game is scored after everyone has finished.

### SEMI-SIMULTANEOUS MODE (recommended for high player counts that also want more interaction)

Find the person who played mini golf last (or randomly choose a player). That and every other player (alternating in a circle) play their holes at the same time from the beginning to the end while the Designers of these holes watch them play. After that the roles swap and the remaining players do the same.

If the number of players is uneven – it's recommended to choose the most experienced player who refrains from playing at first and helps others with any rule-related questions. That remaining player plays their hole at the end while the rest watches them, having finished their holes.

### SIMULTANEOUS MODE

**(a quicker, but less interactive mode; not recommended for the first game)**

All players simultaneously play their holes – taking their shots and using the dice as they need them. Whenever a MISS result occurs on the Precision Die, the "Player" simply asks the "Designer" to decide the direction after finishing the current shot. This mode is recommended for groups of players that want the game to be less emotionally interactive and a little bit quicker. For some it might also be the default choice for player counts of 6 and more.

## END GAME SCORING

The game ends when everyone has finished their assigned holes. If at any point any player took their 12th shot and did not finish their hole or they wish to surrender – they mark their shooting score as 14. Premature surrendering should be discouraged in 3+ player games, as the designer bonus can unexpectedly change the final outcome. Now the players score:

**2 PLAYER GAME:** In a two-player game, each player simply scores as many points as many shots they had taken to finish the hole (after adding the "+1" icons). The lowest score wins.

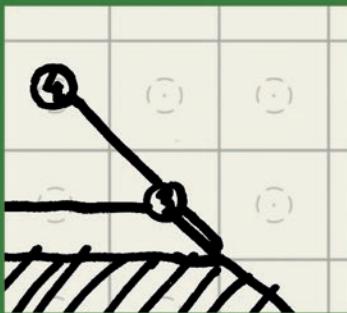
**3+ PLAYER GAME:** Each player scores as many points as many shots they took to finish the hole (taking "+1" icons into consideration). Now each player deducts a **Designer Bonus** from their score: a number equal to the score of the player sitting to their left (the person for whom they designed the hole). This might lead to negative results. After that the lowest value score wins.



The player on the right took only 2 shots to finish, but because the player on the left took 9 shots to finish the hole designed by the middle player, they won with the final score of -5. Please note that the "Designer Bonus" is ignored in a two-player game.

**TIES:** In case of a tie, the player with a better basic (shooting) score wins. In case of a further tie (or in a two-player game) the player that among their shots had the one that took the most moves (and did not land in water) wins. In case of a further tie the game ends in a draw.

## OTHER SHOT EXAMPLES

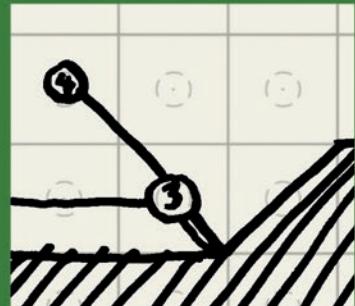


The Player shoots at a corner, so as to be consistent with the rules (even though this particular situation might not seem instantly intuitive for some), a Precision Die is used. The Player wanted to move to the top-right direction from the corner, but they got the MISS result, so the Designer decided they should move the ball in the top-left direction.



The Player shoots from sand and declares the power of 3 in the top-right direction. With that declared power they throw the yellow Shot-Power die, but also – because they shoot from sand with declared power of 2 or more – they immediately have to throw the Precision Die. On the Shot-Power Die a "+2" is rolled, which would normally mean the ball moving 5 spaces.

Unfortunately for them, they also rolled the MISS result on the Precision Die. The Designer tells them to move the ball in the bottom-right direction. Here the ball hits another corner so the Player throws the Precision Die again and they get the MISS result again. The Designer tells them to continue with the bottom-right direction and the ball stops immediately in sand.

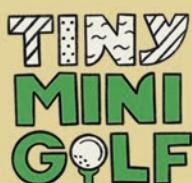


The Player shoots at a concave corner. Technically they should use the Precision Die. But there is only one direction not blocked off by walls – right back. In such situation the Player is free to skip the Precision Die throw, because the ball will have to go in that direction regardless of the result.



The Player shoots at a corner in the top-right direction and after adding the Shot-Power die result, the ball is set to move the distance of one. At the corner, the Player throws the Precision Die. After a MISS result, the Designer tells them to move the ball in the bottom-right direction from the corner.

The ball bounces perpendicularly against the wall and right back to the same corner. This does not use up the move, because it does not cross any empty circles. Here the Player throws the Precision Die again, but now gets the PASS result. They decide to move in the top-right direction and the single move of the ball ends at the nearest circle. The Designer could have moved the Player back where they started at the first corner bounce, but did not choose to do so.



