

The Crazy Contraption Miniature Golf Game



WARNING:

CHOKING HAZARD-Small balls.
Not for children under 3 years.

For 2 to 4 players / Ages 6 and up

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U.S. Patent Pending, Printed in U.S.A.

OBJECT

To be the golfer who shoots the best game and wins the most chips in 9 holes on the GOOFY GOLF MACHINE™.

EQUIPMENT

GOOFY GOLF MACHINE™ contraption • Game board • 1 Putter • 2 "Golf balls" • 1 Score card with 4 Scoring markers • 16 Scoring chips • Consumer-applied labels

ASSEMBLY

See assembly instructions on this sheet, and refer to the photos on the package.

Note: Set the completed GOOFY GOLF MACHINE contraption and board on a hard, level surface such as a table or floor. If the surface is not level, the balls may not land in the holes, and the Elevator may not always latch in the down position.

GAMEPLAY

- Each golfer decides what color scoring marker he/she wants on the score card.
- The youngest player goes first. Play passes to the left around the crazy golf contraption.

Notes:

- Before the first shot and after every hole that activated the Elevator in the Tower, the player whose turn it is resets the Elevator by pushing the black lever on the front all the way down (see drawing). If the lever won't go down all the way, change the black switch to the other position, push the lever down, and return the switch to the starting position.
- Before playing **Hole #1**, the Water Slide, press down the **1** side of the switch on the side of the Elevator.
- When playing **Hole #6**, the Splish Splash, press down the **6** side of the switch (the other side of the same switch).

On your turn:

Prepare to tee off! Put either ball in the "tee" at Hole #1, the Water Slide. (The second ball is a spare.) Set the putter with its "feet" around the ball. Using the sight on top to set up your shot, line up the shooter with the hole you're aiming for; in this case, it's the entrance to the Elevator.

FORE! Put your index finger inside the Putter and depress the lever to shoot the ball towards the hole. You get three tries – "strokes" – to make the hole. If you make it, slide your color marker on the score card to record how many strokes it took. Example: If it took two tries, slide the marker over two holes from the START hole. If you did not get the ball into the hole in three tries, slide the marker to "MISS."

After all players have tried Hole #1, the player who has the best score for the hole, by making it in the fewest shots, wins a chip. If players tie for the best score for that hole, no one wins a chip! Move on to try Hole #2, the Spiral.

Play continues until the first 8 holes have been played, then you each play the famous ninth Hole!

BONUS: Hole #9

You don't use the score card for this hole. Instead, shoot the ball at Hole #9, the Purple Gator.

If the ball lands in a hole marked "1," take one chip. If it lands in the hole marked "2," take two chips. Your turn ends as soon as the ball lands in one of the holes, or after your three tries.

After each turn, push the Gator's tail end down to open his mouth again.

WINNING

All players add up their chips. The player with the most wins. In case of a tie, the tied players compete in a sudden-death shootout: Start at Hole #1; the first player to earn one chip wins!

NOTES:

- Remember to reset the Elevator after every shot that activates it. Push the lever all the way down.
- At **Holes #1** and **#6**, you must set the exit hole by pressing down the black switch before shooting.
- If the ball gets hung up inside, you are allowed to nudge the contraption gently to dislodge it.
- If you make a crazy shot but it goes in the hole anyway, it counts – as long as it landed in the hole you were aiming for!
- If your ball shoots all the way through the hole and out of it, this does not count as a completed hole. Count this as one stroke on your score card and try the hole again – if you have any strokes left.



We will be happy to hear your questions or comments about this game. Write to:
Consumer Relations, Parker Brothers,
P.O. Box 1012, Beverly, MA 01915.

GOOFY GOLF MACHINE™ ASSEMBLY

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NOTES:

- Have an adult break the individual plastic parts off the runners; scissors may be needed.
- Pop cardboard residue from pre-punched game board holes.
- The additional cardboard pieces you need are printed on a removable strip at one end of the game board.
- Begin each step by applying all labels to the separate parts. **NOTE:** Labels are represented by single capital letters (A, B, N, etc.).

Do Steps 1 - 7 in numbered sequence.

5. YELLOW ELEVATOR TOWER

- Place label **N** (the number 1) on front of Tower next to the black switch.
- Place label **N1** (the number 6) on back of Tower (see drawing inside) on flat spot next to black switch.
- Snap purple Windmill into top of Tower.
- Place Tower into hole at center of green base.
- Set Elevator to ground floor by pushing lever on the front all the way down. If it won't go all the way, change black switch to other position.
- Push black switch on side of Elevator **DOWN**. This sets Elevator for **Hole #1**.

