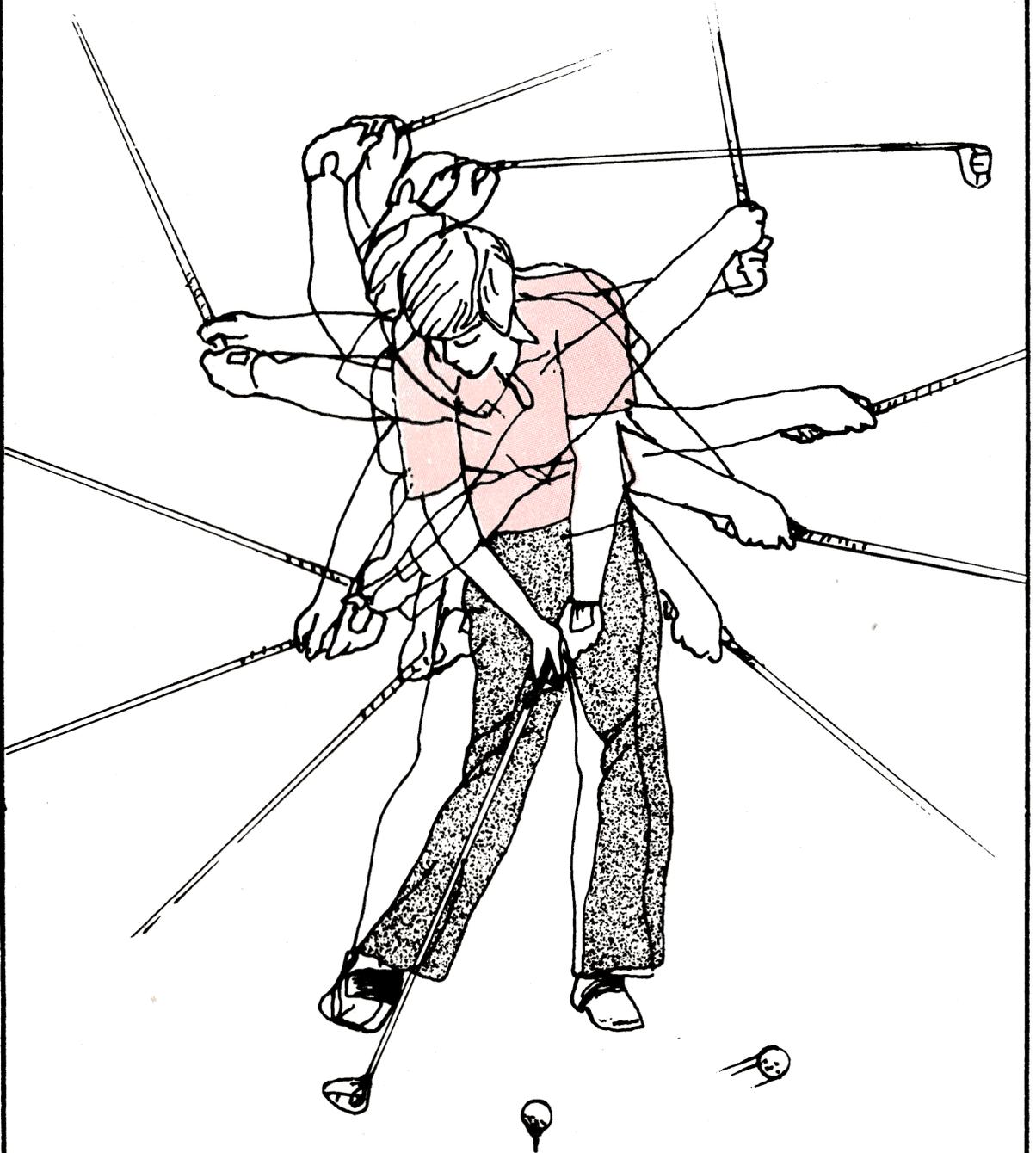


Tournament GOLF



Tournament Golf is Avalon Hill's name for its Sports Illustrated Microcomputer game of Professional Golf

**For: Apple® II, II + & Iie computers, 48K
Disk Drive and Paddles/Joysticks**

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TOURNAMENT GOLF

INSTRUCTION MANUAL

I. INTRODUCTION

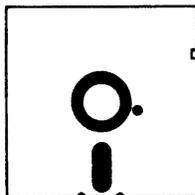
The game of golf originated in Scotland in the 15th century. It was first played with wooden clubs and a leather ball stuffed with feathers. The technology of the game has now progressed to the point where you can play golf in the comfort of your own home with Tournament Golf.

