# 







RULES	Hole: 1 Par: 4 Distance: 18	Hole: 7 Par: 5 Distance: 23	Hole: 13 Par: 4 Distance: 12	
THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.	Hole: 2 Par: 4 Distance: 16	Hole: 8 Par: 3 Distance: 7	Hole: 14 Par: 4 Distance: 15	
2) EACH ROLL OF THE DICE COUNTS AS A STROKE.	Hole: 3 3Par: 3 Distance: 4	Hole: 9 Par: 4 Distance: 18	Hole: 15 Par: 5 Distance: 28	
PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.	Hole: 4Par: 5 Distance: 23	Hole: 10 Par: 4 Distance: 19	Hole: 16 Par: 3 Distance: 3	
A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE	Hole:5 Par: 4 Distance: 13	Hole: 11 Par: 3 Distance: 9	Hole: 17 Par: 4 Distance: 15	
HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.	Hole: 6 Par: 4 Distance: 16	Hole: 12 Par: 5 Distance: 18	Hole: 18 Par: 4 Distance: 20	

CLUB			How to use it		DISTANCE	DISTANCE	PLAYING GUIDE		TOTALS		
DRIVER - 12-SIDED	DIE	Roll Die- Side Facing	P IS THE DISTANCE 12 1 USED FOR MAXIMUM DISTANCE.		FRONT 9 PAR						
WOOD- 10- SIDED D	DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE			9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.			36	
LONG IRON- 8 SIDED	DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE			8	1	FOR IN BETWEEN DISTANCES.			Back 9 Par 36	
IRON- 6 SIDED DIE		ROLL DIE- SIDE FACING UP IS THE DISTANCE			6	1	FOR IN BETWEEN DISTANCES.				
WEDGE- 4 SIDED DIE		ROLL DIE - THE POINT FACING UP IS THE DISTANCE		4	1	FOR SHORT DISTANCES.			TOTAL PAR		
PUTTER- TOKEN		FLIP LIKE A COIN- RED IS	2	1	FOR IN CLOSE TO THE HOLE.			72			
1	2	3	4	5	6		7	8	9	10	

# 与首分SUBTRACTION GOLF 2分置与







	RULES	Hole: 1 Par: 4 Distance: 22	Hole: 7 Par: 5 Distance: 16	Hole: 13 Par: 4 Distance: 19	
l	THE GOAL OF THE GAME IS TO ROLL TO  GET THE NUMBER TO EXACTLY ZERO IN  AS FEW ROLLS AS POSSIBLE.	Hole: 2 Par: 4 Distance: 16	Hole: 8 Par: 3 Distance: 6	Hole: 14 Par: 4 Distance: 16	
	2) EACH ROLL OF THE DICE COUNTS AS A STROKE.	Hole: 3 3Par: 3 Distance: 9	Hole: 9 Par: 4 Distance: 16	Hole: 15 Par: 5 Distance: 26	
	PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.	Hole: 4Par: 5 Distance: 15	Hole: 10 Par: 4 Distance: 17	Hole: 16 Par: 3 Distance: 9	
l	A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE	Hole:5 Par: 4 Distance: 19	Hole: 11 Par: 3 Distance: 9	Hole: 17 Par: 4 Distance: 19	
4)	HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.	Hole: 6 Par: 4 Distance: 16	Hole: 12 Par: 5 Distance: 17	Hole: 18 Par: 4 Distance: 21	

CLUB			How to use it		MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE		TOTALS		
DRIVER - 12-SIDED	Die	ROLL DIE- SIDE FACING	UP IS THE DISTANCE	S THE DISTANCE 12 1 USED FOR MAXIMUM DISTANCE.			FRONT 9 PAR				
WOOD- 10- SIDED DIE ROLL DIE- SIDE FACING UP IS T			UP IS THE DISTANCE		9	0	HAS LONG DI	STANCE BUT A CHAN	CE OF A ZERO.	36	
Long Iron- 8 SIDED	DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE			8	1	FOR IN BETWEEN DISTANCES.			Back 9 Par 36	
IRON- 6 SIDED DIE		ROLL DIE- SIDE FACING UP IS THE DISTANCE			6	1	FOR IN BETWEEN DISTANCES.				
WEDGE- 4 SIDED DIE	WEDGE- 4 SIDED DIE ROLL DIE - THE POINT FACING UP IS THE DISTANCE			4	1	FOR SHORT D	FOR SHORT DISTANCES.				
PUTTER- TOKEN		FLIP LIKE A COIN, RED IS 2 AND YELLOW IS 1 FOR DISTANCE.			2	1	FOR IN CLOSE TO THE HOLE.			72	
1	2	3	4	5	6		7	8	9	10	

# 与首分SUBTRACTION GOLF 3 分首与



	RULES	Hole: 1 Par: 4 Distance: 18	Hole: 7 Par: 5 Distance: 20	Hole: 13 Par: 4 Distance: 17	
1	THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.	Hole: 2 Par: 4 Distance: 21	Hole: 8 Par: 3 Distance: 7	Hole: 14 Par: 4 Distance: 15	
2	EACH ROLL OF THE DICE COUNTS AS A STROKE.	Hole: 3 3Par: 3 Distance: 10	Hole: 9 Par: 4 Distance: 13	Hole: 15 Par: 5 Distance: 18	
3	PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.	Hole: 4Par: 5 Distance: 21	Hole: 10 Par: 4 Distance: 15	Hole: 16 Par: 3 Distance: 8	
	A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE	Hole:5 Par: 4 Distance: 15	Hole: 11 Par: 3 Distance: 6	Hole: 17 Par: 4 Distance: 13	
4	HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.	Hole: 6 Par: 4 Distance: 15	Hole: 12 Par: 5 Distance: 21	Hole: 18 Par: 4 Distance: 21	

CLUB			How to use it		MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE		TOTALS		
DRIVER - 12-SIDED	Die	ROLL DIE- SIDE FACING	UP IS THE DISTANCE	S THE DISTANCE 12 1 USED FOR MAXIMUM DISTANCE.			FRONT 9 PAR				
WOOD- 10- SIDED DIE ROLL DIE- SIDE FACING UP IS T			UP IS THE DISTANCE		9	0	HAS LONG DI	STANCE BUT A CHAN	CE OF A ZERO.	36	
Long Iron- 8 SIDED	DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE			8	1	FOR IN BETWEEN DISTANCES.			Back 9 Par 36	
IRON- 6 SIDED DIE		ROLL DIE- SIDE FACING UP IS THE DISTANCE			6	1	FOR IN BETWEEN DISTANCES.				
WEDGE- 4 SIDED DIE	WEDGE- 4 SIDED DIE ROLL DIE - THE POINT FACING UP IS THE DISTANCE			4	1	FOR SHORT D	FOR SHORT DISTANCES.				
PUTTER- TOKEN		FLIP LIKE A COIN, RED IS 2 AND YELLOW IS 1 FOR DISTANCE.			2	1	FOR IN CLOSE TO THE HOLE.			72	
1	2	3	4	5	6		7	8	9	10	



### 与首分SUBTRACTION GOLF4分置与



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THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.

