

LOADING

To load, press **CTRL** and small **ENTER** keys together. Press **PLAY** on datacorder, then any key. The programme will now load automatically.

GAME:

PRO GOLF is a golf simulation for 1 – 4 players and features two famous courses, **SUNNINGDALE (ENGLAND)** on one side of the tape and **PEBBLE BEACH (USA)** on the other.

CONTROLS:

O, **P** and **ENTER** keys to select **CLUB**, **DIRECTION** and **FORCE**. Other keys as indicated in the game. Press and release **SPACE** to start your **SWING** and press **SPACE** again to hit the ball.

GAME OPTIONS

Championship:—Play 4 rounds against 17 other players. (Up to 4 players can play from the keyboard). Option to alter wind and ground conditions after each round.

Single Round:—Play one round only. (1 – 4 players). Choice of championship or medal tees. Individual scorecards displayed between holes.

Practice:—Get to know the game. Practice any hole from any tee using any wind or ground conditions.

WIND:—0 (no wind) to 20 (severe wind). *Constant*:—Player chooses wind conditions and they remain constant throughout the round. *Variable*:—Computer decides wind conditions and may alter these slightly between strokes.

GROUND:—Wet, Normal or Dry. This may be a random choice by the computer or user defined to last one complete round. Ground conditions will effect bounce and putting. If playing on wet or normal ground with a high wind (variable), the ground may begin to dry out before the end of the round.

BACKSPIN:—(Irons only) the ball will not bounce as far when using backspin. In most cases it will move backwards after the first bounce.

continued over

PLAY

Fairways:— Choose club, direction and strength of shot (with reference to the Club/Distance and Hazard effect tables). Press and release the space bar to start your swing and press the space bar again to hit the ball. Too early or too late and the ball will be sliced, pushed, pulled or hooked. All distances given are from tee to centre of green.

Greens:— Choose strength and direction of shot with reference to ground conditions and slope of green. Slope is between 1 (gentle) & 10 (severe). Arrow points downhill. Slope will have a progressively greater effect as the ball moves across the green. Press and release the space bar to start your swing and press the space bar again to hit the ball. Too early and the strength of shot will decrease, too late and the strength of shot will increase. As the ball travels across the green the strength of shot decreases. The strength remaining must be less than 12 for the ball to drop into the hole. If it is 12 or greater, the ball will continue with a slight random variation in direction. For any given strength, the ball will move roughly twice as far in dry conditions as in wet, with normal conditions lying half way between.

Club/Distance Table (Assumes good shot and full strength)

| Club | Distance travelled in air from: | | Max % diff. due to wind | Max allowance needed | Bounce Normal ground |
|--------------|------------------------------------|-----------|----------------------------|-------------------------|-------------------------|
| | Tee | Fairway | | | |
| 1 wood | 260 yards | 221 yards | 21% | 12 degrees | 7–37 yards |
| 2 wood | 244 yards | 207 yards | 23% | 13 degrees | 7–35 yards |
| 3 wood | 228 yards | 196 yards | 25% | 14 degrees | 7–33 yards |
| 1 Iron | 218 yards | 196 yards | 36% | 20 degrees | 7–29 yards |
| 2 Iron | 200 yards | 180 yards | 40% | 22 degrees | 7–28 yards |
| 3 Iron | 184 yards | 166 yards | 44% | 24 degrees | 7–27 yards |
| 4 Iron | 170 yards | 153 yards | 49% | 26 degrees | 7–26 yards |
| 5 Iron | 154 yards | 139 yards | 53% | 28 degrees | 7–25 yards |
| 6 Iron | 138 yards | 124 yards | 57% | 30 degrees | 7–24 yards |
| 7 Iron | 124 yards | 112 yards | 62% | 32 degrees | 7–23 yards |
| 8 Iron | 110 yards | 99 yards | 67% | 34 degrees | 7–22 yards |
| 9 Iron | 94 yards | 83 yards | 72% | 36 degrees | 7–20 yards |
| 10 Sand iron | 72 yards | 65 yards | 78% | 38 degrees | 7–18 yards |

Bounce varies with strength of shot. Wind has no effect on bounce. Ball will bounce further on dry ground, less on wet. Ball will only bounce on green or fairway, hazards immediately stop ball.

Effect of Hazards

| Type of hazard | Type of lie | Allowable clubs | Reduction in distance | Random variation in chosen direction plus or minus |
|------------------|-------------|-----------------|-----------------------|---|
| Heavy rough | Good | 4-10 irons | 33% | 10 degrees |
| Heavy rough | Bad | 5-10 irons | 48% | 20 degrees |
| Light rough | Good | 3-10 irons | 20% | 5 degrees |
| Light rough | Bad | 4-10 irons | 36% | 10 degrees |
| Trees | - | 3-10 irons | 17% | 5 degrees |
| Bunkers | - | 10 iron only | 33% | 20 degrees |
| Edge of a bunker | - | all | 17% | 5 degrees |
| Edge of water | - | all | 17% | 5 degrees |
| Stands | - | all | 36% | 5 degrees |

Out of bounds – Penalty stroke if ball lands out of bounds

Lost Ball – Penalty drop if ball lost. (Heavy rough only)

Water – Penalty drop if ball lands in water

Banks – Ball bounces in a random direction when landing on any bank.

Using wrong club from a hazard will not move ball but will cost a stroke.

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