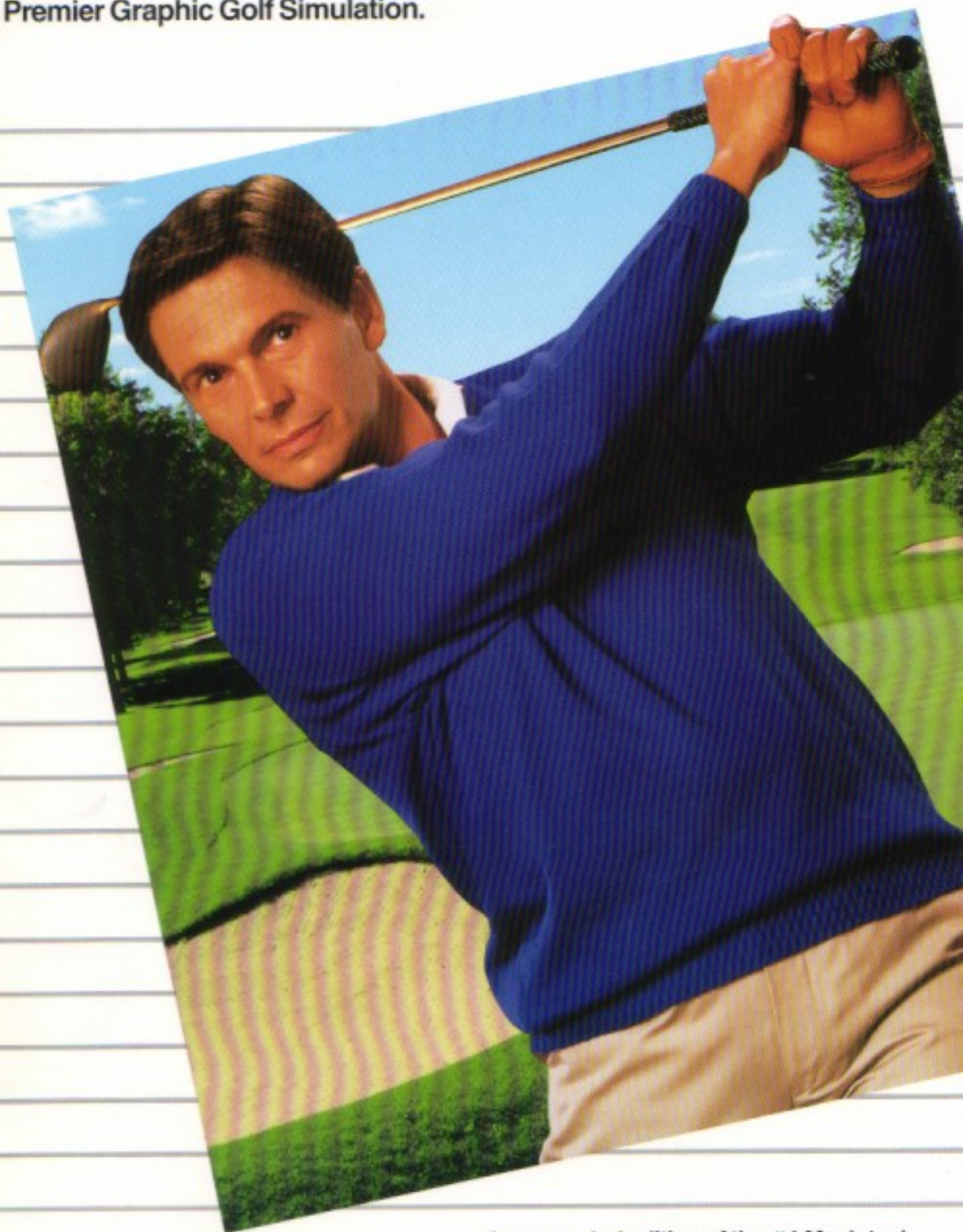


# MacGolf™ *Classic*

The Premier Graphic Golf Simulation.



For the Macintosh™ Plus, SE, and II.

An expanded edition of the #1 Macintosh  
entertainment program in the world.



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\* **Note:** See "Backup Policy" on Page 4

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## Hardware Requirements

MacGolf™ Classic is provided on an 800K disk and operates on a Macintosh® Plus, SE, II or IIfx. MacGolf Classic will not work on a Macintosh 128K, 512K, 512KE, or XL.

**Note:** On a Macintosh II, MacGolf Classic works with most large screen monitors. The game window expands to full screen size. If you have a color monitor, see the section entitled "Before Playing On A Macintosh II" on page 5.

## Software Registration / Support

Please fill out your registration card and send it in. Your registration card will be used for warranty replacement and to inform you of future updates. If we have not received your registration card, customer service is not available to you, and warranty replacement will cost you \$15.00, instead of \$5.00.

