

Jumpin' Tees

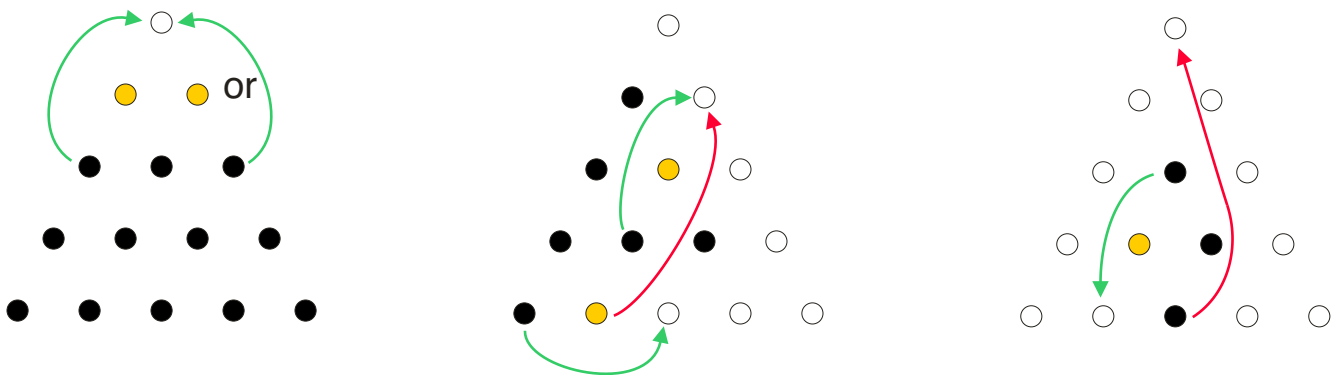
Your game Has a protective cover that must be removed before sublimating.

The holes in the template are only for approximation. These games are hand drilled so they may vary slightly from game to game.

To transfer place sublimation transfer face up on a table, place the game face down and center it on the print. Wrap the sides around and tape on back (like wrapping a present) while being careful not to move the game. Then place face up in press, cover with scrap paper or Teflon sheet. Press with medium pressure at 400 f for 2 minutes. Times and temps may vary depending on your inks and press. It is normal for tees to be slightly snug after pressing.

Game Play

There are 15 holes in the game piece. Fill all of the holes except one with a tee, it does not matter which hole you leave open. Then you jump a tee over another to the blank hole and remove the tee you jumped over. Do this until there are no jumps left. The idea is to get to the end with only one tee left. In the illustration below the green lines show legal moves while the red lines show illegal moves. The yellow dots show which tee you would remove after jumping.



Don't be discouraged if you don't get down to one tee. This game is actually very difficult.

Number of tees left:

5+ = You really need some practice

4 = Average for a beginner

3 = Not bad, but you can do better

2 = Very good, your almost there

1 = You Win... Now can you do it again?
