

## How to play Golf (Six Card Golf)

1. Using any browser go to <http://sixcardgolf.herokuapp.com> . Note: not https://sixcardgolf... Just http:// sixcardgolf...
2. Enter the password.
3. Enter a table name. This can be any name (case is important). If the table exists, you'll join the existing table. If the table does not exist, it will be created.
4. Other players in your party should enter the same table name.
5. One player should then start a 'New Game'.
6. One at a time, players should 'Join' the game. Order determines the order of players and assigns each player a number 1,2,3,4.
7. When all players have joined, all initial cards will be dealt and player #1 will have the first turn to play.

Alternatively, instead of players joining in separate windows, a single player may click 'Add Auto'. This adds a new simulated player to the game. In this way one player can Join and add 3 Autos for solitary play in a single window. Or two players/windows can play a 4 handed game with 2 Autos, etc. See further auto notes below.

Table layout: Each players 6 cards are laid out on the bottom with other players on the left, top and right.

**Typical play proceeds as follows (see e.g. [https://en.wikipedia.org/wiki/Golf\\_\(card\\_game\)](https://en.wikipedia.org/wiki/Golf_(card_game)))**

On the first turn each player turns over any two of their cards.

- On subsequent turns the player may either
  - o Turn over one of his cards.
  - o Select from the discard pile and replace any of his six cards with the discard top.
  - o Pick from the stock and replace any of his six cards with the top of stock, discarding to the discard pile.
- When one player exposes all of his cards, each other player may take one additional turn; after this the hand is over. Every player then exposes all of their cards and the hands are scored.
- To advance through the 'auto players' click on any of your six cards or click on the discard pile.
- If you click on 'Fast/Slow' the autos will play without being advanced manually.

### Scoring

- The object of the game is to score the lowest points (like golf).
- Point values: A, 2, 3, .., 10 are worth face value. J, Q are worth 10. Jokers are worth -2. Kings are worth 0. Pairs in the same column are worth 0 points.

- Example 1

4	8	Jr	
3	8	K	totals 7+0+-2=5

- Example 2

2	K	3	
2	8	Jr	totals 0+8+1 = 9

## Game Modifications

Use a keyboard to change game setup. Current keys are:

N – Force control to the next player. You shouldn't have to use this.

A – abort a hand (this still scores the hand and adds it to the running score).

S – change the speed of the animation for the auto players. Default is .35. Larger numbers e.g. .8 slow the animation down. Smaller numbers speed it up.

q – controls the cut off for whether the autos pick up from the discard or the stock. E.g. if q = 4 then the autos will only pick Jr, K, A, 2, 3 from the discard.

### Notes:

- The game has not been tested in a comprehensive way – send email with questions or problems or bugs.
- The 'tables' do not 'persist'. That is, they only live as long as someone is logged into them.
- The 'Player Labels' (numbers in small boxes) change depending on whose turn it active. They are highlighted with bright red when a player's turn is active. When another player at another table has a turn the label is 'shadowed'.
- Sometimes the host (Heroku) restarts the server, you see an hourglass or similar icon and play stalls – just wait and things should continue cleanly when the prompt changes in a few seconds.
- Note that if a player refreshes the page the game is over and the score is lost.