## Backup Policy

MacGolf Classic is copy-protected, which prevents the ability to make backup copies of the original disk. Should the original MacGolf Classic disk's media fail, we will replace the disk at no charge provided the original disk and label are unaltered. Send the original MacGolf Classic disk and \$5.00 to cover shipping and handling (\$15.00 if we have not received your registration card) to the following address. A replacement program will be sent to you.

XOR Corporation  
Program Replacement Dept.  
7607 Bush Lake Road  
Minneapolis, MN 55435

(612) 831-0444



## Before Playing On A Macintosh II

If you are using a Macintosh II with a color monitor, MacGolf Classic can be viewed in either 16-color mode or in black-and-white. Before you begin the program using a color monitor, be sure you have configured your Macintosh II for one of these two settings.

Choose your color setting under the "Monitors" icon in your "Control Panel" desk accessory. If you need instructions for working with this feature of your computer, consult your Macintosh II owner's manual in the section entitled "Using the Control Panel."

## Installation On A Hard Disk

To copy MacGolf Classic to a hard disk with the Finder, drag the icon of the MacGolf Classic disk onto your hard disk's icon or main window. When a dialog box appears telling you that the contents of the MacGolf Classic disk will be placed in a folder on your hard disk, click on the "OK" button.

Once you have installed the program onto a hard disk, you may open the copy of the MacGolf Classic application from there. Each time you start the program from the hard disk, the computer will ask you to insert the original MacGolf Classic disk once, and will then eject it.

## Getting Started

After you have inserted MacGolf Classic in your disk drive or installed it on your hard drive, open the application icon entitled "MacGolf Classic" (Figure 1).



MacGolf Classic

Fig. 1

## Getting Started (cont.)

## If You Have Problems

If you wish to begin MacGolf Classic by booting directly from the original disk, use the following procedure: With your Macintosh turned off, insert the disk in your floppy disk drive and then turn your computer on. The program will launch automatically on startup.

After you start the MacGolf Classic application, the first screen which should appear on your computer screen is the course selection window (see Figure 2).

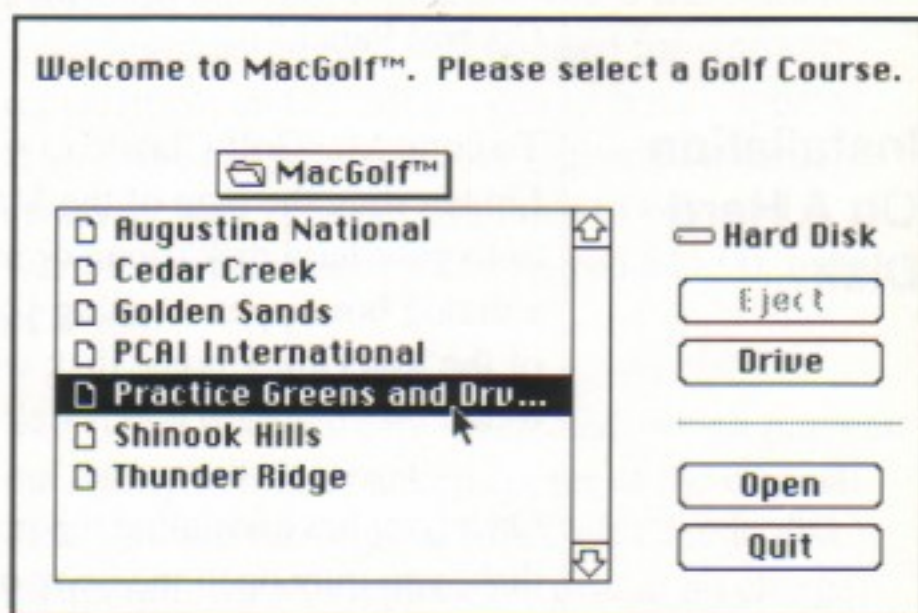


Fig. 2

If this does not occur, or if you get an error message:

- Eject the original disk if it is in your disk drive. (If normal ejecting methods fail, turn off your Macintosh. Turn it back on holding down the mouse button until the disk is ejected.)
- Check to see that your Macintosh meets the hardware requirements on page 4.



## **If You Have Problems (cont.)**

- If using a Macintosh II, make sure you have configured your monitor as specified on page 5.
- Shut down or turn off your computer.
- Boot directly from your MacGolf Classic disk: Reinsert MacGolf Classic in your internal disk drive and turn your Macintosh back on.
- If the problem still persists, contact XOR.

**Note:** Since the MacGolf Classic disk is supplied without a Finder, if you have booted up from the original disk, when quitting the program you may get the message, "The following application is busy or damaged: Finder". Either switch your computer off, or click on the "Restart" button and re-boot with another startup disk or hard disk, if desired.

## **Object Of The Game**

The object of MacGolf Classic is identical to that of the actual game of golf. Each player must hit the golf ball into each of the 9 or 18 holes in the least number of strokes for the lowest total score on that course.