- EACH ROLL OF THE DICE COUNTS AS A STROKE.
- PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.

A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE

HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

Hole: 1 Par: 4	
DISTANCE: 17	

HOLE: 2 PAR: 4 DISTANCE: 13

HOLE: 3 3PAR: 3 DISTANCE: 9

HOLE: 4PAR: 5 DISTANCE: 25

HOLE:5 PAR: 4 DISTANCE: 13

HOLE: 6 PAR: 4 DISTANCE: 16

HOLE: 7 PAR: 5 DISTANCE: 28

HOLE: 8 PAR: 3 DISTANCE: 11

HOLE: 9 PAR: 4 DISTANCE: 17

HOLE: 10 PAR: 4 DISTANCE: 21

HOLE: 11 PAR: 3 DISTANCE: 9

HOLE: 12 PAR: 5 DISTANCE: 18

HOLE: 13 PAR: 4 DISTANCE: 18

HOLE: 14 PAR: 4 DISTANCE: 19

HOLE: 15 PAR: 5 DISTANCE: 24

HOLE: 16 PAR: 3 DISTANCE: 10

HOLE: 17 PAR: 4 DISTANCE: 22

HOLE: 18 PAR: 4 DISTANCE: 18

CLUB			Н	low to use it		Maximum Distance	MINIMUM DISTANCE	DI AVINC GUIDE		TOTALS		
DRIVER - 12-SIDED DIE		ROLL DIE- SIDE F	ACING U	P IS THE DISTANCE		12	1	USED FOR MAXIMUM DISTANCE.			FRONT 9 PAR	
WOOD- 10- SIDED DIE		ROLL DIE- SIDE F	ACING U	P IS THE DISTANCE		9	0	HAS LONG DI	STANCE BUT A CHAN	ICE OF A ZERO.	36	
Long Iron- 8 sided die Roll die- Side facing up is the distance					8	1	FOR IN BETWEEN DISTANCES.			Back 9 Par		
IRON- 6 SIDED DIE	IRON- 6 SIDED DIE ROLL DIE- SIDE FACING UP IS THE DISTANCE		6	1	For In Between Distances.		36					
WEDGE- 4 SIDED DIE	WEDGE- 4 SIDED DIE ROLL DIE - THE POINT FACING UP IS THE DISTANCE			4	1	FOR SHORT DISTANCES.			TOTAL PAR			
PUTTER- TOKEN		FLIP LIKE A COIN- RED IS 2 AND YELLOW IS 1 FOR DISTANCE.				2	1	FOR IN CLOSE TO THE HOLE.			72	
1	2	3		4	5	6		7	8	9	10	

## 与 賞 分 SUBTRACTION GOLF 5 方 賞 与







RULES	Hole: 1 Par: 4 Distance: 20	Hole: 7 Par: 5 Distance: 29	Hole: 13 Par: 4 Distance: 15
THE GOAL OF THE GAME IS TO ROLL TO  GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.	Hole: 2 Par: 4 Distance: 17	Hole: 8 Par: 3 Distance: 9	Hole: 14 Par: 4 Distance: 15
2) EACH ROLL OF THE DICE COUNTS AS A STROKE.	Hole: 3 3Par: 3 Distance: 5	Hole: 9 Par: 4 Distance: 22	Hole: 15 Par: 5 Distance: 19
PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.	Hole: 4Par: 5 Distance: 27	Hole: 10 Par: 4 Distance: 17	Hole: 16 Par: 3 Distance: 5
A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE	Hole:5 Par: 4 Distance: 13	Hole: 11 Par: 3 Distance: 6	Hole: 17 Par: 4 Distance: 21
HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.	Hole: 6 Par: 4 Distance: 17	Hole: 12 Par: 5 Distance: 22	Hole: 18 Par: 4 Distance: 19

CLUB			How to use it		MAXIMUM DISTANCE	MINIMUM DISTANCE	PLAYING GUIDE		TOTALS		
DRIVER - 12-SIDED	Die	ROLL DIE- SIDE FACING	UP IS THE DISTANCE	S THE DISTANCE 12 1 USED FOR MAXIMUM DISTANCE.			FRONT 9 PAR				
WOOD- 10- SIDED DIE ROLL DIE- SIDE FACING UP IS T			UP IS THE DISTANCE		9	0	HAS LONG DI	STANCE BUT A CHAN	CE OF A ZERO.	36	
Long Iron- 8 SIDED	DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE			8	1	FOR IN BETWEEN DISTANCES.			Back 9 Par 36	
IRON- 6 SIDED DIE		ROLL DIE- SIDE FACING UP IS THE DISTANCE			6	1	FOR IN BETWEEN DISTANCES.				
WEDGE- 4 SIDED DIE	WEDGE- 4 SIDED DIE ROLL DIE - THE POINT FACING UP IS THE DISTANCE			4	1	FOR SHORT D	FOR SHORT DISTANCES.				
PUTTER- TOKEN		FLIP LIKE A COIN, RED IS 2 AND YELLOW IS 1 FOR DISTANCE.			2	1	FOR IN CLOSE TO THE HOLE.			72	
1	2	3	4	5	6		7	8	9	10	

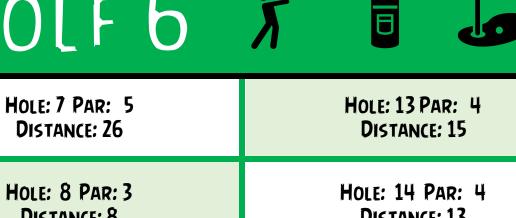
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## 与首为SUBTRACTION GOLF 6 清 适

HOLE: 1 PAR: 4

HOLE: 6 PAR: 4

DISTANCE: 14



HOLE: 18 PAR: 4

DISTANCE: 19

	THE GOAL OF THE GAME IS TO ROLL TO	<b>O</b>
1)	GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.	1
17	AS FEW ROLLS AS POSSIBLE.	

RULES

2) EACH ROLL OF THE DICE COUNTS AS A STROKE.

PAR SHOWS YOU THE AVERAGE AMOUNT
OF ROLLS IT WOULD TAKE TO GET THE NUMBER.

A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE

DISTANCE TO THE WHOLE.

