

CHAMPIONSHIP
GOLF

The Great Courses of the World™



Volume One: Pebble Beach
Player's Guide

For Amiga™, IBM® PC/PC Jr, Tandy® 1000, and
Compatible Computers

GAMESTAR★

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Handicappers Welcome

Pebble Beach.

Where the wind swirls in off the Pacific. Bunkers loom on every side. Fairways narrow and bend, greens tilt and run.

It's all here, in Volume One of *Championship Golf: The Great Courses of the World*.

But you can leave your clubs in the trunk of your car. All you need to play *Championship Golf* is an Amiga computer with 512K RAM or an IBM®PC, PCjr., XT, or AT or a Tandy®1000 with a color graphics card or enhanced graphics adaptor, at least 128K RAM, and a double-sided disk drive. Most IBM-compatible computers of the same configuration should also work.

This *Player's Guide* is your book of rules for playing *Championship Golf*. The first section, "Getting Started," tells you how to load the program into your computer and summarizes the command keys used to play the game and the course rules. You'll also find "Quickstart" instructions to get you started immediately on a one-player round at Pebble Beach. These instructions are called "Fools Rush In..." because, like real golf, *Championship Golf* is easy to play but not so easy to play well. You have been warned.

To learn *Championship Golf* in a more leisurely manner, register to play with "The Scorecard" at the end of the first section, then go on to "The Main Menu," which describes all your options for planning your game, choosing your clubs, and otherwise getting ready to play.

"On the Course" tells you how to look at each hole from a variety of perspectives and how to move around while playing. For reference, you'll also find a list of the function keys (F1 through F8) used to look and move around the course on the inside back cover of this book.

In "Shotmaking" you'll find all the information you need to hit the ball from any lie on the course and with any club in your bag.

"The Driving Range" describes a place where you might want to spend some time. Finally, "Tips for Playing the Pebble Beach Golf Course" includes some hints and reminders for improving your game.

From there—just as in real golf—it's practice, practice, practice.

Getting Started

To load *Championship Golf* into your computer, follow these steps.

Amiga computers

1. Turn on your computer and monitor.
2. When so instructed, insert your Kickstart™ disk (version 1.1 or 1.2) in the disk drive.
3. When instructed to insert the Workbench™ disk in the disk drive, insert the *Championship Golf* disk. The game will load automatically. Press any key to continue past the title and credit screens to the Pebble Beach scorecard.

While you can play *Championship Golf* entirely from the keyboard of your computer, you may also use your mouse to make some selections. See "Command Keys" on page 5 and "Using the Mouse on Amiga Computers" on page 7.

IBM and compatible computers:

1. Place the *Championship Golf* disk in drive A of your computer and turn on your monitor or TV.
2. Turn on (or reset) the computer. As the program loads, the message **Loading...** will appear at the top of your screen.
3. When loading is complete, a split screen will appear, prompting you to press **0** or **1**, depending on which half of the screen is more readable. If you have a composite monitor or TV, press **0**; if you have an RGB monitor, press **1**.
4. If you pressed **1** in step 3, you'll proceed directly to the title screen. Press any key, and the credits screen will appear. Press any key to go to the Pebble Beach scorecard.

If you pressed **0** in step 3, a screen with a set of color blocks will appear. Adjust the tint on your monitor or TV until the colors best match the color names. After adjusting the colors, press any key to proceed to the title screen. Press any key again, and the credits screen will appear. Press any key once more to go to the Pebble Beach scorecard.

Command Keys

You can play *Championship Golf* entirely from the keyboard of your computer. On IBM and compatible computers, the keys you may use at any given time are always displayed at the bottom of the screen; look there to review your choices.

RETURN

The **RETURN** key (on your keyboard it may be labeled ↵, **Return**, or **ENTER**) almost always means “go to the next screen.” *Championship Golf* may be played almost entirely by pressing **RETURN** at every screen to select the recommended choice or action and continue.

As you play, *Championship Golf* makes recommendations for tee and pin placements, type of stroke, club selection, and so on. The recommended choice is highlighted on the screen. You can accept it by pressing **RETURN**, or you can make a different choice and then confirm it by pressing **RETURN**.

Esc

The **Esc** key usually means “exit from the current screen or menu” or “go back to the previous screen.”

The Up and Down Arrow Keys— ↑ and ↓

When selecting options on a menu, use the ↑ and ↓ keys to scroll through the list of choices. When the desired selection is highlighted, press **RETURN**. There may be other ways to select a command as well—for example, by typing one of the letters or numbers listed at the bottom of the screen and pressing **RETURN**.

The Function Keys—F1 Through F8

The function keys **F1** through **F8**, along with the ↑, ↓, →, and ← keys, enable you to walk around the golf course and view the holes from many different perspectives.

F10—The “Easy” Swing Key

Once you’ve set up for a shot, you can press **F10** to swing the club. As described in “Swing Away!” on page 24, you can control your

wrist and body action and the speed of your swing using the **C**, **B**, and **V** keys; with practice, you should be able to make *better* shots by manually controlling these elements. But you can use **F10** for easy, consistent, average shotmaking.

On average, using the **F10** key to swing will yield about 60 percent of the potential power and distance of any club, with some variation each time you use the key. When you plan to use the **F10** key to swing, you'll probably want to select your club accordingly. With judicious club selection, you can play a very competent round using **F10** for every swing.

Q (IBM and compatible computers)

Any time you wish to quit playing *Championship Golf*, look at the bottom of your screen to see if the **Q** option is available. If **Q** is not among your current choices, press **Esc** until it appears. To quit, press the **Q** key, and the following message will appear at the bottom of the screen:

Q to reboot or anything else to continue

If you're sure that you want to quit, remove the *Championship Golf* disk from your disk drive and press **Q** again—your computer will reboot. If you decide that you don't want to quit, press any key other than **Q**—*Championship Golf* will return you to the game.