## **Beginning**

The first window displayed is the course selection window (see Figure 2 on page 6). There are 6 golf courses to choose from, as well as the Practice Greens and Driving Range. All 6 courses have 18 holes, and were individually designed for MacGolf Classic by professional golfer and course architect Jay Wohlrabe.

Select the course you wish to play. If you wish to practice on the Practice Greens and Driving Range, see the section by that name on page 14.



## Beginning (cont.)



Fig. 3

After you select your course, the next window to appear is the list of the Top Ten Golfers' names and scores for the course you are playing (see Figure 3). Also listed is the score(s) and name(s) of the last game's player(s).

Click the "Continue" button to continue, or the "Quit" button to quit the program.

The following dialog box asks if you wish to continue a game that was saved. If this is your first time playing MacGolf Classic, or if no game in progress was previously saved, click "Cancel". If you would like to continue a game that was previously saved, click "OK".

## Beginning (cont.)

Players	Name(s)	Skill Level		
		1	2	3
<input type="radio"/> 1	<input type="text" value="Player #1"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input checked="" type="radio"/> 2	<input type="text" value="Player #2"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/> 3	<input type="text" value="Player #3"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/> 4	<input type="text" value="Player #4"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/> Front 9 holes				
<input type="radio"/> Back 9 holes				
<input checked="" type="radio"/> All 18 holes				
		<input type="button" value="Start Game"/>		

Fig. 4

The player/skill level window is displayed next (see Figure 4). Click on the button indicating the number of players. Next, type in the first player's name in the top name box. Use the "Tab" key to advance to the next player's name box.

## Player Order

The first player listed in the player/skill level window will always be the first to tee off at each hole, the second player listed always tees off second, and so on. After tee off, the player farthest from the hole hits first.

**Note:** Honors to tee off first are not given to a player just by having the least number of strokes.



## Skill Levels

Next, choose each player's skill level. There are 3 skill levels for playing MacGolf Classic. Level 1 is the easiest level of play, 2 is a moderate level, and 3 is the most difficult. The levels may be different for each player. Levels of play control the variation in wind speed and the maximum distance the ball can be hit from the rough or sand. A level 1 player, for example, may hit a ball from the sand with a Sand Wedge about 60 yards at full power. But a level 3 player would hit a ball from the sand with the same club perhaps only 30 yards at full power (the ball is *really* embedded in the sand). The course, clubs, scoring, and power of swing are the same for all skill levels.

Finally, select "Front 9 holes," "Back 9 holes" or "All 18 holes" and click on "Start Game" button.

## Scoring

During the game, each time a player swings a club it is considered a stroke. If the ball falls out of bounds or into a water hazard, the ball returns to the place where it was hit, two penalty strokes are added to the score, and the same player takes another swing. If a player selects either "Front 9 holes", or "Back 9 holes", the game will start with a score of 36 (which is par for 9 holes). This is done since the lowest scores push the higher scores off the "Top Ten" list, and this measure "evens things up" to allow a good 18-hole score to be shown.

MacGolf Classic will automatically keep track of each player's score and display both the stroke for the current hole and the total score for the course.

## Club Selection

There are 14 clubs to choose from, just as in the real game of golf. The player selects the desired club from the "Club" menu. The club that is currently being used by the golfer is indicated by a check-mark ("✓") beside it in the menu. It is also shown on the club indicator on the playing window (see "Club •B9" section on page 25).

Clubs are arranged in order, from the longest-range to shortest-range clubs. For instance, a 1 Wood, listed first in the menu, will hit the ball the farthest, at approximately 260 yards with no wind and full power.

Club	
✓1 Wood	⌘1
3 Wood	⌘W
5 Wood	
<hr/>	
2 Iron	⌘2
3 Iron	⌘3
4 Iron	⌘4
5 Iron	⌘5
6 Iron	⌘6
7 Iron	⌘7
8 Iron	⌘8
9 Iron	⌘9
<hr/>	
Pitching Wedge	⌘P
Sand Wedge	⌘S
<hr/>	
Putter	⌘0

Fig. 5



## **Club Selection (cont.)**

On the other hand, a Pitching Wedge, which is near the bottom, will hit the ball approximately 110 yards on the fairway with no wind and full power. Guidance for each club's use and range is not documented in this manual to allow each golfer to develop his/her own individuality, style, and experience.

## **How To Play**

The overhead/map view •C16 and the perspective view window •C15 should now be displayed for the first hole to be played (see example in Figure 7 on pages 16-17). Position the direction indicator •B13 in the direction you wish to hit the ball by using the "Left" and "Right" buttons (•A9 and •A10) below the indicator. (Be sure to make the necessary adjustments to allow for the wind, as explained in the section "Stance Control •A7" on page 20.) When the pointer is in the direction you wish to hit the ball, relative to the overhead/map window •C16, click the "View" button •A12.

After the adjusted view is displayed, set the other controls for this shot. After all controls are set to your liking click the "Swing" button •A13 to hit the golf ball.

When you hit a ball out of bounds or into the water, you are given a penalty of 2 strokes, and must take the shot again.

