

HOW TO PLAY **FLOG**

FLOG, an innovative and interactive card game that blends the strategic challenge of golf with modern technology.

1. scan the QR code on a mobile phone and have the Hazard Wheel at the ready.

(One or all players can do this)

There are six Club Cards.

Driver, Three Iron, Five Iron, 7 Iron, Wedge and Putter

2.Shuffle each set of the Club Cards and place face down on the table in six separate stacks.**(D-3-5-7-W-P)**

3.The first player to hit off selects a club that they think would get them closest to the pin. The distance to each Hole (Pin) are displayed on the score cards.

Each club card displays a minimum and maximum distance the particular club could travel allowing the player to select the appropriate club for the shot.

4.The player turns over the selected club card and records his distance for his shot and the balance remaining on the score card for the hole that is being played.

The player then returns the club card to the bottom of respective stack. Each player repeats the same step in turn.

5.If the player turns over a HAZARD the player then spins the HAZARD WHEEL on the mobile phone and adds the penalty strokes shown to the Hazard section at the bottom of the score card.

6.If a player turns over a RAGE card, that player can give that card to another player and they must spin the HAZARD wheel and the game resumes.

7.If a player selects a SUNK card, the ball is in the hole and no stroke is recorded (*the SUNK card is only available in the Putter Club card*)

8.There are a maximum of 10 strokes that can be played per hole.

Once a player has used the 10 strokes that is the players total Score for that hole plus any Hazard strokes incurred.

9.At the end of the 9 holes played, the club cards can shuffled and ready For another round.

9.The winner of the game is the player that has the least amount of strokes at the end of **9** holes played.

ENJOY! HAVE FUN! And don't get FLOGGED!

Visit us at: flognine.com to print more scorecards FREE.