How To Play

Setup

Each player takes 8 cards face down and arranges them in two rows of four in front of them. One card is placed face up next to the draw pile to start a discard pile. Each player should flip any two of their cards to begin play.

Objective

Across nine "holes" (rounds), the player with the lowest total score is the winner. Players should try to have the lowest value of cards on the table each round by either swapping them for lower value cards or pairing them in columns with equal value cards (see Scoring).

Play

In turn, each player draws the top card from the discard or draw pile and:

Discard one of their face-up cards and replacing it with the drawn card. Discard a face down card without looking at it and replacing it with the drawn card. Discard the drawn card and flip one of their face-down cards.

Players must flip or replace a card on every turn, except for when only one of their cards remains face down which they may then discard the drawn card and pass to the next player.

A round is completed when a player flips or replaces their last face down card, ending the round for that player. All remaining players have one more turn as noted above and should end by flipping any remaining face down cards and proceed to scoring their hand. After scoring, all cards are returned to the draw pile and shuffled. The "HOLE" counter should be incremented, and the next round begins.

Scoring

Cards are scored at face value except in the following conditions:



Matching Pair

Same cards in column cancel each other out for zero points. If both cards are -5, add a - 10 bonus.



Multiple Matching Pairs

Same card pairs in more than one column cancel each other out for zero points. If **two** columns have matching pairs add a -10 bonus. For **three** columns, a -15 bonus, and for all **four** columns, a -20 bonus.



Four -5 Bonus

Two columns with matching pairs of -5 add a bonus of -30 (each -5 plus a -10 bonus).