After all players have teed off, the player farthest from the hole is next to play. As the game proceeds, MacGolf Classic keeps track of whose turn it is, listing the current player's name at the bottom of the view window.

## On The Putting Green

The putting green is the smoothest grass surface. When the golfer is on the putting green •C6, instead of the wind direction indicator •B4 showing wind direction, it becomes an indicator of the direction of slope on the green. The angle of slope travels downward from the center of the indicator to its edge in the direction shown. The direction of slope is in relation to the hole as shown on the overhead/map view •C16. It is *not* in relation to the view or location of the player.

Visible in the player's view window •C15 on the putting green is a Slope Indicator Line extending outward from the hole in the direction of the slope, to help you "get your bearings" in regard to the direction of slope. The slope of the green will affect the travel of the ball. On the green, the wind speed indicator •B5 now measures the degree of slope, and will affect the travel of the ball as if the green were sloped this amount: the higher the number, the greater the slope.

Putting at maximum swing power hits the ball approximately 23 yards on a flat green. Although the putter is selected automatically when the golfer is on the green, any club may be used.

The flag is removed from the cup hole when the golfer is on the putting green.

The cup hole •C7 is the black hole that the ball must fall into, to complete that hole. If the ball is hit too hard and has too much speed, it will pass directly over the hole without falling in.



## Practice Greens And Driving Range

MacGolf Classic features 9 Practice Greens and a Driving Range. To access them, choose "Practice Greens and Drv..." on the courses selection window when starting (see Figure 2 on page 6). Select "Front 9 holes" on the player/skill level window to get to the practice greens. Select "Back 9 holes" to get to the driving range. If you click on "All 18 holes", you begin on the 9 Practice Greens, followed by the Driving Range.

On the Driving Range, you start on a mini-fairway (Figure 6) and can test your clubs from there, as well as from sand or rough.

To practice, hit your ball into the out-of-bounds area, which is marked with distances of 100 yards (labeled "1"), 200 yards (marked "2"), and 300 yards ("3").

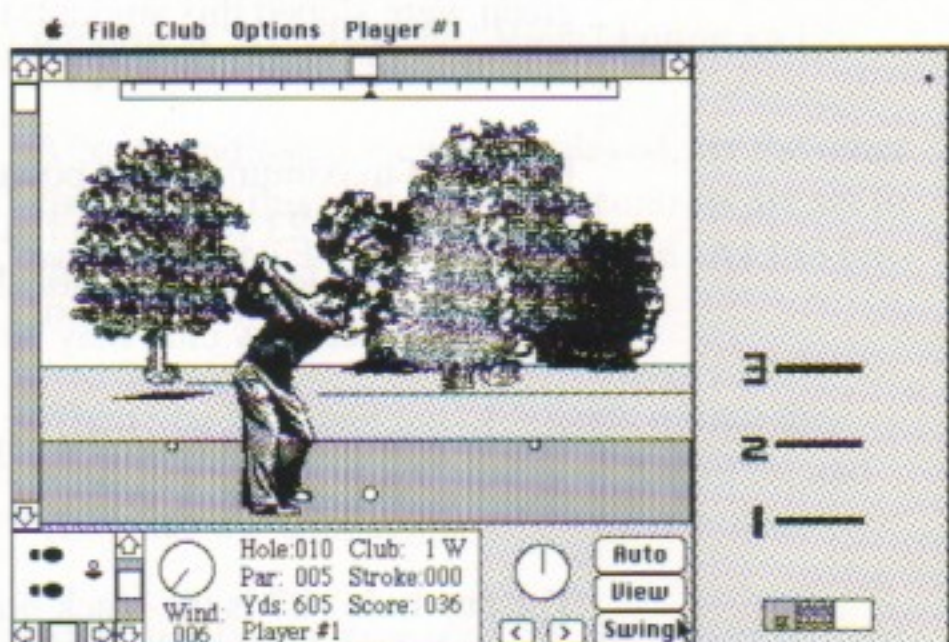


Fig. 6

## **Practice Greens And Driving Range (cont.)**

## **Other Information**

To test your clubs from sand or rough, turn your golfer 90° to the right with the •A10 control, and hit your ball lightly over onto the desired surface next to the fairway area.

Each time a player is up to tee off, a "1 W"ood club is automatically selected. When the player is on the putting green the computer automatically selects the "PUT"ter. Club changes may be made at any time.

When a player's turn begins, at first the golfer is automatically positioned aiming toward the hole, (just as when you click the "Auto" button) regardless of the distance from it or the layout of the course, until the controls are adjusted manually.

The following sections describe specific controls, indicators, objects and surfaces, as shown on the playing window during the game. The map in the middle of this booklet is an actual screen from MacGolf Classic's playing window, to which you may refer as you read. Every control, indicator, object and surface has been labelled and given a corresponding symbol. To learn more about a specific item, find it on the illustration, note its reference symbol or name, and read the section which corresponds to it.



