

MINIATURE GOLF *plus*

©1986

by David Plotkin

MAKE,
STORE,
& PLAY
YOUR
OWN
GAMES



For the Atari 130 XE &
48K Home Computers

XLNT
Software

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A WORD ABOUT PIRACY

All the staff of XLENT Software are computer users. We know that having copy protected programs can be a royal pain in the temple. Looking to our legitimate users' needs first, we have decided to NOT copy protect Miniature Golf Plus. This means that you will be able to make a backup copy of the program. This is what we have done for you.

Here is what we ask you to do for us. Please do not give away copies of the program to anyone. Not only is this stealing, but it deprives David and XLENT Software from making a modest profit on the program. If the thin line of modest profit disappears, then XLENT might follow suit, and David might never touch a computer again. Seriously, pirating hurts the entire computer community. Your honesty and support is appreciated.

XLENT Software has dedicated itself to releasing only high quality, unique, low-cost software. While XLENT Software has released software for MS-DOS computers, our greatest joy comes from releasing software on the Atari 8-bit and ST line of computers. While most of our software has been utilities, we realize that games are also essential, especially for rainy days or just for a couple hours of relaxation. XLENT Software learned that the Miniature Golf Construction Set program published by ANTIC Magazine was one of their most popular games. David Plotkin has enhanced his original version to a real time arcade game. XLENT Software now presents David Plotkin's MINIATURE GOLF PLUS.

ABOUT THE AUTHOR:

The XLENT Staff is very impressed by the fact that David is multi-talented. No doubt you will recognize his name as a contributor to ANTIC, ANALOG and other magazines. His columns and articles have given many enjoyable hours of reading and assistance to Atari enthusiasts. You might also be interested to know that David is a chemical engineer in his spare time.

the harder the ball will be hit and consequently the further it will roll. Just as in regular miniature golf, you may not be able to get enough clearance to hit the ball as hard as you like or in the direction you would prefer. In a case like this, experiment with hitting the ball from another direction and letting it bounce off a wall. The ball will not only rebound from the wall but other objects on the course as well.

Each player will continue to play until the ball goes into the hole. Play then passes to the next player. (If you totally blow the shot and your opponents will allow it, you may press the START button and begin that particular hole over again. It won't count against you.) The current player's name, total score, hole score, and the current hole number are displayed in the red window at the bottom of the screen. If you wish to see everyone's score press the SELECT button. Return to play by pressing the SELECT button again.

When everyone has played all the holes, the game is over. A scoreboard with all the scores will be displayed with the lowest score indicated. If you wish, you can play the course again.

Note: While playing the game, if you press the OPTION button, you will be returned to the Menu screen.

MINIATURE GOLF PLUS CONSTRUCTION SET

Whenever I find a game that I truly enjoy and believe I've mastered, I find myself possessed by an urge to find an even greater challenge that may either be contained within the game or one that may be provided by seeking another player who feels equally as confident. Well, the Construction Set will allow you to exercise your passion by not only creating a new and exciting course for yourself but for your opponent as well. (As with all things in life we set our own limitations. We are either prepared to win or lose. Remember easy is not always better). I am positive that you will use the construction set to provide you and your friends with hours of exciting challenges that can only be provided by your personal version of Miniature Golf. HAPPY GOLFING.

In order to get started, you should first initialize a disk. Choose option 3 from the main menu screen. Remove your MINIATURE GOLF PLUS disk from the drive and replace it with a blank disk. At this point you will be prompted by the computer for each succeeding step.

If you are using a formatted disk, press START to initialize it. Initialization will only take a matter of seconds.

If you are using an unformatted disk (one that has never been used), press the ESC key to format and initialize the disk. (Remember, anytime a disk is formatted it erases everything previously recorded on that particular disk.

Now remove the initialized disk and put your MINIATURE GOLF PLUS disk back in the drive.

Press the START button, and you will return to the main menu.

Okay, it's time to get started. Pick the Construction Set selection. Now you will see a message on the screen telling you to remove the MINIATURE GOLF disk from the drive and put in your data disk--the one you created using initialize only moments ago. Make sure to do this so you won't get reminder messages later.

You are now ready to start designing your own course. The construction set is completely menu driven and all menu selections are made using your joystick. Select your desired option, press the fire button and you've just created your first hole.

For more details on each option, refer to the reference guide. Have fun.

CONSTRUCTION SET REFERENCE

Main Menu

The Main Menu consists of five selections: QUIT, SAVE, EDIT, DELETE and NEW.

QUIT

QUIT returns you to the main menu screen which appeared when you first booted up the game.

SAVE

SAVE lets you save up to 60 holes on a single disk. Each new course must be on a separate disk. When you play Miniature Golf, the game will continue until the last hole on the disk is played.

EDIT

When you first choose Edit, you will be asked for the hole you want to Edit. If there are already holes on the disk, the program will tell you how many there are. Choosing a hole other than the highest number, will load that hole from the disk. The highest number hole is new and does not have to be loaded from the disk.

After you have chosen the hole you want to Edit, the Edit Shape Selection Menu will appear at the bottom of the screen. This menu consists of a choice of all the shapes you can put on the screen, as well as the choice to return to the main construction set menu. Except for the Hole/Ball and Barrier choices, the shapes selected will look like the picture shown beside the choice. You will have the ability to select the size of the object on

the screen. Prompts will appear in the window at the bottom of the screen to remind you of what to do. When you are done working with a particular shape, you will be returned to the Shape Selection Menu (see Shape Selection Menu section).

DELETE

Choosing the DELETE option brings up the Delete Menu. The five choices on the Delete Menu are CANCEL, LAST, ALL, CHOICE and CLEAR. Since it may not be clear as to what each of these options mean, a one line explanation will appear at the bottom of the screen to remind you of what each option does.

