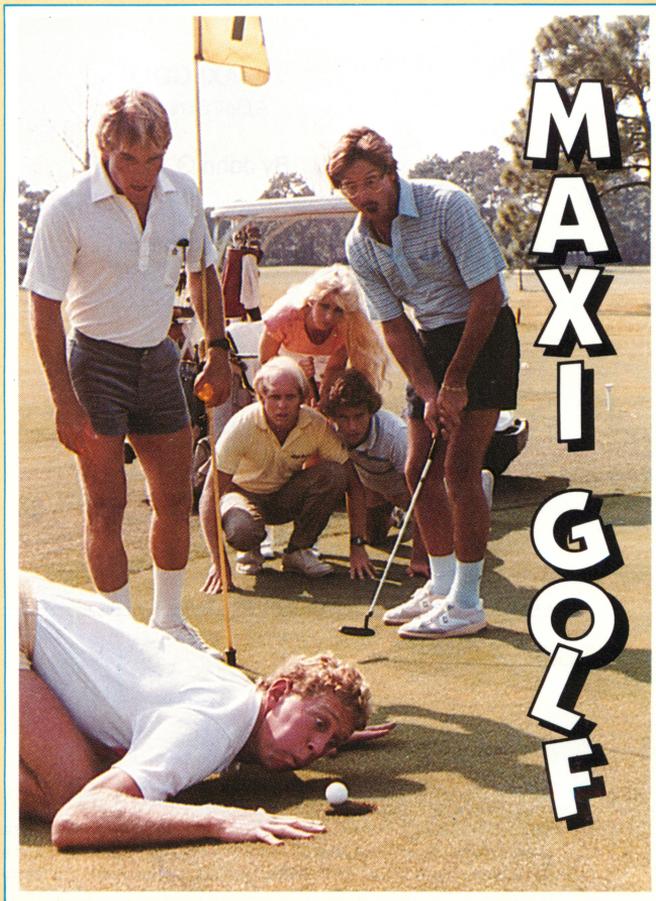




**THUNDER
MOUNTAIN**



**MAXI
GOLF**

MAXI GOLF
A Golf Simulation

By John G. Horan

Copyright © 1984
by John G. Horan

Package Photos and Logos
by Kem McNair
Thanks to Marvin Harvey, Jr.
Pro at New Smyrna Beach
Municipal Golf Course

SECTION 1. INTRODUCTION

Welcome to the Golf Links! Maxi Golf is not an arcade-type game requiring quick reactions, but is a SIMULATION requiring strategy, judgement and skill. All efforts have been made to ensure that this simulation is as true to the game of golf as is possible.

SECTION 2. HARDWARE REQUIRED: ATARI™

- Atari Computer
- Disk Drive
- 48K Memory
- Television or Video Monitor
- One or two Joystick Controllers

HARDWARE REQUIRED: COMMODORE™

- Commodore 64 Computer
- Commodore 1541 disk drive
- Television or Video Monitor
- Joystick

Refer to your Disk Operating System Manual for details of connecting these units together.

**SECTION 3. LOADING THE PROGRAM:
APPLE**

1. Insert the disk, label side up, into the drive.
2. Turn on the computer.
3. In a moment you will see the prompt, "Do you wish to play golf? (Y/N)"
Type Y. Make sure the CAPS LOCK key is *down*.
4. You will be prompted to "insert the playing course disk." The golf course is on the other side of the program disk, so remove the program disk and reinsert it with the other side facing up. Follow the on-screen prompts from there to get started.

LOADING THE PROGRAM: COMMODORE

- (1). Turn on TV or monitor.
- (2). Turn on the computer and wait for the READY prompt.
- (3). Turn on the disk drive, and wait until the red "drive busy" light goes off.
- (4). Open the disk drive and insert the Maxi Golf diskette. Close the door securely.
- (5). Type in: LOAD**",8,1 and press the < return> key.
- (6). At the prompt "DO YOU WISH TO PLAY GOLF?," type "Y."

The MAXI GOLF program will run and the TITLE SCREEN will appear on the screen.

