

AMSGOLF

LOADING INSTRUCTIONS

Set up system and switch on as described in your instruction manual. Insert disc and type: RUN "DISC" and press ENTER. The program will now load and run.

DO NOT SWITCH SYSTEM ON OR OFF WITH DISC INSERTED INTO DISC DRIVE OR DAMAGE TO DISC WILL RESULT.

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WELCOME TO THE AMSOFT GOLF COURSE

This exciting new computer simulation of an 18 hole golf course will enable you to improve your skill level of the game, in other words, lower your handicap.

The main object of the game is to play the course of 18 holes in as few strokes as possible, thus improving your handicap. The game assumes a right handed player. A stroke is played each time the ball is hit.

The course is set in woodland and deep grass called 'rough'. The smoother grass is called the 'fairway'. Hazards are put in your way to make your game more difficult. Water hazards consist of lakes and streams.

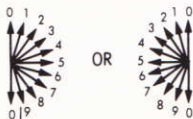
If your ball lands in a lake then the stroke must be played again from where you played the shot originally. If you land the ball in a stream, the next stroke is played from the edge of the water furthest away from the green. Remember, it is possible to hit the ball further on the fairway than from the rough. So try and stay on the fairway! Each hole is different and they all require a lot of thought in deciding the correct club for each stroke played, and how hard to hit the ball.

You have 14 clubs to choose from:-

Name of club	Keys	Notes
Driver	D	Usually used from the tee
3 Wood	3W	Usually used from the fairway
4 Wood	4W	"
5 Wood	5W	"
6 Wood	6W	"
3 Iron	3I	From fairway or rough
4 Iron	4I	"
5 Iron	5I	"
6 Iron	6I	"
7 Iron	7I	"
8 Iron	8I	"
9 Iron	9I	"
Sand Iron	SI	Automatically selected when in a bunker
Putter	P	Automatically selected when on the green.

A low numbered club hits the ball further than a high numbered one, for example a 3 iron would be used for a long shot and a 9 iron for a very short shot. Woods hit the ball a long way but are difficult to use in the rough. If you hit the ball to the right, this is known as a slice, and if the ball pulls to the left, it is known as a hook. A badly hit shot may hit a tree in which case it may rebound in an awkward position (a bad lie). So think carefully before selecting a club.

The game begins by hitting the ball off the tee, usually with a driver (D). To hit from west to east, the direction is 5, and to hit it as hard as you can is strength 9. But be careful, by giving it such a hard hit, you may mis-hit the ball! The flight of the ball is shown indicated by a flashing point. You cannot hit a ball through a tree, so direct your ball carefully. Directions are shown below:



Don't forget that a person with a handicap of 16 cannot hit the ball as far as a lower handicapped player.

BUNKERS

If you land in a bunker, you only have to select the strength of the shot as a sand iron has already been assumed.

PUTTING

When the ball is on the green, you only have to select the strength of the shot as the club has already been assumed. When you have 'holed your putt', your score is indicated and compared with the par score. This is the score that a 'scratch player' would be expected to take. If, after your handicap is taken into consideration, your score is better than par, you will be given a new lower handicap together with a new password needed to enter the next round. You must remember this new password to enter it for the next game, so please write it down.

To begin, you assume you have a handicap of 16 and the password is: S9V73.