

STRIKE GOLD

Dig low. Bury the rest.

2–8 PLAYERS

~30 MINUTES

AGES 8+

PRESS YOUR LUCK

GOLF FAMILY

Strike Gold is a press-your-luck grid card game in the *Golf* family. You tend a face-down excavation of cards and try to keep its total value as low as possible — matching a full column clears it away to nothing. Play over several rounds; the first player to cross the target total ends the game, and the **lowest** total across all rounds wins.

Object

Across a series of rounds, keep the total value of your 3×4 grid as low as you can. Clear matching columns to erase points entirely. When any player reaches the target total (**50**, **100**, or **200**, chosen at setup), the game ends after the round and the player with the **lowest** grand total wins.

The Deck

A single deck of **150 cards** carrying point values. Low and negative cards are gold; high cards are dead weight you want to bury.

VALUE	COPIES	NOTES
–2	5	The best card in the game.
–1	10	
0	15	Harmless filler.
1 – 12	10 each	Points you want to shed or bury.

Setup

- Deal each player a **3×4 grid of 12 face-down cards**.
- Each player turns **2 cards face up** to start (1 in later rounds).
- Turn one card face up to start the **discard pile**; the rest form the face-down **draw deck**.
- The player whose revealed cards total the **highest** goes first.

HOW TO PLAY

On Your Turn

1. **Draw** either the top of the **deck** (blind) or the face-up top of the **discard pile**.
2. Then choose **one**:
 - **Keep the drawn card** — place it into any grid slot. The card that was there goes to the discard pile, and the placed card stays **face up**.
 - **Discard & flip** — discard the drawn card and turn one of your face-down grid cards **face up**, locking in its value.

You always end your turn with the drawn card resolved and (usually) one more of your grid cards revealed. If you have no face-down cards left, you may simply discard the drawn card.

Clearing Columns

Whenever a **column of three matching face-up values** is completed, that triplet is **cleared** off your grid and onto the discard pile — those cards score **nothing**. Clearing columns is the main way to shed points.

3	7	cleared	?
3	1	cleared	0
3	?	cleared	9

The left column of three 3s scores 3 points if left as-is — but matched and cleared, it scores **0**.

TABLE OPTION · ROW WIPE

When enabled, three matching values in a **row** are cleared the same way columns are.

ENDING THE ROUND & SCORING

Ending a Round

When a player has their **entire grid face up**, they are *out* and the round is ending:

- By default, every **other** player takes one final turn.
- *Option: Out player takes final turn* — everyone, including the out player, takes one last turn.

All remaining face-down cards are then revealed and each grid is scored (cleared columns already count as zero).

The Scoring Twist

The player who went out is rewarded only if they truly dug the lowest hand:

- If the out player **does** have the lowest round score, they score it normally.
- If they **do not**, their round score is **doubled** as a penalty for going out too early.
- *Option: Out player scores 0* — the player who goes out scores 0 for the round instead of the doubling rule.

Winning

Round scores accumulate. Once any player crosses the target total, the game ends after that round and the **lowest total wins**. Ties are broken by the number of **columns cleared** during the game (more is better).

Table Options

OPTION	CHOICES	EFFECT
Game to	50 / 100 / 200	Target total that ends the game.
Out player takes final turn	No / Yes	Whether the out player also gets a last turn.
Out player scores 0	No / Yes	Replaces the doubling penalty with a flat 0.
Row wipe	Off / On	Clears matching rows as well as columns.