SECTION 4. WIND & PLAYER SELECTION: ATARI

You should now be viewing the TITLE SCREEN with Maxi Golf displayed in the center. At the bottom of the screen, various selections you can make are displayed.

SELECT NUMBER OF PLAYERS by using the <OPTION> key. Press the <OPTION> key and you will see that the number of players displayed on the screen cycles around the numbers from one to four. Release the key when the number of players you require is displayed.

This selection also determines whether one or two joysticks will be used. Players can use any joystick.

In the same way, but using the <SELECT> key, you can select a MAXIMUM WIND FORCE. The actual wind force and direction at each hole is selected by the computer, but you are able to specify the MAXIMUM wind force the computer can select at any hole. Zero inhibits wind altogether, and nine gives gale force!

It is suggested that you enter zero, for no wind, until you are familiar with the game.

When you are happy with your selections for the number of players and the maximum wind force, press the <START> key to continue.

You are now asked to enter the name of each Player. Enter each name followed by the <RETURN> key. If you press <RETURN> on its own, the Players will be referred to as Player 1, Player 2, etc.

When all the Player names have been entered, the following message will appear on the screen:

LOAD
COURSE DISK
IN DRIVE 1
PRESS TRIGGER
TO CONTINUE

At this time remove the MAXI GOLF Program Disk from drive 1. Insert a MAXI GOLF Course disk into the drive and close the door securely. Press the trigger on any joystick controller to continue. The Score Card will appear.

NOTE: DO NOT CHANGE COURSE DISKS IN THE MIDDLE OF A GAME! STANCE AND TEE AND GREEN AND HOLE WILL NOT MATCH UP!

COMMODORE 64 WIND AND PLAYER SELECTION

You should now be viewing the TITLE SCREEN with MAXI GOLF displayed in the center.

As requested by the message at the bottom of the screen, you should now insert a Course Disk in the Disk Drive, and press Function Key 1. This will cause the Course disk to be checked for the correct format. If the disk is found to be incomplete, a message will be displayed to indicate this, and another Course disk must be used.

You are now asked to use the joystick trigger to select the number of players. Pressing the joystick trigger on any joystick will cause the number of players to move from one to four, and then to start the cycle again at one. When the required number of players is displayed, you should press Function Key 1 to proceed.

Selecting the maximum wind force is now done using the same procedure, only in this case the possible values are between zero and nine. It should be noted that it is the maximum possible wind force which is being selected by the computer, and will be between zero and the maximum selected. It is suggested that you select zero, for no wind, until you are familiar with the game.

You are now asked to enter the name of each player. Enter each name followed by the <RETURN> key. If you press <RETURN> on its own, the Players will be referred to as Player 1, Player 2, etc.

On completion of this stage, the Score Card will automatically be displayed.

NOTE: DO NOT CHANGE COURSE DISKS IN THE MIDDLE OF A GAME! STANCE AND TEE AND GREEN AND HOLE WILL NOT MATCH UP!

SECTION 5. THE SCORE CARD

The SCORE CARD is now displayed. The hole numbers are displayed along the top and the player names down the left-hand side of the card. Immediately below the hole numbers the Par for each hole is displayed. This is the number of strokes in which you should aim to complete each hole, and ultimately the course. Each Player's SCORE for each hole is placed in the line alongside his or her name, immediately below the hole number, after the hole is played. The Player's TOTAL SCORE is accrued on the right-hand side of the card, as the game proceeds.

At the bottom of the screen, a message is displayed to indicate that pressing the trigger on any joystick controller will cause Hole 1 to be loaded, and the hole will be displayed on the screen.

After each hole is completed the scorecard is once again displayed, and pressing any joystick controller trigger causes the next hole to be loaded and displayed.

When the last hole has been played the message displayed on the scoreboard indicates that pressing the trigger will allow a new game to be played. If desired this can be played using a different Course disk.

SECTION 6. THE PLAY SCREENS

There are nine holes to play in Maxi Golf, each with an associated PLAY SCREEN, each with three sections.

The top section displays the Player scores in Player number from left to right. The score for Player 1 is highlighted, indicating that Player 1 is ready for tee-off.

