

# GOLF BOARD GAME – User Guide

An original board game for imitating golf play. Intended to require some skill vs typical board game luck (rolling dice etc.). Inspired as gift for golfer son-in-law Scott Church's 60<sup>th</sup> birthday (Jan 6). Packaging is a hallmark of previous game construction. Object is to minimize storage space. Consequentially a challenge of user to learn the setup and repackaging.

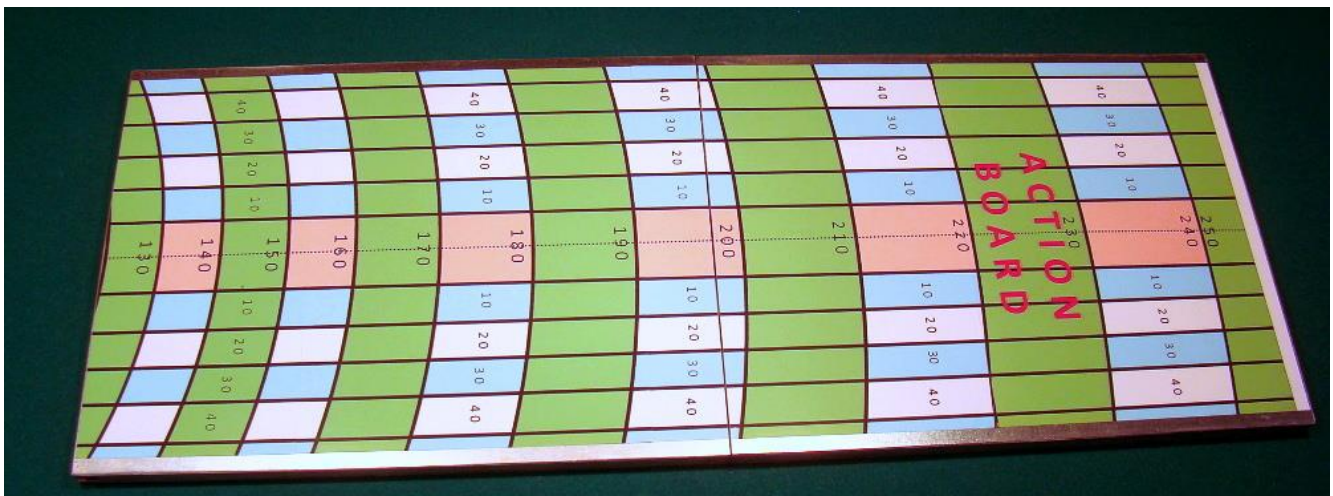
## Setup

The assembled package uses game pieces held together with tiny magnets.



The three larger pieces (12x15) make up the action board. Called the action board because it is used for measuring the result of each simulated golf ball strike. They are constructed with 5/8 inch shelving pressboard with a metal sheet on one side (covered with printed scale) which attracts the magnetic simulated golf ball (dampens ball roll).

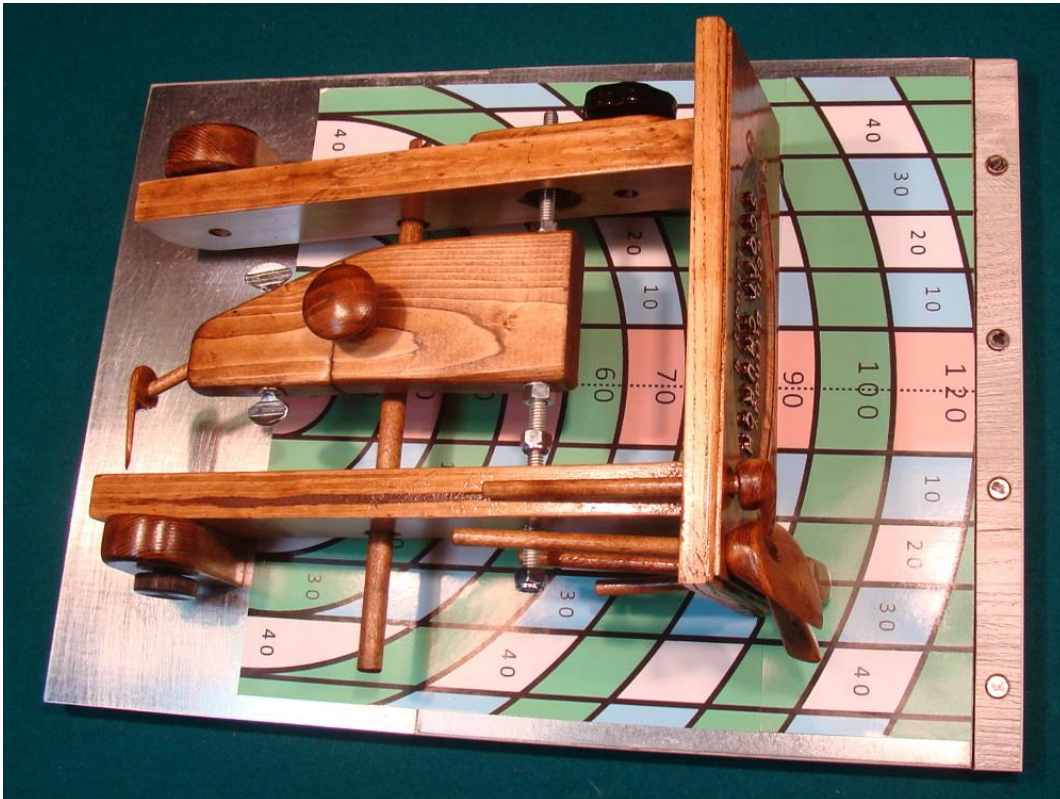
Remove the two top 12x15 pieces, join with tongue and groove, lay flat with printed scale side up on tabletop or adequate playing surface.



