

Ballatro

These rules will assume that you already know the basics of the rules of mini golf. If you don't know the rules of mini golf, then I have no clue what you're doing here.

Setup:

This variation of mini golf can be played on any 18-hole course. Pick one player to be in charge of carrying the deck of cards. I recommend keeping a rubber band around them so they stay together in your pocket.

Turn Order:

Before the start of the game, determine the player order and notate it on your scorecard. This order can be agreed upon by your group or determined at random. During play, players must follow this order and may not play out of turn unless allowed by a card.

OoB and Penalties:

In the event that your ball is hit out of bounds (OoB), it must be immediately replaced back onto the nearest green of the hole to where it entered OoB. The player who hit the ball OoB then receives a one-stroke penalty and must skip their next turn.

Cards:

Once you complete a hole, you will draw one card from the top of the deck of cards. You can then choose to keep the card in your hand or discard the card by placing it at the bottom of the deck. At this point, you do not have to show your card to any other players if you do not want to. You may only have four cards in your hand at any given point. You may discard any amount of cards from your hand at any point. There are two types of cards in the deck:

Playable Cards:

Playable cards are cards that you can keep in your hand and can play at a specific moment in the game. These cards have specific stipulations on how and when they can be played. When you play one of these cards, you will put the card at the bottom of the deck.

Golfers:

Golfers are cards that have specific actions and abilities that occur while the card is in your hand. These cards are not removed from your hand after use and their abilities can be triggered multiple times.

When following the effects of any card, you must verbally announce what the card is when you play it.