

THE PUTTING DICE GAME

The "Putting Dice Game" is a totally new and separated gameplay experience designed to work with the "Minigolf Designer" game components. It was offered as a stretch goal of the Kickstarter campaign for the "Minigolf Empire Extension".

This mini-game will let you simulate golfing along a minigolf course that you have created in a game of "Minigolf Designer". This mini-game takes about 10 minutes per player.

The goal of this game is to complete a 9-hole minigolf course with the least amount of dice rolls.

CONTENT



4 dice



3 Bonus Cards



This rule book



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Note from the Designer: Special Thanks to the Minigolf Designer Fans who inspired me for this mini-game!

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SETUP

After a game of Minigolf Designer, collectively choose the minigolf course you want to play with or randomly draw a player pawn to play with that player's course.

To start the Putting Dice Game, you should have a complete and correctly designed 9-hole course: If there are some missing tiles, use the remaining tiles from the bag to fill empty spaces. Also fix the tiles that are placed in the wrong direction or have mismatched connections. Remove any additional holes or if the course has less than 9 holes, add those holes by drawing tiles from the bag (you can add these holes outside of the land).

Each player places their pawn on the Tee #1 tile. It represents both their golfer and their golf ball.

Place your personal score sheet next to the minigolf course. Remove the par cubes from your sheet and keep only 9 of them.



PLAYING THE GAME

In this game, you roll dice to simulate a putt. Each roll is a putt (which counts as a stroke). You can choose the number of dice to roll at once, and it will count as one stroke no matter the number of dice. Use your score sheet to mark your strokes with one cube for each hole.



**Every time you roll the dice,
move your cube up by one stroke.**

If you need more than 7 strokes to complete a hole, use a black cube on the same line (like for the hole #1 in the example above). If you still didn't complete the hole after 10 strokes, mark 10 strokes on your sheet and move to the next hole.

Just like when you play minigolf in real life, each player will complete their hole before giving the dice to the next player. This facilitates the tracking of the strokes. Let the player on your left record your strokes (on your personal score sheet) every time you roll the dice, to ensure that no stroke was forgotten.

Starting with the winner of Minigolf Designer, players take turns in clockwise order. In the following rounds, the first player to putt is the player with the least amount of strokes for the hole of the previous round. In case of a tie, the player who played last chooses who begins the next round, from the tied players.

Once you have completed a hole, move your pawn to the next Tee. Once all the players have completed the current hole, determine the first player of the next round as explained above and give them the dice. Play 9 rounds for the players to complete the course.




The purple player has completed hole #1 in 4 strokes. They move their pawn to Tee #2, now it's the yellow player's turn to putt on hole #1.

Just like the real game, the winner is the player who has used the least total strokes to complete all 9 holes. If several players are tied, the tied players should start a new elimination round from hole #1: After each hole, if a player has more strokes than the other(s), they are eliminated. The game goes on until there's only one player remaining who then becomes the winner.

PUTTING

Successful putting has to do with 2 values: Accuracy and strength. You need accuracy equal to the par value of the tile to move from that tile to the next, and you need strength to move through several tiles in one putt.

The flags on the dice are used to compute the accuracy of your putt. Flags increase your accuracy but crossed flags decrease it. After throwing your dice, sum up the flags and subtract the crossed flags for the total accuracy value of your putt.


$$2 + 1 + 0 - 1 = 2$$

In this example, the player gets an accuracy value of 2.

The amount of tiles you can move depends on the strength of your putt. The more dice you roll, the stronger your putt is. You decide how many dice you want to roll before rolling them. The white dice will always give you accuracy (and is always thrown) but the others will mostly decrease your accuracy.

A good putt will require you to find the right balance between the strength needed and your chances to obtain the accuracy expected.

The dice must be taken in the color gradient order: first the white (always thrown), then yellow, orange and finally red.



The maximum distance of your putt in terms of tiles equals the amount of dice you roll. For example if you roll 3 dice, the ball can stop maximum 3 tiles away from your current pawn position.



3 dice = 3 tiles max



This is just a theoretical maximum. Your ball may stop earlier if it gets blocked by the obstacle it has to go through. This is where your accuracy value is used. You need to spend the same amount of accuracy as the par value of the tile you are leaving. Do this tile by tile from your pawn position, moving toward the Putting Green.

$$\text{Red Flag} + \text{Yellow Square} + \text{Orange Square with X} = 3 \text{ Red Flag}$$



In this example, the purple player decides to roll 3 dice and get an accuracy of 3. They spend 1 accuracy to leave the Tee tile. Leaving the tile with the dog is free and finally they spend their remaining 2 accuracy to pass the pipe obstacle tile.

If you don't have enough accuracy to leave your tile, then your ball is blocked. Which means your pawn must stay on this tile.

$$\text{Red Flag} + \text{Yellow Square} + \text{Orange Square with X} = 2 \text{ Red Flag}$$



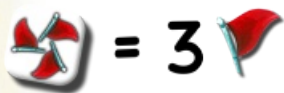
This time the purple player rolled only 2 accuracy. They leave the Tee tile, but do not have enough accuracy remaining to pass the pipe obstacle. The purple pawn is moved to the pipe obstacle tile (and the remaining accuracy is lost). For their next putt, they will need at least 2 accuracy to pass the obstacle and leave the tile.

