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MINIGOLF EMPIRE EXTENSION

MINI GOLF

RULE BOOK

DESIGNER





MINIGOLF EMPIRE EXTENSION

MINIGOLF

DESIGNER

The client couple for whom you designed a Minigolf Course, loved your work! They hire you to open a full chain of Minigolf venues!

With this extension, you can play a series of 5 games of Minigolf Designer as a campaign. The difficulty of the clients' whim will increase after each game and your performance has an impact on the next game you play.

Apart from a notepad to record your progress, this extension mainly contains two new decks of cards: One full of new design challenges, and one to help you mitigate the randomness of the game.

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CONTENT



2 Client Cards
(1 female and 1 male)



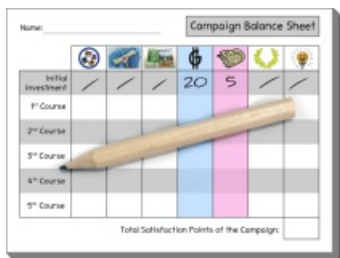
23 Land Cards



49 Press Cards



68 Fame Cards



A Notepad of balance sheets with a pencil



This rule book



CAMPAIGN EXTENSION

What is a campaign?

This extension will bring a campaign mode to your Minigolf Designer game.


A campaign will string multiple plays of the game together into a single story. The results of each play has an impact on the next one(s).

Thanks to two new clients, you can play through 5 games of Minigolf Designer linked together.

Same clients but New Challenges!

Most of the variety and replayability of Minigolf Designer comes from the combination of the two Client Cards drawn during Setup. You may wonder what will happen to the variety if the two clients do not change during the campaign?

Well, the minigolf design challenges of games in the campaign come from a combination of new cards called Press Cards.




Each Press Card proposes a small and specific challenge to the players, and the more challenges your Minigolf Course can satisfy, the more victory points you get (see the following pages for more details).

How to record your progress?

This extension comes with a notepad of balance sheets. You should give a balance sheet to each player, who can then write their name in the dedicated box.

This sheet links the outcome of plays to the setup of the next game. Each player has to write down their scores and track their progression at the end of each game.

Some cards in the game come with you from one game to the next. You save your unplayed cards together with the balance sheet in the plastic bag that holds your pawns. Ready to be used in the next game of the campaign.



MRS PRESSCO

To establish a minigolf chain brand, one needs good press coverage, and Mrs Pressco is a marketing expert. She will give you Satisfaction Points for every article published in the press.

Each press article is represented by a Press Card. The article is only considered published if your Minigolf Course design satisfies the challenge written on the card.



This extension introduces a new icon (a Mini Newspaper) to represent the Press Points. For Mrs Pressco, one Press Point equals one Satisfaction Point, you'll want to earn as many Press Points as you can. Press Points will also give your Fame Cards (see the following pages).

Therefore, scoring Mrs Pressco is quite simple: count your Press Points and score that many Satisfaction Points on the score track.



MR PROFEET

In order to become a minigolf chain tycoon, Mr Profeet needs to maximize his profit to invest in the next Minigolf Course.

Therefore Mr Profeet will give you Satisfaction Points, depending on the profit that he can make.



This extension introduces a fictional currency called Golfar which has the symbol $\$$. Golfar is used to buy land and potential marketing campaigns during the Investment Phase (see the "Game Rule Changes" chapter for more details).

Visitors of your Minigolf Courses will generate Golfar: Every character drawn on your Minigolf Course at the end of the game, will add $\$$ 1 to your income.

Profit is then the number of characters on your Minigolf Course minus the cost of the Land Card and the cost of the marketing campaigns. (see the Scoring chapter for more details).



PRESS CARDS

The number of Press Points that you can earn if your Minigolf Course satisfies this card.

An extract of the Press Article.



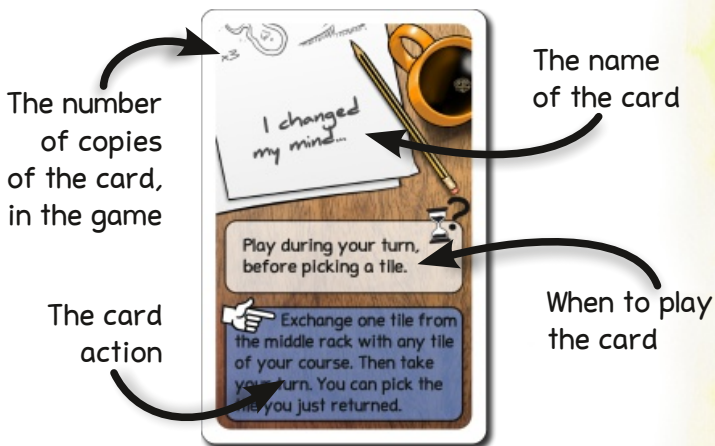
The illustration of the challenge.

A short description of the challenge. The color of the frame can help you identify the type of challenge that this card offers:

- **Purple:** Minimum Requirement challenge
- **Green:** Grass Tile challenge
- **Red:** Hole Tile challenge
- **Yellow:** Special Tile challenge
- **Cyan:** Hole Shape challenge
- **Blue:** Course Design challenge

FAME CARDS

The client couple tends to be less demanding and more forgiving with famous designers. To increase your fame and design experience during the campaign, this extension introduces Fame Cards.



The background color of the second frame is a hint regarding the type of action provided by the Card:

- **Dark Blue:** This action impacts the tiles on the Rack or on your Minigolf Course, such as drawing new tiles.
- **Gray:** This action impacts the player order, such as putting you in first position for the next turn.
- **Orange:** This action concerns the scoring. You can play these cards at the end of the game and don't need to pay them much attention during the game.

NEW SETUP

Setup Modifications

Most of the setup stays unchanged: each player takes their starting tile, score sheet and their other components. Place the Scoreboard and the 3 Racks on the center of the table, and fill the 2 last Racks, as usual.

The modifications concern the Client Cards, the initial player order on the top Rack, and the Land Cards (do not deal 3 Land Cards to each player). There are also additional setup steps for the Press Cards and the Fame Cards.

Client Setup

You don't need the Client Cards of the base game. Instead, place Mrs Pressco and Mr Profeet face up on the table (the two new Client Cards coming in this extension).



Player Order

For the first game of the campaign, determine the player order randomly, following the normal rules from the base game.

During the following games of the campaign, add the pawns to the top Rack based on the winning order (rank) of the last game. Place the winner on the left and add pawns going to the right according to the winning order. If several players had the same score in the previous game, draw the order randomly among these tied players.



Press Cards

Shuffle the Press Card deck. For each game in the campaign draw and place a number of Press Cards face up on the table. Use the table below to see how many cards you need for each game in the campaign:

- For your first game, draw 4 cards
- For your second game, draw 5 cards
- For your third game, draw 6 cards
- For your fourth game, draw 7 cards
- For your fifth game, draw 8 cards

Leave the deck on the table for now, so that players can buy additional Press Cards during the Investment Phase.



