

HOLE IN ONE GOLF
by Walter La Croix, (C) 1985

To load, type: `LOAD"BOOT",8,1 <Return>`. Program will load and run automatically. Select whether you wish to golf the North Course, one of your own courses, or to build your own course using the Course Builder. For information on how to use the Course Builder, `LOAD"TUTOR",8` and `RUN`. Use the joystick (in port 2) to select club and angle. Push joystick forward or backward to change clubs. The woods have more distance than irons, but irons get more height. Move the joystick left or right to change the angle of your shot. This will rotate the black cursor around the white ball. There are 44 different angles. The black cursor represents the position of your club. Press the action button to enter club and angle. Use the joystick to select the speed of your swing: Up = soft, Right = medium, Down = hard, Left = very hard. Press the action button to enter your swing. Now look at the upper left corner of the screen. You will see the white golf ball with the club face to its left. The club face moves up and down at a speed dependent on the power of the swing. Hitting the top half of the ball will impart topspin to your shot, hitting lower on the ball will produce backspin. Press the action button when the club face is positioned where you wish and the golfer in the left corner will then begin his swing; this is when you can impart hook (ball curves left) or slice (ball curves to the right). Pressing the action button before the club reaches the golfer's feet will give the ball hook, pressing it after it passes the feet will give the ball slice. For a straight shot, push the button at the bottom of the swing. The degree of hook or slice is diminished the closer the club is to the golfer's feet when the button is pressed. If you do not press the button, the computer will randomly pick hook or slice!

The course is displayed in 3D, so the ball can appear to travel behind the trees without hitting them. The ball's shadow will give a good indication of its height. The grey line around the screen is the boundary of the hole. If the ball goes out of bounds, it is returned to where it was hit and you will be penalized one stroke. If the ball lands in a water trap, the ball is placed at the edge of the water and you are penalized a stroke. If the ball lands in a sand trap, you can only use the Wedge to get out. If you land in the rough, your next shot will lose some distance. Woods are not recommended in the rough as they will lose more distance than an iron.

The screen changes when you land on the green. You will see the ball roll to a stop (going forward if you put topspin on your shot, or backwards if you used backspin). When putting, you will have control of the speed and angle of the stroke as before, but speed will now be indicated by a power meter at the top of the screen. This will allow you more control over your putts. Looking at the upper left part of the screen, you will see the ball and putter with the putter face changing its angle at a rate determined by the power setting. If the putter is slanted left the ball will curve left, slanted right will cause the ball to curve right. A flat face will give a straight putt.

Note: The program code for HOLE IN ONE GOLF was compiled using the Blitz Basic Compiler from Skyless Electric Works.