

GOLF Card Game

Just like the outdoor game of golf, the card game known as GOLF has a goal of keeping the score as low as possible.

Time to complete: Play as long as you'd like (or until someone wins)

Age Group: 6+ yrs.

Game equipment (or requirements):

- 2 full decks of cards (including jokers)
- At least two players

Game instructions:

Pick a dealer. Shuffle the cards well. The dealer will deal 4 cards, face down, to each player each round.

Arrange your cards faced down (don't look at them) in front of you in a square (2 rows of 2 cards)

After dealing, the dealer will stack the remaining cards in the centre of the table.

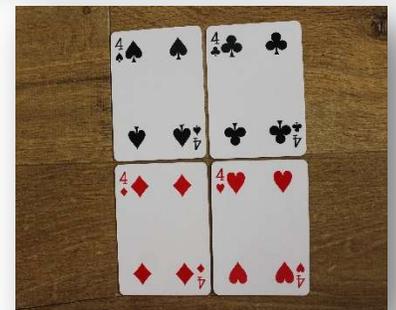
Each player can then take a peek (discreetly) at the two bottom row cards of their dealt cards **once**. Note: You need to remember what they are because you only get one peek.

Next, the dealer flips the top card of the deck face up (starting the discard pile) and lays it next to the deck.

Remember, the objective of the game is to try to reduce the value of the cards you have in front of you, one card at a time (hence the lowest "golf" score).

You do this by swapping a card from your hand with one in the discard pile or one from the deck when it is your turn. (see how to play the game below)

The values for the cards in a game of GOLF are as follows:





- All face cards, including the 10 = 0 (10, Jack, Queen, King)
- Ace = 1
- Numeric cards = face values
- A pair of cards in the same row = 0
- Jokers = -5 (minus 5)

Two (2) identical (numerical or face) cards in a horizontal row zeros out the value of the cards, with the exception of two (2) jokers which would equal a minus (-)10 score (which is very good).

Game objective: You cannot look (except for the initial peek of your two bottom row cards at the beginning of the game) at your own face down cards. The objective or goal is to switch the cards you have with those of the lowest values you pick up from the deck or discard pile.

Here's how to play:

At each turn, you must pick a card from either the deck or discard card pile.

You can choose, on your turn, what to do with the card you picked up from either pile. But on each turn, one of your cards has to be revealed.

You may choose on each turn:

- 1) To discard the card you picked up and reveal one of your four cards
- 2) Or, you can exchange it with one of your 4 cards (either a face down or face up card). Once discarded, the exchanged card but be the card you keep card face up.

The hand (or round) is over when one player has all their cards facing up (all cards revealed). Then the other players must turn their cards face up. Everyone counts and records their score.

After nine (9) or 18 hands (or rounds), the player with the lowest overall score is the winner.