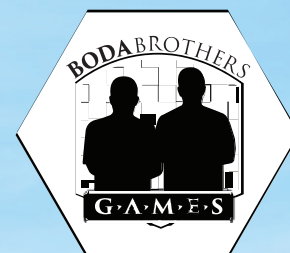


# BIRDIE PRO

## INSTRUCTIONS



# OBJECTIVE

Lowest score wins.

Ties are broken by most remaining Skill Chips.  
You stand at hole 1 of Green Lake Disc Golf Course, glory awaits.  
You versus the world. There can be only one Champion.

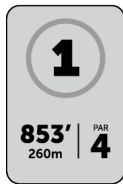


Do you have enough skills, karma, and dice to be victorious?

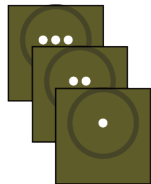
## LEARN TO PLAY IN 6 STEPS

### 1. What are all these symbols?

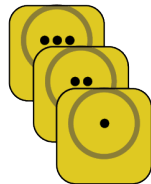
Each symbol represents a specific area on the course.



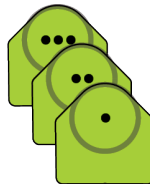
Tee



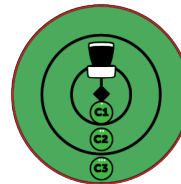
Off Fairway



Fairway



Approach

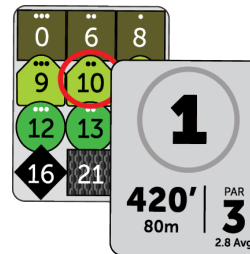


Putting Circle

### 2. What is a Roll Chart?

Connected to every space, you will see a stack of symbols with numbers on them. This is the Roll Chart and it tells you where your shot will land based on the value of your roll.

**Example:** On Hole 1 Tee, if you roll a 10, you advance to Approach 2.



### 3. What dice do I roll?

Every shot starts with the three white 6-sided dice (3d6). Roll the dice and add them together. Using the roll chart connected to the space you are on, find the closest number without going over. Advance to that space.

If the number that you rolled is not on the Roll Chart, you advance as far as you can.

#### Example 1:

A roll of 10 advances to Approach 2.

#### Example 2:

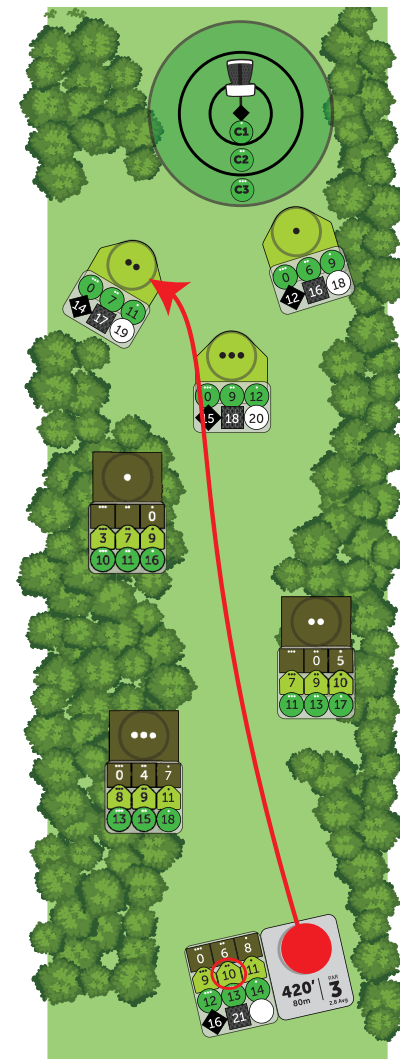
A roll of 19 advances to Black Diamond and is therefore parked.

#### Example 3:

A roll of 15 advances to Circle 1.

#### Example 4:

A roll of 7 advances to Off Fairway 2.



### 4. How do I roll more dice?

Every time you add a die, you throw one additional black 6-sided die. You can add up to three dice per roll. The primary way of adding dice is Skill Chips. Each Skill Chip you use adds one more die to your roll.

