

Will Harvey's

ZAN GOLF™



IIGS



ELECTRONIC ARTS®

Will Harvey's

Unbelievable! Miniature golf beyond your wildest imagination. Nine of the craziest holes a golf ball's ever seen—all so incredi-ball, each one is like a separate arcade game. Here's a glimpse.



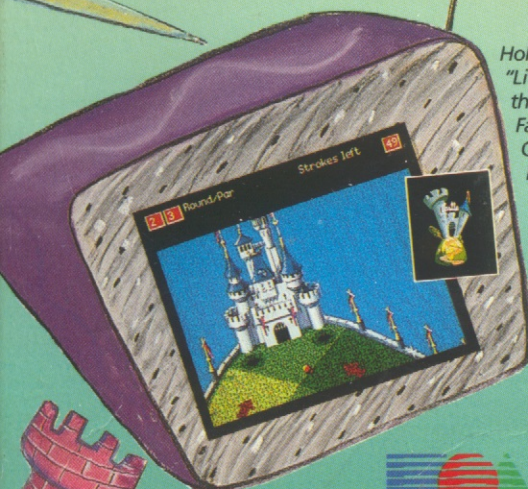
Hole 9: Dr. Frankenstein's private country club.



Hole 6: Magic ball-to-ball carpet.



Hole 4: Rubber bogey birdie bumpers.
(say fast 3 times)



Hole 7: From "Lifestyles of the Rich and Famous Goof Balls."



Hole 2:
Get an ace...
or indigestion!

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ELECTRONIC ARTS®

APPLE IIgs

512K

3.5" disk drive required

Mouse required

ZANY GOLF



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RAVENS

GOAL™



WARRIOR GAMES™



ZANX GOLF

TM



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Game designer Will Harvey founded Sandcastle while a freshman at Stanford University. For three years, Sandcastle pioneered the music and animation technology that they unveil in their first product—Zany Golf. The original zany score was written by Douglas Fulton, a composer at Stanford's computer music lab. Ian Gooding, a Cal Arts student and Sandcastle animator, shows his style throughout the game (if you look hard, you might even see his signature on the ketchup bottle). After they combined their music and artwork with Will's proven game logic, Jim Nitchals stepped up to the challenge of translating Zany Golf among half a dozen machines. Ian, Doug, Jim and Will focused on their specialties and collaborated on inventing the team's fantasy miniature golf course. Will says, "It took me awhile to explain what a bouncing hamburger had to do with golf."

Game Design: Will Harvey. **Graphics:** Ian Gooding. **Software:** Jim Nitchals, Will Harvey. **Music:** Douglas Fulton. **Producers:** Rich Adam, Roger Hector. **Assistant Producer:** Happy Keller. **Product Management:** Francine Huss Schneider, Don Transeith. **Package Design:** Kathy Oka. **Package Illustration:** Mercedes McDonald. **Screen Shots:** Frank Wing. **Documentation:** Zina Yee.

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MANUAL BY Z. J. YEE

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ZANY GOLF

Loading zany Golf

Welcome to *Zany Golf*, home of the unconventional putt. To load the game, put the game disk in your boot drive and turn on your computer. At the introduction screen, press a number from 1 to 4 (depending on the number of players) and you'll start the game.

If you don't want sound, press <control>-S. You can pause the game at any time by pressing <ESC>.

viewing the course

The Preview screen is the first thing you'll see at each hole. It shows the layout for the entire hole. This screen also lists any tips, special instructions, and bonus information. To leave this screen and tee off, click your mouse button. You can return to a hole's Preview screen any time by pressing H or ?; press any key to resume the game.

Once you get on the course, your view isn't limited to what's on the screen. Move your mouse to the edge of the screen and another section of the course will scroll into view.

Putting the Ball

The mouse is your putter. Spot the cursor on top of the ball, press and hold the mouse button until you see an "X" beneath the cursor, and move the mouse in any direction. You'll see a dotted white line that indicates the distance and angle of your putt. The farther you pull the mouse back, the harder your putt. (There's a limit to how far back it will go, so don't expect to whack the ball off the course!) Let go of the mouse button to putt.

If you don't like the starting point for your ball, move your cursor to any of the other starting points and click the mouse button to reset your ball.

If your ball is hidden behind an obstacle, press the space bar and the computer will spot the cursor on the ball for you.

If you change your mind about putting, put the cursor back on the ball. When you see an "X" beneath the cursor, you can safely release the mouse button without putting.

Keeping Score

Your goal is to complete all nine holes in par or better. If you do, you'll get a special reward. Par is the maximum number of strokes it should take for you to get the ball into the hole. You'll find the par value for each hole on the top left corner of the screen. You can still successfully complete all nine holes without getting par or better, but you won't get the special reward...

The box (or boxes if there's more than one player) in the top right corner of the screen shows how many strokes you have left. After you get the ball in the hole, any strokes remaining are carried over to the next hole. The total strokes you get for a hole comes from adding up two things: the par value for that hole and any strokes left over from the previous hole. The only exception is the first hole, where you start out with 5 strokes.

Let's say you complete the first hole in two strokes, giving you three extra strokes. The second hole is a par 3; add this value to the extra strokes and you'll get a total of six strokes for

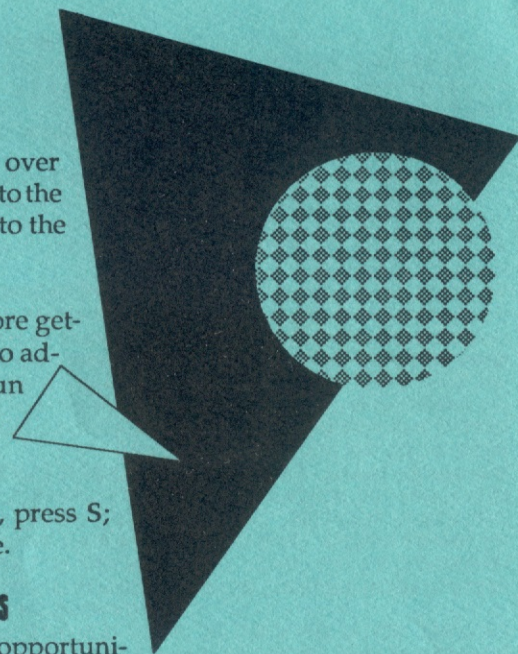
the second hole. Any strokes left over from the second hole will carry over to the third hole, and from the third hole to the fourth hole, and so on.

If you don't run out of strokes before getting the ball into the hole, you get to advance to the next hole. If you do run out, you'll go to the score card where you can start the game over again.

To call up the score card anytime, press S; press any key to return to the game.

Getting Bonus Strokes

The Preview screen lists any bonus opportunities for the hole. In addition to a hole's regular bonus opportunity (if it has one), there are two types that can appear at any hole: hitting the fairy with your golf ball or completing the hole while the timer bonus is running. You can get up to four free balls with the timer bonus—it all depends on how fast you putt. You'll see a clock and four balls on the top left corner of your screen. As time ticks by, one ball will disappear. If you finish the hole while four balls are still on the screen, you'll get four free balls; if you finish while three balls are on the screen, you'll get three free balls; and so on.



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ZANY GOLF™

by Will Harvey



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Scans & Adaptation by evxmelody