

DISC GOLF

BIRDIE BLITZ



1-6 Players



60-90 minutes



Ages 12+

The Ancient Egyptians worshiped the great sun disc as it traveled from tee pad to pin. Later the Greeks practiced the art of throwing discs at great distances in the Olympics (their pin technology was way behind the curve). The Scottish tried golf, but got the disc all wrong. In 1926 the fledgling sport of disc golf was born. Now, you have the opportunity to be a part of history and play the greatest sport in the world on your game table.

Disc Golf: **Birdie Blitz** is a game where 1 to 6 players try to guide their discs through all the obstacles of a disc golf course while attempting to get the lowest score possible. You'll have a few tools at your disposal: disc chargers, karma and a mulligan, which you may use along the way. Play 9 holes or play 18. Use the pro tees or amateur. It's all up to you.

Components

- 3 Course Boards
- 28 Throwing Dice [with stickers; see First Play Assembly]
- 6 Disc Markers
- 56 Disc Cards
- 6 Golfer Boards
- 18 Special Cards
- 18 Challenge Deck Cards
- 2 Dry-Erase Score Sheet Boards
- 1 Dry-Erase Marker

Objective

Get your disc from the tee pad to the basket for each hole of the disc golf course. After playing through the course, if you have the lowest score, you are the winner.

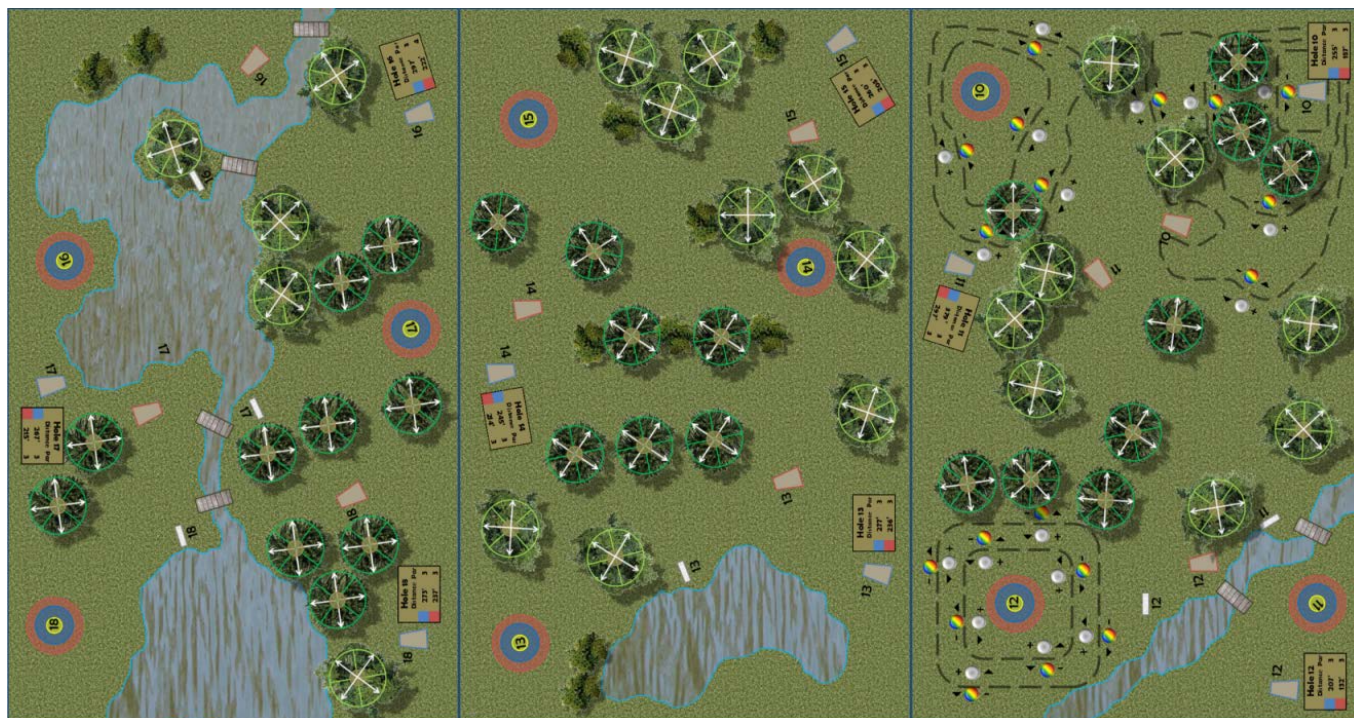
Setup

Place the Front 9 holes in the center of the table. The three Course Boards should be positioned [Holes 1-3], [Holes 4-6], [Holes 7-9]. When you are done with the Front 9, flip the boards over to the Back 9.