Remove the course side pieces, 2 fairway (5 ½ x15) and 4 end pieces (5 ½ x 5 ½) used for tee off and hole areas of the course.



The bottom piece end contains a little groove adapter (12x5/8) that needs to be removed (used later).

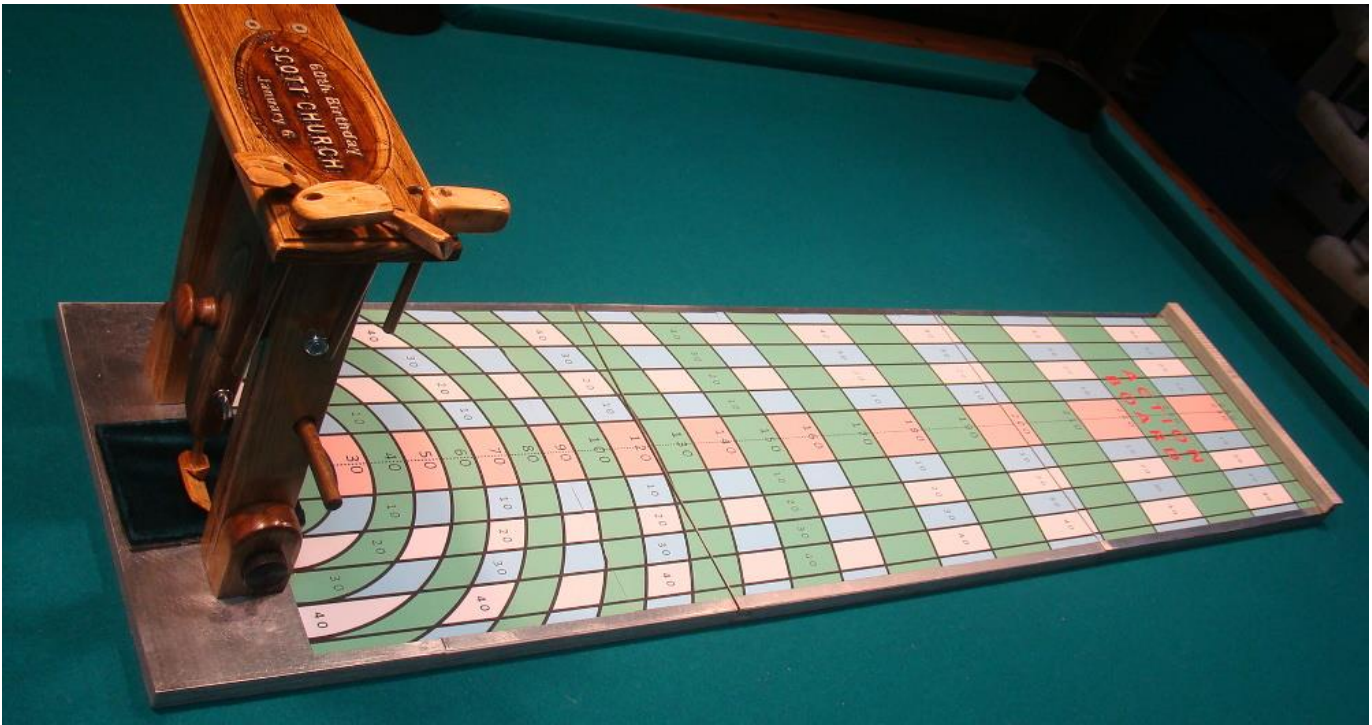
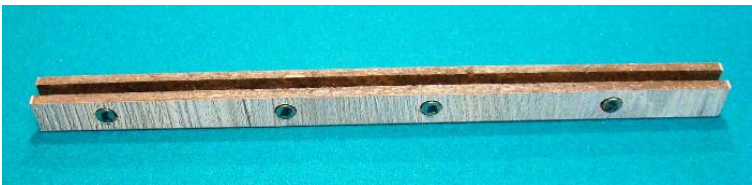