CANCEL is simple--it cancels the choice to Delete and returns you to the main construction set menu without doing any harm.

LAST will delete the last one of a particular shape placed on the board. When you pick LAST, you are taken to the Shape Selection Menu. Pick which shape you want to delete and the last one you placed on the screen will be removed. For example, picking RT TRIANGLE will delete the last right facing triangle you placed.

ALL will delete everything of a particular shape. When you pick ALL, you are taken to the Shape Selection Menu. Pick which shape you want to work with. For example, if you pick RECTANGLE, all the rectangles will be removed.

If you select LAST or ALL by accident, picking Hole/Ball, Barrier or Main Menu from the Shape Selection Menu will return you to the main construction set menu without doing any harm.

Note: To delete the Barrier, select Barrier from the Shape Selection Menu and choose "Remove Barrier" at the prompt.

The CHOICE option allows you to selectively remove shapes. Selecting CHOICE returns you to the Shape Selection Menu. Once again, selecting Hole/Ball, Barrier or Main Menu will return you to the main construction set menu without doing any harm. Selecting any of the other shapes puts the words "Shape Number" in the text window at the bottom of the screen. Use your joystick to select the shape number you want. Selecting any shape number other than zero will place a blinking cursor on the screen at the first point you would normally plot when drawing the shape on the screen. Pressing the fire button will delete the shape indicated by the blinking cursor. Once again, however, you will have an opportunity to choose NOT to delete anything. Simply choose shape number zero and press the fire button and you will return to the main construction set menu.

The final option on the Delete menu is CLEAR and if the word clear gives you any ideas at all, you are probably right. CLEAR erases everything on the screen. Since the results of using CLEAR are so drastic, the program will once again ask you to confirm that this is indeed the choice you wish to make.

NEW

The last option on the main construction set menu is NEW. Normally the only way to move on to the next hole is by saving the hole you are working on to disk. However, NEW is your escape if you are editing a hole and find yourself facing the conclusion that this particular situation is beyond all help. Well

don't despair, there is help. The NEW option will clear the screen and return you to the main menu which lets you reenter hole data from the disk or start a new hole. NEW can also be used for reviewing holes already saved to your disk.

SHAPE SELECTION MENU

The Shape Selection Menu has nine selections: HOLE/BALL, DOWN TRIANGLE, UP TRIANGLE, RIGHT TRIANGLE, LEFT TRIANGLE, RECTANGLE, BARRIER, DIAGONAL LINE and MAIN MENU.

HOLE/BALL

Selecting HOLE/BALL lets you position the hole and the starting location of the ball. First you locate the hole using the joystick. Press the fire button when you are satisfied. Then select the ball position in the same way.

DOWN TRIANGLE

The down triangle looks just like its picture on the Shape Selection Menu. When you select DOWN TRIANGLE, you will see a dot which you control with your joystick. Move the dot to where you want the upper left point of the triangle and press the fire button. Move the dot to select the upper right point and press fire. The computer will now draw the triangle. If you have placed your two points so that the triangle will be drawn off the screen, the computer will ignore your data and let you know that the screen boundaries were exceeded. This will not hurt your data or the construction of the hole. After the triangle is drawn or you get the boundary exceeded message, you will be asked whether you want to draw more of the same shape or return to the Shape Selection Menu. Make your choice with the joystick and press the fire button.

UP TRIANGLE

Position the UP TRIANGLE on the screen just like the DOWN TRIANGLE. The first point you place is the lower left followed by the lower right.

RIGHT TRIANGLE

Position the RIGHT TRIANGLE on the screen just like the DOWN TRIANGLE. The first point you place is the upper left followed by the lower left.

LEFT TRIANGLE

Position the LEFT TRIANGLE on the screen just like the DOWN TRIANGLE. The first point you place is the upper right followed by the lower right.

RECTANGLE

To position the RECTANGLE on the screen, select the upper left corner and then the lower right corner.

BARRIER

When you pick BARRIER, you can either place or remove a BARRIER from the playing field. The BARRIER is the rectangle which moves back and forth between the limits you set. The BARRIER only moves left and right. When you are setting up a BARRIER, you will be asked for the left limit. Move the BARRIER to where you want it and press the fire button. You will then be asked for the right limit. Move the barrier to the appropriate position and press the button. Finally, you must set the speed of movement. Moving the joystick up and down changes the speed. The barrier will move back and forth at the selected speed, letting you

decide if you like it. Note: If you originally loaded this hole from disk, or selected barrier coordinates and speed earlier, then these default values will initially be shown, and the barrier will position itself at the appropriate coordinates.

DIAGONAL LINE

You position the DIAGONAL LINE by specifying the two endpoints of the line. Move the joystick to select the higher endpoint first. Press the fire button. Now move the dot-cursor down and to the right or left to choose the other endpoint. Press the fire button again, and the DIAGONAL LINE will be drawn.

MAIN MENU

This option returns you to the menu with the QUIT, SAVE, EDIT and DELETE selections.

REPLACEMENT POLICY

The original diskette is guaranteed against defects due to faulty materials or workmanship for ninety (90) days from the date of purchase. If you are having problems, please return the diskette to XLENT Software, P.O. Box 847, Springfield, VA 22150. Please include a copy of your sales receipt.

ACKNOWLEDGEMENTS

Many thanks to Barbara Calderon, Jennifer Brabson, Mike Barnes, Linda Kubota-Barnes and everyone else who helped with suggestions and artwork.

FEEDBACK

We welcome any written comments or suggestions that will help us provide you with the software you want. Send them to:

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Presenting...
The XLent Staff



(not pictured: Jennifer Brabson)