

# Mini-Golf <sup>IN</sup> Hell

-  2-5
-  12+
-  60-90'

## Components:

50 visitor pawns



48 Hazard Tokens



36 Bonus Cards



32 visitor cards



5 player boards



1 main board



1 starting player token



25 player meeples (5 each color)



5 score tokens (1 each color)



30 brimstone tokens



20 "5" brimstone tokens



30 fire cubes



2 draw bags



## Set Up:

Give each player 2 meeples of his/her color. Place the score tokens on the point track on the number 3.



Place all hazard tokens in the black draw bag. Place 6 hazard tokens on the “Ironic Hazard Maker” space. (4 in a 2-player game)



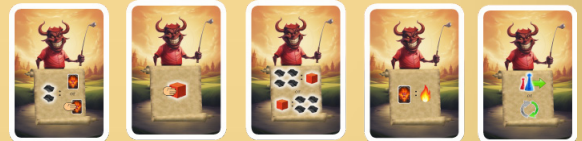
Place all visitor pawns in the red draw bag. Place 6 visitor pawns on the “Gates of Hell” space. (4 in a 2-player game)

Shuffle bonus cards and visitor cards in their respective decks.

Deal 5 bonus cards and place face-up next to the board. Choose a starting player at random. Each player, in turn, selects one bonus card. As soon as one card is chosen, replace it from the deck.



The second and third players will receive a brimstone token. The fourth and fifth players will each receive two brimstone tokens. The starting player will receive the starting player token.



## Rounds:

Each round will have 7 phases (this is shown on the main board on the upper left):

1. Place player meeples on an action space and take the action and bonus (if applicable). Actions are described starting on page 5.
  - a. There are four bonus spaces on each action space. Each, except the last, can only hold one player meeple.
  - b. Players take turns placing meeples with the starting player going first and, going clockwise, each player placing one meeple on the board until all available meeples are placed.
  - c. The first bonus space immediately gives the player one brimstone token.
  - d. The second allows a player to play a bonus card.
  - e. The third (red) has no bonus but is used only in a 5-player game.
  - f. The fourth can be used by an unlimited number of players but costs brimstone tokens to use. The number is shown above the space.
2. After all players' actions have been taken, remove player meeples from action spaces. Actions are described later.
3. Each player chooses a bonus card from the five face-up cards. When one is chosen it is immediately replaced by another card.
4. In turn order, each player may remove 1 hazard token and discard it from the **main board**. Each player may also remove 1 visitor pawn and discard it from the **main board**. This is done to give players different choices in the next round. Each player may choose to remove no tokens during this phase if he/she wants to keep the current tokens on the board. Then new Hazard tokens and Visitor pawns are drawn from the draw bags until each space has 6 tokens (4 in a 2-player game).



Discarded hazard tokens and visitor pawns are not put back in their draw bags until the draw bags are empty. Then all visitor pawns and hazard tokens not in play are put back in their respective bags.



1. Move all visitor pawns if possible.
  - a. When pawns are gained by players they start at the tee (jack-o-lantern golf ball space).
  - b. Pawns can only move forward and only if hexes are completely formed with two hazard tokens--colored and black. (placing hazard tokens is described later).
  - c. If pawns can move they must move.



2. Discard any unwanted cards and gain 1 brimstone for each. A player must discard down to 3 maximum visitor cards.
  - a. Players may keep an unlimited number of bonus cards. If they would like to discard any, they receive one brimstone token for each.
  - b. Players may not keep more than 3 visitor cards. Players also get one brimstone token for discarding visitor cards.

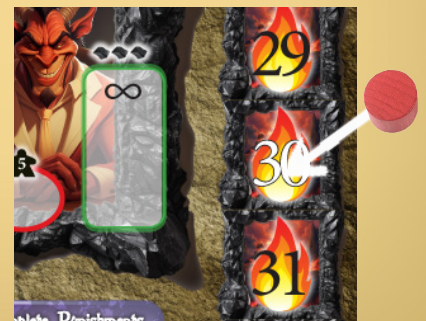


3. Pass the starting player token left. This is the first player for the next round.



## Game End:

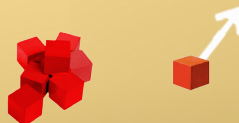
The game will end at the end of the round when any player reaches or exceeds 30 victory points. The players play until the round's end. The last player is to the right of the player with the first player token. The player with the most points is the winner.



## Action Spaces:

When players place meeples on a bonus space, they may take the bonus effect before or after the main effect of the space.

