



IN ASSOCIATION WITH  
**Pringle**  
OF SCOTLAND

**INSTRUCTION  
MANUAL**

**ENGLISH · FRENCH  
GERMAN · ITALIAN**



# Pringle

OF SCOTLAND

Pringle of Scotland was founded in the Scottish Border town of Hawick in 1815. From the beginning Robert Pringle drew on the skills and values of local craftsmen and women to build a company dedicated to quality and Pringle has been supplying superior mens and womens clothing ever since. Every Pringle garment brings with it the same heritage of craftsmanship, style and quality. Now as then Pringle carefully selects only the best materials to construct garments that distinguish and endure. And now more than ever Pringle continues to set the same standards for quality and style that have brought it international recognition as the natural name for sport and leisurewear.

Pringle of Scotland is recognised world - wide as the premier name for golfwear. Whatever the conditions Pringle golfwear performs to the exacting standards demanded by the world's top golfers. Nick Faldo has been a Pringle of Scotland golfer since 1981 and the Pringle Nick Faldo Collection now offers the complete look for the complete golfer.

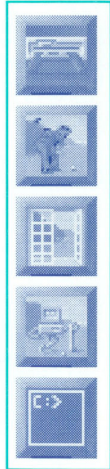
# INTERNATIONAL OPEN GOLF CHAMPIONSHIP

## AT THE CLUB HOUSE

After the game has loaded you arrive at the clubhouse.



The Clubhouse Menu offers the following options....



Disk Menu (load/save current game) : D key

Play Game (select course/game type, players) : P key

Continue current game : C key

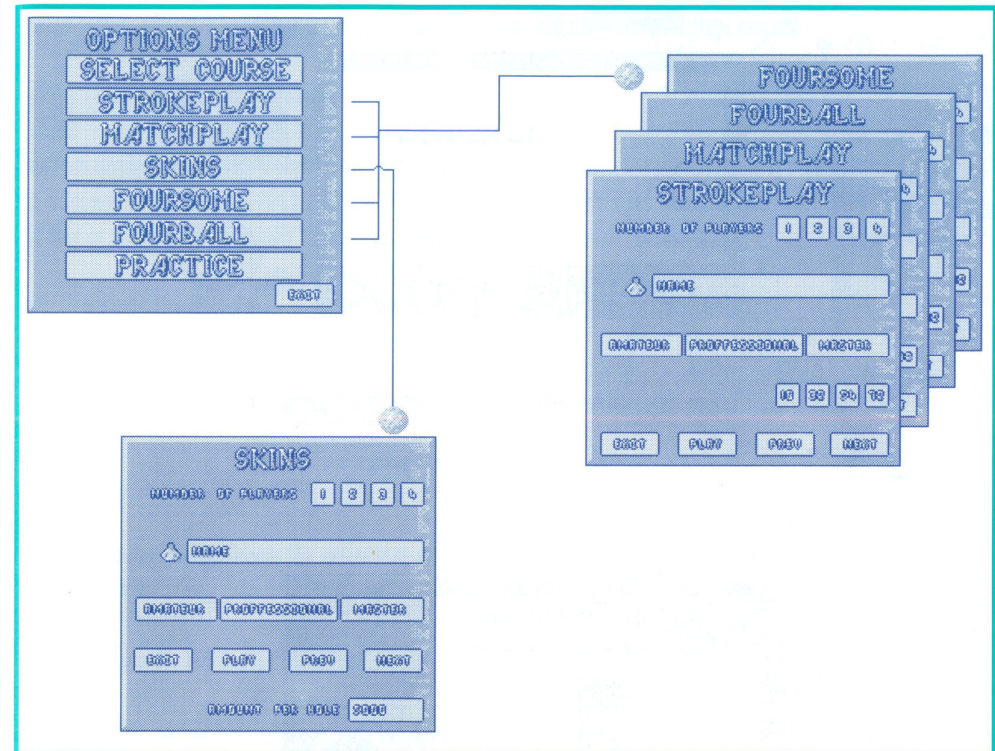
Demo Flyby of selected course : S key

Exit to DOS : ESC key

Selecting Play Game takes you to the main options menu.

## THE MAIN OPTIONS MENU

The Options Menu offers sub menus that allow you to set up and enter a game or practice a hole.

