CAROM GOLF

RULES

In the sport of golf, there are courses of various configurations. At one end of the course, there is a hole, and far away from it is the tee area, which marks the ball's starting position. The aim of the game is to get the ball into the hole with as few strokes as possible. One game consists of playing on several different courses. Each player plays individually (independently of others) and records their score (number of strokes at each course). At the end of the game, the players add up their score on all the courses, and the player with the lowest score wins.

The board game Carom Golf in its Basic mode simulates the real sport of golf. The word carom in the name refers to the second game mode, in which all players (2 to 6) simultaneously play their turns by moving their balls (each player has a ball in a different color). In Carom mode, the main goal is to get your own ball into the hole with as few strokes as possible, but it is allowed to interfere with the opponents' plans at the same time.

CONTENTS

The set contains: 4 large and 8 small board segments, 6 round balls, 6 alternative balls, 2 flexible tee rectangles, 1 hole with a flag, 1 die, 8 cards, 6 move counters, 6 sliders, 22 flat obstacles, 5 pond obstacles, 5 sand obstacles, 5 ice obstacles, 4 puddles, 2 tree stumps, 2 rocks, 2 mushrooms, 1 mole hole, scorepad and game rules (text booklet and diagrams booklet).

The game elements are shown in Diagram 1:

- **Board segments** (A) can be configured in several ways to create courses (examples are shown in Diagrams 2–4). A **flexible tee rectangle** (B) is used to mark the initial position of the ball. A **hole with flag** is placed at the other end of the course (C).

- The **balls** (D) come in 6 different colors. The **alternative balls** (E) are flat, which makes them more convenient for handling. *(If used together at the same time, up to 12 players can participate.)*

- **8 Cards** (F) are used in a combination with the **die** (G).

- Each player has one **move counter** (H) which is with the help of a **slider** (I) used to track how many times the ball was moved.

- Various kinds of **obstacles** can be placed on the course: **flat** (J), **ponds** (K), **sand** (L), **ice** (M), **puddles** (N), **tree stumps** (O), **rocks** (P), **mushrooms** (Q) and **mole hole** (R).

- **Scorepad** (S).

BASIC MODE

The game can be played by one or more players (up to 12 if all available balls are used).

We recommend starting the first game on the course I shown on Diagram 2, in order to get familiar with the rules. After that move on to the more complex courses (II, III, IV, ...).

The Diagrams 2–4 show 6 examples of terrain configurations, and we encourage players to create new configurations according to their preferences.

The game can be played on any number of courses, according to the players' agreement.

One player plays several strokes consecutively, until they put the ball into the hole, after which they write down the score into the scorepad. There is a maximum of 30 strokes on each course hole, and if the ball hasn't reached the hole by that time, the play is stopped, and they get a score of 30.

In order to keep track of the number of strokes, before the first stroke, the slider on the move counter is placed next to the rectangle with number 1 (Diagram 5a). At the beginning of the first move, the slider should be moved one rectangle to the right (to the rectangle number 1), and the process is repeated at the start of each subsequent stroke (see Diagram 5b).

Game setup

Before the start of the game, each player chooses their colored ball.

The order of play is as agreed by players.

On each course hole, there is a rectangle covering 6 hexes where players can place their ball before the first stroke. Each player can place the ball on any of those 6 hexes, and multiple players can choose the same hex. On each subsequent hole, the players again choose the starting hex at will.

Ball movement

In the sport of golf, the ball moves in a straight line after it is hit. The length of the ball's movement depends on the force of the stroke.

In this game, to propel the ball, a player first chooses one of the 8 cards, and then rolls the die. The card contains the formula used to calculate the number of impulses. For example, if the card "+3" is selected, and the number 4 is rolled, the final number is 7 (4+3). The final number is a measure of the strength of the stroke, that is, a measure of **impulse** given to the ball.

The player may choose to roll the die without using any card, in which case the rolled number is not changed.

