DYNAMIC EXPANSION

The basic set of the Carom Mini Golf board game contains 7 basic course holes, and three types of obstacles that allow you to create countless modified courses. Therefore, it is possible to make the game completely unique and challenging each time you play. And when you add the elements from the Dynamic expansion (new holes, additional obstacles and tokens), the possibilities for creating modified terrains are hugely increased. This allows you to enjoy this game to the fullest, to have fun during a match, but also while coming up with the most creative or challenging hole configurations.

Contents

The set contains: board, 2 dice, 2 flat obstacles, 4 vertical obstacles, 8 dynamic obstacles, 32 tokens, slider, 2 flexible tee rectangles, 2 flexible hole markers, and game rules (text booklet and diagrams booklet).

The backside of the box shows all the elements of the set:

- The **board** contains two basic course holes (no. 8 and 9) with indicators of the order of play. On the board, there is also a move counter (with a slider) and a ball direction indicator.
- **Dice** – red (with numbers 11, 12, 13, 14, 15, and 16) and black (with numbers 15, 20, 25, 30, 35 and 40). These dice are used to supplement the base game dice.
- **Flat obstacles**. There are 2 of them, and they cover five hexes in a straight line.
- **Vertical obstacles**. There are 4 of them, of different shapes.
- **Dynamic obstacles**. There are 8 of them, in 4 different variants.
- **Tokens**. They are round and occupy one hex each. There is a total of 32 tokens: 16 blue ones with the -1 mark, 10 red ones with the -2 mark, and 6 yellow ones with the -3 mark.
- **Flexible tee rectangles**. There are 2 of them, in the shape of a rectangle, and they enable placing the starting hexes in a differently on a modified hole (or on several connected course holes).
- **Flexible hole markers**. There are also 2 of them, and they are used to mark a hole on a different hex on a modified course hole.

Basic rules

- New course holes allow games to be played in both modes: Basic and Carom. We recommend using only flat and movement slowing obstacles when playing Carom mode here as well.
- The setup, as well as all general rules, are identical to the basic game rules.
- Also, the goal of the game is exactly the same: the ball should be put into the hole in as few strokes as possible. The player who at the end of the game has the fewest of strokes combined on all played holes wins.

Flat and vertical obstacles

- The two new **flat obstacles** are longer than the obstacles from the base game, but all the rules for bouncing and passing through (channeled variant) are exactly the same.
- **Vertical obstacles** have different shapes than the obstacles from the basic game, but the same rules for bouncing and passing over apply. The X-shaped obstacle (V-X13) is a bit special, because there are two directions in which the ball can go over the obstacle. In Diagram D-1, the blue arrows show those directions, and the orange arrow shows the direction in which the ball can pass under the X obstacle.

If at the end of a move the ball is on the middle hex of the X obstacle, in the next move, the ball can move in any of the 4 possible directions (Diagram D-2).

Dynamic obstacles

The basic feature of dynamic obstacles is that their shape or position changes after contact with the ball.

There are 4 types of dynamic obstacles.

The **rolling obstacle** has the shape of a dodecahedron. It occupies one hex of the board. The ball bounces off a rolling obstacle the same way it bounces off a flat obstacle that occupies one hex, therefore, it bounces back in the direction from which it came. After receiving a hit, the rolling obstacle moves to the adjacent hex in line with the ball (Diagram D-3).

If at the time of impact, the rolling obstacle is located against the wall or some other obstacle that prevents it from rolling onto the appropriate hex, the obstacle remains in place.

The **rotating obstacle** consists of two elements: a **fixed one**, which occupies one hex, and a **moving one**, which can rotate around the fixed element. When the ball hits the rotating obstacle from the direction shown by the white arrow, the ball bounces back in the direction it came from (Diagram D-4).

If the ball hits the moving part from the directions shown in Diagrams D-5 and D-6, it deflects as shown in the diagram (by 120 degrees) and the moving part rotates around the fixed element (by 60 degrees).

