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Playing M.I. Golf

With every M.l. Golf Game, you get the "Patented" Shotmaker with choice of six interchangeable clubs that easily snap into his hands. A dozen Styrofoam driving balls, as well as 4 putting marbles also comes with each set. The set includes a tee box, water hazard, flag, cup, 2 sand traps, and scorecards.

Assembling the Shotmaker

1. The grip is attached to the shaft by screwing the cylinder onto the grip. Simply pull the bottom of the grip out and place it onto the top of the shaft. Once the grip is aligned, bring the metal cylinder up and screw it onto the threads at the bottom of the grip.





2. Store the six clubs on the shaft using the brown caddy ring. Always put the club on and take it off using the bottom narrow end. Each club has a notation on the back of the club saying what club it is. The clubs are: 1 & 4 Woods, 5 & 7 Irons, Wedge (w) and the Putter.

Holding the Shotmaker

There are two ways to hold the Shotmaker and you should experiment with both to see which works best for you.

1. Regular Grip

With this grip, hold the Shotmaker like a regular golf club. Hold the club in your left hand and with the index finger on your right hand operate the trigger loop by sliding your hand







 Separate Grip
Hold the Shotmaker with the left hand, and operate the trigger ring with the forefinger and thumb of your

right hand.