A. Game Description

Tournament Golf is a realistic simulation of the game of golf requiring judgment and skill in choosing clubs and executing shots. The results depend on the player's actions, with very little left to chance. Knowledge of the game of golf is helpful but not necessary. In fact, Tournament Golf can be used as a tool for teaching the rules of golf.

B. System Requirements

Tournament Golf requires an Apple II, II+ or IIe microcomputer with at least 48K memory, DOS 3.3, and either game paddles or a joystick.



C. Loading the Program

Tournament Golf is an auto-boot diskette. Place the game master disk in Drive 1 with the label side face up and power up the computer. After the introduction, the following question will appear on the screen:

**Do you want to play a N)ew or O)ld game, go to the
D)riving range, or go to the P)utting green?**

Choose **N**, **O**, **D** or **P**. **NOTE:** The introduction screen may be bypassed by pressing any key after "TOURNAMENT GOLF" appears on the screen.

1. Driving Range

Choosing **D** will send you to the driving range where you can practice with woods and irons. Before starting, the following question will be asked:

Choose A)mateur or P)ro difficulty:

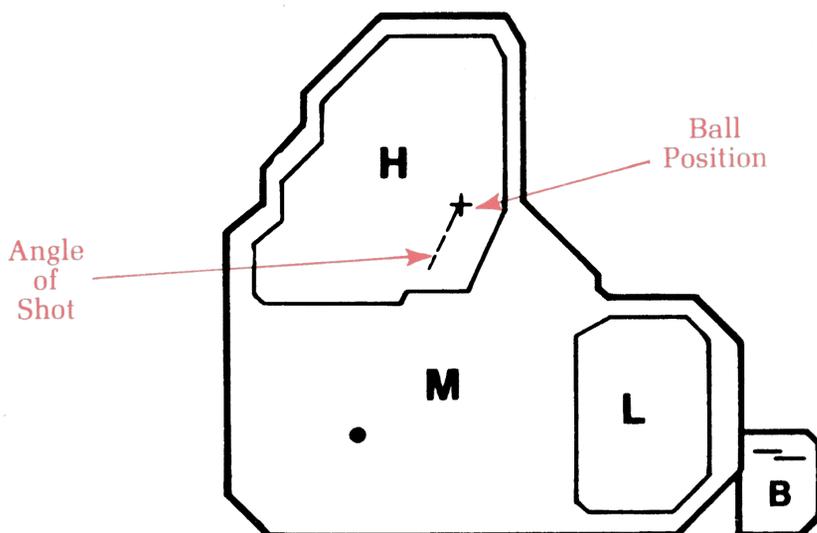
Beginners should choose **A**. When amateur difficulty has been mastered, pro difficulty provides an additional challenge for swinging the club. See section II (Fairway Shots) for details on hitting the ball.

After each shot you will be given the following options:

- 1) Hit
- 2) Amatr.
- 3) Pro
- 4) Quit

Choosing **1**, **2** or **3** will allow you to hit another shot, with **2** and **3** changing the difficulty. Choosing **4** will reboot the game master disk and return you to the options mentioned in I.C. above.

THE PUTTING GREEN



2. Putting Green

Choosing **P** will send you to the putting green where you can practice reading “the break” and chipping from the fringe. Before starting, the following question will be asked:

Choose A)mateur or P)ro difficulty:

Beginners should input **A**. See section III (Putting) for details on putting.

Once on the putting green you have the opportunity to place the ball anywhere by using the game paddle. To choose a location press any key when the + symbol is at the desired location. The + symbol can be moved with the paddle/ joystick controls. Putting continues until the ball is holed out. At that time you will be given the following options:

- 1) **Putt**
- 2) **Amatr.**
- 3) **Pro**
- 4) **Quit**

Choosing **1**, **2** or **3** will allow you to position your next putt, with **2** and **3** changing the swing difficulty. Choosing **4** will reboot the disk.

Remember the golfer’s adage, “Drive for show, and putt for dough.”

3. New Game

Choosing **N** will begin a new game. The following questions will be asked:

How many players in your group (1-4)?

Respond with a number from 1 to 4.

**Player 1
initial?**

**+:
etc.**

Respond with each player’s initial. The symbols preceding the colon are the ones that will be displayed on the screen to mark the position of each player’s ball.

