

## HOLE IN ONE SPECIAL

**HAL**  
Laboratory

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### Precautions

- ★ Use this cartridge in a personal computer marked with MSX2.
- ★ Insert the ROM cartridge before power-on. Inserting the ROM cartridge with the power ON causes the main unit and ROM cartridge to malfunction.
- ★ After using the ROM cartridge, switch OFF the power of the main unit before removing the ROM cartridge.
- ★ You can enjoy this game with a keyboard, joy ball or joy stick.
- ★ You can use one joy stick (or one joy ball). When using it, connect it to the JOY1 terminal.

※ When starting, select either stroke play, match play or tournament. As for the stroke play, one or two players makes a round of 18 holes. And the issue of the game is decided on the total number of strokes. As for the match play, two players challenge each hole. And the issue is decided at each hole. A player who gets more won rounds (holes) wins the game. When you alone play golf, the computer takes you on. As for the tournament, you compete with many top-ranking professionals making a round of 18 holes along with them. If there are two or more players ranking first, the victory is decided by going into the sudden death play-off.

★ The WEST and EAST courses are prepared as playing course. You can select it at will.

★ Select a degree of difficulty depending on your ability.

★ You can see the score card whenever you want.

## Course guide Note

| COURSE 1 EAST |       |       | COURSE 2 WEST |       |       |
|---------------|-------|-------|---------------|-------|-------|
| (HOLE)        | (PAR) | (m)   | (HOLE)        | (PAR) | (m)   |
| 1             | 4     | 374   | 1             | 5     | 432   |
| 2             | 3     | 187   | 2             | 4     | 324   |
| 3             | 4     | 337   | 3             | 4     | 330   |
| 4             | 5     | 431   | 4             | 3     | 193   |
| 5             | 3     | 167   | 5             | 5     | 466   |
| 6             | 4     | 343   | 6             | 4     | 332   |
| 7             | 5     | 432   | 7             | 4     | 349   |
| 8             | 4     | 366   | 8             | 3     | 195   |
| 9             | 4     | 360   | 9             | 4     | 339   |
| 10            | 4     | 360   | 10            | 3     | 179   |
| 11            | 3     | 182   | 11            | 4     | 375   |
| 12            | 5     | 460   | 12            | 5     | 434   |
| 13            | 4     | 343   | 13            | 4     | 337   |
| 14            | 4     | 341   | 14            | 4     | 328   |
| 15            | 3     | 157   | 15            | 5     | 431   |
| 16            | 5     | 460   | 16            | 3     | 191   |
| 17            | 4     | 334   | 17            | 4     | 355   |
| 18            | 4     | 235   | 18            | 4     | 288   |
| TOTAL         | 72    | 5,869 | TOTAL         | 72    | 5,878 |







## ① Player's score

Displays a number obtained by subtracting the number of regulation strokes (PAR) from the total number of strokes to the hole where the play ends. Displays the number of won rounds for the match play.

## ② Number of shot

Displays the next number of strokes of a player. "●" indicates a player who is to hit a shot.

## ③ Wind speed

Wind direction is shown by an arrow in the circle. Wind speed is displayed on the right side. Wind speed is varied even during the play.

## ④ Hole guide

When a course display is switched into another, a hole guide is displayed. You cannot display it again.

## ⑤ LAY

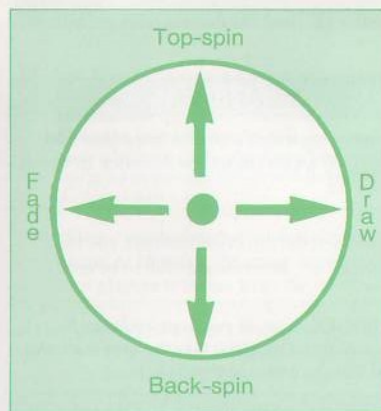
Shows a current lying state of the golf ball.

## ⑥ Scroll

As for the long hole, you can see the entire hole as you can scroll the display by adjusting the club select display to mark shown in the figure by means of key and by depressing the SPACE (TRIGGER) key. If you depress the key again, you are returned to the previous display.

## ⑦ Turf grain

An arrow shows the turf grain direction of the green (direction in which a ball is curved) and a number on the right side shows the turf grain density.



## ⑧ POWER meter

Sets a force with which a player hits a ball. Longer the bar, stronger the force.

## ⑨ CURVE meter

Sets a ball trajectory. If you hit a ball with "●" in the middle of the ball, the ball flies straight ahead. And if you hit it with "●" on the right side, the ball is drawn (curves to the left). With "●" on the left side, it fades (curves to the right). With "●" on the upper side, the ball top-spins (flies lower and rolls easier). With "●" on the lower side the ball, back-spins (difficult to roll though flies higher). In each case, the closer "●" is to the edge of the ball, the greater is the change in movement. When you are using a putter, the CURVE meter is not displayed.