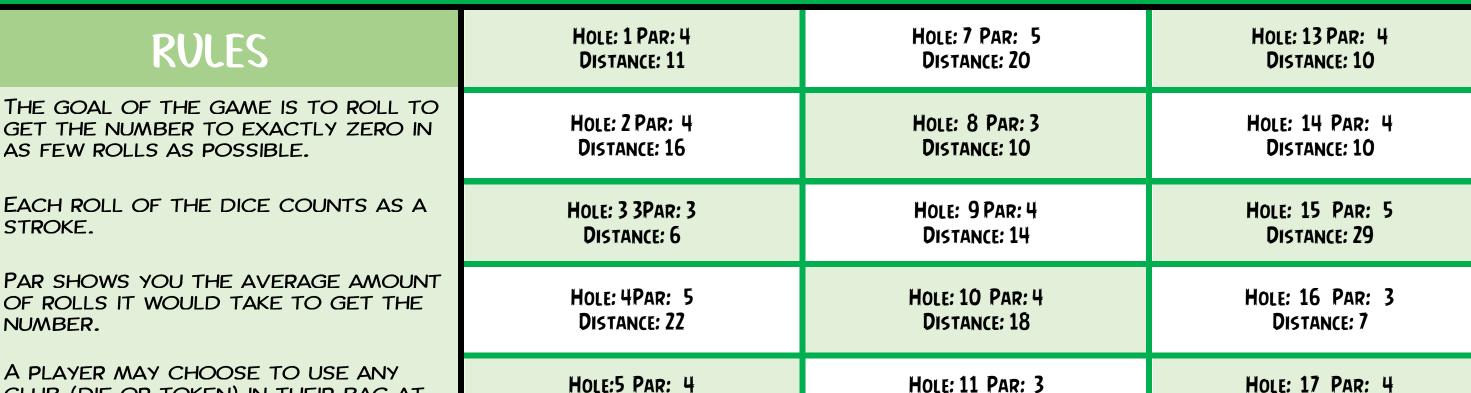
DISTANCE: 20	DISTANCE: 26	DISTANCE: 15
Hole: 2 Par: 4	Hole: 8 Par: 3	Hole: 14 Par: 4
Distance: 15	Distance: 8	Distance: 13
Hole: 3 3Par: 3	Hole: 9 Par: 4	Hole: 15 Par: 5
Distance: 6	Distance: 14	Distance: 30
Hole: 4Par: 5	Hole: 10 Par: 4	Hole: 16 Par: 3
Distance: 18	Distance: 15	Distance: 10
Hole:5 Par: 4	Hole: 11 Par: 3	Hole: 17 Par: 4
Distance: 21	Distance: 7	Distance: 14

HOLE: 12 PAR: 5

DISTANCE: 13

CLUB		How to use it				MAXIMUM MINIMUM DISTANCE DISTANCE PLAYING GUIDE				TOTALS	
DRIVER - 12-SIDED DIE	Roll	L DIE- SIDE FACING U	P IS THE DISTANCE		12	1	USED FOR MA	XIMUM DISTANCE.		FRONT 9 PAR	
WOOD- 10- SIDED DIE	Roll	L DIE- SIDE FACING U	P IS THE DISTANCE		9	0	HAS LONG DI	ICE OF A ZERO.	36		
Long Iron-8 sided die	Roll	ROLL DIE- SIDE FACING UP IS THE DISTANCE 8 1 FOR IN BETWEEN DISTANCES.						Back 9 Par			
IRON- 6 SIDED DIE	Roli	ROLL DIE- SIDE FACING UP IS THE DISTANCE				1	FOR IN BETW		36		
WEDGE- 4 SIDED DIE	Roli	L DIE - THE POINT FA	CING UP IS THE DIS	TANCE	4	1	FOR SHORT D	ISTANCES.		TOTAL PAR	
PUTTER- TOKEN	FLIP	FLIP LIKE A COIN, RED IS 2 AND YELLOW IS 1 FOR DISTANCE.				1	FOR IN CLOSE		72		
1	2	3	4	5	6		7	8	9	10	

# 与首分SUBTRACTION GOLF 7 为首与



DISTANCE: 8

DISTANCE: 15

HOLE: 18 PAR: 4

DISTANCE: 18

CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

A PLAYER MAY CHOOSE TO USE ANY

RULES

GET THE NUMBER TO EXACTLY ZERO IN

EACH ROLL OF THE DICE COUNTS AS A

OF ROLLS IT WOULD TAKE TO GET THE

AS FEW ROLLS AS POSSIBLE.

STROKE.

NUMBER.

HOLE: 6 PAR: 4 HOLE: 12 PAR: 5 DISTANCE: 16 DISTANCE: 22

Сгив		How to use it			Maximum Distance	MINIMUM DISTANCE	PLAYING GUIDE			TOTALS		
DRIVER - 12-SIDED DIE	Rol	L DIE <sup>,</sup> SIDE FACING U	P IS THE DISTANCE		12	1	USED FOR MA		FRONT 9 PAR			
Wood- 10- Sided Die	Rol	L DIE <sup>,</sup> SIDE FACING U	P IS THE DISTANCE		9	0	HAS LONG DIS	STANCE BUT A CHAN	ICE OF A ZERO.	36		
Long Iron- 8 sided die	Rol	ROLL DIE- SIDE FACING UP IS THE DISTANCE				1	FOR IN BETWI	Back 9 Par 36				
IRON- 6 SIDED DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE				6	1	FOR IN BETW					
WEDGE- 4 SIDED DIE	Rol	L DIE - THE POINT FA	CING UP IS THE DIS	TANCE	4	1	FOR SHORT D	ISTANCES.		TOTAL PAR		
PUTTER- TOKEN	FLIP	FLIP LIKE A COIN, RED IS 2 AND YELLOW IS 1 FOR DISTANCE.				1	FOR IN CLOSE TO THE HOLE.			72		
1	2	3	4	5	6		7	8	9	10		

