GopherGolf 1.2.0

Copy this game!
• Give copies to your friends.
• Upload to bulletin boards.

Copies must be unaltered and complete, all copies must include GopherGolf, GopherGolf Editor, Courses and User Documentation.

Don't charge for or try to make a profit from GopherGolf or its distribution. See the Legal section for more information.

GopherGolf is shareware and distribution is encouraged. Play and keep GopherGolf for as long as you like.

This is a demo version of GopherGolf. You can play the first three holes of the included courses. The Editor is fully functional except it will not allow you to save courses.

If you enjoy the product and would like to play all the holes of a course and be able to create, modify and save your own courses you should register your copy now.

Ordering Information

You can register your copy of GopherGolf by mail or through CompuServe Software Registration. You will receive a registration number that lets you access all options of GopherGolf.

At this time we are able to offer the game to you for only $15.00.

To create an order form select Order Form from the Game menu and click the Order Form button.

ORDERING

Mail $15 US (cash, check or money order) to:
B&B Software
96 Highland Street
Portsmouth, NH 03801   USA

or register through CompuServe Software Registration
(GO SWREG).

We welcome bug reports from all users, demo or registered copies. Please let us know about conflicts or any ways in which we can improve the product.

You can reach us by e-mail on CompuServe at
75024,2357

System Requirements

GopherGolf will run on a Mac Plus or higher.

Minimum System 6.0.5 System 7 friendly and 32 bit clean.

B/W or up to 256 colors or gray scale.

Requires 600K memory free for B/W, 1400K for 256 colors.

Important Legal Information

1. The Courses

Courses can be created for three different monitor sizes. 1) 9 inch screen (Mac Plus, SE, Classic) or a 12" color monitor 2) Powerbook screens 3) 13" monitors. Courses will run on the size they were created for and larger. Therefore a course created for a Powerbook screen will run on a Powerbook size monitor and a 13" monitor but not a 9 inch monitor. **Course 1(9")** and **Course 2(9")** were created for 9 inch monitors and therefore should run on any screen. **Course 3(pb)** and **Course 4(pb)** were created for a Powerbook screen and will run on a Powerbook or a 13 inch or larger monitor. **Course 5(13")** will only run on a 13 inch or larger monitor.

2. Playing GopherGolf

A. Starting the game

To start GopherGolf double-click on the GopherGolf icon. From the file menu choose Open. Open any of the courses listed. You can also double click on a course to open it.

A dialog box appears. Enter the names of the people playing. Don't skip player entry boxes. If there are two people playing the Player 1 and Player 2 boxes should be filled in. Next you can choose to play in practice mode or in competition mode. In practice mode you can jump around on the course to and from any holes you wish. You can replay holes if you like. In competition mode you must follow the course in the order it was designed. In practice mode your final scores will not be eligible to be entered into the course Leader Board (a record of the ten lowest scores for the particular course). In competition mode there is an stroke limit per hole which is set by the course designer. The maximum strokes per hole is stated on the bottom of the Player's dialog. If you click on the Practice or Competition button without filling in any players the game assumes you want to play with only one person and it uses "Me" as the player name.

B. Putting

The ball is placed on the tee area. The color of the ball changes when players change turns. Each player has a different color ball. Each player must complete the hole before the next player can begin. The putter is placed directly below the ball and appears as a small, thick line.

The player who got the lowest score on the previous hole goes first. Be sure to check the color or pattern of the ball to see who should be putting.

You can have two keys assigned to every action. For example you could have the "x' and the "Keyboard 4" key turn the putter clockwise. This helps for when more than one person is playing. To view or edit the key assignments choose Key Preferences from the Game menu. To change the assignments click on one of the buttons to the right of the action you want to assign. When the correct button is highlighted press the appropriate key.
Key Actions:
Left 90 Degrees   Turns the putter 90 degrees clockwise
Left Quickly   Turns the putter clockwise quickly(5 degrees at a time)
Left Slowly   Turns the putter clockwise slowly(1 degree at a time)
Right 90 Degrees   Turns the putter 90 degrees counter clockwise
Right Quickly   Turns the putter counter clockwise quickly(5 degrees at a time)
Right Slowly   Turns the putter counter clockwise slowly(1 degree at a time)
Flip 180 Degrees   Moves the putter to the opposite side of the ball
Swing   Swings the putter(see below for more detail)
Show Slopes   Shows the slope values for any slopes on the hole(see below for more detail)