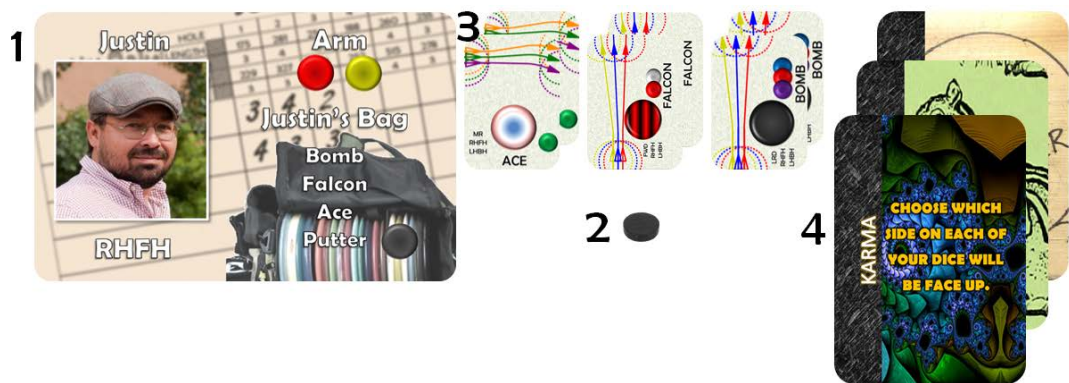
Front 9



Back 9 {Back 9 is on the flip side of the Front 9}



Player Setup

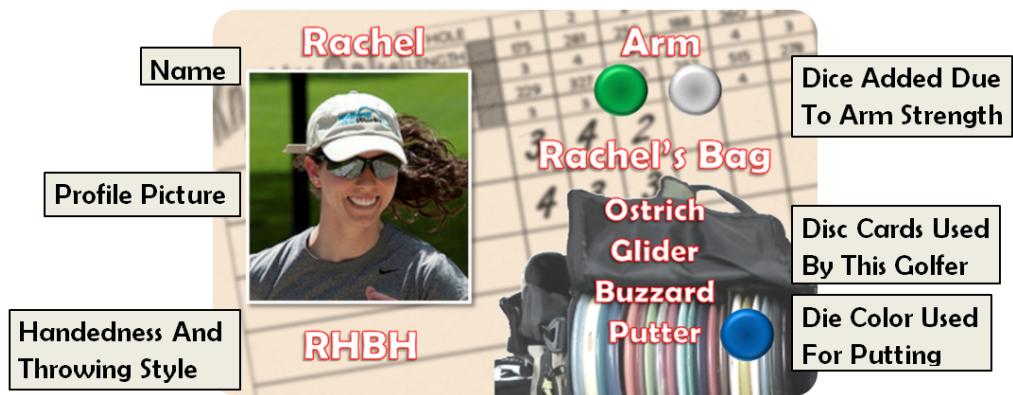


- 1. Each player chooses a Golfer Board.
- 2. Give each player a Disc Marker that matches their golfer’s text outline {black in the example}.
- 3. Give each player the two copies of each of the Disc Cards listed on their Golfer Board.
- 4. Give each player one copy of each of the three Special Cards.

Determining First Player

Each player rolls all four black dice. The player who rolls the most “R HIGH” goes first. If there is a tie for first, all tied players continue rolling until the tie is broken.

