INTERNATIONAL Golf

LOADING THE GAME (AMIGA)
1. Switch off your computer.
2. Ensure that a mouse is connected to controller port 1.
3. Insert your International Golf program disk into any bootable drive unit.
4. Switch on your computer.

IBM PC
Type Golf at the dos prompt.

THE MAIN MENU
When the menu screen appears there are four options to choose from.

Difficulty level - Decides how good the computer players will be.
Install courses - Install courses ready for playing.
Options - Game options
Start game - Begin a new round of golf.

See below for a more detailed examination of each option..

Difficulty Level
This determines how well the computer controlled golfers will play. A setting of 1 should be used by beginners while a setting of 4 or 5 should be used by the top professionals! Note that the current setting is also displayed here and the default setting is 3.

Install Courses - Before you can play a course it must first be installed.
International golf is already installed with the Sterling Shores golf course but up to a total of 48 can be installed. More course disks are planned for release.

To install a course click on the **ADD** button. You will now be prompted to insert your course disk into drive Df0:. Next, click on the **OK** button and the disk will be checked to ensure that no files are missing. When the disk check has been successfully completed you will be asked for the International golf Program Disk. This disk **MUST BE WRITE ENABLED** and can be inserted into any active disk drive. Your course disk is now installed and ready to play.

If for any reason you need to "Un-install" a course simply click on the **DELETE** button. You may now use the **PREV** (previous) and **NEXT** buttons to cycle through the list of installed courses. Click on OK to confirm your selection. The program disk will once again need to be write enabled.

PG UP and PG DN - Use these buttons to scroll through the list of installed courses displaying twelve at once. Use PG UP (Page up) to move up a page and PG DN (Page down) to move down a page.

EXIT - return to the main menu screen.

Options - This brings up three further options:-
TV/Monitor
Load Game
Exit

TV/Monitor - This allows you to change between TV and monitor resolution. Click on **TV** or **MONITOR** as relevant. The default setting is TV.

To change the default setting:
1. Reset your computer and load your Workbench disk.
2. Open a CLI or Shell window.
3. Type 'Ed "International Golf:S/Startup-Sequence" and press RETURN.
4. After a few moments of disk access a new window will appear containing the words "GOLF TV".
5. Delete this and type:

GOLF TV - If you are using a television
GOLF MONITOR - If you are using a monitor

6. Press ESCAPE then x followed by **RETURN**. This will save the change back to the disk. When the disk drive light goes out reset your computer and refer to the section on **LOADING THE GAME**.

Load Game - If you have saved a game previously this is where you can reload it!
1. Click on **LOAD GAME**.
2. Insert the disk containing your saved game into drive Df0:
3. Click on **OK** to continue or **EXIT** to cancel.

Exit - Click on this button to return to the main menu.

Start Game - When you select to start a new game you will first have to decide which type of game you want to play. Initially there are three different game types available:

Practice - When you select practice you may choose one of the following:
18 Holes - A practice game consisting of 1-4 human players only.

Driving range - Use this to improve your accuracy on the fair way. This works exactly as if you were playing a Tournament. Head to Head or 18 Holes Practice game but the ball is returned to the tee each time it is hit.

Putting - Practice your putting skills here. Works exactly the same is if you were putting in a tournament etc. You are allowed one attempt to putt the ball before both the ball and hole change positions. **NOTE: PRESS ESCAPE TO EXIT FROM PUTTING PRACTICE.**

Tournament - This type of game can be played over 1, 2, 3 or 4 rounds and consists of a total of 65 players - 1 to 4 human players the rest are computer controlled.

Head to Head - This consists of one human player vs one computer player.

Setting up your game - Whilst you are setting up your game refer to the following table showing what information is required for each type of game.

	18 HOLES	TOURNAMENT	HEAD TO HEAD	DRIVING RANGE	PUTTING
Number of rounds	N	Y	N	N	N
Number of players	Y	Y	N	N	N
Player names	Y	Y	Y	Y	Y
Course selection	Y	Y	Y	N	N

Number of rounds - Tournament game only. This determines how many times a 18 hole course will be played during the tournament. Click on 1, 2, 3 or 4 as required.

Number of players - How many human players are going to take part in the current game. This option is only available in 18 Hole Practice and Tournament games. In all other game types this setting defaults to 1.

Player names - Whatever type of game you have chosen to play the names of all participating human players will be required. Each name is allowed a maximum of seven characters. Type each players name as it is asked for pressing **RETURN** or clicking on **OK** after each. You may also click on **CLR** to clear the current name or **EXIT** to return to the main menu and start again.

Course selection - This is where you choose which course you are going to play on. Use the **PREV** and **NEXT** buttons to search through the available courses. Click on **OK** to confirm your selection.
The green speed is now displayed. This is dependent on the weather conditions. If the greens are dry then the greens will be very fast. If it has been raining and the greens are wet the greens will be slower.