Each transition from one hex to another is called a **step**.

The geometry of the board grid is such that the ball can move in 6 directions, exclusively from one hex to one of the adjacent ones. The assumption is that the ball moves strictly through the middle of each hex along its path. After rolling the die, the player chooses the initial direction of the ball movement.

Alternative option: the player must choose the movement direction *before* rolling the die *(this adds uncertainty to each stroke)*.

In the diagrams, each step is represented by an arrow, and the impulses are represented by increasing numbers.

Generally, the ball always moves in a straight line for the number of steps that is identical to the number of impulses obtained by rolling the die.

Example of ball movement (Diagram 6): In this stroke, the starting position of the ball is marked with an A, and the final position with a B. The ball took 6 steps in a straight line, because the player chose "×2" card and rolled the number 3 on the die (number of impulses = number of steps).

Putting the ball into the hole

The ball can enter the hole in two ways:

1: when the number of impulses is equal to the number of steps required for the ball moving towards the hole to fall into it, or

2: when the number of impulses is one greater than the number of steps required for the ball moving towards the hole to fall into it.

The option 1 is shown in Diagram 7. The ball reached the hole in exactly four steps and fell into it.

Before the example for the option 2, Diagram 8 shows what happens when the number of impulses is significantly greater than the number of steps between the ball and the hole. In this case, the ball continues its movement in a straight line, but when passing over the hole, it loses one impulse due to the contact with the opposite edge of the hole. In the example in Diagram 8, after several strokes, the blue ball is at position A. For the next stroke, the player chooses "+10" card and gets a 5 on the die, which results in 15. The ball moves towards the hole, but as it got more impulses than needed, it goes over it and goes further to the position marked with a C. When passing over the hole, it loses one impulse, because the ball touches the edge of the hole (marked with a B) which shortens the movement a little (see Diagram 8a).

From the Diagram 8, it can be seen that one impulse is lost when the ball passes over the hole. This means that it is possible for the ball to fall into the hole even when the number of impulses is one greater than the number of steps required for the ball to reach the hole.

- **Example of a hole in three strokes - Diagram 9**: The starting position of the ball before the first stroke is marked with an A. The player chose the "+5" card and rolled 6 on the die – the ball gets 11 impulses. The ball moves 11 steps towards the hole in a straight line (position B). In the second stroke, the player chooses "squared" card and rolls a 4 = 16 impulses. The ball moves 16 steps (to position C). In the third stroke, the player chooses not to use any card and rolls a 5 on the die - which is just enough steps for the ball to reach the hole. The ball moves straight towards the hole and falls in (D), because the fifth impulse is spent by the ball hitting the opposite edge of the hole, after which it remains inside. So, the ball fell into the hole after three strokes, and the player's score is 3, which is written down in the scorepad.

Course boundaries

It can happen (accidentally or intentionally) that the ball reaches the edge of the course during its path and goes **out**. In that case, the slider on the move counter is moved an additional 2 places to the right (penalty points). In the next move, the ball is placed on the hexagon from which it left the course. Diagram 10a shows an example when the ball leaves the course, and Diagram 10b shows its position where it is returned to play in the next move. Only whole hexagons count as inside the course.

Obstacles

Configuring the course involves placing many obstacles between the starting position of the ball and the hole. Each obstacle affects the path of the ball in its own way, which will be explained below.

- **Dense grass** - The large square board segments have some fields marked with a darker color, representing thick grass. In this game, the rule is that the ball cannot even come to those fields (enter the dense grass), but stops on the field before. Diagram 11 shows how the ball takes only 5 steps and stops on a hexagon that is next to dense grass (if it hadn't hit the grass, the ball would have taken 12 steps).

- **Ponds** are represented by cardboard markers dominated by blue color, which represents deep water. When the ball reaches deep water, it sinks (it is removed from the board). It is treated the same way as if it went outside the course boundaries - in the next move, the player places the ball on the field from which the ball entered the water, and the slider is moved two extra places. In Diagram 12a, the ball encounters a pond and falls into deep water. In the next move (Diagram 12b), it is placed on the field from which it entered the water, and the player chooses a card, rolls the die and moves the ball in another direction.