Fold the swing structure upright and tighten the black knobs (on both sides).





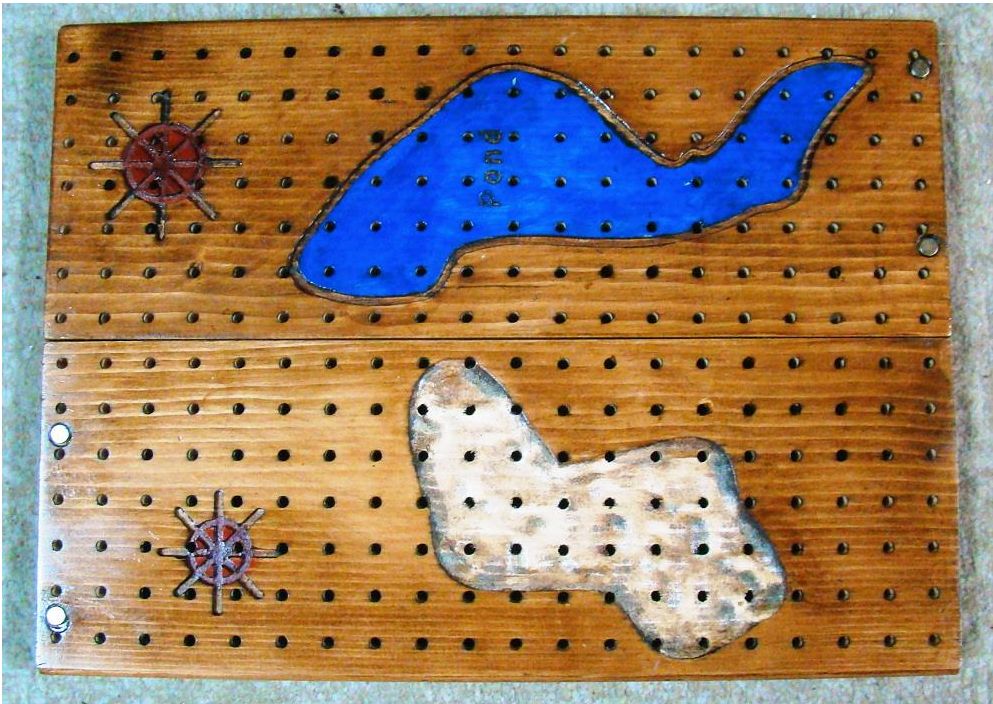
Join with the other 2 action board pieces (scale side up). The 3 pieces fit together forming the action board (about 12x46). Place the little groove adapter at far end of action board (magnet side down) as a ball stop.



