

## Rules of Play

# Box of Golf®

A Classic Golf Board Game

For 2 to 4 Players  
Ages 8 and Up

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Special Thanks to:  
Greg LaFever—Course Art  
David M. Bowers—Cover Art

**!!!WARNING!!!**  
CHOKING HAZARD—Small parts.  
Not for children under 3 years.

## Object

Play against par for nine or eighteen holes of golf to win gems. Attempt to complete each hole in the fewest strokes. The player with the most gems at the end of the game wins!

## Contents

Nine two-sided playing boards, over 100 glass gems, four golf tees, five dice.



## Symbols/Obstacles/Hazards

**Golf Ball:** This is one of several spaces you move onto as you play each hole. A Golf Ball may appear in a Fairway, Bunker, Tree, Rough, Green or in the Water.

**Directional Circles:** These little circles are not spaces, but merely indicate your direction of play. You do not count these circles.

**Fairway:** The Fairway is the lighter green "main road" from the Tee Box to the hole. You may land on various spaces on the Fairway.

**Par:** The average number of strokes it takes to complete a hole. Each playing board has a par number shown in the upper left-hand corner.

**Divot:** A divot is a chunk of turf ripped up from the Fairway by a golf club when making a shot.

- Tee box:** Start here on each hole. Shots from the Tee box are called *drives*. The player that completed the prior hole in the fewest strokes is said to 'have honors' and will go first. You are allowed to re-roll **black dice** with the other non-scoring dice when hitting off the tee.
- Fairway:** Good lie. **Black dice** cannot be re-rolled and have no space value.
- Bunker (Sand trap)** *Wilds* don't count, the **purple dice** become a *divot*. **Black dice** and **purple dice** cannot be re-rolled and have no space value. (Rolling purple dice from bunker will not interfere with scoring a natural...purple are divots.)
- Rough:** One space must be subtracted from the final roll when hitting out of the rough, i.e. a four of a kind roll is reduced to a three of a kind roll, etc. **Black dice** cannot be re-rolled and have no space value.
- Water:** If a shot lands in the water, one penalty stroke is assessed and the next shot must be played from the original space, or the closest dry land not nearer the hole (if the closest dry land is an arrow, it is to be treated as a fairway lie.)
- Tree:** 1. When a player has a tree in the path of their shot (a shot from one spot to another, with a ball symbol on a tree in the path), they must take the tree test to determine if the shot cleared the tree. Stop on the tree, take one die, roll it once, if it comes up anything other than **black**, you passed, continue to move the total number of spaces allowed by the original roll. If **black**, then your shot stops at the tree. *Wind gems* are not allowed after a failed tree test.  
2. If hitting from a tree, one space must be subtracted from the final roll, i.e. a four of a kind roll is reduced to a three of a kind roll, etc. No need to roll the tree test from a tree, as the player is not attempting to go over it. **Important:** You must take the "tree test" before playing a blue (wind) gem. You may not play a blue gem after a failed "tree test."
- Arrow or hill:** An arrow symbolizes a hill. If after having rolled, and played any applicable gems, a shot lands on an arrow, it is bounced one space in the direction that the arrow points. A player's shot does not turn with an **arrow** unless landing on it. The arrow counts as a space when moving your player. No *wind gem* after an arrow because you are already on the ground.
- Star/Great Shot:** If a player lands a shot here from the Tee box or **Star**, one *gem* reward is given. Players hitting from the Star will use rules of Tee box.
- Green:** Be careful not to hit your shot too far and go over the Green if there is a space beyond it. Once safely on the Green, advance your player to the "P" or Putting start symbol. Your next turn will be to *putt* the ball into the cup. If a player lands a shot exactly on the Green without using any *gems, wilds or arrows*, i.e. a *natural* shot, that player is entitled to a FREE *backspin* attempt as described for a **yellow gem**.
- Putting Surface:** (Enlargement of the **Green**) Start at the **P** (unless you advanced further with a *backspin*). The object is to get the ball into the **cup**, represented by the flag. Players may use all five dice when putting, but be careful not to overshoot if there is a space after the flag. Once you have 'sunk your putt' move your piece off the board, tally the number of turns it took you to complete the hole. Take the appropriate number of reward *gems*.

