

Mini-Putt™



Players Guide

Apple IIGS™

Designed by Artech Digital
Entertainments, Inc.

ACCOLADE™

The best in entertainment software.™

THE GAME *(introduction)*

Mini-Putt allows 1 to 4 people to play a round of miniature golf on any of 4 unique courses. This is a fun simulation of a classic game, combining skill with a sense of humor.

TEE OFF *(getting started)*

- Put the Mini-Putt program disk in the startup drive and turn on your computer. The program loads automatically.
- Use the control panel to change the volume of the sound chip. Refer to your ProDOS manual for more information.

CHOOSE YER CLUB *(selecting options)*

- Move the mouse up or down to highlight **Practice a hole**, **Play a game**, or **Quit**. Press the button to continue.
- Move to the desired course and press the button.
- In practice mode, select hole to practice, and press the button.

YOUR NAME IN LIGHTS! *(name entry screen)*

Enter your name (up to 8 letters) and press RETURN. If there are fewer than four players, press RETURN again.

If you achieve a "low" score for any course, you're invited to enter your name on the course's Pro Board. Use the same procedure as above to enter your name.

OFF THE WALL *(how to aim your shot)*

Use your mouse to position the crosshair where you would like your first putt to go. You may move the crosshair within the play area only. If a hole extends past one screen, move to the edge of the screen, and the next part of the hole appears.



PLAY AREA

HOW HARD? (*powering your shot*)

While you're aiming your putt, the distance between the ball and the current cursor position is displayed numerically next to your golfer. You may have to use extra power on holes with slopes and banks, and less power on holes with a clear shot.

FORE! (*how to putt*)

When you're ready to shoot, press the mouse button. Notice the level rise in the power bar. When the bar reaches the desired distance, press the button again, and the bar moves back down. The mark where you stopped the bar moving indicates the power with which you hit the ball.



When the bar reaches the bottom of the power bar, it moves horizontally onto the accuracy bar. In the middle of the accuracy bar is a center line. To make the ball move exactly toward the cursor position you're aiming for, you must press the mouse the instant the indicator reaches this line. If you press the button late (right of center line), the ball will move to the right of where you aimed. Press too early, and the ball veers left. When you release the button, the ball will begin to move.

CHECK IT OUT *(the scorecard)*

At the end of each hole, the current score for all players appears on the scorecard screen. If you wish to see the score at any other time, press the space bar.

HOT TIPS FROM THE CLUB PRO

TIMING SHOTS: The ball doesn't move until you release the button on the accuracy bar. When you're trying to putt through a moving object (a windmill, for example), use this fact to aid you in your timing.

MAKING PAR: In most cases, you've got several ways to make a shot. The easy route to the hole requires more strokes than the trickier multiple-bounce shots, but, of course, it's safer. To make par on some holes, it may be necessary to take the more difficult shots.

TERRAIN:

SMOOTH: Constitutes the main playing field. It is flat and solid in color.

SLOPES: Slopes and breaks are indicated by arrows that point in the direction they influence the ball to go. Dark arrows on a light colored background break slightly faster.



WALLS: Walls and diagonals cause the ball to rebound in a manner dependant on the speed and direction of the approaching ball.

WATER: Water pools and traps may or may not be surrounded by walls. If your ball lands in the water, your next stroke is played from the point where it entered the water. A one stroke penalty is added to your score.

BRIDGES: Bridges may be flat, or sloped in any direction. Some bridges are covered; others are open. Some bridges (like draw-bridges) involve timing events; others require more power in the shot. Some are bordered by walls, while others have no such safety rails to prevent the ball from falling into the water.

SPECIAL KEYS

- ESC**
- On menu screens, returns to previous menu screen.
 - During game, quits the game and returns you to the first menu screen.
- Space Bar**
- Displays the scorecard.
- S**
- Toggles sound on/off.

CREDITS

Original program by Artech Digital Entertainments, Inc.
Apple IIGS version by Tanager Software
Produced by Jay Stevens



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NOTE: To speed up processing, please return disk only.

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