ACCOLADE™

Mean 18™

Ultimate Golf

From

ACCOLADE™

For the Apple II GS™

512K Memory

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Design: Rex Bradford
Apple II GS Version: Mark Lesser

Mean 18

Introduction

MEAN 18 allows 1 to 4 people to play a round of golf at variety of famous and user designed golf courses. This is a great simulation of a classic game, combining a challenging blend of strategy and skill development.

Before You Start

Your program disk contains three courses, St. Andrews, Augusta National and Pebble Beach. We strongly recommend copying the course files to another blank formatted disk labeled "Famous Course Disk Vol. I". When prompted by the program to insert a course disk, replace the original disk with your course disk. All courses were designed using the COURSE ARCHITECT.
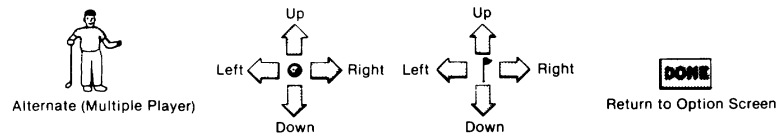
Getting Started

- Insert the Mean 18 program disk in the designated startup drive and turn on your computer. The program will load automatically.

- Use the control panel to change the volume of the sound chip and set printer defaults. Refer to the ProDOS manual for more information.

- Mean 18 supports Apple Imagewriter printers. Connect the Imagewriter to the printer port at the back of the computer. Make sure it's plugged in and turned on. If you get odd printing results, check the Control Panel to make sure all printer settings are set to "Standard".

- When prompted, remove program disk and insert disk containing desired course. For two-drive systems, you may insert course disk in second drive and click on "next disk".

- You will then be instructed to select course from those listed on the screen by clicking the mouse button on the desired course.

Playing Mean 18 Golf

Selecting Options

- At the bottom of the screen, you will be prompted to start a new game or resume a saved game.

- If you resume a saved game, it will be restored and play will continue where you left off.

- For a new game you will select the number of players (from 1 to 4)

- Select Scoring: (only if more than one player)
  Stroke (Medal) - normal play for 2 to 4 players
  Match - 2 player - player who scores the best on holes wins
  Best Ball - 2 teams - 4 players - lowest score for team wins

- For each player - Enter initials, professional/regulation tees, beginner/experienced.
  Pro/reg tees: Each hole has 2 tees, pro is set further back.
  Beg/exp player: A beginner gets perfect aim and the caddy recommends the best club based on distance to the pin (you can change this club selection if desired). The experienced player must choose his own club and make more accurate shots.

- Beginning Play:
  Practice tee - develop shot making skills with each club.
  Practice green - improve putting accuracy.

Alternate (Multiple Player)   Up / Left / Right / Down   Up / Left / Right / Down   Return to Option Screen

Click on desired direction arrow to move either the ball or hole placement. Then click anywhere on green (above icons) to practice the putt.

  Practice a hole - play any hole.
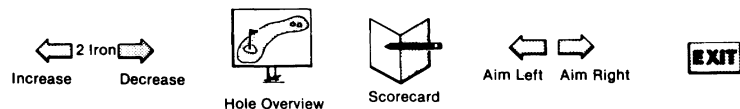 **Begin Game** - start playing a round of 18 holes.
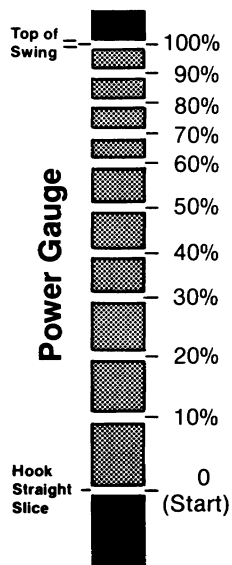 **Quit** - ends the game.

Order of Play

At the beginning of each hole, order of play is determined by honors, that is, which player or team won the previous hole. Once all players have teed off, the player farthest from the hole is always next.

Making a Shot

Click on left and right arrow keys to change club selection. Use left and right (far right) arrows to scroll the aim (a full 360 degree rotation is possible).

Increase   Decrease   Hole Overview   Scorecard   Aim Left   Aim Right   **EXIT**

A complete shot requires three clicks on the mouse button.

Power Gauge

Top of Swing — 100%
90%
80%
70%
60%
50%
40%
30%
20%
10%
Hook
Straight — 0
Slice   (Start)

1. Click once to start backswing. Each line on the power gauge (on the left side of the screen) incrementally increases the power of your swing by 10% of the club's rated potential distance (see club distance table below). Dark area at top (over 100%) indicates overswing which significantly reduces ball control and results in a longer (but wilder) shot.
2. Press the mouse button a second time to start downswing at the desired point on the power gauge. An arrow will mark the point where this occurred. Stopping your backswing part way up will result in a shorter shot (useful for chipping).
3. The third (and final) click will snap your wrists at the bottom of the swing (line where swing began). Snapping the wrists early (above the line) will result in a hook (ball curves to the left). Snapping the wrists late below the line results in a slice (ball curves to the right). An arrow will mark this point.