You also have other choices for stopping play; these are discussed in "The Main Menu" beginning on page 10.

Q (Amiga computers)

After selecting **Leave game** from the main menu *during a one-player game* (see page 13), you can type **Q** to stop playing altogether. The Amiga DOS screen will appear. Type **golf** and press **RETURN** to reload the game.

Course Rules

Championship Golf is played by all the standard rules of the game, with these additions:

The 14-Club Rule. You must carry exactly 14 clubs in your bag, including a putter and sand wedge.

Out-of-bounds. When you hit a ball out of bounds, *Championship Golf* applies a local rule and places your ball in bounds at the point where it crossed the out-of-bounds marker. The penalty is one stroke; there is no distance penalty.

Mulligans. *Championship Golf* does not penalize you for missing the ball on your swing.

Order of play. The player farthest from the cup always shoots first. When players are the same distance from the cup—when teeing off, for example—they shoot in the order listed (left to right) on the scorecard. No honors are given.

Course record low scores. *Championship Golf* automatically keeps track of up to four all-time low scores recorded for a full 18 holes. For your score to be eligible, however, *you must play all 18 holes in order from the back tees and you may not change any of the clubs in your bag during the round.*

Using the Mouse on Amiga Computers

While you can play *Championship Golf* entirely from the keyboard, you can also use your mouse to make some selections while playing. For example, you can use the mouse to select a hole to play on the scorecard; if you double-click on a hole, you'll go directly to that hole. You can also use the mouse to make selections on the main menu and on the stroke and club selection screens; again, double-clicking will "execute" your selection automatically.

In addressing the ball for your swing, you can use the mouse to align your clubface and adjust your stance. Click on one of the red bars in the **Top View** portion of the screen—the horizontal bar to adjust your clubface alignment and the vertical bar to adjust your stance. *Holding down the mouse button*, move the bar to the desired position. When you release the mouse button, your new clubface alignment or stance will appear.

You can also use the mouse to move around on the course. To do so, use the mouse to move the cursor in the overhead view on the left side of the split screen. When you've positioned the cursor where you want to be, you can adjust your line of sight and redraw your new view as described in "On the Course" beginning on page 14. Press **RETURN** to go back to your original position.

“Fools Rush In...”

—Quickstart Instructions (One Player Only)

With the Pebble Beach scorecard displayed on your screen, follow these steps to start a one-player game. You might also want to refer to the list of function keys **F1** through **F8** on the inside back cover of this book.

1. Type your three initials and press **RETURN**. The first hole will be highlighted on the scorecard.
2. Press **RETURN** again. You'll go directly to the tee on Number 1, with two views of the hole on a split screen. In the overhead view on the left-hand side, your position is represented as a small square and your ball as a dot. On the right-hand side is your ground-level perspective view of the hole, looking directly over your ball in the foreground.



3. Because the first hole is a dogleg-right, your perspective and your aim (always initially directed at the flagstick) will be into the trees. Press **F8** seven times to rotate your view and aim to the left, up the fairway. Press **F2** to draw your new perspective.
4. Press **RETURN**. You'll go to the **Select stroke** screen, where **Full** will be highlighted.
5. Press **RETURN** to select the full stroke. You'll go to the club selection screen, where the 1-wood (driver) will be highlighted.

6. Press **RETURN** to select the 1-wood. You'll go to the stance and club alignment screen.
7. Press **RETURN** to select a square stance and standard club alignment. You'll go to the swing animation screen.
8. Press **F10** to swing. Follow your ball on either side of the split screen.

When your ball comes to rest, you'll go to your new lie, with your perspective and aim again directed at the flagstick.

If you want to adjust your aim, repeat step 3, using **F8** to rotate your view to the left or **F7** it to rotate to the right. Then repeat steps 4 through 8, pressing **RETURN** to accept the stroke, club, and stance and club alignment recommended by *Championship Golf*.

The Scorecard

After displaying the title and credit screens, *Championship Golf* takes you to the Pebble Beach scorecard. Notice the numbers for each of the 18 holes and the yardages for each from the back (**Bac**), middle (**Mid**), and forward (**For**) tees. Also shown are the par (**Par**) for each hole and the handicap rating (**Hcp**), which ranks the hole according to difficulty. For example, the 14th hole is rated the most difficult on the course.

PEBBLE BEACH								
HOL	Bac	Mid		Par	Hcp			For
1	373	338		4	8			322
2	502	439		5	10			363
3	388	341		4	12			275
4	327	303		4	16			256
5	166	156		3	14			140
6	516	487		5	2			385
7	107	103		3	18			88
8	431	405		4	6			350
9	484	439		4	4			330
OUT				36				
10	426	395		4	7			296
11	384	374		4	5			316
12	202	184		3	17			166
13	392	373		4	9			285
14	565	553		5	1			420
15	397	368		4	13			308
16	402	388		4	11			307
17	209	175		3	15			164
18	548	538		5	3			426
IN				36				
TOY				72				

Enter players' initials; confirm with ↵

During play the *Championship Golf* scorecard keeps running totals for the front nine (on the **OUT** line), the back nine (on the **IN** line), and all 18 holes (**TOT**), updating and displaying the totals each time all registered players finish playing a hole.

Registering to Play

You can play a round alone or in a group—up to a foursome. To register to play, type three initials for each player onto the scorecard when it appears. When all players have “signed in,” press **RETURN**.

Selecting a Hole

Championship Golf lets you begin play on any hole you wish. When you finish registering, Number 1 will be highlighted.

To start play on a different hole, use the \uparrow and \downarrow keys to highlight the one you want to play. But remember, if you start at any hole other than the first, your score will not be eligible for recording as a course record low score.

You can go directly to the tee, but you may first want to go to the main menu to select tee and pin placements, a bag of clubs for each player, and other options. You must also go to the main menu in order to get to the driving range. To do so, press **Esc**. Otherwise, press **RETURN** to go to the course.