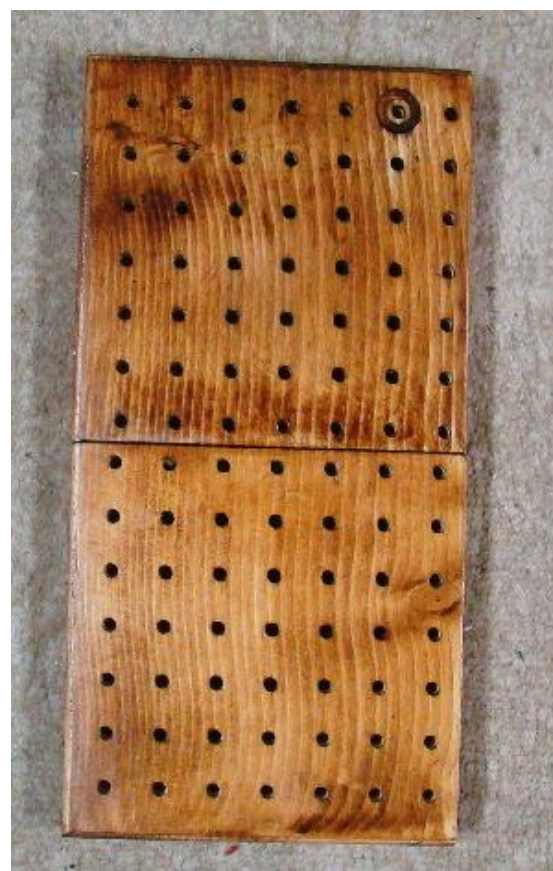


The remaining sides (2) and ends (4) of box make up the simulated golf course. These course pieces can be rearranged to form several different course configurations.

The sides (5 ½ x15) snap together (non-routed edges together) forming the fairway.



Of the 4 end pieces, 2 form the tee off area connecting to the front of the fairway.

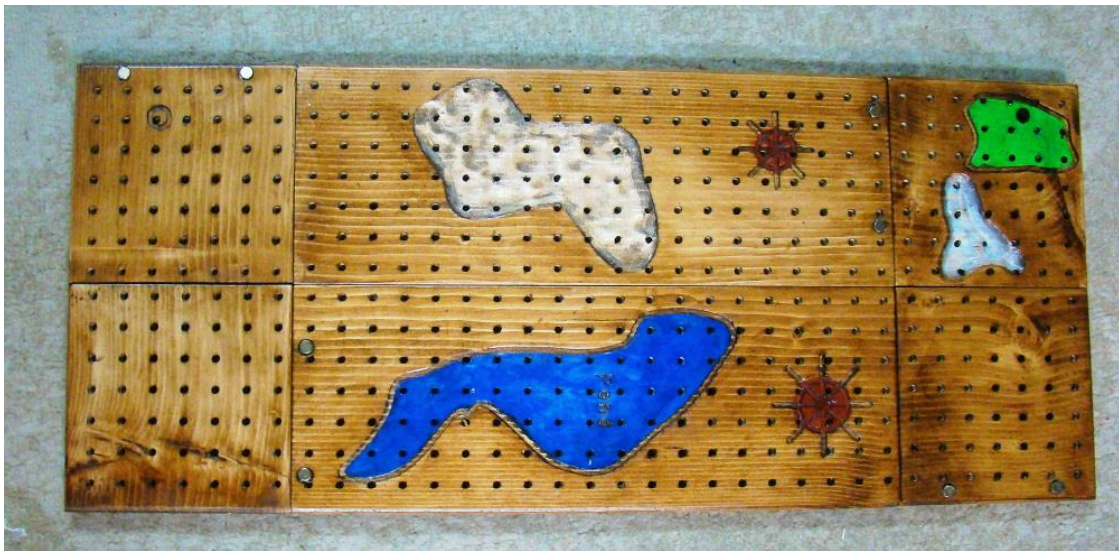




The other 2 form the greens at the other end of fairway

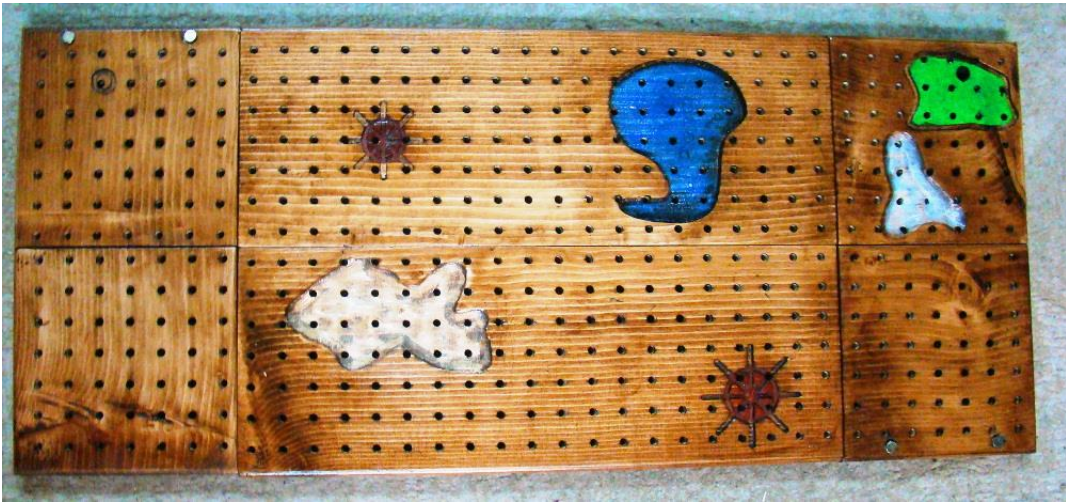


The end pieces connect to the fairway completing a course.



