

**INSTRUCTION
BOOKLET**

- PRO-GOLF -

PC SOFTWARE

THE GAME

LOADING: Insert the disc and press RESET. The disc will autoboot and run the game. If you are using a joystick, plug it in before resetting the machine.

Follow the on-screen menu, when it appears, to select one or two players or practise mode (one player). In two player both share the same joystick.

IBM USERS CAN USE KEYBOARD CONTROL BUT A JOYSTICK IS VERY STRONGLY RECOMMENDED. TANDY OWNERS MUST USE A JOYSTICK IN THE "LEFT" PORT. ON AN IBM THE ARROW KEYS AND "RETURN" (FOR FIRE BUTTON) DUPLICATE THE JOYSTICK FUNCTIONS.

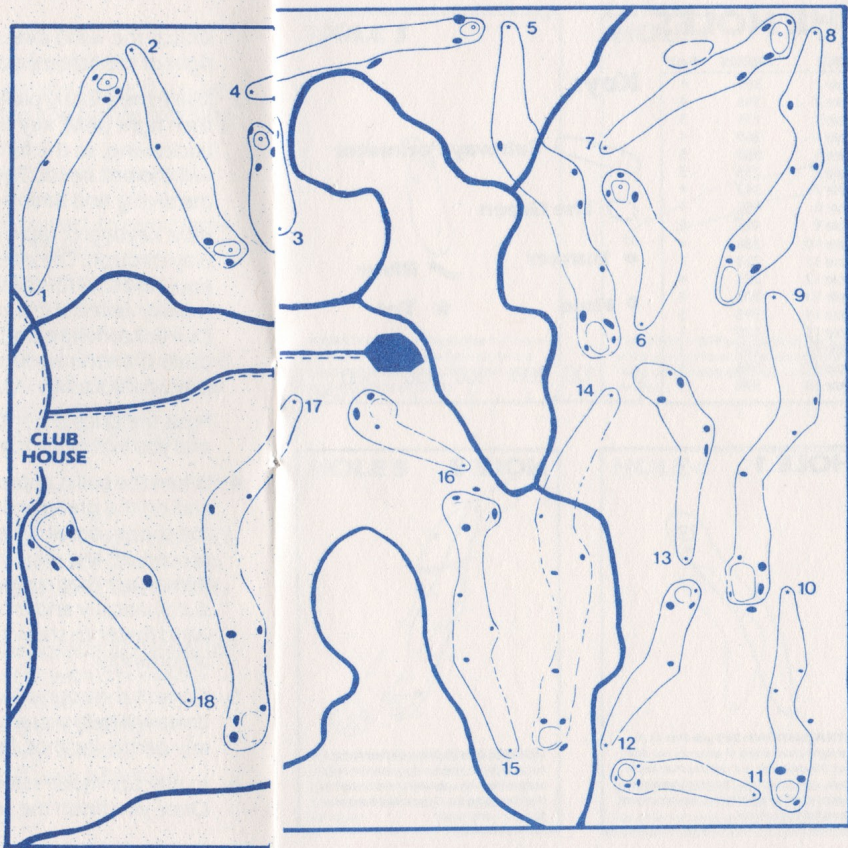
HOW TO PLAY

1. Select the club you wish to use by moving the joystick left or right (IBM: keys 4 or 6). Press fire (IBM: return key) to confirm selection. (Woods don't work well in rough!)
2. An arrow will appear above the horizon at the top of the screen. Move this left or right with the joystick (IBM: 4 or 6) to the spot you wish to aim at. Press fire (RETURN) to confirm the direction. Pushing the joystick up before you choose will indicate the direction of the pin (IBM: key 2) with a flashing square.

Watch the wind direction and speed (shown bottom right of the screen) as it will affect your shot.

3. Make the shot by pulling the joystick left (IBM: Key 4) then right (IBM: key 6) in quick succession. Left is the backswing, so the further you pull back, the harder will the ball be hit. To hit straight you must balance the swing and timing to be equal both left and right. (IBM keyboard: tap 4 rapidly to pull back and 6 to play through. The interval between key taps has to be equal in order for the shot to be played correctly. This is tricky at first but once mastered has a good feel to it. Due to hardware limitations if you push any other key other than the arrows or RETURN the keyboard is likely to "lock out". Joystick strongly advised!)
Press fire once the shot is complete (IBM: RETURN) and you will move to the next position on the course.
4. When the ball is approximately 12 yards from the hole and on the green an inset overlay appears showing the shot in detail. Line up the arrow using the aiming procedure and play the shot in the usual way. Remember that on the green, a putter is selected automatically and that a tilt indicator replaces the wind meter to show the slope of the green. Line up accordingly.
5. Consult the course maps for your position. The club chart will help you select which is the right choice for any particular shot. Learn the course!
6. In practice mode select the hole you wish to play. Once you finish the session reset the game.

