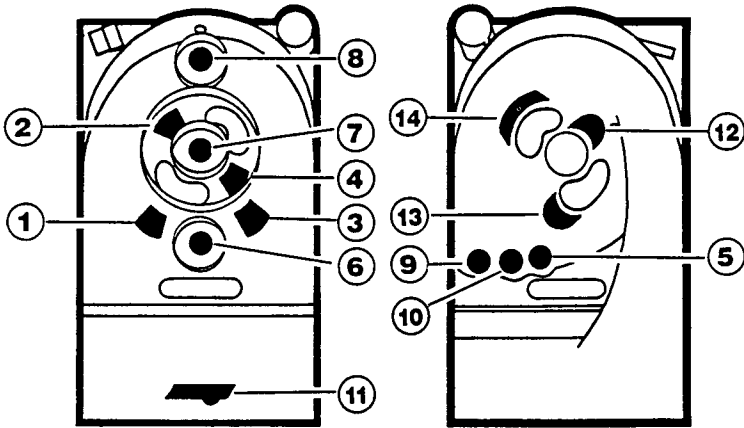


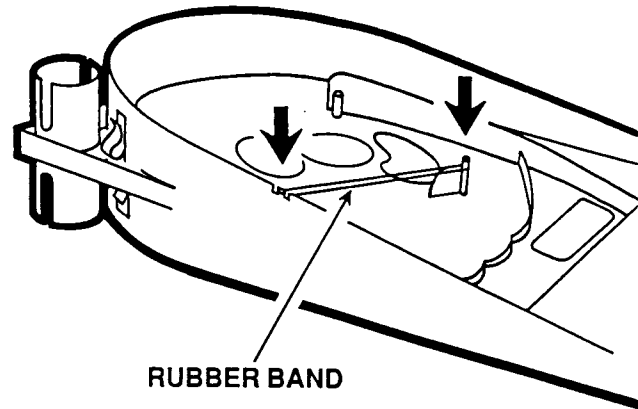


# Golf Arcade™

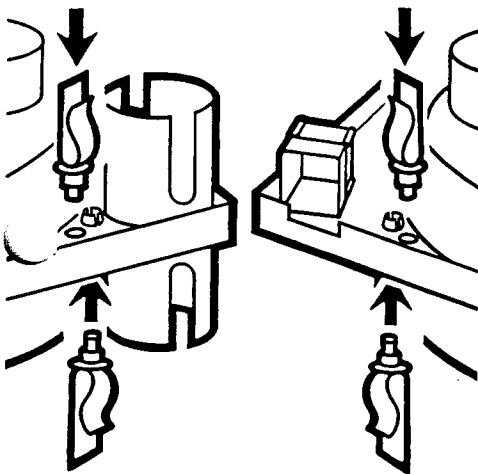
6m442



1. Apply labels using the numbers on the label sheet and these illustrations as a guide.

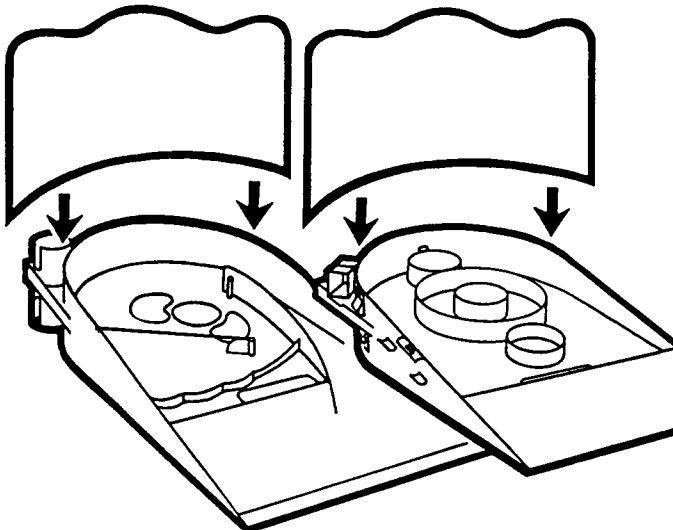


2. Attach the rubber band as shown.

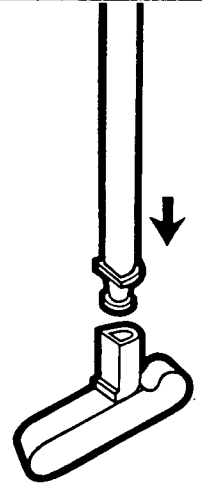


**ONE-TIME ASSEMBLY**  
Once assembled, cannot be taken apart!

3. Insert the holding clips into place.

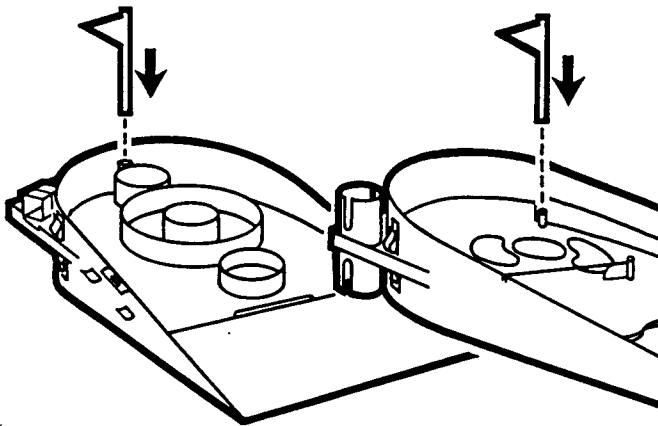


4. Slide backdrop into holding clips on either side of unit.

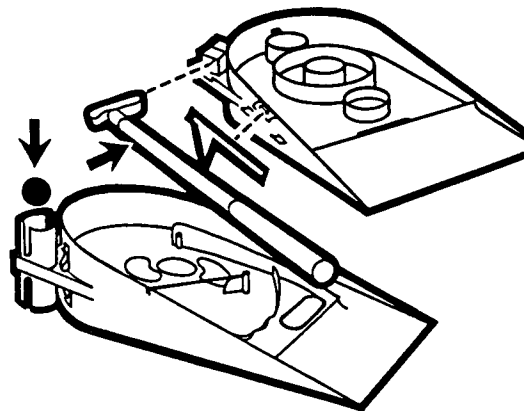


**ONE-TIME ASSEMBLY**  
Once assembled, cannot be taken apart!

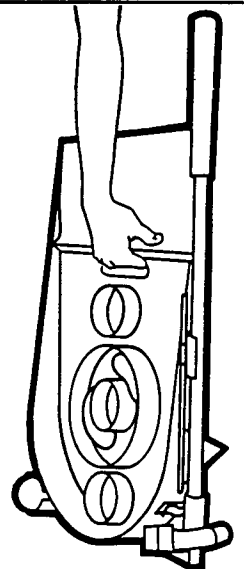
5. Press golf club shaft into clip head until you hear a snap.



6. Insert flag into position for TARGET ZONE™ GOLF or PINBALL GOLF.



7. Store the flag, club and balls on the side of the unit as shown.



8. Carry game by convenient handle.