DISTANCE: 18

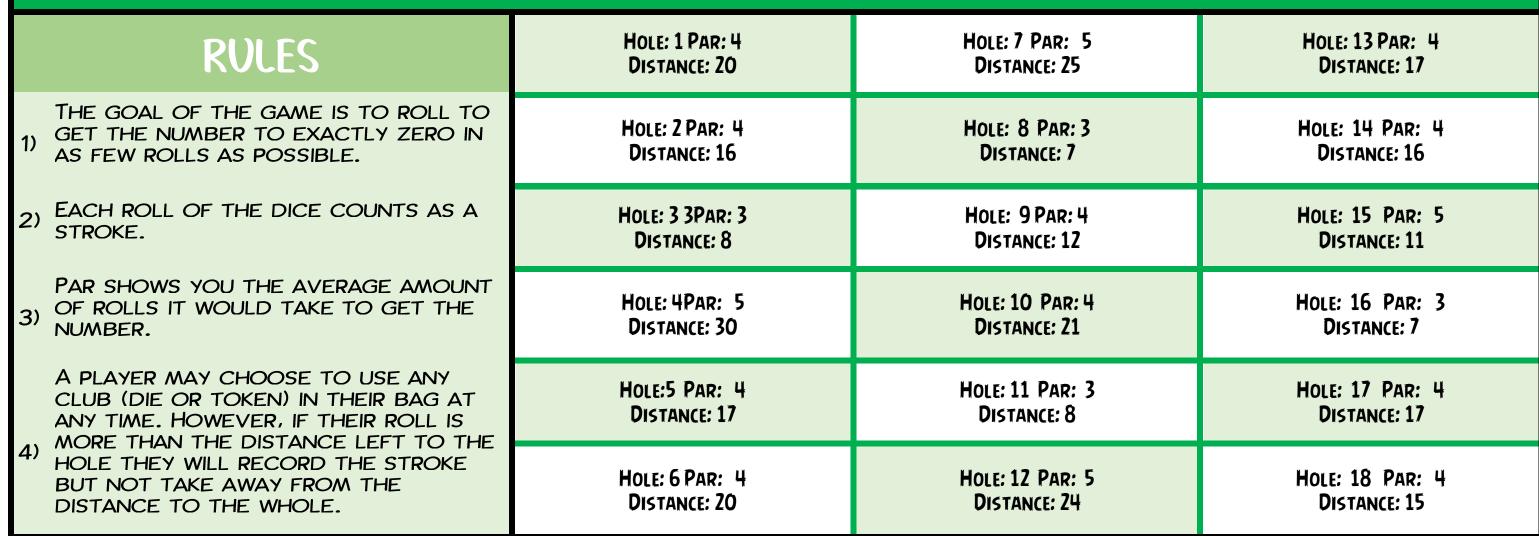
# 与首分SUBTRACTION GOLF 8分置与



RULES	Hole: 1 Par: 4 Distance: 18	Hole: 7 Par: 5 Distance: 25	Hole: 13 Par: 4 Distance: 15		
THE GOAL OF THE GAME IS TO ROLL TO  GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.	Hole: 2 Par: 4 Distance: 16	Hole: 8 Par: 3 Distance: 8	Hole: 14 Par: 4 Distance: 15		
2) EACH ROLL OF THE DICE COUNTS AS A STROKE.	Hole: 3 3Par: 3 Distance: 9	Hole: 9 Par: 4 Distance: 17	Hole: 15 Par: 5 Distance: 23		
PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.	Hole: 4Par: 5 Distance: 30	Hole: 10 Par: 4 Distance: 17	Hole: 16 Par: 3 Distance: 7		
A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE	Hole:5 Par: 4 Distance: 21	Hole: 11 Par: 3 Distance: 6	Hole: 17 Par: 4 Distance: 17		
HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.	Hole: 6 Par: 4 Distance: 20	Hole: 12 Par: 5 Distance: 17	Hole: 18 Par: 4 Distance: 18		
	MAXIMUI	M MINIMUM	_		

CLUB			How to use it			DISTANCE	DISTANCE	NCE PLAYING GUIDE			TOTALS		
DRIVER - 12-SIDED	Die	ROLL DIE	- SIDE FACING U	P IS THE DISTANCE		12	1	USED FOR MA	XIMUM DISTANCE.		FRONT 9 PAR		
WOOD- 10- SIDED D	)IE	ROLL DIE	- SIDE FACING U	P IS THE DISTANCE		9	0	HAS LONG DIS	STANCE BUT A CHAN	CE OF A ZERO.	36		
Long Iron- 8 SIDED	DIE	ROLL DIE	SIDE FACING U	P IS THE DISTANCE		8	For in Between distances.				ETWEEN DISTANCES. BACK 9 PAR		
IRON- 6 SIDED DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE 6 1				1	FOR IN BETW		36					
WEDGE- 4 SIDED DIE		ROLL DIE	ROLL DIE - THE POINT FACING UP IS THE DISTANCE				4 1 FOR SHORT DISTANCES. TOTAL PA		TOTAL PAR				
PUTTER- TOKEN		FLIP LIKE A COIN, RED IS 2 AND YELLOW IS 1 FOR DISTANCE.				2	1	FOR IN CLOSE TO THE HOLE.			72		
1	2		3	4	5	6		7	8	9	10		

### 与常知SUBTRACTION GOLF 9 清 置



CLUB		l	How to use it    Maximum   Minimum   Playing Guide   To				CE PLAYING GUIDE			TOTALS		
DRIVER - 12-SIDED DI	IE	Roll die- Side facing (	JP IS THE DISTANCE		12	1	USED FOR MA	XIMUM DISTANCE.		FRONT 9 PAR		
Wood- 10- Sided Die	E	ROLL DIE- SIDE FACING (	JP IS THE DISTANCE		9	0	HAS LONG DI	STANCE BUT A CHAN	ICE OF A ZERO.	36		
Long Iron-8 sided t	DIE	Roll die- Side facing (	SIDE FACING UP IS THE DISTANCE 8 1 FOR IN BETWEEN DISTANCES.			Back 9 Par						
IRON- 6 SIDED DIE		Roll die- Side facing (	JP IS THE DISTANCE		6	1	FOR IN BETW	EEN DISTANCES.		36		
WEDGE- 4 SIDED DIE		ROLL DIE - THE POINT FA	OLL DIE - THE POINT FACING UP IS THE DISTANCE 4 1 FOR SHORT DISTANCES.			TOTAL PAR						
PUTTER- TOKEN FLIP LIKE A COIN- RED IS 2 AND YELLOW IS 1 FOR DISTANCE. 2					2	1	FOR IN CLOSE	FOR IN CLOSE TO THE HOLE.				
1	2	3	4	5	6		7	8	9	10		

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### SUBTRACTION GOLF 10 %







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THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.

- EACH ROLL OF THE DICE COUNTS AS A STROKE.
- PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.

A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE

HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4
DISTANCE: 18

HOLE: 2 PAR: 4 DISTANCE: 17

HOLE: 3 3PAR: 3 DISTANCE: 9

HOLE: 4PAR: 5 DISTANCE: 19

HOLE:5 PAR: 4 DISTANCE: 14

HOLE: 6 PAR: 4 DISTANCE: 20

HOLE: 7 PAR: 5 DISTANCE: 20

HOLE: 8 PAR: 3 DISTANCE: 9

HOLE: 9 PAR: 4 DISTANCE: 21

HOLE: 10 PAR: 4 DISTANCE: 17

HOLE: 11 PAR: 3 DISTANCE: 8

HOLE: 12 PAR: 5 DISTANCE: 24

HOLE: 13 PAR: 4 DISTANCE: 18

HOLE: 14 PAR: 4 DISTANCE: 15

HOLE: 15 PAR: 5 DISTANCE: 18

HOLE: 16 PAR: 3 DISTANCE: 8

HOLE: 17 PAR: 4 DISTANCE: 12

HOLE: 18 PAR: 4 DISTANCE: 17

CLUB		H	How to use it  MAXIMUM MINIMUM PLAYING GUIDE  DISTANCE				CE PLAYING GUIDE			TOTALS	
DRIVER - 12-SIDED DIE	Roi	LL DIE- SIDE FACING U	P IS THE DISTANCE		12	1	USED FOR MA	XIMUM DISTANCE.		FRONT 9 PAR	
WOOD- 10- SIDED DIE	Roi	LL DIE- SIDE FACING U	P IS THE DISTANCE		9	9 O HAS LONG DISTANCE BUT A CHANCE OF A ZERO.					
Long Iron-8 sided die	Roi	LL DIE- SIDE FACING U	P IS THE DISTANCE		8	1	FOR IN BETWI	EEN DISTANCES.		Back 9 Par	
IRON- 6 SIDED DIE	Roi	OLL DIE- SIDE FACING UP IS THE DISTANCE 6 1 FOR IN BETWEEN DISTANCES.					36				
WEDGE- 4 SIDED DIE	Roi	LL DIE - THE POINT FA	CING UP IS THE DIS	<b>TANCE</b>	4	1	FOR SHORT D	ISTANCES.		TOTAL PAR	
PUTTER- TOKEN FLIP LIKE A COIN- RED IS 2 AND YELLOW IS 1 FOR DISTANCE.				FOR DISTANCE.	2	1	FOR IN CLOSE		72		
1	2	3	4	5	6		7	8	9	10	