Choose A)mateur or P)ro difficulty:

Again, beginners should choose **A**, advancing to Pro difficulty once Amateur has been mastered. The display will now print:

**Insert course disk in Drive 1
then press any key**

The master game diskette contains two 18 hole courses, called the **North Course** and the **South Course**. Additional courses will be available in the future. The North Course is on the boot side of the disk. Therefore, to play the North Course, just press any key to load it when prompted to load a course by the computer. To play the South Course turn the Master disk over so side 2 is up.

If you want to use a course other than the North or South Course, remove the game master disk. Insert the course disk with the selected course on it into the drive and press any key.

Whatever course is chosen, after pressing any key the name of the course and the low score for the chosen difficulty will be flashed up on the display.

4. Old Game

Choosing **O** will allow you to restore a saved game. The display will respond:

**Insert save disk in Drive 1
then press any key**

Remove the master disk, place the disk the game was saved on into Drive 1 and press any key. The display will respond:

**WARNING: Make sure file is on disk
Type in file name (Ø for catalog):**

Type in the file name or **Ø** and press RETURN. After the saved game is loaded, the display will respond:

**Replace course disk in Drive 1
then press any key**

Insert the course disk and press a key. The game will pick up where it left off after displaying the scorecard.

II. FAIRWAY SHOTS

Fairway shots (including tee shots) are used to get from the tee to the green. Once everyone is on the green, the display will change to a closeup of the green. See section III for putting information.

A. Terrain

The hole display shows an aerial view of the hole layout. The different types of terrain can be identified by color and shape.

TEE: The Tee-off area is a small area where all players will start a hole and is enclosed by a green outline.

FAIRWAY: All areas enclosed by and including the green outline.

#1 ROUGH: All the area outside the green fairway outline and inside the #2 Rough symbol.

#2 ROUGH: All the area outside the tree symbols and #2 Rough symbols (inclusive) which are in a continuous line surrounding the #1 Rough.



TREE: The "Tree" symbol:



GREEN: The "Green" is the solid green area with a white dot indicating the location of the pin (hole).

- TRAP:** Traps are all the areas enclosed by and including the white outline.
- WATER:** Water hazards are all the areas enclosed by and including the violet outline and have a "W" in them. Some water hazards extend to the edge of the display. Creeks and ravines are shown as continuous violet lines.
- WIND INDICATOR:** The wind is indicated on the screen by an arrow (above a **W** for Wind) pointing in the direction the wind is blowing to. The length of the arrows is proportional to the strength of the wind.
- OB:** When a player's ball travels off the edge of the screen he is considered Out of Bounds (OB).

B. Hitting the Ball

The fundamentals of hitting the ball are very important in Tournament Golf. Read this section carefully.