The Main Menu

The main menu allows you to select tee and pin placements, your bag of clubs, and other play options, and to go to the Pebble Beach driving range.



To go to the main menu from the scorecard, the course, or the driving range, press **Esc**. Press **Esc** again if you want to return to the place you came from.

Selecting Options

To select an option from the main menu, use the **↑** and **↓** keys to scroll through the list to the desired option, then press **RETURN**.

Championship Golf does not allow you to change your pin, tee, or club selections while you're on the driving range or playing a hole on the course. (You can change them *between* holes on the course, but then your score won't be eligible for recording as a course record low score.) If you want to change these selections after coming from the course or the driving range, you must first scroll to **Start new round** and press **RETURN** and then, from the scorecard, press **Esc** to re-enter the main menu.

Planning Your Game

Championship Golf allows you to adjust the difficulty of the course for each player. To do so, use the right and left arrow keys to highlight the player's initials on the scorecard, then press **Esc** to go to the main menu (you may also press **Esc** immediately after entering the player's initials on the scorecard). Each player may select the forward, middle, or back tees and preliminary-round or final-round pin placements.

Selecting Tee and Pin Placements

Unless you choose otherwise, you'll shoot from the middle tees to the preliminary-round pin placements. To make another selection, use the **↑** and **↓** keys to scroll through the menu until **Tee** is highlighted, then press **RETURN** to cycle to your tee preference. Next, scroll down to **Pin** and repeat the procedure.

This will establish tees and pin placements *only* for the player whose initials are currently displayed at the top left of the screen. Before making changes for the next player, scroll down to **Pick bag of clubs**.

Choosing Your Bag of Clubs

Championship Golf automatically equips each player with 14 clubs: the 1-, 3-, and 5-woods, irons 2 through 9, pitching and sand

wedges, and a putter. If you prefer a different selection, scroll to **Pick bag of clubs** and press **RETURN**. You'll be presented with a menu of clubs. You can substitute the 2-, 4-, or 6-wood or the 1-iron for another club in your bag. You're required to carry a putter and sand wedge.



To select a club, you can use the \uparrow and \downarrow keys to scroll through the list on the left side of the screen until the desired club is highlighted, then press the spacebar to put the club in your bag. On IBM and compatible computers, you can also select a club by typing—

W for a wood, followed by the number

I for an iron, followed by the number

P for the pitching wedge

u for the putter

—and pressing the spacebar.

Remember, in *Championship Golf* you must carry exactly 14 clubs in your bag. So you'll need to use the \uparrow and \downarrow keys and the spacebar to remove a club from your bag for each one you add. You won't be allowed to leave the **Pick bag of clubs** option unless you have exactly 14 clubs, including your putter and sand wedge.

To select tees, pin placements, and clubs for the next player, press **Esc** (IBM and compatible computers) or **RETURN** (Amiga computers) to return to the scorecard; use the \rightarrow and \leftarrow keys to highlight the next player's initials; press **Esc** again to return to the main menu; and repeat the procedure described above.

Other Main Menu Options

To select any of these, highlight the one you want using the ↑ and ↓ keys and press **RETURN**.

Leave game removes the player whose initials were highlighted on the scorecard or who was about to hit when you came to the main menu. The other registered players may continue to play. After selecting this option, you'll return to the scorecard or the course, whichever you came from to the main menu.

Display low scores lets you see the four lowest course record scores recorded on your *Championship Golf* program disk (see "Course Rules" on page 6).

Driving range allows you to practice your full swing, chipping and putting strokes, sand shots, and shots from the rough. The driving range is discussed in detail beginning on page 28.

If you leave a game to go to the driving range, you must start a new round or a new game to resume play on the course.

Start new game returns you to the scorecard, where you may register to play—that is, enter initials for a group of players. You may then select tee and pin placements and a bag of clubs for each player, highlight a hole where you want to begin play, and go to the course.

Start new round also returns you to the scorecard to start fresh from the first hole (or another selected hole), but with the same players, tee and pin placements, and clubs as on the previous round.

Save game on disk records the current state of the game in progress on the *Championship Golf* program disk. This option is useful if you want to halt play in the middle of a round and pick up where you left off at a later time.

You may store only one game in progress; any game you save will overwrite the game currently stored.

Get game from disk retrieves a saved game from the disk, so you can resume the round where you left off.

Sound is a switch for turning the sound of *Championship Golf* **on** or **off**. Press **RETURN** to switch to your choice.

The following three options are available on IBM and compatible computers only.

Color sets the background of the display in *Championship Golf*. There are 32 choices; using blues on an RGB display will make the sky look more realistic. Press **RETURN** to cycle through the color settings until you're satisfied with the display on your screen.

Palette sets the foreground colors of the display. There are two choices, **0** and **1**. If you're using a composite monitor or TV, you may want to experiment with these two options to see which one gives you the more readable screens. Press **RETURN** to switch to your choice.