6. HOLE #1: PURPLE WATER SLIDE

- Snap "bar" shape on end of purple piece **1A** into "gripper" on side of Elevator at spot marked 1.
- Insert "tongue" on lower end of purple piece **1B** into narrow slot in swimming pool. Rest slide support into indentation in green base.

7. HOLE #2: BLUE SPIRAL

Lift corner of game board and, from underneath, feed two rectangular tabs of Blue Spiral up through game board slots. Push down on corner of board to seat piece.

Proceed to Step #8, inside.

1. Unfold game board and turn so swimming pool is facing you, on your left.

2. ORANGE BUMPERS

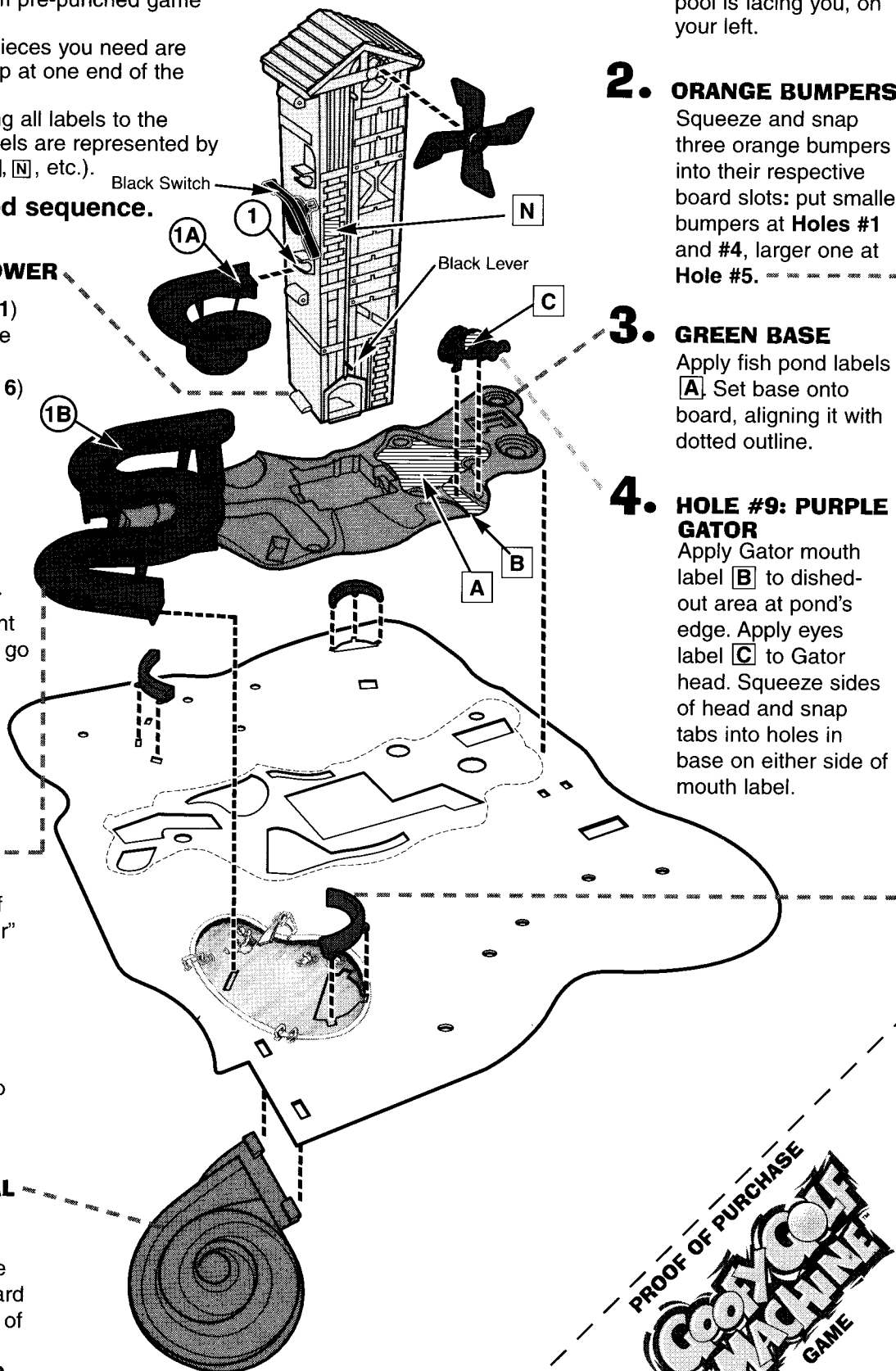
Squeeze and snap three orange bumpers into their respective board slots: put smaller bumpers at **Holes #1** and **#4**, larger one at **Hole #5**.