When placing a rotating obstacle on the board, all hexes adjacent to the fixed part of the obstacle should be free (no walls or other obstacles that prevent free rotation).

The **falling obstacle** also consists of two elements: a **fixed one**, which occupies one hex, and a **falling one**, which is located on top of the fixed element of the obstacle until a ball hits it.
When the ball hits the fixed part of the obstacle, it bounces back in the direction it came from. At the moment of collision, the falling part of the obstacle falls on the two hexes opposite the ball.

From that point, this falling part represents a closed flat obstacle, and behaves according to the rules of the basic game. Diagram D-7 shows the obstacle before and after being hit.

If the ball, after bouncing off a fixed element of a falling obstacle, encounters the fallen part during the same movement, it bounces according to the existing rules (Diagram D-8).

After changing shape, this obstacle remains like that until all players have finished playing that hole.

One-way obstacle (door), occupies 4 hexes and consists of two fixed elements (pillars) and a moving one in the middle (door). By rotating around the top edge, the door can be opened, but only from one side (Diagram D-9).

If the ball hits one of the pillars, it bounces back in the direction it came from; if it hits the door from the opposite side, it bounces in the same way as against a wall (Diagram D-10).

If the ball hits the door from the side from which it can be opened, the door is raised, and the ball remains on the hex directly in the doorway, regardless of the remaining impulses. In the next move, the ball can go in any direction. After the ball leaves that hex, the door is closed again (Diagram D-11).

However, if the ball from the doorway moves just one step further, the door stays open because the ball prevents it from closing. In Diagram D-12, the black circles show all the ball locations that prevent the door from closing (the two hexes directly below the movable element and all three adjacent hexes).

Tokens

The set contains 32 round tokens. Sixteen tokens are marked with a -1, ten with a -2, and six with a -3. They can be placed on the holes completely arbitrarily, or according to some predetermined or agreed setup. Tokens do not interfere with the movement of the ball in any way. When the ball encounters one of the tokens, it simply carries on (no bouncing nor slowing down), and the player takes it off the board and keeps it until all players have finished playing that hole. Tokens can be used in both game modes, and we especially recommend using them in Carom mode.

- In a game with tokens, when calculating the score, in addition to the number of strokes, the player should also take into account the total value of the collected tokens. Diagram D-13 shows an example from the course hole no. 8 in which the ball is put into the hole in 6 strokes. In those 6 strokes, the ball passed over 4 tokens of a total value of -8 (-1, -2, -2, and -3). So, the ball is

put in after 6 strokes, and the total value of the tokens is -8, which means that the final score on that hole is -2, which is written down in the scorepad.

Once collected, a token is not returned to the board until all players have finished playing that hole, regardless of game mode. This is why it is very important to respect the order of play on each hole, as the first one to play has an advantage when collecting tokens.

The following diagrams show various variants of modified holes, both from the base game, and from the expansion.

- Diagram S-9 shows a modified course from the Basic game, containing flat obstacles and tokens.

- Diagram S-10 shows two modified courses from the Dynamic Expansion with only flat obstacles and tokens present.

- Diagram S-11 shows connected modified course holes from the basic game, featuring all types of obstacles and tokens.

One course is formed by the holes: 1 – 3 – 2 – 4. The starting area on the hole 1 is marked with a flexible starting area marker. The hole is on the usual hex of the course hole 4.
The second course consists of courts 6 and 5. On the hole 6, the tees are in the usual place, and the hole is marked with a flexible hole marker on the course hole 5.

- Diagram S-12 shows the combined holes from the Dynamic Expansion (8 and 9). It uses the tees from the hole 9, and the hole from the course hole 8, but there is a vertical obstacle V-C7h over the hole! In this case, the ball can be put into the hole by moving along the flat part of the course, or by falling through the hole on the vertical obstacle.