The center of the screen shows the scenario for HOLE 1. At some point on the screen is the tee with the ball in position, and Player 1 standing next to it (the two spots are his feet!) The green (on the Commodore the green is red!) is located in another area of the screen, and between this and the tee is the fairway. Around the fairway there are various hazards in the form of water, rough, trees, and sand.

When the current player is on the green, the center section of the screen displays a close up picture of the green and surrounding terrain. Press the fire button while in STANCE to remove other balls from play.

The lower portion of the screen (on Commodore, at top of screen) is divided into two sections by a dividing line and details of the hole number and the current Player. The section to the right of this division gives information about the hole and wind conditions. Details given here are as follows:

THE HOLE LENGTH:

The distance from the tee to the hole.

THE HOLE PAR:

The number of strokes in which you should aim to complete the hole.

THE WIND FORCE:

The wind force which the computer has selected for this hole.

THE WIND DIRECTION:

The wind direction which the computer has selected for this hole.

The section to the left shows the control options which you have when you play your stroke:

STANCE:

This determines where the Player stands relative to the ball. NOTE: The club always swings right to left!

CLUB:

This determines which golf club will be used to play the next stroke.

LENGTH:

This selects the length of the shot, relative to the club chosen, for the stroke. It is generally controlled on the Golf Course by altering the force behind the club.

CURVE:

This determines the curve applied to the ball on impact. A curve to the left (around or across your body) is called a Hook. A curve to the right of the direction of motion is called a slice.

SECTION 7. THE COMMANDS

The command word **Stance** will be on the screen highlighted in inverse video. This indicates that you can alter the Player's stance by moving the joystick to the left or right. Moving the joystick to the left moves the Player in a counter-clockwise direction around the ball. Moving the joystick to the right moves the Player in a clockwise direction. Move your Player to a position which you consider will allow your Player to hit the ball in the direction you choose, avoiding all hazards. **REMEMBER -- YOUR PLAYER IS RIGHT- HANDED!**

Next, move the joystick back towards you and hold it here until the inverse video command moves down the command options. When it reaches the last one (**CURVE**), it starts again at the first, allowing you to alter any command. Holding the joystick away from you cycles through the commands in the opposite direction.

Using this up/down motion of the cursor, position it on the command option **CLUB**. Moving the joystick to the right will cause the following **CLUB** options to appear to the right of the cursor:

DRIVER
3 WOOD
5 WOOD
3 IRON
5 IRON
7 IRON
9 IRON
WEDGE
PUTTER

Moving the joystick to the left will cause the same **CLUB** options to appear in reverse order. This is how you select the club with which you wish to play the stroke. Longer range clubs are selected by moving the joystick to the left, and shorter range clubs are selected by moving it to the right. If your ball is on the green, you will only be allowed to use the **PUTTER**. In general, it is true to say that the shorter clubs (higher numbered), with the exception of the putter, will cause the ball to rise higher in the air and go a shorter distance than the longer clubs. For more detail, read **SECTION 10**.

Having selected your club, move the cursor down to the control option **LENGTH**. The default selection for the length of your stroke is medium. There are five options:

LIGHT
FAIR
MEDIUM
FIRM
STRONG

Move the joystick to the left to select the lighter options, to the right to select the stronger ones. The length of the stroke is not independent of the Club chosen. In fact, choice of the correct club will determine the length more than this option. This can really be regarded as the "fine tune" on the length of the stroke.

Having selected the length which you require, move the cursor down to the last option - **CURVE** - and the scale with the centralized marker. Moving the joystick right and left causes the marker to move right and left. This scale is a measure of the amount of curve applied to the ball on impact of the club. The "H" to the left of scale stands for **HOOK**, a golfing term for the amount of curve to the left of the direction of motion of the ball. The "S" to the right of the scale stands for **SLICE**, a golfing term for curve to the right. Use the marker on the scale to "fine tune" the direction of the ball. You can use **HOOK** and **SLICE** to curve the ball around hazards such as trees, but this will take practice.