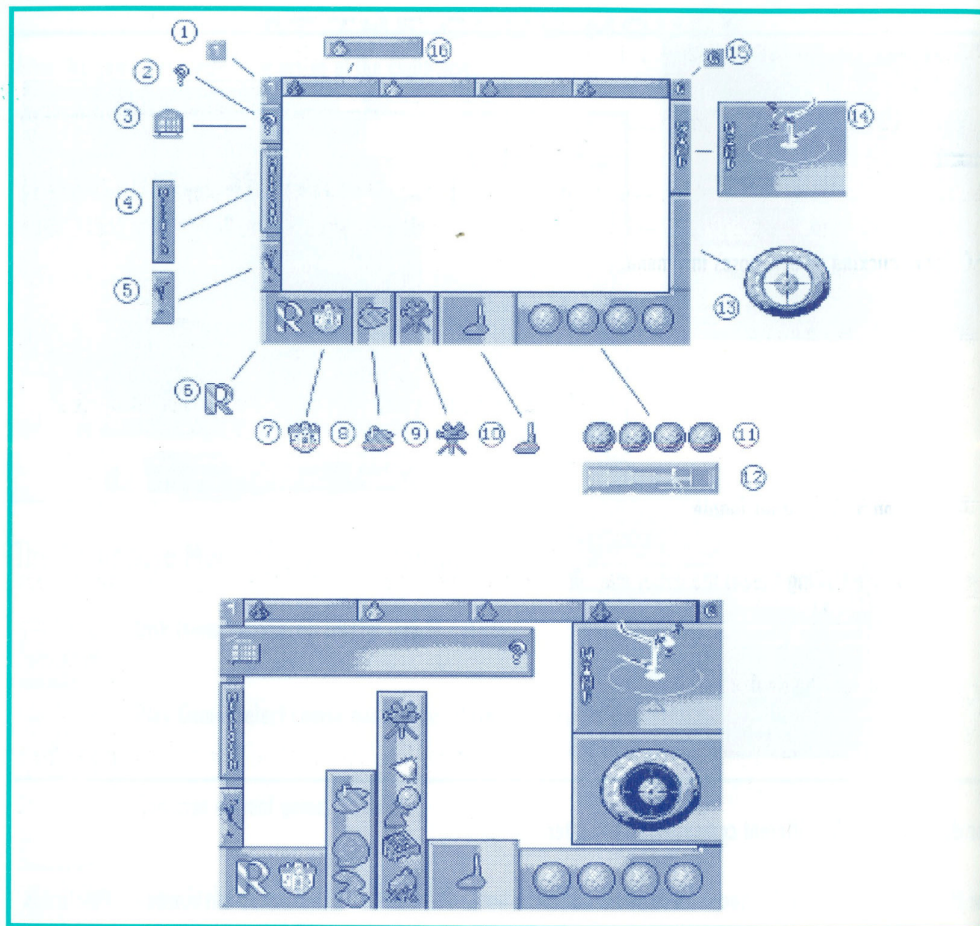


For definitions of the different competitions, see later.

For NOW SELECT PRACTICE, choose a course then select a hole. You will now enter the 3D environment. Practice is always at Amateur level.

## THE IN GAME MENUS AND ICONS

On arrival in the 3D Environment you are confronted with this screen:



All the functions necessary to play the game are deployed either on screen or under related sub menus. Most functions are accessible using the keyboard as well allowing speedier play for experienced users.

### THE MAIN ICONS EXPLAINED

#### Icon 1: The Flag Direction Finder

This icon displays a small white flag on screen which lets you see the direction of the flag when it is over the visible horizon. Click again to switch it off.

#### Icon 2: The Information Menu

This icon opens the Information menu which tells you the current Hole number, par, length, distance of last shot, distance to flag, and gives access to the leader board. If you select this menu using the left mouse button, it will always reopen after the ball stops moving. If you select using the right button it stays closed.

#### Icon 3: The Leader Board

This icon displays the Leader Board allowing you to assess your position in relation to other players. It is found on the information menu. Use UPPER and LOWER options allow you to view the whole board. Right mouse button, the ESC key or clicking on exit closes this menu.

#### Icon 4: The Mulligan

The "Mulligan" is an American rule used by mutual agreement in non competitive matches. It allows a player to retake his/her last shot without penalty. This is available in practice mode only.

#### Icon 5: The Golfer Toggle

On the Putting Greens the golfer may obscure your view of the hole. The Golfer Toggle allows you to make him invisible.

#### Icon 6: The Replay Icon

This icon replays your last shot using the current camera view. You can change the view and replay the shot as many times as you wish.

#### Icon 7: The Clubhouse Icon

This will take you to the main Clubhouse menu allowing you to start a new game.

#### Icon 8: The Maps and Previews Menu

This icon opens the Maps/Previews Menu allowing you to examine the course and best shot to play. A detailed description of this and other menus follows this. Right mouse button opens fast, left button slow.



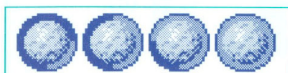
### Icon 9: The Cameras and Views Menu

This icon opens the Camera menu allowing you to choose from a range of viewing parameters so you can best see the flight of the ball.



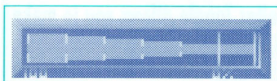
### Icon 10: The Club Selection Menu

Although a great number of clubs are now available to the golfer it is only permissible to carry a total of fourteen clubs in competitions. We have given you the preferred selection used by most professionals. The clubs are labelled and when selected your chosen club moves to the top of the menu to show you your selection.



### Icon 11: The Stroke Icons

Most golf games are played on a full or even stroke, the choice of club then alters the range and trajectory of the ball. The more experienced players can divide a stroke into arcs of 1/4, 1/2, 3/4, and full giving an enormous range of shots but retaining a level of consistency that allows an experienced player to easily predict the results of a shot to within a few yards in most conditions. This method also has a strong learning curve as a shot is more repeatable when you use an even, well practised stroke.



