# Tabletop Golf Game

Game Guide

# What you need

Golf course holes

1 or 2 pairs of d6 dice

Scorecard

Golfer cards (optional)

# Setup

Print and order the golf holes from #1 to #18.

If you are using 2 pairs of dice it is helpful to color coordinate the dice. Each pair should be distinguishable from the other. If you are using 1 pair of dice then they can be any color.

Write the names of the golfer(s) onto the scorecard.

## Wind

If you want to play with the wind being a factor roll 2 d6 dice and add the roll values together. Check the total roll value against the Wind chart for the course you're playing (located on the course cover page. The roll will reveal the wind speed and direction for the round as well as any adjustment you need to make for the wind.

For example, you are playing the Georgia course and roll a 2 and 4 on your 2 d6 dice. Added together they make a total roll value of 8. Looking on the Wind chart a roll of 8 means that the wind is 7 mph out of the south. Our adjustment will be be one square on each tee shot

and approach shot. *Note: Wedge/chip shots and putts are not affected by the wind, only tee shots and approach shots.*

If we are playing hole 1 on the Georgia course we will check the wind vane at the bottom right of each hole to adjust the wind.



**#1**

**PAR 4**

**400 YDS**

On this hole wind from the south direction would make the ball go from the left to the right side of the hole. For each tee shot and approach shot the wind will move the ball from left to right on the tee and approach grids, respectively. So for a roll of 8 and 5 off the tee we will make the adjustment to the right 1 square so that our new roll results are 8 and 6. That is where the ball will come to rest if there are no other adjustments made to the shot from player attributes.

Playing using the wind will create more realism in your rounds but is an optional mode you can use or not use. To add more challenge to a round, consider checking for wind at the beginning of the round and then again before starting the back nine.

# Game Play

## Tee Shot

The basic game is very straightforward with only a few details to remember. To tee off, roll 4 d6 dice. Designate two dice for the Y-axis and two for the X-axis. You will add the dice roll values to make one number. For example, a roll of 3 and 4 will be a final roll result of 7. The first roll is for the Y-axis and the second roll is for the X-axis:
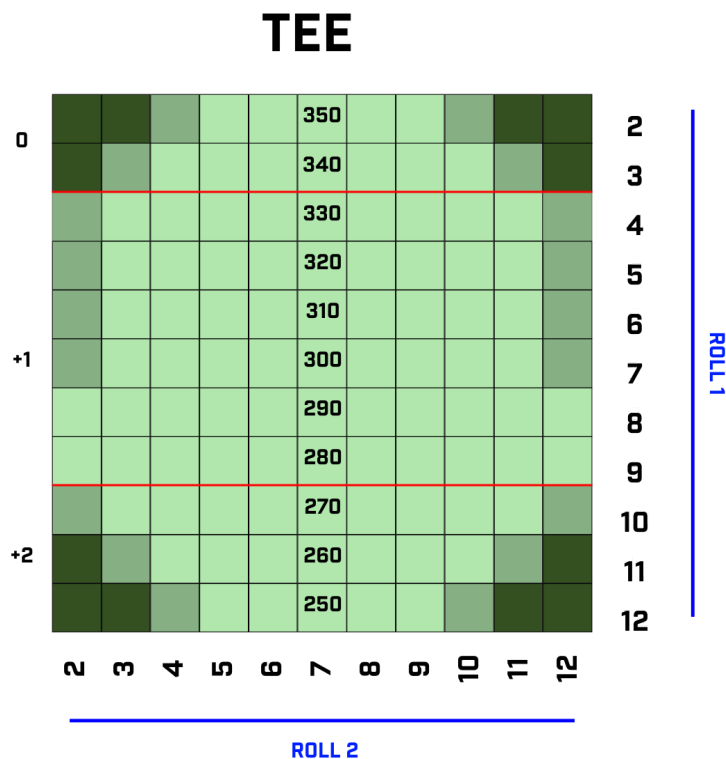