**Using one Skill Chip** adds one black die.

**Using two Skill Chips** adds two black dice.

**Using three Skill Chips** add three black dice.

Roll all of the dice that you are rolling and total them all together.

**Note:** **Driving Chips** may only be used on the Tee.

**Putting Chips** may only be used on the Putting Circle.

**Focus Chips** may be used anywhere, including Tee/Putting.

**Note:** Karma Cards, Player Attributes, and the BOB Meeple are the other ways of adding orange dice.

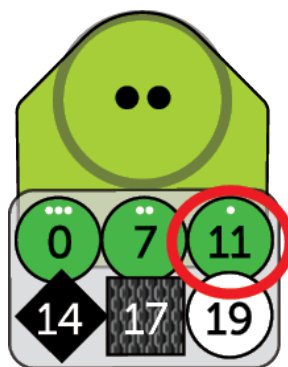


Skill Chips

## 5. Let's throw again.

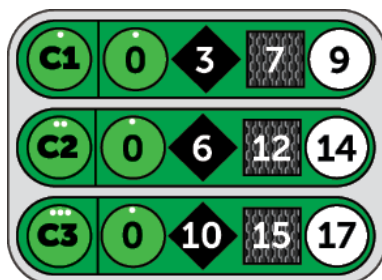
So we landed in Approach 2 and it is our turn to throw again. Roll the dice, including any dice you added. Add them all together to get your roll total. Correspond the Roll Total to the Roll Chart connected to this space. Advance to the space that is indicated and, if necessary, roll again.

**Example:** On Approach 2, if you roll a 13, you advance to Circle 1 since this is the closest number without going over.



## 6. Putting Out.

When you land in the Putting Circle, putt out immediately. Use the Putting Green Roll Chart on your Reference Card to determine the outcome of your Roll Total.



### Is there anything else I should know?

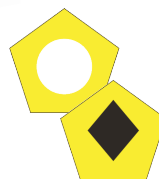
**OB Spaces:** When you land on a space with a red hex attached to it, you will roll a 20-sided die. If you equal or beat the number, your disc is in bounds. If not, it is out and you get a penalty stroke.



**BOB:** Back of Box. If you are BOB, then you get one extra die for free. Just for being last to throw on that hole.



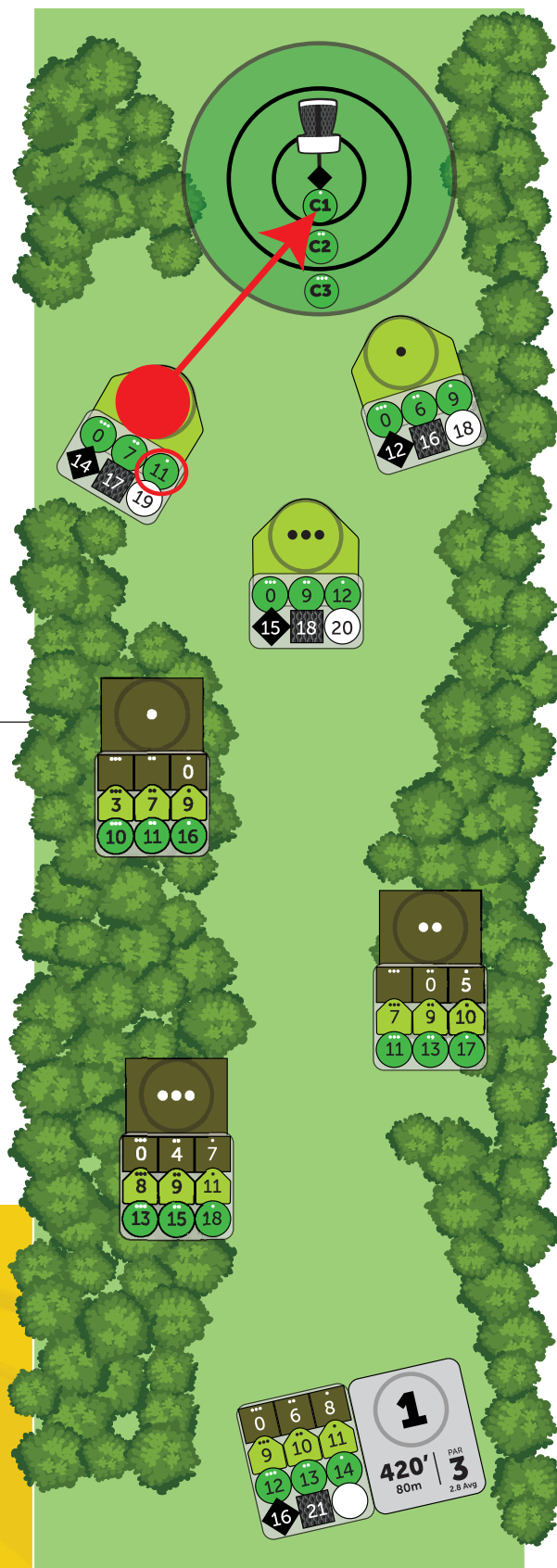
**CHAINS:** If you land on the Black Diamond, the disc is under the basket, or parked. Add one to your score to drop it in. If you land on the White Circle, the disc is in the basket. If you land on the Chains space, the disc might be caught, and it might not be. Roll the yellow d12 to see what happens.



