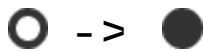


Hi there! Welcome to **Paper Apps™ GOLF**.

It's a beautiful, sunny morning at [*Insert Randomly Generated Golf Course Name*] and you're ready to hit the links. I'll give you all the tips and tricks you need to become a **GOLF** legend.

First of all, let me explain a little bit about your GOLF notebook. Each notebook contains 3 randomly generated courses, each with 18 holes. And yes, every single notebook has different courses and holes. Pretty neat, eh?

Your Goal



This should go without saying, but just to be clear: your job is to get the ball in the hole. Just like normal golf—but how you get there is up to you!

There are 2 ways to play Paper Apps™ GOLF: with or without a die. If you have a d6 handy, I definitely recommend that route since the random element mimics the vicissitudes of golf. However, if you're looking for a quick GOLF fix and don't want to be rolling your Pencil Dice or other d6 around, you can try Speed Golf instead!

Dice GOLF

Roll your d6 to determine how far you'll hit the ball.

Add 1 to your roll if you are hitting from the fairway.

Subtract 1 from your roll if you're hitting from a sand trap.

Pick a direction for your hit. You may move in one of the 8 orthogonal or diagonal directions. You may go back in the opposite direction of the previous hit if necessary.

Check your landing spot and make sure your path is clear. You may only go through trees if you are hitting from the fairway (see Terrain section for more info).

Once you've decided your path, draw a straight line to your new destination. Then draw a small circle to indicate the new ball position.

NOTE: For an added challenge, you *may* pick your direction before hitting. Be "fore"-warned, this may require taking lots of Mulligans. Especially if your hit lands in the trees ... or in the drink!

Re-rolling:

When teeing off, if you don't like your roll, you may re-roll once. You must use the second roll amount. The same goes for Mulligans.

You have 6 "Mulligans" per course that can be used to re-roll any time. Mark off each Mulligan used on the title page for the course.

Putting:

You may always choose to putt [move 1 space] on your turn. You may even roll the die and instead choose to putt instead of move the indicated number of spaces.

Speed GOLF

In this version, you choose to move 6, 3, or 1 spaces with each hit.

DRIVER [Move 6 spaces]: May only be used from the fairway. Drives can go over trees.

IRON [Move 3 spaces]: Use anytime. Only move 2 from sand. Can't go over trees.

PUTTER [Move 1 space]: You may always putt.

Overshooting the hole:

If you cross over the hole in the course of your movement path, the ball doesn't necessarily "go in" the cup. However, you may overshoot the hole by 1 space in this case and count the ball as going in. Otherwise, the ball goes "over" the hole.

Scoring:

Add up your hits by counting the line segments you've drawn. The par on each hole is 6. Sometimes you'll go over, sometimes you'll go under. Don't sweat it too much.

Terrain

Let's review the types of terrain you'll encounter and what effects they have on your GOLF experience.

 **Rough:** This makes up the majority of the terrain on each hole. In Dice GOLF, it means you move the exact amount you roll. In Speed GOLF, it means you move by 3. You may also putt in the Rough.

 **Fairway:** It's good to try to stay on the fairway. This gives +1 to your roll in Dice GOLF and allows you to move 6 spaces in Speed GOLF. You can hit the ball over trees only when hitting from the fairway. You may also putt on the Fairway (it also makes up the area typically known as the green.)



Sand trap: Sand traps lessen your ability to move. In Dice GOLF, subtract 1 from your roll. In Speed GOLF, you may move 2 spaces. You may also putt to move 1 space in sand.



Water hazard: You may not land in water. Your hit may travel over water though.



Trees: You may not land on trees. Your hit may not travel over trees, except when hitting from the fairway.



Slopes: Arrows indicate a slope. If you land on one, your ball rolls 1 space in that direction. Move your line that direction and *then* draw a circle to indicate your ball's position.

NOTES ON SLOPES: If the new space is also an arrow, your ball keeps rolling until it comes to a space without an arrow. Rarely, a slope may point towards water. In this case, ignore the slope. In the unlikely case that two arrows point directly at one another, stop the ball after the first arrow movement.



Bigfoot: In about 1/3 of notebooks, there is a Bigfoot hiding on one hole. If you spot Bigfoot, receive a free Mulligan on that hole.

Multiplayer

You may find it enjoyable to play GOLF with 2 or more people. In this case, it is best to use different colored pencils or pens. Dice GOLF works best for this scenario.

Decide amongst yourselves what order you will tee off in. From that point onward, decide the turn order by distance from the hole (measured using a ruler). The player furthest from the hole always goes next.

Thank you for playing Paper Apps™ GOLF! If you have unanswered questions, or wish to shower us with praise, please contact us at *hey.gladden@gmail.com*.

- Tom Brinton, Creator of Paper Apps™