The square where these two rolls interset on the chart is the location of the shot. This will be the way that all of the shots in the game are rolled. For example, if the first roll is a total of 7 and the second roll is a total of 3 this is where the ball came to rest off the tee:

# TEE
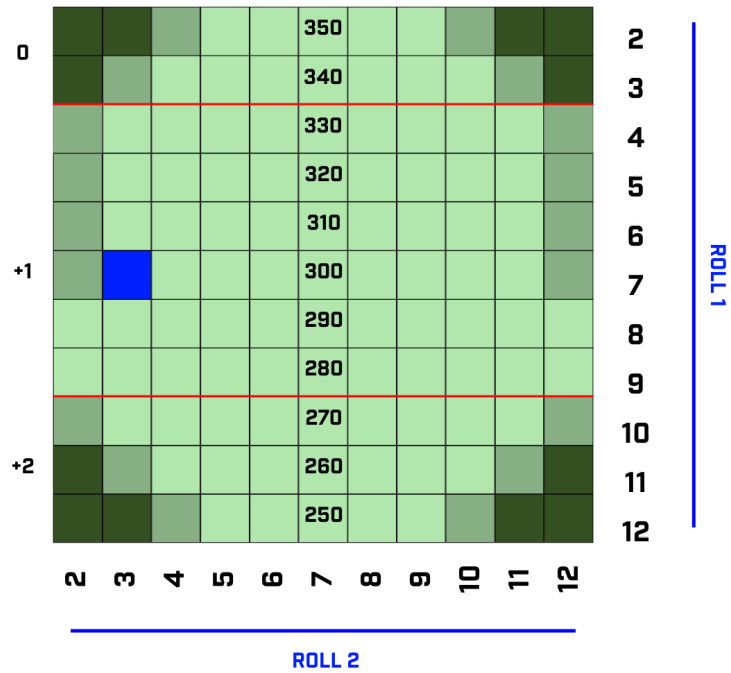


The ball came to rest on the left edge of the fairway 300 yards from the tee. Notice on the grid that there are different types of terrain. Here is the legend for the types of terrain you'll find off the tee:

FAIRWAY

ROUGH

WOODS/HEAVY ROUGH

SAND

WATER

When getting ready for your approach shot to the green notice the number along the left side of the tee grid. Typically, there is a 0, +1, and +2. On certain holes there may only be a 0 and +1 while on par threes there will be no adjustment number. This number is an adjustment to the approach shot and should be applied to the first roll—the Y-axis roll. In our example, we would add 1 to the first roll. This simulates being farther from the hole on the approach shot, making it more difficult to get to back pin locations and raising the chance of hitting into hazards at the front of the greens. It is a reward for a long drive or a consequence of hitting a short drive off the tee.

## Approach Shot

**Par 3 & Par 4**

On a par 3 or 4 the approach shot is into the green so that the image of the green is what a gamer sees on the approach.