## First time playing for everyone?

Play without Karma Cards. Keep it simple.  
Learn the basics, then add in some  
mayhem your next time through.

Now build your player and roll the dice to victory!

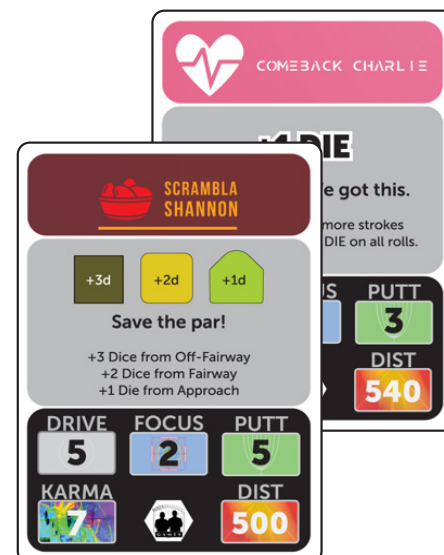




# SETUP

## Choose your Player

1. Shuffle and deal two Player Cards to each person.
2. Each person picks one Player Card to use and returns the other to the deck.
3. Shuffle and deal three Karma Cards to each player.
4. Distribute Player Card Bases and matching Wooden Discs to each player.
5. Each player rolls a 20-sided die. Highest roll goes first.



## Warm Up Zone



Place all of the Warmup Chips in the middle of the table. The side with the black ring should face up. The player that goes first turns over one of each type of Warmup Chip (Driving, Focus, Putting, Distance, and Karma) as well as two Go For It! (GFI) Chips. They then pick one of the chips that have been turned over. The player to their left then chooses. This continues until all of the turned over Chips have been chosen.

Then the player to the left of the player that went first turns over one of each type of Warmup Chip and two GFI Chips. They then pick one chip that has been turned over. Choosing continues to the left until all of the turned over Chips have been chosen.

This continues until everyone playing has turned over Warmup / GFI Chips and chosen first.



### Warm Up Zone Distance:

The player that ends the Warm Up with the most Distance (starting distance plus distance chips taken) gets a bonus of six Driving Chips. 2nd most gets three Driving Chips. Base player distance breaks ties.



### Warm Up Zone Karma:

Before each hole, there is a Karma Roll. If your Karma is equal to or higher than the Karma Roll, you get a Karma Card. In general, the number of Karma Cards you will earn in the game is roughly equal to your Karma.



### Warm Up Zone Go For It!:

Smart usage of Go For It Chips can change the trajectory of the game, whether it is an ace, draining a Circle 3 putt, or just getting out of a jam. Half of the time, you will roll a 16 or more using 2d20. These are valuable chips.

### Skill Chips:

Distribute Skill Chips to each player based on their Player Attributes and Warmup Chips chosen.

### Distance Chips:

Distribute Driving Chips based on total distance.

**6 Driving Chips:** Player with most total distance.

**3 Driving Chips:** Player with 2nd most distance.

Ties are broken by most player base distance.