Moreover, any accuracy left over after reaching your maximum distance cannot be spent. The remaining accuracy must be discarded and cannot be used for your next putt.


$$\text{Spinner} + \text{Yellow Square} = 4 \text{ Accuracy}$$



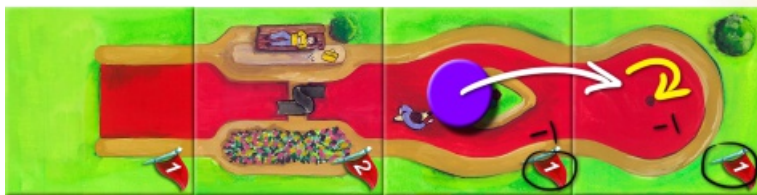
In this example the purple player rolled two dice. They got 4 accuracy, so they can spend one to leave the Tee tile. The next tile is free, so their ball arrives on the pipe obstacle tile with 3 remaining accuracy that they must forfeit because they didn't hit the ball strong enough. For their next putt, they will need 2 accuracy to leave the pipe obstacle tile.


$$\text{Spinner} = 3 \text{ Accuracy}$$



In this other example, the purple player decides to roll only one dice for their second putt. They obtain 3 accuracy which allows them to leave the pipe obstacle tile, but they have to forfeit their remaining accuracy when arriving on the split pathway tile.

To leave the Putting Green tile you need enough strength and accuracy to hole out the ball in the middle hole. Therefore if you want to "leave" the Putting Green (i.e. if you want to try to complete the hole), you need to add one additional dice on top of the ones needed to reach the Putting Green, in order to have enough strength. Only then you can use your accuracy on the Putting Green tile to hole out the ball. Any accuracy left over after you hole out the ball is lost, you cannot use this stroke on the next hole.

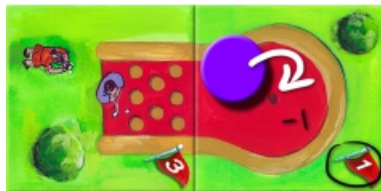
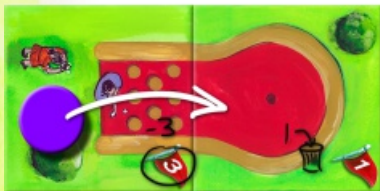


For their next putt, the purple player wants to try to complete the hole. To do this, they need to roll two dice, one for reaching the Putting Green and one to hole out the ball. With their 3 accuracy, they can spend one accuracy to leave their tile and reach the Putting Green. The 2 remaining accuracy are enough to hole out, because the Putting Green has a Par value of 1.

As usual if you roll just enough dice to reach the Putting Green tile, you cannot use the extra accuracy to complete the hole. You will need another putt to hole out (only one dice will be enough).

$$\text{Die with 4 red faces} = 4 \text{ flags}$$

$$\text{Die with 2 red faces} = 2 \text{ flags}$$



The Tee of this hole is difficult. The purple player prefers to maximize their chance of passing the Tee obstacles, so they just roll one dice. They got 4 accuracy which is enough to leave the Tee tile, but they cannot use the remaining accuracy to complete the hole. They will need a second putt to complete the hole.

Therefore, if you want to attempt a "hole in one", you should roll as many dice as the length of the hole and obtain as much accuracy as the Par of the hole.

$$\text{Die with 4 red faces} + \text{Yellow flag} + \text{Orange square} = 4 \text{ flags}$$



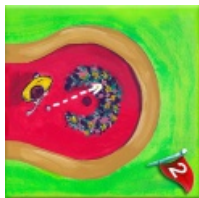
Example: if the hole is 3 tiles long, you will need two dice to reach the Putting Green and one more dice to hole out, so 3 dice in total. In this example the player got 4 accuracy and the hole Par is 4, so the player succeeded a hole in one.

MISHAP!



One face of the white dice has an exclamation mark. If your roll result shows this face, you will still get one accuracy, but you will suffer a Mishap! if you fail to pass a Slope, Pool or Flower Bed obstacle. Note that if you fail to pass them, but you didn't roll the exclamation mark, then the Mishap! will not happen.

First spend your accuracy to leave as many tiles as you can, then if you don't have enough accuracy to leave a tile containing either a Slope, Pool or Flower Bed, apply the following Mishap! :



If the tile contains a Pool or a Flower Bed, the ball falls in the pool or the flowers and the golfer needs to pick up the ball and replace it. For that they suffer one penalty stroke. Leave your pawn on the tile but count one extra stroke on your score sheet.



If the tile contains a slope, then the ball rolls backwards down the slope. Place your pawn on the tile preceding the slope tile. Do not count an extra stroke. There is no Tee tile with a slope published so far, but if a future extension adds this

type of tile you can use this rule: If you have a Mishap! on a Tee with a slope, you will still start at the Tee, therefore you don't have to move your ball.