# APPROACH
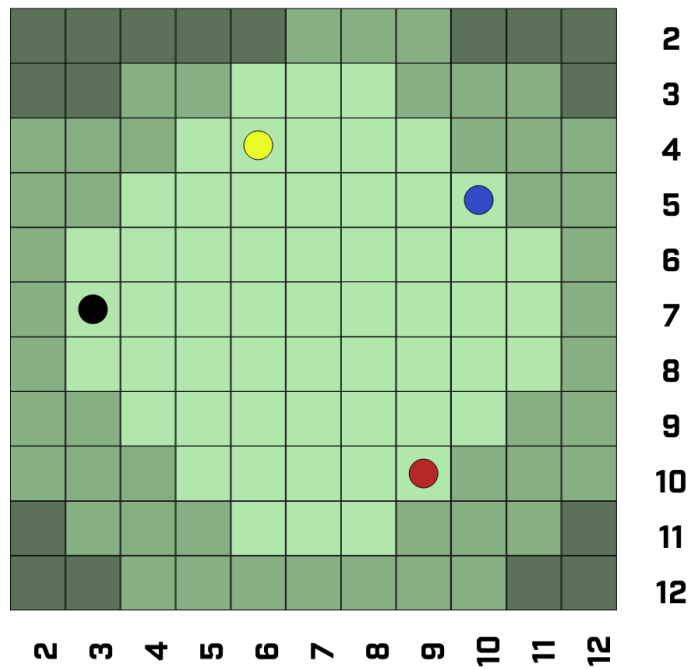


There different types of terrain on the approach shot into the green. Here are the terrain types around the green:

| | |
|---|---|
| GREEN | |
| FAIRWAY | |
| WOODS/HEAVY ROUGH | |
| SAND | |
| WATER | |

**Pin Locations**

There are four pin locations on each green. These can be used for tournament play (one for each round) or just to mix up the play on single rounds. The default pin placement is the black circle. For a tournament, use the following pattern to determine the pin placement for each round:

● ROUND 1

● ROUND 2

● ROUND 3

● ROUND 4

**Green**

If a shot comes to rest on the green then the gamer's next shot will be a putt. If the ball is within 2 grid blocks of the hole then the next putt will be a short putt (less than 10ft.). If the ball comes to rest outside of two grid blocks from the hole then the next putt will be a long putt (greater than 10ft.) In this example, the black pin location is the current pin location. If the ball is resting on the green in any of the blue boxes the next shot will use the short putt grid. If the ball is resting outside the range of the blue boxes the next shot will use the long putt grid.

# APPROACH
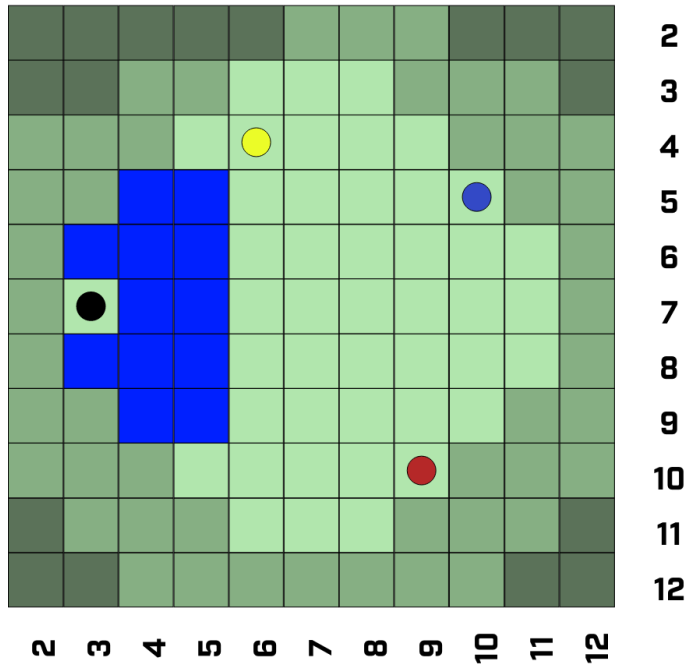


If the ball comes to rest in the grid square where the pin is located there is a chance that the ball goes into the hole on the approach shot. To determine if the ball went into the hole roll all 4 d6 dice. If all 4 dice values are 6s then the ball went into the hole. If they are not all 6s then the next shot is a tap in. There is no need to roll against the short putt chart for the next shot.

**Fairway**

If the approach shot lands on the fairway around the green the golfer must use a chip shot for the next shot. Roll all 4 d6 dice against the sand/chip grid.

**Woods/Heavy Rough**

If the approach shot lands on the darkest green squares around the green the golfer must use a wedge for the next shot. Roll all 4 d6 dice against the sand/chip grid. For any shot

from the rough or the woods add +1 to the first roll (the Y-axis) roll to simulate a shorter distance on the shot.

