

Chip Usage Quick-Guide

BLUE chips are earned through...

- Tourney Day PERKS.
- Any "Gallery Cheers" or "WOW!" result.
- Making any CLUTCH or DB DIFFICULT putt.
- Accepting a PAR score on a white die "6" result.

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RULE TO REMEMBER: You can't spend a chip to earn a chip.



BLUE chips can be used to...

- Gain control of hole for golfer (DAUNTING, DAUNTING+ holes require two chips, other holes one).
- Cede control of hole to course (could be an option for particularly easy holes).
- Reduce NORMAL putt difficulty OR improve CLUTCH putt ability one level.
- Purchase an automatic black die "1" or "6" for main chart reading.



RED chips are earned through...

- Tourney Day ISSUES.
- Any "Gallery Groans" or "Oh NO!" result.
- Missing any CLUTCH or GIMME putt.

RED chips can be used to...

- Cede control of hole to course.
- Increase NORMAL putt difficulty OR reduce CLUTCH putt ability one level.
- Purchase an automatic black die "6" for main chart reading.



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