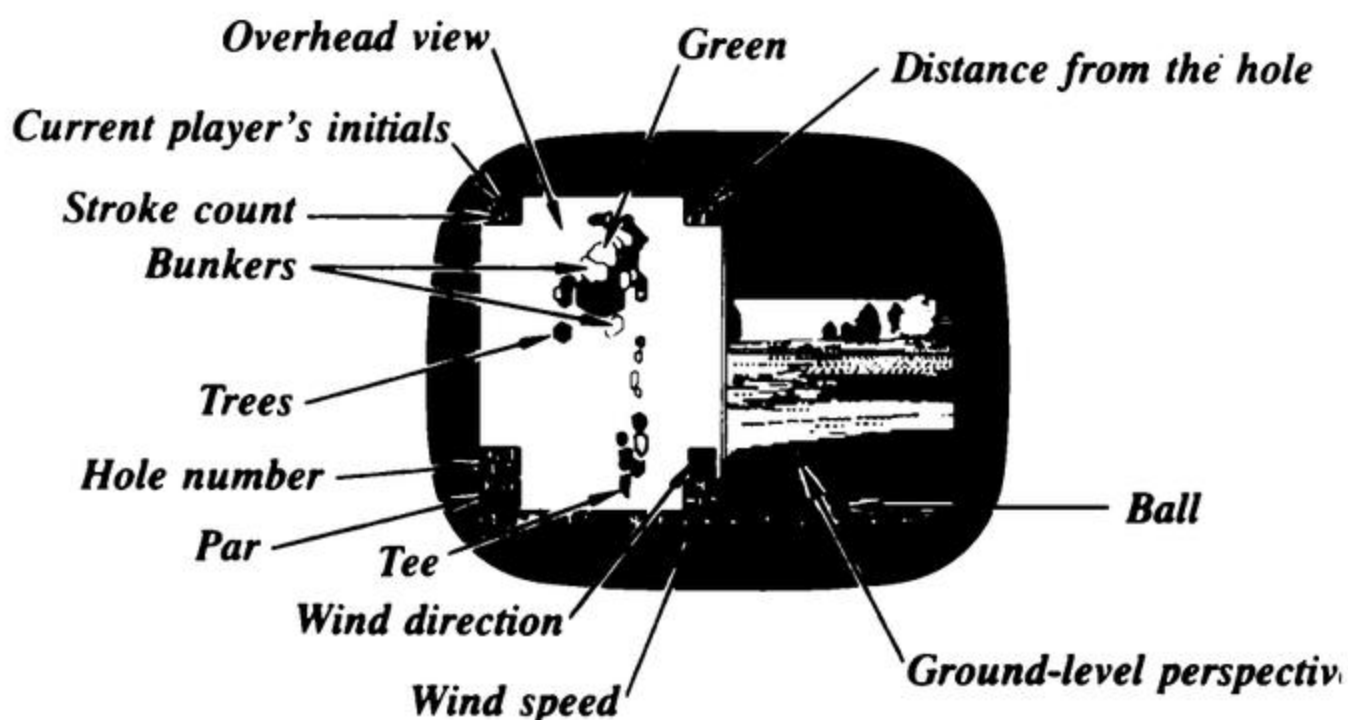
Shift screen left and **Shift screen right** may be used to adjust the centering of the display, if necessary. Note that it's possible to overshift the screen so that the display will become unreadable; if this happens, restart *Championship Golf* according to the instructions on page 4.

On the Course

Before you start play, it's a good idea to familiarize yourself with the Pebble Beach golf course. *Championship Golf* lets you move freely around the entire course. With a few keystrokes, you can view any hole from virtually any perspective, and the program updates you continually with the information you need to plan each shot. The keys you use to cycle through various views of each hole are summarized on the inside back cover of this book.

To begin exploring the course from the main menu, press **Esc** to return to the scorecard, if necessary. Then use the **↑** and **↓** keys to highlight a hole you'd like to explore—Number 12 is a good place to learn how to control your views and perspectives.

Press **RETURN** to go to the hole you've selected.



Viewing the Hole

The first screen displayed when you go to a hole is divided into two halves. The left side shows an overhead view, or diagram, of the entire hole. The right side depicts a ground-level, "golfer's-eye" perspective on the hole. Because this perspective is initially centered directly on the flagstick, when you first come to the tee on dogleg holes (such as Number 1) you may find yourself looking into the trees.

The arrow keys (\uparrow , \downarrow , \rightarrow , and \leftarrow) and the function keys **F1** through **F8** enable you to move about each hole and to view it from various perspectives.

The overhead view of each hole always gives you valuable information about the hole.

The small square represents your position, which determines your perspective view and your aim.

The dot represents your ball and defines your line of sight unless you move (see "Looking Around the Golf Course" on page 17); then another dot representing your line of sight will move off the ball and accompany the square as it moves.

The hole number and par appear in two small boxes in the lower left-hand corner of the view.

The current player's initials and stroke count for the hole appear in the small box in the upper left corner.

The distance from the hole of the current player's lie (in yards) appears in the small box in the upper right corner. (On the driving range, this box indicates how far a player has hit the ball.)

The wind speed and direction are displayed in the two small boxes in the lower right corner of the diagram. Like a weather vane, the wind direction box points in the direction the wind is blowing.

As you'll learn, you have a number of choices for overhead views, perspectives, and combinations of the two. But remember that whenever the view screen is split, the right side is a perspective and the left side is a direct overhead view.

Overhead Views

The overhead view of a hole depicts its terrain. The teeing area appears at the bottom of the screen, the putting green near the top. The fairway and the rough are contrasting shades of green. Trees vary in size and color. Bunkers (sand traps) and water can be distinguished by their contrasting colors and their placement.

A second overhead view allows you to "zoom in" for a close-up of the area immediately around the current player, represented by the small square. To activate this view, press the **F4** key. This view is especially helpful when you're on a green, close to the pin.

To go back to the overhead view of the entire hole, press **F3**. This view is useful when you're on the tee and playing the fairway. You can switch back and forth between the two views as many times as you like, using **F3** and **F4**.

Ground-Level and "Bird's-Eye" Perspectives

The right side of the split screen always shows a perspective view of the hole from the position of the current player. When you first go to

a hole, the perspective is a ground-level view, looking from the tee directly toward the flagstick. But you can turn and look in any direction (see page 16), and you can also get a bird's-eye view.

For the bird's-eye perspective, press **F5**. This view is in the same direction as the ground-level view, but from an elevation of 100 feet. It's very useful for getting a good look at the target from the tee, on long shots, and when you're stymied behind trees.

