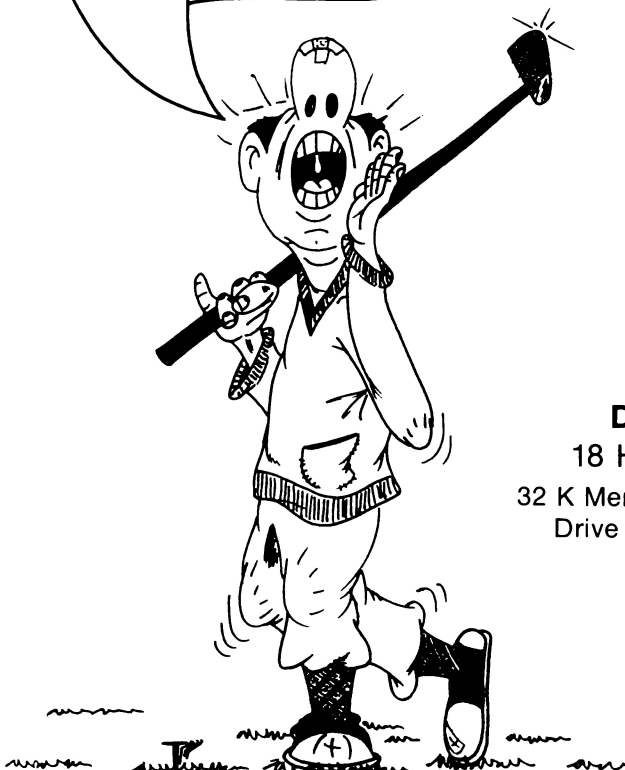


“PAR
FORE!”



DISK
18 HOLES
32 K Memory & Disk
Drive Required

PAR FORE is a game of golf for 1 or 2 players and has four levels of skill.

Required: TI-99/4a Home Computer®, TI Extended Basic®

Optional: Joysticks and the Solid State® Synthesizer.

ENDLESS MT. SOFTWARE 1-717-836-4522

**TI-99/4a TI Extended Basic and Solid State Speech are Trademarks of
Texas Instruments Corporation. Downloaded from www.ti99iuc.it*

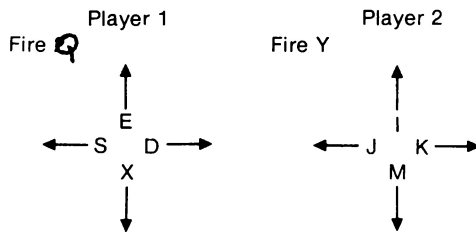
DEFINITIONS OF SOME TERMS USED IN PAR-FORE

- Birdie** — a score of one under par on any hole.
Bogey — a score of one over par on any hole.
Eagle — a score of two under par on any par four or par five hole.
Hook — a stroke where the ball's path of flight curves to the left.
Irons — metal clubs that provide more accuracy and loft than woods but less distance.
(ex. 3 iron, wedge)
Lie — the position of a ball at rest, in regard to obstacles on the ground.
Loft — refers to the height a ball attains in flight, or the height a certain club is capable of making a ball fly. The wedge is the most lofted club, while the driver is the least lofted.
Par — the acceptable number of strokes needed to hit the ball into the cup.
Putting — short, gentle strokes used to roll the ball at the cup in an area called the putting green.
Slice — a stroke where the ball's path of flight curves to the right.
Stroke — a golf swing intended to strike the ball.
Woods — wooden clubs used by the golfers when they want to hit the ball a long distance.
(ex. driver, 3 wood)

INTRODUCTION

Par Fore is a golf simulation designed to provide the challenge, excitement, and beauty of golf for your home computer. The game follows the basic rules, etiquette, and action of the real game.

The selection of clubs, directions, and swings can be made using either the joysticks or the keyboard. In Par Fore, the joystick inputs correspond with the following keys:



LOADING PAR FORE (Disk Version)

1. Turn on the computer and wait for the master title screen. Then insert the Extended Basic Cartridge into the cartridge slot.
2. Insert the "PAR-FORE" Disk into the disk drive.
3. Press any key to display the master selection list. Then press the key corresponding to the number beside "TI EXTENDED BASIC."
4. "PAR-FORE" will automatically load into the computer. Press "ENTER" after the master screen appears.

LOADING PAR FORE (Cassette Version)

1. Turn on the computer and wait for the master title screen. Then insert the Extended Basic Cartridge into the cartridge slot.
2. Press any key to display the master selection list. Then press the key corresponding to the number beside "TI EXTENDED BASIC."
3. Insert the Par Fore cassette into the cassette recorder. When "'Ready'" is displayed, type OLD CS1 in large capitals, and press enter. Follow the screen directions. (Par Fore takes approximately 3 minutes to load)
4. After loading, wait for the prompt symbol (), type RUN and press ENTER.

