

MULLIGAN

Rule Book

Welcome to Mulligan!

MULLIGAN is a playful, strategic, battle-to-the-hole card game that can be played with a scorecard from any golf course in the world! Players must use a mix of carefully crafted shots and a little friendly sabotage to earn the lowest score and take home final bragging rights.

MULLIGAN is best played with 3 or 4 players. For a 2-player game, we recommend using one of the special rules on page 10.

Visit www.MulliganCardGame.com for a video tutorial!

Setup

Each player picks a color and takes the following components:



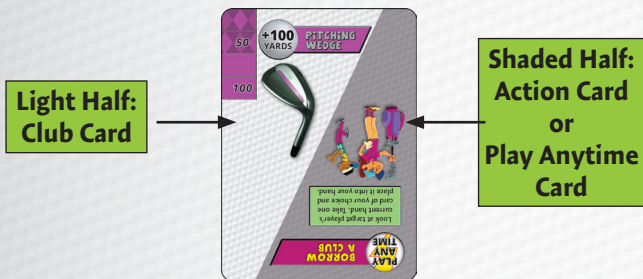
(Setup for BLUE player with GREEN and YELLOW opponents)

*You'll need a targeting card for each player, including yourself.

Appoint a scorekeeper and select a golf course scorecard for the round. The scorekeeper fills out the scorecard with each player's name or initials. You can play any course in the world in MULLIGAN, though playing a traditional par 72 course with a mix of par 3, 4, and 5 holes is recommended for best gameplay. It's also best to play the first 9 holes and then decide whether to continue with the back 9.

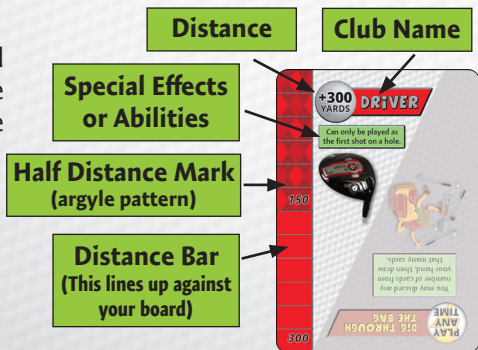
Shuffle the Game Deck and deal six cards to each player. Your hand is comprised of these six cards plus your *2-Putt/Practice Swing Card* and two to four Targeting cards (depending on the number of players).

Game Info



MULLIGAN game cards are “two-cards-in-one” while they are in your hand. However, as soon as you choose which side to play, it counts as only that one type until it is discarded: either a Club card or an Action/Play Anytime card.

The light half of each card is a Club card you can use as your Shot to advance down the course.



The shaded half of each card can be one of two types:

Action cards or **Play Anytime** cards.

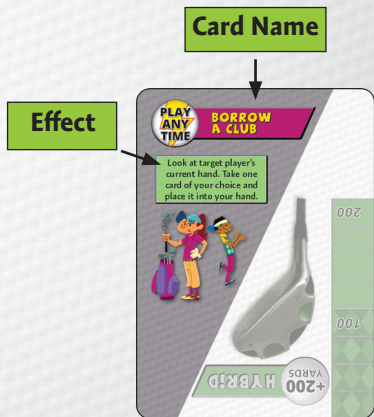
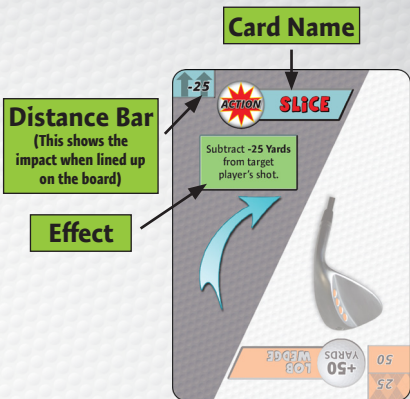


Action cards are played during the **Shot Planning** phase and can affect either your Shot or an opponent's Shot. Cards that say "target player" can target yourself to change your own shot's distance.



Play Anytime cards are special. They can affect players or Shots in various ways, and they may be played at **any point** during a turn, but they can't be used in place of an Action card (played facedown). They can help you:

- Find a card you need before your Shot.
- Gain info about your opponents' plans.
- Cancel an Action card after it has been played against you.



Watch out though; Play Anytime cards can be canceled by the *Pace of Play* card if an opponent doesn't like what you're up to!

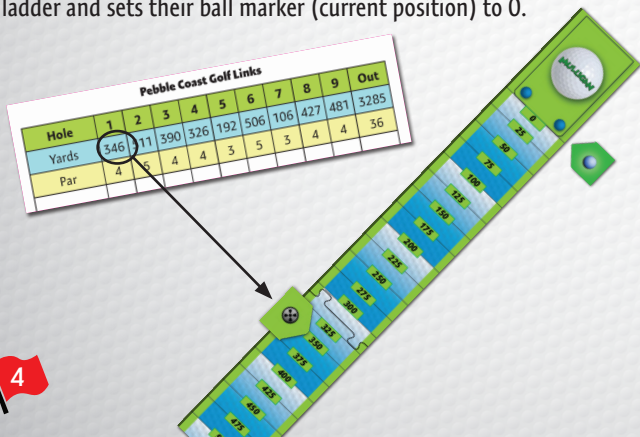


You may only (successfully) play **one** of each **type** of Play Anytime card per turn. For example, if you play a *Rangefinder* without it being canceled by a *Pace of Play*, you cannot play another *Rangefinder* card until the next turn.

