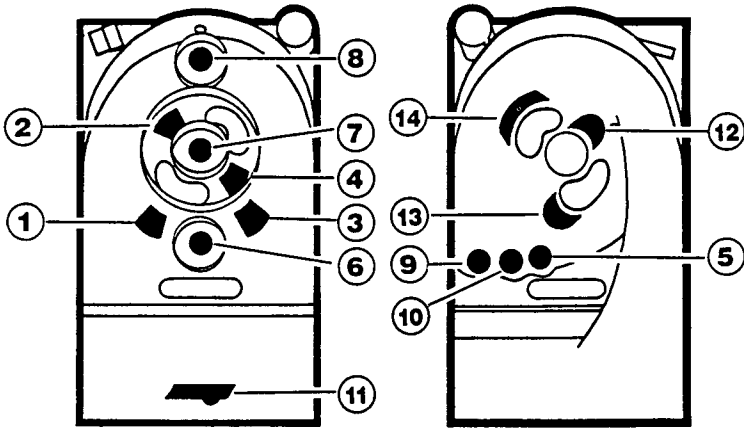


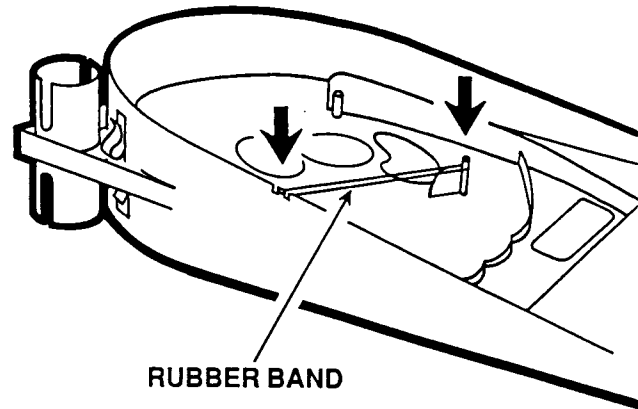


Golf Arcade™

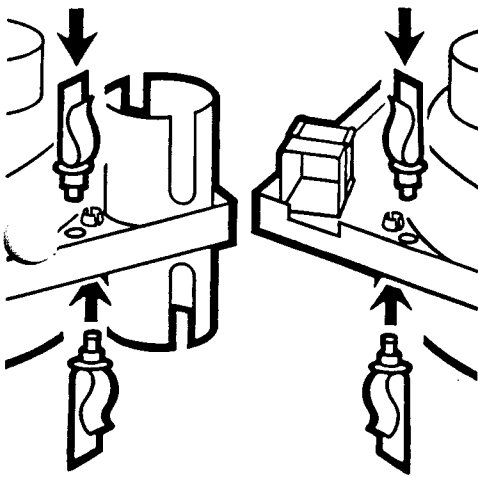
6m442



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

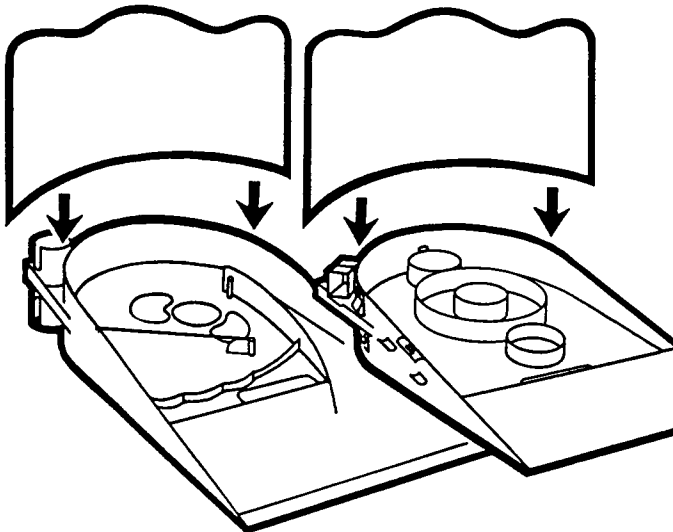


2. Attach the rubber band as shown.

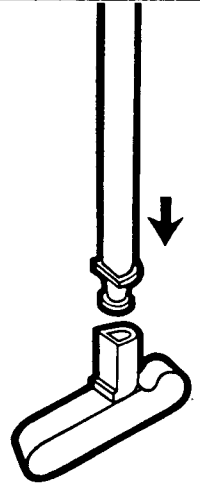


ONE-TIME ASSEMBLY
Once assembled, cannot be taken apart!