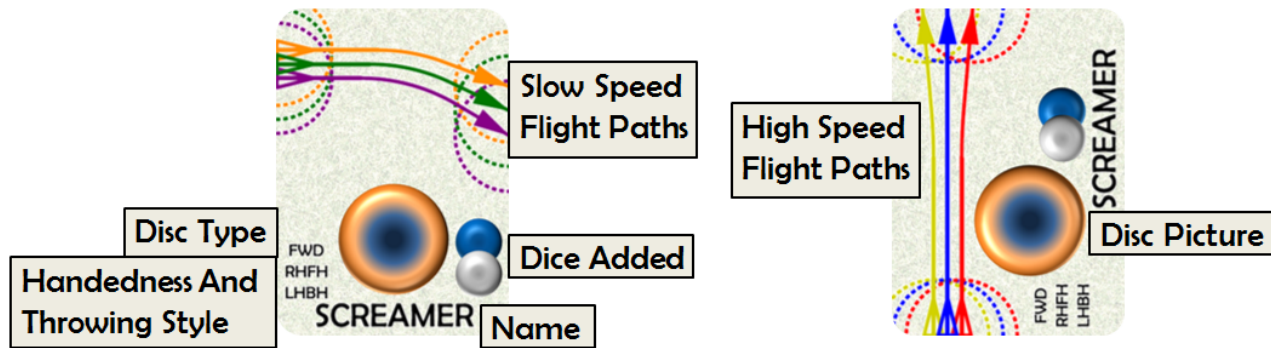
Disc Golfer







Your Disc Golfer has a name and profile picture. They provide you with two dice to roll based on their arm strength as well. Your Disc Golfer also has a putter assigned to them, represented by a specific colored die. On one side of the Golfer Board, your character has a handedness and throwing style as well as a set of three discs unique to your Disc Golfer. The back side removes the handedness and throwing style as well as the set of three discs to allow you to customize your Disc Golfer more (See Draft Your Bag).

Your handedness will either be RH (right-handed) or LH (left-handed). Your throwing style will either be BH (backhanded) or FH (forehanded). A disc thrown RHBH or LHFH will generally tail to the left at the end of the flight path. A disc thrown by a LHBH or RHFH will generally tail to the right at the end of the flight path. When using the front side of the Golfer Board, your discs will match your handedness and throwing style; the back side will allow you to choose discs with flight paths featuring any/multiple handedness and throwing styles.

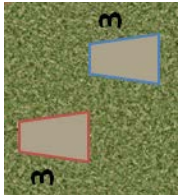
Discs



Discs come in three different types: LRD (long-range driver), FWD (fairway driver) and MR (mid-range). Each disc type provides a different number of dice added to your roll based on the distance the disc is expected to travel. LRDs around 250'-280' typically, FWDs travel around 190'-220' and MRs travel around 40'-120'. MRs do not add any , ,  or  dice added by a your Disc Golfer's arm. Each Disc Card shows three possible flight paths per side based on whether the die rolled is a high-speed die or a low-speed die. The flight paths also reflect the handedness and throwing style the disc represents.

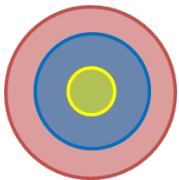
The Course

Tee Pads



Tee pads are where you begin each hole. The blue pads are the pro pads and are a longer distance from the pin than the red pads, which are the amateur pads. The hole number is located to the side of each tee pad. See 'Throwing Your Disc: From the Tee Pad' for how to throw off the tee pad.

Pin



Pins are the target you are throwing at on each hole. In the center of the yellow circle is the hole number. See 'Putting' for how to throw your disc at the pin.

Hole Info Board

Hole 18		
Distance	Par	
273'	3	
237'	3	

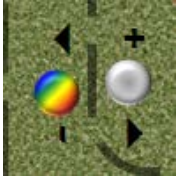
The Hole Info Board for each hole tells you which hole your are playing, the distance for the red and blue tee and the par for the red and blue tee.

The Clubhouse





After completing Hole 9, each player visits the Clubhouse to flip one Special Card face-up that was previously flipped face-down after being used.

Hills



A contour line is shown on the course where there is a change in elevation.

The uphill side shows -  ▲ indicating that passing the green line in that direction causes you to get rid of one of your Throwing Die rolls (if you have any remaining).

The downhill side shows +  ▲ indicating that passing the line in that direction causes you to add a roll of a white die to your Throwing Dice. The outcome of that roll can be placed anywhere you would like in your remaining sequence of Throwing Dice.

On Your Turn

1. Choose a disc to use or roll for your putt (if within putting range; see Putting).
2. Line up your shot.
3. Use a Special Card (optional)
4. Roll the Throwing Dice and choose your flight path.
5. Check for hazards.
6. Place your Disc Marker at the end of your flight path.
7. Play moves to the left.

Score the hole as each person complete a successful putt. The maximum number of shots a person can take is double the par.

