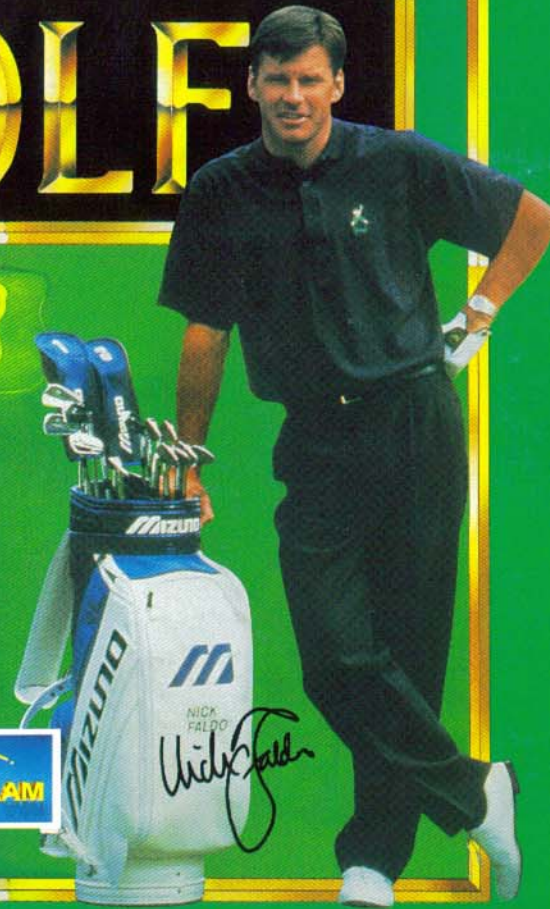




Nick Faldo Championship Golf © 1992 Grandslam Video Ltd, 3 Rathbone Square, 28 Tanfield Road, Croydon, Surrey CR0 1AL, England. Tel: 081-680 7044



NICK FALDO'S CHAMPIONSHIP GOLF



GAMEPLAY INSTRUCTIONS

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NICK FALDO'S CHAMPIONSHIP GOLF PERSONAL PROFILE OF NICK FALDO

Nick Faldo MBE is currently the world's number One golfer according to the Sony World Rankings and has again won the European Order of Merit.

Country	Great Britain
Born	18th July 1957
Hobbies	Fly Fishing, Motor Sports, DIY, Snooker
Turned Pro	1976

EUROPEAN ORDER OF MERIT PLACINGS

1977	8th	1978	3rd	1979	21st
1980	4th	1981	2nd	1982	4th
1983	1st	1984	12th	1985	42nd
1986	15th	1987	3rd	1988	2nd
1989	4th	1990	12th	1991	10th
1992	1st				

TOURNAMENT VICTORIES

1978 Colgate PGS Championship
1979 ICL Tournament (SA)
1980 Sun Alliance PGA Championship
1981 Sun Alliance PGA Championship
1982 Haig Tournament Players Championship
1983 FRENCH OPEN
 Martini International
 Car Care Plan International
 Lawrence Batley
 Ebel Swiss Masters
1984 Heritage Classic (US)
 Car Care Plan International
1987 SPANISH OPEN
 OPEN CHAMPIONSHIP
1988 FRENCH OPEN
 Volvo Masters
1989 US MASTERS
 Volvo PGA Championship
 Dunhill British Masters
 FRENCH OPEN
 Suntory World Matchplay Championship
1990 US MASTERS
 OPEN CHAMPIONSHIP
 Johnnie Walker Asian Classic
1991 Carrolls Irish Open
1992 Carrolls Irish Open
 OPEN CHAMPIONSHIP
 SCANDINAVIAN MASTERS
 EUROPEAN OPEN
 Toyota World Matchplay Championship

MEMBER OF THE FOLLOWING TEAMS

Hennessy Cup 1978, 1980, 1982, 1984 (Captain)
 Dunhill Cup 1985, 1986, 1987, 1988, 1991

In 1977 at the age of 20 Nick was the youngest ever player to compete in the Ryder Cup and in his first singles match beat Tom Watson.

In 1982 Nick won his US Tour Card for the second year running and qualified for the World Matchplay Championship. With 12 top ten finishes in Europe Nick finished fourth on the European Money List.

Nick started the 1983 European Tour by winning the Paco Rabanne French Open, the Martini International and Car Care Plan International concurrently, the first time that this had been achieved since 1958.

He finished the season as number one on the European Order of Merit list and was the first British player to win over £100,000 in one season.

Nick returned to American in January 1985 and was a member of the successful European Ryder Cup team that beat the Americans for the first time since 1957.

In 1987 Nick was back in fine form winning the Spanish Open where he beat Severiano Ballesteros by two shots. In July at Muirfield Nick achieved every golfer's dream - winning the OPEN CHAMPIONSHIP. He played steady golf all week, having to contend with the worst of the weather. On the last day he trailed American Paul Azinger by one shot but then played his final round in 18 straight pars to take the greatest prize in golf by one stroke and become the second Briton in two years to take the title.