### Icon 12: The Putting Control

Putting is an altogether different affair to the normal golf stroke. On the putting green the ball stays in contact with the ground which means every discrepancy and bump will affect the progress of the ball. When judging speed and direction one must give due consideration to the form of the green. Unlike the normal stroke, the putting stroke has to deliver varying power to the ball.



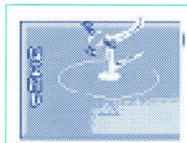
### Icon 13: The Clubhead Sight

The clubhead sight gives the player realistic control over the ball whilst still offering a random element in direction relevant to the varying conditions and suitability of the club/stroke selection.

The sight allows you to play Hook, Slice, Draw, Fade, Chip, Punch shots and combinations. A detailed description of this control follows later.

The random factor is induced by the fluctuating movement of the ball as you try to position the sight over it. This effect becomes more exaggerated if the club you are using is unsuitable for the terrain. Playing out of a bunker or from the rough, is much more difficult than playing from the fairway. The wobble is much reduced at professional and amateur level.

## TO CLOSE AN OPEN MENU, CLICK ON THE TOP OR RIGHT ICON OF THAT MENU



### Icon 14: The Wind Indicator

The wind indicator shows the strength and direction of the wind in relation to yourself. The arrow at the bottom of the menu is the direction you are facing, the windmill itself faces into the wind so the tail points with the wind and the blades rotate faster as the wind speed increases. Wind is only active at Master level.



### Icon 15: The Grid Toggle

This icon toggles a visible grid on/off the landscape allowing you a better view of the lie of the land.



### Icon 16: Player Details

In matchplay competitions this icon shows you the players' standing. In competitions where order of play is unimportant this allows you to skip between them.

## MESSAGES AND CONDITIONAL OPTIONS

There are certain shots that are deemed illegal or unplayable. Often a ball will land too close to a tree or obstacle. In this event you will be notified with the message "UNPLAYABLE LIE". In the event your ball strays too far away from the hole you are playing, or too close to another hole, you will be notified with the "OUT OF BOUNDS" message.

Likewise, if your ball lands in the water you will be notified with a similar message box saying "BALL IN WATER". Both will offer you the option to rehit the shot from your original position or to drop the ball at a point no closer to the hole that is safe. The computer will judge the drop. All options incur a penalty of one shot. Sometimes your ball lands very close to the water but does not go in. Your golfer will play the shot even if it means standing in the water to do so.

If your ball stops within 2 yards of the hole you will be offered a "GIMME", this sinks the ball without any further stroke and without penalty. It is available in all competitions and at all skill levels.

## THE MENUS

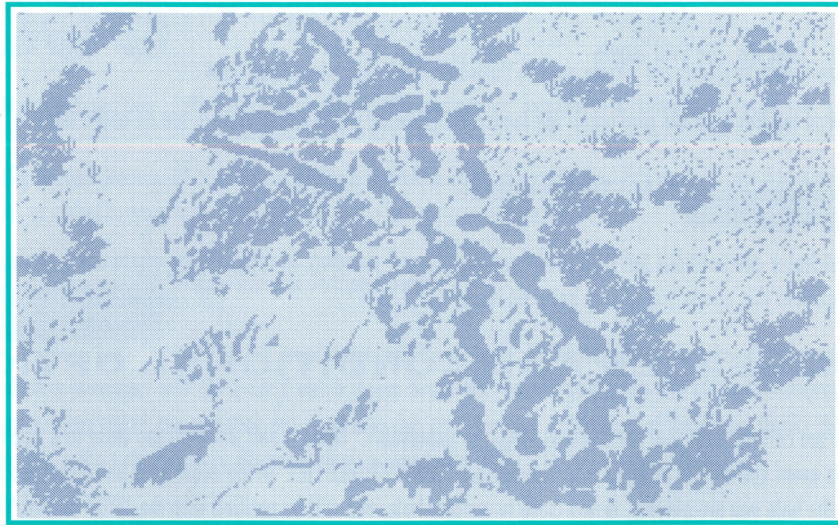


### Menu 1: The Maps and Previews Menu

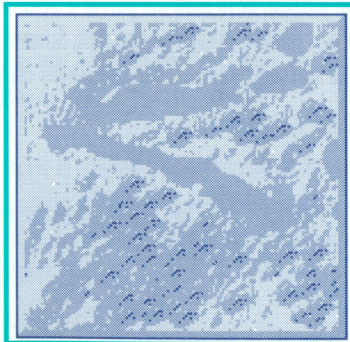
This gives access to further icons that allow you to examine the course you are on.



A: View the entire course map



B: View hole map. This option on practice allows you to position the ball anywhere within out of bounds. Clicking right mouse button exits without moving the ball.



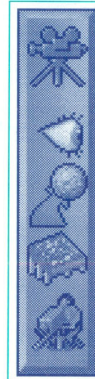
C: Preview hole. This flies you in a straight line to the flag, rotates you around it then flies you back to your current position.



