NOTES

STABLEFORD POINTS SYSTEM

This system is widely used for competition golf. The "par" of a hole (3,4 or 5) is the correct score for a player with a 0 handicap to take at that hole.

If player scores one over par	1 point
If player scores par	2 points
If player scores one under par ("BIRDIE")	3 points
If player scores two under par ("EAGLE")	4 points

The player receives a stroke allowance of 7/8 of his handicap, i.e.

A handicap of 24 receives 21 strokes

A handicap of 8 receives 7 strokes

Each hole has a stroke index depending on the level of difficulty. If a player's stroke allowance is equal to or greater than the hole's stroke index, he receives a stroke at that hole. If he scores 5 on a par 4 hole, he would then score a net 4 and has scored 2 Stableford points.

MATCHPLAY

The player with the lower handicap gives strokes to the other player. The number of strokes given is 3/4 of the difference between the handicaps.

CLUB DISTANCES (Approx. dist. in yards)

WOODS			IRONS						
1 (on tee)	1	2	3	4	5	6	7	8	9
230	220	210	193	180	165	150	140	130	120

Should you have any problems loading or running the cassette, please return it, stating the problem to::-

SALAMANDER SOFTWARE
27, Ditchling Rise
Brighton
East Sussex
BN1 4QL

© 1982
SALAMANDER SOFTWARE

Salamander Software

GOLF

INSTRUCTIONS

LOADING THE CASSETTE

1. Place the cassette in the cassette player.
2. Type CLOAD and press (ENTER)
3. Press the play button on the cassette player.
4. When the computer responds with "OK", type RUN and press (ENTER).

GENERAL DESCRIPTION

The real game of golf is simulated as closely as possible in that

EITHER One player tries to score the highest number of Stableford points (see notes for explanation of Stableford system).

OR Two players play match-play against each other over 9 or 18 holes, the winner being decided on the basis of the number of holes won.

There are nine different hole layouts and 18 holes are achieved by playing the round twice. Initially players either choose their handicap (0 to 24) or the computer will allocate randomly. Players have equal chances of a good score whether their handicap is high or low. The player with a 1 or 2 handicap hits the ball straigh-ter, more consistently and further than a player with a 22 or 24 handicap, but the strokes received by the high handicap player compensate for this.

FAIRWAYS are shown in BLUE

ROUGH is shown in GREEN. Shots played from the rough will be reduced slightly in length and there are more chance of a topped shot. The chance of a topped shot is greater the longer the shot and the player's handicap. (Topped shots do not go far and do not leave the ground).

HAZARDS (Bunkers and trees) are shown in YELLOW Shots from hazards are liable to give even poorer results than those from the rough. If a ball lands in a hazard it stays where it pitches and does not roll further.

OUT OF BOUNDS And ponds are shown in RED. Balls landing in, or rolling into these areas are lost. Players have to play again from where the last shot was played with a penalty of one shot.

WIND DIRECTION is shown by a RED ARROW in the top left hand corner. Wind force varies on a scale of 1 to 6 and the stronger the wind, the longer the arrow.

SCALE is shown as a line in the bottom left hand. The scale represents 100 yards.

PUTTING GREEN is shown as a GREEN CIRCLE. When the ball reaches the green, the display will change to a large scale picture of the green. The arrow in the top left hand corner represents the direction and intensity of the slope of the green. The scale in the bottom left hand corner represents the distance covered by a putt of force ten.

PROCEDURE FOR 1 PLAYER

Follow the screen instructions until 1st hole layout is displayed on the screen.

AIMING- The flashing point is the aiming mark. To move the aiming mark upwards, press the (↑) key once and the mark will move steadily upwards. To stop the mark moving upwards, press the (↓) key once and the mark will stop. To start it moving downwards, press the (↓) key once, and press the (↑) key once to stop it moving.

HITTING THE SHOT- When you are satisfied that the aim is correct, pressing (ENTER)will take you to the club selection display. If you choose to use a 9 iron, you will be asked how hard you wish to hit the ball on a scale of one to ten. Decimals (e.g. 2.5) maybe entered. When the club has been chosen, press press the space bar to hit the shot. When the ball reaches the putting green, the display will change to a large scale version of the putting green. The aiming procedure is the same, but instead of club select-ion, you will be asked how strongly you wish to hit the putt on a scale of one to thirty.

OPTIONAL AIDS- When deciding on club selection you may enter "0" to return to the hole layout. If you change your mind about which club to use, the back-space key (←) allows for correction. When the ball is on the edge of a hazard etc., it can be difficult to see. If you press the spacebar the aiming mark will stop flashing and the ball will flash instead.

PROCEDURE FOR 2 PLAYERS

This is the same as the procedure for one player except that the players take turns, the player furth-est from the hole playing first. When both players reach the green the player furthest from the hole will will be allowed to putt out first.