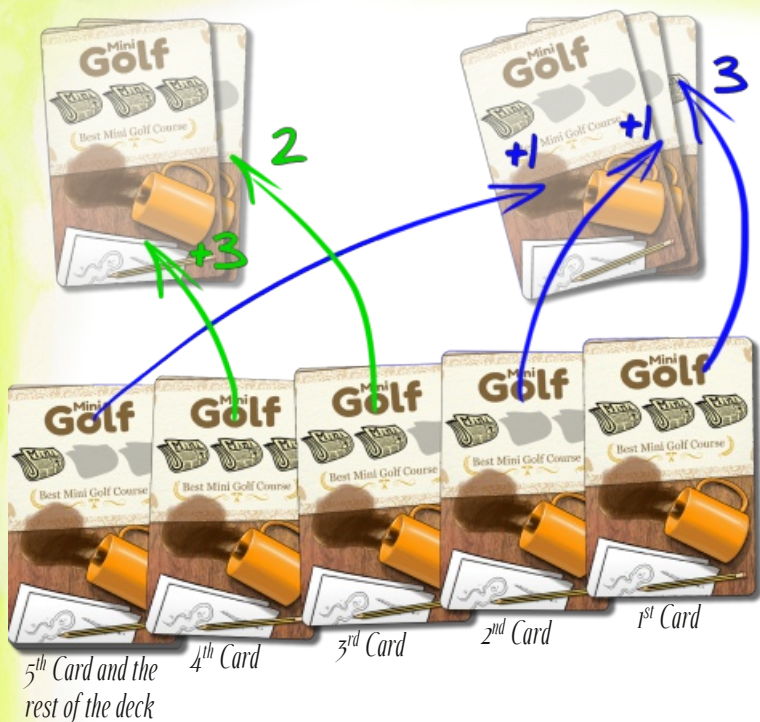
Fame Cards

Shuffle the Fame Card deck. In player order, deal an amount of Fame Cards to each player at a time, until the total of Press Points equals their Press Coverage (Press Points earned during the previous game). For your first game, each player has a Press Coverage of 5.

The amount of Press Coverage must be dealt exactly. Use the newspaper logos on the back of the cards to help you find the final card with the correct number to match the Press Coverage of the player precisely.



The number of Mini Newspaper Logos printed on the diploma on the back of the Fame Card indicates the Press Points of the card. In the example beside, the card is worth 2 Press Points.



The blue player has a Press Coverage of 5. The first card of the Fame deck is worth 3 points and the second 1 point, which make a total of 4. But the next card is worth 2 points, which would exceed the Press Coverage (6 instead of 5). This is not the card we are looking for. The card after that is worth 3 points, still too high. The next card is worth 1 point which is perfect to meet the blue player's Press Coverage. Deal this card to the Blue player. The next player to receive Fame Cards (for example, the green player) will receive the cards that did not fit the Blue player. They get a 2 and 3 for a total of 5 Press Points, which is a perfect fit for their Press Coverage of 5.

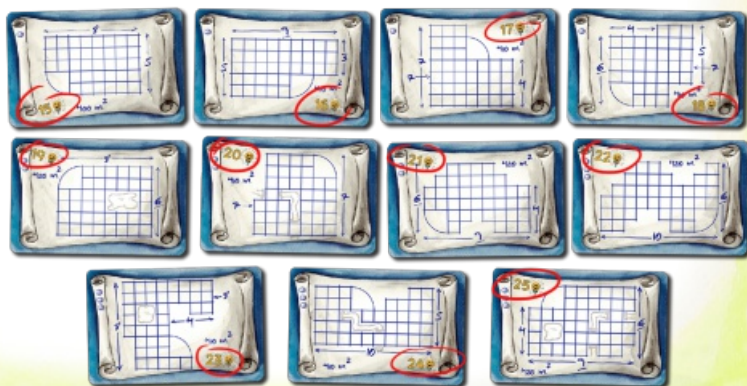
Once all players have the precise amount of Press Coverage in Fame Cards, you can put the remaining Fame Cards back in the box. You won't need them for the rest of the game.

In the rare situation where a player cannot get the exact amount of Press Coverage in Fame Cards that player has to play with less Fame Cards. This is why you should distribute the Fame Cards in player order.

Add your newly acquired Fame Cards to the Fame Cards that you didn't play during the previous game.

Land Cards

Sort all the Land Cards by Satisfaction points, and make 11 piles face up, one pile for each value of Satisfaction points. Place the piles in order from 15 to 25 Satisfaction points.



GAME RULE CHANGES

Investment Phase

Buying Land

In player order, each player chooses one Land Card among the ones available in the Land Card piles. When you buy your Land Card, you cannot spend more Golfar than the profit you made during the last game (this is your Golfar Budget).

For the first game of the campaign every player starts with a budget of \$ 20 which is the amount that Mr Profeet can initially invest.



In this example the player chooses to buy a land costing \$22. They look in the pile of Land Cards with 22 satisfaction points and choose one card.

If you don't have enough budget to buy any Land Card available, you must choose a Land Card from the cheapest pile. And of course, you won't be able to buy additional Press Cards, since there is no Golfar left over to do so.

Buying Marketing Campaigns

You are not obliged to spend all your budget to buy a Land Card. If you have remaining \$ to spend after buying your Land Card, you can also buy Press Cards from the top of the Press Card pile. Each Press Card costs \$ 2.

You can only buy Press Cards after you have bought a Land Card. Any \$ you have left over after this phase is lost.



The player had a budget of \$25. After buying their \$22 Land Card, they buy a Press Card for \$2, and lose the remaining \$1.

The Press Cards that you bought are resolved in the same way as the public ones. However these Press Cards stay secret and can only be scored by the player who bought them.

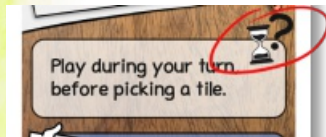
Once the last player completes the investment phase, you can put the piles of Land Cards back in the box, in their numerical order. For your next game the Land setup will be way quicker.

Playing Fame Cards

Most of the time, these cards can be played during your turn and help you to modify the turn order, to influence the scoring, or to mitigate the randomness of the tiles drawn from the bag.

Your Fame Cards hand is not public information, you should keep your hand of Fame Cards face down.

In the top frame of the card it states clearly when you can play the card.

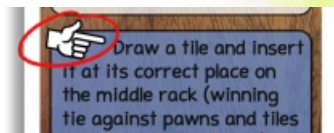


This icon indicates when the card can be played. In this example just before you pick your tile.

The second frame tells you the special action that you can perform. For a detailed description of each Fame

Card, look at the card reference at the end of this rule book.

This icon indicates what to do when playing the card.



Play the card and perform the action written on the card, then discard the card. There's no limit to the number of cards that you can play during your turn.

There are multiple copies of the same Fame Cards in the deck, indicated with the number in the top left corner. A player can play multiple copies of the same card in a row.

Example: During scoring, you can play two "I'm a bankable Designer" cards to add 8 visitors to your score (if you are lucky enough to have those two cards in hand).

In case two players can legitimately and want to play a Fame Card at the same time, use the player order to decide who gets to play their card first.

Example: The blue player plays the "No Boring design, please!" card stating: Draw a full new Rack to replace the tiles on the bottom Rack. But at the same time the green player plays the card "This was the worst idea in the world..." that lets them replace any tiles from the bottom Rack. Both cards should be played after the bottom Rack is refilled.

Since the green player is first in player order, they can first remove and replace tiles and then the blue player can decide to play their card to replace the full Rack (or may not play their card, if the tiles replaced by the green player are interesting for them).

SCORING

First Game of the Campaign

For the scoring of your first game of the campaign, give one balance sheet from the notepad to each player. Each player writes down their name in the top corner of the balance sheet. This sheet is now theirs for the remainder of the campaign.

Most of the scoring procedure stays unchanged, but you will be required to write down some key scores on your balance sheet. You will need these scores for the next game in the campaign.