## ⑩ Club to be used

The club to be used must be set. In this game, you can use 14 clubs out of 18 clubs. (For available clubs and their respective distances, refer to the right table.)

|      | Club | Carry |
|------|------|-------|
| Wood | 1W   | 220m  |
|      | 2W   | 215m  |
|      | 3W   | 210m  |
|      | 4W   | 205m  |
|      | 5W   | 200m  |
|      | 6W   | 195m  |
| Iron | 1I   | 210m  |
|      | 2I   | 200m  |
|      | 3I   | 180m  |
|      | 4I   | 170m  |
|      | 5I   | 160m  |
|      | 6I   | 150m  |
|      | 7I   | 130m  |
|      | 8I   | 120m  |
|      | 9I   | 110m  |
|      | PW   | 100m  |
|      | SW   | 80m   |
|      | PT   | 20m   |



The operations of the keyboard (KB) and joy stick (JS) and the corresponding displays are as follows

|   | DISPLAY | KB  | JS          | MEANING  |
|---|---------|---|-------------|--|
| 1 |         |   |             | A ball flashes with which a player hits a shot and "+" is displayed which shows the direction in which the ball flies out.   |
| 2 |         |   |             | If you determined the direction in which you hit a ball by moving "+", determine a club to be used.  |
| 3 |         | SPACE<br>(STOP)   | ●<br>(STOP) | Adjust the POWER meter. (If you want to change the direction in which you hit a ball, take the steps beginning with 2 once again by means of the STOP key.)  |
| 4 |         | SPACE<br>(STOP)   | ●<br>(STOP) | If you obtained an appropriate power, stop the meter. (If you want to change a power, take the steps beginning with 2 once again by means of the STOP key.) Then the CURVE meter begins to function. |
| 5 |         | SPACE   | ●           | When "●" is moved to an appropriate position, stop "●" (except when using a putter).   |
| 6 |         |   |             | A feminine golfer appears and hits a ball. When the ball stops rolling, a message showing the state is displayed.  |
|   |         | Repeat operations 1-6 until all players hit a shot on to the green. At that time, the display is switched into a enlarged green display. On the green, only a putter can be used. |             |  |
| 7 |         |   |             | Determine direction in which you hit a ball by moving "+".   |
| 8 |         | SPACE<br>(STOP)   | ●<br>(STOP) | Adjust the POWER meter. (If you want to change the direction in which you hit a ball, take the steps beginning with 7 once again by means of the STOP key.)  |
| 9 |         | SPACE   | ●           | If you obtained an appropriate POWER, stop the POWER meter.  |

|    | DISPLAY | MEANING   |
|----|---------|---|
| 10 |         | A feminine golfer appears and hits a ball.  |
| 11 |         | When the ball goes into the cup, a message is displayed. Once the balls of all players have gone into the cup, the game progresses to the next hole. (In case of match play, however, the game progresses to the next hole when the game is decided even if the balls of all players do not go into a cup.) |
|    |         | When you challenge each hole by means of operations 1-11 and finish making a round of 18 holes, the game is ended. (When a difference in won rounds between two players is larger than the number of remaining holes, the game ends.)   |

★ When you are in 1-4 or in 7, if you depress the GRAPH (TRIGGER2) key, you can see a score card. And for the TOURNAMENT, when the score is displayed, if you depress the GRAPH (TRIGGER2) key, you can see a current ranking. When you want to see the ranking of the previous day, depress the SPACE (TRIGGER1) key. For the score/ranking table, you can see the ranking of other players which does not appear on the screen by depressing key. (For the long course at the play, see 7 on page 5)

★ Explanation of symbols

Keyboard (KB) SPACE ..... Depress the SPACE key.  
 STOP ..... Depress the STOP key.  
 Joy stick (JS) ..... Depress the CURSOR key.  
 ● ..... Depress the TRIGGER button.  
 ↑ ↓ ← → ..... Tilt the joy stick in the direction which an arrow indicates.