D: Preview shot, this shows the approximate destination of the ball using the selected club on full stroke, played in the direction currently set.

## THE CAMERA VIEWS MENU

This menu allows you to choose what you see after taking your shot.



Golfers Eye View. The quick option - this views the motion of the ball from the spot you take the shot. The view then moves to where the ball comes to rest.



Track Ball View - This follows the ball in motion and has a sub menu offering four options: view from the front, left side, right side and back.





























Spectator View - This views the ball from the side of the Fairway panning to follow before cutting to Golfer's Eye View when the ball stops.



TV View - This pans and follows the ball from optimum angles. When the ball stops it smoothly rotates to the new viewing position. This is the slowest option.

These view options can be made on different settings for different players and can be altered to replay a shot.

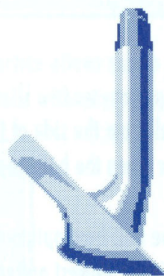
## THE CLUB MENUS AND NOTES ON CLUB RANGES

WOODS	DRIVER		240 yds	
	3-WOOD		220 yds	
	5-WOOD		190 yds	
LONG IRONS	2-IRON		200 yds	
	3-IRON		190 yds	
	4-IRON		180 yds	
MEDIUM IRONS	5-IRON		170 yds	
	6-IRON		160 yds	
	7-IRON		150 yds	
SHORT IRONS	8-IRON		140 yds	
	9-IRON		130 yds	
WEDGE	PITCHING WEDGE		110 yds	
	SAND WEDGE		80 yds	

The above distances are approximate for a professional player making a perfect shot off level ground.



Woods and Drivers



Irons and Wedges










Putters

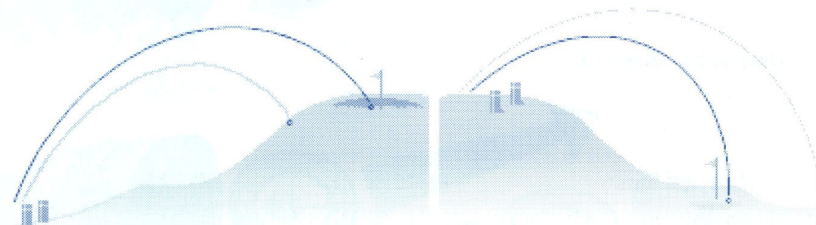
The different clubs are designed very differently to cope with various conditions. Woods are heavy and fairly straight faced, and are designed for long range shots. Most modern Woods are actually metal. Use your driver for distance off the tee and your smaller woods for Fairway use.

Irons are generally either of forged or cast construction. The 2 iron through to the 4 iron have ranges slightly less than that of the Woods and offer controllable range from the fairway or even the rough. The medium Irons, 5 iron to 7 iron, give you mid range control whereas the short irons and wedges give you greater loft to overcome obstacles, escape bunkers and allow you to play short chips near the green.

The putter is designed for the precise rolling of the ball across the greens and is used nowhere else.

	THE CLUBS	FACE ANGLE
1 WOOD (DRIVER)		10°
3 WOOD		15°
5 WOOD		21°
2 IRON		18°
3 IRON		22°
4 IRON		26°
5 IRON		30°
6 IRON		34°
7 IRON		38°
8 IRON		42°
9 IRON		46°
PITCHING WEDGE		50°
SAND WEDGE		56°

Note the angle of the clubface in relation to its range and loft. Understanding the qualities of the clubs makes for an easier and more enjoyable game.



The range of a shot will be affected if you are playing uphill or downhill. Downhill shots will travel further, uphill shots travel less than a shot played on level ground.

## The Clubhead Sight, The Nine Shots, Chip, Pitch and Punch.

The ball can be struck in nine ways not counting chip, pitch or punch. Some of these shots may be desirable, others utterly disastrous. All the shots depend on how you address the ball and whether your clubface is open or closed. The following diagrams show how positions on the sight relate to real shots.

At amateur level it is not possible to apply any hook or slice but it is possible to chip or punch.

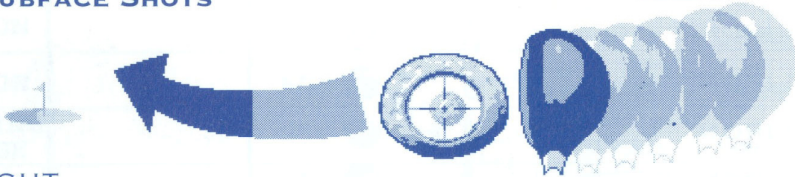
At amateur level the sight will flash RED (the "SWEET SPOT") i.e. the best point at which to hit the ball taking into account the type of ground and the position at which the ball is lying on the ground.

The "SWEET SPOT" serves only as a guide for absolute beginners and we anticipate that given practice and experience you will be able to achieve shots that are better suited to your goal.

To actually take a shot click on one of the stroke icons 1/4, 1/2 etc. the clubhead sight will scroll into view. Now position the ball and click with the left button to swing. Clicking the right button cancels the shot allowing you to make alterations. When the ball is in motion you can jump straight to the ball's final rest position by pressing the ESC key or right mouse button.