Gameplay

Hole Setup

The scorekeeper notifies the players of the **distance** for the upcoming hole. Each player moves the hole marker to the approximate location on their yard ladder and sets their ball marker (current position) to 0.



Once a hole is set up, each turn moves through these phases:

DRAW

- Each player draws cards until they have seven, including their *2-Putt/Practice Swing* card (the Targeting cards are not counted).

SHOT PLANNING

- Select a Club card to use as your Shot this turn. Place it facedown on the tee box at the top of your Yardage board.
- Select the Action card (not a Play Anytime card) you want to use this turn as well as a Targeting card to indicate which player that Action will target. (Sometimes you'll want to target yourself!) Place Targeting and Action cards facedown towards the center of the table so everyone can see them.
- Remember, this might be a good time to use a Play Anytime card to improve your hand!

Once all players are ready...

SWING!

- All players reveal their three facedown cards simultaneously.

RESOLUTION

- Action cards are passed over to the player they targeted.
- Each player lines up their Shot card and any Actions that will affect it against their yardage board. The distance lines on the side of the cards can help with calculating how far the Shot went.
- Players now advance their ball markers the appropriate distance towards the hole.
- Players return any Targeting and *2-Putt/Practice Swing* cards used back to their hand.
- If anyone successfully finishes the hole with a *Pitch In, Lob Chip In*, or any type of *Putter* card, skip to **FINISHING A HOLE**.

CLEANUP

- All other cards left in play are moved to the discard pile. (Any cards lined up on players' boards remain until the end of each hole.)
- If nobody finished the hole this turn, start the next turn at the **DRAW** phase.

FINISHING A HOLE

- There are five Club cards players can use to **finish a hole**:



- If any player successfully uses one of these Clubs to cross over or land on the hole for that Shot, they finish the hole at the end of that turn (unless their *1-Putt* is stopped by a *Missed Putt*).
- Once one or more players finish the hole, the hole ends for all players.
- All players add up their strokes taken this hole: one per Club used, plus any strokes added by *Water*, *Duff Shot*, or *Out of Bounds* cards.
- Any players who did not finish the hole must also add **finishing strokes** to their score for the hole, depending on how far they are from the hole at the end:

0-25 Yards:	+1 Finishing Stroke
26-100 Yards:	+2 Finishing Strokes
101+ Yards:	+3 Finishing Strokes

- The scorekeeper notes all players' scores, and if there are more holes to play, clears all of the cards from the table and begins the next hole with **HOLE SETUP**.
- At the end of 9 or 18 holes, all players' scores are tallied and the lowest score wins!

Other Rules & Terminology

Half Distance:

- *Sand Trap* and *Water* action cards cause a Club's distance to be halved. This **Half Distance** line is marked by an argyle pattern on each Club's distance bar.
- If more than one **Half Distance** action is played on a Club, the distance is only halved once.
- If other distance altering effects are played on a Club at the same time, the **Half Distance** effect always happens first; followed by any other effects.
- For example, if *Sand Trap* and *Hook* are both played on a *Fairway Wood*, the club's distance (250 yds) is first halved to 125, then the +25 yards from the hook is applied, resulting in a 150-yard Shot.

Shot Distance and Direction:

- If you get hit hard by negative action cards, your Shot distance cannot be reduced to less than 0 yards.
- Your Shot will always advance your ball **towards** the hole – if you shoot past the hole, your next Shot will move you **back up** the board **towards** the hole.

Targeting a Player:

- If an Action card says it targets a player, it's the same as targeting that player's Shot.

Discarded or Canceled cards:

- If a card causes another card to be “discarded” or “canceled” during play, the discarded card is immediately moved to the discard pile without taking any effect.
- If a Club card is discarded by a *Duff Shot*, that player doesn’t advance any distance this turn.

Putter Attributes:

- The **distance** for the *1-Putt* card can’t be changed by any Action; Actions like *Slice* or *Sand Trap* have no effect. *Water’s* halving effect will be canceled, but the 1-stroke penalty will still be applied. *Miss Putt* means the player will still advance 25 yards due to the putt but will **not finish the hole** if they cross it.
- *2-Putt* and *Perfect Putt* are immune to **ALL** Action cards (this includes *Lucky Bounce* and *Bad Karma*).

Borrow a Club:

- At the moment this card is announced, any cards already played facedown on the table are not eligible to be stolen.

2-Putt/Practice Swing:

- This card may not be stolen by *Borrow a Club* or discarded by *Dig Through the Bag*.
- If you use *2-Putt* but don’t get to the hole, put it back in your hand but don’t forget to count its strokes at the end of the hole!