Example 1

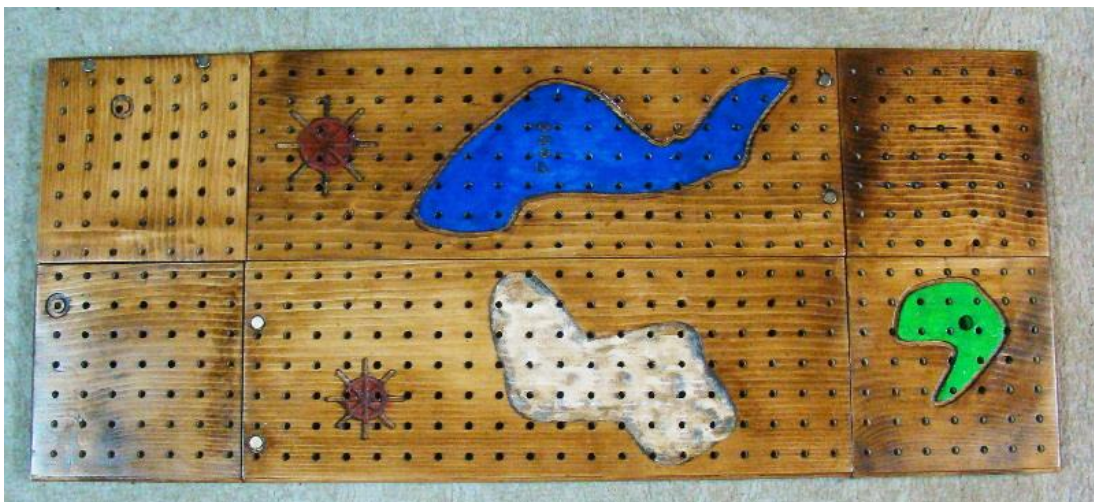




Example 2



Example 3



Example 4



Within the game box will be game play accessories.

1. Clubs, 1 wood, 1-3 iron, 1-9 iron 1 wedge, 1 putter (can be stored in holes on upper ledge of swing structure)



2. Simulated tee



Tiny magnet placed under the black magnetic ball (simulated golf ball).