### Karma Chips:

Add Warmup Karma to your player's base Karma. This is the Karma Score to put on the scorepad.

### Go For It! Chips:

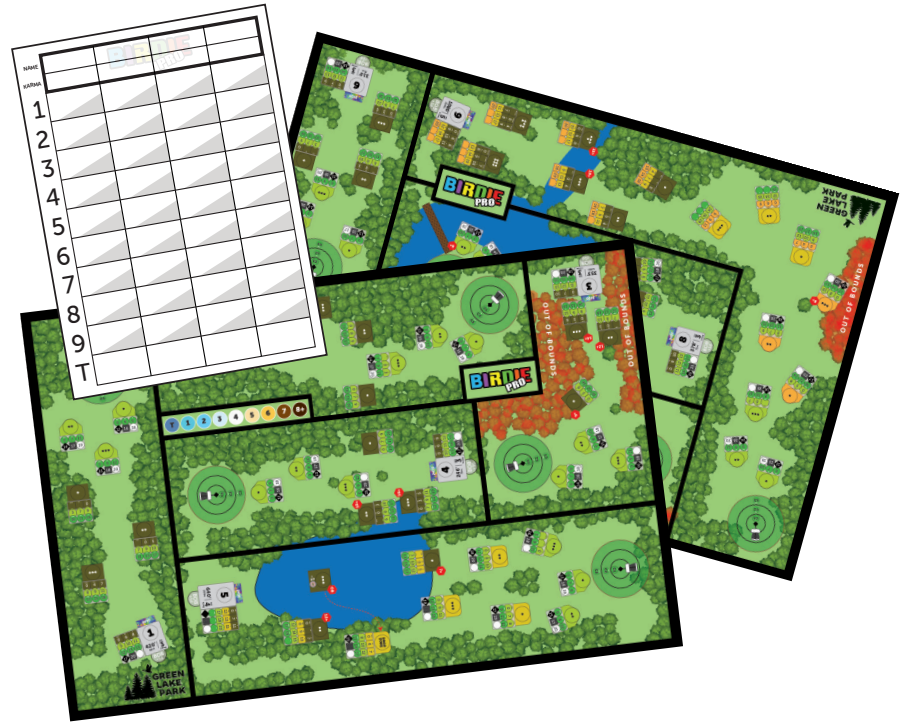
Keep these for use during the game.

Then the Warmup Chips and non-used Go For It! Chips are returned to the box.



## Scoreboard / Gameboard Prep

- Place the Karma Cards next to the game board.
- Place each player's wooden disc on Hole 1 Tee in order (clockwise), with the first player to tee off on top.
- The last player to tee off should put their wooden disc on the BOB space behind the tee with the BOB Meeple on their disc.

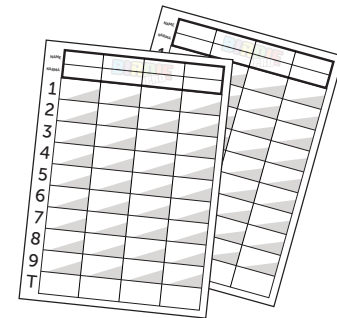


# HOW TO PLAY

## Before Each Hole

1

Mark Scores and Cumulative Scores (except before hole 1).



2

Determine Tee Order and set the player discs in order on the next tee. Best score on previous hole goes first. Ties do not change the tee order. Place the scoring discs on the blue T circle on the shot tracker.

3

Roll for Karma. Roll the two 20-sided dice. For each die that your Karma Score is equal to or higher than, you receive one Karma Card.



4

If you have more than five cards, discard down to five.

# TURN ORDER





## When it is your turn

### 1. Add dice.

### 2. Collect and roll your dice.

Roll the dice and add them all together, including the additional points from any added dice.

## THE DICE

Add 0 dice   
Add 1 die   
Add 2 dice   
Add 3 dice 



Or use a Go For It!  
Chip and roll 2d20  
(using the best die)



## ADDING DICE

Dice can be added in four ways:



**BOB Meeple:** Add one die if teeing last  
**Skill Chips:** Add one die per chip used

**Driving Chips:** Use only on Tee  
**Putting Chips:** Use only on Putting Circle  
**Focus Chips:** Use anywhere

**Karma Cards:** Add dice as directed  
**Player Cards:** Add dice when able

### 3. Move your disc.

Using the Roll Chart below the space your disc is on, determine where you land. Your disc progresses to the highest space it reaches. Move your disc to this space. If there is another disc on the space, place your disc on top of it. Last, move your score disc along the shot tracker.