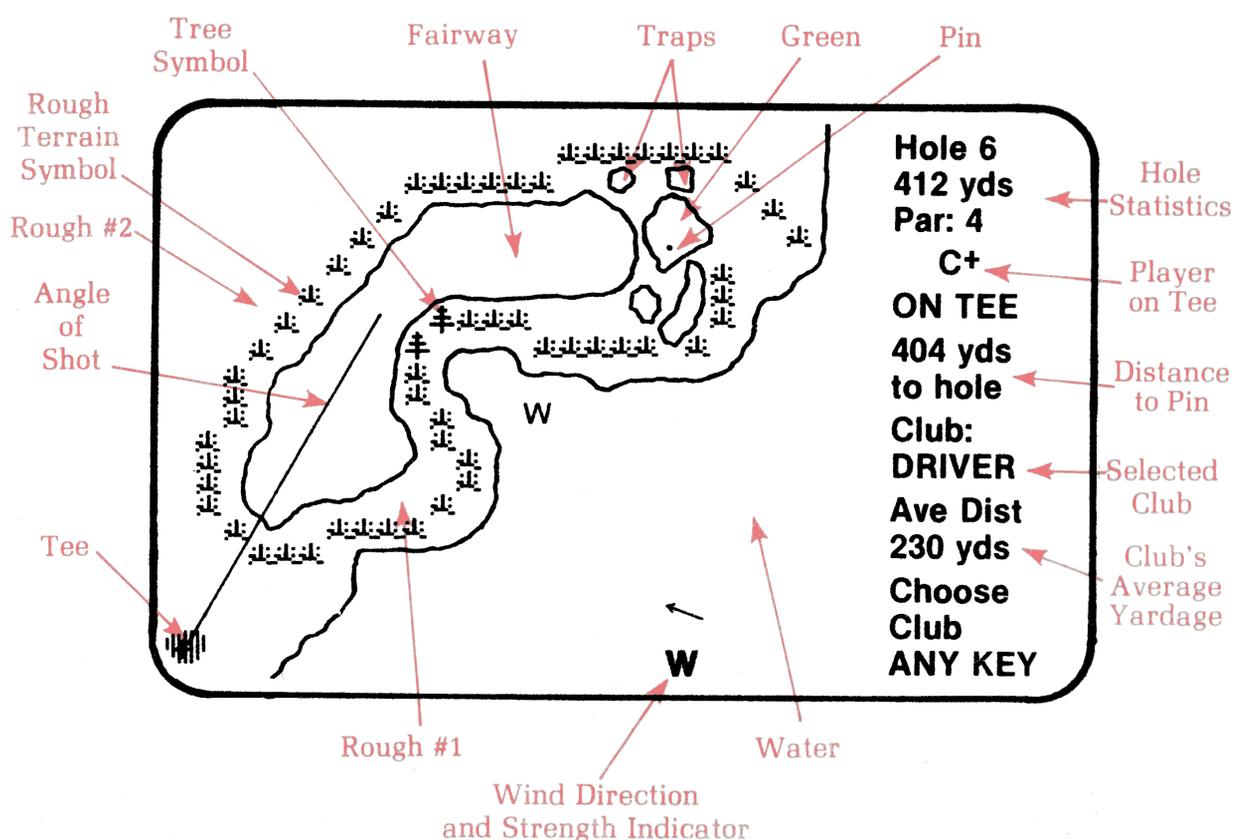
1. Honors

The player who is to swing next is chosen according to the rules of golf. For fairway shots, the player farthest from the hole is first. In case of a tie, the player with the lowest score on the previous hole hits.

2. Choosing a Club and Direction

When the hole display comes up on the screen, the player with the honors chooses his club and the direction he wants to hit the ball.

The club is chosen by dialing paddle \emptyset until the club displayed on the righthand side of the screen is correct. (A joystick can be used instead of a paddle controller. Select the appropriate club by rotating the controller stick. Once the correct club is displayed on the screen, the \emptyset and 1 buttons are used to aim the shot.) The line drawn on the hole display from the player's symbol is equal to the average distance a shot will go with a particular club if you were to take a half swing (see section II.B.4, Swinging the Club).



The direction of your shot is indicated by the direction of the line drawn from the player symbol. The direction can be changed by pushing either button \emptyset or 1. This will cause the line to rotate in the counter-clockwise and clockwise directions respectively.

When the proper club and direction have been chosen, press any key to switch to the hitting display (see II.B.4, Swinging the Club).

3. Club Restrictions

There are some restrictions on which club can be used when the ball is located in certain types of terrain.

- a) The driver can only be used while on the Tee.
- b) Shots from the #1 Rough and Traps may be made with any club from a 4 wood through a short recovery shot.
- c) Shots from the #2 Rough can only be made with a wedge.
- d) Shots from under trees must be made with either long or short recovery shots.
- e) The only clubs that can hit through trees are long and short recovery shots.

If you use the wrong club the shot will only go a short distance, and a message will appear on the screen stating:

**Wrong
Club**

4. Swinging the Club

Once a club and direction have been determined, the hitting display will appear on the screen. You, the player, are depicted addressing the ball, ready to swing. If you wish to change clubs at this point, pressing the **ESC** key will return you to the hole display.



Player addressing the ball

To swing the club, buttons \emptyset and 1 are used to control the rotation of the arms and wrists respectively. Pressing button \emptyset and holding it down causes the arms to rotate clockwise. Pressing button 1 and holding it down causes the wrists to rotate the club clockwise. As soon as button \emptyset is released, the arms will start rotating counter-clockwise. At this point you have no further control of your arms. As soon as button 1 is released, the wrists will start rotating the club counter-clockwise. At this point you will have no further control over your wrists.

There are some restrictions on the amount of rotation of either the arms or wrists:

a) For all shots other than the wedge and short recovery shots, the arms must be rotated at least 90 degrees back from the starting position and the wrists must be rotated at least 45 degrees from the starting position.

b) For wedge and short recovery shots, the arms and wrists must be rotated at least 1 degree back from their respective starting positions.

c) For all shots, the arms must not be rotated more than 180 degrees back from the starting position and the wrists must not be rotated more than 90 degrees from the starting position.