To go back to the ground-level perspective, press **F6**. You can switch back and forth between the two perspectives as many times as you like, using **F5** and **F6**.

Expanded Perspective Views

If you press **F1**, the perspective view on the right-hand side of a split screen widens to cover the entire screen. You can then shift back and forth between the ground-level and bird's-eye views, using **F5** and **F6**, with each view drawn on the full screen.

To return to the split screen, press **F2**.

The Grid System

In the ground-level and bird's-eye perspectives, you'll notice the grid-like squares overlaid on the fairways and greens.

In the ground-level perspectives, the smallest (nearest) grid squares are 1 yard on a side, the next largest are 2 yards on a side, then 4 yards, 8 yards, and 16 yards. In the bird's-eye perspective, all the squares are 16 yards on a side.

On the putting greens, the grid pattern allows you to "read the greens"—to reckon on the slope of the putting surface as you aim your putts.

Looking Around the Golf Course

Championship Golf gives you complete freedom to move and look around on the hole you're playing. You can look in any direction. You can even walk to the green, for a close-up view of the pin position, before hitting off the tee.

Your position is always represented by the small square in the overhead view on the left side of the split screen. Your line of sight is indicated by the dot near the square. In effect, you are standing on the square, looking over the dot. The corresponding perspective is shown on the right side of the split screen.

At the beginning of each hole, *Championship Golf* places you on the tee, with a line of sight over your ball, looking directly toward the flagstick. Whenever you're making a shot, too, your line of sight is directly over the ball.

Rotating Your Line of Sight

Press **F4** for a close-up view of the square and dot. You can rotate the square around the dot to change your line of sight. To rotate the square clockwise around the dot, press **F7**. To rotate counterclockwise, press **F8**. The red square moves about 1 yard each time you press **F7** or **F8**. For faster movement—about 16 yards per keypress—hold down the **SHIFT** key as you press **F7** or **F8**.

Whenever you use **F7** or **F8** to rotate your line of sight, you may press **F1**, **F2**, **F5**, or **F6** to redraw your view along the new line of sight. When you've positioned yourself as you want, use these keys as described under "Viewing the Hole" on page 15 and on the inside back cover of this book.

Walking on the Course

In addition to rotating your line of sight, you can "walk" forward, backward, left, or right to plan a shot or just to get a fresh perspective. (On the driving range, you can move only left and right.) You control your movements with the arrow keys—**↑**, **↓**, **→**, and **←**—moving about 1 yard in the direction of the arrow for each keypress. This kind of movement is easiest to observe in the close-up overhead view (**F4**).

You can also move about 16 yards for each press of an arrow key by holding down the **SHIFT** key at the same time. Easiest to observe in the overhead view of the entire hole (**F3**), this kind of movement enables you to move rapidly around a hole.

Whenever you move, you'll notice that the dot marking your line of sight moves off your ball and accompanies you as you walk the

course. Just as you do after rotating your line of sight, press **F1**, **F2**, **F5**, or **F6** to redraw your perspective after moving.

Returning to Your Ball

When you've finished walking around, you must return to your ball before hitting your shot. To do this, press **RETURN**. If you're already at your ball, pressing **RETURN** takes you to the first of the three shotmaking screens.

Shotmaking

Shotmaking in *Championship Golf* has all the elements of real golf, including aiming, club selection, clubface alignment and stance, and timing the components of your swing. For each element *Championship Golf* recommends a standard choice for every player; these choices are highlighted on the shotmaking screens. However, you can control your aim, club selection, stance, and swing in any way you like.

Aiming Your Shot

Whether you're on the driving range or the golf course, you'll want to be sure of your aim before hitting your shot. In taking aim, you'll rely on the ground-level or bird's-eye perspective (**F6** or **F5**).

In any perspective view, you'll notice the small line, or tick, at the top center of the view and your ball at the bottom center.

The initial line of flight of your shot will be in the direction of the tick. On the golf course, *Championship Golf* sets up the initial line of flight directly at the flagstick.

Only on rare occasions, however, will the ball fly or roll in a perfectly straight line throughout its flight. As in real golf, factors such as the wind direction and speed, the path of the clubhead, and the angle of the clubface at impact will affect the flight of the ball; on the greens, the slope of the terrain will cause your putts to break.

So you'll often need to adjust your aim before hitting the ball, especially in a heavy crosswind, on severely sloping greens, and when you're trying to "bend" a shot around trees.

You also need to adjust your aim from the tee on dogleg holes, because the initial aim may be into the trees (Number 1 is a good example).

To adjust your aim, use **F7** to rotate the tick to the right, **F8** to rotate it to the left. On a split screen, the square in the overhead view moves in tandem with the tick.

After moving the tick, you can press **F1**, **F2**, **F5**, or **F6** to redraw the perspective along your new line of sight. If you move the tick entirely off the perspective view, the view will go blank, prompting you to redraw. You may rotate more before doing so.

After taking aim, press **RETURN** to go to the first shotmaking screen. If you've pressed any of the arrow keys to move from your ball, pressing **RETURN** at this point will take you back to your ball rather than to the first shotmaking screen, and you'll have to re-adjust your aim using **F7** and **F8**.

Stroke and Club Selection

On the first shotmaking screen, you select the type of stroke you want to use and choose a club.

But if you first change your mind about your aim and want to go back to the perspective screen with the ball and tick, press **Esc**.



In selecting a stroke, you have three choices:

The **Full** stroke involves body turn, arm speed, and wrist action. Use this stroke when you want maximum power and distance for a given club.

The **Chip** stroke is a half swing, with a shorter backswing and follow-through, but it also involves body turn, arm speed, and wrist action. Use this stroke for less distance and greater accuracy. It's especially effective around the greens.

The **Putt** involves your arms and wrists only. You *must* putt when on a green, but you can also use this stroke effectively from the fringe of a green.

