DYNACOMP

GOLF PRO

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RULES OF PLAY

It is Sunday morning, you and up to three other golfers are about to tee off. You should, however, be prepared. The course you have chosen has nine demanding holes on it. Each hole has both water hazards and sand traps, making it a challenge for all of your golf skills. Par for this course is a rigorous 39.

SYSTEM REQUIREMENTS

16K memory, 1 to 4 joysticks.

LOADING THE CASSETTE VERSION

● Insert the Atari BASIC cartridge into the computer.

● Load the cassette into the recorder and rewind.

● Type "CLOAD;" press "ENTER," "PLAY," and "ENTER."

● The game will load in approximately 2½ minutes.

LOADING THE DISKETTE VERSION

● Turn on the disk drive.

● Insert the diskette.

● Turn on the computer.

TO PLAY

● Type "RUN" and press "RETURN."

● Enter the number of golfers playing (1-4). A joystick is required for each golfer.

● If, during the course of play, the background color changes from green to black, simply hit the "RETURN." This will restore the correct colors to the screen. This feature is added to the game to protect the color television tube.

● When the golf hole appears, the following information is available to the golfer:

#( )   GOLFER ( )   SCORE ( )

***** DISPLAY OF HOLE YOU ARE AT *****

CLUB W/I 1 3 1 3 5 7 9 W

The top line represents the hole number, golfer number, and golfer score.
The bottom line represents the club selection:

        1 and 3 woods
        1, 3, 5, 7, and 9 irons
        Wedge

● When the bar below the club selections flashes, use the joystick to
  move the bar left and right. When it is under the desired club,
  depress the red button to "lock it in."

● After the club has been selected, the golfball will begin to flash
  temporarily, signifying that it is ready to be shot. Holding the
  joystick in the direction desired to shoot, depress the red button.
  The ball will then proceed down the course.

HAZARDS

● Water (Blue) - Landing in water will cause one penalty stroke to be
  added to the score, and the ball to be placed out of the water away from
  the green.

● Sand (Orange) and Rough (Dark Green) - Landing in either of these areas
  causes the next shot to be slightly less powerful than if from the
  fairway. A higher than normal club selection is recommended for the
  next shot.

● Out of Bounds - If the ball travels out of bounds, one penalty stroke
  will be charged, and the ball will return to its place on the course
  before the shot.

LANDING ON THE GREEN

When the ball lands on the green (Medium Green), the screen is cleared, and the putting surface appears.

PUTTING

Select a long (L), medium (M), or short (S) putt, attempting to put the ball into the hole in the center of the screen. Lock it in and shoot just as was done while on the main course.

HOLING OUT

When the ball lands in the hole, the golfer has completed that hole. His total score, as well as the number of shots on the hole will then be displayed.

CONTINUING PLAY

After Golfer #1 finishes a hole, all other golfers in turn will play that hole. When all golfers have played a hole, they automatically move on to the next one.

END OF GAME

At the end of nine holes, the final totals from all golfers will be displayed. To play again, press SYSTEM RESET, and type "RUN," followed by ENTER.