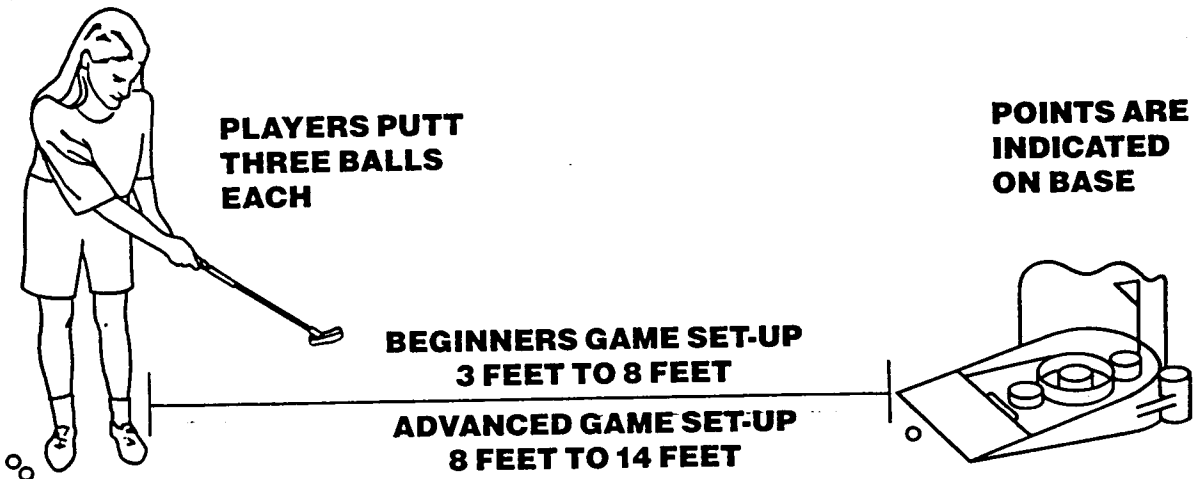


# Target Zone™ Golf

**SETTING UP:**  
See other side.

**PLAYING:**  
One player putts three balls from the putting line, writing down total score when turn is finished. Then next player takes a turn putting. No points for a miss or bounce-out ball.

**SCORING:**  
The short game is played until a player collects 100 points. The long game is played to 250 points. Games can end in ties. Have fun making up your own games and scoring system.



# Pinball Golf

**SETTING UP:**  
See other side.

**PLAYING:**  
Each player picks a ball color and takes a turn putting, writing down score when turn is finished.

**SCORING:**  
The number location that the ball lands in is the score for that turn. The object, as in regular golf, is to achieve the lowest score. Note: If the ball misses the cup or bounces out, then putt again; the player must add one point to his score for that turn. Players take turns putting for 9 or 18 holes.

