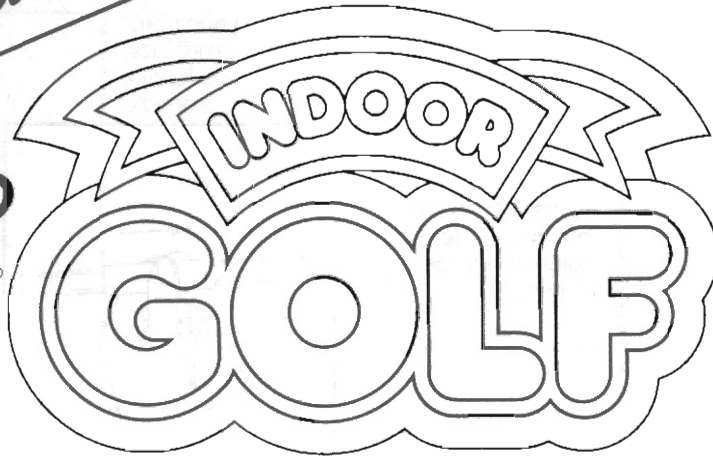


Official

NERF[®]



For any number of players/Ages 6 and up

Rules © 1986 Parker Brothers, Division of Kenner Parker Toys Inc. (KPT), Beverly, MA 01915.
Printed in U.S.A.

EQUIPMENT

- 2 golf clubs
- 9 stackable ringed "holes"
- 9 attachable flags and plastic posts
- 4 vinyl golf balls, each a different color
- 1 score pad

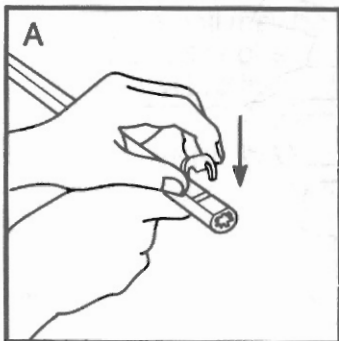
OBJECT

To be the player with the lowest score.

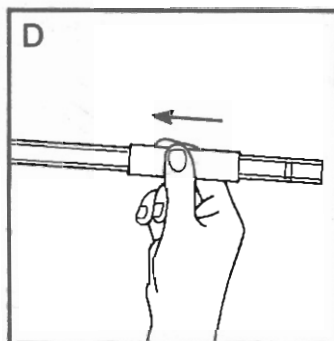
ASSEMBLY

1. NERF Golf Clubs

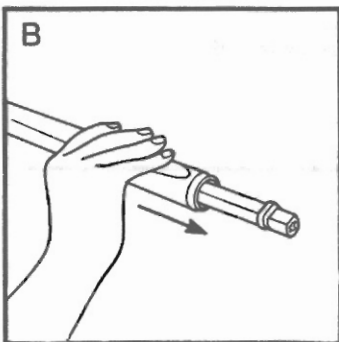
Assemble the two NERF Golf Clubs as shown below. This assembly need only be done once.



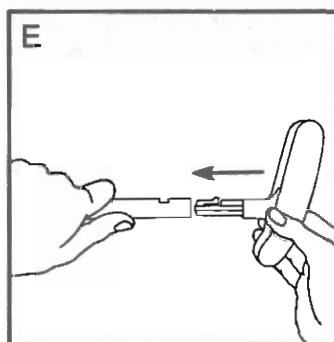
Snap the plastic clip onto the golf club shaft so that its tab fits into one of the notch openings as shown.



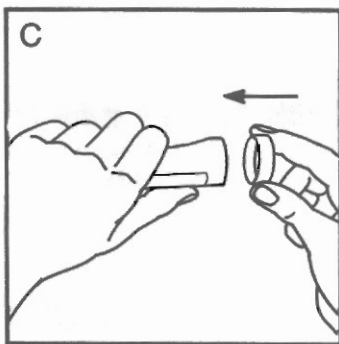
Slide the plastic 2 1/2" sleeve onto the end of the shaft *opposite* the handle and move it past the notch opening.



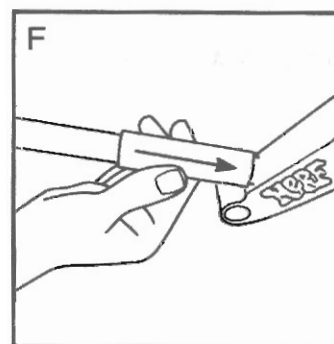
Locate the larger end of the golf club handle and slide the club shaft through the handle all the way up the shaft until it stops at the plastic clip.



Slide the head of the golf club onto this same end of the shaft so that its plastic tab snaps into place in the notch. **KEEP FINGERS CLEAR AS PARTS COME TOGETHER.**

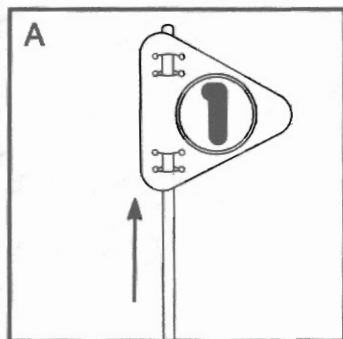


Place the cap on the open end of the golf club handle and press it down until it snaps into place.

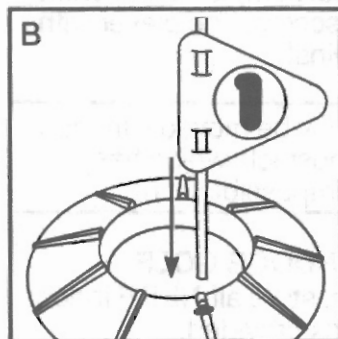


Finally, slide the plastic sleeve all the way down the shaft and onto the golf club head until it can be slid no further. **KEEP FINGERS CLEAR AS PARTS COME TOGETHER.**

2. Flags and Ringed Holes



Slide one plastic post through the slits of each flag as shown.



Insert one flag into the hole of each ringed hole as shown. (NOTE: Remove the flags from the ringed holes when storing the game parts.)

SETUP

1. Lay out your course in the numerical order of the ringed holes. For a more difficult game, set up the course in such a way that players must reach holes by hitting the ball under chairs, around floor lamps, off of stairs—even around corners. Use your imagination to create different obstacles every time you play! For an easier game, create a course with fewer obstacles.
2. Choose the order in which you will play.
3. Write each player's name or initials in the appropriate spaces on the score pad.

PLAYING

A turn consists of the number of strokes it takes to get a ball into a hole.

1. To start the game, place the ball one club length (or a predetermined distance) in front of the first hole. Try to hit the ball into the hole. Take as many strokes as you need.
2. Remove your ball from the hole and record your score (the number of strokes it took to get the ball into the hole). If there are more than 2 players, pass your club to the next player; and more than 4 players, pass your ball.
3. When all the players have completed a turn at the first hole, begin the next round by teeing off from a spot adjacent to the first hole, and aim for the second hole.
4. Begin each new round by teeing off from a spot adjacent to the hole you've just completed and aim for the next hole.

