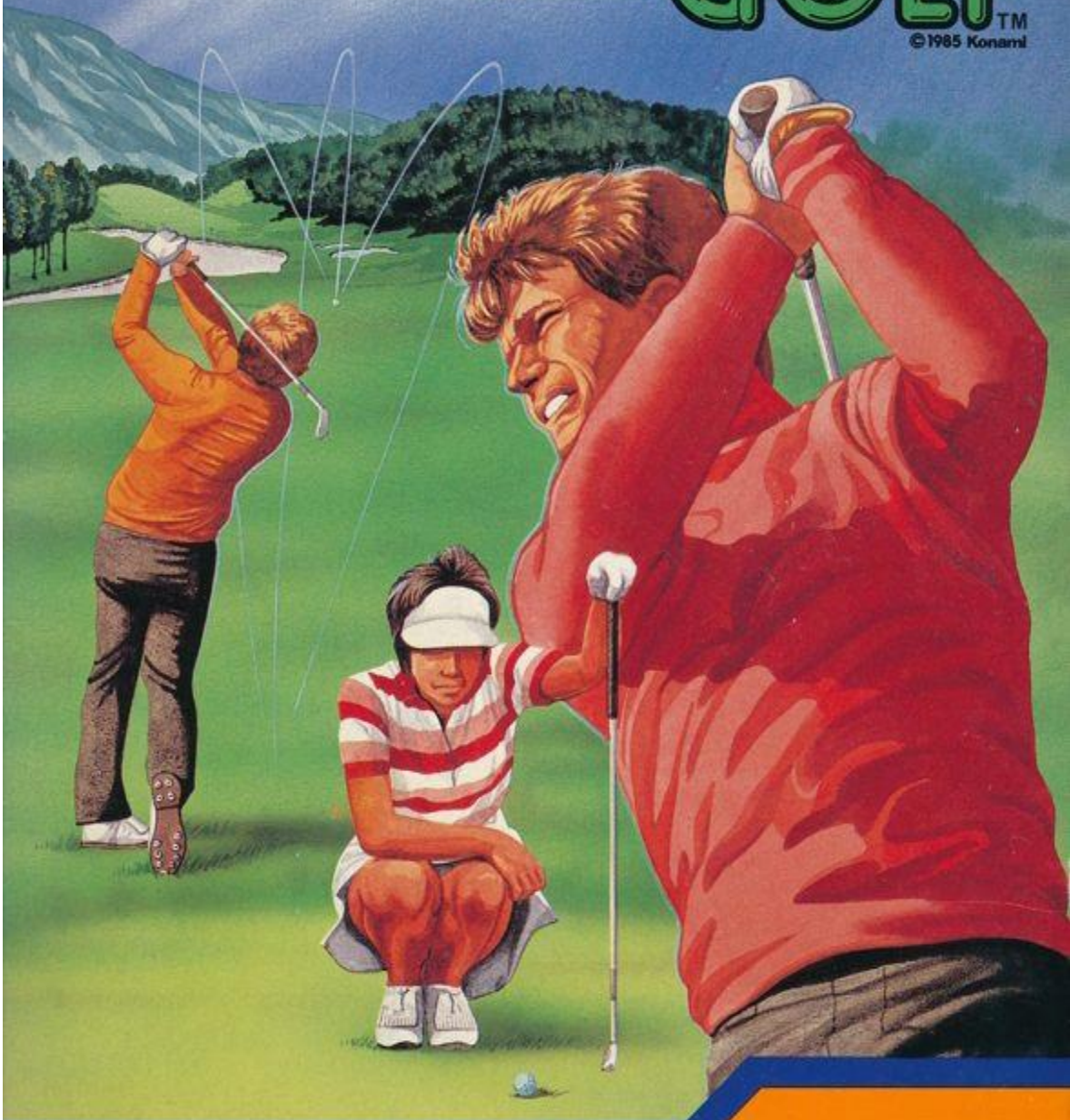


Konami[®]

KONAMI'S GOLF

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Konami's **GOLF**TM
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At last! The long-awaited opening of the KCC – The Konami Country Club! Nine holes, par 36: a magnificent rolling course! Care for a game by stroke? Or would you rather compete in match play? The choice is yours in Konami's golf game. Stroke by stroke, your true golfing skills will shine, as you choose the right club for each play and compensate for the wind factor and the lie of the grass on the greens.

Take your favorite partner with you and enjoy a wonderful golfing holiday!