OBJECT OF THE GAME

The object of the game is to stroke the ball into the cup by swinging specially designed clubs. The golfer with the lower number of strokes after nine holes is the winner.

PLAYER INFORMATION

1. You will be asked if there are 1 or 2 golfers. Press the key corresponding to the number of your choice and press ENTER.
2. Type each golfer's name and press ENTER

LEVEL OF DIFFICULTY

Press the key corresponding to the number of your choice and press ENTER.

1. Degree of Accuracy
 - a. Pinpoint — only small hook or slice can occur (for any ball in flight).
 - b. On Target - allow for more hook or slice.
2. Green Speed
 - a. Fast - balls rolling on the green slow down quickly.
 - b. Lightning - balls roll freely on the green.

SCOREBOARD

1. Players names are displayed followed by the score on the current hole and the total on previous holes.
2. When club selector is on the same line as your name, it is your turn.
3. Also displayed is the hole number, length of hole, and hole par.

COURSE (Hole) FEATURES

1. Tee (medium green) - small area where the golfer takes his first stroke.
2. Fairway (medium green) - well-groomed grassy area between the tee and putting green.
3. Cup (black) - the hole in the green.
4. Putting Green (dark green) - smooth, matted area of grass where the cup is located.
5. Water Hazards (blue) - pond, lakes, and creeks.
6. Sand Traps (light yellow) - hollows filled with sand intended to add difficulty to the hole.
7. Rough (light green) - tall grass bordering the fairway or green. Produces many poor lies.
8. Trees (dark green and black) - surround each hole. Balls hit against this barrier stop instantly.

9. Boundary (light yellow) - surround each hole. Balls hit against this barrier stop instantly.

PLAYING THE GAME

Order of Play

Play begins with golfer 1. In a two player game, the first golfer to swing is said to have the "honors." Thereafter, the last player to win a hole has the new honors.

While a hole is in play, the ball that is farther from the cup is in play.

CHOOSING A CLUB

Except when the ball is on (or close to) the green, a golfer has a choice of seven clubs. When struck with 100% power from a fairway lie, the ball moves approximately as follows:

Clubs	Loft	Distance in Air	Roll	Total Distance*
Driver	20 yds	220 yds	25 yds	245 yds
3 wood	30 yds	200 yds	15 yds	215 yds
3 iron	40 yds	180	10	190
5 iron	50	160	5	165
7 iron	60	140	3	143
9 iron	65	130	0	130
Wedge	70	120	x2	118

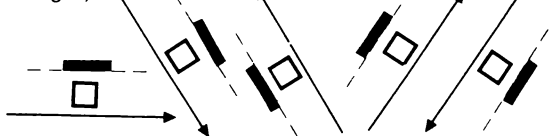
*All distances increase 10% when hit from the tee (ex. Driver 245 + 24.5 = 269.5).

The club currently held is displayed next to the word CLUB. To change the club held, press the joystick (or corresponding key, see introduction) up to ascend the list, or down to descend the list until your choice is displayed.

CHOOSING A DIRECTION

To line up a shot, the golfer's line of sight must point towards the target. Look for the golfer's line of sight (black line) near the ball. Pressing the joystick (or corresponding key) to the right will rotate the line of sight around the ball in a clockwise manner. Similarly, pressing the joystick to the left will rotate the line of sight in a counter-clockwise manner.

Examples of line of sight (Arrow indicates direction of flight):



Notice that the golfer is always right-handed. In the last two examples the line of sight is similar but on opposite sides of the ball, so the golfer is facing opposite directions.

CHOOSING A SWING

Once the golfer has chosen his line of sight and has the proper club in hand, he is ready to swing. To swing, press FIRE (or the corresponding key) and hold it

down. A slowly rising tone will sound. When the tone rises one octave (8 full tones), the tone will cease and the golfer will hit the ball with 100% power. To hit the ball with less power, let go of FIRE sooner.

PUTTING

When the ball is on (or very close to) the putting green, a putter is automatically selected. Putting requires an excellent touch on FIRE (or corresponding key) to roll the ball close to the cup. The touch of a putt will depend upon the level of difficulty chosen.

STARTING A NEW GAME

After nine holes (18 on disk), the game is over, and the winner is congratulated. There are now three options:

REDO (FCTN 8) - Starts a new game with the same names and options.

BACK (FCTN 9) - Starts a new game allowing different names and options.

QUIT (FCTN +) - Leaves PAR-FORE and returns the master title screen.