Shotmaking Tips

From deep rough and sandtraps, a wood will result in a poor shot. Use an iron, and even then make sure not to overswing, which will almost certainly result in a poor shot. Each shot's trajectory is a combination of your swing and a little bit of luck. When the ball hits the ground, it randomly bounces left or right. Also, when hitting from

different terrains, you need to use a bigger club than normal to achieve the same distance. From light rough, this difference is about one club up. From deep rough and sand it is more like 2 to 3 clubs. Both beginners and experienced players must make this adjustment.

Putting

Click on the up/down arrows to aim your putt. Each mark on the power gauge is now approximately 8 feet and still requires three clicks on the mouse button. The arrows on the green will indicate the direction of the undulations (breaks) which will cause the ball to move in their direction. Therefore you must anticipate the correct "line" the ball should travel in order to sink your putt.

Aim Up
Aim Down
Overview of green
EXIT
Exiting allows you to save game before quitting MEAN 18.

Club Distance Table

With a good full swing, (100%) each club averages the following distance and loft: Loft is the angle of the club face. The more loft, the higher the ball will go in the air.

Distance	Loft (degrees)
Driver - 250 yards	16
3 Wood - 230 yards	22
4 Wood - 215 yards	25
2 Iron - 207 yards	18
3 Iron - 197 yards	22
4 Iron - 184 yards	25
5 Iron - 172 yards	30
6 Iron - 159 yards	34
7 Iron - 148 yards	38
8 Iron - 136 yards	42
9 Iron - 124 yards	46

P-wedge - 112 yards (Pitching wedge)
S-wedge - 100 yards (sand wedge)
Putter - Each mark on the power gauge is approximately 8 feet. Make allowances for breaks on the greens.

Terrain

The following are types of terrain:

1. Fairway (Solid Green)
2. Light rough (Textured Green)
3. Deep rough (Textured Orange/Green)
4. Sandtraps (White)
5. Water hazards (Blue)
6. Putting green (Light Green)
7. Out of Bounds (Textured Green/Red)

When landing in rough, or using short irons (ie., 9 iron) the ball will come to a stop more quickly than normal. When landing on a green, it will "bite" more quickly than in the fairway. When landing in sand, it will come to a stop very quickly (although it may still skip out of the trap). When using a wood or long iron (ie., 3 wood, 3 iron) the ball will continue to roll farther unless it lands in the rough or a trap.

If a ball comes to rest out of bounds, a penalty stroke is taken (in addition to the stroke played), and the shot must be replayed.

If a ball lands in the water, a penalty stroke is taken (in addition to the stroke played). The ball must then be replayed or dropped somewhere along an imaginary line between the hole and the point where the ball last crossed water. The player is taken to the overhead view to make this decision.

⟸ | DROP | ⟹   REPLAY

Move Ball Left   Move Ball Right

Trees

When a ball hits a tree, it will either ricochet back towards you along a random angle (if you hit a solid brown or black part of the tree), or go through the tree (slowed down and exit sideways along a random angle).

Greens

When all players have reached the green, the screen switches to an overhead view of the green with all balls lying on it. The player furthest from the hole putts first, and play proceeds normally, except that a player has the option of finishing their putt (like real golf etiquette).

Hole Overview

Click on "Hole View" icon to see overview of hole and to see your golf shots traced out.

Scorecard

The scorecard shows the current score of each player. Dots indicate the player (match play) or team (best ball) which won the hole. At the end of 18 holes of play, you will have the option of printing the scorecard for a permanent record. Click on pencil/card icon to view scorecard.

Game Statistics

During game play, Mean 18 will accumulate useful statistics that will help you to improve your game. You may view this screen from the scorecard. Click on "Stats" at the bottom of the screen to view game statistics. You will also have the option of printing this when your round is complete.

- **LONGEST DRIVE** · measured in yards that land in fairway.
- **CLOSEST TO PIN** · only on par 3's. (measured in feet).
- **# FAIRWAYS** · number of drives that land in the fairway.
- **# GREENS** · number of greens player reaches, two strokes under par.
- **# PUTTS** · total number of putts during round.
- **# BIRDIES** · number of holes, score was one or more strokes under par.

Exit   EXIT

Players may quit at any time by clicking on "Exit". However, the game only saves information on completed holes. When a game is "quit" while playing a hole, players will resume on the tee of that hole. Quitting also allows the option of restarting the game.