THE COURSE



THE HOLES

HOLE	YARDS	PAR
Hole 1:	369	4
Hole 2:	366	4
Hole 3:	174	3
Hole 4:	369	4
Hole 5:	558	5
Hole 6:	235	3
Hole 7:	342	4
Hole 8:	450	4
Hole 9:	492	5
Hole 10:	336	4
Hole 11:	213	3
Hole 12:	285	4
Hole 13:	306	4
Hole 14:	595	5
Hole 15:	420	4
Hole 16:	180	3
Hole 17:	546	5
Hole 18:	378	4

Key:



HOLE 3



NORTH QUAY: 174 yds Par 3: Caution will pay the piper's tune here. Go for the flag but don't drift right. The water is close by the green so be careful.

HOLE 4



THE TWINS: 369 yds Par 4: Either side of the green lurk two of the best reasons not to go for a long approach – watch out for them.

HOLE 1



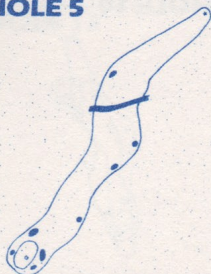
STRAIGHTWAY: 369 yds Par 4: A straightforward test of accuracy but don't pull the drive left as a deep bunker lies in wait – and in range. The green has to be approached to the left side, the right is well guarded by bunkers.

HOLE 2



HOLMES DEEP: 366 yds Par 4: So named after P. Holmes dug into the only bunker between pin and tee and took six, thereby losing the Open! Hit it hard and straight – and hope!

HOLE 5



SHORT RIVER: 558 yds Par 5: This is one of the most demanding holes on the course. The left of the fairway is lined with sandtraps and the blue water sparkles to the right.

HOLE 6



GNOME HILL: 235 yds Par 3: Built over a circle of stones (now flattened) the sixth has a habit of burying Pars by the hundred!

HOLE 7



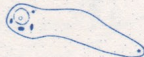
GREENFIELDS: 342 yds Par 4: This is a definite birdie opportunity but the green is well guarded and the tee shot is vital to making a good play.

HOLE 8



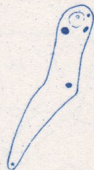
LEFT REACH: 450 yds Par 4: Go for the fairway – short at the traps and a long iron will see you in.

HOLE 11



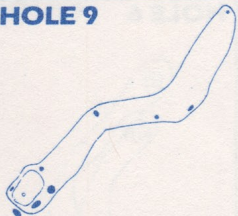
THE TURN: 213 yds Par 3: A fairly simple test of accuracy. Get the club right and you should be looking to pick up a shot here with a good putt. Go for it!

HOLE 12



BACKWARD DRIVE: 285 yds Par 4: Hit left and hard but watch the wind. It can swirl round on the next three holes changing direction quickly.

HOLE 9



HERMANS DROP: 492 yds Par 5: Back in 1932 during a playoff in torrential rain Open Champion F. Herman hit a bad drive into heavy rough, hit the second into the bunker short of the green but the ball skidded out on the water landing two feet short! Don't try it. Play a central drive and take three to the green if need be - Watch the approach, go right.

HOLE 10



DOWNER ROAD: 336 yds Par 4: Overlay the green and you'll find out why it's named like this. A long shot onto the tiny green is tricky and hindered by the deep sand in front.

HOLE 13



CLUB CORNER: 306 yds Par 4: Beware of a cunningly placed pair of bunkers. The fairway easy to hit but the rough and the woods are severe if you get caught wandering off it!

HOLE 14



LONG RIVER: 595 yds Par 5: The toughest test on the course. Narrow fairways, water everywhere and a tiny green.

HOLE 15



WATERMEAD: 420 yds Par 4:

Practically at the edge of the lake, this hole is all about correct club choice. Just to complicate things even more there are four deep bunkers surrounding the green.

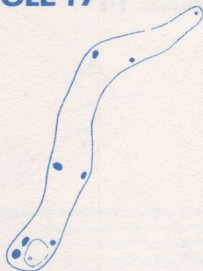
HOLE 16



DRIVEWELL CREST: 180 yds Par 3:

Listen to the name and do it for a birdie.

HOLE 17



O'NEILLS: 546 yds Par 5: The second long difficult hole, almost parallel to the infamous fourteenth. It's best played with caution.

HOLE 18



LARKS DELL: 378 yds Par 4: As with all classic courses this one finishes with a chance to improve your card. One to hit straight and hard, you can always tell the tale in the bar afterwards...

THE CLUBS AND THEIR STRENGTHS

Long, low drive.

1W 190-240

3W 180-220

1I 160-200

3I 150-180

4I 130-160

5I 110-145

6I 115-135

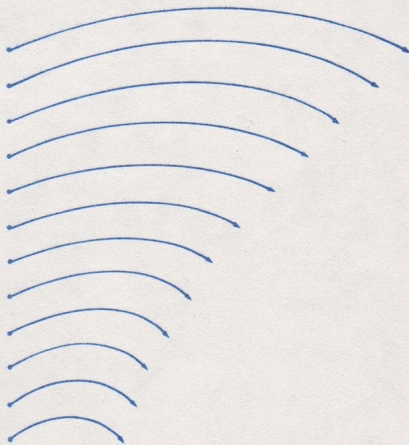
7I 100-125

8I 95-115

9I 80-105

PW 70-90

SW 60-80



Short, pitched shot
(ie getting out of bunkers)

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