Review your selections, and make sure you are happy with them. If not, move the cursor around and change them until you are. Remember, you will develop more accuracy with experience.

To play the stroke, press the fire button on the joystick controller. This must be done when the inverse video cursor is not on the command **STANCE**. (Pressing the trigger with the cursor on **STANCE** causes any balls, except that of the current player, to be hidden). Assuming you have pressed the trigger with the cursor correctly positioned, the ball will be struck and will proceed along the fairway - if you have selected reasonable options. Unless you are playing alone, the next player will now be positioned at the tee.

On the first hole all Players tee-off in Player number order. At subsequent holes the order will be determined by the scores at the previous hole, the Player with the lowest number of strokes starting first. When all the Players have tee-d off on any hole, the Player furthest from the hole always plays first.

When all Players have completed a hole, the **SCORE CARD** is displayed until a joystick controller trigger is pressed.

SECTION 8. HAZARDS

The **HAZARDS** faced by the Player are identical to those encountered on a real golf course. Well planned strategy is required to avoid them. While playing **MAXI GOLF** you will encounter the following:

THE ROUGH

This term refers to any area of grass which is not closely cropped. Naturally this will impede the Player from making as good a stroke as he would from the tee or the fairway.

SAND TRAP:

This refers to any area of sand, whether it is in the form of a purposely placed obstacle or a natural river bank. Since it is not possible to play a very accurate stroke from sand, your basic intention should be to get out of it, preferably using a wedge.

TREES:

Trees are scattered around the course. You should play your strokes around them. Sometimes it is advantageous to play below or above the branches of a tree to get closer to the hole. NOTE: All trees in MAXI GOLF are 60 feet high with branches starting 20 feet above the ground. You should take this into consideration when choosing the appropriate club for your stroke.

WATER:

Water is present on the golf course in the form of rivers, lakes, and the shoreline, and presents a formidable hazard. A player whose ball goes into the water will accrue a penalty point, and the ball will be repositioned at the point where it entered the water. BEWARE - this can be in a sand trap, in the rough, or on any terrain. If you are not sure that you can clear a section of water, play it safe and play to this side of it. You can cross it on your next stroke.

SECTION 9. CLUB STATISTICS & GOLF RULES

MAXI GOLF is an accurate Golf simulation, and as such, the characteristics and lengths of the various clubs are realistically simulated. Although club lengths differ between individual golfers, an average has been taken of several sets of figures published by well-known golf professionals.

The following table gives regular, maximum and minimum lengths for each club as programmed into MAXI GOLF in zero wind conditions:

CLUB	AVER.	MAX.	MIN.
Driver	265	300	230
3 Wood	230	250	210
5 Wood	215	230	185
3 Iron	175	200	155
5 Iron	155	180	135
7 Iron	135	160	110
9 Iron	115	140	80
Wedge	40	60	10

Figures for the putter are not given, as these are better judged by playing. All the figures above are intended as a guideline.

Other club statistics are just as important as the length. These are as follows:

WOODS:

Woods are useful for distance strokes. They do not have the accuracy of an iron, and should not therefore be used when a player is anywhere other than the tee or a fairway. A random amount of inaccuracy will occur if a wood is used in the rough.

IRONS:

Irons are used for accuracy, and do not provide the distance of the woods. The shorter the iron (the higher in number), the higher the ball will go into the air. You would use a short iron to get over a tree.

WEDGE:

The wedge is useful for getting out of sand, and for short strokes to get onto the green from nearby. Strokes from the sand will be more accurate with the wedge than with any other club. With other clubs, you might not even succeed in moving the ball!

PUTTER:

The putter is automatically selected for use if the ball in play is on the green. However, its use is not restricted to strokes on the green. You may wish, for instance, to putt out from under a tree. You must bear in mind, however, that the putter will go a shorter distance for any selected length when it is being used off the green. This is only natural where the grass is not as finely cropped.

A final word on club selection. The wind effects in Maxi Golf are more pronounced when the ball is higher in the air. You will find that the shorter irons, the 5 wood and the Wedge are affected more because these clubs cause the ball to rise higher in the air. The best advice is to try to make the green in long, low strokes in windy weather.