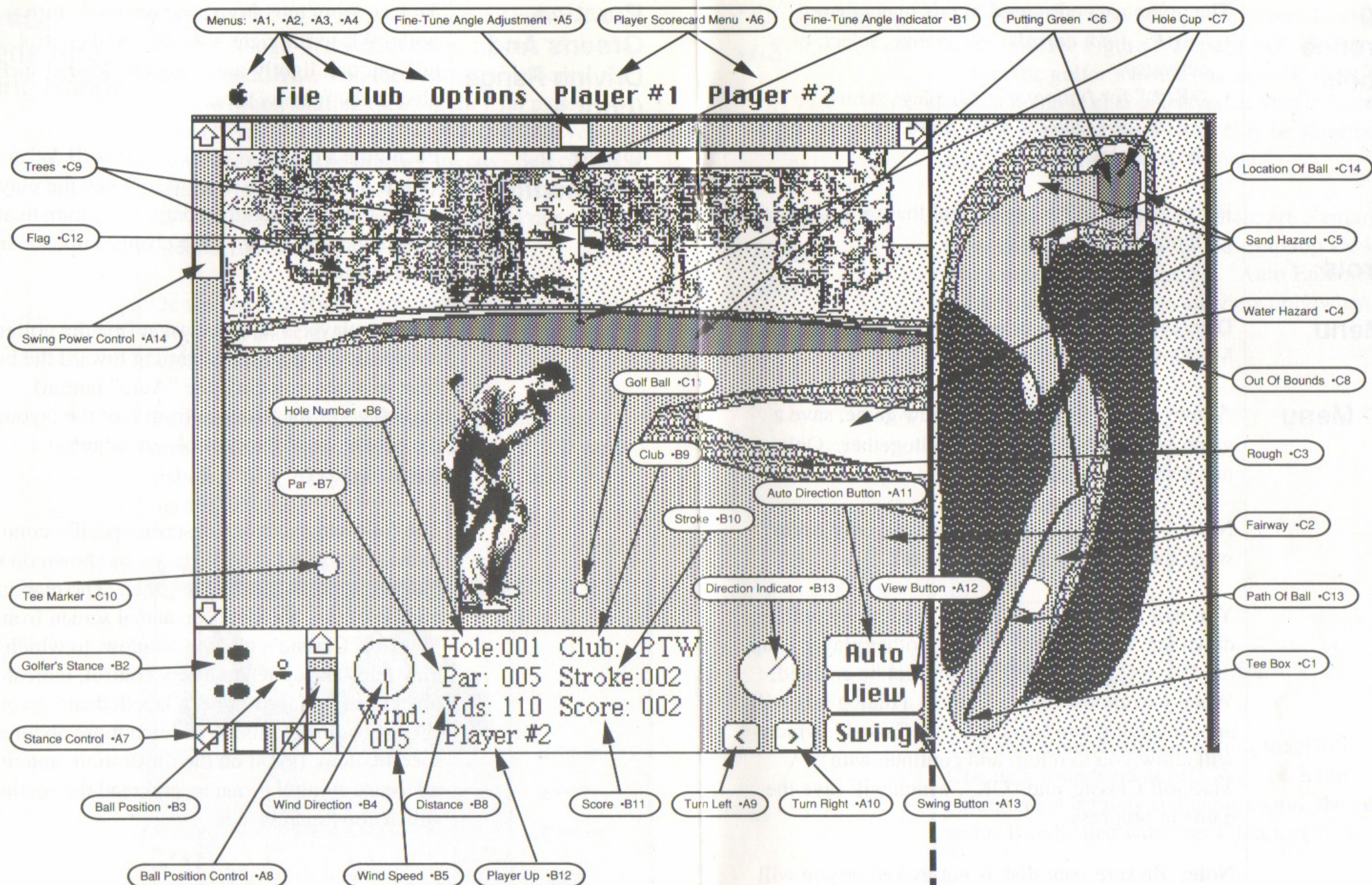


Fig. 7

View Window •C15

Overhead/Map  
Window •C16



## Using Reference Symbols

The reference codes used in this manual are:

- “•A(#)” for *Controls* (to change, select, or activate)
- “•B(#)” for *Indicators* (displays status)
- “•C(#)” for *Objects & Surfaces* (everything on the golf course)

For example, •A9 is the control that rotates the golfer to the left.

### Controls:

#### “Apple” Menu

##### •A1

Displays identifying information about the MacGolf Classic software.

#### “File” Menu

##### •A2

Allows the player(s) to start a new game, save a game or quit MacGolf Classic altogether. Only one game can be saved.

**Note:** The ability to save a game can only occur when the first player is up to tee off.

You will find the “Save Game” feature by pulling down the “File” menu. When another player is up, the “Save Game” command will not be enabled. When you choose “Save Game”, a dialog box will appear, giving you two choices: “Cancel”, which will allow you to return and continue with MacGolf Classic, and “OK”, which will save the game in progress.