In this example, the purple player writes his name "Leo" on his balance sheet.

Name: Leo

Initial Investment	/	/	/	20	5	/	/
1 st Course							
2 nd Course							
3 rd Course							
4 th Course							
5 th Course							
Total Satisfaction Points of the Campaign:							



Scoring the Popularity

After you have counted the number of characters on your Minigolf Course, write it down on your balance sheet. That will be your "Mr Profeet"-income for this game.

REQUIREMENT

- Design a popular Minigolf.
 = 1
- As fast as you can.
 = 3
- Which satisfies the whim of Mrs. Client.
- And also the whim of Mr. Client.
- With the 56 Par cubes in the green area.
- Which fits inside the clients' land.
- Which forms a circuit.
- And which is playable.
 - +20 per missing or additional hole
 - +10 per hole with 2 Putting Greens or 2 Tees or 3 Putting Greens
 - +2 per intermatch connection
 - +2 per wrong direction tile

Campaign Balance Sheet

Name: Leo

Initial Requirement	✓	✗	20	5	✓	✗	2	10
1st Course	✓	✗	2	29	6	2	119	
2nd Course	✓	✗	4	21	8	1	128	
3rd Course	✓	✗						
4th Course	✓	✗						
5th Course	✓	✗						

Total Satisfaction Points of the Campaign: _____

Score Track

83 82 81 80 79 78 77 76 75 74 73 72 71 70 69 68 67 66
65 64 63 62 61 60 59 58 57 56 55 54 53 52 51 50
49 48 47 46 45 44 43 42 41 40 39 38 37 36 35 34
33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18
17 16
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

In this example, the purple player counted 44 characters on his Minigolf Course. He will score 44 Satisfaction Points on the score track, but he also writes it down on his balance sheet.



Scoring Mrs Pressco

Reveal your secret Press Cards. Claim points for all secret Press Cards and public Press Cards your Minigolf Course satisfies. You cannot claim Press Points from another player's secret card, even if your Minigolf Course satisfies their Press Card. You can only get Press Points from the common Press Cards, or your personal secret ones.

Sum up all the Press Points of the Press Cards that you accomplished. This is your Mrs Pressco score.

Then write down this score as Press Coverage on your balance sheet. This amount will be used in your next game of the campaign to receive Fame Cards.

Secret Cards:

- 2 points: A 2x2 press area
- 4 points: At least 1 picnic blankets
- 3 points: At least 6 Putting Greens with Par greater than 1

CLIENT REQUIREMENT Board:

- Design a popular Minigolf
- As fast as you can
- Which satisfies the whim of Mrs. Client
- And also the whim of Mr. Client
- Which fits inside the client's land
- With the 3d Par cubes in the green circle

Balance Sheet (Player: Leo):

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Score	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Points	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Press Coverage	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24



Scoring Mr Profeet

To score Mr Profeet, you first need to calculate the profit your Minigolf Course has generated.

The profit is calculated as your income minus your costs. Your income is generated by the visitors of your Minigolf Course and your costs are what you spend during the Investment phase.



= \$1

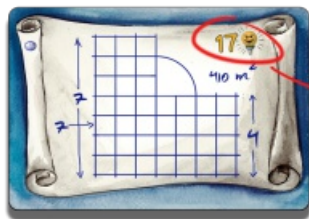


Your profit is equal to the number of characters on your Minigolf Course minus the cost of the Land Card and the cost of the marketing campaigns.



Example
44

-



17

-



4
(2x2)

=

Profit \$ 23

If you forgot to write down the number of characters that your Minigolf Course has, recount them and write them down on your balance sheet now.

Then write the cost of the Land Card (equal to the Satisfaction points written on the Land Card), and the cost of your personal marketing campaign (\$2 per secret Press Card you bought). Then calculate your profit in the blue column.

Your profit, calculated this way, can be negative (in case you spent too much on Land and marketing campaigns and didn't get enough visitors).



Name: Leo

	Initial investment	1 st Course	2 nd Course	3 rd Course	4 th Course	5 th Course	Profit	Satisfaction Points
Initial investment	✓	✓	20	5	✓	✓		
1 st Course	48	17	2	29	6	7	119	
2 nd Course	30	25	4	21	8	1	128	
3 rd Course	44	17	4	23	9			
4 th Course								
5 th Course								

Total Satisfaction Points of the Campaign:



Now look at Mr Profeet card to know how many Satisfaction Points you can get (or lose).



Mr Profeet expects a return on his investments. He expects a minimum profit of \$ 15, otherwise he will lose money when he will buy land for his next Minigolf Course, which makes him very unsatisfied.

The Satisfaction Points given by Mr Profeet are therefore the profit you made minus 15 (which can be positive, null or negative).

Example: If your profit equals 11, your points are $11 - 15 = -4$. You will lose 4 Satisfaction Points! If your profit is negative it's even worse, for example if your profit equals -3, you will lose $-3 - 15 = -18$ Points! But if your profit equals 22, you will gain points, since $22 - 15 = 7$ Satisfaction Points.

However, there is a limit to what you can gain (but not to what you can lose). You can only gain a maximum of 10 Satisfaction Points this way.

Example: If your Profit is 29, theoretically you should gain $29 - 15 = 14$, but due to the limitation, you will only gain 10 Satisfaction Points.

Mr Profeet will also give bonus points, if you improved your profits during the campaign.

You will get 4 more Satisfaction Points if your profit is strictly greater than the profit from your last game (or the initial investment for your first game).

And you will get an extra 4 Satisfaction Points if this is your best profit so far (strictly better than all the numbers in the blue column).

Example: Let's say the example below is the profit calculation for your third game of the campaign, and during your first two games you had a profit of 29 and 21. For this third game, you made a profit of 23, so your base Satisfaction Points for Mr Profeet is $23 - 15 = 8$. However, 23 is better than 21 (your previous profit), so you can get 4 more Satisfaction Points. But it is not your absolute best profit so far (among 20, 29, 21 and 23 in the blue column), so you don't get the extra 4 Satisfaction Points. In total you will score $8 + 4 = 12$ Satisfaction Points for Mr Profeet. It's easy to score the maximum for the first or second game, but it becomes difficult to improve your profit every time.

Name: Leo

Initial Investment	/	/	/	20	5	/	/	
1 st Course	48	17	2	29	6	2	119	
2 nd Course	50	25	4	21	8	1	128	
3 rd Course	44	17	4	23	9	3	112	
4 th Course								
5 th Course								

Total Satisfaction Points of the Campaign:

Playing Fame Cards during Scoring

If you have Fame Cards that can be played during scoring (cards with orange background), you can play them at the appropriate time to modify your score, which means you must discard them to get the score bonus. Otherwise, if you don't want to play them, you can keep them for your next game.

Write down final score

Finally, once you have finished scoring and declared the winner, write down your score and rank on your balance sheet.

It is important to write down your rank, as this rank will be used to determine the turn order in the next game of the campaign.

The final score will also be used at the end of the campaign: after the fifth game, sum up all final scores of the 5 games to determine the winner of the campaign.



Cleaning up

Once you are ready to repack the game in its box, you should give one plastic bag (from the base game) to each player who will put their balance sheet in, together with their tokens and cubes.

The Fame Cards that the players have leftover will be stored in the bag. They will be able to get them back for free at the beginning of the next game. However, each player can only keep a maximum of 3 unplayed Fame Cards and will have to discard the rest. They can choose which 3 to store until the next game.

