

Standard Mischief Rules

Assign one player to be the dealer. The dealer will carry the deck, hand out cards when needed, and take cards that have been played and return them to the bottom of the deck.

Getting Cards

- At the beginning of the round, the dealer will give all players 3 cards. These cards make up each player's hand.
- All players should start each hole with at least 3 cards. If a player has fewer than 3 cards, he/she should be dealt cards from the game deck until there are 3 cards in his/her hand.

Playing Cards

- Look at the "Play Text" (see diagram) beside the ball on the card to see when each card can be played. Choose a target player or players for that card (card text will specify if the card is to be played on a single "opponent", "everyone", or "you") Reveal the card to all players.
- When a card is played the "Card Action" (see diagram) is carried out and the card then goes to the bottom of the game deck.
- Each player can only play one green card per hole, and can only have one green card played on him/her per hole.
- Each player can only play one red card between each hole, and can only have one red card played on him/her between each hole.

All other Miniature Golf rules apply. At the end of the game, the player with the lowest score wins the game.