## Message and score at cup-in

| SHOTS NUMBER |      |      | SCORE |      |      | MESSAGE       |
|--------------|------|------|-------|------|------|---------------|
| PAR3         | PAR4 | PAR5 | PAR3  | PAR4 | PAR5 |               |
| 1            | 1    | 1    | -2    | -3   | -4   | HOLE IN ONE!! |
| *            | *    | 2    | *     | *    | -3   | ALBATROSS!!   |
| *            | 2    | 3    | *     | -2   | -2   | EAGLE!!       |
| 2            | 3    | 4    | -1    | -1   | -1   | BIRDIE!       |
| 3            | 4    | 5    | 0     | 0    | 0    | PAR           |
| 4            | 5    | 6    | +1    | +1   | +1   | BOGEY         |
| 5            | 6    | 7    | +2    | +2   | +2   | DOUBLE BOGEY  |
| 6            | 7    | 8    | +3    | +3   | +3   | TRIPLE BOGEY  |
| 7~           | 8~   | 9~   | 4~    | 4~   | 4~   | NO DISPLAY    |



- ① Ball color  
1UP.....White  
2UP.....Red
- ② Determining honor (player who hits a ball first on the tee).  
★ On the 1st hole, the 1-UP player becomes a honor.  
★ On the current hole, the player who had fewer strokes on the previous hole becomes a honor.  
★ When both players had the same number of strokes on the previous hole, a player who was honor at the time continues to be a honor on the current hole.
- ③ Determining a player who hits a shot  
★ When the balls of both the players are on the green or not, the player who is farther from the cup (hole in the green) hits a shot.  
★ When the ball of one player is on the green, the other continues to hit until he gets on the green.  
★ When the ball of both players are in the same spot, the 1-UP player hits a shot.

## Influence on play of each area

### ① FAIRWAY

In this area, you can control a ball according to the POWER and CURVE meters. Accordingly, it is ideal for you to perform a play within this area. The tee-off area is part of the FAIRWAY.

### ② ROUGH

Hitting a ball from this area is affected by the turf. That is, you lose 5-30% of your original power. When you hit a ball from the rough, it is advisable for you to use a club enabling a longer carry larger than the usually used one.

### ③ BUNKER

In this area, you can use almost all types of clubs. But the carry is nearly half. Since the bunker is in a deeper area, please use a more lofted club when you hit a ball from the edge of the bunker.

### ④ OUT-OF-BOUNDS (OB)

If your ball goes into this area, you take a penalty shot (the amount of strokes increases by one). After returning your ball to the position from which you hit it into the OB, you have to hit another shot. The OB areas are areas outside the fairway range such as sands and woods, a club house and cart.

### ⑤ WATER HAZARD

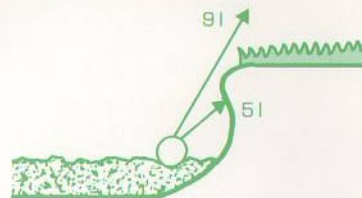
If your ball goes into the water, you must take a penalty shot. After returning your ball to the last boundary line which it passed, hit another shot. The WATER HAZARD is shown in a light blue color, containing a yacht.

### ⑥ GREEN

If your ball goes into this area, a display is switched into the enlarged green display to allow putting. The green has turf grain, so determine the putting direction and set an appropriate considering the turf grain. If the set power is too strong, your ball is rebounds from the cup. And if your ball goes out of the green, you return to the course display.

### (1) When your ball goes into BUNKER

When you hit a ball from the BUNKER, your carry is about half the ordinary. Accordingly, it is advisable for you to hit a ball with a club which allows a carry equal to about double the distance to the green. However, if the ball lies at the edge of the BUNKER, you would use a 81-SW club and hit the ball with all your strength.

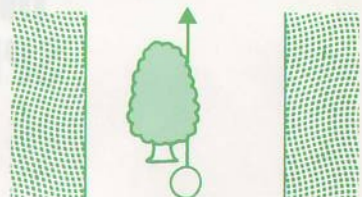


### (2) When your ball stops rolling near a tree or goes into woods

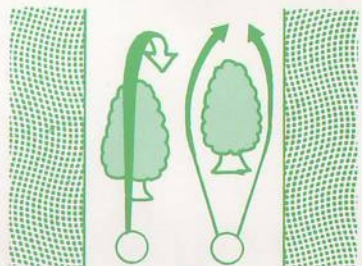
① When the ball stops rolling near the root of a tree and you cannot hit it directly to the green, hit away from the tree or onto the FAIRWAY behind the tree. Then hit a shot that may hold the green.



② When your ball lies close to the root of the tree and the green can be seen from among the trees, even if you are near the green, do not use a more lofted club as the ball usually strikes a tree. In this case, if you hit a ball with a less lofted club (wood) with less force, the ball usually flies between the trees. It is also advisable to use a putter.



③ When your ball is 20-50m from a tree and the tree is between the ball and the green, the following two methods are suggested. One method is to select a more lofted club and to hit the ball over the tree (see the left of the figure). This method is used when the ball lies near the tree or the green. The other method is to draw or fade a ball to the side of the tree (see the right of the figure). This way is employed when the ball is a good distance from the tree and the green.



④ When your ball goes into the woods, it is safest to hit it out of the woods with a putter. But it is advisable for a player who wants a larger carry to draw or fade the ball in the direction in which there are no trees and the green is nearest.