Tips

- The **Shot Planning** and **Resolution** phases are good times to consider a Play Anytime card, if you have any.
- The *Mulligan* card is a powerful Play Anytime card which can remove negative actions against you after they have been revealed (play it during the **Resolution** phase).

- If you don't want to use any of the Action cards in your hand, you can always play your *Practice Swing* card. Remember to bring it back into your hand after use.

Alternate Play Modes

Try these alternate play modes for a twist on the game, or combine two of them for extra fun!

"Let's Make it Interesting":

This game mode plays like a standard round of **MULLIGAN** but with a little side action!

- Before the round, each player starts with an equal amount of chips, tokens, or coins. **(MULLIGAN does not condone gambling with real money 😊)**
- At any point during a hole, **any** player may propose a wager of **any type** with **one** other player. For example: "I bet you 20 chips that I beat or tie you on this hole;" "I bet you 10 chips that Purple player doesn't finish the hole this turn;" or "I bet you 50 chips that you will sneeze again before the hole ends."
- The player receiving the wager has the choice whether or not to take the bet. If they do, both players place that many chips in a side pot, to be resolved whenever the conditions of the bet are met (or not).
- The game ends when one player has acquired all the chips, or at the end of 9 holes (the player with the most chips wins)!

Heavy Bag:

For this game mode, the hand size is increased by three (nine standard cards plus the *2-Putt / Practice Swing*).

- Each player can select and play **TWO** Action cards per turn.
- You may choose up to two targets for your two Actions, just be sure to place them facedown with the appropriate Targeting card(s).

Wolf (for 3 players):

“Wolf” can be played as a side game while playing a standard round.

- Players pick a rotation order and take turns being the **Wolf** on each hole.
- Before each hole begins, the **Wolf** either picks another player to be on their team, or decides to go **Lone Wolf**.
- If the **Wolf** or their partner makes the lowest score on the hole, they each win a point.
- If the **Wolf** went **Lone Wolf** and makes the lowest score, they win 2 points.
- Only the **Wolf** and their partner score points. If any other players beat or tie their score, no points are scored for that hole.

Best Ball:

- For 2 players, each player controls 2 golfers (and two hands) for the game.
- **Best Ball** can also be played with 4 players in teams of 2, or 3 players with a team of 2 players competing against 1 player with two hands.
- Play proceeds just like a normal 4-player game, except at the end of each hole, each of the 2 players (or teams) takes the lower score of their 2 golfers as their score for the hole.
- Action cards that say “target yourself” can be applied to either of the golfers under your control (or your teammate).

2-Player Modes

What’s Your Handicap? (for 2 players):

In “What’s your handicap?” the player in the lead draws one less card during the **DRAW** phase for each stroke they are ahead.

It's You Against the Course (for 2 players):

In "It's You Against the Course," the course fights back against the player in the lead!

- Whichever player has the lowest total score when a hole begins will be the target for the entire hole. If both players are tied going into a hole (on the first hole, for example), the course plays no Actions that hole.
- At the beginning of each turn, place one card from the deck **face down in the center of the table**.
- During the **SWING!** phase flip that card over. If it is not an Action card, draw another card until you reveal an Action card. It is now an Action played **by the course** as if it were a third player and targets the player that had the lowest score at the beginning of the hole.

Special Cases:

- Sometimes the course will help you out with a *Lucky Bounce* or *Bad Karma!* In this case, continue as if you had played it on yourself.
- If you use *Bad Karma* to reflect the course's Action, it targets back at the course (and does nothing).
- If any player plays *Course GPS*, the Action for the course is also revealed.

Credits:

Design: Jake Van Slooten, Cory Meyer

Development: Rick Soued

Art: Sean Longcroft - www.longcroft.net

Graphics: Cory Meyer, Jake Van Slooten, Alex Colby
www.MulliganCardGame.com

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Sample Scorecards

Play these famous courses or use a scorecard from any course you like!

Pebble Coast Golf Links

Front 9:

Hole	1	2	3	4	5	6	7	8	9
Yards	346	511	390	326	192	506	106	427	481
Par	4	5	4	4	3	5	3	4	4

Back 9:

Hole	10	11	12	13	14	15	16	17	18
Yards	446	373	201	403	572	396	401	177	543
Par	4	4	3	4	5	4	4	3	5

St. André's Links (Old Course)

Front 9:

Hole	1	2	3	4	5	6	7	8	9
Yards	355	395	337	411	514	360	349	154	289
Par	4	4	4	4	5	4	4	3	4

Back 9:

Hole	10	11	12	13	14	15	16	17	18
Yards	311	164	304	388	523	391	345	436	361
Par	4	3	4	4	5	4	4	4	4

Augustine National Golf Club

Front 9:

Hole	1	2	3	4	5	6	7	8	9
Yards	455	575	350	240	455	180	450	570	460
Par	4	5	4	3	4	3	4	5	4

Back 9:

Hole	10	11	12	13	14	15	16	17	18
Yards	495	505	155	510	440	530	170	440	465
Par	4	4	3	5	4	5	3	4	4