**3A. Black Diamond** - Parked.  
No need to roll. The next shot is IN!

**3B. Chains** - Roll the d12 to determine the outcome.

**3C. White Circle** - The disc is IN!

### 4. Who is up next?

If you are on the Putting Green, complete the hole. Otherwise, the player that is farthest from the pin goes next. If multiple players are on the same space and are farthest out, the player on top is up.

## When it is NOT your turn

**1.** Decide if you want to play a Karma Card on the person that is throwing. If so, determine which card you want to play, when it needs to be played, and verify that it can be played.

**2.** Karma Cards must be resolved in the order they were played. For Determination Rolls, the first card played takes precedence.


**3.** Certain cards can be used to help other players and can build your own Karma and/or Focus.





## Putting Out

When you land on the Putting Circle, you must putt out. Use the Putting Roll Chart to determine the result. If necessary, continue putting until the hole is completed. After the hole is completed, move your disc to the appropriate score space.

PUTTING ROLL CHART				
C1	0	3	7	9
C2	0	6	12	14
C3	0	10	15	17

 **Parked:** Add one to throws and put disc on appropriate score.





 **Chains:** Roll yellow d12 to determine result.

 **IN!:** Add up your throws and put disc on appropriate score.

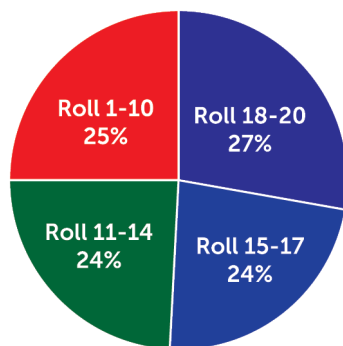
## Chains

Chains Determination Rolls are done with the yellow d12. There are four possible outcomes:



-  **White Circle** - the disc is In!
-  **Black Diamond** - the disc is Parked.
-  **C1 Green Circle** - the disc lands in C1.
-  **C2 Green Circle** - the disc lands in C2.

## Go For It! Chips



Go For It! Chips are used when you need to hit a critical shot. Use the two 20-sided dice when you play a Go For It! Chip. When rolling two 20-sided dice, you choose any ONE DIE rolled.

Each Go For It! Chip may only be used once.

No additional dice may be added.

## Skill Chips

When a Skill Chip is used, it adds one orange die to the roll. If a Skill Chip needs to be given up and the player does not have any, they receive a Courtesy Violation Chip. Where Skill Chips can be used:



**Driving Chips** may only be used on the Tee.

**Putting Chips** may only be used on the Putting Green.

**Focus Chips** may be used anywhere, including Tee/Green.

## OB Determination Rolls

Skill Chips may not be used on determination rolls. Only Karma Cards and Player Attributes that explicitly mention determination rolls may be used on determination rolls.

### OB Determination Roll:

Roll d20



A red hex attached to the space means the disc may be Out of Bounds and an OB Determination Roll is needed.

In this example, 9+ is In Bounds. 8- is OB, one stroke penalty.

**Note:** If the hole indicates that OB throws go to the Drop Zone and you go OB, then go to the Drop Zone. Otherwise, continue play from the OB space, whether you went OB or not.



Some spaces are always OB due to their location. In this case, no OB Determination Roll is necessary. Also, in these cases, there will be red dashed arrow to indicate where the next shot should be taken from, usually a drop zone or the tee.

Lastly, you lose one focus chip from these spaces.



# KARMA CARDS

## Card Borders

### BLUE BORDER

May only be played on yourself.

### RED BORDER

May only be played on other players.

### BLACK BORDER

May be played on yourself or others.

**Rain and Wind Cards** are additive to each other and replace themselves. If you have an Umbrella, you may want to make it rain on everyone.



