

For 1 or 2 Players
Ages 3 to 6



Silly Golf™



The goofy gopher
golfing game

Contents

• motorized golf green with 3 gophers • 3 plastic ramps • cardboard backdrop • two 2-piece putters • 2 golf balls • label sheet

Batteries

Insert batteries: Loosen the screw on the battery compartment, located underneath the golf green, and remove the door. Insert 3 "C" size batteries (we recommend alkaline), making sure to align the + and - symbols with the label in the battery box. Then replace the door and tighten the screw.

CAUTION: TO AVOID BATTERY LEAKAGE

- 1) Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions.
- 2) Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- 3) Always remove weak or dead batteries from the product.

Assembly and Setup

Remove the game parts from their bags, and discard the bags.

Label the gophers: Turn the golf green upside-down, to make the gophers' heads come out of their holes; then slowly turn it right-side up. Hold each gopher up while applying its eye label and mouth label. See *Figure 1*.

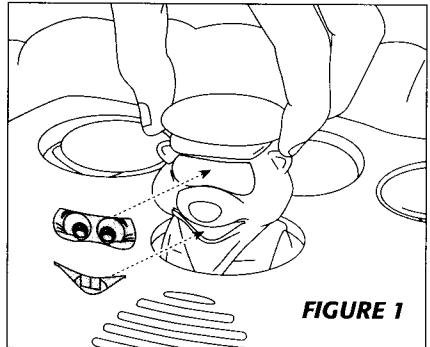
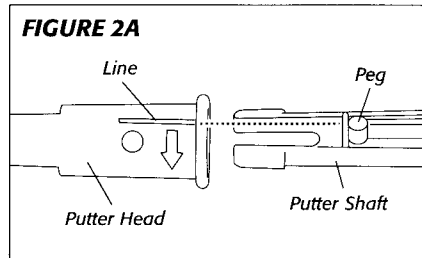
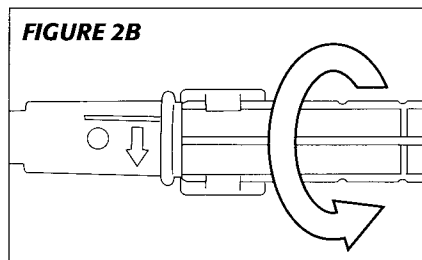


FIGURE 1

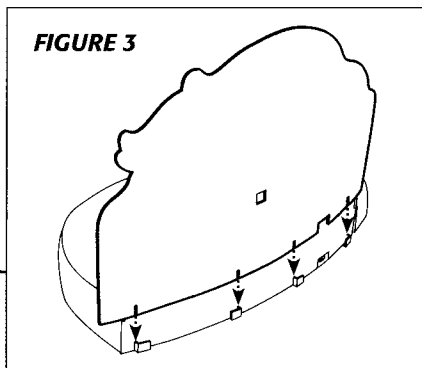
Assemble the putters: Take the blue putter head and shaft. Line up the peg in the putter shaft with the line in the putter head, as shown in *Figure 2A*. Insert the shaft all the way into the head. Then turn the shaft in the direction of the arrow until the peg snaps into the hole. See *Figure 2B*. Assemble the red putter the same way.



Each player takes a putter and its matching-colored ball, and slides the score marker to "0".



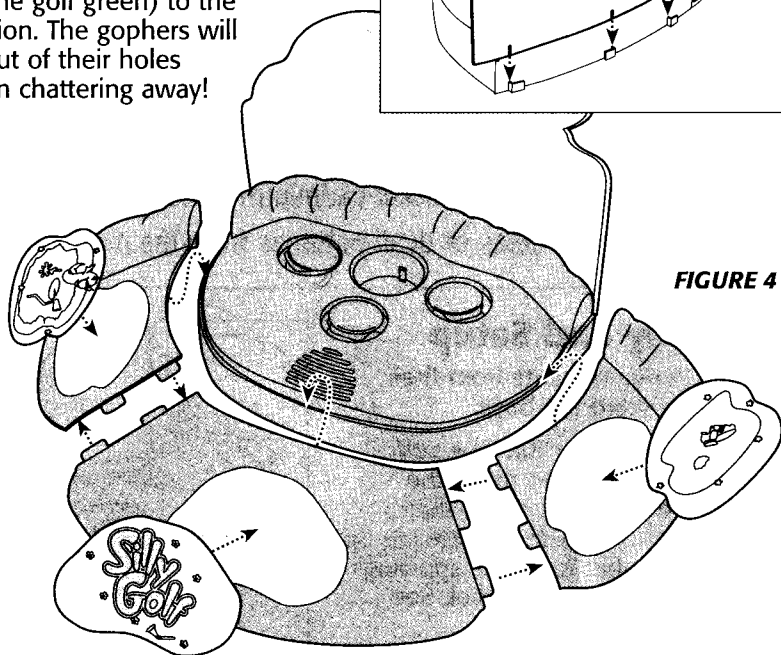
Assemble the golf green: Slide the backdrop down in back of the green, as shown in *Figure 3*.



