



Give the Finger!



Choose the finger and hand the player has to hit their next shot with.

Windy Day



Move ball 2 ball spaces backwards (in direction of previous shot) then add any wind adjustment

Gopher Attacks!



Gopher knocks ball out of the hole! Place ball on the edge of the green.

Upside Down



Flip the tile that the player's ball lands on to other side and play from that terrain

Going Sideways!



Place ball on it's side and hit it so it rolls instead of sliding

Hurricane Hit



Player must blow once on their next shot, instead of flicking the ball

Knuckle Sandwich



Player must make a fist and player must punch the ball instead of flicking it!

Quicksand!



Ball can only advance 1 tile space!

Kryptonite



Player loses their Pro Player ability if they decide to use it.

Disoriented



Re-spin weather dial. The player must hit the ball in the direction it points, must travel at least 1 tile

The SORE LOSERS EXPANSION



The SORE LOSERS RULES

We thought Golf could use a little more 'fun' so we've created this zany expansion!

- Shuffle and deal 2 cards to each player
- Each player can use 1 card per hole



Unless a card has this 'flick' graphic, a Sore Loser card must be played against the active player before the player hits their shot.

- The designated player perform that action, and then discards the card
- After the hole, shuffle all cards and deal 2 new cards to each player.
- The cards are self-explanatory, but as always feel free to make your own house rules.

