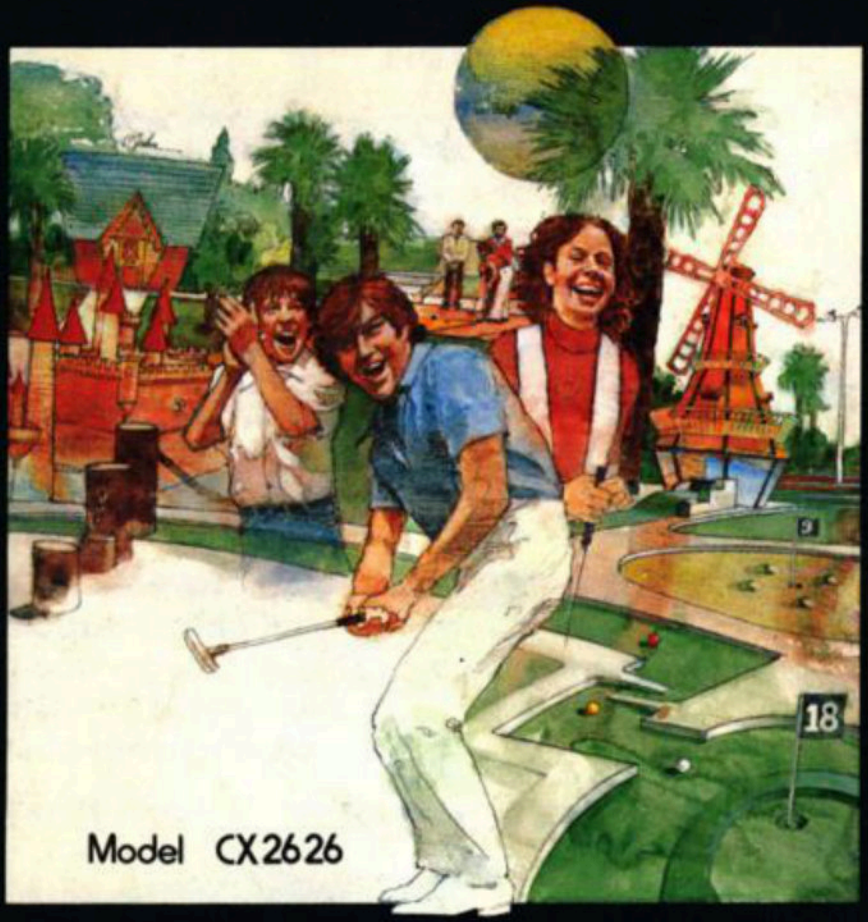
MINIATURE GOLF

GAME PROGRAM™ INSTRUCTIONS



ATARI®

A Warner Communications Company

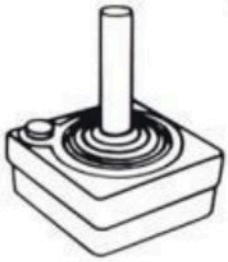
ATARI, INC., Consumer Division
1195 Borregas Ave., Sunnyvale, CA 94086

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MINIATURE GOLF

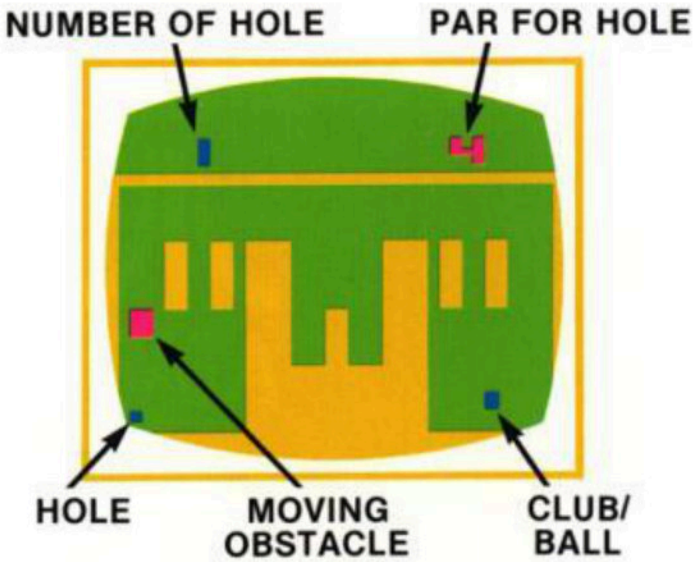
Use your Joystick Controllers with this Game Program™. Be sure the controllers are firmly connected to your Video Computer System™. Hold the controller with the red button to your upper left toward the television screen. Use the left Joystick for one-player games. See Section 3 of your owners manual for further details.