### SQUARE CLUBFACE SHOTS

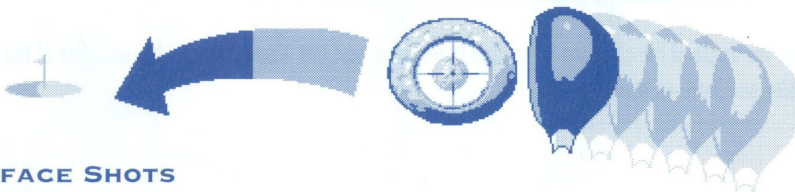
THE FADE



THE STRAIGHT

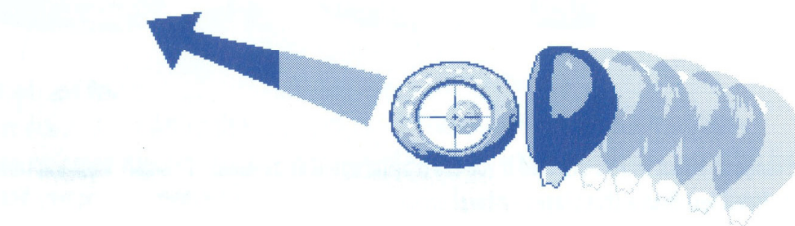


THE DRAW

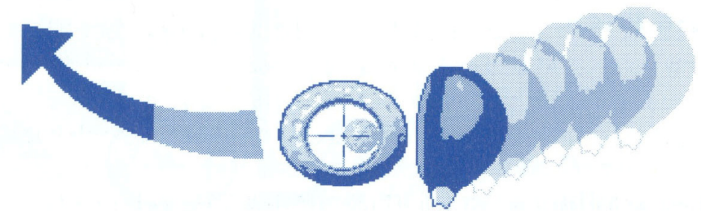


### OPEN CLUBFACE SHOTS

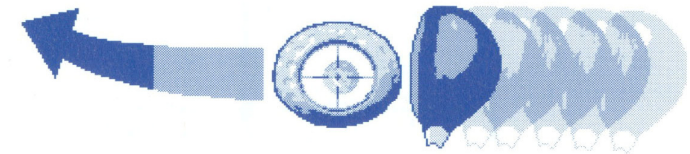
THE PUSH



## THE SLICE



## THE PUSH SLICE

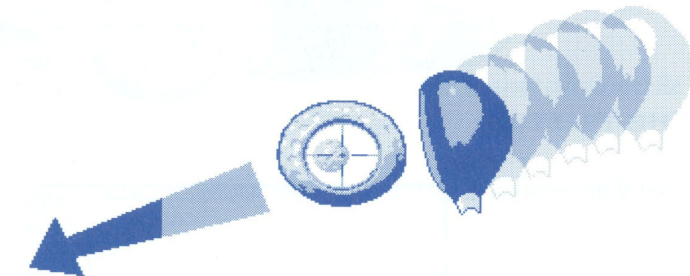


### CLOSED CLUBFACE SHOTS

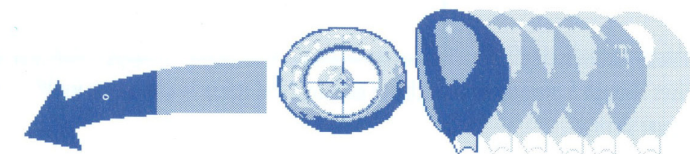
THE HOOK



THE PULL



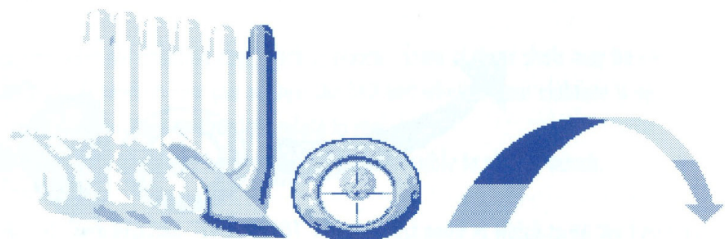
THE PULLHOOK



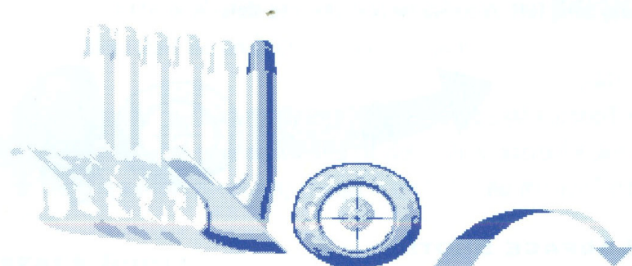


## CHIPPING, PITCHING AND PUNCHING

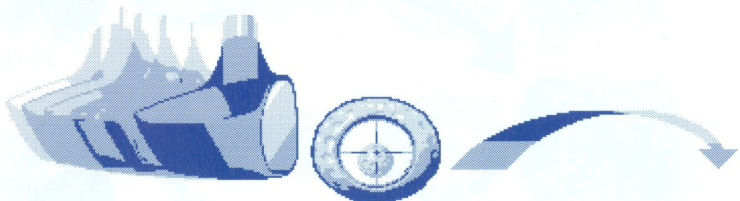
### THE PITCH



### THE CHIP

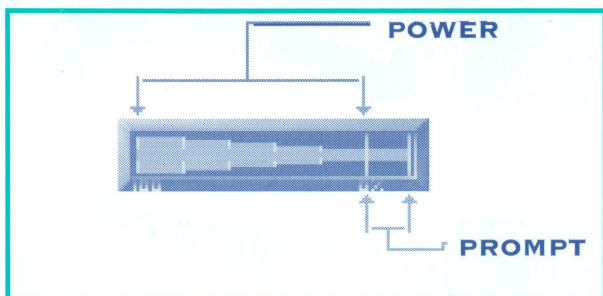


### THE PUNCH



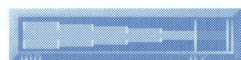
## THE PUTTER

### Layout of the control



The power indicator first rises through a prompt area which has no effect and exists to give you a warning when to click, especially on low power shots.

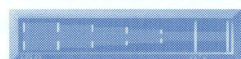
### Example



0% no power



50% half power

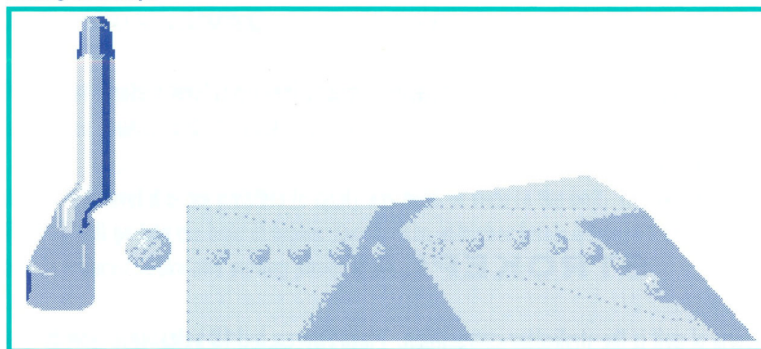


and full power

The power of a shot and its course are affected by the type of terrain and the slope of the terrain. This may cause you many difficulties as you obviously cannot examine the lie of the terrain as well as you can in real life, but use of the grid and plenty of practice are the only cure. At lower skill levels the ball will drop into the hole at high speeds, but at master level you will require a good knowledge of the behaviour of the ball.

Look at the slope of the green and direct your putt to take advantage of the terrain.

### Putting on a slope



In this example the ball would tend to roll away to the right, so aim slightly left and let the slope carry it in at the right speed.

