



Hygge-Tour

The Dice Golf Game

You just need

One block of squared paper (A5 will do), minimum three standard six sided dice and a pen.

Prepare the hole

1. On a squared paper, draw teepad 1x3 square at the bottom part of the paper.
2. Roll 3 or more dice. Depending on how long the hole should be.
3. Mark basket. Count the dice value up from the tee and draw a basket 2x2 squared somewhere vertical.
4. Mark obstacles according to the dice role. Rotate and combine the figures as you want. *See obstacles chart.*

Play the hole

5. Roll up to 3 dice. Dice has to be used high to low value.
6. Choose position of tee.

First throw

7. Highest dice first and count from tee, in any direction.
8. After each dice you can change direction 45 degrees.
9. Continue with second highest dice etc. If you hit any obstacles. Do the obstacle action. *See obstacles chart.*

Second throw

10. Choose you number of dice up to 3 and roll.
11. Highest dice first in any directions and continue with second highest dice etc.
12. If you hit the basket, you will have the option to go 45 or 90 degrees left or right once within the basket square.
If you fail to stop, continue out off the basket the direction you moving.

Third throw

13. Choose you number of dice up to 3 and roll.
14. When the last dice value match a stop in the basket it's in.
15. Otherwise choose the number of dice and roll again.


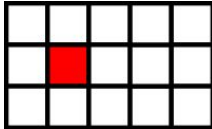


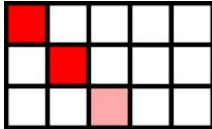

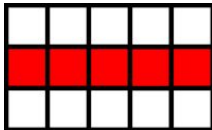

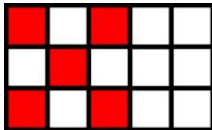


Hole score

16. Every dice roll count as a throw. Count how many times you rolled the dice and add any penalty throws. This is you hole score.

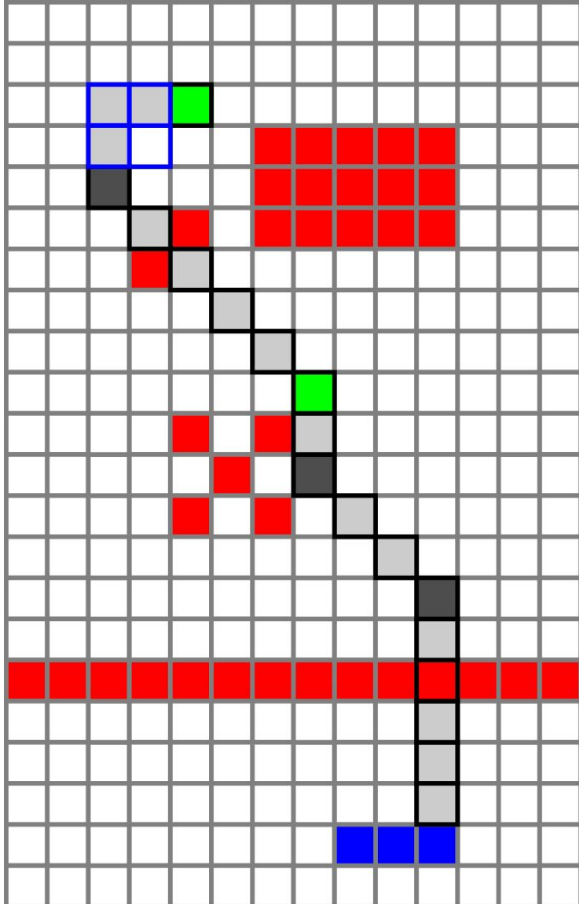
Final score

17. Draw as many holes as you want. You final score is the sum of all the hole scores.
The player with the lowest final score wins!

Obstacles chart

Dice	Action	Figures
	<p>Mandatory [1 square] (Optional) You have to pass a specified way around. Designer decide. Mark at the paper which way. If you miss, start from the square next to mandatory on the correct side. Penalty +1 throw.</p>	
 	<p>Tree [2 or 3 squares] If you hit a square with a tree, then it stops the flight. Start next throw from the square where you hit the tree. If you go through the tree, subtract 1 from the current dice value. <i>See example.</i></p>	
	<p>Stream [~] Draw as long as you want vertical or horizontal. Start the next throw from the last playable you passed square before landing in the water. Penalty +1 throw.</p>	
	<p>Big trees [5 squares] See tree rules. If you go through the big tree, subtract 2 from the current dice value. <i>See example.</i></p>	
	<p>Lake [15 squares] Start the next throw from the last playable you passed square before landing in the water. Penalty +1 throw.</p>	

Example



First throw the player chooses 3 dice and roll **[6][3][2]**

[6] Count six squares up from tee (blue) over the stream (red).

[3] Changes direction 45 degrees left and counts three squares

[2] Changes direction 45 degrees right to avoid the trees (red), count two squares and land the throw there, since there are now more dice.

Mark the square where the disc landed (green).

Second throw the player chooses 2 dice and roll **[6][4]**

[6] Changes direction 45 degrees left and counts six squares.

The disc passes through the trees, and loses speed. Subtract 1 from this dice value.

[4] Changes direction 45 degrees right to hit the basket. The throw is too hard. The player chooses to go 90 degrees right in the basket and land just beside it. Since there are now more dice. Mark the square where the disc landed (green).

Third throw the player chooses 1 dice and roll **[2]**

[2] The throw lands in the basket. The hole is over, count the number of dice roll. In this case three.

Draw a new hole!