**Non-weather black bordered cards** are called Share Cards. You can use them to help yourself, but if you use them on another player and help their shot, you get two Focus Chips as a karmic thank you. Nice.

**Note:** This card is the only card that must be played in a specific area, namely before the roll AND when the disc is located OFF FAIRWAY. The player goes to the spot of their previous throw with a one stroke penalty and re-throws.



## Card Headers

PLAY ANYTIME

Card Header color defines when a card can be played.

A **BLUE HEADER** indicates the card can be played anytime.

PLAY BEFORE ROLL

A **WHITE HEADER** indicates the card must be played before the roll. If the card has a Red Border, the player rolling the dice must have time to react and add dice / make decision if they want.

PLAY DURING ROLL

A **GRAY HEADER** indicates the card must be played as the dice are rolled. The card shall be played before the roll total is known. Judgement calls are voted on. Ties go to the player rolling the dice.

PLAY AFTER ROLL

A **BLACK HEADER** indicates the card must be played after an action has occurred. In order to count, the card must be played before another action is taken.

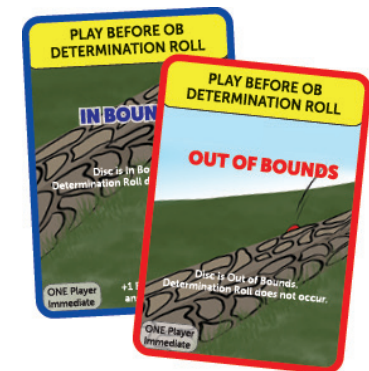
PLAY BEFORE OB  
DETERMINATION ROLL

A **YELLOW HEADER** indicates rules calls and can be played as specified on each card.



**Courtesy Violation (CV) Card:** Give the recipient of the card a CV Chip and discard the card. First card played on someone is a warning. Each additional CV results in a one stroke penalty. Swearing, disparaging, taking too much time, playing out of order are sample reasons for a CV. Playing an attack Karma Card on someone is NOT a Courtesy Violation. Also, if someone needs to lose a Skill Chip and they do not have one, then they are given a CV Chip which counts as a Courtesy Violation and can result in a one stroke penalty.

You may play a **Foot Fault card** on any throw. It has no effect unless it is seconded. To second a foot fault, another player must play a foot fault card within five seconds. If seconded, a one stroke penalty is assessed to the player that just threw. **Mentioning that you have a Foot Fault card results in the card being discarded.** If more than two Foot Fault cards are played, only one stroke is added. As in disc golf, foot faults are not used in a two player game.



# PLAYER CARDS

**BIG D**  
Birkota

**DISTANCE**

Big D  
Big D's starting distance is 600'

DRIVE	FOCUS	PUTT
4	4	0
KARMA		DIST
7		600

#1 in Distance.  
Average Karma.  
Good Driving.  
Worst in Putting.  
Good Focus.

Drive it close, 'cause you're not great at putting.

**SCRAMBLA SHANNON**

+3d +2d +1d

Save the par!  
+3 Dice from Off-Fairway  
+2 Dice from Fairway  
+1 Die from Approach

DRIVE	FOCUS	PUTT
5	2	5
KARMA		DIST
7		500

#5 in Distance.  
Average Karma.  
Okay Driving.  
Okay Putting.  
Average Focus.

Don't be afraid of a bad bogey. You can avoid bogeys from almost anywhere.

**Karma Quinn**

**Karma for Chips**  
At any time, trade a Karma Card for 1 Putting and 1 Driving Chip.

DRIVE	FOCUS	PUTT
3	4	3
KARMA		DIST
7		450

#9 in Distance.  
#2 in Karma.  
Okay Driving.  
Okay Putting.  
Good Focus.

Collect Karma Cards. Trade them in early and often.

**COMEBACK CHARLIE**

**+1 DIE**  
Don't panic. We got this.  
When you are 2 or more strokes behind the leader, +1 DIE on all rolls.

DRIVE	FOCUS	PUTT
3	2	3
KARMA		DIST
6		540

#2 in Distance.  
#3 in Karma.  
Good Driving.  
Good Putting.  
Good Focus.

Fall behind early, save those chips!