If the tile has both a Slope and a Pool or Flower Bed, then the player can choose which penalty they prefer: either move on tile backward, or stay on the same tile and get one stroke penalty.



In this example the purple player gets 1 accuracy and a potential Mishap!. One accuracy allows them to leave the Tee tile, but they don't have enough accuracy remaining to pass the jumping ramp slope. Because they failed on a slope tile, they must suffer the Mishap!, which, for a slope, is to move the pawn one tile backward. Therefore their pawn returns to the Tee tile.



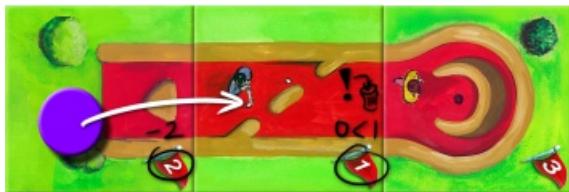
In this example the blue player tries to pass the pool obstacle with their second putt, by rolling just one dice. Unfortunately, they roll the face with the exclamation mark which gives them only one accuracy. This is not enough to leave the Par 2 tile, therefore they suffer the pool Mishap! which is: The ball falls in the pool. They must add one stroke to their score (for a total of 3). If they continue to play gently by rolling one dice for their fourth stroke and again one dice for the fifth one, they may end up holing out in 5 strokes. Not too bad for a Par 5 hole!



In this example, the blue player tries to putt a hole in one. They have 1 accuracy and a Mishap!. The accuracy is enough to leave the Tee tile, but then they fail on the Putting Green tile which has a Flower Bed. For that, they get 1 stroke penalty (for a total of 2). If they hole out with their next putt, they will complete the hole in 3

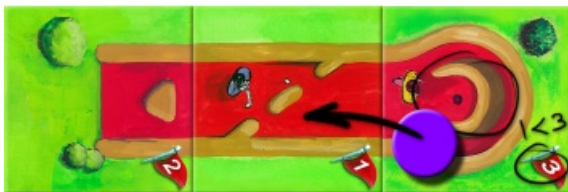
strokes.

$$\text{!} = 2$$



In this example the purple player wants to reach the Putting Green tile with their first putt. Unfortunately they roll the exclamation mark. They get 2 accuracy which allows them to leave the Tee tile, but it is not enough to leave the middle tile. However since the middle tile does not contain a Slope, Pool or Flower Beds, the Mishap! can be ignored. The pawn just stops on the middle tile (following the basic rules).

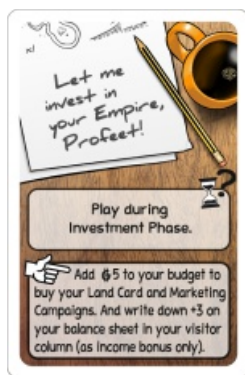
$$\text{!} = 1$$



The purple player succeeded to reach the Putting Green with their second putt. For the third putt shown here, they roll the exclamation mark again. The Putting Green has a Par value of 3, so 1 accuracy is not enough to complete the hole. Moreover, since the Putting Green contains a slope, the player must suffer the Mishap! and move their pawn one tile backward.

LINK WITH EMPIRE

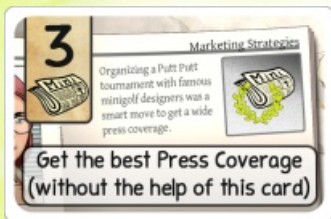
As stated previously, this "Putting Dice Game" is totally independent from the original "Minigolf Designer" game. However, you can link this mini-game to your games of "Minigolf Empire Extension" with the 3 following bonus cards.



At the end of the Putting Dice Game, give the "Let me invest in your Empire, Profeet!" Fame Card to the winner. This player will be able to play this Fame Card in their next Investment Phase to get 5 extra Golfar (G) to spend on a more expensive Land Card and/or Marketing Campaigns. This card also allows them to add \$3 to their

income in that same game (those \$3 don't count as extra visitors for the Fun/Popular condition). You can write +3 on your balance sheet as a reminder for the scoring phase, and discard this card at the end of your investment phase.

Give the "Get the best Press Coverage" Press Card to the second ranked player of the Putting Dice Game. This is a private Press Card that only this player can complete in their next game of Minigolf Empire Extension.



To complete this challenge you need to obtain the best Press Coverage (or be tied with the best player). You can then get 3 additional Satisfaction Points for Mrs

Pressco. You must have the best coverage (or be tied) BEFORE adding those 3 additional points. If you were tied with another player, then you are not tied anymore (which has an impact in the Advanced Version of the game).

Give the "Putt Putt Training Coupon" card to the third ranked player of the Putting Dice Game. This player will be able to reduce their stroke total score by 2 in their next Putting Dice Game.

Place the bonus card you won in your plastic bag for the next game. Those bonus cards can only be used during the next game.

They will be transferred to the three first players of the next Putting Dice Game, no matter if the current owner used them or not.

For the last game of the campaign, these cards have no effects, instead the winner wins the right to write a nice review of the game online! Just kidding :-)