The Land Cards chosen by the players will also be placed in the plastic bag of each player. Those Land Cards are now part of your client's empire and cannot be chosen again during the rest of the campaign.

At the end of the campaign, you will be able to look at the 5 Land Cards in your plastic bag and remember your journey as a Famous Minigolf Designer that made Mr Profeet and Mrs Pressco Minigolf Chain Tycoons!



A decorative border runs along the top and sides of the page. It features a series of small, stylized figures holding red flags, set against a green background that resembles a hill or a path. The figures are white with red hats and are positioned at regular intervals along the border.

NO CAMPAIGN MODE

If you want to play Mrs Pressco or Mr Profeet in a standalone game, here are some recommended modifications:

Mrs Pressco

For Mrs Pressco, we recommend drawing 6 Press Cards as a common pool for the players. Players won't be able to buy personal secret Press Cards.

Mr Profeet

It is not recommended to play Mr Profeet in a standalone game, as the Satisfaction Points he gives depend on previous games.

However, if you still want to play with him in a standalone game, your profit will be your visitor count minus your Land Card. Each player will deduct the cost of the Land Card they chose among the 3 cards that they received at setup. Obviously there won't be a marketing campaign cost.

During scoring, each player should consider that their last Profit is equal to \$25, and their best profit equals \$30.

A decorative border surrounds the page, featuring a green hill-like shape at the top and bottom. Along these hills are small white figures holding red flags. The background of the page is a light yellow-green gradient.

OTHER GAME MODES

Advanced Version

It is possible to play this campaign with the advanced version of the game (i.e. with the Promise Cards). In this case, choose your first Promise Card(s) after the Investment Phase. If a Fame Card makes you draw a client visit tile, trigger the client visit as normal.

Player positions on the ranking table for Mrs Client and Mr Client's whims are based on the number of Satisfaction Points that Mr Profeet and Mrs Pressco give them.

Solo Campaign

Not all the Fame Cards are playable in a solo game. Some have their effects adapted to the solo mode. These cards have specific rules marked with a "solo" icon in the card reference pages of this rulebook.

Before starting a solo campaign, remove all the cards from the Fame deck as indicated in the card reference under the solo clarifications. Keep this rule book next to you during the game to see the modified effect of the others.

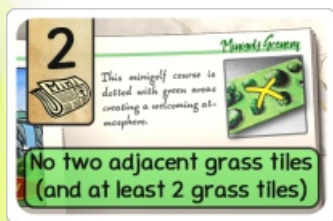
The rest of the rules stay unchanged for a solo campaign.

CARDS REFERENCE

You can refer to the following pages if you have any doubts on how to interpret a card within the rules. These pages also contain specific rule changes for the Fame Cards while playing the solo game mode.

"Minigolf Scenery" Press Cards

These design challenges concern the grass tiles, i.e. not the red hole-tiles (Tee, Putting Green or pathway). The text frame color is green like the main color of the grass tiles.



To score, your Minigolf Course must have at least 2 grass tiles, and every grass tile may not be next to another grass tile. They may touch each other at the corners.



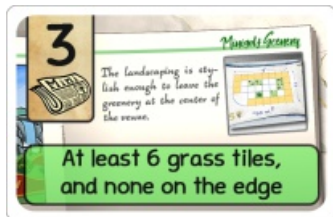
To score, your Minigolf Course must have at least one area of 2x3 contiguous grass tiles. Other grass tiles may touch the 2x3 area at the corners but nowhere else.



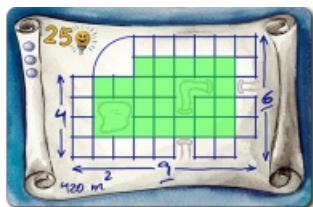
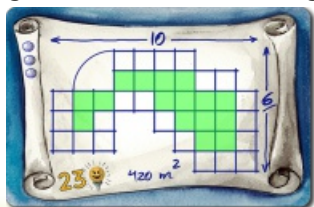
To score, your Minigolf Course must have at least 2 separated areas of 2x2 grass tiles. The two areas may only touch each other at one corner but no more. Other grass tiles may touch the 2x2 areas at the corners but nowhere else.



To score, your Minigolf Course must have at least 13 grass tiles. There's no restriction on adjacency of those tiles.



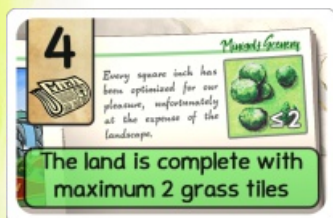
To score, your Minigolf Course must have at least 6 grass tiles. Moreover, absolutely no grass tile can be on the edge or outside your land. For this card, your entrance gate, Stream and Pond tiles do not count as the outside (a grass tile can touch or be over a Stream or Pond tile as long as it is not on the edge).



Example of valid squares in green



Grass tiles placed outside your land and adjacent to a Tee or a Putting Green tile are valid.

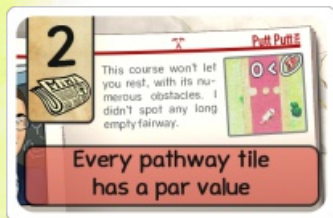


To score, your Minigolf Course must have at least 6 grass tiles adjacent to a Tee or a Putting Green tile or multiple ones. Touching by a corner is not considered as adjacent.

To score, your Minigolf Course can not have more than two grass tiles and you must have filled up your entire land. Having additional holes to fill the empty spaces in the course is authorized.

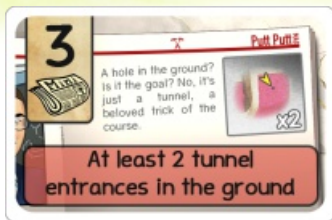
"Putt Putt Mag" Press Cards

These design challenges concern the red hole tiles (Tee, Putting Green or pathway). The text frame color is red like the main color of the hole tiles.

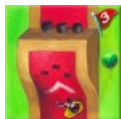


To score, your Minigolf Course cannot have any red hole tile without Par value. Since Tee and Putting Green tiles have a minimum Par of 1, that means all your pathway tiles must

have a Par value as well. You can ignore tiles of any additional holes you might have.



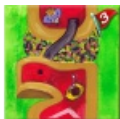
To score, your Minigolf Course must have at least 2 tunnel entrances diving in the ground. The tile orientation doesn't matter. Some tiles have more than one such tunnel entrance.



3 tunnels



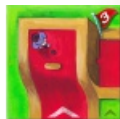
1 tunnel



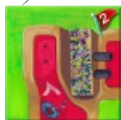
1 tunnel



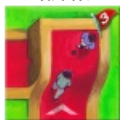
1 tunnel



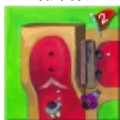
1 tunnel



2 tunnels



1 tunnel

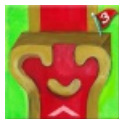


2 tunnels

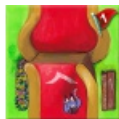
The tile above comes from the "Putt of No Return Expansion"



To score, your Minigolf Course must have at least 2 jumping ramps. The tile orientation doesn't matter. Some tiles have more than one ramp.



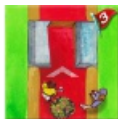
1 ramp



1 ramp



2 ramps



1 ramp



1 ramp



1 ramp



1 ramp



1 ramp

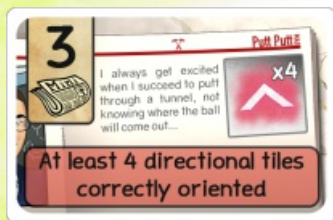


1 ramp



1 ramp

The two tiles above come from the "Putt of No Return Expansion"



tile(s) won't prevent you from scoring.