3. Insert the holding clips into place.

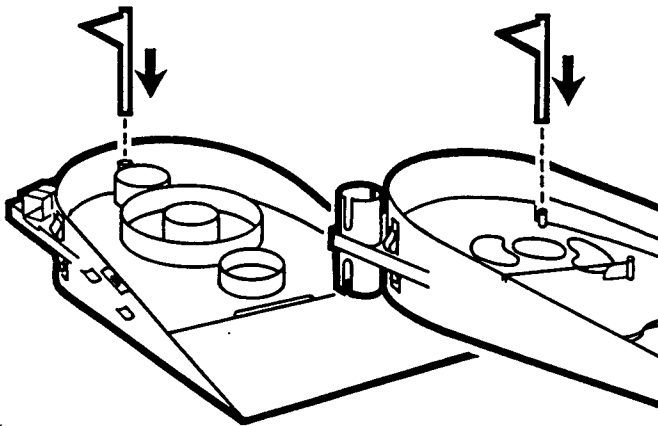


4. Slide backdrop into holding clips on either side of unit.

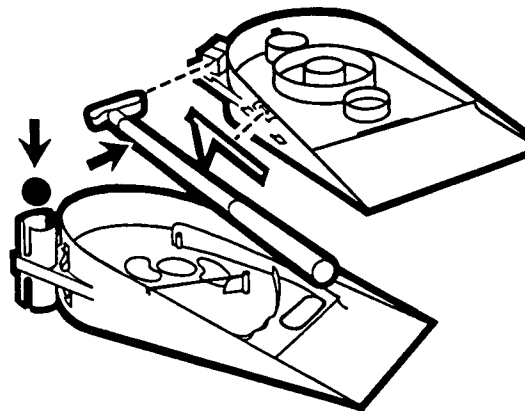


ONE-TIME ASSEMBLY
Once assembled, cannot be taken apart!

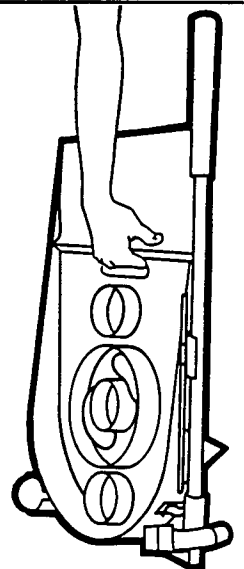
5. Press golf club shaft into clip head until you hear a snap.



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.



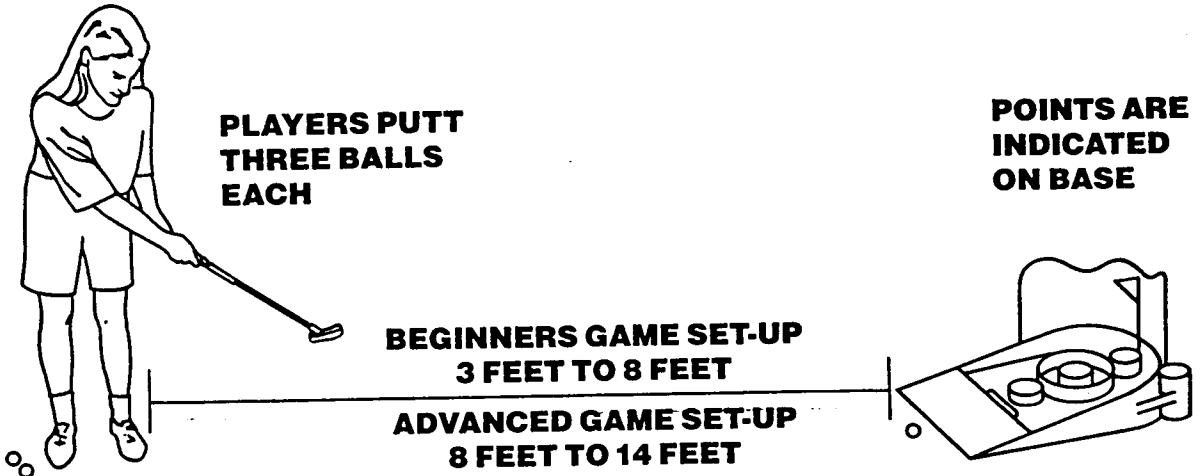


Target Zone™ Golf

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.

