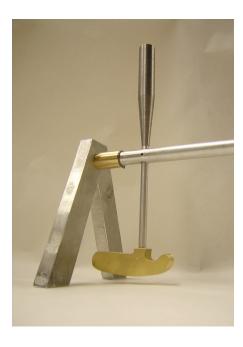
- Physically disabled
- Ages 8 and up
- Community Centers
- Arcades
- Game Halls

# **Sustomer Needs Met**

- Fun yet challenging
- Aesthetically appealing
- Varying difficulty
- Wheelchair accessible
- Ball return for convenience
- Ergonomic Putter



he game levels the playing field for me and my ends. It's definitely something I would play in a ame room or bar."

- 10,000 US Community Centers
- \$3,000,000 with 10% penetration

# **Business Plan**

- Investment: \$750,000

- IRR: 20%

Breakeven: 2.7 yearsNPV: 285,000 for 4 years

# **Technical Risks**

- Commodity Prices
- Penetration with our costs
- Competitors' products
- Damage to table



### **Special Thanks to:**

Chris Magee, Matt Duplessie, David George, Ian Smith, Dick Crisafulli, Jim Mullarkey, David Hariison, Jen Buxton, Ian Hunter, David Wallace, Dick Fenner, Joe Cronin, Bob Gertsen, Steve Haberek, Bob Nuttal, Maureen Lynch, Nate Ball, 2.009 TAs

## Brought to you by 2.009 Red Team

Atiya Hassan, Brad Schiller, Devin Neal, Heather Felix, Mike Beltran, Allan Reyes, Chris Ruggiero, Sam Berberian, Ryan Bavetta, Chris Bateman, Christi Winiarz, Darren Chun, Matt Blanco, Teri Hall, and Aron Zingman.





A table top game that bring the fun and enterainment of golfing indoors

# wicroGoit Design

# reatures

### **Table Features**

- Classic stained Oak
- Multi-adaptive playing surface
- Cam-actuated pistons to alter terrain
- Predetermined positions for separate courses
- Ball return system
- 28.5 inches to bottom of table
  - o Allows wheelchair to roll underneath

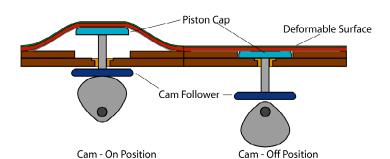
### **Jtter**

- Simple intuitive putter movements
- Handle usable by most people
- Actual golf grip emulates actual putter
- Realistic balanced Mini Putter

### Variable Terrain

- Cam-Piston system
- Twelve cams providing nine separate layouts
- Surface: robust rubber and foam laminate









# **Ball Return**

- Eliminates player interface with ball
- Linear pull-solenoid
- Activation buttons at all four corners
- Accurate launching onto table

