Game Overview

TOPTRACER

GAME MODES ON TOPTRACER RANGE MONITOR

Toptracer Range features a variety of games suited for all ages and skill levels, including Go Fish and the iconic Pebble Beach and Old Course at St. Andrews on Virtual Golf.

Warm Up | 1 player

A one-player game mode with a training mode that allows guests to hone their skills by offering data based on the ball flight. Great for: The statistician and the avid golfer.

- Carry Distance – How far the ball traveled in the air
- Total Distance – How far the ball traveled with the virtual roll
- Ball Speed – How fast the ball was going
- Launch Angle – The angle the balls leave the hitting surface
- Height – The apex of the ball flight
- Side Deviation – How much curve the ball has from start to finish
- Landing Angle – Angle of the ball flight when it hits the ground
- Hang Time – How long the ball is in the air
- Distance to the Target – How far away from the nearest target the ball lands

My Practice | 1 player

Designed to show club-specific statistics and record them to the golfer's history on the Toptracer phone app. Players must create a Toptracer profile for stats to be stored in the app. Great for: Beginners and players looking to improve and learn more.

- Club Selection – Woods, Hybrids, Irons, and Wedges.
- Target Selection – Go to the "Range Map" and click on the target you would like to aim at as your center.
- Follow onscreen instructions (hit 5 shots) and total will be calculated.
- Change club by touching "Select Club" tab in the top left center.
- Shots will track in different colors, you can see the on-screen comparison of different clubs.
- Poor shots can be removed by simply tapping "X" next to the shot data or by going into "All Shots" tab in the upper left corner.
- The camera angle of the shots can be toggled by tapping on the upper right tab.
- At any time during the game, you can select a new club, change your target, or quit and select a new game mode.

GAME MODES ON TOPTRACER RANGE MONITOR

🚩 Closest to Pin| 1-8 players

Designed to challenge golfers with accuracy – the goal being a Hole in One (HIO) on a short par 3 hole. Great for: Millennial social seekers, families, competitors and the golf purist.

- The game mode includes a virtual bounce and is paired to a local and global leaderboard.
- Players are only eligible for the leaderboard if they have logged in with the Toptracer app.
- Each player will get three consecutive shots with the goal of hitting their ball closest to the pin for the set distance.
- Closest to the pin wins.

Long Drive | 1-8 players

Who can hit the farthest? This game lets guests settle the argument once and for all by turning the range in a proper long drive grid for up to eight players. Great for: All around golfers and competitors, millennial social seekers, kids and families.

- Allows players to compete against each other in a long drive competition.
- This game mode lets each player hit three balls consecutively then starts a new game.
- The range is virtually slimmed down to a narrower grid for accuracy.
- Any balls landing outside the narrow grid will count as "out of bounds".
- Each ball hit will show distance, ball speed, and carry.
- While playing this game it is extremely important to be sure to check your Range Map to confirm you are aiming at the correct target.

- The game provides a mulligan option if you want to try a shot again.

Points Game| 1-8 players

A game for up to 8 players, allowing players to compete with one another for points based on the distance the ball lands from the target, and the distance of the target from the bay.

Great for: Millennial social seekers, kids, and families.

- The further the distance and closest to the center, the more points you score.
- This game uses virtual rings that appear around the targets on the range.
- Four rings per target; two rounds; three shots per round to determine the winner.
- If the ball lands in the ring it will score. If it lands outside of the ring it will have a second chance (virtual bounce and roll) that will allow the player to score points inside the target.
- Any ball that lands outside of the target area counts as "0"

- A quick and fun way for players to turn their range time into a competition

Virtual Golf | 1-4 players

An opportunity to play some of the world's greatest golf courses right from your bays. Individuals and groups can play a full 18 holes without ever having to leave your range. Great for: Golfers and competitors, millennial social seekers, kids and families, and people who like to travel.

- The games can be played in stroke, scramble or match play.
- This game includes a handicap mode, which allows none, sloped, and manual.
- Select the number of mulligans per player.
- Check Range Map to confirm you are aiming at the correct target.
- Golfers take turns making their way towards the green.
- When in putting range (approx. 35 yards from pin), the player will have an option (between close target to chip for final score of the hole). This does not include a bounce and roll.
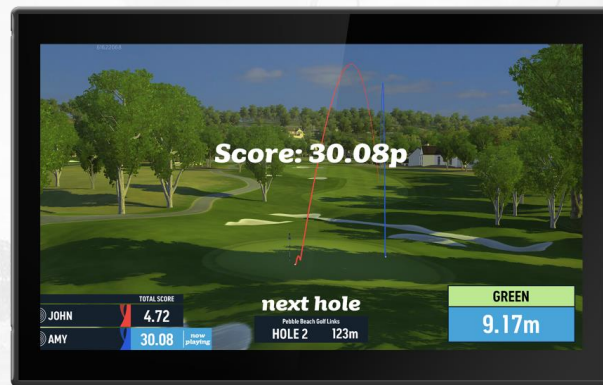
Approach Challenge| 1-8 players