The rules of golf are complied with by Maxi Golf. It is not practical to print all the rules, but the major ones are as follows:

* At any hole the Players play in an order determined by the scores at the previous hole. The Player with the lowest number of strokes plays first, the next lowest plays next, and so on.

Before going any further, let's just mention a few alternatives you have. You do not need to clear off the hole in this way to start editing. You may have played this course and realized that maybe a few extra trees or a river or some other feature would be nice. You may be quite happy with the rest of this hole. Well, that's fine...don't clear the hole. Just add the features you want or remove those you don't and save the hole back as part of the new course. You don't even have to reselect the Tee and Hole position, because on saving, the white cursor can be left where it is for each of these!

A further point... You are safeguarded against mistakes. If you have made a mess of the hole and decide to reinstate the original, you can do this as follows. Move the joystick to the right until the next symbol aligns with the SELECT SQUARE. You should recognize this as a Trash Can. Select this option by pressing the joystick trigger, and the Trash Can is exactly where the picture you've drawn goes. The previous hole is reinstated, and you are returned to the Main Menu. Select the same hole again and sure enough, after a short delay, the hole is displayed as it was before you cleared the screen. Notice that even though you selected a new Tee position earlier, the old one has been reinstated. This is because you aborted the Save operation you were doing at the time.

The SELECT SQUARE has still got the Trash Can in it. This is because that is where we left it. Move the joystick to the right until the next symbol is in the SELECT SQUARE.

This symbol shows a picture of a Golf Course Green. Now, if you push the joystick away from you, you will see a cross hair cursor appear on the screen.

This allows you to position a new green on the picture. Position the cross hair anywhere you like, and press the trigger. If positioning is difficult, check the speed symbol at the top right of the screen, and adjust using the <SELECT> key (f1 on the Commodore).

One of two things will happen on selecting the Green position. Either you will get a "BAD POSITION" message, in which case you are too near to the edge of the screen, or a rectangular green will be painted on the screen. If you get the "BAD POSITION" message, move the cross hairs further away from the edge of the screen and try again.

Now you should have a rectangular patch of Green on the screen. Note that the old Green, if there was one, has now been removed from the screen. This is done to save errors which would occur if two Greens were present when playing Maxi Golf.

You must now trim this Green to the size and shape which you require. To do this, move the cross hair down toward the bottom of the screen until it disappears. Once again the scroll strip is activated. Check out the next eight symbols to the right. These are paint pots with different colors. There are colors for Water, Sand, Rough, and Fairway. There are two of each. One is a small brush and the other a wide brush. Move the strip so that the wide brush for Rough is in SELECT SQUARE. Push the joystick away from you to bring the cross hair onto the screen. You are now holding a paintbrush. You can move this up to the area of the Green, and by pressing the joystick trigger, while moving the crosshairs with the joystick, you can trim the Green to the shape you want. Just one thing to remember...leave enough Green for the Hole positioning square, or you'll have to repaint the Green later.

The brushes on the scroll strip can be used to paint the course you need. You can use wide and narrow brushes to paint Sand, Rough, Water and Fairway. You can even paint with the brush overlapping the edge of the screen. Only the portion within the border will lay down paint. You can position and trim a new Green, at the same time removing the old one. The only remaining item is to put some trees into the Course picture.

To insert trees, move the cursor down until it disappears and look at the remaining symbols to the right of the scroll strip. Here you can see there are five ready made trees. Position one in the SELECT SQUARE and start moving the cross hair around again. Anytime you press the joystick trigger, "SPLAT" you plant a tree. (Wouldn't it be nice if gardening was this easy!). These trees can be positioned to overlap a border of the course in the same way as the paint brushes.

One last point. The paint pot to the far right of the scroll strip can be used to paint your own trees in the same way as the other paint brushes are used.

When you have included all the features you want on this hole, use the scroll strip to select the SAVE function, and save the Hole as described above. After you have selected the Tee and Hole positions, the Hole will be saved and you will be returned to the Main Menu.