- **Sand** is represented by cardboard markers dominated by beige color. Due to the increased resistance, the ball slows down when it moves over sand. In this game, it means that extra impulses are spent as the ball crosses a hex with sand.

When the ball goes over sand, for each step started on the hex with sand, one additional impulse is spent. Diagram 13 shows the ball going over sand.

If the ball does not have enough impulses to pass over all hexes with sand, it stops and continues movement in the next stroke. An example of that can be found in Diagram 14: during the first stroke, there were 8 impulses according to the die and card, but the ball traveled only 5 steps. The last, eighth impulse was not used at all, because one more was needed for the ball to move to the adjacent hex. In the next stroke, the player decided to change the direction of the ball compared to the previous stroke.

- **Puddles** (shallow water) are represented by markers made of thin blue transparent plastic. The markers are irregular, rounded, but when placed correctly, they occupy 3, 4, or 5 hexes. When the ball gets to the first hex with a blue marker, the ball stops, regardless of the number of impulses for that stroke. Diagram 15a shows an example.

In the next move, the ball can move across the puddle, but it requires three impulses for each step through the shallow water. Diagram 15b illustrates just that.

- **Ice** *(frozen puddles)* are represented by white, translucent shapes. When the ball gets to the first hex with ice, it continues movement until it gets off the ice, without spending any impulses for movement on the ice. Diagram 16 shown an example.

- **Flat obstacles** are represented by white plastic markers in a couple of different shapes, taking one, two, three or four hexes on the board.

When the ball encounters a flat obstacle on its way, it bounces. Possible bouncing directions are shown in Diagram 17. Examples are shown in Diagrams 18 and 19.

On the rounded parts of the obstacle, the ball bounces in the direction it came from (see Diagrams 20 and 21), or slides along the curve (see Diagram 22). In Diagram 21, the ball returned to its starting position.

When the ball ends its movement on the hex against the obstacle, the directions of its movement are limited in the next stroke, see Diagrams 23, 24 and 25.

- **Tree stumps** and **rocks** (plastic pieces) - The ball bounces off stumps and stones in the same way as from flat obstacles (possible directions are shown in Diagram 26).

- **Mushrooms** (plastic pieces) are soft in nature, so if the ball encounters a mushroom on its way, it continues its path but loses three impulses, and the mushroom is removed from the board. In case the ball does not have enough momentum to continue its movement, it stops on the field before the mushroom (and the mushroom remains). Examples are in Diagrams 27 and 28.

- **Mole hole** (plastic piece) - has the same effect on the ball as the target hole: the ball can go over the hole and continue its trajectory, but it loses one impulse. If there are no additional impulses - the ball falls into the mole hole. In the next move, the ball is placed on a hex next to the mole hole (player's choice) and the slider is moved an additional 4 positions to the right (penalty points).

Long stroke

When the ball is hit with moderate force, it rolls on the ground throughout the movement. If it is hit with strong force, it will fly through the air for most of its path (phase I), after which it falls to the ground (point "T") and rolls for a few steps (phase II), see Diagram 29. Long strokes are those in which the ball has 20 or more impulses. The phase II (rolling on the ground) is always 5 last steps. In the example in Diagram 30, the ball has 23 impulses, so it flies for 18 steps (phase I) and rolls on the ground for the last five steps (phase II). Blue arrows show the steps the ball took while in the air.

The ball flies with no restrictions over dense grass, ponds, sand, puddles, mole hill and flat obstacles. The ball can also fly over "high" obstacles (tree stump, stone, mushroom), but there must be at least two empty hexes between the starting position of the ball and the obstacle - see example in Diagram 31. Otherwise, it is considered as if the ball was on the ground the whole time (it separated from the ground, but not enough to fly over the obstacle).