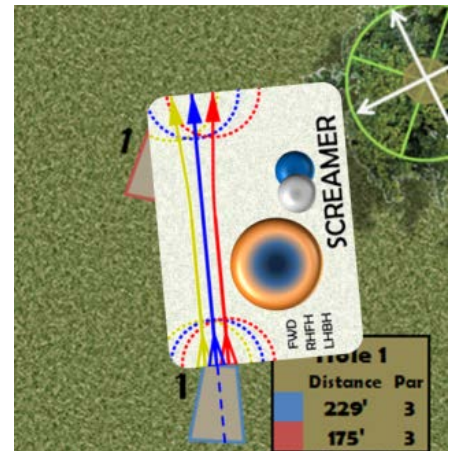
Throwing Your Disc

Lining Up Your Shot

Lining up your shot is done differently based on whether you are at the tee pad or on the course. When you line up your shot, place one of your Disc Cards with the blue (or green line) in the orientation you'd like to follow. This is the only Disc Card you are allowed to place on the board before rolling. If you end up using a different flight path color than blue (or green) as your first choice, slide the card over to the appropriate color or place the second copy of the Disc Card over the same start point and direction, but with the appropriate color to maintain the start position of your chosen flight path.

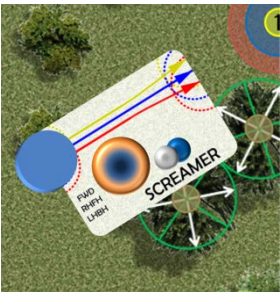
From the Tee Pad

Line up the open arrow with the front of the tee pad. You can rotate your Disc Card in any direction as long as a straight line drawn through the start of the flight path would pass through the front and back of the tee pad.







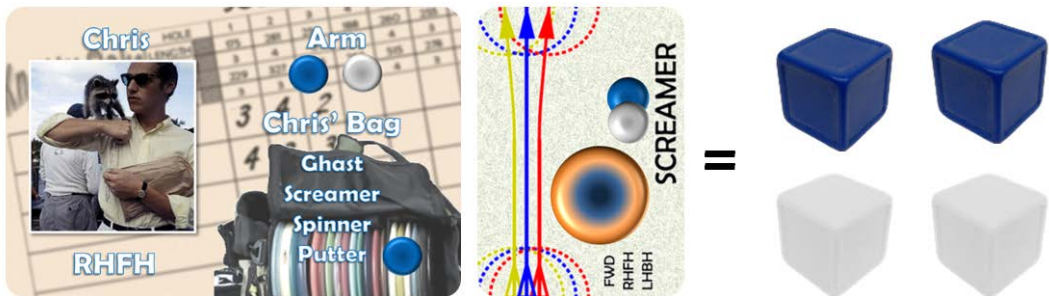
From on the Course

Line up your shot by placing your Disc Card under your Disc Marker so that the Disc Marker sits inside the blue (or green) dashed circle.



Roll the Throwing Dice and Choosing Your Flight Path

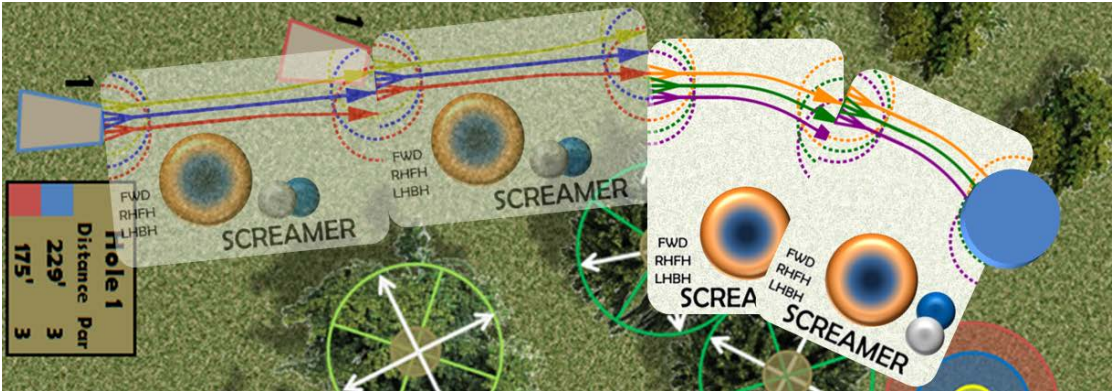
The number of Throwing Dice you will roll is based on your dice added due to arm strength and dice added by the disc. For Mid-Range discs (MR), any high-speed dice you would normally roll are not used due to this type of disc being low-speed only. Only , ,  or  count for MR discs.