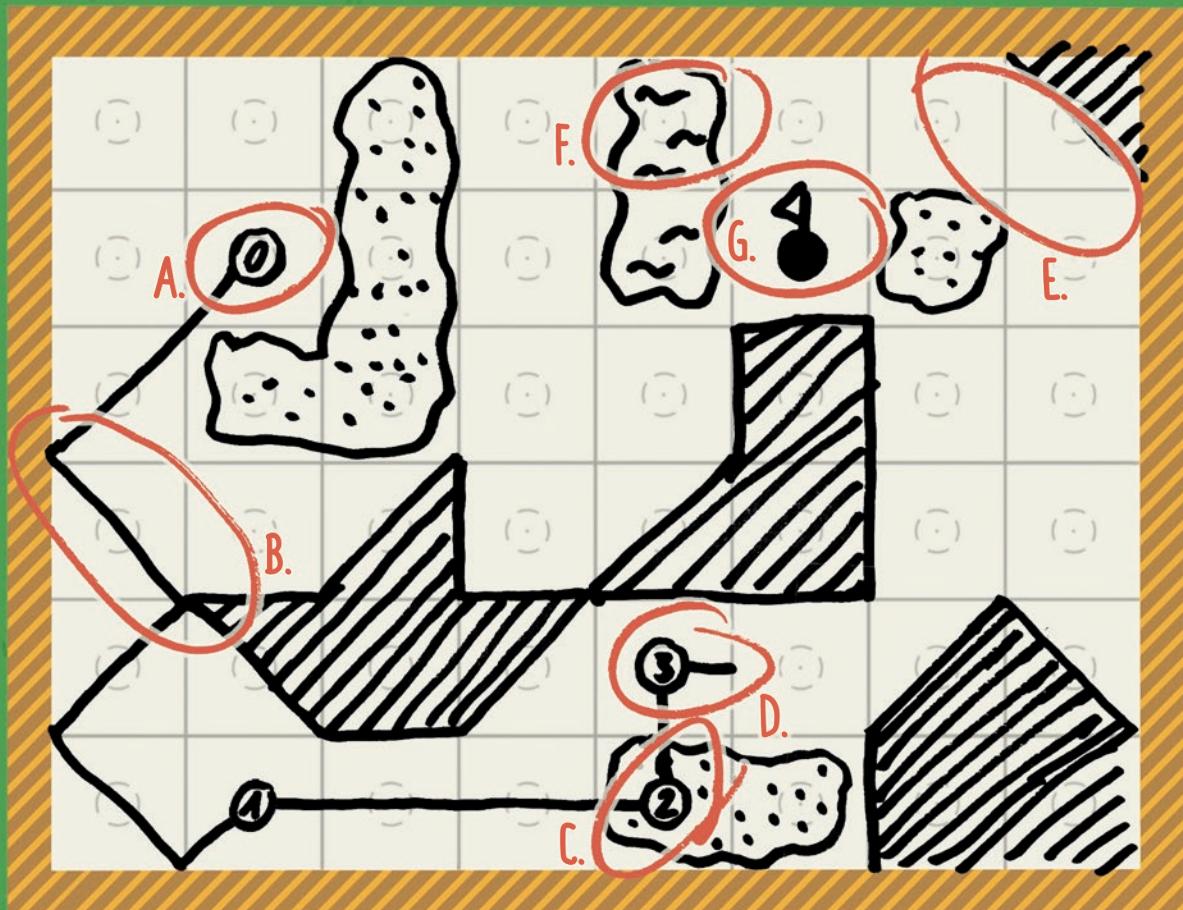
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**Special thanks** to Magda Wrotek, Wojtek Bąkowski, Paula Bąkowska, Igor Zuber, Paweł Malinowski, Diana Piotrowska, Mateusz Szczepaniak, Aleksander Redwan, Michał Sprysak and all the other people who at some point playtested the game and gave their various insights. This game would not exist without your input.

# QUICK SHEET REFERENCE



**A. BALL POSITION:** After each shot, mark the ball position by drawing a circle with the next ascending number inside – this way you always see how many shots you have taken already. The starting position is marked by a circle with “0” inside.

**B. BOUNCING:** You can bounce the ball and the bounce does not count as an additional move – one move counts from one empty circle to the next empty circle. If the ball hits a corner where the ball could bounce in more than one direction, use the PRECISION DIE.

**C. SAND:** Each time the ball would cross a space with sand – it immediately stops on the nearest circle. This also applies when the ball is shot from one space with sand to adjacent space also covered with sand. Each time a ball is shot with either MEDIUM or MAX power die – also use PRECISION DIE to determine the direction.

**D. DECLARING SHOTS:** Always declare the shot power (by saying it aloud) and the shot direction (by drawing a short line to the edge of your current space) before taking any shot.

**E. CLEAR PATH:** In the Drawing phase, you can draw a shape in a specific place only if after drawing it at least one “clear” possible path remains. A path is “clear” if it can be (at least theoretically) passed without crossing ANY type of terrain (including sand and water) and without using the Precision Die. Bouncing does not count as crossing.

**F. WATER:** Each time the ball would drop into water you add 1 to your shot count and start from the last ball position (the one from which you shot the ball when it fell into water).

**G. HOLE/FLAG BOUNCE:** If you overshoot the hole (the ball is supposed to go further than the hole), the ball can bounce from the flagpole/hole edge. Use the PRECISION DIE to determine the further ball direction.