



FINAL NINE

THE FOREST COURSE



Welcome to the **FOREST** course, to be played in conjunction with the **FINAL NINE** core game, featuring *Tight Lines*, *Slopes*, and *Clusters*

Make your decisions, use new **DISCS** (including **FAIRWAY**), apply more **SKILLS**, avoid extra **TROUBLE**, have fresh **LUCK**, and make the **PUTT**

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For additional information, extra **EXPANSIONS**, FAQs, and much more, go to:

FINALNINE.com

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ICONS

-  Cannot apply to a **PUTT**
-  Can *only* apply to a **PUTT**
-  **INSTANT** during a **THROW**
-  Remove these cards to halve the **STACKS** (*Easy*)
-  **EXPANSION** : Can be added to a round
-  **SUBURBAN** course
-  **FOREST** course
-  Immune to **WIND**
-  Immune to **BUSHES**
-  Immune to **SKIP** or **ROLL** (**SUBURBS** / **FOREST**)



CARD TYPES



HOLE : Play a layout from TEE PAD to BASKET, moving from GRID to GRID



DISC : Driver : Longest **DISCS**. FLIGHT shown as GRIDS. Either BH or FH specific



DISC : Fairway : Mid-long **DISCS**. FLIGHT shown as GRIDS. Either BH or FH specific



DISC : Mid-range : Mid **DISCS**. FLIGHT shown as GRIDS. Either BH or FH specific



DISC : Putter : Shortest **DISCS**. FLIGHT shown as GRIDS. Either BH or FH specific. Use when needed, or to *complete* a **HOLE**



ACTION : Skill : Apply *before* a **THROW** to modify a **DISC** FLIGHT or **ACTION**. Can be played from your HAND or INSTANT



ACTION : Luck : Apply *after* a **THROW**, to readjust the LANDING or **ACTION**. Can be played from your HAND or INSTANT



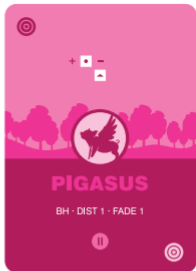
ACTION : Deviation : Modifies a FLIGHT if drawn *during* a **THROW**. Can be played from your HAND on the FOREST course



ACTION : Call : Modifies the **ACTION** if drawn *during* a **THROW**. *Cannot* be played from your HAND (*unless* playing BATTLE)

FOREST DISCS

- FLIGHT pattern
Arrow = current GRID →
- Dot means *immune* to
ROLL (**ACTION** card
name or SLOPES) →
- DISC graphic →
- DISC name →
- FLIGHT specification
beyond current GRID →
- Information ICON →
- Type (e.g. **PUTTER**) →



LEVELS OF PLAY

Play the **FOREST** course with any **LEVEL OF PLAY** from the **FINAL NINE** core **GAME PLAY**:

- REC:** Ignore **WIND**, **CLUSTERS**, and **SLOPES**.
Water and *Card Edges* are still **OB**
- AM:** Play as set out in the **GAME PLAY**
- PRO:** At the *start* of each **HOLE**, draw for **WIND**

BATTLE RULES

Play the **FOREST** course as per *standard* **BATTLE** rules from the **FINAL NINE** core **GAME PLAY**, *but* also include the added **FOREST** variations

FOREST HOLE FEATURES



GRIDS : The dotted lines define each GRID. Majority surface cover indicates GRID type



MOVEMENT : **DISCS** move linear *up/down* or *across* GRIDS. Only diagonally if shown



OBJECT : **Tee Pad** : The starting GRID for a **HOLE**. Choose a **DISC** and TEE OFF



OBJECT : **Basket** : The target GRID for a **HOLE**. Get a **DISC** IN to *complete* the **HOLE**



OBJECT : **Sloped Basket** : If LAND under this BASKET the **DISC** ROLLS *back* 1 GRID



SURFACE : **Grass / Circle** : Safe GRIDS for LANDING. ROLLING can occur



SURFACE : **Slope** : If LAND on, the **DISC** ROLLS 1 GRID in the direction indicated



SURFACE : **Forest** : Can't go over. LAND in *first* GRID hit. *-1 Distance from* FOREST