If any of these restrictions are violated, the shot will be flubbed. A flubbed shot will go some percentage of the minimum distance of a club depending on your swing. After a flubbed shot the message "Flub" will appear on the right hand side of the screen.

If the angle of the wrists with respect to the arms is large enough for the clubhead to miss the ball, the shot is whiffed. Your ball will stay where it was and the message "Whiff" will appear on the screen.

5. Tips on Swinging the Club

With amateur difficulty, a fairly good shot can be made by pushing both buttons simultaneously for the backswing, then releasing both buttons simultaneously when the arms have rotated to the degree required.

Pro difficulty takes more skill to hit the ball correctly. Once amateur difficulty has been mastered, you should experiment with the pro level on the driving range.

Another thing to keep in mind is that the arms are more powerful than the wrists in determining the distance a shot will travel.

6. Club Statistics

CLUB	AVE. DIST.	RANGE	TERRAIN ALLOWANCES
Driver	230 yds	190-270 yds	Tee only
2 Wood	210 yds	180-240 yds	Tee and Fairway
3 Wood	190 yds	160-220 yds	Tee and Fairway
4 Wood	180 yds	150-210 yds	All but #2 Rough and Trees
2 Iron	170 yds	140-200 yds	All but #2 Rough and Trees
3 Iron	160 yds	130-190 yds	All but #2 Rough and Trees
4 Iron	150 yds	120-180 yds	All but #2 Rough and Trees
5 Iron	140 yds	110-170 yds	All but #2 Rough and Trees
6 Iron	130 yds	100-160 yds	All but #2 Rough and Trees
7 Iron	120 yds	90-150 yds	All but #2 Rough and Trees
8 Iron	110 yds	80-140 yds	All but #2 Rough and Trees
9 Iron	100 yds	70-130 yds	All but #2 Rough and Trees
*Wedge	60 yds	10-110 yds	All but Trees
†L Rcvry	120 yds	90-150 yds	All but #2 Rough
†S Rcvry	50 yds	10- 90 yds	All but #2 Rough

*Shots from the #2 Rough can only be made with the Wedge.
†Shots from under or through trees must be made by either a long or short recovery shot.

SWING RESTRICTIONS

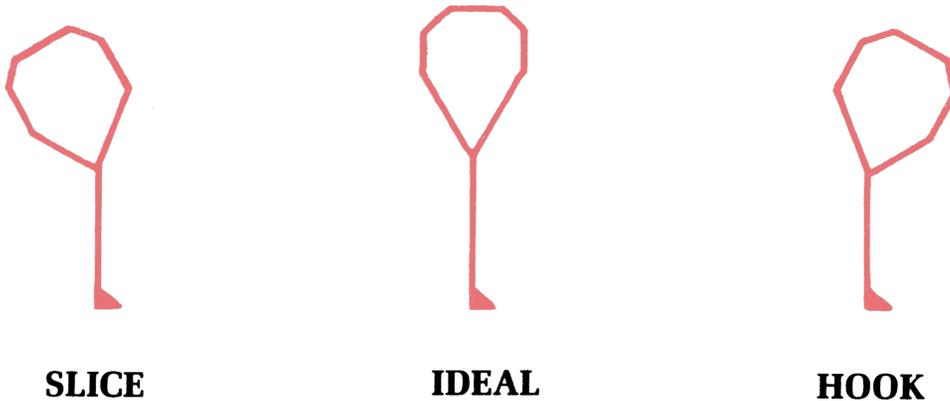
Driver—9 Iron	Arms:	90-180 degrees
& L Recovery	Wrists:	45- 90 degrees
Wedge & S Rcvry	Arms:	1-180 degrees
	Wrists:	1- 90 degrees

C. Shot Result

The distance and direction of a shot depends on how you swing the club. The farther the arms and wrists are rotated back (within the limits defined above), the farther the shot will travel within the range of the club used.

1. Hooks and Slices

Whether a shot hooks or slices is determined by the angle of the wrists at the time of impact.



The severity of the hook or slice is determined by the difference between the angle of your wrists and the ideal angle. A slice will cause the ball to travel to the right of the direction chosen. A hook will cause the ball to travel to the left. If the angle is large enough for the clubhead to miss the ball, the shot is whiffed.

2. Wind Effects

The distance and direction of a shot also depends upon the wind. A tailwind will add to the distance. A headwind will subtract from the distance. A crosswind will change the direction of the shot in the same direction as the wind. Wind directions in between these extremes will have a combination of the above effects. Long and short recovery shots and shots of less than 50 yards are not affected by the wind.