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# 与常为SUBTRACTION GOLF 11 为省与

RULES	Hole: 1 Par: 4	Hole: 7 Par: 5	Hole: 13 Par: 4	
	Distance: 21	Distance: 25	Distance: 16	
THE GOAL OF THE GAME IS TO ROLL TO  GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.	Hole: 2 Par: 4	Hole: 8 Par: 3	Hole: 14 Par: 4	
	Distance: 15	Distance: 7	Distance: 21	
2) EACH ROLL OF THE DICE COUNTS AS A STROKE.	Hole: 3 3Par: 3	Hole: 9 Par: 4	Hole: 15 Par: 5	
	Distance: 6	Distance: 16	Distance: 27	
PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.	Hole: 4Par: 5	Hole: 10 Par: 4	Hole: 16 Par: 3	
	Distance: 18	Distance: 18	Distance: 3	
A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE	Hole:5 Par: 4	Hole: 11 Par: 3	Hole: 17 Par: 4	
	Distance: 16	Distance: 11	Distance: 17	
HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.	Hole: 6 Par: 4	Hole: 12 Par: 5	Hole: 18 Par: 4	
	Distance: 12	Distance: 17	Distance: 18	

CLUB			How to use it			DISTANCE	NCE PLAYING GUIDE			TOTALS		
DRIVER - 12-SIDED	DIE	Roll die- Side facin	G UP IS THE DISTANCE		12	1	USED FOR MA	XIMUM DISTANCE.		FRONT 9 PAR		
WOOD- 10- SIDED D	DIE	Roll die- Side facin	G UP IS THE DISTANCE		9	0	HAS LONG DIS	STANCE BUT A CHAN	CE OF A ZERO.	36		
LONG IRON- 8 SIDED	DIE	Roll die- Side facin	G UP IS THE DISTANCE		8	1 FOR IN BETWEEN DISTANCES.				Back 9 Par		
IRON- 6 SIDED DIE		ROLL DIE- SIDE FACIN	G UP IS THE DISTANCE	IS THE DISTANCE 6 1 FOR IN BETWEEN DISTANCES.					36			
WEDGE- 4 SIDED DIE		ROLL DIE - THE POIN	FACING UP IS THE DIS	TANCE	4	1	FOR SHORT D	ISTANCES.		TOTAL PAR		
PUTTER- TOKEN		FLIP LIKE A COIN- REI	2	1	FOR IN CLOSE		72					
1	2	3	4	5	6		7	8	9	10		

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## 与首分SUBTRACTION GOLF 12 为首与

RULES	Hole: 1 Par: 4 Distance: 12	Hole: 7 Par: 5 Distance: 26	Hole: 13 Par: 4 Distance: 15
THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.	Hole: 2 Par: 4 Distance: 22	Hole: 8 Par: 3 Distance: 4	Hole: 14 Par: 4 Distance: 14
2) EACH ROLL OF THE DICE COUNTS AS A STROKE.	Hole: 3 3Par: 3 Distance: 8	Hole: 9 Par: 4 Distance: 14	Hole: 15 Par: 5 Distance: 23
PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.	Hole: 4Par: 5 Distance: 27	Hole: 10 Par: 4 Distance: 18	Hole: 16 Par: 3 Distance: 11
A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE	Hole:5 Par: 4 Distance: 14	Hole: 11 Par: 3 Distance: 5	Hole: 17 Par: 4 Distance: 18
HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.	Hole: 6 Par: 4 Distance: 14	Hole: 12 Par: 5 Distance: 19	Hole: 18 Par: 4 Distance: 12
	MAXIMUI	MINIMUM 3	_

CLUB	CLUB HOW TO USE IT DISTANCE DISTANCE PLAYING GUIDE					TOTALS				
DRIVER - 12-SIDED	DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE			12	1	USED FOR MA	USED FOR MAXIMUM DISTANCE.		
WOOD- 10- SIDED DIE ROLL DIE- SIDE FACING UP IS THE DISTANCE			9	0	HAS LONG DIS	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.				
LONG IRON- 8 SIDED DIE ROLL DIE- SIDE FACING UP IS THE DISTANCE					8	1	FOR IN BETWI	FOR IN BETWEEN DISTANCES.		
IRON- 6 SIDED DIE		ROLL DIE- SIDE FACIN	G UP IS THE DISTANCE		6	1	For In Betw	EEN DISTANCES.		36
WEDGE- 4 SIDED DIE ROLL DIE - THE POINT FACING UP IS THE DISTANCE				TANCE	4	1	FOR SHORT D	ISTANCES.		TOTAL PAR
PUTTER- TOKEN		FLIP LIKE A COIN- REI	IS 2 AND YELLOW IS 1	FOR DISTANCE.	2	1	FOR IN CLOSE	TO THE HOLE.		72
1 2 3 4 5		5	6		7	8	9	10		

# 







	RULES	Hole: 1 Par: 4 Distance: 14	Hole: 7 Par: 5 Distance: 24	Hole: 13 Par: 4 Distance: 19
	THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.	Hole: 2 Par: 4 Distance: 17	Hole: 8 Par: 3 Distance: 11	Hole: 14 Par: 4 Distance: 17
	2) EACH ROLL OF THE DICE COUNTS AS A STROKE.	Hole: 3 3Par: 3 Distance: 8	Hole: 9 Par: 4 Distance: 18	Hole: 15 Par: 5 Distance: 22
	PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.	Hole: 4Par: 5 Distance: 26	Hole: 10 Par: 4 Distance: 12	Hole: 16 Par: 3 Distance: 8
	A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE	Hole:5 Par: 4 Distance: 17	Hole: 11 Par: 3 Distance: 3	Hole: 17 Par: 4 Distance: 18
	HOLE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.	Hole: 6 Par: 4 Distance: 15	Hole: 12 Par: 5 Distance: 21	Hole: 18 Par: 4 Distance: 15
H				

