



GAME GUIDE





When it comes to play,
the possibilities are endless
inside the Topgolf Swing Suite.
Our interactive simulators offer a
variety of golf and non-golf games.

Go from smashing a 7-iron to
striking out a batter with a fastball
in a matter of minutes. It's all that
and more when you step up to the
big screen.

TABLE OF CONTENTS



TOP
CONTENDER



TOP
CHALLENGE



TOP
PRESSURE



BASEBALL
PITCHING



ZOMBIE
DODGEBALL



CARNIVAL
CLASSIC



HOCKEY
SHOTS



QUARTERBACK
CHALLENGE

OVERVIEW

If you've been to an outdoor Topgolf venue, this game mirrors the signature Topgolf game.



TOP CONTENDER

EQUIPMENT

Choose from any available golf clubs provided by Topgolf Swing Suite.

GOAL

Achieve the highest cumulative score after completing all shots by successfully hitting the golf ball into targets.

HOW

Accumulate points by successfully hitting the golf ball into any of the targets on the screen. More points are awarded for hitting closer to the center of each target. Double points are awarded for hitting the glowing targets.

LEVELS

BEGINNER: The glowing targets will rotate between the three targets closest in distance. Double points are awarded for hitting glowing targets.

ADVANCED: The glowing targets will rotate between the three targets furthest in distance. Double points are awarded for hitting glowing targets.

TIP

- When possible, hit the glowing target that is furthest in the distance for maximum points.





TOP CHALLENGE

EQUIPMENT

Choose from any available golf clubs provided by Topgolf Swing Suite.

GOAL

Land each ball closest-to-the-pin and achieve the lowest cumulative score from each tee box.

HOW

Hit balls from the designated tee box and land the ball closest-to-the-pin. The closer to the pin the ball lands, the lower the score. The winner is the player with the lowest score. (Penalty points are assessed for landing off the green.)

LEVELS & YARDAGES

NON-TOURNAMENT MODE: 4 BALL OPTION ONLY

- Beginner: 2 balls from 93 and 2 balls from 126 yards
- Advanced: 2 balls from 138 and 2 balls from 167 yards

TOURNAMENT MODE: 2 BALL OPTION & 4 BALL OPTIONS

- Beginner 2-Ball Option: Hit 2 balls from 76 yards
- Beginner 4-Ball Option: Hit 2 balls from 76 and 2 balls from 103 yards
- Advanced 2-Ball Option: Hit 2 balls from 149 yards
- Advanced 4-Ball Option: Hit 4 balls from 177 yards

OVERVIEW

TopChallenge is a closest-to-the-pin game that transports players to a tee box on an imagined golf course.

Penalties are assessed for landing off the green. Landing a ball a couple inches one way or the other can be the difference between winning and losing.



OVERVIEW

Test your ability to accurately hit your shots. Players hit balls to try to close each of the 9 sections in a designated target.

The Beginner level uses only the Yellow Target. The Advanced level uses only the Green Target.



TOP PRESSURE

EQUIPMENT

Choose from any available golf clubs provided by Topgolf Swing Suite.

GOAL

To close out each of the 9 sections of the designated target.

HOW

Accumulate points by successfully hitting into all 9 sections of the designated target.

LEVELS

BEGINNER: Focuses on the Yellow Target.

ADVANCED: Focuses on the Green Target.

TIPS

- Players who have golf skills may have an easier time accumulating points than non-golfers.
- No points will be awarded for hitting any other target than the designated target.





BASEBALL PITCHING

EQUIPMENT

Use the Soft Serve Baseballs provided by the Topgolf Swing Suite team when playing this game.

GOAL

To score as many points as possible within the allotted 9 pitches.

HOW

Points are accumulated by completing "Strike-Outs." A strike-out constitutes of 3 strikes. No points will be awarded for completing a single strike. Points will be deducted if the batter gets a "hit." If the "Pitch Clock" counts down to zero one of the allotted balls will be lost.

LEVELS

BEGINNER: The Player will face off against a team of Zombies.

ADVANCED: The Player will face off against a team of human avatar baseball players. The virtual batter is much more likely to achieve a "hit" in the advanced option.