Slopes naturally affect the speed of the ball as well as direction, putting uphill will require more power than putting on the flat, and of course putting downhill will take less.

On level ground a player of master status using maximum power should be capable of achieving a putting distance of 30 yards.

## THE DIFFERENT COMPETITIONS OF GOLF

A standard golf course has 18 holes. A hole can be par three, four or five. A par is defined as the amount of strokes required to sink the ball into the hole.

The par for a hole is not arrived at by actually playing the hole to see how many strokes it takes, this would be affected by player abilities, weather etc. Instead, par for a hole is based on its length "as the crow flies" from tee to flag.

Holes up to 250yd (228m) long are classed as par 3 holes. Holes up to 475yd (434m) are par 4, any longer than that are par 5.

By adding up the pars of all 18 holes, the total par for the course is obtained. Most courses involved in major competitions have a total par of 72, but this may vary.

The main challenge of golf is offered by the course itself. However the game of golf offers more choice of game variations than just about any other sport.

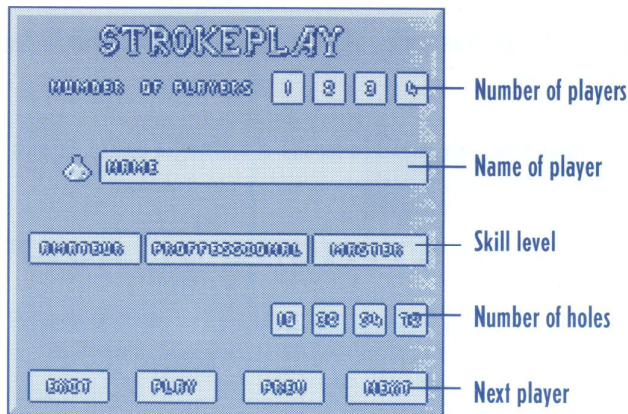
Ocean International Golf Championship offers all the main styles popular in Europe and the U.S.A.

These are:

STROKEPLAY	: S key
MATCHPLAY	: M key
SKINS	: K key
FOURSOME	: F key
FOURBALL	: B key

## STROKEPLAY

The oldest and most typical form of golf is the strokeplay competition. Played over a full 18 holes, your score is determined by your par for the course. The game can be played in this manner between any number of players or by one person. In a lone game you would aim to beat the par for the course (or your own typically expected par). In multi player competitions the player with the lowest par at the end of play would win.