3. Actual golf tees used as pegs on the course board

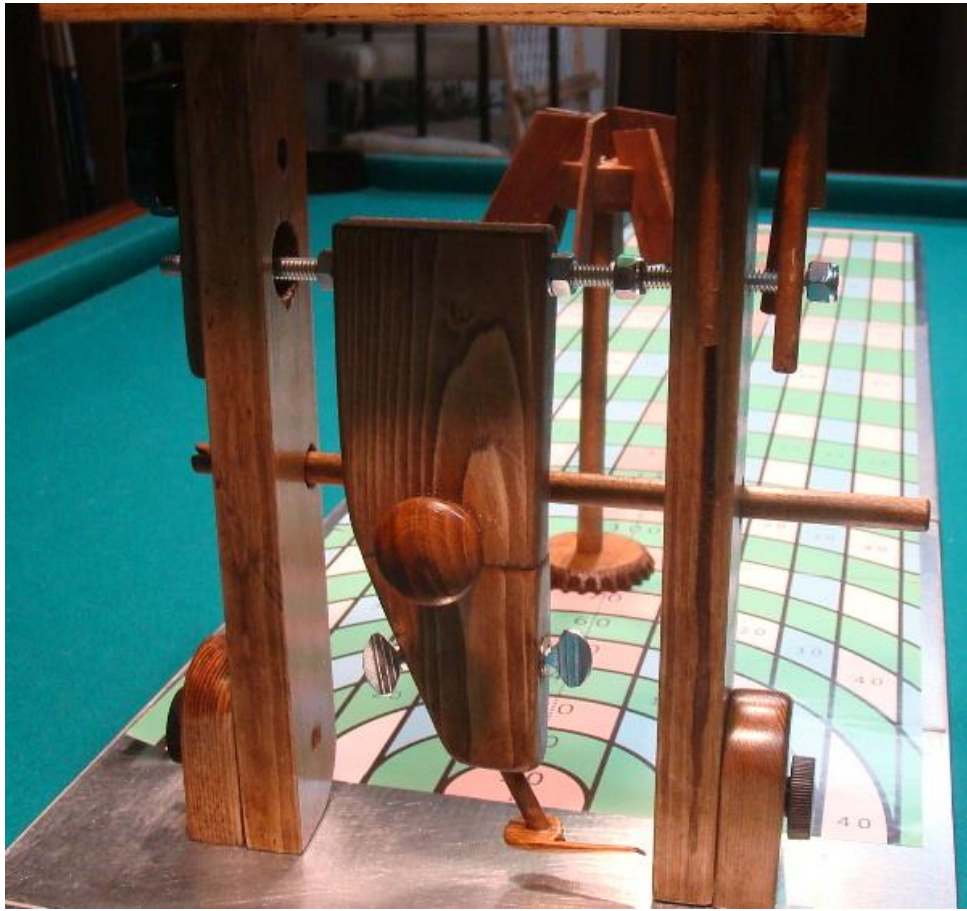


4. Simulated tree, used to position as obstacle when operating the simulated golf swing.



Has magnetic base for anchoring on action board.





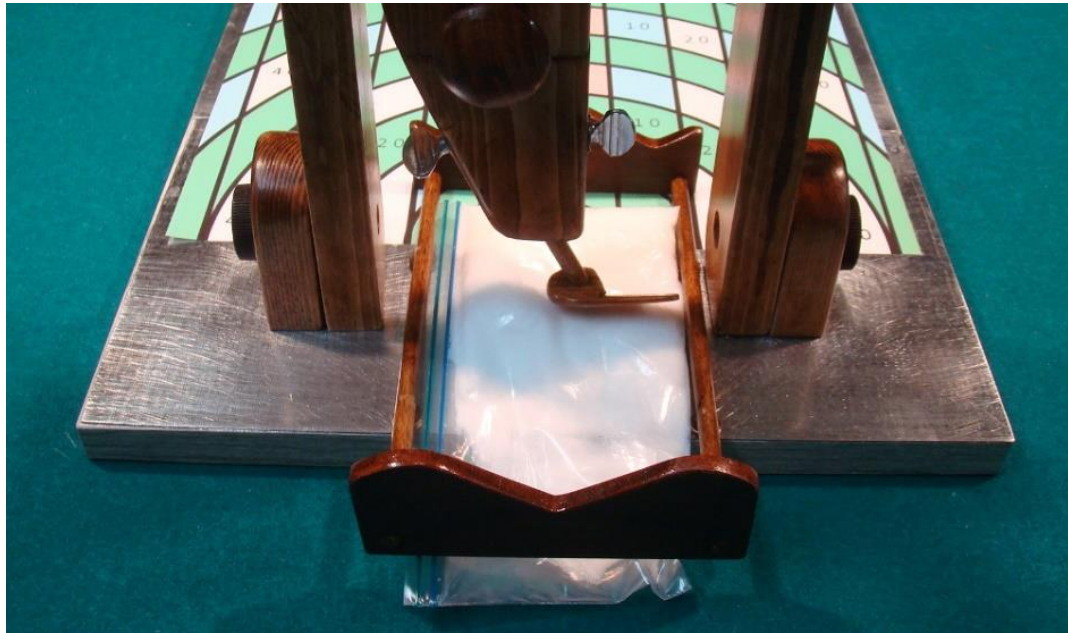
Simulated tree as obstruction.

