MacGolf™

The Graphic Game of Golf

Practical Computer Applications

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Hardware Requirements.
MacGolf™ will only operate on a Macintosh™ Plus or Macintosh™ computer with at least 512k of memory. MacGolf will not work on a 128K Macintosh because of the memory required.

Software Registration.
Please fill out your registration card and send it in. Your registration card will be used for warranty replacement, future update notification, and to inform you of new golf course releases. We will not support customers whose registration cards we have not received.

Back-up Policy.
MacGolf is copy protected. Should the original MacGolf disk's media fail for as long as the original diskette and its label are unaltered, Practical Computer Applications, Inc. will replace the disk at no charge. Send the original MacGolf disk and your purchase receipt to the address below. A replacement program will be sent to you.

Practical Computer Applications, Inc.
Program Replacement Dept.
1305 Jefferson Hwy.
Champlin, MN 55316

How to Start MacGolf.™
(1) Eject any disk(s) in either drive. (2) Turn your Macintosh computer off. (3) Turn your Macintosh computer on. (4) Insert your original MacGolf disk into the internal disk drive. (5) Allow MacGolf to boot until it displays the top ten scores.

Using this Documentation.
The following documentation is divided into an operations section and a reference section.
1. Operations Section: This section will describe how to begin MacGolf and what you should know about the game and its rules.
2. Reference Section: This section is used to find information about a specific item. The map on the last page is an actual screen from MacGolf. Every control, indicator, object and surface has been given a corresponding symbol. To learn more about a specific item, find it on the map, note its reference symbol, and read the section that corresponds with that symbol. The reference codes are:
A for Controls (to change, select, or activate)
B for Indicators (displays status)
C for Objects & Surfaces (everything on the golf course)
Example: "•A6" is the control that rotates the golfer to the left.

Object of MacGolf.
The object of MacGolf 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.

Player Order.
The first player to enter his/her name into the computer is the first to tee off at each hole, the second player tees off second, and so on. Honors to tee off first are not necessarily given to the player with the least number of strokes. After tee off, the player farthest from the hole hits first.

Scoring.
Each time a player Swings the club it is considered a stroke. The Macintosh 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. If the ball falls out of bounds or into a water hazard the ball returns to the place where it was hit, two strokes are added to the score, and the same player takes another Swing. If the player selects either Front 9, or Back 9 holes, the game will start with a score of 36 (par for 9 holes). Since the lowest scores push the higher scores off the top ten list, this will allow an 18 hole score to appear.

Levels of Play.
There are 3 levels of play in MacGolf. Level 1 is the easiest level, 2 is mid-level, and 3 is the most difficult. The level of play is selected at the beginning of the game by each player. Each player may choose any one of the levels for him/herself; the levels may be different for each. Levels of play control the variables of windspeed and the maximum distance the ball can be hit from the rough or sand. The course, clubs, scoring, and power of swing are the same for each skill level.
Example: A level 1 player may hit a ball from the sand at full power with a sand wedge 60 yards. Whereas, a level 3 player would hit a ball from the sand at full power with the same club only 30 yards. (The ball was *really* buried in the sand.)

Club Selection.
There are 14 clubs to choose from. The player selects the club he/she wishes to use from the Club menu. The club that is currently being used by the golfer is checked (√). Clubs are arranged in order, from the longest distance to shortest distance clubs. For instance, a 1 Wood , listed first, will hit the ball the furthest at approximately 260 yards with no wind and full power, a Sand Wedge, listed last, will hit the ball approximately 80 yards with no wind and full power. Each club's distance is not documented in this manual to allow each golfer to develop his/her own individuality, style, and experience.

Golf Courses.
There are two golf courses to choose from. Both courses have 18 holes, and were individually designed for MacGolf by professional golfer and course architect Jay Wohlrabe. In the future, other golf courses will be available for MacGolf.