To score, your Minigolf Course must have at least 4 hole tiles with a directional arrow and they have to be correctly oriented. Having additional wrongly oriented directional



To score, your Minigolf Course must have at least 6 Putting Greens with a Par value greater than 1 (which means a Par of 2 or 3 for the tiles that have been published so far).

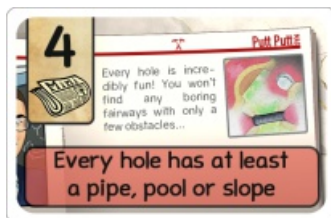


every hole must have an easy pathway tile in between. It can have more tiles with or without a Par value in between the Tee and Putting green.

To score, every hole (excluding additional ones if any) must have at least one red hole tile without Par value. Since Tee and Putting Green tiles always have a minimum Par of 1,



To score, your Minigolf Course must have at least 4 Tees with a Par value greater than 1 (which means a Par of 2 or 3 for the tiles that have been published so far).



To score, every hole of your Minigolf Course (excluding additional ones if any) must have at least a pipe, a pool or an elevation/slope.

“Amazing Mini Putt” Press Cards

These design challenges concern specific and iconic tiles that are usually rare. The text frame color is yellow.



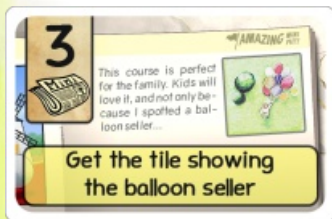
To score, your Minigolf Course must depict 2 people sitting or lying on a bench. It's not enough to have a bench if there's no people on it. Don't count people sitting on the ground or on other things. So far no tiles with more than one person sitting on a bench have been published.



To score, your Minigolf Course must have a Windmill. There is one tile in the base game and one in the "Putt of no Return Expansion".



To score, your Minigolf Course must have at least one of the two tiles showing people playing the "Minigolf Designer" boardgame.



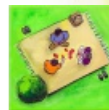
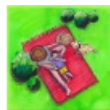
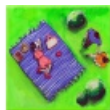
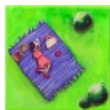
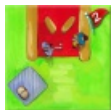
To score, your Minigolf Course must have at least one of the two tiles showing the balloon seller.



To score, your Minigolf Course must have at least one of the two tiles showing the seesaw.



To score, your Minigolf Course must have at least 2 picnic blankets (no matter if there are people on it). So far, published tiles only have one blanket per tile.



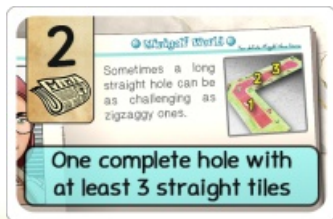
All the tiles containing a picnic blanket



To score, your Minigolf Course must have at least 2 tables (with or without people around). So far, published tiles only have one table per tile.

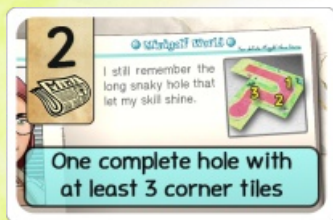
“Minigolf World” Press Cards

These design challenges concern hole shapes. The text frame color is cyan.



To score, your Minigolf Course must have a complete hole containing at least 3 straight pathway tiles (excluding the Tee and Putting Green tiles). The hole can have additional

corner tiles.



straight tiles.

To score, your Minigolf Course must have a complete hole containing at least 3 corner pathway tiles (excluding the Tee and Putting Green tiles). The hole can have additional



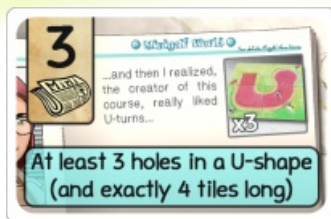
wrongly oriented directional tiles.

To score, your Minigolf Course must have at least 2 complete holes with a length of at least 6 tiles (including Tee and Putting Green tiles). It doesn't matter if the holes contain



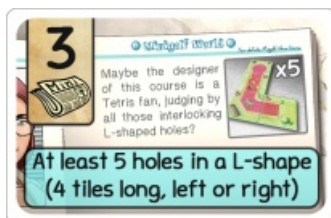
contains wrongly oriented directional tiles. This hole can be used to score both this card and the previous one (for example if your Minigolf Course has a 8 tiles long hole and a 6 tiles long hole, you can score both cards).

To score, your Minigolf Course must have at least one complete hole with a length of at least 8 tiles (including Tee and Putting Green tiles). It doesn't matter if the hole



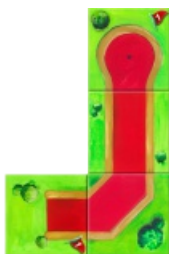
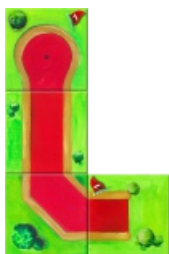
To score, your Minigolf Course must have at least 3 complete holes with an exact length of 4 tiles and with two corners in the same direction (it can be left-left or right-right). It

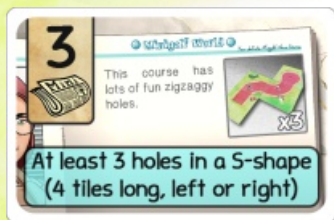
doesn't matter if the holes contain wrongly oriented directional tiles.



To score, your Minigolf Course must have at least 5 complete holes with an exact length of 4 tiles and with one corner and one straight tile. It doesn't matter if the holes contain

wrongly oriented directional tiles. All possible configurations are valid:





To score, your Minigolf Course must have at least 3 complete holes with an exact length of 4 tiles and with two corners in opposite directions (it can be left then right or right then left). It doesn't matter if the holes contain wrongly oriented directional tiles.

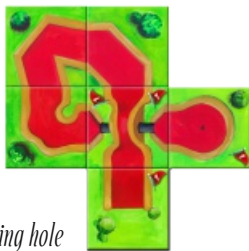


To score, your Minigolf Course must have one complete hole looping on itself by using one of the 3 crossover tiles from the base game, shown below. The loop can curve left or right.

The length of the hole doesn't matter, but obviously it's easier to use the crossover corner tile as you can obtain a valid hole with 3 tiles. The two other crossover tiles will create a hole with a minimum length of 7 tiles.



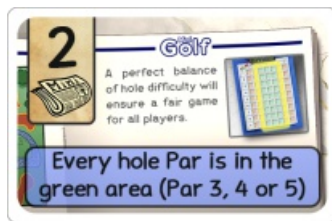
Examples of a looping hole



Beside are the 3 crossover tiles from the base game. The "Putt of no Return Expansion" has no crossover tiles.

"Mini Golf" Press Cards

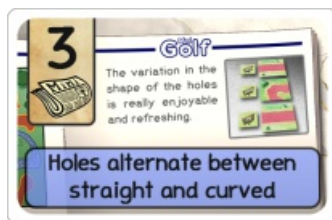
These design challenges concern course design. The text frame color is blue.



To score, all your hole Pars are 3, 4 or 5. Having black cubes or remaining cubes at the end doesn't prevent you from scoring, as long as all Pars are within the green area.

