

Welcome to Caddie Boys!...an offshoot of the much beloved game of mini golf but with a twist. Enjoy the familiar landscape of the course while competing against others in a free for all play. Please be considerate of others-no profanity and absolutely no alcoholic beverages. Swing at your own risk and thank you.

## ***Objective***

Be the first to move the ball into your chosen landmark and win the game.

## ***Components***

1 Hexagon Shaped Gameboard

1 Spinner

1 Day/Night Token

1 Six Sided Dice

1 Golf Ball

6 Putt Putt Landmark Character Pawns



## Assembly

Open the box and place disassembled gameboard pieces on a flat surface. Piece together the acrylic sheets of the gameboard together to form a large Hexagon. Place the Golf Ball at the center of the gameboard and fit the Landmark Character Pawns on the angles of the board.



## Game Play

Please limit parties to 6 persons max.

Players roll dice to determine who goes first.

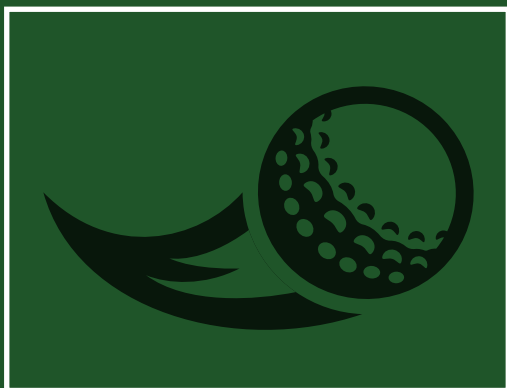


The player with the highest roll begins and play continues to the left.

A coin is then flipped to determine whether it is night or day scenario—The ball is only at play during the day whereas nighttime is combat focused.

Ball begins in the middle and can only be hit by an adjacent character. In order to hit the ball, a wheel is spun to determine the direction of the ball and a dice is rolled to determine how many

hexes the ball will travel. In order to hit the ball, 2 movements must be made during the players turn. Ball moves in a straight line based on the amount rolled on the dice unless it hits an obstacle which will cause the ball to stop in its tracks.



## ***Scoring***

Unlike mini-golf, strokes are not counted. Scoring is based on the Universal Game Rules System for characters. Each character starts with 10 ELL indicating energy/life/vitality/mania. Once ELL is depleted from a character due to moves/

hit points, the character dies and goes back to the original starting point. 2 ELL is needed to shore up a ball from the mote and contingent upon a characters abilities, ELL will be added or deducted based on card actions/healing abilities.

## ***Winning the Game***

The game is officially won once the ball has made it into a player's chosen space.