# How to Play

## **To Start**

1. Decide whether to play nine or eighteen holes. A group of beginning players may play fewer holes.
2. Make sure playing boards numbered 1 through 9 are placed into the box facing up—in order—with board 1 on the top and board 9 on the bottom.
3. Each player selects four gems: one of each color (blue, green, yellow and red). Make sure all remaining gems are placed into the box.
4. Each player selects a golf tee. Use your golf tee to represent your ball on the board. Place any unused tees out of play.
5. All players place their golf tees on the Tee Box space of the first hole.
6. Choose a player to go first.

## **Taking a Turn (Each turn counts as one ‘stroke’ or golf shot)**

1. **Study the Fairway.** Note the par number for the hole and the distance to the Green. Be aware of any obstacles in your path (tree, water, etc.) as these factors may affect your club choice.
2. **Choose your golf “club” by selecting one to five dice.** Announce the number of dice you intend to roll for your turn. Once you announce the number, you cannot change it on this turn. Place any unused dice out of play. The number of dice you choose to roll equals the “club size.” As you will discover later in the rules, various spaces, hazards and obstacles will affect your shot. Also, take care selecting the club size to avoid overshooting the Green or other target. The larger the club, the farther you may hit the ball.
3. **Take your golf shot (stroke) by rolling the dice.** Players earn forward movement through the course by rolling the dice. The object of the dice is to accumulate as large a group of the same color dice as the number of spaces you wish to move.
  - a. Red, Green, Yellow, and Blue dice are equal in value, no one, being better than the other to collect.
  - b. Purple dice are ‘Wild.’ These dice count as a space, they may not be re-rolled for the remainder of your turn. Purple dice must always be joined with another color or group of matching colors whenever possible.
  - c. Black dice are ‘Divots.’ These dice have no space value, they are not to be re-rolled for the remainder of your turn unless specifically allowed by the space you are hitting from (Tee box or Star).

Once you have made your first roll, choose the one color or the largest matching color group you wish to keep and collect (players must always keep and use the largest group available.) After a color

or group is chosen, wilds included, with all 'divots' set aside, a player then decides if they wish to make a second roll, the object being to collect more dice that match the saved group. This second roll is only of the remaining non-matching colored dice. After the second roll is completed, and any additional matching dice or wilds are accumulated (or not), a player then must decide whether a third roll of this nature will be taken. Players must always go with the largest group available and must always use all spaces that are rolled. Players may switch colors at any time, so long as the new group is of equal or greater size to the saved group. Players must switch colors if a larger group is rolled. Players have a maximum of three rolls of the dice to collect these same colored dice, but are not bound to use all three rolls.

**Example #1:** You roll five dice the first time. Three matching reds came up. You re-roll the remaining two dice, hoping to get more reds to add to your total.

**Example #2:** You roll five dice. One red, two yellow, and two purple come up. You must count the two yellow, plus the two "wild" purple for a total of four. Place those four dice to the side if you are attempting to move five spaces and re-roll the fifth dice in hopes of getting another yellow or a purple.

**Example #3:** You roll five dice the first time. Only two matching blues came up (the rest were one of each color). You re-roll the remaining three dice. On your second roll, three yellows come up. You take the three yellow dice as your total, and decide whether to re-roll the two blue again...going for yellows now.

**Example #4:** You roll five dice. Two red, two black and a yellow come up. You are hitting from the Tee Box or the Star space, therefore you can re-roll the black dice as well as the yellow. You roll two more reds and a black. Once again you can re-roll that black in hopes of getting another red or a purple.

Add up total: When your rolling is completed, count the higher number of matching dice (including any "wild" purple) to determine how many spaces to move—one space per matching color.

**Note:** Your movement along the course is affected when there is a tree in the way, and when you begin your turn on an obstacle or hazard.