The Throwing Dice have colors and heights. Colors are flight path and height is used for determining whether or not an obstacle is impacted. Height values are **High**, **Mid** and **Low**. When choosing a flight path, you can transition at the same height or from **High** to **Mid** or **Mid** to **Low** (and vice-versa), but not from **High** to **Low** or **Low** to **High**. If you have dice that cannot be ordered properly, then the dice not in proper sequence are discarded and not used on this throw.



You can begin placing your flight path once you have your order of Throwing Dice set. Line up the end of the flight path you used to line up your shot with the beginning of the next flight path that matches the color of your second Throwing Die. Continue alternating Disc Cards until you use all of your Throwing Dice or run into an obstacle that stops your disc. Place your Disc Token at the end of your flight path.



Checking for Hazards

Check to see if you come in contact with any of the Course Hazards that will stop your disc when placing your Disc Cards to follow the flight path [See Course Hazards]. If the flight path crosses any of those obstructions, follow the direction for that type of obstruction. If you cross over an obstruction that affects your Disc Card mid-flight you'll potentially need to eyeball whether or not you hit the obstruction. Some hazards will take affect after the flight path ends (e.g. Lakes, Out of Bounds).

Special Cards

Each disc golfer gets one of each Special Card at the start of the game. When you use a Special Card, flip it face-down. You may use as many Special Cards as you like any time you roll as long as they are still face-up. You are able to flip one card face-up again at the Clubhouse.



Disc Charger – Roll two additional dice of your choice.



Karma – Choose which side on each of your dice will be face up.



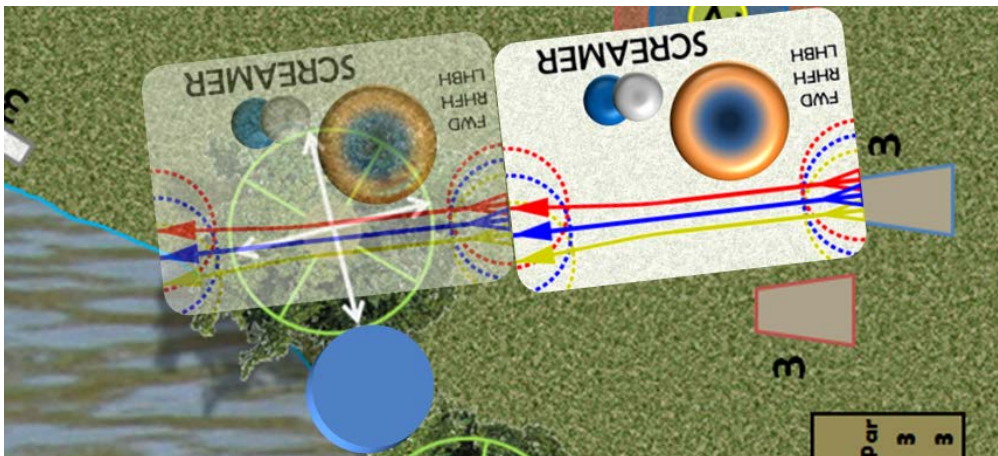
Mulligan - Re-roll all your dice.

Course Hazards

Deciduous Trees



Deciduous Trees are obstacles that will stop your disc. If a **Mid** or **Low** throw crosses the tan circle in the center of the tree or a **High** throw crosses the large green circle, your throw ends. Place the edge of your disc at the end of the arrow in the quadrant where your disc first hit the tree.



Evergreen Trees



Evergreen Trees are obstacles that will stop your disc. If a **High** or **Low** throw crosses the tan circle in the center of the tree or a **Mid** throw crosses the large green circle, your throw ends. Place the edge of your disc at the end of the arrow in the quadrant where your disc first hit the tree.

Shrubs



Shrubs are obstacles that will stop your disc. If a **Low** throw crosses any part of the shrub, your throw ends. Place the edge of your disc where your disc first hit the shrub. **Mid** and **High** throws avoid Shrubs completely.

