

INSTRUCTIONS FOR

Miniature Golf: Pocket Course, n.d. (ca. 1930s) from Miniature Game Co., Hancock & Somerset Streets, Philadelphia PA with rubber-stamped New York address of 710-6th Avenue. (may also be known as Pocket Golf).

"INSTRUCTIONS

POCKET GOLF Courses are unique realistic reproductions of the finest of miniature golf courses.

"To start the game the player places the ball in the groove at the beginning of number one, tilts the box to start the ball rolling and tries to guide it into the round hole of this number. If successful the ball will come out of the tunnel at the end of the box marked HOLE. If the ball drops into a trap (other holes than round) it will come out the tunnel at the end of the box marked STROKE. Number one is played until the ball comes out of the tunnel marked HOLE then player starts number two playing until the ball comes out HOLE then number three and so on around the course, keeping score on each number, in end totaling -- low winning. If during the play the ball jumps off onto the rough (green representing grass) it is a stroke and player returns to Tee Off of hole being played.

PAR 21"

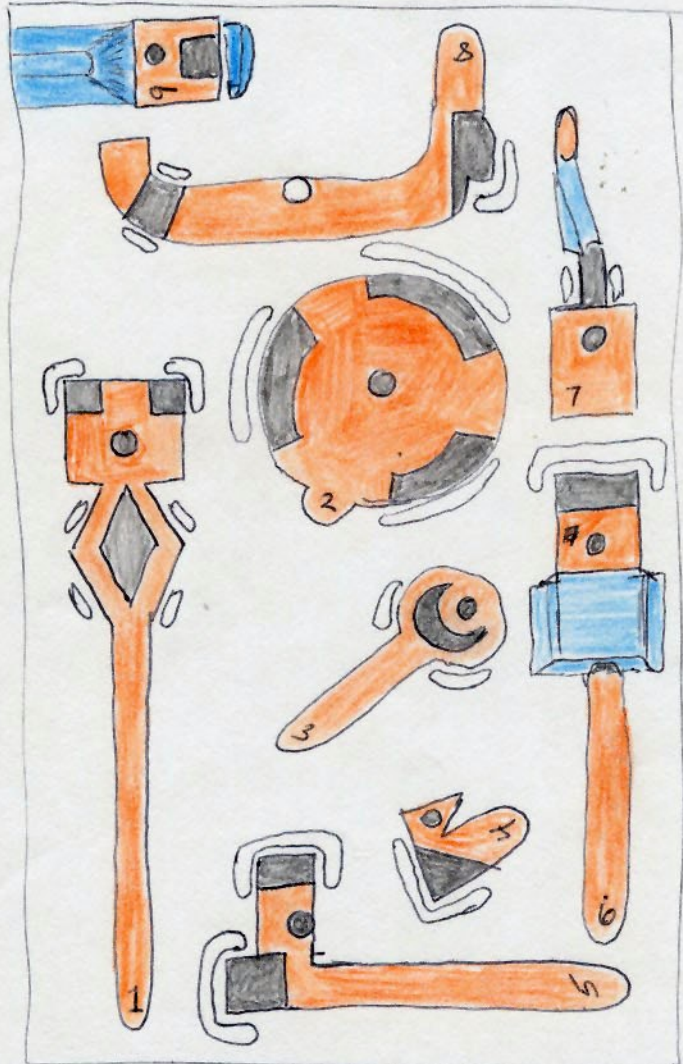
ROUGH (VERY ROUGH)
SCHEMATIC
OF
MINIATURE GOLF: POCKET COURSE

Play Area = Orange

Obstacles (made of unfinished wood) = light blue

Sand Traps = outlined areas, white interiors

Hole and Stroke Holes = outlined areas, pencil interiors



Box Size: 4" x 7"