3. Shots from Roughs, Traps and Trees

Shots from the #1 Rough, #2 Rough and Traps have a random amount of yardage subtracted from the shot, up to a maximum 10%, 20% and 20% respectively. There is also a chance that a shot from a trap will be flubbed and remain in the trap even though the shot was executed correctly. In this case the message "Still in Trap" will appear on the right hand side of the screen.

If the shot hits a tree, the ball will stop and you will be under the tree. The exceptions to this are long and short recovery shots. Recovery shots can be hit through trees, but there is still a chance of hitting a tree.

4. Out of Bounds

If your ball goes off the screen it is considered out of bounds. According to the rules of golf you are penalized stroke and distance. In other words, one penalty stroke is added to your score for the hole and you will be returned to your original position.

5. Water Hazards

If your ball goes in the water there are two options:

- a) Return the ball to its original position, or
- b) Drop the ball.

According to the rules of golf, if your ball lands in a lateral water hazard (oriented parallel to the direction of the hole) the ball must be returned to its original position. If the ball lands in a water hazard you tried to hit over, there are two options:

- a) Drop the ball along the flight of the shot behind (the side the shot was hit from) the water hazard, or
- b) Return the ball to its original position.

In either case, you will be penalized one stroke.

To drop a ball after landing in the water, respond with **D** to the question:

D)rop or org. pos.

Any key but **D** will return your ball to its original position.

After pressing **D**, use the paddle (or joystick) to choose a drop position. The terrain that your player symbol is on as it moves around will be displayed on the right hand side of the screen. To finalize the drop, push any key. You will not be allowed to drop the ball in the water, but any other terrain is allowed. The players will have to enforce the rules of golf themselves.

6. On the Green

When your ball lands on the green your symbol is no longer drawn on the hole display. When all players are on the green, the green display is loaded from the disk.

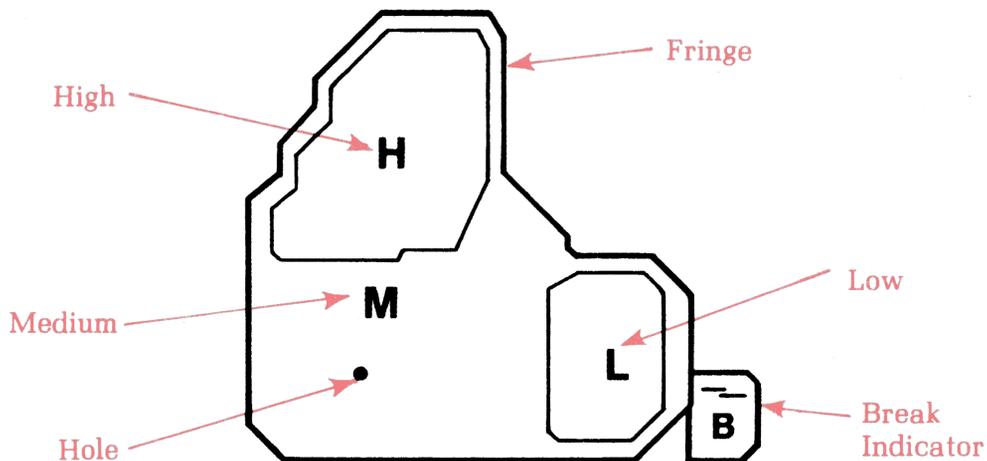
If a shot lands on the pin, there is a small chance it will be holed out. When the green display is brought up on the screen, any players that have holed out will be shown on the right hand side of the screen. If all players have somehow managed to hole out, then the putting for that hole is skipped and the players go on to the next hole.

III. PUTTING

Putting and short chipping are done from the green display.

A. Green Terrain.

The green display shows an aerial view of the green and the surrounding fringe area. The different levels of the green can be identified by color and labeling.



HOLE:	White, filled-in circle
LO LEVEL (low):	All areas enclosed by the green outline (inclusive) or the fringe area labeled with an L .
MD LEVEL (medium):	All areas enclosed by the violet outline (inclusive) or the fringe area labeled with an M .
HI LEVEL (high):	All areas enclosed by the white outline (inclusive) or the fringe area labeled with an H .
FRINGE:	Solid green area surrounding the green to the edge of the screen.
BREAK INDICATOR:	The B in the lower right hand corner of the fringe labels the break indication (short) line.