GAME FEATURES

In a two player game, the ball not in play may be temporarily marked and lifted. Although the balls will not strike each other if left in place, if the golfer in play wants it moved, he can do so by pressing the B key.

Hole Cutting

This feature allows the cup to change its position on the green each time the hole is played. (Note: if there is a delay between holes, the wait is due to this feature and is a normal part of PAR-FORE's execution.)

Information Line

This line at the bottom of the screen displays timely information concerning which ball is in play, the type of lie the ball has taken, or perhaps the depth of a bunker. Comments about good scores or even excuses for poor ones are also displayed here.

Magnification

By holding down the space bar the pointer, balls, cup, and flagstick may be enlarged for easy viewing. This feature is especially helpful when background objects interfere with the golfer's view.

Penalty Strokes

When the ball is hit into the water, an additional stroke is added to the golfer's score as a penalty. If the ball flies into the water, it is replaced at the point from where it was hit. However, if the ball rolls into the water, the ball is replaced near the water's edge.

Visible Ball

This feature allows the ball to be seen at all times. If the ball appears to have come to rest in the branches of a tree, the ball is actually resting on the ground behind the tree.

Interrupting a Game

At any point in a round, pressing REDO, BACK, or QUIT will interrupt the game in progress. (See "Starting a New Game.")

STRATEGY

Hitting From the Rough

When a ball lies in the rough, making good contact between the club and the ball becomes more difficult. The amount of possible contact is somewhat unpredictable, but is partially dependent upon the lie of the ball:

Good lie in the grass - the ball is resting high in the grass. Chances are the ball will behave much like a fairway stroke, but poor or excessive contact is still a possibility.

Poor lie in the grass - the ball is deep in thick grass. A lofted club (7 iron, 9 iron, or wedge) might be necessary in order to make good contact with the ball, but there are no guarantees.

HITTING FROM THE SAND

Fairway Traps - shallow sand traps allow the golfer to use any club, but the sandy lie can affect the club-to-ball contact.

Deep Bunkers - a lofted club (7 iron, 9 iron, or wedge) is necessary to clear the edges of the hollow. Expect to lose some distance.

HITTING NEAR TREES

If a ball lands near a tree, there are three alternatives to siming through the tree. The first is to simply aim around it. However, if the ball is well behind the tree, use a lofted club and hit over it. If the ball is close to the tree, "punch" the ball beneath the branches using a club with very little loft.

AIMING FOR THE CUP VERSUS AIMING FOR THE GREEN

If the path to the cup is clear of bunkers and water, hitting the ball directly at the cup might be the best strategy. However, if such hazards do exist, try hitting for the "fat" of the green. The "fat" is the largest, safest part of the green. The result might be a longer putt but can save strokes in the long run.

CONTROLLING THE ROLL ON LONG SHOTS

If a golfer has a long shot to the green, it might be necessary to bounce the ball on the grass just short of the ballgreen. This action tends to slow down the roll of the ball before the ball reaches the smooth green and can prevent the ball from rolling too far.

CHIP SHOTS VERSUS PITCH SHOTS

One of the most difficult situations in Par Fore occurs when the ball is close to, but not on, the green. There are two alternative approaches:

Pitch Shot - this shot is usually performed with a wedge. The idea is to hit the ball high so it will drop near the hole and not roll far. This shot is effective when the ball is well off the green or there is not much green between the ball and cup.

Chip Shot - the idea of this stroke is to "pop" the ball onto the surface of the green and simply let it roll to the cup. This shot is usually performed with an iron, and is effective when the ball is very close to the green, and the cup is at a distance.

GOOD LUCK !!!!!!!

KEY COMMAND INDEX

(↑), E, I Ascends the list of club choices.

(↓), X, M Descends the list of club choices.

(→), D, K Rotates the golfer's line of sight clockwise.

(←), S, J Rotates the golfer's line of sight counter-clockwise.

(FCRL) **Q**, Y Swings the club.

B Marks the ball not in play.

Space Bar Magnifies the line of sight, balls, and the cup

REDO (FCTN 8) Starts a new game allowing different names and options.

BACK (FCTN 9) Starts a new game allowing different names and options.

QUIT (FCTN +) Leaves Par Fore and returns the master title screen.

DISTRIBUTED EXCLUSIVELY BY:

M.W.S. Computers

22 E. TIOGA STREET • TUNKHANNOCK, PA 18657

1-717-836-4522

HOME COMPUTER

TEXAS INSTRUMENTS



TI-99 ITALIAN USER CLUB

WWW.TI99IUC.IT

INFO@TI99IUC.IT

Thanks to 99'er:

Owen Brand

for this scan.

clean and rework by:

TI99 Italian User Club in the year 2019

(info@ti99iuc.it)

Downloaded from www.ti99iuc.it