With the game set-up complete the main section of the game will load and you can begin playing.

The Main Game Screen - After a few moments of disk access the main game screen will appear. This shows the following:

Menu gadgets - The bar across the top of the screen
The playing area - The largest section of the screen
Golfer view - Lower-left of the display
Hole plan view - Lower-centre. Displays a map of the entire hole
Information box - Shows: Player, hole number, distance to hole
Selected club - Shown on the golfer view as 1W, PW, PT etc
Power setting - Shown on golfer view as 25%, 50%, 75%, 100% etc
Round/Total rounds - Shown on the hole map as 1/4 (Round 1 of 4).

If you move the mouse pointer down to the bottom of the screen the lie of the ball will be displayed. Note that this can only be performed when the menu gadgets are visible and undershadowed.

The menu gadgets - There are nine gadgets in total. When you move the mouse pointer over on these gadgets its function is displayed in the blue box at the top right-hand corner of the screen. The functions of these gadgets are as follows (From left to right):

1. Select club - This gadget opens a window displaying the available clubs. There are fourteen in total - 1, 3 and 5 woods, 2 to 9 irons. Pitching wedge, Sand Wedge and Putter. The current choice of club is displayed in the grey box at the top of this window. This can be changed by clicking on any of the other boxes.

Approximate club distances

1 Wood (1W) - 287 yards
3 Wood (3W) - 249 yards
5 Wood (5W) - 223 yards
2 Iron (2I) - 218 yards
3 Iron (3I) - 208 yards
4 Iron (4I) - 200 yards
5 Iron (5I) - 191 yards
6 Iron (6I) - 180 yards
7 Iron (7I) - 158 yards
8 Iron (8I) - 147 yards
9 Iron (9I) - 126 yards
Pitching Wedge (PW) - 111 yards
Sand Wedge (SW) - 85 feet
Putter (PT) - 85 feet

Click **OK** to **EXIT**

2. Set direction - This allows the player to change the direction the ball will travel in when it is hit.
To change the direction click on the SET DIRECTION gadget. The menu gadgets will be removed from the display.
First you should move the mouse pointer to the extreme left or right of the screen. This will cause the display to move left/right allowing to you establish where the green is and plan how you play your shot.

You may now click the left button to centre the ball on the screen and deposit an angle requester at the current mouse pointer position. Now click on the left and right arrows with the left mouse button to change the direction. Notice that a small crosshair moves in a circular pattern around the ball indicating the direction the ball will travel in. Click the right mouse button to remove the requester from the display. You can now as before move the screen left/right again drop the angle requester in a different position on the screen with the left mouse button or return to the menu gadgets by a further press of the right mouse button.

3. Set power - This opens a window containing a curved power meter marked at 0%, 25%, 50%, 75% and 100% and two buttons which are used to increase and decrease the power setting. Clicking on either of these buttons with the left mouse button will cause an increase/decrease of 1% while pressing the right mouse button will result in a more rapid power change.

Click **OK** to exit.

4. Shot type - This option displays three boxes which have the following functions (from top to bottom):

Chip - Maximum height, but overall distance is reduced
Normal - Moderate height, maximum distance
Punch - Minimum height, but overall distance is reduced

The indented box indicates which setting is currently selected. This setting defaults to "Normal" at the start of every hole.
Click **OK** to exit

5. Green view - This shows a close-up view of the green. Also shown is the position of the hole and the gradient markers (to indicate which way the green is sloping). Press the left mouse button to exit this screen.

6. Information - This opens a window which displays the following information:
Name of the current player
Number of the stroke about to be taken
Current player's score
Hole number
Hole par
Number of yards to the hole
Game type (practice, tournament, head to head or driving range)
Number of human players in the game
Difficulty level

Click **OK** to exit

7. Hit ball - Before selecting this function, you should ask yourself:
Have I selected the correct club?
Have I set the power correctly?
Have I selected the correct shot type?
Do I know which direction the ball will travel in?

If the answers to the above are yes, yes, yes and yes then click on the Hit Ball gadget.

All attention for the moment moves to the golfer view at the lower-left corner of the screen where the Swing-o-Meter appears. This is a white bar containing a black marker which moves steadily back and forth from left to right. You must try to stop the marker in the centre of the Swing-o-Meter by pressing the left mouse button. If the marker is stopped in the left half of the bar the ball will "Hook" (curve to the left) in flight. If the marker is stopped in the right half of the bar the ball will "Slice" (curve to the right) in flight. The severity of hooking or slicing depends on how far away the marker is from the centre of the Swing-o-Meter.