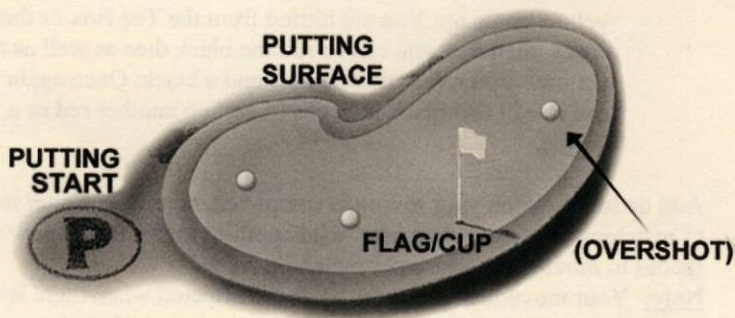
- 4. Move your golf tee along the course toward the Green.** Move your golf tee along the course, counting each symbol as one space. Symbols include the Golf Ball, Arrow, Star, Green and Flag. (Do not count the directional circles between each symbol. These little circles are not spaces—they merely guide your direction of play.) After moving and playing a gem (when appropriate), your turn is over.

## Landing on the Green

Be aware that if a particular board has spaces continuing beyond the Green, that the Green as a target can be 'overshot' if too many matching dice are scored. If a Green has no spaces beyond it, then it cannot be 'overshot'. On the game boards you will notice two 'Greens'. One Green is much larger than the other and has its own symbols upon it, this larger Green is referred to as the "Putting Surface". Once a player successfully lands on the small green, they should then move over to the Putting Surface placing their player on the "P" (putting start symbol). A player's next turn will start from the "P". Overshooting the Green could occur on holes #5, 7, 8, 9, 11, 14, 16, 17 and 18. If you do overshoot, move your golf tee to the overshoot space.

**Scoring a 'Natural':** If you land a shot exactly on the Green without using any gems, arrows or 'wild' purple dice, you've scored a 'natural,' also referred to as a 'natural backspin.' Congratulations! For such a fine shot, you are immediately entitled to make a FREE backspin attempt as follows:

- A. Move your golf tee to the "P" (Putting start).
- B. Roll all five dice one time.
- C. Count only the number of 'wild' purple dice that come up on the roll, and move that many spaces along the Putting Surface.
- D. If no 'wild' purple dice come up, you may still move one space.
- E. After rolling for your natural your turn is over.



## **Putting Surface**

Each shot on the Putting Surface is called a 'putt,' and is counted as a regular stroke. Players roll the dice as usual with the target being the 'Flag' symbol (this represents the small 'cup' or 'hole' that players are attempting to get their ball into to finish the Hole). Sometimes there will be spaces past the Flag. When this is the case, be careful not to 'overshoot' your target, as your ball will go right by the hole if you score too many spaces with your dice.

Overshooting the Flag/Cup could occur on holes #1, 5, 6, 9, 10, 11, 12, 13, 15, 16 and 18. If you do overshoot, move your golf tee to the Overshot space.

## **Playing a Gem**

After completing your dice roll(s), and before ending your turn, you must decide whether or not to play a gem. To play a gem, remove it from your pile, and place it back into the box. Of course, if you don't own a certain color gem, you can't play it. You may play only one gem per turn (except a "mulligan" which is described below).

**Blue Gem:** A blue gem represents a favorable 'gust of wind.' A player may use a blue gem to add or subtract one space from their shot. Blue gems may not be used on the 'Putting Surface'. Blue gems may not be used after having landed on an Arrow, or after a failed 'Tree Test'.

**Green Gem:** A green gem is a 'gimnee'. A green gem will redirect any missed 'putt' into the 'hole', in essence making a putt that missed, into a putt that did not miss. Play a green gem only after having missed the 'cup' with a putt on the Putting Surface.

**Yellow Gem:** A yellow gem represents 'backspin'. Backspinning assists any shot landing on the Green to continue moving closer to the Flag or if lucky, maybe right into the cup. To do this, roll all five of the dice one time only, and count the number of Wilds you get, move from the "P" (putting start), towards the hole (represented by the 'Flag') one space for each Wild. Players may move a minimum of one space, even if no Wilds are rolled.