### Sand

If the approach shot lands on a white square around the green the golfer must use a wedge for the next shot. Roll all 4 d6 dice against the sand/chip grid. For any shot from the sand add +1 to the first roll (the Y-axis) roll to simulate a shorter distance on the shot.

### Water

If the approach shot lands on a blue square around the green the golfer must first take the penalty of 1 stroke for going into the water then drop the ball in the nearest square that is not sand or water. The golfer will use a wedge for the next shot rolling all 4 d6 dice against the sand/chip grid.

### Par 5s

The approach on a par 5 is slightly different because the golfer might hit the ball onto the green or the fairway as a lay up shot. The terrain types are the same as the par 3 and par 4 approaches but you'll notice they are inverted—the fairway takes up a majority of the center of the grid while the squares representing the green are in the corners. This simulates the difficulty of landing on the green with the second shot.

# APPROACH
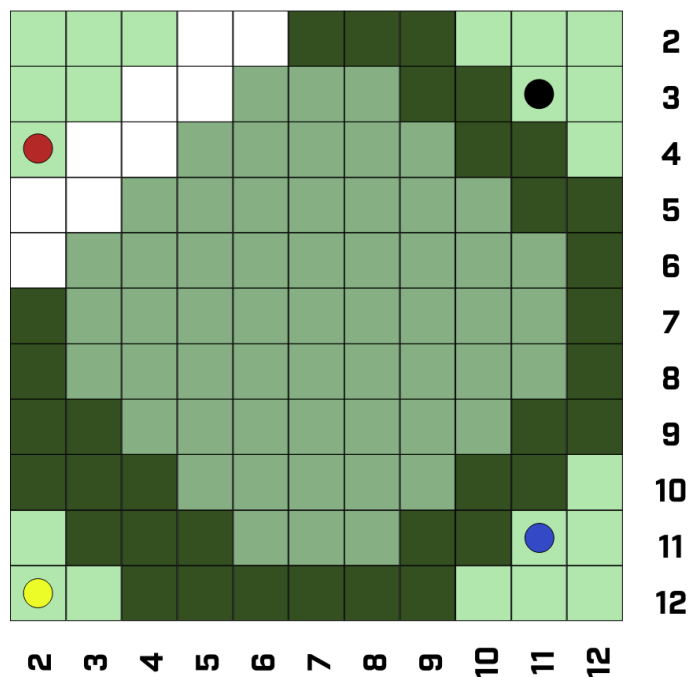


The majority of shots will land in the fairway as a lay up shot with a short approach into the green while a smaller percentage of shots will land on the green with a chance to putt for eagle.

If the shot lands on the green but the current pin location is not in that section of the green the next shot will be a long putt. If the shot lands on the green and the current pin location is in that section then the next shot will be a short putt for eagle. If the shot comes to rest in the same square as the pin then roll all 4 d6 dice to see if the result is a double eagle. If the roll value of each of the four dice is 6 then the ball went into the hole on the second shot resulting a double eagle (-3) on the hole. If the ball does not go in then the result is a tap in for eagle (-2) on the hole.