5. Simulated grass platform





6. Simulated sand trap platform



7. Simulated hole (magnet disk with flag)



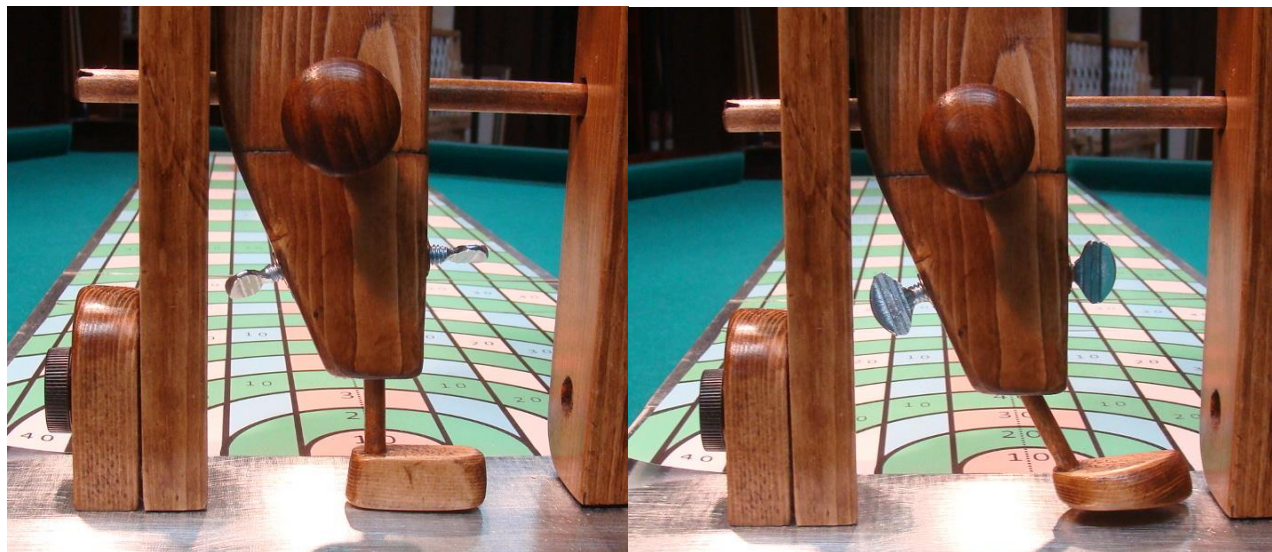






## Pendulum Swing structure

A pendulum is used to simulate a golf stroke. It allows for selected club to be mounted with thumb screw. Putter is vertically installed, others at fixed angle.



Putter

Wood

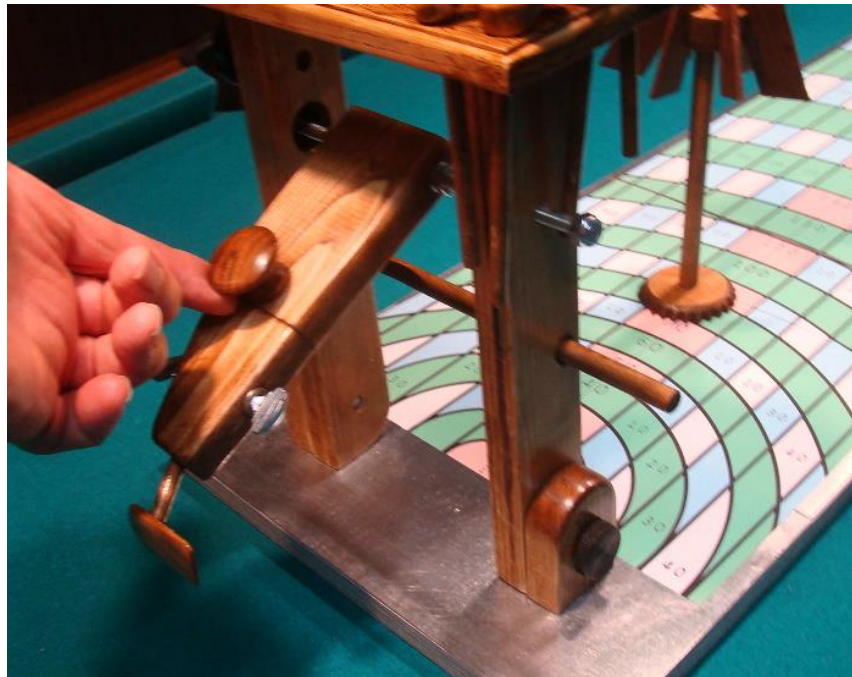


The swing pendulum can be adjusted for strike angle with black knob located at upper left.

Pendulum has ability to break open to affect a smaller strike radius. A wooden dowel is inserted to cause a bumper action. The dowel has a carved-out area that can be used to adjust the pendulum contact.



The strike mechanism has a round wooden knob used to elevate the pendulum. When released, the ball is struck.



Player has ability to select and adjust:

- ✓ Club (wood, iron(s), wedge, putter)
- ✓ Ball platform (no platform, sand trap, grass)
- ✓ Ball placement
- ✓ Use of simulated tee with no platform.
- ✓ Pendulum angle (upper left knob)
- ✓ Use of pendulum break action (insert dowel)
- ✓ Amount of swing



## Rules

Basic golf rules apply.

After operating the pendulum swing the resulting location of the simulated golf ball on the action board determines the amount and direction of the course board peg movement.