All shots in this game mode are approach shots, so the hole in question could be a par 3, 4 or 5 and the hole set can vary; both the number of holes and which course they belong to. You just hit one shot on each hole with the main goal to come as close to pin as possible, the closer you are to pin, the lower the score. Scoring works according to 1 ft = 1 point. If you miss the green you will be penalized with extra points depending on which surface you land on (see penalty legend below). Each players score from each hole is summarized, and will make out the total score.

help

Hit your best approach shots and hunt the pin. Distances from the pin on each hole will be totaled, so lowest score wins! Be aware that shots into the rough or a hazard are penalized, so hit them tight!

APPROACH CHALLENGE

PENALTY LEGEND

PATHWAY +25
OUT OF BOUNDS +50
DEEP ROUGH +20
HAZARD +40
GREEN
BUNKER +30
FRINGE +5
FAIRWAY +10
ROUGH +15

Go Fish| Group Play

Fun game to play at Toptracer enabled driving ranges that can be played cooperatively or competitively by players of all skill levels. The trajectory of your shots represent the fishing rod and depending on where the ball lands you get a different type of catch. For every traced shot you always get a catch so everybody feels positively rewarded for participating. Catch all 26 creatures of species to complete your collection.

- Single round of the game is 24 shots. Shots can be taken by one or all players in the bay

- Every 6th shot is a bonus shot where the player can catch more than one fish and/or score more points for the team.

- If a child or beginner is struggling, they can hit "Help Shot" and a trace will appear on the screen and catch a fish.

- Aquarium – players/groups who log into the Toptracer bay can see what fish they caught during the game by going to the aquarium, and their collection is maintained between sessions.

Driving Challenge | 1-8 players

You could say that Driving Challenge is the close cousin of the Approach Challenge living in the other end of the course. All shots in this game mode are tee shots on either par 4 or par 5 holes. You hit 9 tee shots on 9 different holes. Points will be rewarded for both length and accuracy. The longer the shot the more points you will get but be aware, if you don't hit the fairway or if the pin is obstructed you will be penalized. This means that it comes down to risk vs reward. Will you go for the green or safely lay up with an iron? It's your call.

Flyover - Prompt the flyover to see the points of interest for the hole in question.
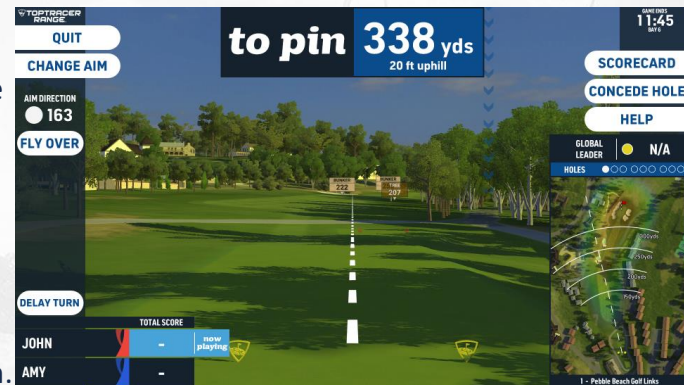
Delay turn - For faster paced play the option "delay turn" is available. Suppose you are playing a game with five players and the player up next is, for some reason, not at the bay; then you can choose the option "delay turn" which will put him/her last in line. The player in question will not be skipped but put last in line.

Scorecard - The scorecard has quite a few new elements due to scoring

Concede Hole - Conceding gives the player in question 0 points for the hole in question.

Hole set - Right above the mini-map there is a set of circles indicating on which hole you are.

Heatmap/Mini map - On top of the mini map there is a pulsating heatmap indicating where it is preferable to land your shots. The tonality of the heatmap goes from blue to red, or cold to hot if you will. The deepest red coloring is always framing the green.

Toptracer30 (T30)| 1 player

Our most comprehensive assessment of golf skills for golfers looking to improve their game or experience the pressure of a real round. This 30-shot game simulates on-course scenarios at The Champion course at PGA National.

How it works – Consists of 30 shots: nine tee shots (on par 4s and par 5s) and 21 approach shots (three shots from seven different 25-yard distance brackets.

At the beginning of the game, you'll be asked to input a reference handicap. This number will be used for comparison purposes throughout the game, so we recommend using your current handicap if you know it. As you hit each shot, T30 uses the strokes gained methodology to calculate how efficiently you move from point A to point B.

At the end of the game, T30 generates an estimated performance handicap, a total game score, and a number of personalized insights that you can use to inform your next practice session.