

INTELLIVISION™ Intelligent Television

Chip Shot
Super Pro Golf

*Play the most
challenging
courses in the world!*

**CARTRIDGE INSTRUCTIONS
FOR 1 OR 2 PLAYERS**

Chip Shot Super Pro Golf

STARTING THE GAME

Turn the **POWER** switch OFF and insert the game cartridge. Turn the **POWER** switch ON and press **RESET**. The title screen will appear. Press any **KEY** or the **DISC** to display the Main Menu.

MAIN MENU

From the Main Menu you can choose to:

- Play one of 5 defined courses.
- Design your own course.
- Replay a course.
- Practice on either the Driving Range or the Putting Green
- See a review of your hand controls (Pro Shop).

To make a selection, press the **TOP** or **BOTTOM** of the **DISC** to highlight your selection, then press **ENTER**.

PLAYING A DEFINED COURSE

CHIP SHOT — SUPER PRO GOLF features 5 different courses. In order of increasing difficulty, they are: INTV Tourney, Classic Course, Invitational Open, Celebrity Pro-Am, and Trail of Tears.

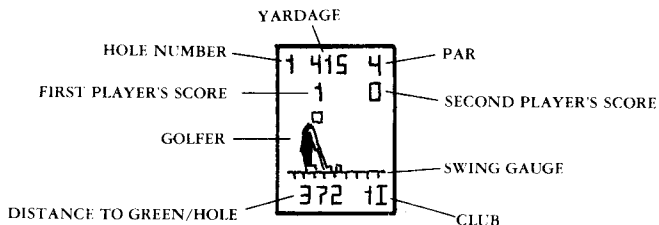
After selecting one of these, you will choose whether you want to play all 18 holes, just the front 9, just the back 9, or whether you want to preview the course. (Previewing shows you all 18 holes before you play, and gives you the option of swapping any of the holes for ones in the library — see PREVIEWING, below.)

Next, enter the number of golfers playing. Press 1 or 2 and then press **ENTER**.

The first hole and the golfer's window appear on screen.

GOLFER'S WINDOW

This window features a picture of a golfer, surrounded by important information.



HOLE NUMBER

The number from 1 to 18 of the hole for the course you are playing.

YARDAGE

Distance from the tee to the center of the green, following the fairway (the clear path). Since many holes feature a dogleg (bend in the fairway), this distance can be much greater than the straight-line distance from the tee to the hole.

PAR

The number of strokes a good player is expected to take to sink the ball. A par 3 is a short hole, a par 5 is long. When you sink the ball, a message at the bottom of the window tells how you did against par:

HOLE IN ONE	You sank the ball from the tee! Fantastic!
DOUBLE EAGLE	Three under par
EAGLE	Two under par
BIRDIE	One under par
PAR	Par
BOGEY	One over par
DOUBLE BOGEY	Two over par
IN HOLE	Three or more over par

FIRST PLAYER'S SCORE & SECOND PLAYER'S SCORE

The number of strokes the player has taken so far on the current hole. After sinking the ball, the score is added to the total shown on the scorecard. The score restarts at 0 every time the player tees off. For a one player game, the second player's score stays at 0.

DISTANCE TO GREEN/HOLE

Before you tee off: Yards to the center of the green, following the fairway (same as YARDAGE).

After you tee off: Yards from the ball to the hole, measured as a straight line.

CLUB

Club currently selected.

GOLFER

The golfer illustrates your swing. He's also overwhelmed whenever you sink a particularly long shot.

SWING GAUGE

Under the golfer's feet is the swing gauge, used in hitting the ball.

THE HOLE

Each hole has a tee (where you hit the ball from), a green (where the actual hole is located, marked by a flag), and a fairway (the clear path to the green).

Each hole also has a number of obstacles, including trees, the rough (the unkept grassy area off the fairway), bunkers (sand traps), and water traps (streams, ponds, lakes, even rivers and oceans).

Somewhere on screen is a number next to an arrowhead. The number identifies this hole in the library (see **DESIGNING YOUR OWN COURSE**, below). The arrowhead shows the direction the green breaks (how it slopes). The break of the green is important in determining where on the green to aim. **Note:** The breaks of the greens change whenever the game is **RESET** (see **THE GREEN**, below).

TEeing OFF

Take careful note of the various obstacles and distances involved as you select your club and aim. And watch the flag to see which way the wind is blowing! Then bring the club back and swing! (See HITTING THE BALL, below).

You continue to shoot until you hit the ball into the hole. Each shot adds 1 stroke (point) to your score. Your maximum score for any hole is 25 strokes, even if you take more than 25.