When the putter is placed use one of the Swing keys to hit the ball. Holding the Swing key will draw the putter back. When the back swing is where you want it release the space bar or arrow key. This moves the putter back towards the ball striking it. A larger back swing will cause the ball to be hit harder. The putter has a maximum back swing point. If it reaches this point the putter starts to swing automatically. The power indicator located below the score card also indicates how hard you swing is.

C. Hazards

The two objects that need a little explaining are water and slopes. Water areas are similar to a small canal in real miniature golf. The water is lower than the playing surface. If the ball is traveling at a sufficient speed it will travel right over the water. If the speed is too low the ball will fall down into the water. If this happens the ball is placed at the point where it started over the water and a one stroke penalty is added to your score.

Slopes are slanted areas of the playing field. The lighter areas of the slope are "higher" than the darker areas (see figure 1). The ball will be "pulled" from the lighter areas to the darker areas. The slopes have a cumulative effect. Two slopes with the same direction would represent a longer slope (see figure 2). The slopes have an incline factor of between one and ten. One is the flattest slope and ten is the steepest. To see the slope factor before you hit the ball, hold down the 's' key. This will show a number at the center of all the slope regions and an arrow showing the slope's direction (see figure 3). This number represents the slope factor for that particular slope area.

Lower   Higher

Figure 1   Figure 3

Figure 2
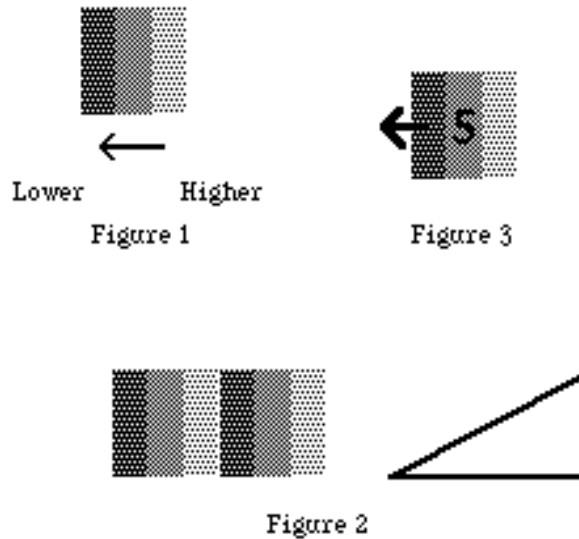
D. Gopher

The gopher is a pesky rodent that pops up randomly on the course. If you hit the gopher one stroke is taken off your score. If your ball rolls into a gopher hole you get a one stroke penalty, this can only happen if the gopher is no longer in the hole. You can control how often the gopher pops up and how long he stays up by selecting the gopher menu item in the Game menu.

3. Menus

A. File

Open... : Used to open a new course when no other course is opened.
Close : Closes the current course.
Quit : Quits GopherGolf.

B. Hole

This menu is only available in practice mode. The hole that you are on will show a check mark next to it. To go to a different hole select the number of the hole you want to go to. You can also select First, Previous, Next and last holes on the course.

C. Game

Reset : This item clears all the scores and returns to the first hole of the course.
Sound : Selecting Sound turns the sound on and off.
Gopher : This sets the gopher parameters. See 2.D. above.
Leader Board : Shows the Leader Board for the current course.
Clear LB : Clears the Leader Board. This can not be undone.
Register : To give full access to all GopherGolf and GopherGolf Editor functions you need to register
       your copy, see above. When you get a Serial number to register your copy this menu item will
       allow you to enter it into the system.
Order Form : This will print a copy of the registration form you should use to register by mail.
Key Preferences: Brings up the Key Preferences dialog where you can assign keys to different actions.

4. Conclusion

That's all there is to it. Have fun.