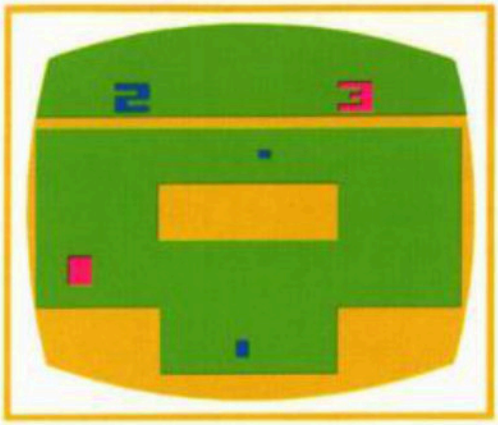


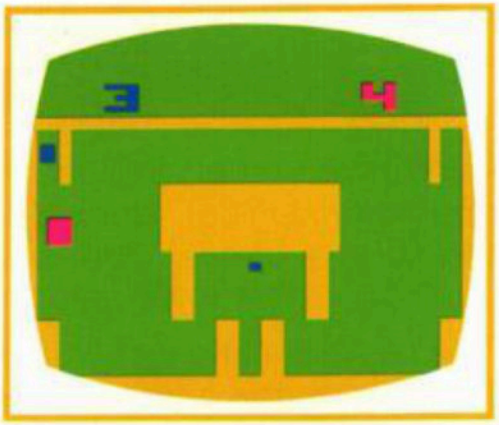
Note: To prolong the life and protect the electronic components of your Atari® Video Computer System, the console unit should be "off" when inserting or removing a Game Program.

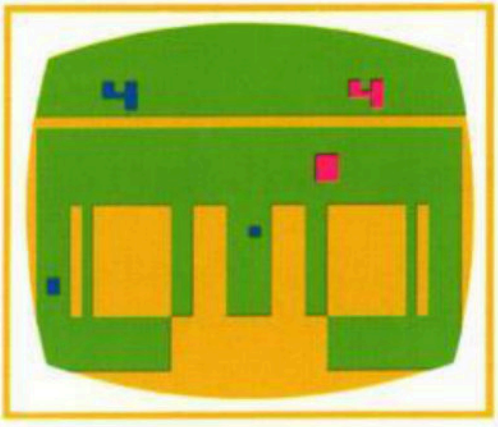
HOW TO PLAY

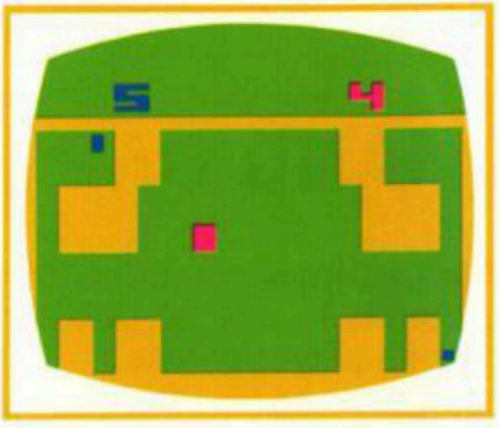
Your sense of timing and your perceptiveness in judging distance are about to be fine-tuned! This exciting video game simulates an actual "Miniature Golf" course, complete with moving obstacles.

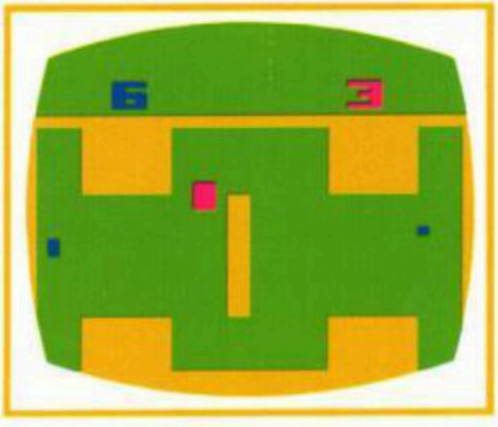


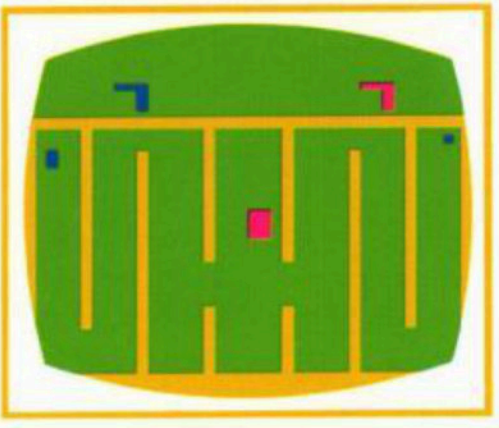

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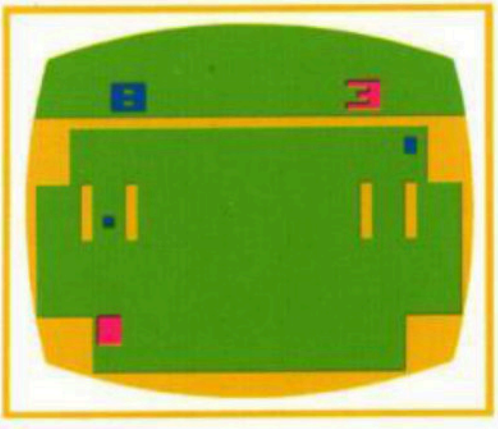