TIPS

- For the best chance at getting a strike-out, aim for the on-screen "Strike Zone" box and throw the ball hard and fast.
- Make sure that when playing, you don't get too close to the screen and step on the simulator "tracks," causing the ball to track incorrectly.

OVERVIEW

It's the bottom of the 9th inning and you're the pitcher trying to protect a three-run lead and strike out the opposing team with nine pitches.



OVERVIEW

Defend yourself against a trio of zombies!



ZOMBIE DODGEBALL

EQUIPMENT

Use the Dodgeballs provided by Topgolf Swing Suite team when playing this game.

GOAL

Score as many points as possible during the allotted 60 seconds by hitting the head or body of a zombie. Red zombies score more points than Yellow zombies and Yellow zombies score more points than Green zombies.

HOW

Accumulate points by hitting Zombies with dodgeballs. Head shots eliminate the zombie and will accumulate more points. If zombies reach the front fence, the players remaining time will be eliminated.

LEVELS

BEGINNER: The Player faces Zombies in a Barnyard setting.

ADVANCED: The Player will face off against Clown Zombies with a Carnival themed background.

TIP

- Hits to the Red Zombies' heads score more points.
- Make sure that you are only throwing one ball at a time - only one ball will track at a time.
- Don't get too close to the screen and step on the tracks causing the ball to track incorrectly.
- Multiple Players can play at the same time - just make sure that only one ball is being thrown at the screen.





CARNIVAL CLASSIC

EQUIPMENT

Use the Soft Serve Baseballs provided by the Topgolf Swing Suite team when playing this game.

GOAL

Score as many points as possible during the allotted 60 seconds by popping the most balloons or breaking the most plates!

HOW

- Points are accumulated by popping balloons/breaking plates.
- More points are awarded by eliminating smaller balloons, before they inflate and become a larger/easier target.
- More points are awarded for breaking smaller plates and hitting a plate while on its side.
- If 10,000 points are accumulated, the Player will advance on to a bonus round.

LEVELS

BEGINNER: The Player will attempt to pop as many balloons as possible in 60 seconds. If a glowing balloon is popped an extra “shot” will be added to the remaining balls.

ADVANCED: The Player will attempt to break spinning plates. If a glowing plate is broken an extra “shot” will be added to the Player’s remaining balls.

TIPS

- Make sure that you are only throwing one ball at a time - only one ball will track at a time.
- Don’t get too close to the screen and step on the tracks causing the ball to track incorrectly.

OVERVIEW

Immerse yourself in a variety of good-old-fashioned Carnival games!



OVERVIEW

Try to hit the on-screen target using a hockey stick and street hockey ball.



HOCKEY SHOTS

EQUIPMENT

Use the Hockey Stick and NHL® street hockey ball provided by the Topgolf Swing Suite team when playing this game.

GOAL

To score as many points as possible in 8 attempts.

HOW

Accumulate points by hitting and breaking the target.

LEVELS

BEGINNER: The targets will be closer to the “ice”.

ADVANCED: The targets will be further off the “ice,” making it more challenging to hit.

TIP

- Hit the street hockey ball off the putting green—no ice is required to play this game.





QUARTERBACK CHALLENGE

EQUIPMENT

Use footballs provided by the Topgolf Swing Suite team when playing this game.

GOAL

To achieve points by successfully completing passes, and ultimately completing a touchdown drive.

HOW

Complete passes to accumulate points. A pass is complete when you hit either an offensive player or offensive player's target with the ball. More points are awarded for hitting the player's target vs. hitting the player. Players complete multiple passes successfully to reach multiple first downs, until a touchdown is completed. If the ball is intercepted or the clock expires before the pass is completed, the game is over.

LEVELS

BEGINNER: The virtual players run slower allowing the Player more time to complete a pass. Play begins at the 30 yd line. This can be found under the "Fun for All" game category.

ADVANCED: The virtual players run more quickly forcing the Player to throw the ball more quickly while still remaining accurate. Play begins at the 50 yd line. This can be found in the "Competitive" game category.

OVERVIEW

As the quarterback, you drive down the field looking to score a game-winning touchdown against a tough defense. Your wide receivers are counting on you being a top-notch QB!





MUST BE AT LEAST 21 YEARS OLD TO PLAY | ©2019 FOREST COUNTY POTAWATOMI COMMUNITY, WISCONSIN