CLUB		How to use it		DISTANCE	DISTANCE		DI AVINC CITIDE		TOTALS		
DRIVER - 12-SIDED DIE		ROLL DIE- SIDE FACING UP IS THE DISTANCE			12	1	USED FOR MA	USED FOR MAXIMUM DISTANCE.			
WOOD- 10- SIDED D	DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE			9	0	HAS LONG DI	STANCE BUT A CHAN	CE OF A ZERO.	36	
LONG IRON- 8 SIDED	DIE	Roll Die- Side Facing	IP IS THE DISTANCE		8	1	FOR IN BETWI	EEN DISTANCES.		Back 9 Par	
IRON- 6 SIDED DIE		ROLL DIE- SIDE FACING UP IS THE DISTANCE			6	1	For In Betw	EEN DISTANCES.		36	
WEDGE- 4 SIDED DIE	WEDGE- 4 SIDED DIE ROLL DIE - THE POINT FACING UP IS THE DISTANCE			TANCE	4	1	FOR SHORT D	ISTANCES.		TOTAL PAR	
PUTTER- TOKEN		FLIP LIKE A COIN- RED IS	Z AND YELLOW IS 1	FOR DISTANCE.	2	1	FOR IN CLOSE	TO THE HOLE.		72	
1 2 3 4 5			5	6		7	8	9	10		

### 与首分SUBTRACTION GOLF 14分首与



RULES	Hole: 1 Par: 4 Distance: 21	Hole: 7 Par: 5 Distance: 25	Hole: 13 Par: 4 Distance: 15
THE GOAL OF THE GAME IS TO ROLL TO  GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.	Hole: 2 Par: 4 Distance: 15	Hole: 8 Par: 3 Distance: 7	Hole: 14 Par: 4 Distance: 12
2) EACH ROLL OF THE DICE COUNTS AS A STROKE.	Hole: 3 3Par: 3 Distance: 10	Hole: 9 Par: 4 Distance: 17	Hole: 15 Par: 5 Distance: 24
PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.	Hole: 4Par: 5 Distance: 19	Hole: 10 Par: 4 Distance: 15	Hole: 16 Par: 3 Distance: 6
A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE	Hole:5 Par: 4 Distance: 13	Hole: 11 Par: 3 Distance: 7	Hole: 17 Par: 4 Distance: 16
HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.	Hole: 6 Par: 4 Distance: 12	Hole: 12 Par: 5 Distance: 19	Hole: 18 Par: 4 Distance: 18

CLUB	CluB Ho					DISTANCE	DISTANCE		PLAYING GUIDE		TOTALS	
DRIVER - 12-SIDED	DRIVER - 12-SIDED DIE			ROLL DIE- SIDE FACING UP IS THE DISTANCE			1	USED FOR MA	XIMUM DISTANCE.		FRONT 9 PAR	
WOOD- 10- SIDED DIE ROLL DIE- SIDE FACING UP IS THE DISTANCE						9	0	HAS LONG DIS	STANCE BUT A CHAN	NCE OF A ZERO.	36	
LONG TRON- 8 SIDED DIE ROLL DIE- SIDE FACING UP IS THE DISTANCE					8	1	FOR IN BETWEEN DISTANCES.			Back 9 Par		
IRON- 6 SIDED DIE		ROLL DIE- SIDE F	ACING U	P IS THE DISTANCE		6	1	For In Betw	EEN DISTANCES.		36	
WEDGE- 4 SIDED DIE ROLL DIE - THE POINT FACING UP IS THE DISTANCE				TANCE	4	1	FOR SHORT D	ISTANCES.		TOTAL PAR		
PUTTER- TOKEN FLIP LIKE A COIN- RED IS 2 AND YELLOW IS 1 FOR DISTANCE.			2	1	FOR IN CLOSE	TO THE HOLE.		72				
1 2 3 4 5			5	6		7	8	9	10			

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# 与 賞 方 SUBTRACTION GOLF 15 方 賞 与

	RULES	Hole: 1 Par: 4 Distance: 19	Hole: 7 Par: 5 Distance: 18	Hole: 13 Par: 4 Distance: 13
1	THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.	Hole: 2 Par: 4 Distance: 15	Hole: 8 Par: 3 Distance: 10	Hole: 14 Par: 4 Distance: 15
2	EACH ROLL OF THE DICE COUNTS AS A STROKE.	Hole: 3 3Par: 3 Distance: 9	Hole: 9 Par: 4 Distance: 20	Hole: 15 Par: 5 Distance: 15
3	PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.	Hole: 4Par: 5 Distance: 22	Hole: 10 Par: 4 Distance: 22	Hole: 16 Par: 3 Distance: 7
	A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE	Hole:5 Par: 4 Distance: 19	Hole: 11 Par: 3 Distance: 9	Hole: 17 Par: 4 Distance: 14
4	HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.	Hole: 6 Par: 4 Distance: 17	Hole: 12 Par: 5 Distance: 24	Hole: 18 Par: 4 Distance: 19

CLUB	CLUB HOW TO USE IT DISTANCE DISTANCE PLAYING GUIDE					TOTALS				
DRIVER - 12-SIDED	DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE			12	1	USED FOR MA	USED FOR MAXIMUM DISTANCE.		
WOOD- 10- SIDED DIE ROLL DIE- SIDE FACING UP IS THE DISTANCE			9	0	HAS LONG DIS	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.				
LONG IRON- 8 SIDED DIE ROLL DIE- SIDE FACING UP IS THE DISTANCE					8	1	FOR IN BETWI	FOR IN BETWEEN DISTANCES.		
IRON- 6 SIDED DIE		ROLL DIE- SIDE FACIN	G UP IS THE DISTANCE		6	1	For In Betw	EEN DISTANCES.		36
WEDGE- 4 SIDED DIE ROLL DIE - THE POINT FACING UP IS THE DISTANCE				TANCE	4	1	FOR SHORT D	ISTANCES.		TOTAL PAR
PUTTER- TOKEN		FLIP LIKE A COIN- REI	IS 2 AND YELLOW IS 1	FOR DISTANCE.	2	1	FOR IN CLOSE	TO THE HOLE.		72
1 2 3 4 5		5	6		7	8	9	10		

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### 与常分SUBTRACTION GOLF 16 流量与







	RULES	Hole: 1 Par: 4 Distance: 20	Hole: 7 Par: 5 Distance: 23	Hole: 13 Par: 4 Distance: 20
	THE GOAL OF THE GAME IS TO ROLL TO  GET THE NUMBER TO EXACTLY ZERO IN  AS FEW ROLLS AS POSSIBLE.	Hole: 2 Par: 4 Distance: 18	Hole: 8 Par: 3 Distance: 12	Hole: 14 Par: 4 Distance: 17
	2) EACH ROLL OF THE DICE COUNTS AS A STROKE.	Hole: 3 3Par: 3 Distance: 5	Hole: 9 Par: 4 Distance: 16	Hole: 15 Par: 5 Distance: 28
	PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.	Hole: 4Par: 5 Distance: 16	Hole: 10 Par: 4 Distance: 13	Hole: 16 Par: 3 Distance: 12
l	A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE	Hole:5 Par: 4 Distance: 20	Hole: 11 Par: 3 Distance: 9	Hole: 17 Par: 4 Distance: 20
	HOLE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.	Hole: 6 Par: 4 Distance: 17	Hole: 12 Par: 5 Distance: 30	Hole: 18 Par: 4 Distance: 20