The first thing to do is choose the number of players that are going to play. Click on a number 1 to 4.

Next, name your players if you wish to give them an identity of their own. Click on the name box and then use the keyboard to enter your name, press return to accept.

The buttons marked PREV and NEXT are used to change player. EXIT returns you to the Options Menu and PLAY enters the game.

Then choose how many holes the competition will be played over. The choice is 18, 36, 54, 72. Competitions of more than 18 holes are still played on the same course.

Your final selection will be the skill level.  
Select between Amateur, Professional or Master.

### AMATEUR LEVEL :A KEY

Playing at amateur level is not really recommended for the serious player, this level is designed to allow you to familiarise yourself with the courses and basic control system.

At this skill level it is not possible to apply any hook or slice to the ball. It is possible to chip or punch the ball. The ball will go into the hole at higher speeds than at higher levels because there is no wind. The penalty for easy play is reduced stroke and putting power.

### PROFESSIONAL LEVEL :P KEY

At professional level the club sight is fully active, it is possible to hook, slice, chip and punch the ball. Refer to the section regarding the club sight for full details. Power is increased, though not to the same degree as at master level. The wind is not active.

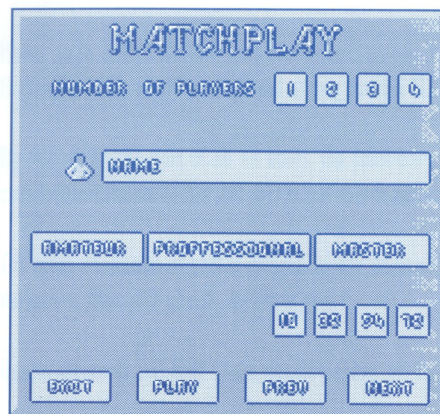
### MASTER LEVEL :M KEY

This level offers greater sensitivity at the club sight allowing you to play more versatile shots. It is fully featured as at professional level. The wind is now active and has to be allowed for, especially when you play a high flying ball, i.e. when using 7, 8 and 9 irons.

A master player has the greatest power, and can thus try more ambitious shots than at any of the lesser levels. Wise choice of clubs at this level will lessen the chance of making a mistake whilst playing the ball, so if you know the game this level should actually prove easier to play than at any other level. As such it is the best choice for the enthusiast.

After selecting your skill level click on PLAY and the game will start. Click on EXIT to make a totally new choice.

## MATCHPLAY



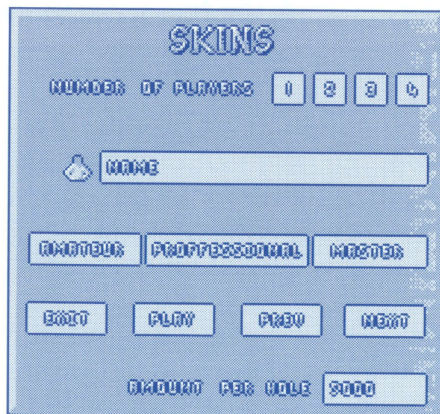
The Matchplay menu is similar to the Strokeplay, though the game is of a very different nature. In Matchplay competitions players compete to win the hole instead of the course, as such a minimum of two players are required. At the first tee both players are even and upon completion of the first hole the player with the lowest par (amount of strokes) for that hole wins.

The player who wins is said to be "1 UP", the loser "1 DOWN". If a hole is drawn it is counted as "HALVED". For example, in an 18 hole match after 14 holes the score is 4 UP and 4 DOWN respectively, if the player who is 4 DOWN does not win the next hole the other player will win the match by "5 and 3" meaning he won by 5 holes with 3 left to play. The last three holes would not be played. On the OPTION MENU, click on MATCHPLAY - The MATCHPLAY MENU appears on the screen.

The contest is between 2 players. Enter your names. Choose your abilities and the numbers of holes you want to play. Now, click on the PLAY option and walk onto the course.

As with the other golfing competitions in INTERNATIONAL GOLF, all the icons are available to you depending on your chosen ability.

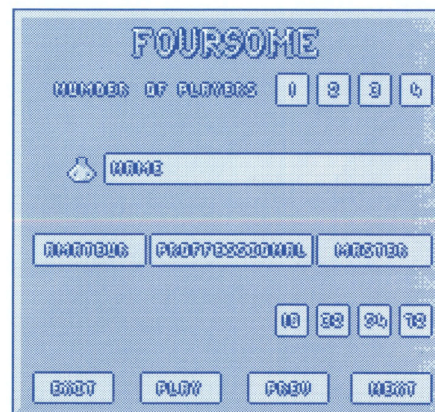
## SKINS



The Skins menu has a few minor differences to the other, it offers only 18 hole matches and asks you to enter a sum of money that will be your first bet. The game of Skins is essentially Matchplay contested for money, an initial bet is placed and the winner of the first hole takes the pot. If no one wins, the pot is carried to the next hole and added to the pot for that hole. The value of the first bet is the same for the first 6 holes then doubled for the next 6 and finally trebled for the last 6. When playing skins, realise all is not lost should your opponent(s) seem to have an insurmountable pile of money. Cash can be picked up the back nine holes easily with skins system of scoring.

