

Mini-Games List

- **Closest to the Pin**
 - Pick a hole from any golf course. The person with the closest ball to the pin wins.
- **Longest Drive (Regular)**
 - Participants have 3 minutes to hit 5 drives within a 70yd wide grid. The drive must stay within the grid to count. The person with the longest drive wins.
- **Darts (30-180yds)**
 - Pick a distance from the Games dropdown. The outermost ring is worth 1 point. The closer you hit to the centre, the more points you earn (up to 6 points).
 - *Scoring is based on where you land the ball initially*
- **Field Goals (30,60,90,120 yds)**
 - +1 for every shot between the football goal posts
- **Long Drive**
 - +1 point for hitting 200 yds. Every 10 yds beyond that earns you an extra point
 - Ex, 250yds = 6 points
- **Cornhole**
 - +1 point for hitting the board, +3 points for getting the ball in the hole. First to 21 wins
- **Break Glass**
 - Each glass pane is worth 1 point, break all 9 squares to win.
 - The glass pane is 21yds out.
- **Elimination**
 - Clear the targets (60-180yds) by hitting each one. More points are awarded for the longer targets.
- **Roof Shots**
 - Green targets are worth 5 points each. Red targets (with an X) will cost you -10 points. A target can only be hit once and will disappear.
 - Look left and right for targets, as some might be out of view initially.

- **Top Flop**
 - Clear the wall and hit the sand for +1. The wall will rise higher after each point.
- **Golf Pong**
 - Each time a cup is chipped into, you get +1 points, and the cup is removed. Clear out every cup to win
- **Wedge Wiz**
 - A random target between 30-90yds is chosen. Targets are tubes with a 20ft diameter. +1 points for hitting the highlighted tube, and -1 points for hitting the wrong tube.
- **Roulette**
 - Score on the Board, Wheel or Plinko. If you hit a 5x multiplier box, that bonus will be awarded to you on your next shot.
- **Glow Target**
 - This is a free score game; targets are 1pt (shortest target) to 8pts (longest target). Multipliers up to 3x for closer to the centre
- **Glow Target Random**
 - This version picks which target you can score points on, with everything else deducting points.
- **Glow Climb**
 - In this version, hit the targets in order from shortest to longest.