**FAIR FRANKIE**

**IN BOUNDS** = **FOCUS** **FOCUS**

Call it in.  
Call another player's OB Determination Roll in and get 2 Focus Chips.

DRIVE	FOCUS	PUTT
4	5	4
KARMA		DIST
8		490

#6 in Distance.  
#1 in Karma.  
Average Driving.  
Average Putting.  
Good Focus.

Call them all in bounds. Immediately. Focus, focus, focus.

**putta Parker**

+1d +2d +3d

Go to your home!  
+1 Die from Circle 3  
+2 Dice from Circle 2  
+3 Dice from Circle 1

DRIVE	FOCUS	PUTT
2	3	5
KARMA		DIST
5		410

#10 in Distance.  
#10 in Karma.  
Okay Driving.  
Good Putting.  
Average Focus.

Just get it on the green. Between your putting skills and your Putting Chips, you should have a total of nine putts.

**RAY RAY RAIN**

+2d +2d +2d

Rain from downtown!  
+2 Dice from Fairway  
+2 Dice from Approach

DRIVE	FOCUS	PUTT
3	5	3
KARMA		DIST
7		530

#3 in Distance.  
Average Karma.  
Okay Driving.  
Okay Putting.  
Good Focus.

Save par on par 3s. Birdie 4s and 5s.

**RISKY RYAN**

NO RISK

You can Go For It! once per hole.  
Roll 2d20, take the highest roll.

DRIVE	FOCUS	PUTT
2	3	4
KARMA		DIST
4		480

#7 in Distance.  
Worst Karma.  
#10 in Driving.  
Good Putting.  
Average Focus.

All or nothing. Every hole.

**B52 Bailey**

+3d +2d

Fire in the hole!  
Bomb them in from way outside.  
Roll 6d6 from Approach spaces.

DRIVE	FOCUS	PUTT
4	3	4
KARMA		DIST
8		400

#11 in Distance.  
Bad Karma.  
Okay Driving.  
Okay Putting.  
Average Focus.

Don't be afraid of a bad drive. You can avoid bogeys from almost anywhere.

**MONOCLE MACK**

**REROLL 1**

Focus Focus Focus  
Once per hole, reroll any die.

DRIVE	FOCUS	PUTT
4	3	4
KARMA		DIST
6		510

#4 in Distance.  
Okay Karma.  
Good Driving.  
Good Putting.  
Average Focus.

Pay attention to the first errant shot on each hole, and fix it!

**FOCUS FROST**

**+3 DICE**  
Focus. x2.  
Two focus chips adds three dice.

DRIVE	FOCUS	PUTT
1	7	1
KARMA		DIST
8		470

#8 in Distance.  
Good Karma.  
Worst in Driving.  
#11 in Putting.  
#1 in Focus.

Anytime it matters, Focus x2! Collect as many Focus Chips as possible.

**Roller Robin**

**+1 SPACE**  
Rolling the Green  
Shots landing in C1, C2, or C3 roll forward one space.  
C3 → C2 | C2 → C1 | C1 → Parled

DRIVE	FOCUS	PUTT
2	3	2
KARMA		DIST
4		380

Worst in Distance.  
#10 in Karma.  
#10 in Driving.  
#10 in Putting.  
Average Focus.

Who cares about anything but getting it in the hole? On the green? Count it.



# INDEX

## FIRST TIME PLAYING?

Objective . . . . .	Page 1
Learn to play in eight steps . . . . .	Pages 1-2

## SETUP

Choose your Player . . . . .	Page 3
Warm Up Zone . . . . .	Page 3
Distance Bonus . . . . .	Page 3
Scoreboard Prep . . . . .	Page 4
Gameboard Prep . . . . .	Page 4

## HOW TO PLAY

Before Each Hole . . . . .	Page 4
Turn Order . . . . .	Page 5
Putting Out . . . . .	Page 6
Skill Chips . . . . .	Page 6
Chains . . . . .	Page 6
OB Determination Rolls . . . . .	Page 6
Go For It! Chips . . . . .	Page 6
Karma Cards . . . . .	Pages 7-8
Courtesy Violations . . . . .	Page 8
Foot Faults . . . . .	Page 8
Player Cards . . . . .	Page 9

