

Racing For Chains

(Scramble Golf)

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Scramble Golf

Similar to the original game this version can be played with each Game Type including using Battle Cards or no cards at all.

All Hazard and Out of Bounds rules remain the same as the original game.

Throwing for Turn:

Roll all 3 dice at the same time and combine any of the numbers rolled. This means you can choose 1, 2, or all 3 dice and move that many spaces.
(Considered 1 Throw)

Movement:

You may only move vertical and/or horizontal unless your throw starts from Inside the Circle!
Each space you move must put you closer to the basket, and you may not go into any squares you have already touched.

Outside the Circle:

If your throw begins from a space Outside the Circle then you may not move any diagonal spaces. If your throw enters the circle then you must continue moving straight for your remaining moves until your disc comes to rest. Even if you start moving away from the basket.

Inside the Circle:

Driver / Mid-Range - If your throw begins from Inside the Circle, and you choose any number rolled by a Driver/Mid-Range, you may only move straight until your disc comes to rest. You cannot move around the circle. If you roll a 1 with either then you may choose to move that space diagonal.

Putter - If your throw begins from Inside the Circle, and you use **ONLY** the number rolled with your putter, then you may move around the circle until you go into the basket. You may choose to move diagonal if you roll a 1 or 2 with a Putter.

Rolling for Luck:

If you land in bounds then you may choose to roll for Luck after your first throw for turn. You may only roll for luck once per turn, and if you decide to do so, then you will roll all 3 dice to determine if you get a Good or Bad Luck Card. (Same rules apply to Battle Mode)

Good Luck vs. Bad Luck:

If you roll a number equal to or higher than your Player's Ratings with 2 out of 3 discs then draw a Good Luck Card. If you do not roll a number equal to or higher than your Player's Ratings with 2 out of 3 discs then draw a Bad Luck Card. You may hold up to 3 Good Luck cards to play whenever they are allowed, however Bad Luck Cards must be played immediately as they are drawn.

Good Luck Cards:

Ace Run – Roll a single dice 3 times and combine any number of rolls. (Considered 1 Throw) Can only be played before your first throw from any Tee-Pad.

Amazing Throw – Roll all 3 dice a 2nd time and add any number of them to your first roll. (Considered 1 Throw) Can only be played after moving spaces from your first throw before rolling for luck.

Great Shot – Move 1 space in any direction (including backwards or diagonal). Can be played after any throw during your turn including as it's drawn.

Mulligan – Reverse all spaces moved and re-throw all 3 dice from the last space you threw from. Can be played after any throw during your turn before rolling for luck.

Cancel Bad Luck – Play this card to cancel any Bad Luck Card after it is drawn.

Bad Luck Cards:

Foot Fault – If playing **Board Race** then skip your next turn. If playing **Stroke / Match Play** then add 1 stroke to your score for the hole being played.

Grip Lock – Move 2 spaces away from the basket in any direction. (You cannot move any spaces equal to or closer to the basket)

Wimpy Shot – Reverse your last 2 spaces moved. (If you only moved 1 space then reverse that 1 space)

Hit a Tree – If you landed within 2 spaces of a tree then you hit that tree. (If you landed Inside the Circle then diagonal spaces count)

In the Drink – If you landed within 2 spaces of water then you rolled into the water. (If you landed Inside the Circle then diagonal spaces count)

Scramble Battle:

This plays by using Scramble Golf rules of throwing for turn, movement, inside/outside the circle, and rolling for luck, or in this case, a Battle Card.

Rolling for Battle:

If you choose roll for battle then you will always draw a Battle Card. Roll all 3 dice. If you roll a number equal or higher than your Player's Ratings with 2 out of 3 discs then you may hold onto that card and play it against another player whenever it allows. If you do not roll a number equal to or higher than your Player's Ratings with 2 out of 3 discs then you still draw a Battle Card and play it against yourself immediately.

Battle Cards:

Diagonal spaces only apply if you or another player lands Inside the Circle. (Even if the throw started from a space Outside the Circle) If you land anywhere outside the circle then diagonal spaces will never apply to any Battle Card being played! Even if the card says differently.

Tips

Scramble Golf is a fun way to play faster rounds. It opens up new strategies and is compatible with all game types. That's 36 additional ways to play. If you include Battle Mode then there are over 100 different ways to play disc golf on a single board game!

Any rules in question when combining game types can usually be figured out by referring to your Caddy Book / game rules, reading any applicable cards, and discussion with other players. All final decisions regarding a questionable ruling is ultimately up to the card on how to proceed and play going forward.

Play the original game a few times before combining too many game types. It's helpful to understand the basics before adding additional rules.

If you are able, then go outside and play disc golf!