Hall of Fame

The Mean 18 Hall of Fame is reserved for the top 10 scores for each course. It records the players initials, score (for both front and back nine), skill level, which tees were used, and the date (input by the user). Only scores under 100 will be recorded. If you score over 100, a trip to the practice tee is probably in order!

Course Architect
This feature allows you to design or modify an entire golf course.

Note: Remember to copy the courses to another disk prior to using the COURSE ARCHITECT. This preserves the original courses supplied with the game.

Selection Screen

Move the pointer over the corresponding area of the screen (until the corner brackets around the item are displayed) to select one of the following options:
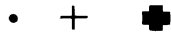
1. Change or enter course name (by typing up to 17 characters from the keyboard when prompted to do so).
2. Design or modify skyline background.
3. Modify trees and bushes.
4. Design or modify all or any one of 18 holes.

Note: Click the button to activate option

Design and Modification

When designing or modifying skyline, trees or specific holes, some or all of the following features may apply (note: some features may not be displayed on all option screens):

- You can select the view marker under and/or to the left of the wide angle (panoramic) display. These markers may be moved right/left or up/down to scroll the zoomed detail window displayed on the left of the screen.
- The white directional arrows on the screen may be used for fine scrolling of these images.
- You may select one of the following "paint brush" sizes:

  •   +   ✚

- You may select a color or terrain type with which to paint or fill.
- **PAINTING** - place the pointer over the specific area on the detail (or panoramic) view and press the button to change that spot (corresponding to current "paint brush" size) to the selected color.

Note: While painting or scrolling you may hold the button down and the activity will continue until released.

- **FILLING** - select "FILL", then move to the specific area (as with PAINTING above) and press the action button. This will change that spot and all adjoining spots of the same color to the currently selected color. The adjoining spots effected must be horizontally or vertically touching (not on a diagonal) and corresponding spots adjoining them will also be effected.
- **"CANCEL"** - undoes any immediate (unsaved) changes you have made on this screen.
- **"SAVE"** - permanently saves your design changes to the disk.

When designing a specific hole, there are several other options in addition to the ones listed above.

- **"CLR"** - (Clear) erases all terrain features except hole and tees.

- **TREES** - select "TREES" box on the right. The new screen will allow you to select one of six types of trees or bushes and (while holding button down) move it into the desired position on the course (then release the button). Use a similar procedure to remove trees from the course. There can be a maximum of 28 trees on any hole. You can also move the flag and hole (cup) any place on the green using a similar procedure. Select "DONE" to exit from this screen.
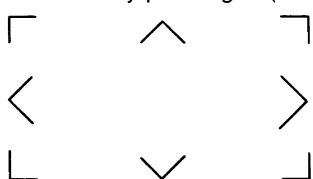
- **PAR** - move cursor over PAR number and click action button to change value from 3, 4 or 5.

- **TEES** - select "P" or "R" to move the position of the Pro or Regular tee. Move the pointer to the new position on the upper panoramic screen and click to position it (indicated by the block dot). The old tee position will be "erased" to fairway color and must be painted out manually if another type of terrain is desired. Yards to hole are indicated on lower left of screen and will vary as the cursor is moved in relation to the hole. This number indicates "line of sight" distance from the Tee to the hole.

Note: When actually playing a hole this number may be larger since the distance is then calculated along the fairway.

- **GREEN** (positioning) - click on "G" move cursor to the position where you want the upper left hand corner of the new position of the green (on the upper panoramic screen). The new green (of the same shape) will be drawn at this position. The old green will be "erased" to fairway similar to the "Tees" above.

- **GREEN** (design) - select the "GREEN" box on the right of the screen to design the size, shape and undulations of the green. Then select a "paint brush" size and "FWY" to make the green smaller by painting in (adding) fairway. To increase the size of the green and to define the slope (undulations) select a slope or flat direction (center section) from Diagram as indicated below. Use this to paint the desired areas. Select "DONE" to exit this screen.

Note: Although cup position is indicated on this screen it can only be moved on the "TREES" screen as described above.

- **MODIFYING TREES** - You may design/modify a tree to better suit the course environment using the Course Architect.

  Pick any one of the six available trees from the "selection screen". You will then be taken to the "tree design/edit" screen. You will see both the "course tree" (on left) "overhead tree" (on right) represented in both "actual" and "zoomed" windows. You may edit both windows of each tree except for the "overhead tree" which only the "zoomed window" may be edited.

- **MODIFYING SKYLINE** - You may design/modify the skyline in much the same manner as trees. The skyline will be represented in the "course" depiction only since it is not seen from the "overhead" view. The skyline in the game is made up of eight 45° screens spliced together to provide a full 360° panoramic view when playing Mean 18. When editing a skyline, the left side and right side should "connect" to provide a sense of continuity.

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