The golfer will then take a swing at the ball and you will see the ball's flight path on the main playing area. When the ball has come to a halt its final resting position is displayed in the lower left corner of the scree. Press the mouse button to return to the menu gadget.

It is worth noting that if the ball lands on water or goes "Out of bounds" - which is beyond the white marker posts a one stroke penalty will be incurred, and the ball will have to be rehit from its previous position.

8. Game preferences - This option allows you to change the following:
Bird effects (toggle on/off)
Crowd effects (toggle on/off)
Other effects (toggle on/off)
Game speed (1-slow to 6-fast)

The first three options simply decide whether the sound effects are active or inactive. (*)

The game speed function is used to speed up or slow down the game depending on personal preference and which type of computer you are using. For example, if you are using and amiga 500, 500+ or 600 you should use a setting of 6 while Amiga 1200 users should use a setting of 1 or 2.

(*) Bird and crown sound effects are only active on machines with 1.5Mb of memory and over.

9. Quit round - If you decide that you do not wish to continue the current game click on the gadget. You will be asked "Are you sure?". Click on **YES** or **NO** as relevant.

On the green - When all human players have reached the green the menu gadgets will vanish completely and you will be shown a zoomed in view of the green.

Three different gadgets are now available (From left to right):

1. Display/hide gradient markers - This function displays/hides the gradient markers on the green. These are used to determine which way the green is sloping and allows you to set the direction accordingly. If there is an area where there are no gradient markers this would indicate that the area of green is flat.

2. Set direction - Works in exactly the same way as before except that the screen cannot be scrolled left/right.

3. Hit ball - When you click on this gadget you will see the power meter (to the right of the three gadgets) start to increase. You must press the left mouse button when you think that there is sufficient power to get the ball to the hole. Remember that you will need to use more power if you are playing the ball up a hill and less power if you are playing the ball down a hill. Be very careful when playing the ball downhill on fast greens!

When the power meter reaches 100% it will start to decrease until it reaches 0%. This procedure is repeated until the left mouse button is pressed.

The scorecard - This shows the following information:
Individual scores for each hole on the current round.
Players' total scores.
Number of birdies and eagles scored on the current round.
If a player scores an albatross, eagle or birdie on a particular hole the individual score for that hole would be printed in black.
If a player scores a par the score would be printed in white.
If a player scores a bogey, triple bogey or worse the score would be printed in blue.

The abbreviations of this screen have the following meaning:
H1 - A hole in one
AL - Albatross (3 strokes below par)
EA - Eagle (2 strokes below par)
BI - Birdie (1 stroke below par)
PA - Par
BO - Bogey (1 stroke over par)
DB - Double Bogey (2 strokes over par)
TB - Triple bogey (3 strokes over par)
OT - Others (Anything worse than a triple bogey)

Click on **VIEW LEDGERBOARD** to look at the leaderboard positions.
Click on **CONTINUE GAME** to proceed to the next hole.

Saving the game - Click on the save game icon at the bottom-right corner of the screen.

You will be prompted to insert your save disk into drive Df0:. Your save disk can be any disk which has already been formatted. It is perfectly alright to use a disk that has something already saved on it such as IFF pictures files, text file etc. The saved game takes up less than 1k of disk space but make sure that there is sufficient space free before loading International Golf.
Press any key when you are ready to continue.

PLEASE NOTE THAT YOUR SAVE GAME DISK MUST BE WRITE ENABLED AND YOU MUST NEVER SAVE YOUR GAME ONTO THE PROGRAM DISK OR COURSE DISKS.

The leaderboard - The leaderboard shows to positions and names of all players - both human and computer, along with their current score. Also displayed at the top of the leaderboard is the number of the last hole played. The players are sorted in order of their score (lower to highest). For example:

A four player practice game. The players' scores are as follows.

Player number	Name	Score
1	**Dave**	L
2	**Shaun**	+1
3	**Paul**	-1
4	**Scott**	-2

The leaderboard would display something like:

1	**Dave**	-2
2	**Shaun**	-1
3	**Paul**	L
4	**Scott**	+1

There are three buttons on the leaderboard.

OK - Continue to the next hole (if any are remaining)

Up and down arrows - These are used for scrolling through the list of players displaying 13 at a time. Note that these buttons are only active during a tournament game.

The Winner's Screen - If any human players are in first place on the leaderboard at the end of the game the winner's screen will be displayed. There are three different screen - one for levels 1, 2, and 3, one for level 4 and one for level 5.

Click the left mouse button to return to the menu screen after enjoying you moment of glory!

Credits -

Design and Programming	- Dave Kirk
Graphics	- Shaun Jackson
Sound Effects	- Dave Kirk
Testing	- Scott Butterfield
	- Paul Nichols
	- Lee Marsh
	- Dave Higginbottom

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