

Ppolf

**Adapted as a flicking game for piecepack
by Mark A. Biggar**

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2-10 players (with solitaire variant), 30-50 min

Description

This is an adaptation of the game Frisbee Golf as a piecepack coin flicking game. Frisbee golf is usually played on a large field with a set of targets (typically posts or trees) where the players try to hit the successive targets with their Frisbees using the fewest number of throws.

Definitions

Flick (verb) to propel a game piece (such as a piecepack coin) across the playing area with a single finger. A flick is not a sustained push, but a sudden snap. A proper flick is performed by resting a single fingertip on the playing surface with the fingernail against the game piece, then either (1) straightening the finger with the hand held motionless, or (2) straightening the whole hand at the wrist with the arm held motionless.

Equipment

- A single standard piecepack.
- The optional score sheet from the end of this ruleset.

Setting Up The Course

You will want to play on a smooth surface table that allows the coins to slide easily. A small table makes for a tight difficult game, while a large table results in a loose easy game.

Take all the red, blue, and green/yellow tiles and the black ace tile and mix them up on the table suit-side down. The other black tiles are not used (although you may find them useful as measuring rods). Randomly distribute the mixed up tiles around the table. No tile should be placed closer than three tile widths from the table edge and also no closer than two tile widths from any other tile. The rotational orientation of the tiles should be left random as well. After distributing the tiles, flip them all over in place to the suit-side.

Give each player a coin showing a unique face. This could allow up to 10 players (red, blue, black, green/yellow, null, ace, 2, 3, 4 and 5) but more than 6 could get crowded.

Playing the Game

The goal of the game is to flick a coin to hit each target tile (hereafter call a "hole") in the proper order using the fewest number of flicks. The holes are played in the following order: Red null, ace, 2, 3, 4, 5, then Blue null, ace, 2, 3, 4, 5, then Green/Yellow null, ace, 2, 3, 4, 5. The game is played similar to golf; all players must finish playing the current hole before any player goes on to play the next hole. The other holes on the course act as obstacles.

Choose a player order using any agreed upon method. This order is only used to determine the order of teeing off. To tee off, place a coin anywhere within one tile width of the last hole and flick it toward the next hole. At the start of the game players tee off for the first hole from the Black Ace tile. On subsequent holes, rotate the teeing off order, e.g., if the player order (in a four player game) for the previous hole was ABCD then order for the current hole is BCDA.

When a player's coin hits the target hole, the player records the number of flicks it took to hit that hole from the last tee off on the scorecard, and then picks their coin up until the tee off for the next hole. After all players have teed off, players now flick their coins in the order determined by how close to the hole the player's coins are; the closest player flicking first, followed by the next closest and so on. Except when teeing off, a coin must be flicked from its current position. After each player flicks once, determine a new player order, again based on closeness, for the next round. Exception: if a player's coin is within two tile widths of the target hole, then the player must "putt out" by flicking their coin as many times in a row as it takes to hit the hole before the next player takes their turn.

Fouls

If a player flicks their coin off the table, the coin is placed back on the table one tile-width in from the point on the edge of the table where it fell off. The player must also count a penalty flick for this hole.

If a player's coin knocks another player's coin off the table, place it back as close to where it was as possible and the active player counts a penalty flick for the hole (this is in addition to any penalty flick if the active player's coin also went off the table.) There is no penalty for hitting another player's coin if it stays on the table.

If a player's coin knocks another player's coin into the current hole, the other player is finished with the hole, records their current number of flicks on the scorecard and picks up their coin (and says "Thank You" 😊).

There is no penalty for knocking a hole out of place; it is not moved back. It is theoretically possible for a coin to knock a hole off the table; if this happens, place the hole back where it was and the player counts a penalty flick.

Scoring

After each hole, each player records the number of flicks they took for that hole. This is the number of actual flicks the player made plus any penalty flicks from fouls. You can use the scorecard on the last page of the rules to keep track of the player's scores. After all players have hit the final hole, total up all their flicks and the player with the fewest flicks wins the game.

Optional Rule – Additional Obstacles

For a more difficult game, the remaining black tiles can be mixed in to become additional obstacles. These tiles are not holes, but if knocked off the table, do result in a penalty flick. Players may also add any other objects of their choice as obstacles. All obstacles and tiles must start out at least two tile widths apart.

Solitaire Variant

Set up the course as described above. Play through once to set a goal. Then play through again trying to beat your previous score. The par for most courses will be about 36; try to beat that score.

Design Notes

1. Frisbee Golf was invented by George Sappenfield, Berkeley CA, in 1969-70 and later standardized by Ed Headrick in 1976. There are Frisbee golf courses set up all over the country, including one at the camp ground at Morro Bay State Park, CA, which is the only one I have personally played.
2. When I first started looking at doing a flicking golf game, I looked at the idea of a miniature golf game. But that involved having a large library of pre-designed and playtested holes. In addition, the down time between playing one hole and building and starting the next look way too long.
3. Then I remembered Frisbee Golf, which has the goal of hitting targets instead of putting your ball in a hole. This lead directly to the idea of using suit-side up tiles as the targets, which would allow imposing a simple order on the holes based on the tile values.
4. That also lead immediately to the idea that the rest of the tiles automatically provides obstacles to the current target tile and so just placing the tiles randomly around the table provided an instant course hazards and all.
5. I then borrowed the fouls idea from my [Tabletop Croquet](#) rules and the first draft of the game was done.
6. The Putting-out rule came out of playtest, because balls blocking the hole turned out to be a problem.

7. I was going to just call it **piecepack golf**, but then my nephew Lewis invented the current name.

History

20021023	0.5	mab	original version
20021112	0.6	mab	first web page version
20030322	1.0	mab	update for web page
20040806	1.1	mab	annual update and added design notes.

Thank you for playing my game. Please report rules problems or variant suggestions to mark@biggar.org.

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Ppolf Scorecard

Players

Red null										
ace										
2										
3										
4										
5										
Red Total										
Blue null										
ace										
2										
3										
4										
5										
Blue Total										
Green null										
ace										
2										
3										
4										
5										
Green Total										
Game Total										

Permission is granted to make copies of this scorecard for use in playing this game.