3. GREEN BASE

Apply fish pond labels **A**. Set base onto board, aligning it with dotted outline.

4. HOLE #9: PURPLE GATOR

Apply Gator mouth label **B** to dished-out area at pond's edge. Apply eyes label **C** to Gator head. Squeeze sides of head and snap tabs into holes in base on either side of mouth label.



PROOF OF PURCHASE
GOOFY GOLF MACHINE
GAME

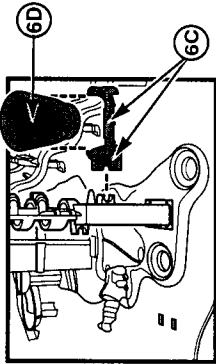
Do Steps 8-12 in numbered sequence. Step 8 is located below right, under main drawing.

9. HOLE #6: SPLISH SPLASH (ORANGE SINK & PIPE)

- Insert purple faucet into Sink piece (6A) by sliding triangular shape through triangular hole in sink; push faucet back to lock.
- Holding long sink Pipe piece (6B) so details of piping and knobs are facing you, slide sink drain down onto top of Pipe.
- Snap base of long Pipe into hole in green base. Attach assembled unit to side of Tower at spot marked 6.

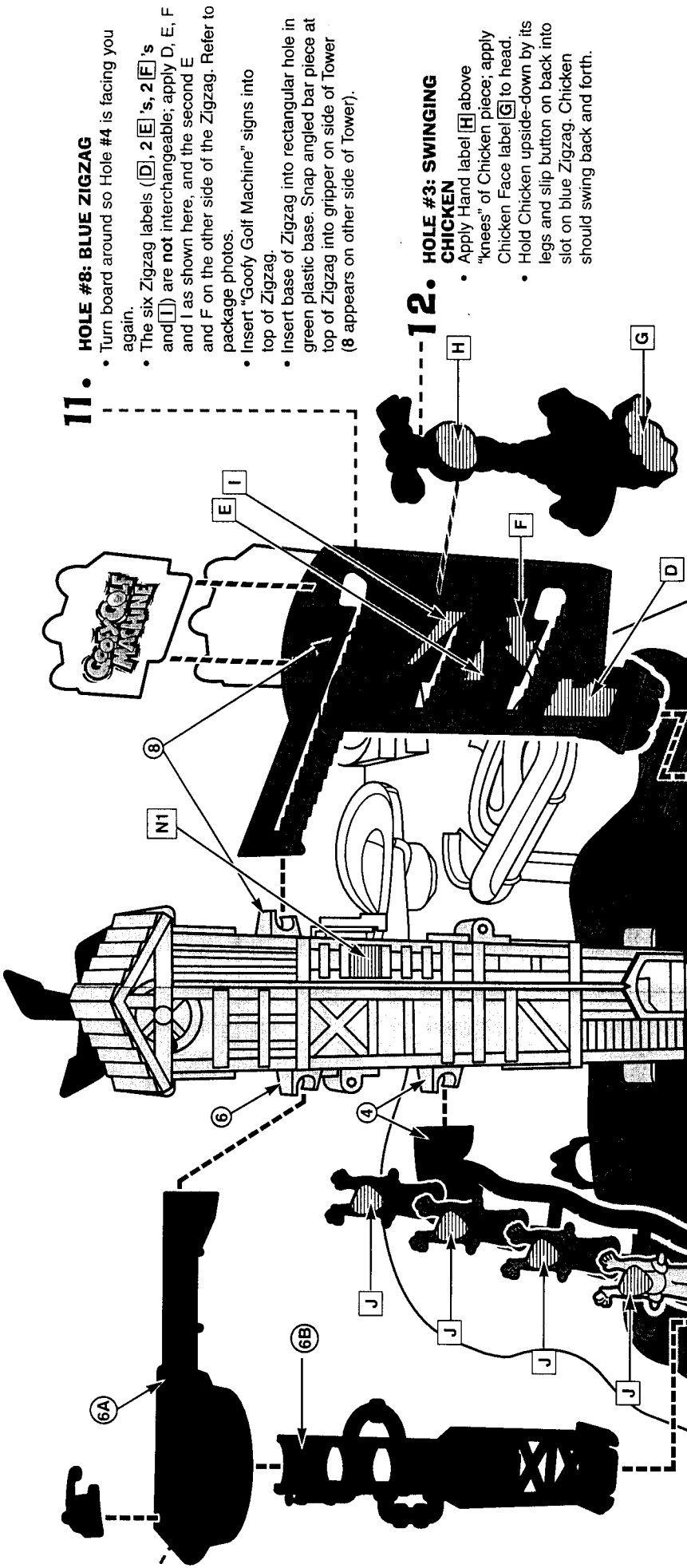
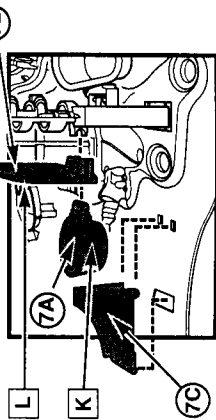
PURPLE TUB