FINISHING OFF

When you have completed a course editing session, select E from the Main Menu to exit from the MAXI GOLF COURSE DESIGNER. The new course statistics are copied to the Course disk, and a message is displayed to indicate that the disk is ready for use.

To perform further Course Design, on this or another Course disk, on Atari computers you must reboot the computer as described earlier. This is not necessary on the Commodore 64. On Commodore 64 computers, you are returned to the Main Menu, and you can perform further Course Design on the current disk or any other disk.

CHANGING PARS

Select option P from the Main Menu. The Change Pars Screen is now displayed. At the top of the screen is the heading: CHANGE PARS, and to the right of this the current TOTAL PAR. THE TOTAL PAR is the sum of the HOLE PARS. The middle section of the screen displays the individual pars for the holes. The bottom of the screen gives directions for changing the pars.

The line which indicated the par for Hole 1 is highlighted in inverse video. The joystick is used for changing pars, and holding the stick towards you causes the inverse video bar to move down the screen selecting higher numbered holes. When the line for Hole 9 is passed, the bar starts again at the line for Hole 1. Holding the stick away from you causes the inverse video bar to move up the screen selecting lower holes. When the line for Hole 1 is passed, the bar starts again at the line for Hole 9. Use the inverse video bar to select any of the nine holes.

With the bar positioned on any of the lines, move the joystick to the right. This causes the par value for the hole selected to increase until it reaches the maximum value of 9. Holding the joystick to the left causes the par value of the hole to decrease until it reaches the minimum value of 1. Notice that the TOTAL PAR value at the top of the screen is updated with each change you make.

Using this method, you can change the pars for the course. When you have made all the changes you require, you may return to the Main Menu by pressing the joystick trigger.

EDITING THE HOLES

To edit one of the holes, select the number of that hole from the Main Menu. The screen will blank and there will be some brief disk activity, while the selected hole is loaded from the disk. After this, the hole layout is displayed on the screen. The center portion of the screen is the same hole layout as when you are playing MAXI GOLF.

The top portion of the screen displays a message telling you which hole you are editing. During parts of the editing process, this is used for other messages, but more on this later. To the right of this is displayed a small symbol, indicating cursor speed. On Atari computers you can press the <SELECT> key and this symbol will change, taking the shape of a tortoise, a man, or a hare. On Commodore 64 computers the symbol takes the form of S for SLOW and F for FAST, and you can press Function Key 1 to switch between the two. Make sure the cursor is visible while performing this function.

Most of the editing process involves the use of a cross hair type cursor. The symbol you have just altered changes the speed of movement of this cursor. The tortoise is slowest, the man is medium, and the hare is fastest.

Now look at the strip at the bottom of the screen. Hold the joystick to the right and you will see this strip scroll to the left. If you hold the joystick to the right until this strip stops, you will see each symbol on the strip pass through the SELECT SQUARE in the center of the screen. Each of these symbols selects an editing function, which is active when that symbol is positioned in the square. Hold the joystick to the left, and the strip will scroll all the way back to its initial position.

The first symbol is a picture of a disk with an arrow pointing to it. This selection allows you to save the hole as part of the new course, and in the process, allows you to select new positions for the Tee and the Hole. The SAVE function is selected by pressing the joystick trigger. Do this now. You now see a white rectangle positioned over the current position of the Tee for this hole, and the message "SELECT TEE" is displayed at the top of the screen. You can choose to leave the TEE where it is or move it, using the joystick, to the position of your choice. Positions which are wholly or partially outside the picture border are not allowed, and cause the message "BAD POSITION" to be displayed at the top of the screen. If this happens you must select a new position and press the trigger again. At any time the "SELECT TEE" prompt is displayed you can opt not to save the hole by moving the square to the bottom of the screen until it disappears, and pressing the trigger. You will be returned to the Edit Mode.

