

**COLECO
VISION™**

CollectorVision
Games
Guide No. 099106

CARTRIDGE INSTRUCTIONS

HOLE IN ONE

HAL



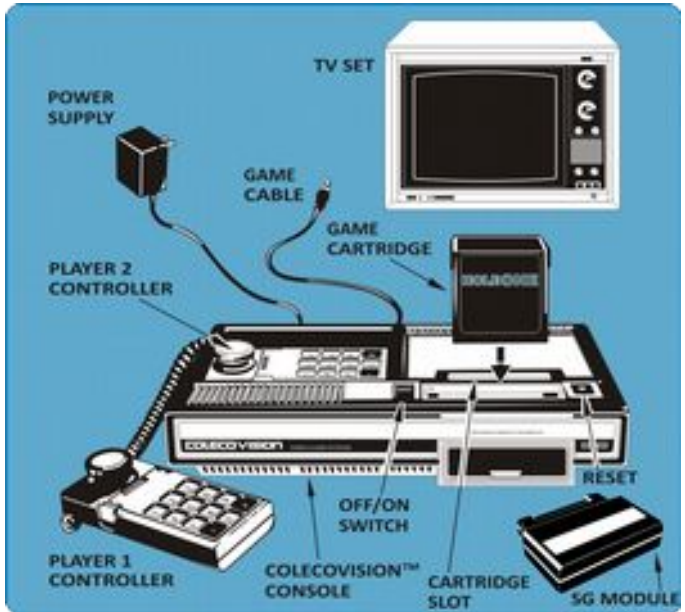
*Experience all the excitement, realism and skills
of this golf game.*

COLECO

GAME DESCRIPTION

Now the golf course has been put into a game. A realistic three-dimensional display and sound effects bring to you all the excitement of stroke-play. As you play the course you will encounter sand traps, peninsulas, all the things that make a tough 18-hole course. You play the game and build your technique by exercising your options for the flag, strength of swing, direction of swing, etc. Raise your score by mastering the course and improving your game!

GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- To play Hole in One™, use the controller in Port 1 (the rear jack). Player 2 uses the second controller.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

HERE'S HOW TO PLAY

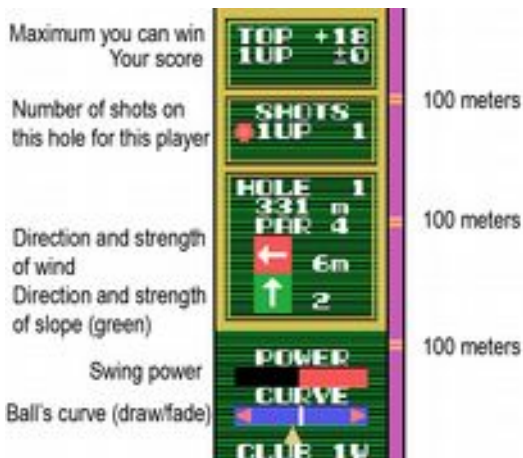
One or two players can play. In two player game, player 2 must use the second controller. Each game is played on a course with an arranged progression of 18 holes. Each hole on the course contains a tee box to start from and a putting green containing the actual hole or cup. The game is played for the lowest number of strokes by the players (stroke play).



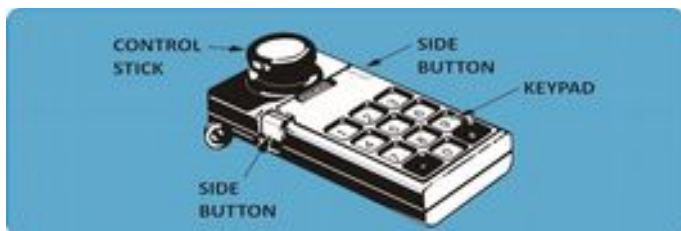
START THE GAME

At title screen, press left Side Button. Push Control Stick up or down to choose 1 or 2 player game. Push Control Stick left or right to choose the level of difficulty: Average, Expert or Pro. Press left Side Button to start the game.

Player 2 uses Control Stick 2.



STRIKING THE BALL



Push Control Stick right or left to move the aiming cross on the field, in the direction you want to aim.

Push Control Stick up or right to choose your club.

Then push left Side Button to start the power gauge. At this stage, you can still cancel your swing by pushing the right Side Button.

Pressing the left side button again stops the power. Now you can't stop your swing anymore.

The ball's curve cursor (a triangle) is now moving from one side of the curve gauge to the other. Press the left Side Button to stop it moving. If you stop it on the left of the white line, the ball will go on the left. If it stops on the right of the line, the ball will go on the right. If the curve cursor stops on the line, the ball will go straight.

Your golfer now strikes the ball which should go in the direction you chose... if there were no wind, no obstacle, etc...

NATURE OF THE GROUND

The levels of grass are varied to increase difficulty, or to allow for putting in the case of the green. There are many obstacles on the course like water hazards, sand bunkers or trees. It is easier to play the ball in the fairway than in the rough or in a sand trap.

In the rough you lose 5 to 30% of your power. In a sand bunker, the length of your shot will be divided by half. If your ball goes out of bounds or falls into water, you get one penalty point.

CHOOSING YOUR CLUB

Long golf clubs, which have a lower amount of degree loft, are those meant to propel the ball a comparatively longer distance, and short clubs a higher degree of loft and a comparatively shorter distance. The actual physical length of each club is longer or shorter, depending on the distance the club is intended to propel the ball.

Club	Symbol	Distance
Woods		
1 (driver)	1W	220 m
2 (brushy)	2W	210 m
3 (spoon)	3W	200 m
4 (buffy)	4W	190 m
Irons		
3	3I	170 m
4	4I	180 m
5	5I	150 m
6	6I	140 m
7	7I	130 m
8	8I	115 m
9	9I	100 m
Pitching wedge	PW	80 m
Sandwedge	SW	60 m
Putter	PT	30 m



SCORING

This game is played for the lowest number of strokes by an individual. Each hole is classified by its par, meaning the number of strokes a skilled golfer should require to complete play of the hole.

HAL's Golf Course (18 holes, 6430m, PAR 72)							
	Hole	Meters	PAR		Hole	Meters	PAR
O U T	1	331	4	I N	10	340	4
	2	168	3		11	181	3
	3	403	4		12	344	4
	4	556	5		13	539	5
	5	179	3		14	361	4
	6	387	4		15	382	4
	7	312	4		16	187	3
	8	515	5		17	503	5
	9	364	4		18	378	4
		3215	36			3215	36

The score is expressed as the difference between the player's number of strokes and the par score. A hole in one (or an "ace") occurs when a golfer sinks his ball into the cup with his first stroke from the tee.

Common scores for a hole also have specific terms :

Three strokes under par (-3) is an Albatross,

Two strokes under par (-2) is an Eagle,

One stroke under par (-1) is a Birdie,

Equal to par is a Par,

One stroke over par is a Bogey (+1),

Two strokes over par is a Double Bogey (+2)

Three strokes over par is a Triple Bogey (+3).

NOTE: The Reset Button on the console “clears” the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Hole in One, but it is only the beginning! You will find that this cartridge is full of special features that make Hole in One exciting every time you play. Experiment with different techniques and enjoy the game!

CREDITS

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Box and manual by Crapahute