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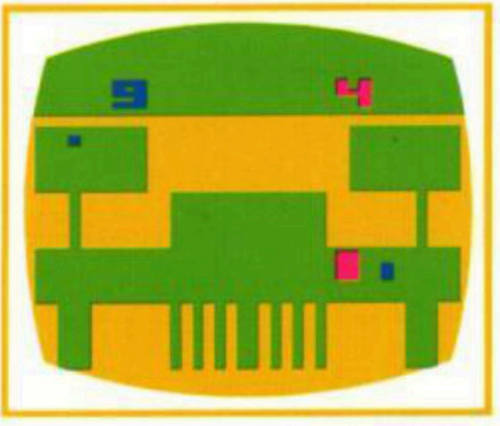

4
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8
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9
4

There are nine "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 designated "par." Par represents the number of strokes you are ideally supposed to take to complete the hole.

CONSOLE CONTROLS

To select a game depress the **game select** switch for a one or a two-player game. A **1** will appear in the upper left corner of the screen for a one-player game; a **2** will appear for a two-player game.

To begin the game depress the **game reset** switch.

USING THE CONTROLLER

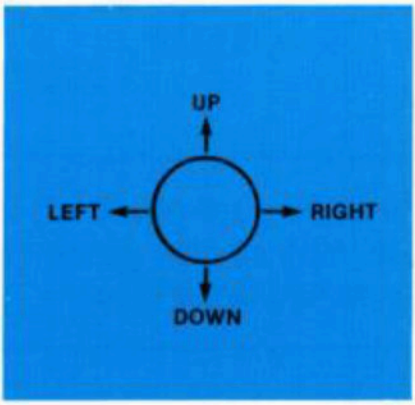
Use your Joystick Controller to position the club. Press the red button on the Joystick to release the club and hit the ball.

Note: The club actually covers the ball at the beginning of each hole. Your first step therefore is to move the club into a hitting position away from the ball. The farther away you move the club, the longer the ball rolls or travels when hit.

To help you position the club more accurately, it moves at a slower speed when travelling at a close distance to the ball.

Positioning Your Club

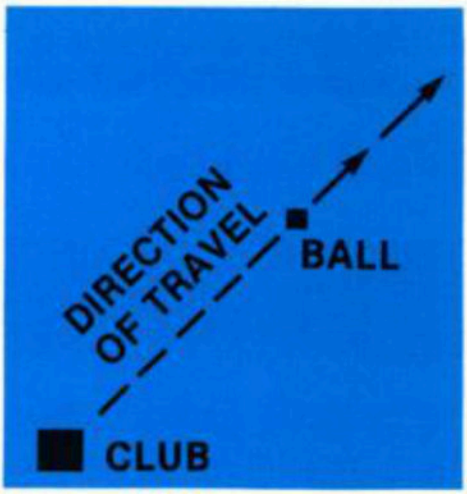
- Push the Joystick forward to move the club up toward the top of the TV screen.
- Pull the Joystick back or toward you to move the club down or toward the bottom of the screen.



- Push the Joystick to the left to move the club to the left.
- Push the Joystick to the right to move the club to the right.

Direction of Travel

After being struck, the ball travels along the same line of trajectory already established by the club.



Note: You may position the club ANYWHERE on the playfield (regardless of course boundaries), before releasing it to hit the ball. Remember however, that the ball must travel around all boundaries, including the moving obstacle.

GAME 1 is for one player only. At the beginning of each hole, before the first stroke, the number for that hole is displayed in the upper left corner of the screen. The par for that hole is shown in the upper right corner of the screen. After the first stroke, the player's running score replaces the hole number. A **0** replaces the par until the beginning of the next hole.

GAME 2 is for two players. The left player goes first. After the first stroke by each player, the respective scores are displayed at the top of the screen until the hole is completed. These score totals replace the hole number and the par, as in GAME 1.

Note: Players must hit the ball into the cup to complete the hole, before the game progresses to the next hole or the the next player's turn.

SCORING

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

The score for the left player is displayed on the top left of the screen; the score for the right player is displayed on the top right of the screen.

HANDICAP (Difficulty Switches)

The ball travels a much longer distance when the difficulty switch is in the **"a"** position. (Use the **left difficulty** switch for one-player games.)

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