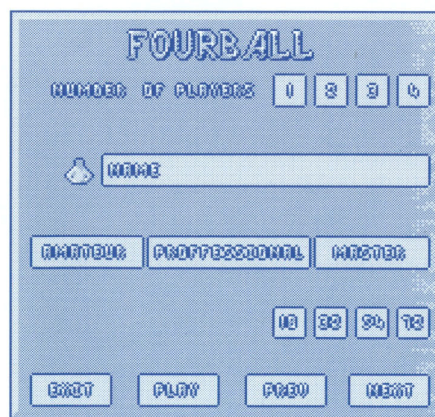
Before playing you must first select the numbers of players to go round. Do this in the same manner as the other competition formats, remember there must be at least two players setting off before skins can be played. After you have entered your names, abilities and chosen the number of holes, click on PLAY and move onto the 1st tee. As normal, all the playing options are available dependent on ability. At the top of screen, the player information shows the participating players and their current total winnings so far. The SKINS LEADERBOARD when accessed shows the current status of the match. The current pot for the hole is shown, along with the holes remaining and the amount of cash amassed so far for each player.

## FOURSOME



The Foursome game is very much a team oriented game, where you are dependent upon your partner's ability as much as your partner is dependant upon yours. To play a foursome game you will need a partner. You and your partner play against another partnership in the Matchplay style. Within each team, the players alternate their shots, sharing the one ball between them right up until it has dropped into the hole. At the tee, the lead off player for each team will tee off. The next shot for each team is played by the other person in the team. The scoring system is as matchplay, the leaderboard shows the current match score for the team. The player information at the top of the game screen now shows the team score, with holes up or down displayed in the matchplay format.

## FOURBALL



As in the Foursome competition, you will need a partner to play. Unlike Foursome, each player is an individual within the team, yet each player is playing for the team and not for himself. It is only the score of the lowest scoring player of each team that is taken into account. The scores of the highest scoring players within each team are disregarded. At the tee, each player takes their shot as normal no matter who has won the hole, the order remains the same. The scoring is as matchplay, therefore the match could end before the final hole.

Having chosen and set up your preferred game and clicked on PLAY you enter the game world. You will start on the first tee facing the fairway. You will usually enter the game with the optimum club in your hand. This is true of all skill levels.

ALL THAT REMAINS NOW IS TO ADJUST AND  
TAKE THE SHOT, AND LEARN WHAT MAKES  
A REAL GAME OF GOLF THE GREATEST GAME  
IN THE WORLD.



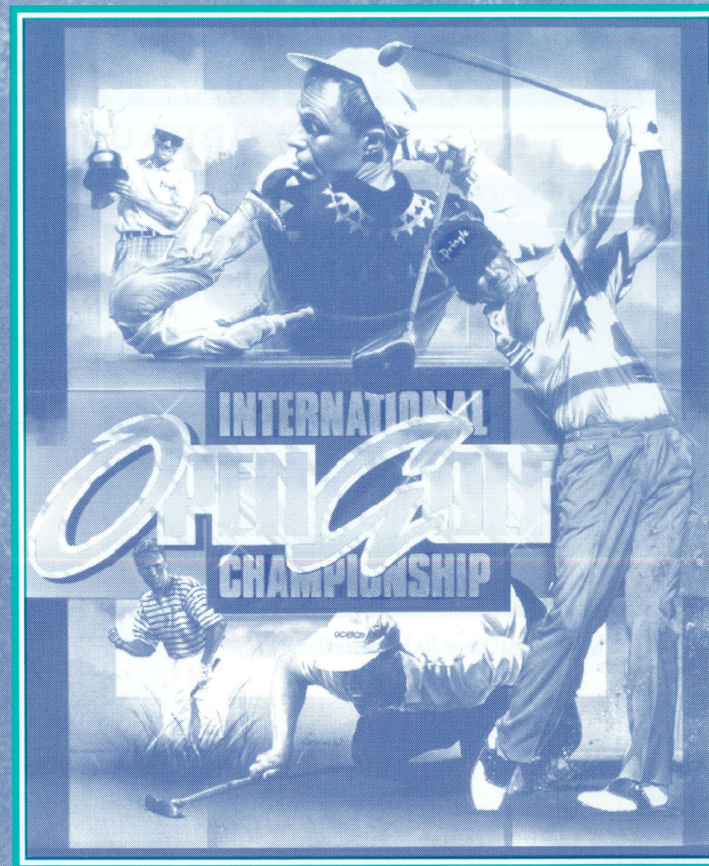
The  
REALLY INTERESTING SOFTWARE  
COMPANY  
are

Programming ::::: Dave Harrison  
Martin Lyons

Graphics ::::: Tony Meredith

Sound ::::: Mike Anderton

Additional Code ::::: Paul Hodgson  
Ron Oulton



INSTRUCTION  
MANUAL

GERMAN