Playing the Game.
1. The first window displayed is a listing of the top ten golfers' scores, names, and courses to date. Also listed is the score(s) and name(s) of the last game's player(s). Click the Continue button to continue, or Quit button to quit MacGolf.
2. The next window asks if you wish to continue a game that was saved. If it's your first time playing MacGolf, click **Cancel**. If you would like to continue a game that was previously saved, click **OK.**
3. The next window to be displayed is the player/skill level window. Place the pointer on the button symbol indicating the number of players and click the mouse button. Then place the pointer in the first player's name box, click, and enter the player's name. The first player listed will always be the first to tee off at each hole. Use the Tab key to advance to the next player's name box. Next, choose each player's skill level and choice of Front 9, Back 9, or all 18 holes. Click on your choice. After all information has been entered correctly, click on Start Game.

4. The next window allows you to select one of two golf courses to play. Click on one of these buttons.

5. After the course is selected, the map view and player's view of the hole about to be played will be drawn. The player positions the Direction Indicator•B13 in the direction he/she wishes to hit the ball using the Left•A9 and Right•A10 buttons below this indicator (be sure to make the necessary adjustments for wind). When the pointer is in the direction he/she wishes to hit the ball, relative to the map window •C16, click the View button•A12. After the view is drawn, set the controls for this shot; all controls react as close to reality as possible. After all controls are set to the player's liking click the Swing button•A13 to hit the golf ball. After all players have teed off, the player furthest from the hole is next to play.

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 being thought of as the wind indicator, it should be thought of as a slope in this direction. Slope travels from the center of the indicator out. The angle of this indicator is in relation to the hole shown in the map view•C16. This indicator will affect the travel of the ball as if the green were sloped in this direction. Wind Speed indicator•B5 will affect the travel of the ball as if the green were sloped this amount, the greater the number, the greater the slope. Full power when putting is approximately 23 yards. Although the computer selects the putter automatically when the golfer is on the green, any club may be used. The flag is removed from the hole when the golfer is on the putting green. The cup •C7 is a black hole that the ball must fall into to complete that hole. If the ball is hit too hard and with too much speed, it will pass directly over the hole without falling in.

Additional Information.
Each time a player is up to tee off, a 1 Wood is automatically selected. When the player is on the putting green the computer automatically selects the PUTter. Club changes may be made at any time.

Controls:

•A1 = Apple Menu
Gives the player information about the MacGolf software.

•A2 = File Menu
Allows the player(s) to start a new game, save a game or quit MacGolf altogether. Only one game can be saved. 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 feature will be dimmed. When you choose the Save Game feature, you will be given two choices: **Cancel**- which will allow you to carry on with MacGolf as usual, and **OK**-which will save the game in progress. Click on your choice.

•A3 = Club Menu
Pull down this menu to choose one of 14 clubs for the each shot. The current club in the golfer's hands is checked and displayed at Club•B9. Any one of these clubs may be selected at any time on any playing surface.

•A4 = Sound Menu
Allows the player to turn MacGolf's sounds on or off. The current status is checked (√).

•A5 = Fine Angle Adjustment
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. This control 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.

•A6= Player Scorecard
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: the first two digits - hole number, the next 2 - par for that particular hole, the third set of 2 digits record the number of strokes played to complete that hole, the last numbers - 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, 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.

•A7 = Stance
Adjusts right for more of a fade (curves to the right) or left for more of a hook (curves to the left) for the next shot. This control moves the Stance Position•B2.
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 ball is returned and the same player swings again.

•A8 = Ball Position
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 a further distance) 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.

•A9 = Turn Left
Rotates the golfer to the left of his present position as indicated by Direction Indicator•B13. Holding this button down will eventually rotate the golfer 360 degrees or more around. Click View•A12 to update the current direction and view in View Window•C15 before clicking the Swing button•A12.

•A10 = Turn Right
Rotates the golfer to the right of his present position as indicated by Direction Indicator•B13. Holding this button down will eventually rotate the golfer 360 degrees or more around. Click View•A12 to update the current direction and view in View Window•C15 before clicking the Swing button•A12.

