LOADING
To load, press **CTRL** and small **ENTER** keys together. Press **PLAY** on datacorder, then any key. The programme will now load automatically.

GAME:
PRO GOLF is a golf simulation for 1 – 4 players and features two famous courses, **SUNNINGDALE** (ENGLAND) on one side of the tape and **PEBBLE BEACH** (USA) on the other.

CONTROLS:
O, P and **ENTER** keys to select **CLUB, DIRECTION** and **FORCE.** Other keys as indicated in the game. Press and release **SPACE** to start your **SWING** and press **SPACE** again to hit the ball.

GAME OPTIONS
Championship:—Play 4 rounds against 17 other players. (Up to 4 players can play from the keyboard). Option to alter wind and ground conditions after each round.
Single Round:—Play one round only. (1 – 4 players). Choice of championship or medal tees. Individual scorecards displayed between holes.
Practice:—Get to know the game. Practice any hole from any tee using any wind or ground conditions.
WIND:—0 (no wind) to 20 (severe wind). *Constant:*—Player chooses wind conditions and they remain constant throughout the round. *Variable:*—Computer decides wind conditions and may alter these slightly between strokes.
GROUND:—Wet, Normal or Dry. This may be a random choice by the computer or user defined to last one complete round. Ground conditions will effect bounce and putting. If playing on wet or normal ground with a high wind (variable), the ground may begin to dry out before the end of the round.
BACKSPIN:—(Irons only) the ball will not bounce as far when using backspin. In most cases it will move backwards after the first bounce.

continued over

PLAY

Fairways:– Choose club, direction and strength of shot (with reference to the Club/Distance and Hazard effect tables). Press and release the space bar to start your swing and press the space bar again to hit the ball. Too early or too late and the ball will be sliced, pushed, pulled or hooked. All distances given are from tee to centre of green.

Greens:– Choose strength and direction of shot with reference to ground conditions and slope of green. Slope is between 1 (gentle) & 10 (severe). Arrow points downhill. Slope will have a progressively greater effect as the ball moves across the green. Press and release the space bar to start your swing and press the space bar again to hit the ball. Too early and the strength of shot will decrease, too late and the strength of shot will increase. As the ball travels across the green the strength of shot decreases. The strength remaining must be less than 12 for the ball to drop into the hole. If it is 12 or greater, the ball will continue with a slight random variation in direction. For any given strength, the ball will move roughly twice as far in dry conditions as in wet, with normal conditions lying half way between.

Club/Distance Table (Assumes good shot and full strength)

Club	Distance travelled in air from: Tee	Fairway	Max % diff. due to wind	Max allowance needed	Bounce Normal ground
1 wood	260 yards	221 yards	21%	12 degrees	7 – 37 yards
2 wood	244 yards	207 yards	23%	13 degrees	7 – 35 yards
3 wood	228 yards	196 yards	25%	14 degrees	7 – 33 yards
1 Iron	218 yards	196 yards	36%	20 degrees	7 – 29 yards
2 Iron	200 yards	180 yards	40%	22 degrees	7 – 28 yards
3 Iron	184 yards	166 yards	44%	24 degrees	7 – 27 yards
4 Iron	170 yards	153 yards	49%	26 degrees	7 – 26 yards
5 Iron	154 yards	139 yards	53%	28 degrees	7 – 25 yards
6 Iron	138 yards	124 yards	57%	30 degrees	7 – 24 yards
7 Iron	124 yards	112 yards	62%	32 degrees	7 – 23 yards
8 Iron	110 yards	99 yards	67%	34 degrees	7 – 22 yards
9 Iron	94 yards	83 yards	72%	36 degrees	7 – 20 yards
10 Sand iron	72 yards	65 yards	78%	38 degrees	7 – 18 yards

Bounce varies with strength of shot. Wind has no effect on bounce. Ball will bounce further on dry ground, less on wet. Ball will only bounce on green or fairway. hazards immediately stop ball.

Effect of Hazards

Type of hazard	Type of lie	Allowable clubs	Reduction in distance	Randon variation in chosen direction
				plus or minus
Heavy rough	Good	4 – 10 irons	33%	10 degrees
Heavy rough	Bad	5 – 10 irons	48%	20 degrees
Light rough	Good	3 – 10 irons	20%	5 degrees
Light rough	Bad	4 – 10 irons	36%	10 degrees
Trees	–	3 – 10 irons	17%	5 degrees
Bunkers	–	10 iron only	33%	20 degrees
Edge of a bunker	–	all	17%	5 degrees
Edge of water	–	all	17%	5 degrees
Stands	–	all	36%	5 degrees

Out of bounds – Penalty stroke if ball lands out of bounds
Lost Ball – Penalty drop if ball lost. (Heavy rough only)
Water – Penalty drop if ball lands in water
Banks – Ball bounces in a random direction when landing on any bank.
Using wrong club from a hazard will not move ball but will cost a stroke.

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