CLUB		How to use it		DISTANCE	DISTANCE		DI AVINC CITIDE		TOTALS		
DRIVER - 12-SIDED DIE		ROLL DIE- SIDE FACING UP IS THE DISTANCE			12	1	USED FOR MA	USED FOR MAXIMUM DISTANCE.			
WOOD- 10- SIDED D	DIE	ROLL DIE- SIDE FACING UP IS THE DISTANCE			9	0	HAS LONG DI	STANCE BUT A CHAN	CE OF A ZERO.	36	
LONG IRON- 8 SIDED	DIE	Roll Die- Side Facing	IP IS THE DISTANCE		8	1	FOR IN BETWI	EEN DISTANCES.		Back 9 Par	
IRON- 6 SIDED DIE		ROLL DIE- SIDE FACING UP IS THE DISTANCE			6	1	For In Betw	EEN DISTANCES.		36	
WEDGE- 4 SIDED DIE	WEDGE- 4 SIDED DIE ROLL DIE - THE POINT FACING UP IS THE DISTANCE			TANCE	4	1	FOR SHORT D	ISTANCES.		TOTAL PAR	
PUTTER- TOKEN		FLIP LIKE A COIN- RED IS	Z AND YELLOW IS 1	FOR DISTANCE.	2	1	FOR IN CLOSE	TO THE HOLE.		72	
1 2 3 4 5			5	6		7	8	9	10		

# 与常知SUBTRACTION GOLF 17 净 适

RULES	Hole: 1 Par: 4	Hole: 7 Par: 5	Hole: 13 Par: 4
	Distance: 16	Distance: 19	Distance: 20
THE GOAL OF THE GAME IS TO ROLL TO  GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.	Hole: 2 Par: 4	Hole: 8 Par: 3	Hole: 14 Par: 4
	Distance: 15	Distance: 6	Distance: 17
2) EACH ROLL OF THE DICE COUNTS AS A STROKE.	Hole: 3 3Par: 3	Hole: 9 Par: 4	Hole: 15 Par: 5
	Distance: 7	Distance: 13	Distance: 16
PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.	Hole: 4Par: 5	Hole: 10 Par: 4	Hole: 16 Par: 3
	Distance: 20	Distance: 22	Distance: 6
A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE	Hole:5 Par: 4	Hole: 11 Par: 3	Hole: 17 Par: 4
	Distance: 13	Distance: 10	Distance: 22
HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.	Hole: 6 Par: 4	Hole: 12 Par: 5	Hole: 18 Par: 4
	Distance: 17	Distance: 17	Distance: 19

CLUB			H	low to use it		DISTANCE	DISTANCE	PLAYING GUIDE		TOTALS	
DRIVER - 12-SIDED DI	IE	ROLLD	DIE- SIDE FACING U	P IS THE DISTANCE		12	1	USED FOR MA	XIMUM DISTANCE.		FRONT 9 PAR
WOOD- 10- SIDED DIE ROLL DIE- SIDE FACING UP IS THE DISTANCE					9	0	HAS LONG DI	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.			
Long Iron- 8 sided die Roll die- Side facing up is the distance				8	1	FOR IN BETWI	FOR IN BETWEEN DISTANCES.				
IRON- 6 SIDED DIE		ROLLD	DIE- SIDE FACING U	P IS THE DISTANCE		6	1	For In Betw	EEN DISTANCES.		36
WEDGE- 4 SIDED DIE ROLL DIE - THE POINT FACING UP IS THE DISTANCE			TANCE	4	1	FOR SHORT D	ISTANCES.		TOTAL PAR		
PUTTER- TOKEN FLIP LIKE A			KE A COIN, RED IS	2 AND YELLOW IS 1	FOR DISTANCE.	2	1	FOR IN CLOSE	TO THE HOLE.		72
1 2 3 4 5		6		7	8	9	10				

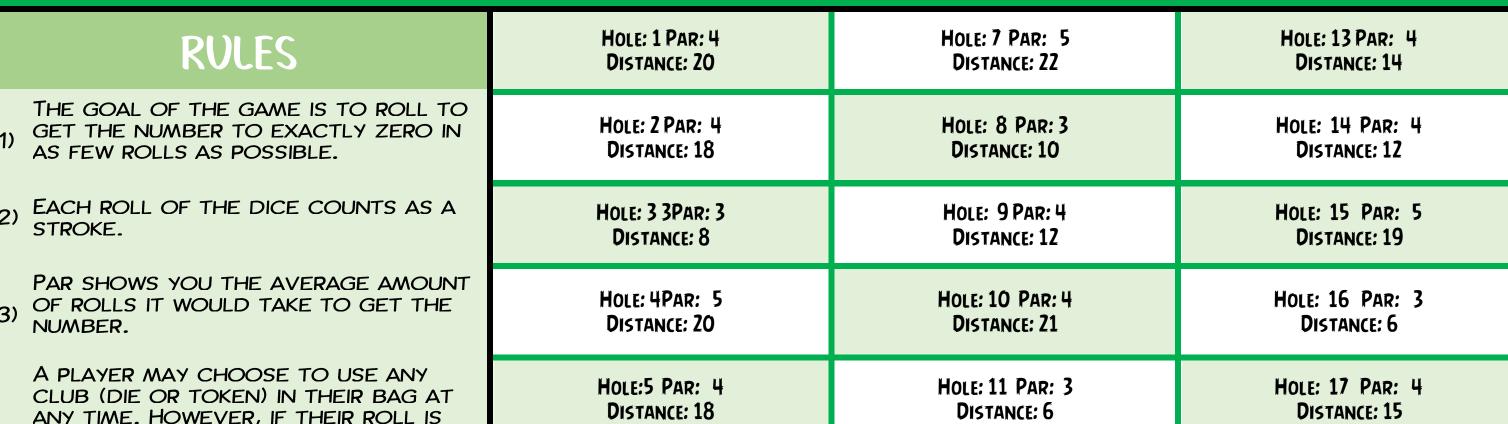
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## 与 当 为 SUBTRACTION GOLF 18 为 首

MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE

BUT NOT TAKE AWAY FROM THE

DISTANCE TO THE WHOLE.



