

GOLF – Card Game

Original 6-Card Version | 8 Players | One Deck

Objective

Have the lowest total score after 9 rounds.

Setup

1. Shuffle one standard 52-card deck.
2. Deal 6 cards face down to each player.
3. Arrange cards in a 2 × 3 grid.
4. Turn any 2 cards face up.
5. Place remaining cards as the draw pile.
6. Turn one card over to start the discard pile.

If the draw pile runs out, shuffle the discard pile (leave the top card).

Card Values (Updated)

Card	Value
Ace	1
2–10	Face Value
Jack	0
Queen	-1
King	-2

Matching Rule

If two cards in the same vertical column match, they cancel out and score 0 points.

How to Play

- On your turn, draw from the draw pile or discard pile.
- If you keep the card, swap it with one of your six cards.
- The replaced card goes to the discard pile.
- All swapped cards must be placed face up.
- If you draw from the deck and do not want it, discard it and turn over one face-down card.

Ending the Round

When a player has all 6 cards face up, they announce 'Final turn!'. All other players get one last turn before scoring.

Scoring

Add the value of all six cards. Lowest score wins the round. After 9 rounds, lowest total score wins the game.

Probability & Expected Value Thinking Prompts

- What is the probability of drawing a King (-2) from a full deck?
- What is the probability of drawing a negative card (Queen or King)?
- Calculate the expected value of a randomly drawn card from a full deck.
- Is it statistically better to swap a 7 for a random unseen card?
- How does the expected value change once several Kings have already appeared?
- When is it mathematically smarter to draw from the discard pile instead of the deck?