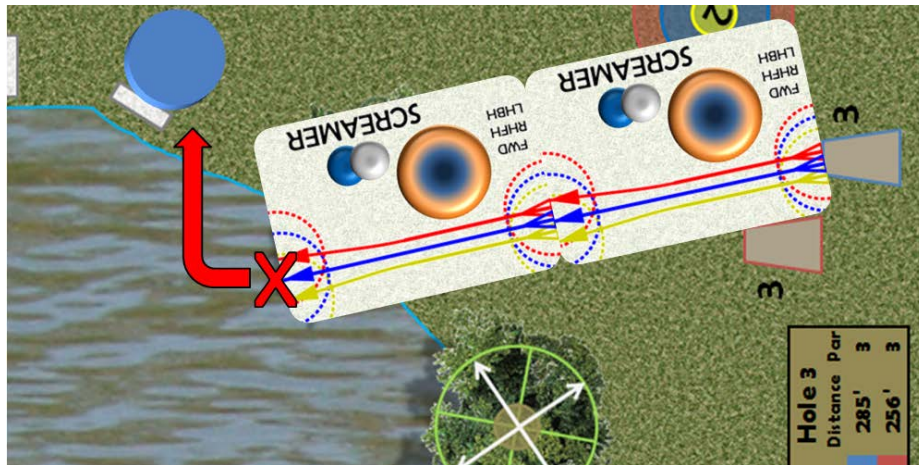
Lakes



Lakes are obstacles that do not stop your disc. If your throw lands in a lake after all your Throwing Dice have been used, you will be penalized 1 stroke. Your disc will be placed on the Drop Zone and you will make your next throw from the Drop Zone.



Drop Zones are located near Lakes. If your disc lands in the Lake, place your Disc Marker on the number that matches the Pin you are aiming for. Begin your next turn from that location and aim your shot in any direction you wish.



Mando



Mandos are mandatory lines that must not be crossed. If your disc crosses a Mando, you will be penalized 1 stroke. Place your Disc Marker at the location where your disc went past the Mando.

Out of Bounds

The edge of the Course Board is Out of Bounds. If you disc passes the edge of the Course Board and lands on the playing surface, you will be penalized 1 stroke. Place your Disc Marker at the location where your disc went Out of Bounds. If your disc goes Out of Bounds, but then comes back into play, the throw is legal and you are not penalized a stroke.

Putting









If your throw lands in the yellow circle of the pin target, that counts as having made the shot and you are done with the hole. If you land elsewhere in the target you will need to roll your putter die on your next turn. If your disc is in the red ring and you roll a red die face on your putter die, the disc is in and you have completed the hole. If you rolled a blue or yellow, move your Disc Marker into the ring that matches the color you rolled. If your disc is in the blue ring and you roll a red or blue die face on your putter die, the disc is in and you have completed the hole. If you rolled a yellow, move your Disc Marker into the yellow ring. If your disc is in the yellow ring your next roll automatically causes your disc to be in and you complete the hole.

Special Throws









Soft Throw

You may choose to throw fewer Throwing Dice than you are allowed. Simply remove any number of Throwing Dice from the ones you are able to roll to throw a disc a shorter distance.

Hyzer

Replace any of your ,  or  with  and/or ,  or  with . This will cause your disc to move further to the left if you are using a RHBH or a LHFH disc or further to the right if you are using a LHBH or a RHFH disc.

Anhyzer

Replace any of your ,  or  with  and/or ,  or  with . This will cause your disc to move further to the right if you are using a RHBH or a LHFH disc or further to the left if you are using a LHBH or a RHFH disc.

Roller

Roll the dice as normal, but only use the ones marked **Low**. If you choose to go this route, you can ignore deciduous and evergreen trees. If you don't roll any **Lows**, you do not move, but still take a stroke. You may Hyzer or Anhyzer while throwing a Roller.

Tomahawk

Roll the dice as normal, but only use the ones marked **High**. If you choose to go this route, you can ignore evergreen trees and shrubs. If you don't roll any **Highs**, you do not move, but still take a stroke. You may Hyzer or Anhyzer while throwing a Tomahawk.

Scoring

Each throw you make counts as a stroke on your score. As an example, if you throw your LRD, then land your MR on the pin target, then make your putt, you would write a '3' on the scorecard. Add any penalty strokes for landing in the water, crossing a mando or going out of bounds to your score. Record your score on the scorecard with the dry-erase marker. You'll be able to wipe off the scorecard at the end of the game. Stop throwing and move onto the next hole if you reach double the par value.