Position the Tee at some position of your choice, and press the joystick trigger. The message at the top of the screen is now "SELECT HOLE." The white square is now positioned over the current Hole position. Notice also that your selected Tee position has been colored in "Fairway Color" (you will only see this if it is positioned off the Fairway). The white square now represents an area over which the MAXI GOLF Program can select to put the Hole during a game. You may now select a position for the Hole in the same way as you did for the Tee. Legal positions are those in which this square is completely on the Green. You may opt not to move the Hole in the same way as you did for the Tee, by moving the square towards the bottom of the screen until it disappears, and then pressing the joystick trigger. You should do this now and return to the Edit Mode. Had you selected a valid Hole position at this point, the hole would be saved as part of the new course, and you would return to the Main Menu.

Move the joystick to the right until the next symbol is in the SELECT SQUARE. If you overshoot, just move the stick left until you get back. This symbol is a computer screen colored the same as the ROUGH on the Golf picture. Press the joystick trigger and the picture will be cleared so that it all represents Rough ground (the same way real golf courses start...right?). Do this now. The message "CLEARING HOLE X," X being the hole you are working with, appears at the top of the screen, and the screen is progressively cleared. You can now start to build a new Hole X.

(4). Insert the MAXI GOLF COURSE DESIGNER diskette in the disk drive, and close the drive door securely.

(5). Turn on computer power switch.

(6). If you are using an ATARI computer with built-in BASIC, you must hold down the <OPTION> key while the program is loading.

The MAXI GOLF COURSE DESIGNER will load, and when loading is complete, the screen goes blank for a few seconds. After a short period of initialization, the Title Screen will appear.

The message at the bottom of the screen requests that a Course disk is loaded. Insert the formatted disk you have produced into Disk Drive 1 and press the <START> key on the keyboard. The program will now check to see if the disk is usable. If it is not, it will tell you how many files are missing, and you will have to make a new disk. If the disk is usable, you will see the Main Menu on the screen.

LOADING THE PROGRAM: COMMODORE 64

This sequence assumes you are starting with all power off to your computer system and no diskette in the disk drive.

(1). Turn on the TV or monitor and the computer, and wait for the READY prompt.

(2). Turn on the disk drive, and wait for the red "drive busy" light to go off.

(3). Insert the MAXI GOLF diskette in the disk drive, and close the drive door securely.

(4). Type in: LOAD***,8,1 and press the <RETURN> key.

(5). The MAXI GOLF COURSE DESIGNER is now loading. When asked, "Do you wish to play golf?" type N or <RETURN>. At the prompt "Design a Course," type Y. The MAXI GOLF COURSE DESIGNER program now runs and the TITLE SCREEN appears on the screen.

The message at the bottom of the screen requests that you type Y if this is a new unformatted diskette on which you wish to build a new course. If this is the case, type a Y. You will be asked to confirm your request. Typing anything other than a C will return you to the previous course which you are going to alter, you should type N, to avoid the disk being reformatted.

If you have requested formatting, this will be done, and will take a few minutes. If you have not requested formatting, the disk will be checked, taking about ten seconds. In either case, if the disk is bad you will be notified and returned to the first question. You must then try again with another disk. If the disk is OK, the MAIN MENU will be displayed.

MAIN MENU

The Main Menu is now displayed on the screen. Selections are made by pressing a single key on the computer keyboard. The selections available within the top portion of the screen are as follows:

T - CHANGE TITLE

This selection allows you to rename the course. The title you choose will be displayed on the Scorecard during play.

P - CHANGE PAR

This selection allows you to individually select the par for any or all of the holes. The par values will be displayed and taken into account when you play the course.

E - EXIT

This selection allows you to exit from the MAXI GOLF COURSE DESIGNER. You can select this at any time the Main Menu is on display.

The sections 1 to 9 shown in the lower portion of the screen allow you to edit the golf holes. Selecting one of these will cause the requested hole to be loaded and displayed on the screen.

Any selection other than those mentioned here will cause the message INVALID OPTION to appear on the screen. If this should happen, simply re-enter your selection.

CHANGING THE TITLE

Select T on the Main Menu as described above. The TITLE CHANGE screen will now be displayed. The current title is displayed in the top portion of the screen. In the center is a message requesting that you enter a new title. Below this is the Entry Line indicated by "?" at the left of the screen.

