

Air GUNNER GOLF

RULES OF PLAY

- Work your way round the course, holes 1 to 9.
- The Par value of each hole indicates the number of shots you can take – e.g. you take four shots on a Par 4 hole.
- Aim for the 'hole' (black) – even if you just snick it, you score 3 points. You get 1 point for each shot that lands on the 'green' (light green).
- If you see any rabbits on the green, bop them off as they're worth 2 points!
- Watch out for the 'sand' (yellow) and 'water' (blue) hazards, though – they lose you points! Shots that land in the 'rough' (dark green) score nothing.
- Place your target at a range to suit you and your hardware – and make sure you use a safe backstop.
- Set your sights on the Practice Range... then go shoot a round of Air Gunner Golf!

SCOREBOARD

- 100-108 points – One helluva marksman!
- 75-99 points – Airgun crackshot
- 50-74 points – Top airgun shooter
- 25-49 points – About par for the course
- 15-24 points – Room for improvement
- 14 points or less – Go check your sights!

