

Quick Game Mischief Rules

(This variation should be used when the course is crowded and there is a wait on most holes)

Getting Cards

- All players start the game with 5 cards in their hands. These are the only cards they will have during the round.

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.