Championship Golf always highlights a recommended stroke, based on the lie of your ball and its distance from the cup. To select the stroke highlighted on the screen, simply press **RETURN**. Or press **F**, **C**, or **P** on IBM and compatible computers to override the recommendation; on Amiga computers, use the left and right arrow keys to highlight the type of stroke you want, then press **RETURN**.

After pressing **RETURN** to confirm your stroke selection, you must select a club.

In selecting a club, you have your choice of any club in your bag, except if you've chosen the putting stroke, when you may use a putter only.

Again, *Championship Golf* always recommends a club, which you may accept by pressing **RETURN**. To select a different club, you can scroll through the list, using the up and down arrow keys (↑ and ↓). Or on IBM and compatible computers, you can type the appropriate number and letter for the club you want from your bag:

W for a wood, followed by the number

I for an iron, followed by the number

P for the pitching wedge

S for the sand wedge

u for the putter

Press **RETURN** to confirm your selection.

Championship Golf displays the loft and the maximum range for the



highlighted club. The maximum range can be surpassed by an experienced Championship Golfer.

Tips for club selection: Woods tend to deliver more power, but they're also more difficult to control. With both woods and irons, of course, the higher numbered clubs give more loft and accuracy, but less distance. The pitching wedge is a higher-lofted club than a 9-iron, so you might use it to hit over a hill or a tree or to chip to the green. The sand wedge is the highest-lofted club of all—use it to blast out of bunkers and to pitch from short range onto the green.

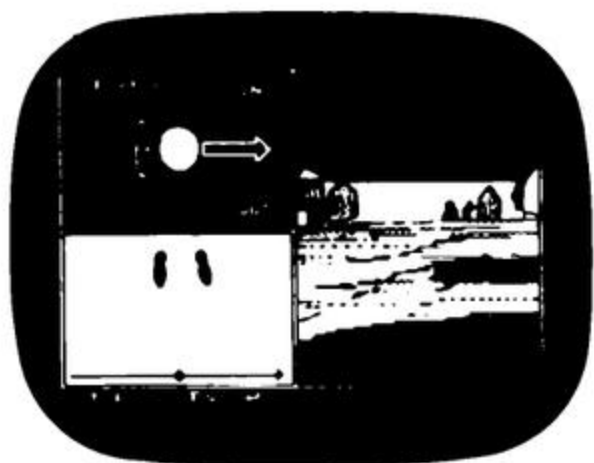
To tee up the ball or remove it from the tee on the driving range or at the start of a hole, press **T**.

After highlighting your club selection and deciding whether you want the ball teed up or not, press **RETURN**. You'll go to the second shotmaking screen. Should you change your mind about your stroke or club selection, press **Esc** to return to the **Select stroke** screen.

Addressing the Ball: Stance and Clubface Alignment

If you've chosen a full or chip stroke, *Championship Golf* gives you a chance to adjust the alignment of your stance and clubface. No such re-alignment is possible for the putting stroke.

For each shot, *Championship Golf* initially sets up a square stance and clubface, aimed straight in the direction you've chosen.



The clubface alignment is shown in the **Top View** portion of the screen, and the alignment of your feet is illustrated in the lower left portion of the screen. Note the alignment of the feet relative to the line of flight running through the ball in the very bottom left portion of the screen.

You may wish to open or close your stance in order to slice (fade) your shot to the right or to hook (draw) it to the left. Use the ↑ and ↓ keys to adjust the position of your front foot. Notice how the large arrow adjusts to represent the change in the swing path of your club.

You can also open or close your clubface to put spin on the ball so that your shot will curve to the right (slice) or left (hook).

On IBM and compatible computers, use the slash and backslash keys (/ and \) to alter the clubface angle, pressing them up to three times depending on the clubface angle desired. On Amiga computers, use the up and down and left and right arrow keys.

Press **RETURN** when you're satisfied with your stance and clubface alignment. You'll proceed to the swing animation screen.

If you change your mind before starting the swing and want to go back and modify your shot alignment, press **Esc**. You'll return to the stance and clubface alignment screen if you're using a full or chip stroke or, if you're putting, to the split-screen overhead and perspective views, so you can re-orient yourself.

Swing Away!

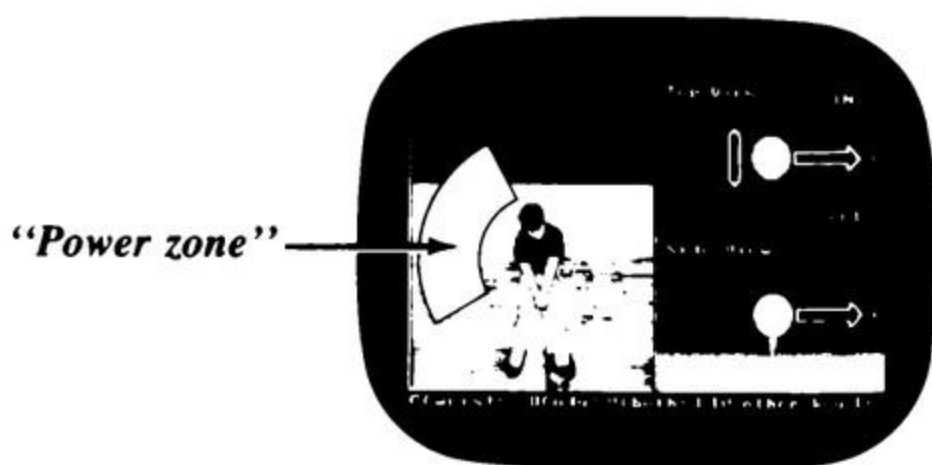
The third and last screen in the shotmaking series is where you actually swing the club.

For easy, consistent, average shotmaking, you can simply press **F10** to swing the club and hit the ball. By practicing the techniques described below, however, you can learn to control your swing and play a better game.