FRONT 9

SCORECARD

HOLE	1	2	3	4	5	6	7	8	9	TOTAL
LENGTH	175	281	256	188	260	255	245	177	295	2182
PAR	3	4	3	3	4	3	3	3	4	30
LENGTH	229	327	285	252	515	278	275	304	344	2809
PAR	3	3	3	3	4	3	3	3	4	29

<i>CHRIS</i>	3	4	2							
<i>RACHEL</i>	4	3	3							

























































THIS CARD IS DRY-ERASE. USE INCLUDED DRY-ERASE MARKER TO KEEP SCORE.

Winning

If you have the lowest score at the end of the game, you are the winner. There are no tie-breakers. For solo play try to get a score lower than the total par for the course.

First Play Assembly

Before your first game, you'll need to place the appropriate stickers on the dice. See below for which faces need to be applied to each die color. (There are two additional stickers provided for each side in case you need them due to tears or other issues).

	Black =						
	Red =						
	Blue =						
	Yellow =						
	White =						
	Purple =						
	Green =						
	Orange =						

Alternate Gameplay

Challenge Deck


To use the Challenge Deck, shuffle the deck and set it near the playing area. Each hole, flip a new challenge up. That challenge's rules will be in effect for every golfer for the hole.

90% Air – Trees obstruct only within tan circle.

Casual Water – Ignore all water on the course.

Chain Banger – When a shot lands anywhere in the pin target, it's in.

Crosswind – Replace all ,  and  with .

Dead Arm – Replace all arm strength dice with .

Headwind – Replace all ,  and  with .

High Weeds – Cannot use any **Low** dice.

Lost & Found – Add one unowned disc to your bag

Old School – No Hyzers, Anhyzers, Rollers or Tomahawks.

Play Through – Shuffle this card and all discards into the Challenge Deck. Draw new Challenge.

Second Wind – Flip one Special Card face-up.

Taco Time! – Lose disc for the rest of the game if it hits a tree.

Tailwind – Replace all ,  and  with .

The Natural – No Specials Allowed

The Wall – Flip one Special Card face-down.

Lumberjacking – Trees obstruct within green circle at all heights.

Waterlogged – Throw from Par Marker instead of Tee Pad {can face any direction}

Watery Grave – Lose disc for the rest of the game if it lands in water.

Draft Your Bag

Each player chooses a LRD, FWD and MR from the selection of Disc Cards. Players may either agree to choose discs and not compete for them or players can have a snake draft of discs starting with the first player. Players may choose from LRD, FWD, MR or receive a stroke off their score for every player who has yet to choose that option. As an example if you are in a three player game and choose the stroke off option first you'd get -2 to your total score.

Closest to the Pin

In this variant players will play on teams. All players on a team throw on the same turn, but only the throw closest to the pin remains on the board. The location of the throw closest to the pin is that starting location for the team's next throw.

Credits

The following people made this game possible.

Game Concept: Chris Romansky

Artwork: Chris Romansky

"[fishing](#)" by [Nate Steiner](#) is licensed under [CC BY 2.0](#)

"[\[Fractal-World\] Opinion~~Chameleon 1](#)" by [Matthew Lancaster](#) is licensed under [CC BY 2.0](#)

"[Gina Lückenkemper](#)" by [l3o_](#) is licensed under [CC BY 2.0](#)

"[grass 66](#)" by [zaphad1](#) is licensed under [CC BY 2.0](#)

"[Image from page 541 of "St. Nicholas \[serial\]" \(1873\)](#)" by [Internet Archive Book Images Follow](#) is licensed under [CC BY 2.0](#)

"[J Man](#)" by [Daniel Yaker](#) is licensed under [CC BY 2.0](#)

"[Man with a pet raccoon on the set of the movie "Wind Across the Everglades"](#)" by [Florida Memory](#) is licensed under [CC BY 2.0](#)

"[Ritratto senza cappello di feltro](#)" by [Joe Jungmann](#) is licensed under [CC BY 2.0](#)

"[Run to Remember](#)" by [US Coast Guard Academy](#) is licensed under [CC BY 2.0](#)

"[SAM 1420 Daikanbo Tateyama ML](#)" by [Martin Ljungqvist](#) is licensed under [CC BY 2.0](#)

Play Testers: Chris Romansky, Rachel Romansky, Mark Romine, Joel Sherman, Ryan Traczyk, Justin Johnson, Danielle Johnson, Jeremy Hipp

Legal



Disc Golf: Birdie Blitz is ©2018 Sporktopia Games. All rights reserved.

Check us out on the web at:

<https://www.thegamecrafter.com/games/disc-golf:-birdie-blitz>