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### Amusement

Miniature golf isn't about  
 Getting the ball into the chute  
 With the least amount of swings possible

It's about smacking that ball with all of your might,  
 And trying to get it into the most bizarre locations,  
 Such as the fish statue pond or  
 The series of recently trimmed hedges,  
 Or even the adjacent traffic-congested highway if you aim properly.

Because such a venture requires true talent  
 And mustered courage of an unfathomable degree.

There's a certain art to laser tag,  
 That incorporates the reality that  
 The farther you are from your target  
 The harder they are to hit,  
 So in order to remedy that situation  
 You might as well get in  
 Point-blank range and  
 Score points off that kid  
 Who still thinks he's on your team.

Normally this would be described as cheating  
 But that's just a more pejorative definition for  
 Strategy.

And those circular river water rides  
 That pretty much guarantee that you'll get soaked  
 Even when you're just leaning over the  
 Metal fence that's meant to keep pedestrians  
 From getting too excited about the upcoming splash,  
 Those are essentially available as a means  
 To prevent anyone from cutting lines ahead of you  
 For the rest of the day, because no one in their  
 Right mind if going to try and push you aside  
 When you're dripping wet and leaving a  
 Puddle below them wherever you're waiting.

(Stanza Break)

It's unfortunately also a punishment for  
Anyone standing behind you,  
But at least it makes it easier  
To save spots for friends  
When the dry population of the park  
Is keeping their distance from you.

Go-Karts isn't exactly about winning,  
Because if you wanted to get first place,  
You could easily just wait for your chance  
To grab one of the first few cars in the line.

Instead, it's all about choosing one of the cars in the middle,  
Just to make sure it runs fast enough,  
And from there your goal is to hinder as many  
Other drivers as possible, while also tallying  
Your score depending on how well you  
Dismantle their plans.  
You get one point for passing them,  
Two points for tapping their rear bumper,  
Four points for cutting them off at the curve  
And if you ever manage to cause them to  
Spin off-course and into one of the tire boundaries,  
Without the park employees shaking their fist at you,  
That's a whopping ten points, because it's pretty  
Difficult to do that at ten miles per hour.

Getting a hole-in-one during miniature golf  
Winning a game of laser tag  
Waiting in line in the traditional mundane way  
Getting first place in Go-Karts  
It's all been done before,  
It's all rather dull and mundane nowadays.

But leaping outside of  
The limits those chained fences  
Impose by trying to restrict you  
From thinking beyond what they now offer  
And altering the rules set forth by  
The mechanical and tedious rides,  
Seems to be the only way to  
Fill up the string-less balloons that you'll  
Release into the afternoon, letting the sound  
Of escaping helium remind everyone else

(No Stanza Break)

Of the giggling and laughter  
That was once enough to satisfy us  
Of the soaring rides that once took us to  
Heights that we never thought we'd reach,  
And of the vibrant colors of a world forever lost  
That you still somehow remember  
Years after the paint had begun rusting away.