HITTING THE BALL

CHOOSING A CLUB

You play with a bag of fourteen clubs. The clubs, with the maximum distances they can hit the ball, are shown below:

DRIVER (DR)	240 - 300 yards
3 WOOD (3W)	220 - 260
1 IRON (1I)	210 - 220
2 IRON (2I)	200 - 210
3 IRON (3I)	190 - 200
4 IRON (4I)	180 - 190
5 IRON (5I)	170 - 180
6 IRON (6I)	160 - 170
7 IRON (7I)	150 - 160
8 IRON (8I)	140 - 150
9 IRON (9I)	130 - 140
PITCHING WEDGE (PW)	120 - 130
SAND WEDGE (SW)	110 - 120
PUTTER	for putts

Note: The distances shown are for a perfect swing and lie (condition of the ground the ball is on) with no wind. These factors will determine the actual distance the ball travels.

Press the **TOP** or **BOTTOM** of the **DISC** to select your club. On the green, you may only use your putter.

AIMING

Press the **LEFT** or **RIGHT** side of the **DISC** to move the target (a white **X**) around your ball. The position of the target determines the initial direction of your shot; any hook or slice will thereafter affect the shot's path.

YOUR SWING

Press and hold any **SIDE ACTION KEY** to start and continue your backswing. Release the key and the frontswing begins. The gauge onscreen shows when to release the key to hit the ball with maximum strength: releasing the key just before the indicator reaches the far left of the gauge gives you best distance. Releasing the key beforehand will give a softer shot and less distance. With practice, you can control the distance of your shots precisely.

Note: Releasing the key after the indicator reaches the far left of the gauge results in an unpredictable distance, between 50% and 75% of maximum.

SHOOTING STRAIGHT

Press any **SIDE ACTION KEY** just as the club hits the ball to fire a clean, straight shot.

Pressing the key early hooks the shot (causes it to turn to the left in flight). The earlier you press the key, the greater the hook.

Pressing the key late slices the shot (causes it to turn to the right in flight). The later you press the key, the greater the slice.

Fail to press the key and the ball will hook or slice at random!

TWO PLAYERS

Player 1 uses the **LEFT** hand controller; Player 2 uses the **RIGHT**. (For a one player game, you can use **EITHER** hand controller.)

On the first hole, Player 1 tees off first. For each hole thereafter, the winner of the previous hole has the "honor" (tees off first). After teeing off, the player farthest from the hole shoots next.

To indicate which player shoots next, that player's score and ball will blink.

THE WIND FACTOR

The flag on the green blows in the direction of the prevailing wind. How fast the flag flutters indicates the wind's strength.

TREES

Every tree is different: some are taller than others, some have branches closer to the ground, some are fuller than others. As you play the holes, keep track of the tree shapes. You will learn how to clear certain trees and when to shoot under the branches of others. You will discover which trees, when hit, will cause your ball to ricochet erratically, and which will cause it to simply fall to the ground.

Note: On a real golf course, trees grow, altering how they affect the game. To reflect this, the trees in **CHIP SHOT — SUPER PRO GOLF** are slightly changed whenever the game is **RESET**.

THE ROUGH

Shooting from the rough is unpredictable. Your shot will probably not travel the full distance it normally does, and may not even travel in the direction you were aiming.

BUNKERS (SAND TRAPS)

Bunkers more than 50 yards from the hole are "fairway bunkers." A shot hit from a fairway bunker will behave similarly to a shot hit out of the rough.

Bunkers less than 50 yards from the hole are "green-side bunkers." You will have to "blast" out of the sand by swinging a little harder than you normally would for a shot from either the fairway or the rough.

LANDING IN WATER

When your ball lands in the water, you have a choice as to where you will play your next shot. You may return to where you last hit from (**OLD**) or you may play from where the ball entered the water (**H20**). (These two positions flash onscreen as you make your decision.) Press **0** (**Zero**) to play the **OLD** position, **ENTER** to play the **H20** position.

Note: Sometimes the farther position is better because of the lie (on the fairway instead of in the rough, for example).

THE GREEN

When your ball lands on the green (or, if two are playing, when both players are on the green), the screen shows a close-up of the green. This is where you putt to finish the hole. The arrows on the green indicate the direction it breaks (slopes); take the break into account when aiming your putt.

Note: On a real golf course, the breaks of the greens change over time. To reflect this, the greens in **CHIP SHOT — SUPER PRO GOLF** are given a random slope whenever the game is **RESET**.

If you putt off of the green, you will return to the view of the entire hole. Shoot back onto the green.

SINKING THE PUTT

Each time you finish a hole, your score for the hole is added to your total on the scorecard. After sinking the last putt on the final hole, the scorecard appears. For two players, the lower score wins. Press any **SIDE ACTION KEY** to return to the Main Menu.