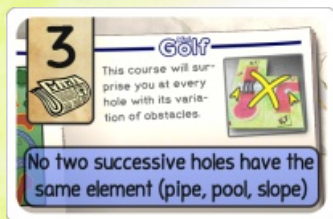


To score, your Minigolf Course must make a perfect circuit, which means you scored 20 Satisfaction Points for the Circuit constraint.

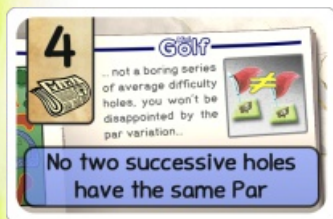


To score, the hole shapes of your Minigolf Course must alternate between straight and curved. The course can start with a straight or curved hole, it doesn't matter,

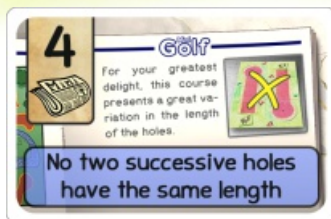
but then it cannot have two consecutives straight holes or two consecutives curved holes.



To score, your Minigolf Course cannot have two successive holes with the same element type. Element types are pipe, pool and slope. For example if your hole #3 has a pipe and a pool, then your holes #2 and #4 cannot have a pipe or a pool. Hole #1 and #9 are not successive, so you can score the card even if they have the same element.



To score, the Par value of each hole of your Minigolf Course must be different from the next one. Holes not successive to each other can have the same Par (for instance Hole #1 and Hole #3). Hole #1 and #9 can therefore have the same Par. If you have incomplete holes, ignore the missing tiles and only consider the Par values marked on your personal score sheet.



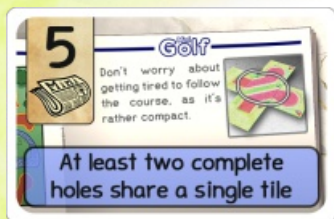
To score, the length of each hole of your Minigolf Course must be different from the next one. Holes not successive to each other can have the same length (for instance Hole

#1 and Hole #3). Hole #1 and #9 can therefore have the same length. If you have incomplete holes, count the missing tiles to determine the length of those holes.



To score, each Putting Green cannot have more than one adjacent Tee belonging to another hole. The Tee belonging to the same hole as the Putting Green (for

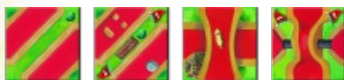
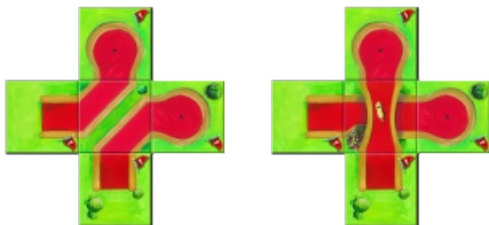
example in the case of a 2 tiles long hole) does not count. Having the Putting Green not adjacent to any Tees will not prevent you from scoring. A Tee tile touching a Putting Green tile by a corner is not considered as adjacent. If you have incomplete holes, consider also the missing tiles (Tee and Putting Green) to check the validity of this card. You can ignore additional holes if any.



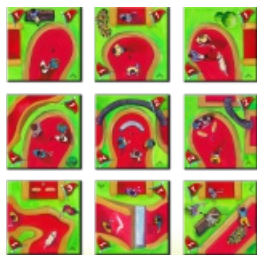
To score, your Minigolf Course must have at least two holes sharing the same tile. The two separated holes must be complete. To do this, you need a tile with 3 or 4 red edges, so

that you can create two separated pathways through the tile. Creating a single hole traversing this specific tile twice won't score this card. So you cannot score this card and the "One complete hole crossing over itself" card using the same crossover tile. Similarly, to score this card using a "Putt of No Return Expansion" tile with a Tee and a Putting Green, these two ends cannot be linked to create a single hole.

Example of hole pairs sharing a central tile

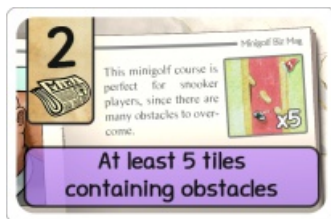


Above are the 4 tiles from the base game that let you create coupled holes. Beside are the tiles from the "Putt of no Return Expansion" that can be used for the same purpose.



"Minigolf Biz Mag" Press Cards

These design challenges are setting minimum requirement for certain things. The text frame color is purple.



To score, your Minigolf Course must have at least 5 tiles containing obstacles.

Obstacles are the small yellow cement borders or cement blocks that the golfers have to

putt around. You need to count the tiles and not the obstacles themselves, as usually a tile can have multiple obstacles. You can refer to the Tile Reference pages of the base game's rule book (2nd edition) to know which tile has obstacles. There are 42 tiles containing obstacles in the base game.



To score, your Minigolf Course must have at least 4 pools.

There are 36 pools in the base game.



To score, your Minigolf Course must have at least 4 slopes/ elevations. There are 25 slopes in the base game.



To score, your Minigolf Course must have at least 4 pipes. There are 39 pipes in the base game.



To score, your Minigolf Course must have at least 30 trees. You can count the tree on your entrance gate tile (on each quarter disk tile there is a tree next to the club house).

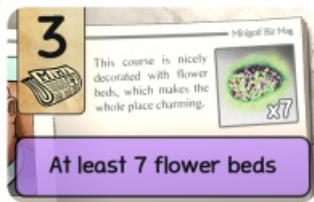
There are 175 trees in the base game.



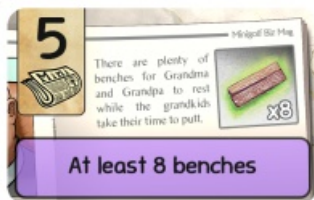
To score, your Minigolf Course must have at least 5 benches. There are 27 benches in the base game.



To score, your Minigolf Course must have at least 5 dogs. There are 26 dogs in the base game.



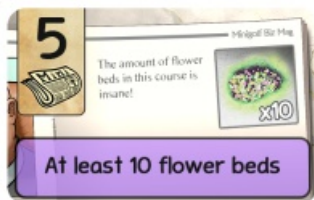
To score, your Minigolf Course must have at least 7 flower beds. There are 32 flower beds in the base game.



To score, your Minigolf Course must have at least 8 benches. If you score this card, you can also score the "At least 5 benches" card.




To score, your Minigolf Course must have at least 8 dogs. If you score this card, you can also score the "At least 5 dogs" card.

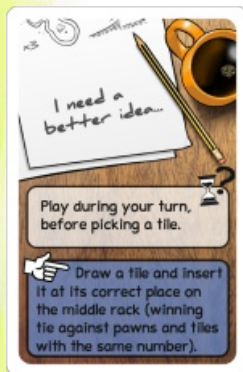


To score, your Minigolf Course must have at least 10 flower beds. If you score this card, you can also score the "At least 7 flower beds" card.

Fame Cards

In the following pages, you can find more details and edge cases explained for each Fame Card.

Also this solo icon  is used to highlight the rule change for the solo game mode.



Draw a tile from the bag, look at its back number, and look at the back numbers of the tiles on the middle Rack. Insert the drawn tile at its correct place.

If there are pawns on the Rack at the insertion point, the tile gets added before them in the order.

If the drawn tile has the same number as another tile on the Rack, the drawn tile goes in front of that tile in the order.

: Draw a tile to add to your standard 2 tiles choice.



After seeing the fully replenished bottom Rack, you can play this card to discard all tiles from it and draw as many new ones from the bag. You must do this before the first player picks their tile, as the replacement of the tiles on the bottom Rack may impact their choice.