Starting at the left, attach the 3 ramps to the golf green. Then carefully apply one label to each ramp. See *Figure 4*.

Set the golf green on the floor in the middle of the room. Silly Golf plays best on a bare floor or a low-pile carpet.

Make sure all gophers are down in their holes. (Tapping the front of the gophers will make them fall into their holes.) Then slide the ON/OFF switch (on the back of the golf green) to the ON position. The gophers will rise up out of their holes and begin chattering away!



Play!

Object: Be first to score 6 points by knocking your ball into the cup. The older player goes first. Players then alternate turns.

ON YOUR TURN

Each player takes 1 putt per turn. Your goal is to putt your ball onto the golf green and into the cup.

Begin your *first* turn by placing your ball 2 putter-lengths away from the golf green, in any direction, and putting your ball from there. On all *following* turns, putt your ball from wherever it lies.

When you putt your ball, any one of the following will happen:

You sank your putt! Anytime your ball drops into the center cup, you score 1 point. Slide the score marker on your putter ahead 1 number. (If all 3 gophers are still "up," that's a hole in one! Nice going!)

After the ball drops into the cup, it will automatically pop out — and any gophers that were in their holes will pop up! On your next turn, putt your ball from wherever it landed.

You got a gopher! If you knock a gopher into his hole, you get to take another turn!

You missed! If you don't knock down a gopher, you score no points and your turn is over.

Putting Pointers

- **Interference:** If your ball is touching an object (a wall, furniture, or even your opponent's ball), you may move it one putter head away from that object at the beginning of your turn.
- **No touching!** Once the game begins, no fair touching the green, the gophers or either of the balls (unless you're moving your ball away from an object).
- **Putting around:** If your opponent's ball is between your ball and the green, you must try to putt around it.

How to Win

The first player to score 6 points wins the game!

About the Gopher Guys



Meet Birdie, Chip and Spike. They live on the green, and they love to be seen...



and heard! They'll do their best to block your shots and distract you with their chatter.

If your ball hits a gopher, he'll duck down inside his hole. You'll get a better shot at the cup, but it won't shut that goofy gopher up! He'll keep right on gabbing inside his hole!



Other Ways to Play

Challenge game: In this game, you get 2 putts per turn. You get 1 point for knocking a gopher into his hole. You get 2 points for sinking a putt. First to score 6 points wins!

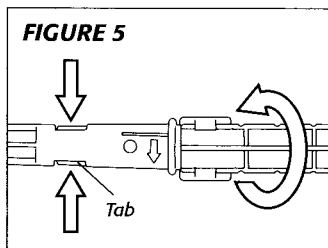
Solo play: No competition around? Challenge yourself in a solo game! Try long-distance putts, or putts from odd angles; practice knocking down gopher guys, or try for a hole in one!



Storing Your Game

When you're done playing, disassemble the golf green and putters as follows, to fit them back into the box:

- **Golf green:** Lift up and remove the backdrop from the back of the golf green. Then lift the 3 ramps off the front, and take them apart.
- **Putters:** To disassemble each putter, squeeze the tabs, turn the shaft in the opposite direction of the arrow, then slide the shaft out of the head. See *Figure 5*.



FCC STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game.

Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada, PO Box 267, Station A, Longueuil, Quebec J4H 3X6.

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