THE SCORECARD

At any time during a game you can display the scorecard by pressing 0 (Zero). The scorecard shows your score on each hole so far, with totals for the front 9 (OUT) and the back 9 (IN). For a two player game, both scores for each hole are displayed.

Press 0 (Zero) again to resume the game.

LEAVING THE GAME EARLY

You can quit the game early by pressing **CLEAR**. Respond to "Exit?" with YES (press **ENTER**). You could also press **RESET**, but doing so will erase the course if you have designed your own.

PREVIEWING

Before you play the selected course, you can choose to preview the holes. The first hole will be displayed, along with a window showing the hole number (1), the scan number (the hole's number in the library — from 1 to 99), the yardage for the hole (upper left), and par (upper right).

To see the other holes on the course, press the **LEFT** or **RIGHT** side of the **DISC**. The hole number will cycle between 1 and 18. When the hole number you want to see is displayed, press **ENTER**. In this manner, you can see all 18 holes.

You can exchange any or all the holes in the course for ones in the library. See **EDITING**, below.

When you are ready to play, press **CLEAR**, then respond to "Exit?" with **YES** (press **ENTER**).

DESIGNING YOUR OWN COURSE

CHIP SHOT — SUPER PRO GOLF contains a library of 99 holes from which the 5 defined courses are made up. You can also use this library to design your own course.

THE LIBRARY

All 99 holes have a number somewhere onscreen. As you play the defined courses, notice the numbers of the holes you want to use later for on your own course. You can also view any or all the holes while editing (see below).

Holes number 1 through 24 are par 3, 25 through 75 are par 4, and 76 through 99 are par 5.

EDITING

After selecting to design your own, or when previewing a defined course (see **PREVIEWING**, above), a window appears showing hole number and scan number. **HOLE** is highlighted. Press the **LEFT** or **RIGHT** side of the **DISC** to select the hole number (from 1 to 18) you wish to define.

Press the **BOTTOM** of the **DISC** to highlight **SCAN**. Press the **LEFT** or **RIGHT** side of the **DISC** to select a hole from the library (from 1 to 99). To see the hole you have selected, press **ENTER**. If you don't like that hole, continue to press the **DISC** and **ENTER** to select other holes.

Once you are happy with your selection, press the **BOTTOM** of the **DISC** to highlight **SAVE**, then press **ENTER**. This will assign the hole you have selected from the library (**SCAN**) to the hole on the course you are designing (**HOLE**).

Note: The green's break shown on the screen will change at random when the hole is actually assigned.

You must define holes 1 through 9 (front 9), holes 10 through 18 (back 9), or all 18 holes in order to play your course. (When editing a defined course, you need only redefine those you wish to change.)

When you are finished designing or editing your course, press **CLEAR**, then respond to "EXIT" with YES (press **ENTER**).

You can now play your new course as if it were one of the 5 defined courses (see **PLAYING A DEFINED COURSE**).

REPLAYING A COURSE

Selecting **PLAY SAME COURSE** from the Main Menu lets you replay the last course, whether it was a defined course or one of your own design.

Before playing, you can preview the course, giving you a chance to change any of the holes (see **PREVIEWING**, above).

You cannot select **PLAY SAME COURSE** immediately after **RESET**. Doing so will merely inform you that Hole 1 is not defined.

THE DRIVING RANGE

The Driving Range is a good place to learn how to hit the ball. You can select your club and hit the ball in exactly the same manner as during actual gameplay. The flag shows you the direction and strength of the wind, letting you get a feel for how the wind affects your shots. Try hitting each shot straight and notice how the wind catches it. The wind changes direction and strength every four shots, allowing you shoot under the full variety of conditions which exist on the courses. As each shot lands, its distance is displayed in the Golfer's Window.

Two players may practice by taking turns. Be careful: unlike a real game, either hand controller can be used to hit any shot (making it easier to practice by yourself).

When you are finished practicing, press **CLEAR**, then respond to "EXIT" with YES (press **ENTER**).

PRACTICE PUTTING GREEN

The Practice Putting Green is a good place to learn how to putt. Two balls are on the green at a time. After every two putts you sink, the positions of the hole and the balls, as well as the slope of the green, change.

Compete against yourself or against an opponent. The number of strokes is displayed for each ball. As in a real game, the ball farthest from the hole blinks; the player putting that ball (the player's score is also blinking) putts next. The player with the lowest score for a hole putts first on the next green.

Be careful: unlike a real game, either hand controller can be used to hit any putt (making it easier to practice by yourself).

The practice putting green plays like an 18 hole course of all greens. Press 0 (Zero) at anytime to see the scorecard, showing the score for each hole. Press 0 to return to the green.

When you are finished practicing, press **CLEAR**, then respond to "EXIT" with YES (press **ENTER**).

IntelliVision™

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