**Red Gem:** A red gem represents a 'mulligan'. Playing a mulligan allows a 'redo' or 'do over' of an entire turn. You may take as many redos as you have red gems. Mulligans are not allowed when playing on the Putting Surface.

### **Finishing the Hole**

Once all players have made it into the cup (sunk the putt), they remove their golf tees from the playing board. Then each player adds up his/her strokes for the hole. Compare your total to the par for that hole (shown on the playing board), and collect one gem from the box for each stroke under par you scored. **Note:** If you are over par, you do not give gems back.

The player with the lowest score for that hole is also rewarded an additional two gems. Ties for lowest score on a hole are rewarded with one gem for each player.

At the start of each new hole, each player should have a minimum of four gems. If you do not, take the appropriate number of gems from the box without peeking.

**Important:** Other than the initial four gems, all gems are to be taken from the box without peeking.

### **Beginning a New Hole**

Switch to the next playing board: Lift the top board out of the box, flip it over, and slide it under the remaining eight playing boards in the box. You are now ready to play the next hole.

The player who completed the prior hole in the fewest strokes is said to "have honors" and will go first on the next hole.

### **Winning the Game**

After all golfers have completed nine or eighteen holes, each player counts up his/her gems. No color has more value than any other. The player with the most gems wins!

Occasionally, players may debate the interpretation of a rule. If this happens, use your own best judgment and decide as a group how to proceed. That also adds to the fun! Please feel free to modify the rules for younger players. For example, you might consider eliminating the impact of course obstacles until beginners get used to the game.

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## Frequently Asked Questions

**Q** *Can you overshoot the Green if there are no symbols on the other side of it?*

**A** If there is no overshoot symbol (ball, arrow or star), you do not have to be careful about the number of dice you roll, and as long as you get the minimum, you landed on the Green. The extra dice that may have been the right color do not advance you on the Putting Surface.

**Q** *If you need to move 3 spaces to get to the Green and on your first roll you throw 4 dice and get 2 green and 2 purple, did you overshoot the Green?*

**A** If there is an overshoot symbol, yes. If not, then no.

**Q** *Do you ever have to do all three rolls?*

**A** No.

**Q** *Can you use purple as a color?*

**A** Only if there is no other color available. For instance, you throw five dice, four come up black, if the other is purple, it can be counted as one space to move, (except if you are in a bunker).

**Q** *Can you use a wind gem before an arrow?*

**A** Yes, because the ball has not landed and is still in the air.

**Q** *Can you use a wind gem after landing on an arrow?*

**A** No, because the ball has already landed and is no longer affected by the wind.

**Q** *Is there ever a time that a purple dice can be re-rolled?*

**A** No.

*(more FAQs on the other side)*

**Q** If there is more than one tree in a row on a shot ( holes #5, #12, and #14), does the player have to pass a tree test for each tree?

**A** Yes. Take one dice and try not to get a black, for each tree, in succession.

**Q** When hitting from a Star, can you re-roll blacks?

**A** Yes, the same rule applies as hitting from the tee box.

**Q** Can a yellow gem be used on a 'natural' backspin?

**A** No, the backspin has already been attempted and the turn is over.

**Q** If you roll five dice, three come up red and two are yellow, can you choose what color to go for?

**A** The higher number of matching dice must always be chosen (with the exception of black).

**Q** May I use more than one gem on a turn?

**A** Only one gem may be played on a turn, with the exception of a red "mulligan" which is, in effect, taking your turn over. After using a "mulligan" to re-take your turn, you could use another gem, where appropriate. You could also play more than one "mulligan" if you have extra.

**Q** I was hitting out of the bunker (sand trap). I rolled the dice and two blue came up, plus a "wild" purple. The rules state that when hitting from the sand, I must treat the purple as a black divot which may not be re-rolled and may not be counted. Therefore, may I still call my stroke a "natural"?

**A** Yes.

**Q** I need only a "one" to get onto the Green. I roll two dice. If one comes up red and the other purple, did I get on with a "natural" backspin?

**A** No, the "wild" purple must be used as a red. Therefore, it is not a "natural" because the red and purple together equal two spaces.

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