

Rules

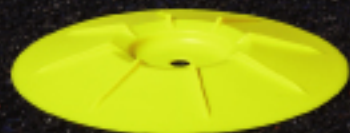
"myminigolf" rules are no different from the traditional Mini-Golf. The only difference is: myminigolf is played on a variety of surfaces and without retaining surround fences. The challenge varies with the playing surface. Choose a suitable starting-point for each of the 9 sections.

Scoring:

Every hit counts for one point. If unsuccessful after the sixth attempt, a score of seven is recorded and the round moves on. At the end of the game the player with the lowest score wins.

1. warm up

To warm up, start with a simple end-hole, of which there are 4 per set. In addition the "warm up" is used as end hole for Bridge, 360 and Daytona.

**2. wave**

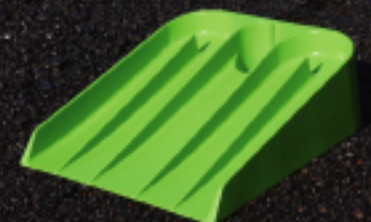
The hole at the highest point of the Wave needs to be played accurately. Otherwise, you have to re-try from the other side

**3. towers**

Towers consists of four ramparts making the putting quite difficult. You must play the ball between them to reach the target-hole

**4. maze**

At the Maze, only the central ramp will get you to the hole. Otherwise the ball will come back to you and you will need to re-try

**5. bridge**

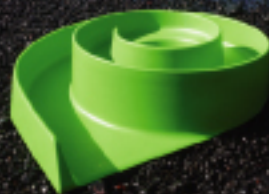
You must get across the "bridge" before you can attempt the end-hole

**6. 360**

Exactly the right amount of swing is needed for the Loop, in order for the ball to travel all the way round, lining you-up for the end-hole

**7. acapulco**

The spiral winds slowly upwards and needs just the right amount of power to get the ball into the hole at the top

**8. daytona**

Two steep curves can be placed in succession. This obstacle needs a more forceful swing. Once achieved, the ball can be putted into the separate "finish-hole"

**9. volcano**

The steep sides of the Volcano have to be played with vigour in-order to get the ball into the crater