**Note:** Be sure your disk is not locked or you will be unable to save your game.



## **“Club” Menu**

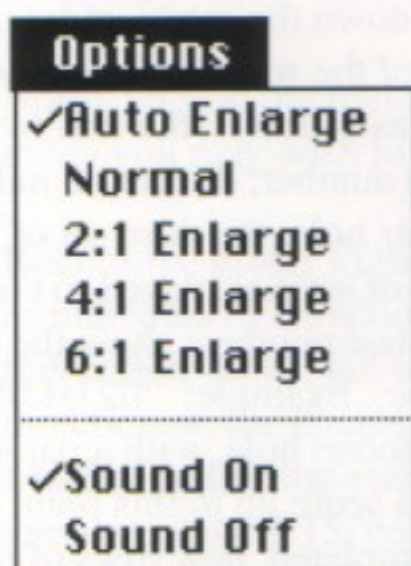
**•A3**

Pull down this menu to choose one of 14 clubs for each shot (see Figure 5 on page 11). The current club in the golfer’s hands has a check-mark (“√”) beside it and is also displayed at the Club indicator •B9. Any one of these clubs may be selected at any time, on any playing surface.

## **“Options” Menu**

**•A4**

Under the “Options” menu, there are 5 enlargement choices, intended for close-up top views when putting (see Figure 8). “Auto Enlarge” automatically magnifies the view only when the player is on the green.



**Fig. 8**

You also have the option to turn MacGolf Classic’s sounds on or off. With both the enlargement options and game sound, the current status is indicated with check-marks (“√”).

**Fine-Tune  
Angle  
Adjustment  
•A5**

To correct for wind effect or putting green slope, you can move this horizontal scroll bar left or right, thus moving the black delta pointer below it. It affects the ball as if you are starting it off with a slight left or right correction. Each mark represents a 1 degree angle to the left or right of the center mark. Because this control is for accurate fine-tuning adjustments, it does not actually change the direction indicator •B13 or the view window •C15. The view does not have to be updated with the "View" button •A12 after changing this control.

**Player  
Scorecard  
•A6**

Each individual player's scorecard can be read by pulling down the menu under the player's name at the top of the screen. Each row of numbers should be read as follows: the first two digits designate the hole number, the next 2 indicate par for that particular hole, the third set of 2 digits record the number of strokes played to complete that hole, and the last numbers show the total score so far in the game. Example: "02 04 05 09" would be read as the second hole, with a par 4, took 5 strokes, and total score up to this point is 9. As holes have been completed, new rows of numbers will appear under the menu. After all 18 (or 9) holes have been completed, your complete scorecard will be displayed.

**Stance  
Control  
•A7**

Controls the position of the feet for the swing, the golfer's stance •B2. Adjust right to give the ball more of a fade (a curve to the right) or left for more of a hook (a curve to the left) on the next shot.



**Stance  
Control  
•A7 (cont.)**

**Note:** If the wind is coming from the left, the player may wish to hook the ball into the wind to compensate for it. The player may also want to curve the ball around an obstacle to avoid hitting it. This control will return to the center position for each new swing. It will not change if the shot has to be redone and the same player swings again.

**Ball Position  
Control  
•A8**

Move up to hit the ball higher into the air (ball travels less distance) or down to hit the ball closer to the ground (ball travels further) on the next shot. This control moves the ball position indicator •B3 up and down.

**Note:** To stop the ball from rolling too far off the green you may wish to hit the ball higher in the air.

**Turn Left •A9**

Rotates the golfer to the left of his present position as indicated by direction indicator •B13. Holding this button down will rotate the golfer to face any direction on the course. Be sure to click "View" •A12 to update the view of the new direction in the view window •C15, before clicking the "Swing" button •A12.

**Turn Right  
•A10**

Rotates the golfer to the right of his present position as indicated by Direction Indicator •B13. Holding this button down will rotate the golfer to face any direction on the course. Click "View" •A12 to update the view of the new direction in the view window •C15 before clicking the "Swing" button •A12.

**“Auto”  
Direction  
Button  
•A11**

Clicking the “Auto” button will automatically point the golfer’s swing toward the hole cup •C7 and display this view on the player’s view window •C15. At the start of each new shot, the direction indicator •B13 will already point to the hole cup.

**“View” Button  
•A12**

If the current direction is manually adjusted with •A9, •A10, or •A11, the “View” button •A12 must be clicked to update to the new direction before swinging the next shot. Adjustments to the golfer’s position, made with •A9, •A10 or •A11, should be done before clicking the “View” button. If the player swings before updating his/her view the “Swing” button will act as the “View” button instead of swinging. If no change was made to •A9, •A10, or •A11 since the last shot, then the view does not need to be updated and the “Swing” button will function normally. “View” will always position the golfer in the direction indicated by the direction indicator •B13, and the button may be clicked as often as you wish.

**“Swing”  
Button  
•A13**

Clicking this button will make the golfer swing the club based on the various control settings. Once the swing has begun, it cannot be stopped, so all settings must be made before this button is clicked.