1. Ironic Hazard Maker: Players gain one token from this space which will be  $\frac{1}{2}$  of a hazard hex. To complete a full hazard hex, a player must have one color side up and one black side up. These are placed on the player board when gained.
  - a. Players must complete the hazards in order from 1 to 3.
  - b. When completing the 2<sup>nd</sup> space a player gains one point. When completing the 3<sup>rd</sup>, the player gains two points.
  - c. Completing the 3<sup>rd</sup> space also allows a player to gain a point for every two fire cubes he/she has at the end of the game.
2. Gates of Hell: Players gain one visitor pawn. This pawn is placed on the Jack-o-lantern tee space of the player board.
  - a. Players can have an unlimited number of visitor pawns on any space of the player board.
3. Sinister Inventor: The player gains one bonus card from the five face-up bonus cards and replaces it immediately from the draw deck.
4. School of Torture: Players gain one fire cube from the general supply.



1. Malevolent Recruiter: Player can either trade four fire cubes to gain another player meeple or place a fire cube (from the player's own supply) on the player board. When placing on the player board there is also a brimstone cost as shown on the board.



a. When a player gains a new meeple, it goes on the board with the placed meeple and is not available to use until the next round. This gives the player additional actions, 1 for each meeple. A player may have a maximum of 5 active meeples.

b. Cubes placed on the player's boards remain there for the rest of the game giving the player bonus points if he/she meets the requirements at the time punishments are complete.

c. The first space costs two brimstone tokens. It gives the player an extra point if he/she pays three brimstone tokens when completing a punishment.

d. The second costs four brimstone and gives an extra point if an extra visitor pawn of any color is removed from the player board when completing a punishment.

e. The third costs 5 brimstone and gives the player an extra point if he/she removes two or more visitor pawns as part of the punishment completion.

f. The fourth costs 5 brimstone and gives the player an extra point if he/she has all 3 available hazard hexes filled when completing a punishment.



Maniacal Gigue



Unexpected Lava Burst



Roasting Marshmallows  
gain + if 2+

Extra Loud Screaming  
gain + if 3

2. Brimstone Mine: Players gain 3 brimstone tokens.

3. Vile Assignments: Players gain a visitor card. These cards show what hazards will grant points when punishments are complete.



1. Complete Punishments: Players remove and discard pawns from the player board that match colors on the visitor cards. They also discard the corresponding cards, and gain points.
  - a. The pawns removed must be on or past the matching colors on hazard hexes. If pawns have moved to the end of the player's course (the flag) on his/her board they may remain there until their punishment is complete.
  - b. If a player removes one pawn matching the pawns shown on the visitor card, he/she gains one point (as shown on the visitor card). If a player removes two or three pawns of matching colors he/she gains points shown on the visitor card. Each card gives points to a maximum of three pawns removed.
  - c. If the a player removes one or more pawns from matching colored hexes he/she gains one additional bonus point. He/She gains a maximum of one bonus point from each visitor card played even if more than one matching pawn is removed.
  - d. Also, if the pawns are removed from matching hex colors, the player gains the bonus items shown on the black side of the hexes. He/She gains a maximum of one bonus item from each hex even if multiple visitors are removed from a single hex.
  - e. If a player has a fire cube on the player board on a bonus space, he/she gains the bonus point(s) if the player meets the criteria of the space or pays the cost as shown on the space.



### Maniacal Gigue



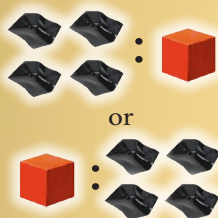
## Bonus Card Effects:



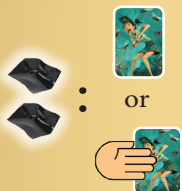
Gain two brimstone tokens



Discard two brimstone tokens for an available hazard hex token or visitor pawn.



Discard four brimstone tokens for a fire cube or a fire cube for four brimstone tokens.



Discard two brimstone tokens for one visitor card or to complete one visitor punishment.



Discard 16 brimstone tokens for one meeple. The meeple cannot be placed until the next round.



Place one fire cube on the player board. Pay applicable brimstone tokens.



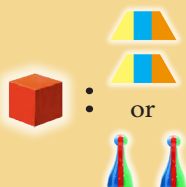
Discard one visitor card for one point.



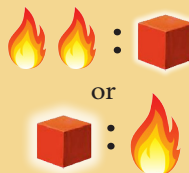
Move all of a player's own visitor pawns forward one space or remove all visitor pawns from the Gates of Hell space and draw 6 more for that space.



Discard one fire cube to gain two visitor cards.



Discard one fire cube to gain two available hex tokens or two visitor pawns.



Lose two points to gain one fire cube. (A player cannot drop below zero points). Or discard one fire cube for one point.

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