When you're ready to swing, you can press any key to start the action. But if you don't press any more keys, you'll swing very slowly, and the ball won't go very far.

There are three ways to hit the ball farther: you can swing your arms faster, add wrist action to your swing, and drive your swing with your body. You can work with each of these elements alone or use any combination of the three.

Pressing the **C** key will add a surge of wrist action to your swing. Pressing the **B** key will add a surge of body drive, and pressing the **V** key will add both elements at once. Pressing any other standard key in the lower two rows of the keyboard will add arm speed to your swing; the keys in the third row (**Q—J**) will add *extra* arm speed.



Adding arm speed is the easiest way to add distance to your shots. For each time you press any key *except C, B, or V*, you'll add arm speed to the swing. The keys in the row between **Q** and **J** will add extra arm speed. The more often you press the keys, the faster your arms will swing.

While increasing your arm speed will enable you to hit the ball farther, you won't be able to achieve much distance by swinging only with your arms. You must add wrist and body action to your swing for maximum power. Timing the required keystrokes is tricky, but with practice you'll improve.

To add wrist action, you must both cock your wrists on the backswing and also release them on the downswing, just before impact. Press **C** both to cock your wrists during the backswing and to uncock them during the downswing.

After you press any key to start your backswing, press **C** up to three times on the backswing and *the same number of times* on the downswing.

Just as in real golf, you can add distance by breaking your wrists at just the right moment during your swing. Try to break them in the "power zone" during your downswing. By breaking them too early, you'll lose distance; if you break them too late you may top your shot. Remember, woods take a little longer than irons to respond to wrist action.

For more yardage, you can add arm speed just after you break your wrists on the downswing, and continue as you swing through the ball. But for maximum power, you'll need to add body action to your swing.

To add body action, start your swing with any key, then press the **B** key up to three times on the backswing and the same number of times on the downswing. Driving with your body can give your shots more distance than arm speed and wrist action combined.

As with wrist action, the proper timing of your body action is critical. Try to uncoil your body as the club passes through the "power zone" during the downswing. Keep in mind that the body responds more slowly than the wrists.

Once again, to add even more distance, you should finish off your downswing with more arm speed by rapidly tapping any key other than **C**, **B**, and **V**. Remember, the third row of letters on the keyboard (**Q—J**) add the most arm speed.

To combine wrist and body action, use the **V** key. It gives you simultaneous wrist and body action on both your backswing and downswing. Used with added arm speed late in the downswing, combined wrist and body action will deliver the greatest power and distance. Press the **V** key up to three times during the backswing and again during the downswing, but try to focus your keypresses in the “power zone” during your downswing. If you uncoil your body and break your wrists too early in the downswing, you’ll lose power before impact; if too late, you’ll probably top or miss the ball.

Timing your swing is very important for distance and accuracy. The faster your swing, the more critical the timing of breaking your wrists and uncoiling your body if you want a straight shot.

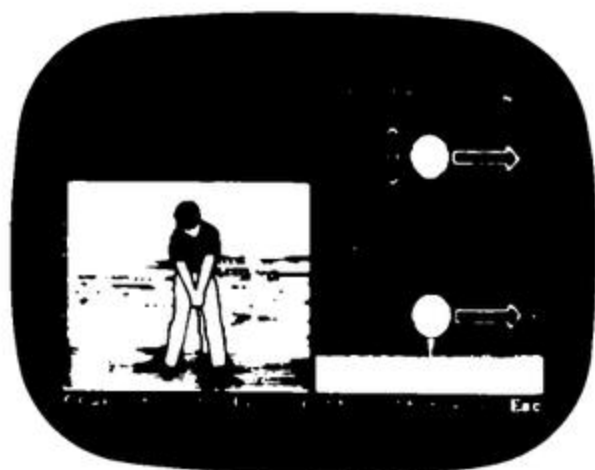
Whether you use the **C**, **B**, or **V** key, try to consolidate your keystrokes in the “power zone” during your downswing, *then* add as much additional arm speed as you can as you swing through the ball. A fast backswing does not improve distance.

And once again, balance your **C**, **B**, or **V** keystrokes between the backswing and the downswing. There’s little advantage in pressing these keys more than three times each way.

The more you practice your *Championship Golf* swing, the more you can improve your timing.

To assess your swing, watch the right side of the swing screen; there you’ll see the results of your timing as the clubhead meets the ball. The **Top View** and **Side View** images freeze briefly at impact, so you can assess your timing in terms of the ideal swing path, club-face direction, and angle of attack.

The large arrow in the **Top View** shows your projected swing path at impact, and the block shows the projected left-right angle of the clubhead.



The large arrow in the **Side View** shows the projected path of your clubhead at impact, and the line shows the projected loft angle of the clubface as it meets the ball.

As you'll see, if you don't bring your swing into line in time your club will probably push the ball from inside the target line to the outside, making the ball fly off to the right of your target.

If you rotate back too late, you may contact the ball too late in your swing. In this case you'll probably top the ball, if you hit it at all.

Hitting the ball with your wrists still cocked will decrease the clubface's loft angle at impact, and it's likely that you'll top the ball or miss it altogether.

The chipping stroke has all the elements of the full swing, but it hits the ball a shorter distance, because the backswing and follow-through are only half as long.

Chipping is an important stroke-saver around the green. It's a good idea to spend time developing your chipping skills on the driving range, where you can learn how far you can chip the ball with the various clubs using your arms, wrists, and body and combinations of the three.

The putting stroke can be made with the arms or wrists alone or in combination. Press any key to start the stroke.

A little time on the practice green will help you discover how far you can putt the ball with a given number of keystrokes. Remember, though, that the distance a putt ball rolls will also be affected by the slope of the green.

On the practice green, there's no chance to putt out; instead, you'll be set up to try the same putt over again until you choose a new one.