If you are happy with the current title, press <RETURN> and you will return to the Main Menu.

Should you wish to retitile the course, you should now enter the new title. It will be printed on the entry line as you type it. When it is complete, press <RETURN> and the computer will accept your new title. It will now become the current title and will be printed in the top portion of the screen. You may now change it again if you wish. Otherwise, press the <RETURN> key to return to the Main Menu.

* When all the Players have tee'd off at any hole, the next to play is the one farthest from the hole. This procedure is followed until all Players have completed the hole.

* Any stroke which causes the ball to enter water, and requires the ball to be repositioned on the bank will cause the Player of the stroke to accrue a penalty point.

* There is no penalty applied for hitting obstacles or entering hazards from which the ball can be played.

COMMAND SUMMARY

ATARI ON STARTING PLAY

OPTION - Select the number of Players (1-4)
SELECT - Select the maximum Wind Force (0-9)
START - Continue the Simulation

COMMODORE 64 ON STARTING PLAY

TRIGGER & f1 - Select the maximum number of players (1-4)
TRIGGER & f1 - Select the maximum Wind Force (0-9)

ALL COMPUTERS WHEN VIEWING THE SCORE CARD

JOYSTICK TRIGGER
Loads next hole or plays another game

ALL COMPUTERS WHEN VIEWING THE PLAYSCREEN

Play the Stroke or Hides other balls (when inverse video cursor is on Stance)

JOYSTICK UP/DOWN
Select to change Stance, Club, Length, or Curve

JOYSTICK LEFT/RIGHT (STANCE)
Select Player Position around ball

JOYSTICK LEFT/RIGHT (CLUB)
Select Club for this stroke

JOYSTICK LEFT/RIGHT (LENGTH)
Select the Length of the stroke relative to the Club chosen

JOYSTICK LEFT/RIGHT (CURVE)

Select the curve to be applied to the ball relative to the direction of play.
Hook is left, Slice is right.

MAXI GOLF A Golf Simulation COURSE DESIGNER

HARDWARE REQUIRED

See hardware requirements as described earlier in this manual. You may find that it is easier to perform some of the design using a WICO Command Control Trackball. If you choose this option, connect the trackball into port 2. You can do any of the joystick operations using the trackball.

Before you can use the MAXI GOLF COURSE DESIGNER with Atari computers, you must format a disk and copy one of the provided Course disks to it. The program requires a configured Course disk to start with. Use standard Atari DOS commands (I. = Format a blank disk; J. = Duplicate a disk). Complete directions for both procedures are given in your disk operating system manual. The resulting formatted and copied course disk (let's say Plantation Lakes course was copied onto your newly formatted disk) can then be used with your MAXI GOLF COURSE DESIGNER. Do not use the original Course disks provided! No preparatory work is necessary to use the MAXI GOLF COURSE DESIGNER with Commodore 64 Computers. You will need a blank diskette to hold your new course.

LOADING THE PROGRAM: ATARI

This sequence assumes you are starting with all power off to your computer system, and no disk in the disk drive.

- (1). Turn on TV or monitor.
- (2). Turn on disk drive, and wait for the red "drive busy" light to go off.
- (3). Remove any cartridges, and close the cartridge door securely.

Sports Simulation – Teens/Adults

Maxi Golf

by John G. Horan

Welcome to the links! Maxi Golf is the next best thing to a Sunday afternoon on the course. As opposed to arcade-like golf games you may have seen, Maxi Golf is a simulation that requires strategy, judgment and *skill*. Every effort has been made to make this simulation as true to real golf as possible—wind direction and force, stance, club selection, even hazards are all included. And if you get tired of the supplied course, a complete course designer and editor is provided. Maxi Golf is so true to the real thing you'll have to knock the sand out of your shoes when you're done.



Features

- Realistic simulation
- Multiple player option
- Course designer/editor allows infinite course variations
- On-screen score card for all players

Copyright © 1984 John G. Horan
Manufactured in the U.S.A.

THUNDER MOUNTAIN
P.O. Box 1167
Northbrook, IL 60065-1167