I: For each tile you have drawn, choose to remove it from the game

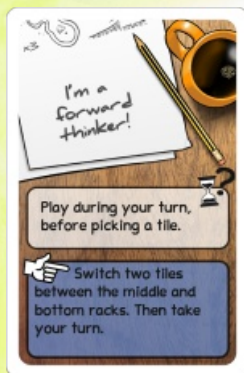
or put it back in the bag. Then draw 2 new tiles before picking your tile.



Play this card after the last player had their turn to salvage the non chosen tiles. Add all the non chosen tiles of the top Rack to the middle Rack at their correct numbered place. These added tiles are placed in front of tiles with the same number already there. Added tiles keep their order between them. This may overfill the Rack especially if many

players passed.

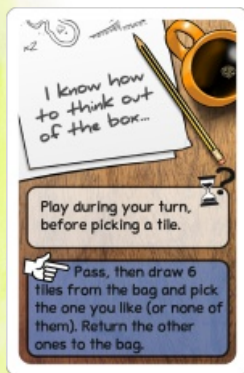
I: You can keep the tile you didn't choose as a choice for your next turn.




Choose one tile from the middle Rack and one tile from the bottom Rack. Switch them by placing the one from the bottom Rack in the position of the one in the middle Rack and vice versa.

You may choose the tile you placed on the middle Rack as a normal action but you are not obliged to.

: Remove from play at setup.



Play this card to have your own personal choice of tiles. Place your pawn on the bench following the normal rule of passing, then draw 6 tiles from the bag and pick one or none to place on your course. Then return the other tiles in the bag.

: Draw 6 tiles to choose from, but also move back your pawn 3 points on the score track.



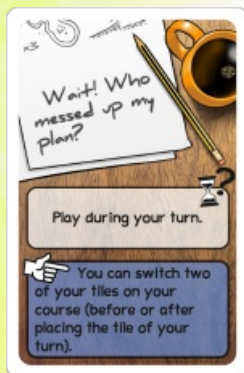
Play this card to choose any tiles from the bottom Rack to remove from this game (not the whole campaign). After removing these tiles from the game, draw as many tiles from the bag to replenish the bottom Rack. Insert the drawn tile(s) at their correct place according to their back number, new tiles are placed in front of the old tiles with the same numbers. You must play

this card before the first player picks their tile, as the change of the bottom Rack may impact their choice.

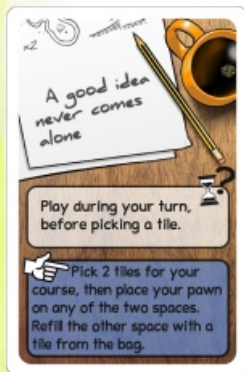
n2: Remove from play one or two tiles that you have drawn, then replenish before picking your tile.




When you place a tile on your Minigolf Course, ignore the adjacency constraint. You can place the tile anywhere without it being next to any existing tile. During your following turns, you can expand your Minigolf Course from this tile.

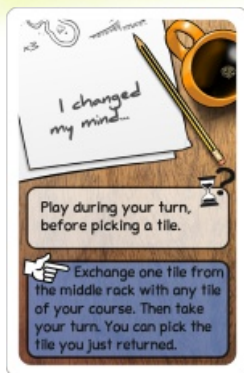


During your turn, before or after placing your tile, you can swap positions of any two tiles on Minigolf Course. The two tiles exchange their places, and you can rotate them as you wish.



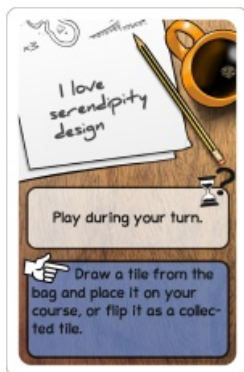
During your turn, take two tiles from the middle Rack instead of one and place your pawn in one of the two spots. Draw a new tile to place on the other spot. You must place both of the tiles you picked on your Minigolf Course.

: You can pick and place the two tiles that you drew instead of one.



During your turn, before picking your tile, swap a tile between your Minigolf Course and the middle Rack. Then take your turn normally. You can pick the tile that you have just returned to the Rack.

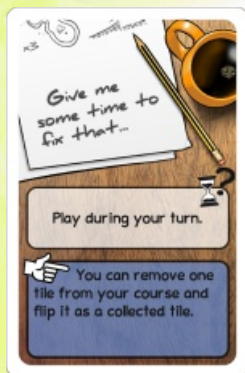
I: Swap a tile between your Minigolf Course and the two tiles that you have drawn. Then take your turn. You can pick the tile that you have just returned.



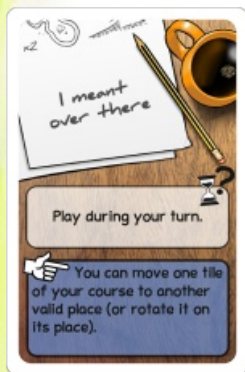
During your turn, before or after placing your tile, draw a tile from the bag and either place it on your Minigolf Course, or flip it face down as a collected tile for the Fast scoring condition.

I: If you collect face-down tiles thanks to a Fame Card (this one or another), score them during the Fast condition scoring. You will succeed

the Fast Promise in an Advanced Solo Game if your pawn is on the "zero spot" or higher on the score track.



During your turn, before or after placing your tile, you can remove one tile from your course and flip it to count as a collected tile for the Fast scoring condition.



During your turn, before or after placing your tile, you can move one of your already placed tile to another place in your minigolf course. First take the tile that you want to move in hand, then replace it in a valid spot of your course. You can replace it at the same place if you just want to rotate it differently. You must replace it

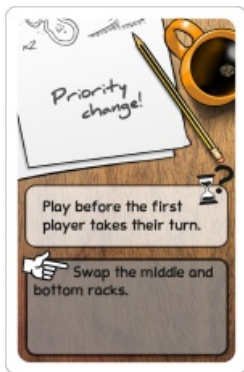
immediately after taking it, you cannot keep it aside for later, nor discard it.



Play near the end of the game to protect a tile that you want from players who have stopped designing. Those players continue to collect tiles while waiting for the other players to stop, usually collecting tiles that other players need. You can play this card to force them to choose another tile. This card cannot be used against a

player who is still designing.

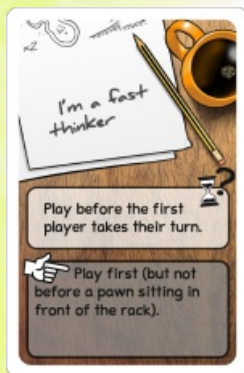
: Remove from play at setup.



Play this card after the bottom rack has been refilled and before the first player takes their turn. Swap the middle rack with the bottom one keeping their respective tiles on them. Since the bottom rack became the middle one, the tiles just drawn become available to pick this round.

: Play after drawing the two tiles.

Place the two tiles on the side, then draw two new tiles to choose from and take your turn. Then take your next turn with the two tiles that you placed aside.

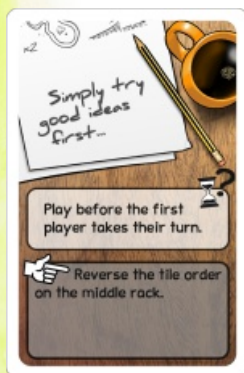


Play this card to play first. However you cannot play before a player sitting in front of the Rack because they played the card named "I always was the first in everything I did" during the previous turn.

: Remove from play at setup.