•A11 = Auto Direction Button
Clicking the Auto button will automatically point the golfer's swing toward the Hole (cup)•C7 and display the current direction on the Direction Indicator•B13. At the start of each new shot, the Direction Indicator•B13 will point to the Cup•C7. Click View button•A12 to update the current direction before the next shot.

•A12 = View Button
Adjustments to •A9, •A10, or •A11 should be made before clicking the **View** button. If the current direction is changed with •A9, •A10, or •A11 this button must be clicked to update the new direction before the next shot. If the player Swings before updating his/her view the ball will be hit in the direction shown in the View Window•C15. This button may be clicked as often as you wish. If there was no change to •A9, •A10, or •A11 since the last view then nothing will happen. View will always put the golfer in the direction indicated by the Direction Indicator•B13.

•A13 = Swing Button
Clicking this button will make the golfer Swing the club based on the control's settings. Once this button is clicked the swing cannot be stopped so all settings must be made before this button is clicked.

•A14= Swing Power
Move up to full 100% swing power, any position in between, and down all the way for 0% swing power for the next shot. For each new shot the swing power will default to 100%. The golfer will move his club closer to the ball as the power is decreased.

Indicators:

•B1 = Angle Indicator
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 angle indicator is relative to the view in the View Window•C15. This indicator defaults to center for each new Swing but remains the same if the swing must be redone.

•B2 = Golfer's Stance
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 Stance•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.

•B3 = Ball Position
This is the position of the ball relative to the player's feet. Moving •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.

•B4 = Wind Direction
Displays the direction the wind is traveling across the Map View•C16 of the golf course hole. This direction is random on each hole 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 will affect the travel of the ball as if the green were sloped and the grain of the grass was in that direction.

•B5 = Wind Speed
Displays the wind speed in MPH. This number is random on each hole 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 effect on the ball.

•B6 = Hole Number
Displays the current hole number being played on the golf course; 1 through 18, 1 through 9, or 10 through 18.

•B7 = Par
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,

•B8 = Distance
Displays the total distance from the Golf Ball•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.

•B9 = Club
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 automatically defaults to placing the 1 Wood in the golfer's hands when he is teeing off and the PUTter in his hands when he is on the putting green.

•B10 = Stroke
Displays the total strokes (swings) made so far on the current hole.

•B11 = Score
Displays the total strokes made so far on all holes played.
Example: Hole#1, **4** strokes + Hole#2, **5** strokes + Hole#3, **4** strokes = a total score of **13**.

•B12 = Player up
Displays the player's name whose ball is to be hit.

•B13 = Direction Indicator
Displays the direction the View Window•C15 will face and the direction the ball will be hit. The direction is looking from the center to the outer edge of the indicator relative to the Map View•C16 at the right. The indicator defaults to Auto (points to the hole) on each new stroke. The indicator may be moved right or left using •A9 and •A10 or pointed to the hole by clicking the Auto button•A11. After the indicator is moved, it must be updated by clicking the View button•A12. Nothing will happen if the position has not been changed. If this view is not updated before swinging, the ball will be hit in the current direction displayed in the View Window•C15.

Objects & Surfaces:

•C1 = Tee Box
The area where the ball is teed off (starts). There is only one tee box per hole.

•C2 = Fairway
A playing surface for the ball with grass about 1 inch tall. It is difficult to putt from this surface. The player should try to stay on this surface until he/she gets to the putting green.

•C3 = Rough
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.

•C4 = Water Hazard
This surface is water. All water is considered out of bounds. If the ball lands in water, the following will happen: (1) a splash can be heard, (2) the ball returns to the place where it was last hit, (3) two strokes are added to the player's score, (4) the same player will Swing again and all controls will remain the same.

•C5 = Sand Hazard
This is a sand trap. All sand in these traps remain the same (medium courseness 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.