CLUB			How to use it		Maximum Distance	MINIMUM DISTANCE	DI AVINC. CALIDE			TOTALS	
DRIVER - 12-SIDED I	DIE	ROLL DIE- SIDE FACING	UP IS THE DISTANCE		12	1	USED FOR MAXIMUM DISTANCE.			FRONT 9 PAR	
Wood- 10- SIDED D	IE	ROLL DIE- SIDE FACING	UP IS THE DISTANCE		9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.			36	
LONG IRON- 8 SIDED DIE ROLL DIE- SIDE FACING UP IS THE DISTANCE 8		1	FOR IN BETWEEN DISTANCES.			Back 9 Par					
IRON- 6 SIDED DIE		ROLL DIE- SIDE FACING	UP IS THE DISTANCE		6	1	For In Between Distances.			36	
WEDGE- 4 SIDED DIE		ROLL DIE - THE POINT F	ACING UP IS THE DIS	TANCE	4	1	FOR SHORT DISTANCES.		TOTAL PAR		
PUTTER- TOKEN		FLIP LIKE A COIN, RED I	S 2 AND YELLOW IS 1	FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.		72		
1	2	3	4	5	6		7	8	9	10	

HOLE: 6 PAR: 4

DISTANCE: 14

HOLE: 12 PAR: 5

DISTANCE: 22

HOLE: 18 PAR: 4

DISTANCE: 13

### 多首分SUBTRACTION GOLF 19分置場







	RULES	Hole: 1 Par: 4 Distance: 20	Hole: 7 Par: 5 Distance: 20	Hole: 13 Par: 4 Distance: 13		
l	THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.	Hole: 2 Par: 4 Distance: 15	Hole: 8 Par: 3 Distance: 10	Hole: 14 Par: 4 Distance: 18		
l	2) EACH ROLL OF THE DICE COUNTS AS A STROKE.	Hole: 3 3Par: 3 Distance: 6	Hole: 9 Par: 4 Distance: 11	Hole: 15 Par: 5 Distance: 25		
	PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.	Hole: 4Par: 5 Distance: 21	Hole: 10 Par: 4 Distance: 17	Hole: 16 Par: 3 Distance: 6		
l	A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS MORE THAN THE DISTANCE LEFT TO THE	Hole:5 Par: 4 Distance: 16	Hole: 11 Par: 3 Distance: 9	Hole: 17 Par: 4 Distance: 19		
	HOLE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.	Hole: 6 Par: 4 Distance: 19	Hole: 12 Par: 5 Distance: 19	Hole: 18 Par: 4 Distance: 15		

CLUB			How to use it		DISTANCE	DISTANCE	DI AVINIC. CILIDE		TOTALS	
DRIVER - 12-SIDED	DIE	Roll die- Side facin	G UP IS THE DISTANCE		12	1	USED FOR MA	XIMUM DISTANCE.		FRONT 9 PAR
WOOD- 10- SIDED D	D- 10- SIDED DIE ROLL DIE- SIDE FACING UP IS THE DISTANCE			9	0	HAS LONG DISTANCE BUT A CHANCE OF A ZERO.			36	
Long Iron- 8 sided die		ROLL DIE- SIDE FACING UP IS THE DISTANCE			8	1	FOR IN BETWEEN DISTANCES.			Back 9 Par
IRON- 6 SIDED DIE		ROLL DIE- SIDE FACIN	G UP IS THE DISTANCE		6	1	FOR IN BETWEEN DISTANCES.			36
WEDGE- 4 SIDED DIE		ROLL DIE - THE POIN	FACING UP IS THE DIS	TANCE	4	1	FOR SHORT DISTANCES.		TOTAL PAR	
PUTTER- TOKEN		FLIP LIKE A COIN- REI	IS 2 AND YELLOW IS 1	FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.			72
1	2	3	4	5	6		7	8	9	10

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### 与首分SUBTRACTION GOLF 20分置







V	L	L

THE GOAL OF THE GAME IS TO ROLL TO GET THE NUMBER TO EXACTLY ZERO IN AS FEW ROLLS AS POSSIBLE.

- EACH ROLL OF THE DICE COUNTS AS A STROKE.
- PAR SHOWS YOU THE AVERAGE AMOUNT OF ROLLS IT WOULD TAKE TO GET THE NUMBER.

A PLAYER MAY CHOOSE TO USE ANY CLUB (DIE OR TOKEN) IN THEIR BAG AT ANY TIME. HOWEVER, IF THEIR ROLL IS

MORE THAN THE DISTANCE LEFT TO THE HOLE THEY WILL RECORD THE STROKE BUT NOT TAKE AWAY FROM THE DISTANCE TO THE WHOLE.

HOLE: 1 PAR: 4
DISTANCE: 14

HOLE: 2 PAR: 4 DISTANCE: 14

HOLE: 3 3PAR: 3 DISTANCE: 9

HOLE: 4PAR: 5 DISTANCE: 19

HOLE:5 PAR: 4 DISTANCE: 16

HOLE: 6 PAR: 4 DISTANCE: 12

HOLE: 7 PAR: 5 DISTANCE: 19

HOLE: 8 PAR: 3 DISTANCE: 11

HOLE: 9 PAR: 4 DISTANCE: 21

HOLE: 10 PAR: 4 DISTANCE: 15

HOLE: 11 PAR: 3 DISTANCE: 9

HOLE: 12 PAR: 5 DISTANCE: 22

HOLE: 13 PAR: 4 DISTANCE: 12

HOLE: 14 PAR: 4 DISTANCE: 10

HOLE: 15 PAR: 5 DISTANCE: 22

HOLE: 16 PAR: 3 DISTANCE: 7

HOLE: 17 PAR: 4 DISTANCE: 19

HOLE: 18 PAR: 4 DISTANCE: 19

CLUB		I	How to use it		Maximum Distance	MINIMUM DISTANCE	DI AVINC. CILIDE		TOTALS		
DRIVER - 12-SIDED D	)IE	ROLL DIE- SIDE FACING (	JP IS THE DISTANCE		12	1	USED FOR MAXIMUM DISTANCE.			FRONT 9 PAR	
Wood- 10- Sided Di	E	ROLL DIE- SIDE FACING (	JP IS THE DISTANCE		9	0	HAS LONG DIS	STANCE BUT A CHAN	36		
LONG IRON- 8 SIDED	DIE	ROLL DIE- SIDE FACING (	JP IS THE DISTANCE		8	1	FOR IN BETWEEN DISTANCES.			Back 9 Par	
IRON- 6 SIDED DIE		ROLL DIE- SIDE FACING (	JP IS THE DISTANCE		6	1	FOR IN BETWEEN DISTANCES.			36	
WEDGE- 4 SIDED DIE		ROLL DIE - THE POINT F	ACING UP IS THE DIS	TANCE	4	1	FOR SHORT DISTANCES.			TOTAL PAR	
PUTTER- TOKEN		FLIP LIKE A COIN- RED IS	Z AND YELLOW IS 1	FOR DISTANCE.	2	1	FOR IN CLOSE TO THE HOLE.			72	
1	2	3	4	5	6		7	8	9	10	