B. Hitting the Ball

The following instructions delineate the “art” of putting the ball.

1. Honors

The player farthest from the hole will get to putt first, even if some players are still on the fringe.

2. Choosing a Direction

Unlike fairway shots, no club is selected while putting (the putter is always used). The direction of your shot is indicated by the direction of the short line drawn from your player symbol. The direction can be changed by pushing either button \emptyset or 1 on the paddle (or joystick). This will cause the line to rotate counter-clockwise and clockwise respectively.

When choosing a direction, you must compensate for the break. The direction of the break is indicated by the short line above the **B** in the lower right hand corner of the green display. If the indicator is tilted to the left the break is to the left. If it is tilted to the right the break is to the right. The severity of the break is proportional to the angle of the indicator.

The break for each shot is determined randomly and always acts with respect to the direction the putt is made. For example, if the break is to the left, the putt would move to the left of whatever direction is chosen by the player. This is somewhat unrealistic, but it makes putting more of a challenge.

3. Swinging the Club

Once a direction has been chosen, the putting display comes on the screen. You are depicted addressing the ball, ready to putt or chip. If you decide to change your direction, press the **ESC** key and you will be switched back to the green display.

When putting or chipping you must compensate for changes in level and for the fringe. When the ball moves from a lower level to a higher level it slows down. When the ball moves from a higher level to a lower level it speeds up. Chips from the fringe must be hit harder than the distance to the hole indicates. You should experiment with putting and chipping on the putting green.

To swing your putter, buttons \emptyset and 1 are used to control the rotation of the arms and wrists respectively. Pressing button \emptyset and holding it down causes the arms to rotate clockwise. Pressing button 1 and holding it down causes the wrists to rotate the club clockwise. As soon as either button is released, control over the respective feature is lost. Generally, use button \emptyset (the arms) for long putts, and button 1 (wrists) for short shots.

There are some restrictions on the amount of rotation of the arms and wrists: the arms and wrists can be rotated between \emptyset and 90 degrees back from the starting position. Thus, putting can be done with the arms only, the wrists only, or some combination. If either restriction is violated, the shot is sculled and a "Scull" message will appear on the right hand side of the screen. A scull shot will go the maximum distance of the putt or chip.

If the angle of the wrists with respect to the arms is large enough for the clubhead to miss the ball, the shot is whiffed. Your ball will stay where it was and the "Whiff" message will appear on the right hand side of the screen.

4. Tips on Putting

The best way to become proficient at putting is to practice on the putting green. Some things to know are:

- a) The arms are more powerful than the wrists.
- b) Use the wrists only for short and medium length putts.
- c) Remember that the break is shown with respect to the direction chosen.

C. Shot Result

The distance of a putt depends on how the player swings the club and the types of terrain the ball travels over. The farther back the arms and wrists are rotated (within limits) the farther a putt will travel. If the ball travels over the fringe it will be slowed down. If the ball travels from one level to another it will speed up or slow down depending on the elevation change.

The direction of a putt depends on the break. The angle of wrists at the time of impact has no effect on the shot as long as the shot is not whiffed.

If your putt goes into the hole your symbol is no longer drawn on the green display. When all players are in the hole the score-card display is loaded from the disk.

If your shot goes off the screen, the ball is considered "off the fringe" and a stroke is added to your score to get back to the fringe. The message "Off the fringe" will appear on the right hand side of the screen.

IV. SCORECARD

The scorecard display shows all of the players' scores and the length and par of each hole. It also displays the course name and the difficulty. Following is a sample scorecard display:

Sample Scorecard

Hole	Yds.	Par.	C	S	P	M	
1	396	4	6	4	4	5	
2	532	5	8	5	5	6	
3	452	4	8	4	5	4	
4	224	3	5	3	4	3	
5	400	4	9	4	4	6	
6	456	4	4	4	4	5	
7	596	5	8	5	5	6	
8	192	3	5	3	3	4	
9	372	4	7	4	5	5	
OUT	3620	36	60	36	39	46	
10	376	4	7	4	4	5	South Course Amateur Low Score: 70
11	200	3	4	3	4	5	
12	456	4	6	4	5	4	
13	456	4	5	4	4	5	
14	380	4	6	4	5	5	
15	444	4	5	4	4	5	
16	592	5	5	5	5	6	
17	144	3	4	3	3	4	
18	528	5	4	5	5	6	
IN	3576	36	46	36	39	45	
TOT	7196	72	106	72	78	91	

A. Printing the Scorecard

At the end of 18 holes the low score for the course is updated on the course disk and displayed on the scorecard. You will then be given the opportunity of quitting or printing the scorecard. The following message is displayed:

Print Scorecard ?(Y/N)

If **N** is pressed the game will be over. If **Y** is pressed you will be given the chance to print out a copy of the scorecard. The screen will display:

**Type in the command which turns
on the printer.**

For example PR#1.

