

NICK FALDO
PLAYS THE

Open



Now you can play Golf without an umbrella, in this excellent simulation of the Open missing The only thing is the rain.



BUG-BYTE



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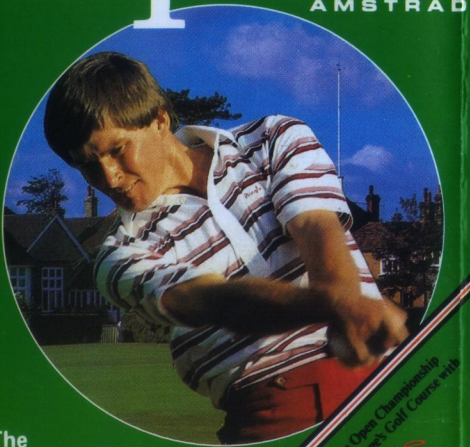
NICK FALDO'S
OPEN

AMSTRAD

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The
GOLF GAME

BUG-BYTE



Play your own Open Championship
on Royal St. George's Golf Course with
Nick Faldo

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THE GAME

Using an accurate 900 screen scrolling map of the Royal St. George's Golf Course in Sandwich, it's your chance to beat the World's best.

The Royal St. George's is prey to wind and weather. As Nick Faldo says "it's bunkers can be terrifying - you'll need all the help your caddy can give you". Let Nick Faldo make a champion of you.

LOADING

Press little ENTER and CONTROL together, then PLAY and any Key.

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Nick Faldo Plays the Open is set in Royal St. George's Golf Club in Sandwich which was the venue for the 114th Open Championship, July 1985. The course is set by the sea and is windswept and open. Deep bunkers, deceptive banking and streams are all part of the game. Below is a descriptive summary of the holes and the local rules followed at the course.

TEERING OFF

PLAYING THE COMPUTER GAME

You can select the club, the strength and the direction of your shot by using joystick or keyboard control. The bottom of the screen is split into several sections. The top is the Royal St. George's golf course.

FOR SPECTRUM 48K:

All instructions appear on the screen and the keys are user redefinable.

Quit = 0.

FOR CBM 64:

A = Left. Z = Right.

N = Up. M = Down.

Space Bar = Fire.

Quit = 0.

FOR AMSTRAD:

O = Left. P = Right.

Q = Up. A = Down.

Space Bar = Fire.

Quit = Escape.

To play a shot follow the sequence below:

(a) The hand or cursor which controls the icons is moved using a joystick or the keyboard.

(b) Move the cursor to box 4 using either the joystick or the keyboard controls. Scan through the choice of clubs using UP/DOWN and press FIRE or SPACE-BAR to confirm your choice.

(c) Move the cursor to either box 1 or 3 to select the strength or direction of your shot respectively. Position the cursor near the arrows so the one you want lights up, and press FIRE or SPACE-BAR to confirm the strength or direction of your shot.

(d) Move the cursor back to the animated player, box 5 and press FIRE or SPACE-BAR. Pressing FIRE or RETURN will give you the caddy's comment on your choice of club. You can change your club at this point, or by pressing FIRE or RETURN take the shot.

(e) If you move the cursor to box 2 and press FIRE or SPACE-BAR you will change the top part of the screen to a smaller scale picture of the hole you are playing.

(f) Box 6 shows you the distance and par for each hole as you play and the scorecard.

(g) To Quit game press 0.

The controls you set before playing a shot are the major influence on any one play. However, the joystick or keyboard is 'live'. That is, as the animated golfer moves his club you can 'fine tune' the strength and direction of shot. Left or Right alters the direction and Up and Down the strength. Moving the joystick say, left diagonally will move the ball further forward and to the left. Experiment a little, it's not difficult. The effect provides a real 'live' feel to the play.

Once your shot has been played the screen will scroll to the new position. Use the smaller scale map (box 2) to see where you are and sort out the next shot. The golfer will line up automatically for the next shot.