SURFACE : **Clusters** : Can't go over. If LAND *on*, next **THROW** *-1 Distance*. If going *through* draw next ACTION for OUTCOME



OB : **Water** : OUT-OF-BOUNDS
OB : **Edges of Cards** : OUT-OF-BOUNDS



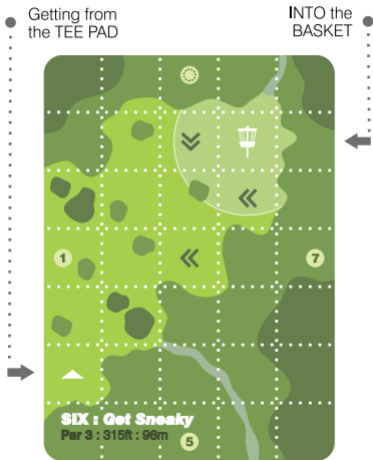
OTHER : **Small Trees** : They have no effect on FLIGHT. They are for decoration *only*



OTHER : **Tracks** : They have no effect on FLIGHT. They are for decoration *only*

THE GAME OBJECTIVE

To win the game, and prove you are the best **DISC GOLF** player on the **FOREST** course, *complete* each **HOLE** by:



In the **LOWEST** number of **THROWS** possible!

SETUP

Set out the **FOREST** course in a *standard* **FINAL NINE** lay out: FULL, STACKED in *order*, or SHUFFLED

If playing with **CHARACTERS**, draw a card each and choose a side. Use 1 ability *once* per 9 **HOLES** when required. Turn the card 90° if applied, then reset it when 9 **HOLES** are *complete*. No *other* card is needed

MEEPLES can also be used *instead* of MARKERS

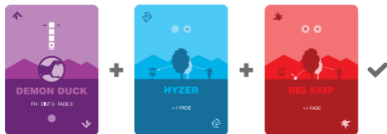
GAME PLAY

Shuffle the  **FOREST DISC** cards *into* the **DISC STACK** and the **ACTION** cards into the **ACTION STACK**

Play the **FOREST** course as per *standard* GAME PLAY as written in the **FINAL NINE** *core game rules*, *but* also include the added **FOREST** variations

FOREST VARIATIONS

Before the **THROW**, both **SKILLS** and **DEVIATIONS** can be applied to your **DISC**. *During* the **THROW** *standard* **FINAL NINE** *core* GAME PLAY applies:



IF your **DISC FLIGHT** crosses the **FOREST** it **LANDS** on the *first* GRID upon entering. Your next **THROW** is *from* the **LANDING GRID** with *-1 Distance* applied. If your next **THROW** crosses the **FOREST** again, repeat the process:



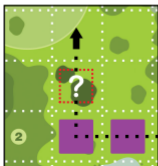
First **THROW**



Second **THROW**
-1 Distance applied

IF your **DISC** **LANDS** on a **CLUSTER** your next **THROW** is *from* the **GRID** with *-1 Distance* applied

IF your **DISC FLIGHT** goes *through* a **CLUSTER** use the reference card to determine your **OUTCOME**:



Follow the **FLIGHT**



IF your **DISC** LANDS on a **SLOPE** it ROLLS 1 GRID in the SLOPE direction, *unless* it has *immunity* to ROLLS:



SLOPE



SLOPED BASKET

IF your **DISC** LANDS on a **SLOPED BASKET** and is *not* IN, the **DISC** will ROLL *back* 1 GRID from the direction of the **DISC** FLIGHT, *unless* it has *immunity* to ROLLS. This includes if your **DISC** LANDS under the BASKET for a DROP IN, and *missed* **PUTTS**

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IF you **MISS PUTT** (**DEVIATION**) and your **PUTTER** LANDS 1 GRID away *along* the **DISC** FLIGHT, **PUTT** again from the *new* GRID. If you LANDED in OB, in the FOREST, or on a SLOPE, *apply* GAME PLAY rules:



First **PUTT**



Second **PUTT** start

FAIRWAY FLIGHT EXAMPLES



Normal



-1 FADE



+1 FADE



+2 FADE



-1 DISTANCE



+1 DISTANCE



+1 DISTANCE
and +1 FADE



-1 DISTANCE
and +1 FADE



SWITCH *or* FLIP



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