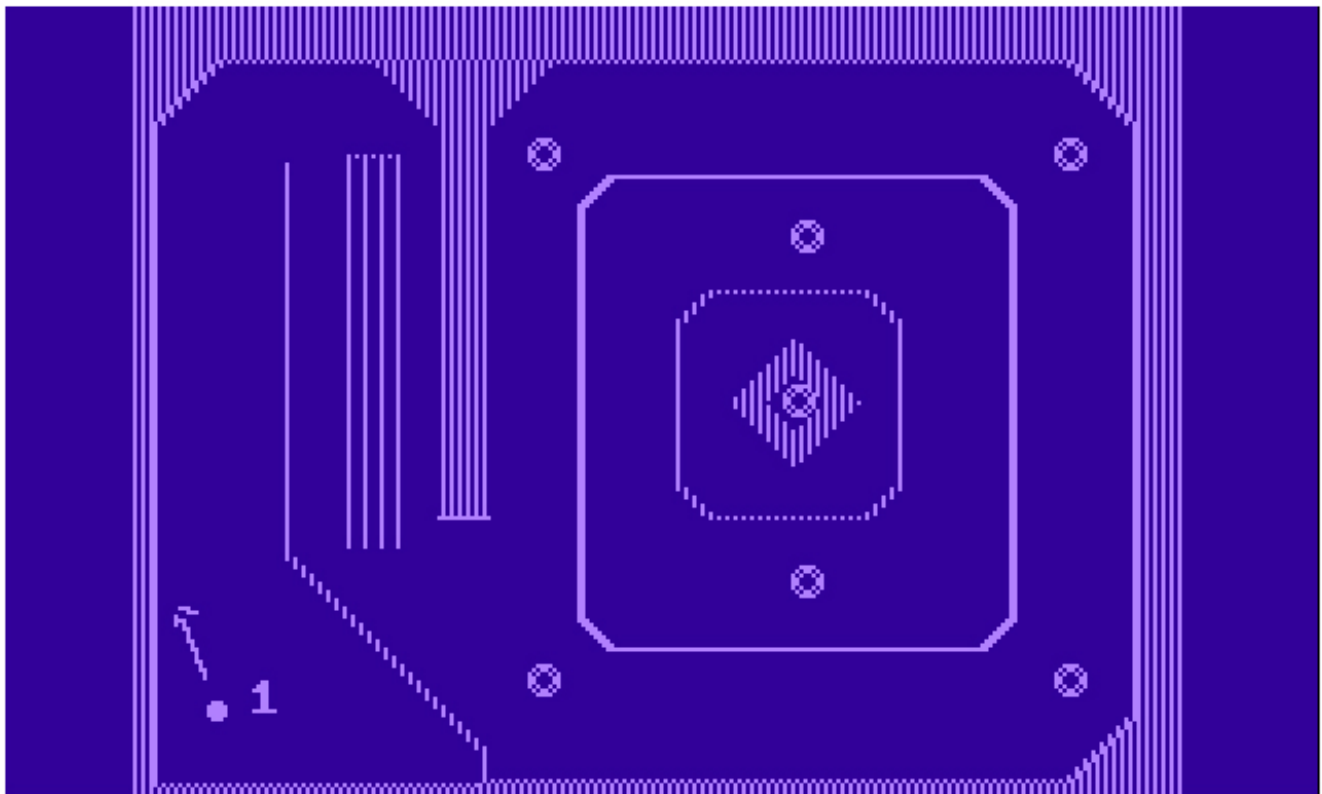

MINIATURE GOLF



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INTRODUCTION

Miniature Golf is a 1 or 2 player game where your sense of timing and perceptiveness in judging distance will be put to the test. The game simulates an actual “Miniature Golf” course, complete with moving obstacles.

There are 18 “holes” in which to hit the ball into the “cup”. Each time you hit the ball, it is called a “stroke”. Although the number of strokes you take to hit the ball into the cup is unlimited, each hole has a designed “par”. Par represents the number of strokes you are ideally supposed to take to complete the hole.

To hit the ball into the cup, you must position your “club” in the direction that you want the ball to go and hit it with the right amount of strength.

Each time you hit the ball, the computer records one stroke against you. Your running score is displayed between holes on the right. Ideally, your goal is to match or beat the par for each hole. The lower your score the better.

CONTROLS



To begin, choose between a 1- or 2-player game with the **1-PLAYER START** or **2-PLAYER START** keys.

When viewing the scoresheet between holes (or before the first hole) press any key to continue to the next hole.

When it is your turn to hit the ball, use the **COUNTER-CLOCKWISE** and **CLOCKWISE** keys to position your club correctly. Once you have the desired trajectory use the **PUTT STRENGTH 1-9** keys to hit the ball with the corresponding strength. The higher the strength, the further the ball will go.