•C6 = Putting Green
The putting green is the smoothest grass surface to play on. The wind effects the ball differently on this surface. Instead of indicators •B4 and •B13 being thought of as wind indicators, they should be thought of as a slope in the direction of the wind. The Swing Power•A6 reacts differently when putting, it will now represent 0% to 100% of the average golfer's putting power. All other controls react the same as always. Although the golfer selects the putter automatically when he is on the green any club may be used.

•C7 = Hole cup
The hole cup is a black hole 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, hole in one, but is extremely unlikely.

•C8 = Out of Bounds
This area is shown in white on the Map Window•C16 and white with black dots in the View Window•C15. If the ball lands out of bounds the following will happen: (1) an "oops" sound can be heard, (2) the ball returns to the place where it was last hit, (3) two strokes are added to the player's score, (4) the same player will swing again and all controls will remain the same.

•C9 = Trees
Trees are nothing more than visual obstacles. The ball's flight is not effected by hitting a tree. Trees can only be seen in the View Window•C15. Trees are always drawn for the player(s) from the furthest to the nearest.

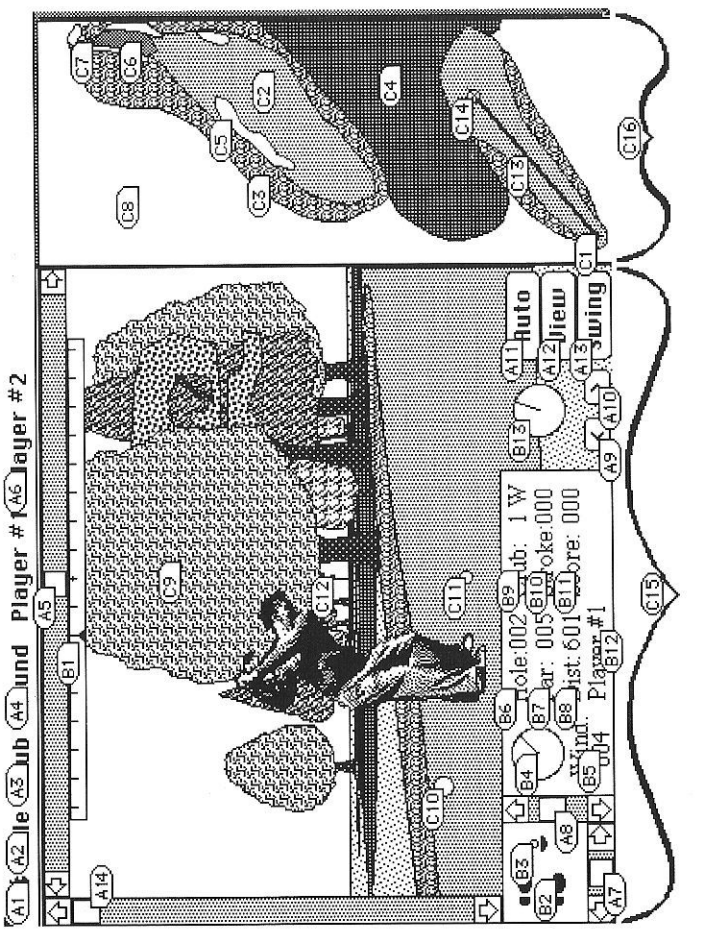
•C10 = Tee Markers
Tee markers are the two white balls displayed in the View Window•C15 that mark the area where the ball is to be teed off (started). They have no affect on the game of MacGolf but are utilized on the actual course in the real game.

•C11 = Golf Ball
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.

•C12 = Flag
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.

•C13 = Path of Ball
This is a black line displayed only on the 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•C14. If too many strokes are made on the same hole, the previous lines will be erased.

•C14 = Position of Ball
This is a white area with a black circle around it and an "X" through it. Position of Ball marks the current position of the ball and golfer for the next shot.

•C15 = View Window
This is the window on the left side of the monitor where the view can be seen from behind the golfer in true perspective.

•C16 = Map Window
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 displayed in the same scale to one another.