- Turn board so Wave is at your right.
- **IMPORTANT:** Before you proceed, take the black U-shaped Tub Support piece (6C) and remove the black plastic bar that spans the U opening; twist it to snap it off; the piece now looks like (6C) pictured below.
- Snap bar (6C) on Support into side of sink Pipe piece (6B).
- Balance Tub (6D) in black Support: With narrow (foot) end of Tub facing you, rest notches on outside of Tub on pivots inside black Support, so Tub tips towards you.



10. HOLE #7: BLUE AND ORANGE SLAM DUNK

- Apply Backboard (L) and Hoop Net (K) labels.
- Slide Hoop piece (7A) through hole in Backboard (7B), from the front; then snap orange bar on Hoop into gripper on back side of long Sink Pipe.
- **Blue Ramp (7C):** Slide front lip into rectangular slot and under board. Pinch two back feet together and insert into board slots.



11. HOLE #8: BLUE ZIGZAG

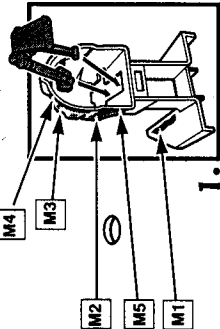
- Turn board around so Hole #4 is facing you again.
- The six Zigzag labels (D, 2E's, 2F's and I) are not interchangeable; apply D, E, F and I as shown here, and the second E and F on the other side of the Zigzag. Refer to package photos.
- Insert "Goofy Golf Machine" signs into top of Zigzag.
- Insert base of Zigzag into rectangular hole in green plastic base. Snap angled bar piece at top of Zigzag into gripper on side of Tower (8 appears on other side of Tower).

12. HOLE #3: SWINGING CHICKEN

- Apply Hand label (H) above "knees" of Chicken piece; apply Chicken Face label (G) to head.
- Hold Chicken upside-down by its legs and slip button on back into slot on blue Zigzag. Chicken should swing back and forth.

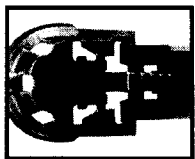
TO ASSEMBLE PUTTER

- Apply labels (M1-M5) as shown.
- Insert black Putter piece into back of orange Putter housing (Drawing 1). Line up the point of the Δ on the black Putter with the point of the V inside the housing, then push the piece down hard with your thumb, so the t-bar snaps into slots in front of Putter (see Photo 2).
- To verify you have snapped tabs into correct slots, check the back of the Putter (see Photo 3): Through the rectangular hole, you should be able to see the small bar end of the flexible spring. If you can't see it, force the spring into the correct hole.



HOLE #4: ORANGE WAVE

- Turn board so Hole #4 is facing you.
- Apply Face labels (J) to people figures, then snap all four into Wave piece (4), in any color order.
- With figures facing down the Wave, snap bar at top end of Wave into gripper marked 4 on Tower. Rest Wave base into hole in board.



TO ASSEMBLE SCORE CARD

Hold a scoring peg by its flag and insert its base into one of the four long slots on the score card. Twist the peg to seat the base. Now you can slide the peg up and down in the slot.

RESTORAGE

To store your game safely in its original box, remove all the parts except the three orange bumpers in the game board holes. Do not dis-assemble individual units.