High obstacles also have an impact on the latter part of the trajectory in phase I. There must be at least two empty fields between the obstacle and point "T" in order to fly over a high obstacle. If a high obstacle is closer to point "T" or right on it - the ball bounces off the obstacle (in the case of stone and tree stump) or knocks it down (mushroom), see Diagram 32.

CAROM MODE

In the Basic game mode, one player plays several strokes in a row, until they get the ball into the hole, and write down the score. After that, it's the next player's turn, and so on, until everyone has put in their ball into the hole.

In Carom mode, in the first move, the first player strikes the ball, moves it accordingly, and stops. Their ball remains in that spot, while the second player plays their turn – they choose a card and roll the die, move the ball from the starting hex, and then stop, in order for the next player to proceed. This carries on until the last player has moved their ball in the first move, and then the procedure is repeated in subsequent moves, until all players put their ball in the hole, and everyone writes down their score. The main feature of the Carom mode is that it is allowed and desirable for the players to deliberately hit one of the opponent's balls with their ball, thus moving it away from the hole or putting it in a disadvantageous position.

During a collision (carom), impulses are transferred from one ball to another according to special rules, and all the rules that govern movement and bouncing remain identical to the rules of the Basic mode.

A maximum of 12 players can participate in the game, provided both sets of balls are used. If there are fewer players (two or three), each player can control more than one ball.

In Carom mode, it is important to respect the agreed order of play in each turn.

Ball collisions

As previously stated, it is assumed that the ball always moves exactly through the middle of the hexes on its route. Also, when the ball is stationary, it is assumed that it is standing exactly in the middle of the hex, and that it is the same size as the hex, viewed from side to side – see Diagram 33.

So, when two balls occupy adjacent hexes, it is considered that they are touching, that is, that there is no gap between them. Since balls move on a straight line through the centers of the hexes they occupy, the ball that was hit continues to move in the direction of the ball that hit it *(in this game, a ball cannot just brush another ball and cause it to deviate from the straight path)*.

When the ball encounters another ball on its way, it stops on the field in front of it, and transfers all its remaining impulses to the ball it hits. The ball that suffered the collision continues to move in the same direction (see Diagram 34). In the picture, the red ball has 8 impulses, but after 5 steps, it runs into the yellow ball. It stops there and transfers its remaining impulses (3) to the yellow ball, which continues to move for another 3 steps. Both balls took a total of 8 steps.

If there is a series of balls formed (two or more balls in a line on adjacent hexes), and another ball moving in the same direction hits the first ball in the row, the impulse is transmitted all the way to the last ball in the row, the one that can move in the same direction (see Diagram 35).

- Diagram 36 shows the movement of the ball that collides with a ball that is on a hex adjacent to a flat obstacle.

- Diagram 37 shows the red ball hitting the green one. During the collision, it transfers the remaining impulse to the green ball, but as the position of the green ball is such that it would continue its movement in the direction of the red ball, now the green ball transfers impulse to the red one, which continues the movement (but this time in the opposite direction compared to the movement before the collision).

- Diagram 38 shows an example of a sequence of caroms. The red ball hits the purple ball, which continues to move and hits the yellow ball, transferring the remaining impulses. The yellow ball now moves and runs into the red ball, hits it, so the red ball moves again (for the second time in one stroke) until it uses up the remaining impulses.

A ball can get into the hole after being hit by another ball. Regardless of the fact that the player whose ball went into the hole was not the last to play, they are the one who score the points. For example, in Diagram 39, the blue player plays their third stroke, and on its way, their ball hits the yellow ball, which continues the movement and falls into the hole. Then the yellow player writes down the score of 3, as their ball went into the hole in the third stroke.

In Diagram 40, the red ball hits the yellow ball, which then leaves the course (yellow player gets 2 penalty points).

In Carom mode, the winner is the player with the lowest score at the end.