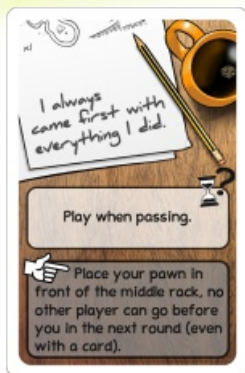
Play this card before the first player takes their turn. Reorder all the pawns the way you want on the top Rack. Do not touch the pawn sitting in front of the Rack.

: Remove from play at setup.




Play this card before the first player takes their turn. Reverse the tile order on the middle Rack. Which means the most interesting tiles will be in front, and the least interesting one will be last.


: Remove from play at setup.



Play this card to guarantee yourself first place in the next round. To show that no one can pass in front of you, place your pawn not on the bench, but in front of the Rack.


: Remove from play at setup.

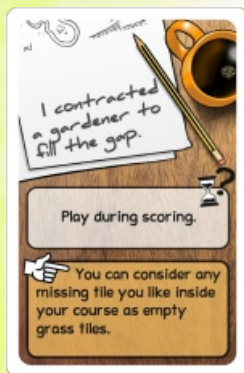
Play when you pick a tile. But instead of placing your pawn at the tile's spot, place it on the bench following the standard passing rules.

: Remove from play at setup.

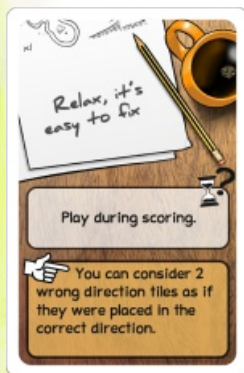


Play when you pass. Place your pawn on the bench following the standard passing rules, but pick a tile from the middle Rack and flip it face down as a collected tile counting for the Fast scoring condition.

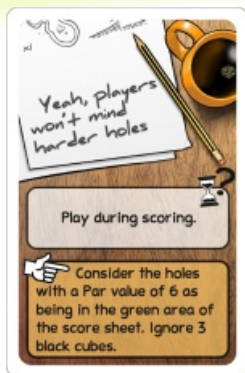
: If you play this card when passing, do not move your pawn 3 points backward on the score track.



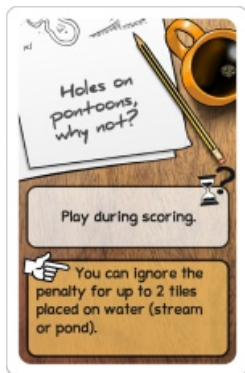
During scoring, you can indicate to other players which missing tiles should be considered as grass tiles (empty ones, without people or other elements). Only consider missing tiles inside your Land, not outside. Those grass tiles must be considered as real ones when resolving Press Card challenges. If you create mismatched connections, you will lose points.



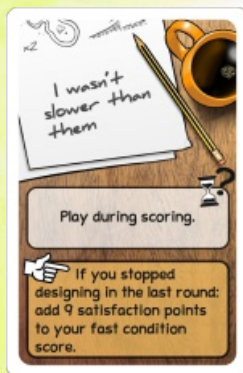
During scoring, you can ignore the penalty for up to 2 directional tiles wrongly oriented. Moreover, consider them as if they were correctly oriented when you resolve the Press Card challenges.



During scoring, you can consider any Par 6 hole as if they were in the green area of your personal score sheet. Which means you can get 2 Satisfaction Points for those holes when scoring the Par condition. Also those holes will be considered as in the green area when scoring the Press Card challenges.

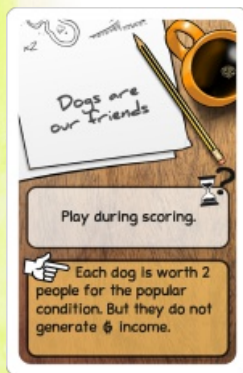
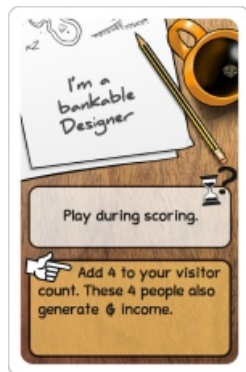


During scoring, you can ignore the penalty for up to 2 tiles placed on Stream or Pond spots. Those tiles are not considered as placed outside the Land.

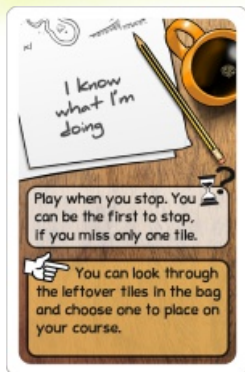


When scoring the Fast condition, add 9 Satisfaction Points if you were the last player to stop (or if you stopped during the same round as the last player). Do not base your last place on the collected tiles count, as some tiles can be collected by playing cards. These 9 points must be considered as part of your Fast condition score.

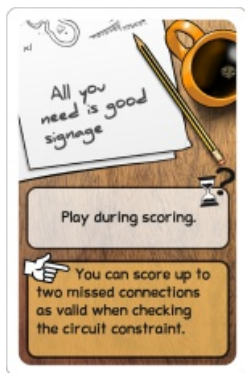
When scoring the Popular condition, add 4 people to your count. These 4 people will also count for your Golfar income.



When scoring the Popular condition, count each dog as 2 people. However those dogs won't count for your Golfar income. Those dogs are also considered as dogs when scoring the Press Card challenges.



When you decide to stop, you can look in the bag to choose the tile you want (take all the tiles out of the bag in order to choose, then put back all the tiles in the bag). If you are the first player to stop, you can trigger the end phase only if you have one missing tile inside your Land (and the tile that you will choose from the bag will complete your Minigolf course). You must choose and place a tile even if it creates mismatched connections.

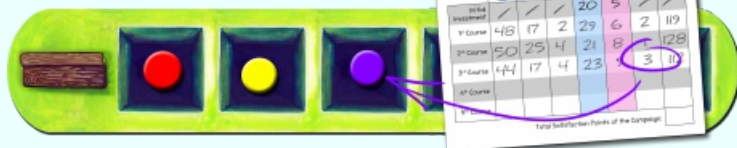


When scoring the circuit condition, you can consider up to 2 missed connections as valid. A missed connection in the circuit is when a Putting Green is not adjacent to its next Tee, or when the Tee #1 or Putting Green #9 are not adjacent to the entrance gate tile. Playing this card allows you to score 2 Satisfaction Points for each of

those missed connections (for maximum 2 of them). Consider them also as valid when scoring the Press Card challenges.

SETUP SUMMARY

Set Player Order



Draw Press Cards



- 1st course: 4 cards
- 2nd course: 5 cards
- 3rd course: 6 cards
- 4th course: 7 cards
- 5th course: 8 cards



Deal Fame Cards

name: Leo

Campaign Balance Sheet									
Initial Investment	1 st Course	2 nd Course	3 rd Course	4 th Course	5 th Course	6 th Course	7 th Course	8 th Course	9 th Course
4/8	17	2	29	6	2	119			
50	25	4	21	8	1	128			
4/4	17	4	23	9	3	112			

Total Subtraction Points of the Campaign



Investment Phase (in player order)

name: Leo

Campaign Balance Sheet									
Initial Investment	1 st Course	2 nd Course	3 rd Course	4 th Course	5 th Course	6 th Course	7 th Course	8 th Course	9 th Course
4/8	17	2	29	6	2	119			
50	25	4	21	8	1	128			
4/4	17	4	23	9	3	112			

Total Subtraction Points of the Campaign