KCC Konami Country Club

Hole	Par	Distance
1	4	475M
2	4	360M
3	4	362M
4	5	475M
5	3	168M
6	4	477M
7	4	472M
8	4	244M
9	4	479M

1. How to play

1. This game may be played by one or two players.
2. You control the action using a joystick.
3. You can choose either stroke play or match play.
 - In stroke play your score is based on the total number of strokes you have taken to complete nine holes.
 - In match play, each hole is contested separately; the first player to win five holes is the winner of the game.
4. First select the type of play you wish to compete in. Position the hand indicator by using the joystick UP and DOWN.
 - 1 PLAYER STROKE PLAY
 - 2 PLAYERS STROKE PLAY
 - 2 PLAYERS MATCH PLAY
5. After you have selected the type of play press the Fire button on the joystick to start the game
6. Play is completed after nine holes.
7. "OB" – if your balls goes out of bounds, replay it, taking two penalty strokes.

8. Bunker shots will fly a shorter distance.
9. Do not try to get out of the rough using a wood.
10. When two people are playing, the order of play is determined according to normal golfing rules. On the right side of your screen you will see flashing "1P" or "2P"; the indicated player may take his turn. Player No. 1 starts first on the first hole of each game.
 - One tee shots, the player with the best score on the previous hole tees off first.
 - After the second stroke, the player whose ball is farthest from the pin goes first. You do not necessarily take turns each time; each player's turn is determined by the distance of his ball from the hole.
11. Women players are no longer indicated after the second shot.
12. When there are two players, player No. 1 has the white ball; player No. 2 has the red ball.



1. Score – Player No. 1
2. Total number of strokes – Player No. 1
3. Score – Player No. 2
4. Total number of strokes – Player No. 2
5. Type of swing/Type of club
6. Remaining distance to hole
7. Hole number
8. Par
9. Hole distance
10. Wind direction, wind speed
11. Strokes taken on present hole – Player No. 1

- 12. Strokes taken on present hole – Player No. 2
- 13. Power meter
- 14. Course map
- 15. Green
- 16. Fairway
- 17. Rough
- 18. Tee
- 19. “OB” – out of bounds
- 20. Direction of the lie of the grass
- 21. “+” mark
- 22. Number of holes won by Player No. 1
- 23. Number of holes won by Player No. 2



2. Controlling the Action

- 1. Use the joystick to control the action.

Joystick 1 – Player No. 1	Joystick 2 – Player No. 2
UP	UP
DOWN	DOWN
LEFT	LEFT
RIGHT	RIGHT
FIRE	FIRE

2. First determine the type of ball you wish to play. Make your selection by moving the indicator up and down with the UP and DOWN joystick lever; enter your selection by pressing the Fire button.
3. Next, using the LEFT and RIGHT keys, determine the direction of your shot. The glowing red “+” mark indicates the direction the ball will fly.
4. The last step before taking your shot is to pick a club by using the UP and DOWN joystick lever. The types of clubs available will be indicated by pressing the UP and DOWN joystick lever; stop at the indication of the club you wish to use.

	Type of club	Average distance ball will travel when hit with this club
1W	No. 1 wood (driver)	240m
3W	No. 3 wood (spoon)	220m
1I	No. 1 iron	200m
3I	No. 3 iron	180m
4I	No. 4 iron	160m
5I	No. 5 iron	145m
6I	No. 6 iron	135m
7I	No. 7 iron	125m
8I	No. 8 iron	115m
9I	No. 9 iron	105m
PW	Pitching wedge	90m
SW	Sand wedge	80m
PT	Putter (used only when on the green)	

5. Make sure all the preliminary selections are made, then everything is all set. Keep an eye on the “power meter” at the bottom of your screen and hit the ball by pressing the Fire button. You can control the distance the ball flies by gauging the power level of your stroke.
6. When you land on the green, your screen will show a view of the green with your ball in position. The club selection on the green is automatic: the computer will choose a putter for you. Sink the putt by pushing the Fire button while keeping a sharp eye on the power meter.

3. Improving your technique

1. Practice until you have a good feeling for the proper club and the right amount of power to use.
2. Then, start trying to compensate for the windage.
3. Be cautious when you are on the green! Learn to read the direction of the lie of the grass and how “fast” the green is.
4. Hole No. 5 offers the chance for a hole-in-one.

4. Requirements

This program requires a Coleco ADAM, an SGM or ADAM Sound Card for sound and a joystick.