If the golfer’s position has been adjusted since the last time the perspective view window was updated, the “Swing” button functions like the “View” button (it automatically corrects the perspective view). If this happens, you just click the “Swing” button a second time to make the shot.



## **Swing Power •A14**

This scroll bar can be adjusted to any position from 0% to 100%, setting the amount of swing power to be used on the current shot. For each new shot the swing power is automatically set at 100%, but can then be adjusted manually as desired. The golfer will lower his club closer to the ball as the power is decreased.

**Note:** When using the Putter, the swing power •A14 reacts differently than with the other clubs. Instead of being the equivalent of hitting with a full swing, the 100% setting is equal to about 23 yards on a flat green.

## **Indicators:**

### **Fine-Tune Angle Indicator •B1**

Travels left and right with angle direction •A5 to indicate degrees off center of direction indicator •B13. Each mark represents a 1 degree angle to the left or right of the center mark. The fine-tune angle indicator shows how far off the golfer will aim from the view shown in the view window •C15. This indicator defaults to center for each new swing but remains as previously set if the swing must be made again.

### **Golfer's Stance •B2**

This top view of the golfer's foot stance indicates the degree at which the ball will curve to the left (hook) or right (fade). This is controlled by moving the stance control •A7 left or right. The feet travel in opposite directions from each other, which is actually the correct movement for this kind of shot but exaggerated in this indicator. This indicator defaults to the center for each new swing but remains as previously set if the swing must be made again.

**Ball Position**  
**•B3**

This is the position of the ball relative to the player's feet. Moving the ball position control •A8 up will make the ball move up (forward) and the club will strike the ball at a lower spot which will make it fly into the air higher and travel less distance.

Moving •A8 down will make the ball move down (back) and the club will strike the ball at a higher spot which will make it fly lower and travel a greater distance.

**Wind Direction**  
**•B4**

Indicates the direction the wind is traveling across the overhead/map view •C16 of the golf course hole. This direction can be different on each hole for each player, but remains the same for each shot on that hole. The angle of the wind is in relation to the hole mapped at the right. Wind travels from the center of the indicator toward the outer edge. When the golfer is on the putting green •C6 this indicator affects the travel of the ball as if the green were sloped and the grain of the grass was in that direction.

**Wind Speed**  
**•B5**

Displays the wind speed in MPH. The wind speed can also vary on each hole for each player, but remains the same for each shot on that hole. The ball's flight is affected in the same manner of an actual ball's flight. When the golfer is on the putting green •C6, this indicator will affect the travel of the ball as if the green were sloped this amount. The greater the number, the greater the sloping and its effect on the putt.

**Hole Number**  
**•B6**

Displays the current hole number being played on the golf course.



**Par**  
**•B7**

Displays the par for the current hole number. Par is a term used in golf to let a player know the approximate number of strokes that are required to “hole out” the ball. Usually an 18 hole course with a par of 72 has; (4) par 3s, (10) par 4s, and (4) par 5s.

**Distance**  
**•B8**

Displays the total distance from the golf ball’s position •C14 to the hole cup •C7. This distance is calculated based on a straight line to the hole which may not be the same distance the ball needs to travel.

**Club**  
**•B9**

Displays the club currently in the golfer’s hands. If used, the numeral indicates the club’s number. The letter(s) indicates the type of club, i.e.: (“W”=Wood, “I”=Iron, “PTW”=Pitching Wedge, “SDW”=Sand Wedge, “PUT”=Putter). This club can be changed any time before the swing by selecting the club under the “Club” menu •A3. MacGolf Classic automatically places the “1 W”ood in the golfer’s hands when teeing off and the “PUT”ter is selected when he is on the putting green.

**Stroke**  
**•B10**

Displays the total strokes (swings) made so far on the current hole.

**Score**  
**•B11**

Displays the total strokes made so far on all holes played. For example:

	4	strokes on hole #1
+	5	strokes on hole #2
+	<u>4</u>	<u>strokes on hole #3</u>
=	13	total score so far

**Player Up  
•B12**

Displays the name of the player whose ball is to be hit.

**Direction  
Indicator  
•B13**

Displays the direction the view window •C15 will face and the direction the golfer will hit the ball. The direction is looking from the center to the outer edge of the indicator relative to the overhead/map view •C16 at the right. The indicator defaults to "Auto" (points toward the hole) at the beginning of each turn. The indicator may be moved right or left using controls •A9 and •A10, or pointed to the hole by clicking the "Auto" button •A11. After the indicator is adjusted, it must be updated by clicking the "View" button •A12. Nothing will happen when the "View" button is clicked if the position has not been changed.

**Note:** If the view is not updated before swinging, the ball will be hit in the direction still displayed in the view window •C15.

**Objects &  
Surfaces:**

**Tee Box  
•C1**

The area where the ball is teed off (starts). There is only one tee box per hole.

