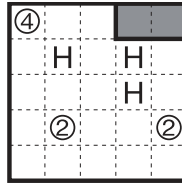


INSTRUCTIONS

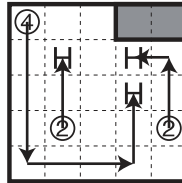
From successive shots that get shorter, to water hazards, to chip-ins, Herugolf is like a simplified, miniaturized version of the sport. Your goal is to sink each ball to complete a round.

- Each circle is a golf ball and each "H" is a hole. Your goal is to "hit" each ball one or more times so that it reaches a hole.
- Each hit or "stroke" is represented by an arrow, with the tip in the cell where it stops. Arrows cannot cross cells that contain other balls, holes, or arrows.
- The first stroke of each ball must cross as many cells as the number in the ball, vertically or horizontally. Each successive stroke must be one cell shorter, and may change direction.
- A ball cannot leave the grid, or it will be considered out of bounds. A ball cannot stop in a gray area, which represents a water hazard.
- When the ball reaches a hole, it has been sunk and stops there. All balls must reach holes to complete the round.

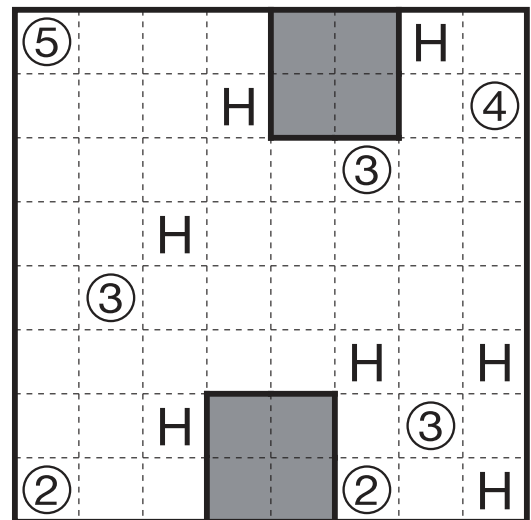
Starting puzzle



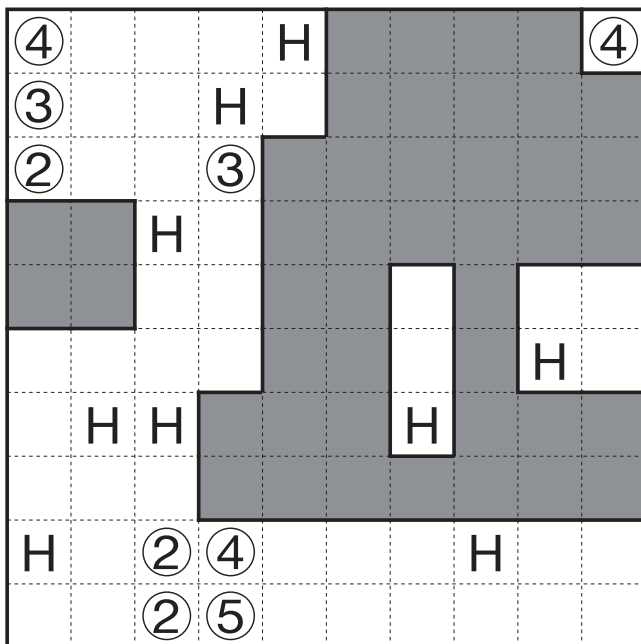
Complete



#1



#2



#3