If there is more players, just change player after every throw/dice roll.

Use individual marks for the landing spot.

Advanced rules

Wind

Tailwind If the player roll two or three of a kind with odd number.

Two of a kind. Add 1 to the first dice to use.

Three of a kind. Add 1 to the first two dice to use.

Example [6]+1 [3] [3] or [5]+1 [5]+1 [5]

Headwind If the player roll two or three of a kind with even number.

Two of a kind. Subtract 1 from the last dice to use.

Three of a kind. Subtract 2 from the last two dice to use.

Example [5] [2] [2]-1 or [4] [4]-1 [4]-1

The play order is still the value on the dice, without the extra value.

Fade and Turn

Fade If the player roll two or three in a row with odd number low.

Two in a row. Move landing spot 1 square 90 degrees left.

Three in a row. Move landing spot 2 squares 90 degrees left.

Example [3] [4] +1 square left or [3] [4] [5] +2 squares left

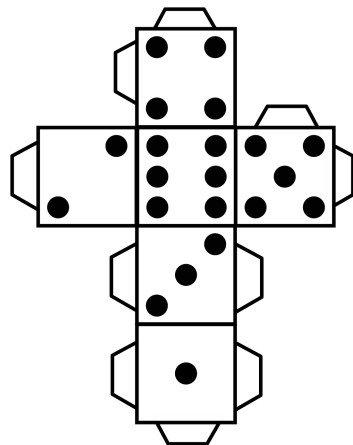
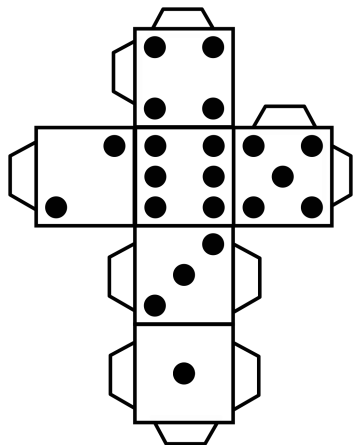
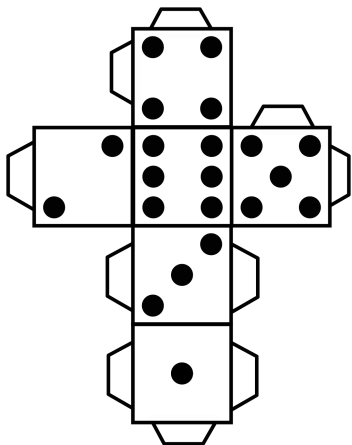
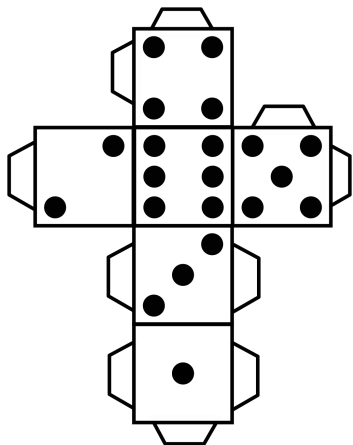
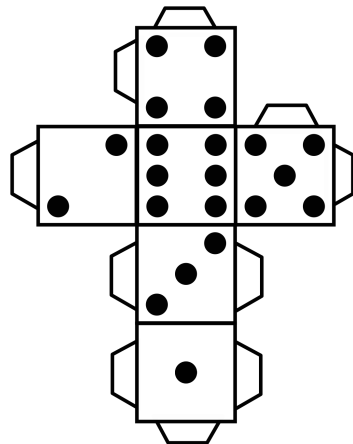
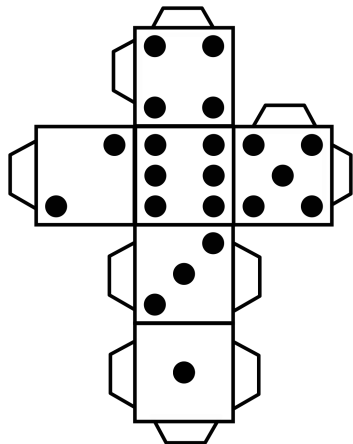
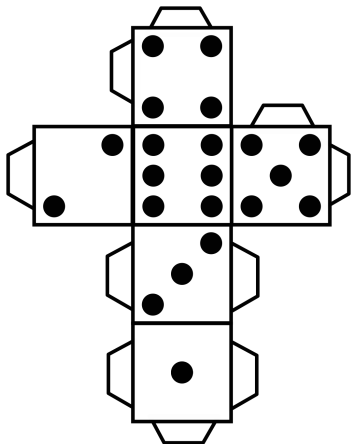
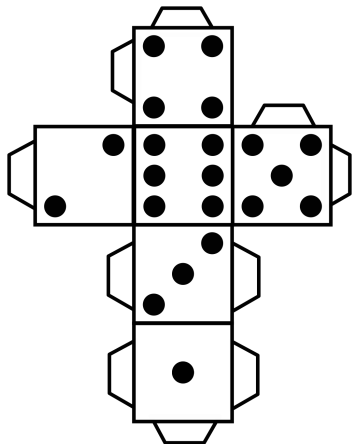
Turn If the player roll two or three in a row with even number low.

Two in a row. Move landing spot 1 square 90 degrees right.

Three in a row. Move landing spot 2 squares 90 degrees right.

Example [2] [3] +1 square right or [2] [3] [4] +2 squares right

If Fade or Turn hit an obstacle. Do the obstacle action.





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design

This release is subject to errors, misspellings, lack of testing and probably much else.

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