**Fairway  
•C2**

A playing surface for the ball with grass about 1 inch tall. It is difficult to putt from this surface. A player should try to stay on the fairway until he/she gets to the putting green.

**Rough  
•C3**

A surface with grass between 3 and 5 inches tall. There is no penalty for landing in this area but it is more difficult to swing from and the ball travels less distance. The player should try to avoid hitting the ball on this surface.



## **Water Hazard**

### **•C4**

This area is water. All water is considered out of bounds. If the ball lands in water, the following will happen:

- A splash can be heard.
- The ball returns to the place where it was last hit.
- A two stroke penalty is added to the player's score.
- All controls remain set the same as before and the same player swings again.

## **Sand Hazard**

### **•C5**

This is a sand trap. All sand in these traps remain the same (medium coarseness and dry). Sand hazards are the most difficult to hit the ball from and the ball travels less distance. If the ball lands in a sand hazard the sound of a ball hitting the sand can be heard. The ball will not roll in a sand hazard.

## **Putting Green**

### **•C6**

The putting green is the smoothest grass surface to play on. The wind does not really effect the ball on this surface. Instead of indicators •B4 and •B5 showing wind direction and speed, when the golfer is on it they reflect the direction and degree of slope on the green. The swing power •A14 reacts differently when putting, now representing 0% to 100% of the golfer's putting power. The maximum putting power allowed (at 100%) results in the ball being hit about 23 yards on a flat green. All other controls react the same as elsewhere in the game. Although the putter is selected automatically when the golfer is on the green, any club may be used.

## **Hole Cup**

### **•C7**

The hole cup is on the putting green, the ball must fall into it to complete that hole. If the ball is hit with too much power, the ball can travel directly over this hole without it falling in. The ball may be hit into this hole at any time from anywhere on the course. It is possible to hit the ball into the hole on the first stroke, "a hole in one", but is extremely unlikely.

## **Out Of Bounds**

### **•C8**

This area is shown in white on the map window •C16 surrounding the rest of the playing areas, and is white with black dots in the view window •C15. If the ball lands out of bounds the following will happen:

- An "oops" sound can be heard from the golfer.
- The ball returns to the place where it was last hit.
- A two stroke penalty is added to the player's score
- The same player swings again and all controls remain the same.

## **Trees**

### **•C9**

Trees are nothing more than visual obstacles. The ball's flight is not affected by hitting a tree. Trees can only be seen in the view window •C15. Trees are always drawn for the player's view from the farthest to the nearest.

## **Tee Markers**

### **•C10**

Tee markers are the two white balls displayed in the view window •C15 that mark the area where the ball is to be teed off (started). They have no effect on the game of MacGolf Classic but are utilized on the actual course in the real game.



**Golf Ball**  
**•C11**

This is the object to be hit into the hole cup •C7. The ball is displayed as a white area with a black circle around it. The ball cannot be hidden by any obstacles, not even the golfer. Often when the ball is hit it will rise above the sight of view in the view window •C15 but will then return into view. The golf ball bounces on all surfaces except sand.

**Flag**  
**•C12**

The flag marks the hole. It is removed from the hole when the golfer is on the putting green. The flag does not interfere with the ball.

**Path Of Ball**  
**•C13**

This is a black line displayed only on the overhead/map window •C16. It displays the path of the ball the entire time it is moving. At one end of the line will be the position-of-ball symbol •C14. If too many strokes are made on the same hole, or when penalty strokes have occurred, previous lines will be erased.

**Location Of Ball**  
**•C14**

This is a white area with a black circle around it and an "X" through it. The position-of-ball symbol marks the current position of the ball and golfer for the next shot.

**View Window**  
**•C15**

This is the window on the left side of the monitor where the view of the current hole can be seen beyond the golfer, with accurate 3-D perspective.

**Overhead/  
Map Window**  
**•C16**

This is the window on the right side of the monitor. This is an aerial view of the current hole being played. All holes are shown to the same scale.

## Tips From The Team At XOR

- As mentioned before, guidance for each club's use and range is not detailed so that each golfer will be encouraged to develop his/her own individuality, style, and experience. Practice and experimentation are the best tools to help develop a knowledge of how to select your clubs and make your shots.
- As you adjust the swing power control •A14 toward the center of the scroll bar, changes in the golfer's swing power become more dramatic. Thus, a comparatively slight change in the control when it is near the center of the scroll bar will have a greater effect on the swing power than will larger changes near the top or bottom.
- When putting, to make precise adjustments in the direction of your shot or to compensate for slope, use the fine-tune angle adjustment •A5.
- MacGolf Classic is great, challenging entertainment for up to four players, and you won't get rained out on these courses no matter what the weather is like outside.

## Parting Shots

- (Looking for an excuse to play for hours on end? Here's the best one we could come up with: ) Because of its realistic simulation of actual ball dynamics, as well as the various course conditions, MacGolf can also be a fun way to understand and teach multi-variable problem-solving.



**Notes:**

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