If the printer interface card is in slot #1 then type **PR#1** and press RETURN. If it is in slot #2 use **PR#2**, etc. If the command is miss-typed, the system will hang up (won't respond to the keyboard) and the scorecard can no longer be printed.

B. Continuing, Quitting and Saving

In the lower right hand corner of the screen the players are given the following option after each hole is completed:

C)ontinue or Q)uit

If **C** is pressed the next hole is loaded from the disk. If **Q** is pressed you are given the option of leaving the game or saving it for continuation later. The follow-

ing question will be asked:

Save (Y/N)?

If **Y** is pressed a DOS 3.3 formatted disk will be required to save the game to. The display will prompt you to:

**Insert an initialized disk in Drive 1
then press any key**

Place the save disk in Drive 1 and press a key. You will then be instructed:

Type in file name (Ø for catalog):

Type in a file name (maximum of 10 characters) and press RETURN or enter Ø and press RETURN to see a catalog of the disk. After saving the game the screen displays:

**Replace the course disk in Drive 1
then press any key**

Do as instructed. The scorecard will be displayed on the screen and you will again have the option to continue or quit.

IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.
3. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.
4. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own disk drive, but be unable to read software made on a different disk drive for this reason. Be sure your heads are correctly aligned. Your local computer store or dealer can help you with this.
5. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load) to:

Avalon Hill Microcomputer Games

4517 Harford Road
Baltimore, Maryland 21214

Defective software will be replaced.

QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "complete" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

YOU NAME IT, WE'VE GOT A GAME ON IT . . .

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The Avalon Hill Game Company

Consumer Relations

4517 Harford Road, Baltimore, MD 21214

CREDITS:

Game Design:

Ken Coates

Package Artwork:

Jim Talbot

Rules:

Ken Coates & C. Kibler

Production Coordination:

Phyllis Suddeth

Typesetting:

Colonial Composition

Prep. Dept. Coordinator:

Elaine M. Adkins

Playtesters:

Larry McCauley

Phyllis Suddeth

Harold Cohen

Tom Shaw

Jack Dott

David Kuijt

Winchell Chung

Charles Kibler

THIS PRODUCT WAS CREATED USING GraFORTH, A GRAPHICS LANGUAGE BY PAUL LUTUS, MARKETED EXCLUSIVELY BY:

INSOFT, INC.
10175 S.W. BARBUR BLVD.
SUITE 202B
PORTLAND, OREGON 97219
(503) 244-4181

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Club Statistics

CLUB	AVE. DIST.	RANGE	TERRAIN ALLOWANCES
Driver	230 yds	190-270 yds	Tee only
2 Wood	210 yds	180-240 yds	Tee and Fairway
3 Wood	190 yds	160-220 yds	Tee and Fairway
4 Wood	180 yds	150-210 yds	All but #2 Rough and Trees
2 Iron	170 yds	140-200 yds	All but #2 Rough and Trees
3 Iron	160 yds	130-190 yds	All but #2 Rough and Trees
4 Iron	150 yds	120-180 yds	All but #2 Rough and Trees
5 Iron	140 yds	110-170 yds	All but #2 Rough and Trees
6 Iron	130 yds	100-160 yds	All but #2 Rough and Trees
7 Iron	120 yds	90-150 yds	All but #2 Rough and Trees
8 Iron	110 yds	80-140 yds	All but #2 Rough and Trees
9 Iron	100 yds	70-130 yds	All but #2 Rough and Trees
*Wedge	60 yds	10-110 yds	All but Trees
†L Rcvry	120 yds	90-150 yds	All but #2 Rough
†S Rcvry	50 yds	10- 90 yds	All but #2 Rough

SWING RESTRICTIONS			
Driver—9 Iron	Arms:	90-180 degrees	
& L Recovery	Wrists:	45- 90 degrees	
Wedge & S Rcvry	Arms:	1-180 degrees	
	Wrists:	1- 90 degrees	

*Shots from the #2 Rough can only be made with the Wedge.
 †Shots from under or through trees must be made by either a long or short recovery shot.

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