If the ball comes to rest on the fairway, bunker, or heavy rough then the next shot should use the sand/chip grid. If the approach shot lands in the water the golfer must first take the penalty of 1 stroke for going into the water then drop the ball in the nearest square that is not sand or water. The golfer will use a wedge for the next shot rolling all 4 d6 dice against the sand/chip grid.
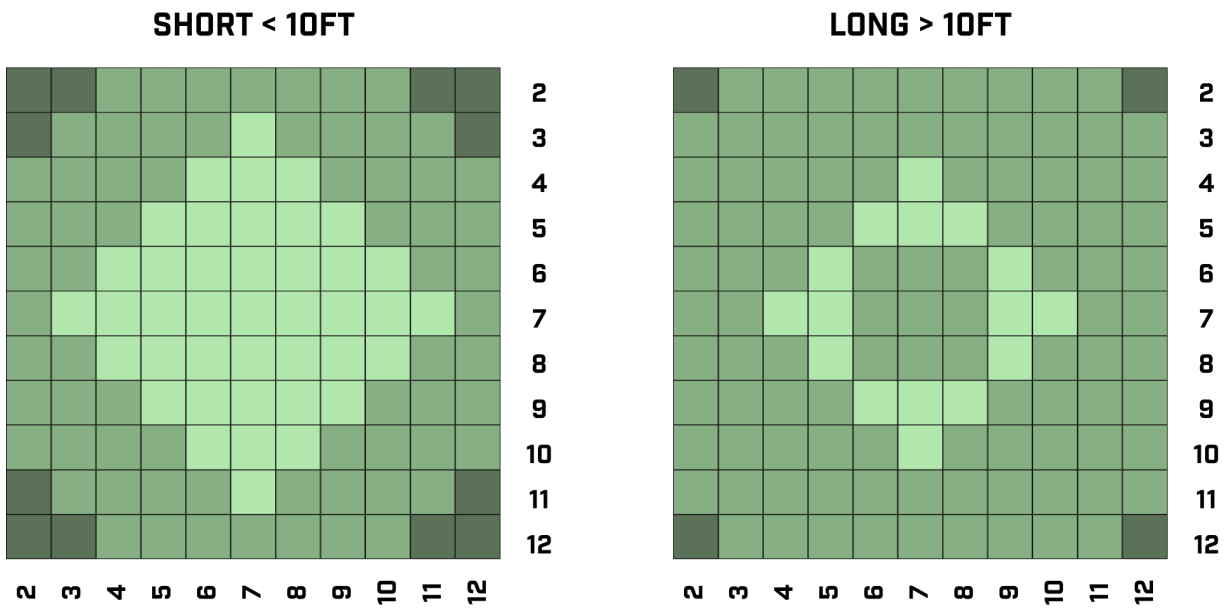
## Sand/Chip Shots

The wedge/chip grid looks like this:

## SAND/CHIP
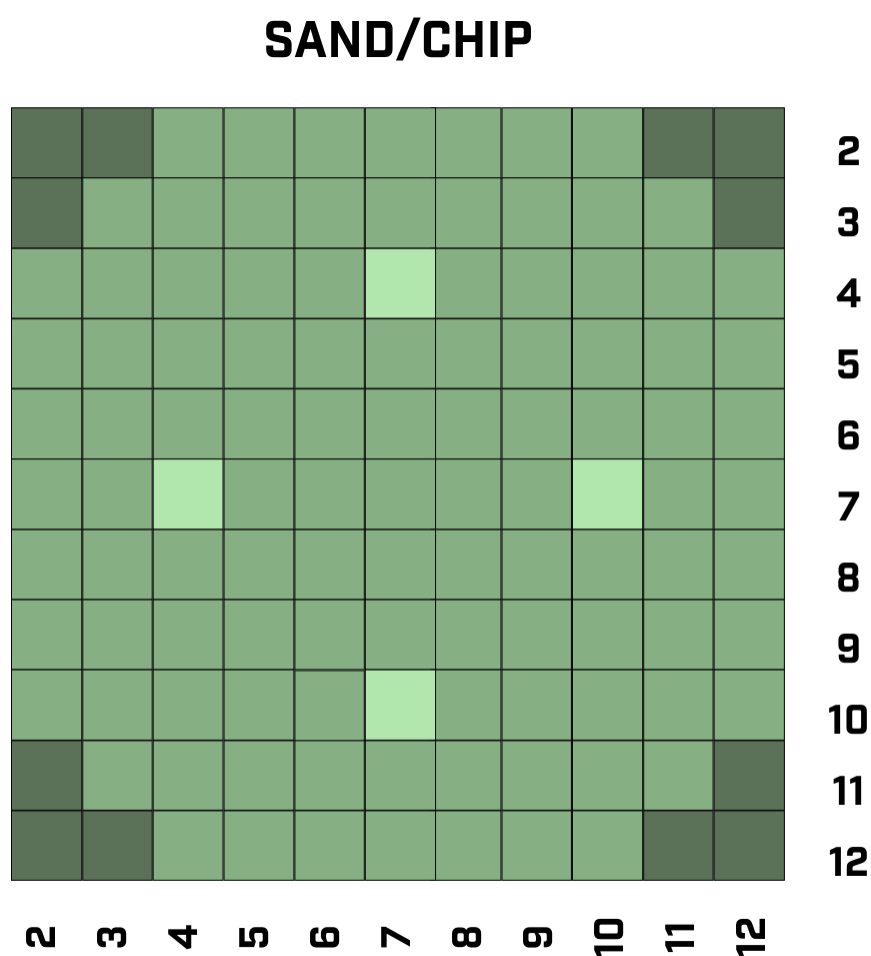
The result of the chip shot is shown with the following colors on the grid:


CHIP IN


SHORT PUTT
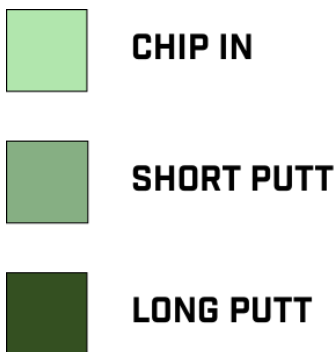

LONG PUTT

## Putting

Putting is broken up into long and short putts. Both the long putt and short putt grids have the same color designations on them:



SHORT < 10FT

LONG > 10FT

### Long Putts

Long putts are categorized as any putt longer than 10 feet. Here are what the colors mean on the long putt grid:

PUTT IS MADE

SHORT PUTT

LONG PUTT

If the ball comes to rest in a medium green square the golfer must roll 4 d6 dice and compare the roll results against the short putt grid. If the ball comes to rest in a dark green square the golfer must roll 4 d6 dice against the long putt grid again.

### Short Putts

Short putts are categorized as any putt 10 feet or shorter. Here are what the colors mean on the short putt grid:

PUTT IS MADE

TAP IN PUTT

SHORT PUTT

If the shot comes to rest in a dark green square the golfer must roll 4 d6 dice and compare the results against the short putt grid. If the shot comes to rest in a medium green square the golfer does not need to attempt another putt. The result is a tap in putt.

## Golfer Cards

This game comes with a set of fictional golfers. Each golfer card shows the player's photo, short bio, and unique attributes. The card is also used for short and long putts as well as wedge and chip shots near the green.
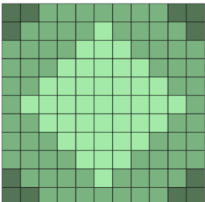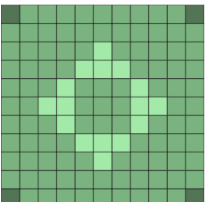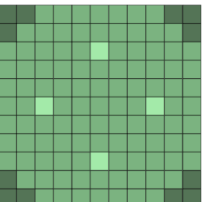


Each player comes with unique attributes that will affect his or her ability to play the course. Some of these attributes will be helpful under certain conditions while others will be detrimental to his or her play.

**Tee**

The Tee attribute is for using on tee shots and determines whether the player is a long or short hitter off the tee. Add or subtract this number from the first roll—the Y-axis roll.

**Approach**

The Approach attribute is for using on approach shots and determines whether the player is a long or short hitter on the approach. Add or subtract this number from the first roll—the Y-axis roll.

**Shape**

The Shape attribute is for using on tee shots and/or approach shots and determines whether the player has a tendency to hit a hook or fade. Add or subtract this number from the second roll—the X-axis roll.

**Rough**

The Rough attribute is for using on shots from the rough and determines whether the player is able to still strike the ball well from a bad lie. Add or subtract this number from the first roll—the Y-axis roll.