Following Your Ball

If more than one person is playing, *Championship Golf* will pause after each player hits, to allow you to see where the ball lands before going on. If you find that this slows down play, you can eliminate the pause by pressing any key after the animated golfer disappears from the screen and while the ball is moving. In fact, if you inadvertently continue pressing keys too long after hitting the ball, *Championship Golf* will skip the pause and go on.

After you hit the ball, you can watch it on both the overhead and perspective views. When the ball rises too far to stay on the screen in the perspective view, you'll be able to follow its shadow on the ground until it sinks into view again.

When your ball comes to rest, the small box in the upper right corner of the overhead view indicates the distance from your new lie to the flagstick. (On the driving range, including the practice putting green, the same box tells you how far you hit the ball.)

If you hit a ball out of bounds, *Championship Golf* indicates as much with a message at the bottom of the screen, places the ball in bounds at the point where it went out, and assesses a penalty of one stroke.

The Driving Range

In *Championship Golf* shotmaking is every bit as complex and challenging as in real golf, so it's a good idea to invest some time developing your swing technique. And as in real golf, the ideal place to learn how to swing the club and hit the ball is the driving range.

To go to the driving range, press **Esc**, if necessary, to go to the main menu, use the down arrow key to highlight **Driving range**, and press **RETURN**.

When two or more players are on the driving range, they take turns shooting. After each shot, the **Yds** box in the overhead view

shows how far the ball traveled, and the game pauses. Press any key to continue.

Viewing and movement are the same as on the golf course, except that you cannot walk forward or backward on the driving range. Quick lateral movement (using the ← and → arrow keys with the **SHIFT** key) will enable you to choose any type of terrain for practice. Also, when you move around the driving range, your ball moves with you. So pressing **RETURN** will not return you to your starting point as it does on the course; instead, it takes you to the **Select stroke** screen.

Practice options include all the shots you'll use on the golf course:

- The practice putting green, with flagstick, allows you only a single putt, so you cannot putt out, but you can learn how to make putts of various lengths, from various angles.
- On the teeing ground, your ball is automatically teed up for you. You may remove it from the tee by pressing **T**.
- On the practice fairway, your ball lies on short grass.
- In the rough your ball lies deep in the long grass.
- You can practice hitting out of two types of bunkers. The larger (left-hand) bunker represents a fairway bunker, where the ball sits up on the sand. The smaller (right-hand) bunker is a greenside bunker, where the ball is half-buried in the sand.

After your first shot on the driving range, when your turn comes again *Championship Golf* will return you to the shotmaking screen with the same aim, stroke, and club that you selected for your last shot.

To change your aim, stroke, or club, or to move elsewhere on the driving range, press any key to return to the shotmaking screen, then press **Esc** as many times as necessary to go back to the desired screen.

If you hit a ball out of bounds on the driving range, *Championship Golf* places the ball in bounds at the point where it went out and tells you how far it traveled before going out of bounds.

To leave the driving range, press **Esc** after your ball stops rolling; you'll return to the main menu.

Tips for Playing the Pebble Beach Golf Course

- Always check the box in the upper left corner of the overhead view to see which player is hitting. Player number one hits first on every tee—in other words, there are no honors given. For the rest of each hole, however, the player who is farthest from the pin always hits next, with ties being broken according to the player order on the scorecard.
- On the course, the distance figure in the upper right corner of the overhead view tells how far from the hole the current player's position is. As you begin a hole, the yardage number in the box may not correspond exactly to the yardage listed for the hole on the scorecard. This is because the exact distances from tees to pin placements vary from round to round, just as in real golf.

On the driving range, the distance figure indicates how far you hit the ball.

- Be sure to check the wind speed and direction, shown in the overhead view, before every shot. Just as in real golf, the wind in *Championship Golf* will gust and waver; just as in real golf, too, it can play havoc with your ball if you don't compensate for its effects when aiming your shots.
- Initially, the tick always aims you directly at the flagstick. This may be confusing as you prepare to tee off on a long dogleg hole, because your initial perspective may be into the trees or rough. When this happens, press **F5** for a bird's-eye perspective before you adjust your aim with the **F7** and **F8** keys.
- Press **F5** and **F1** to gain a full-screen bird's-eye perspective when you're planning long shots.
- Whenever you use **↑**, **↓**, **←**, or **→** to walk around the course, you can press **RETURN** to go back to your ball.

- At first, you may want to use *Championship Golf's* suggestions for the type of stroke and club selection, but not for aiming. As you improve with practice, you can try more creative shot-making by making your own selections.
- Trees are very difficult—if not impossible—to hit through. Your best bet is usually to use **F7** or **F8** to rotate your aim and chip out onto the fairway. Advanced players can sometimes realign their clubface and stance to curve shots around trees. Another option is to use a lofted iron to hit over trees.
- The rough and sand traps are also very difficult to recover from. When in the rough, you may want to play safe by using a lofted iron to return to the fairway. Even from the fairway bunkers, you'll find it very difficult to use any lower-lofted club than a 7-iron. You can't putt from fairway or greenside bunkers.
- Emulate the great players and develop a shotmaking routine, a series of steps you repeat for each shot. For example, you might follow these steps:
 1. Note the position of your ball in the overhead view of the hole.
 2. Press **F5** and/or **F1** to understand your shot options.
 3. Check the wind.
 4. Adjust your aim by moving the tick, using **F7** and **F8**.
 5. Press **F2** or **F6** to check your new target line. Readjust if necessary.
 6. Press **RETURN** to go to your stroke, club selection, and shotmaking options. Choose carefully, according to your skill and experience.
 7. Make your swing with an emphasis on good timing.
- You can stop playing and save a game in its current state at any point—just press **Esc** to go to the main menu and select **Save game on disk**. To resume the game later, select **Get game from disk** to start where you left off. *Championship Golf* will not save any alignment made just prior to breaking off. You can save only one game at a time.



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