The action board scale shows the distance and left or right travel. Each 10 yard represents one peg position. For example, 50 yards forward and 10 yards right would be marked as 5 peg holes forward and one right. The peg begins at the course tee off position. If a peg lands on an occupied peg, that peg is advanced one peg position in direction of hole.

If ball leaves the action board, player must repeat swing and count extra stroke.

If driven ball attaches to simulated hole (magnet), consider ball pocketed.

If pegged position is in a pond, move peg to nearest land peg hole, add one to stroke count.

When multiple players reach the green, the player closest plays next.

If pegged position is off the course board, stay at the edge position and add one to stroke count.

The swing function must conform to the course situation.

### **Tee off**

Player can use the simulated tee, a tiny magnet under the ball directly on the metal surface of the swing platform.

### **Normal fairway**

Player cannot use the simulated tee. Can swing from the metal platform or can use simulated grass platform

### **Sand trap**

Player must use the simulated sand trap

### **Tree obstacle**

Player must position simulated tree at front of swing platform like the fairway situation

### **Green**

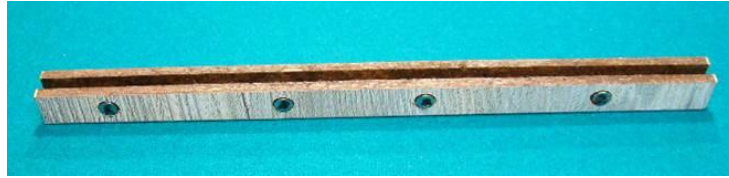
Player can use any club or platform. The simulated hole must be placed on the action board in proximity of the hole relative to the course peg position. Hole is made when ball attaches to simulated hole. The flag can be removed if desired.

## Shutdown (repackage)

Unjoin the 3 action board pieces (from tongue and groove).

Loosen swing structure knobs on front piece and fold down.

Install groove adapter (12x 5/8) on front piece (magnet side up).



All course pieces have inside and outside edges. The outside edges are identified by routing. Separate the course pieces and position upright on the front action piece (containing the folder down swing structure). Use the fairway pieces, outer edge up) on the long sides of the front action piece.

Use two tee off pieces on one end and two holes pieces for other end. All joined with inside edges and outside edges up. Position side with surface magnets against outside edge of fairway piece.



Note placement at upper right corner



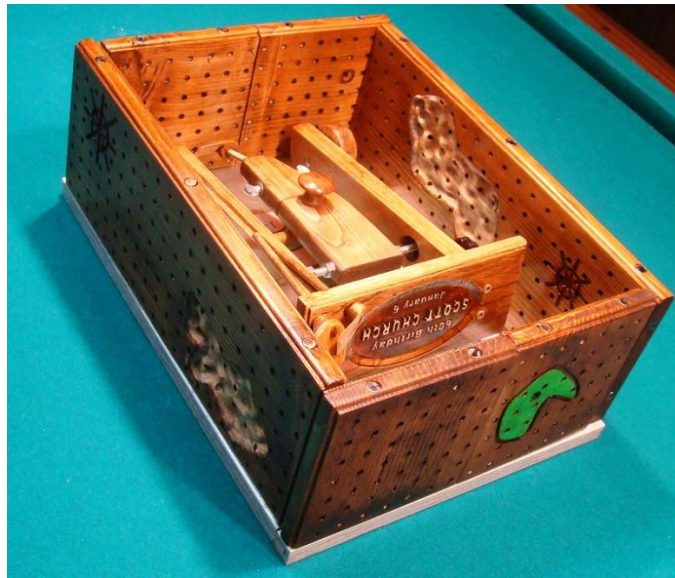
Note placement at lower right corner





Note placement at upper left corner

Final placement at lower left corner



Place accessories in box area.

- ✓ tee's
- ✓ clubs
- ✓ simulated tree
- ✓ sand trap platform
- ✓ grass platform
- ✓ hole flag
- ✓ score sheets
- ✓ extra balls
- ✓ User Guide -printed PDF version. Online version at:

[www.vernonite.com/hobbycraft.games.golf1.htm](http://www.vernonite.com/hobbycraft.games.golf1.htm)

Place either of the remaining action board pieces on top of edge pieces (metal/scale side down to attract magnets) to form box

Remaining action piece can go on bottom (metal/scale side up to protect scale) or top (metal/scale side down to protect scale).



When handling assembled box, remember the third 12x15 action piece on top is not attached.