Nick was also part of the European Ryder Cup side which beat America at Muirfield Village in September, the first time a European side had won on American soil.

In 1987 Nick was voted "Sportsman of the Year" by the English Sports Writers, another major accolade.

In 1988, Nick arrived in France full of confidence for the French Open, sunk an eagle putt on the last to take his first title of the season and lift him to the top of the European Order of Merit, halfway through the year.

In April, 1989, on this return to America Nick achieved his second Major win when he became the first Englishman to take the US MASTERS title at Augusta. On the final day he shot a superb round of 65. The only golfer to match his four round total was American Scott Hoch. In a sudden death play-off on the tenth green Hoch missed a two foot putt to win and Nick's birdie on the eleventh meant the MASTERS title came back to Europe for the second year running.

Nick's next win in the Dunhill Masters at Woburn meant that he was the holder of three "Masters" titles and moved up to second place on the Sony World Rankings behind Seve Ballesteros.

Nick also defended his French Open title with a third round 64 and final round 69 resulting in him winning the tournament by one shot - his third win in Europe.

In the 1989 World Matchplay Final Championship against Ian Woosnam he won the title on the 36th hole with an eagle three. Having been behind all the way in the final, Nick's last three holes comprised two birdies and an eagle. In a very sporting gesture, Nick announced he would donate his prize money from the tournament to charity. At the end of 1989 Nick was voted "Sportsman of the Year" by the Sports Writers Association; Ritz Club Golfer of the Year; the London Sports Personality and BBC Sports Personality of the Year quite a list of achievements!

In 1990 Nick defended his US Masters title at Augusta. He finished with a 69 and could only wait and watch to see what Ray Floyd would do. Floyd bogeyed the 17th and made par at 18 to secure a place in the play off. For Nick it was a case of "deja-vu" as he once again set off to the tenth tee for his second play-off in two years. As in the previous year Nick bunkered his second shot at ten but played a superb recovery and the hole was halved in par. On the 11th where Nick has won the previous year he secured the MASTERS title for the second year running. In doing so he became only the second person to win back to back the Masters ironically the other player to do so was Nick's final round playing partner, Jack Nicklaus, in 1965 and 1966.

In the 1990 Open Championship at the "home of golf" St. Andrews, all other competitors fell away after some strong early challenges to leave Nick to take his second Open title and his fourth major title in four years with a final round of 71.

Nick's 1990 achievements won him many awards, among them the US PGA Player of the Year, the first time this had been won by a non-American; the Ritz Club Golfer of the Year; the Sports Writers Award and the British Golfing Press Player of the year. In 1992 at the US Open at Pebble Beach, Nick was always in contention but the final day's weather and some incredibly tough pin positions took their toll and he tied for fourth place behind Tom Kite.

The Scottish Open at Gleneagles produced some very low scores and Nick was no exception after a second round 62. After finishing in third place the had high hopes of capturing his third Open title the following week at Muirfield, the scene of his first major victory.

Nick's first two rounds of 66 and 64 gave him a halfway title of 130 - a record two round score in the Championship - and the lead. After a third round 69 Nick went into the final day four shots clear of the field and everyone else thought they were just playing for second place. However, after bogies on 13 and 14 he suddenly found himself two shots behind American John Cook. From the 15th onwards though, Nick came into his own with a fabulous five iron to the fifteenth green resulting in a birdie; a good up and down to save par at 16, a birdie at the par 5 17th (where Cook has three putted for par) and a solid par at the last. The championship was his of the third time and once again he was head of The World Rankings.

After his Open win, Nick played at Sunningdale in the European Open - a tournament he had never won. Nick was in control throughout and took the title by three shots from Swede Robert Karlsson.

Nick's great form continued with him winning the Toyota World Matchplay Championship at Wentworth in October, 1992. And after a year of great success, Nick has won again the European Order of Merit.

Nick is regarded by fellow professionals as "the man to beat" and in addition to the formal World number One status he has received perhaps the final accolade from Jack Nicklaus, one of the World's greatest golfers of modern times, who said of Nick recently:

"He is very much the best player in the World today".

This computer simulation has been designed and programmed to provide you with many, many hours of skill and fun in playing alongside and against NICK FALDO.

GAMEPLAY INSTRUCTIONS

Please read the GAMEPLAY INSTRUCTIONS carefully; we recommend that you practice before competing and then you will have the necessary skills to enjoy fully NICK FALDO'S CHAMPIONSHIP GOLF.

LOADING INSTRUCTIONS

To avoid virus infection switch off the computer for 30 seconds before loading and always keep your "Nick Faldo's Championship Special" game disks write protected, unless saving a game.

Grandslam Video Limited does not hold any responsibility for disks infected with a virus. The cost of replacing an infected disk is £3.00.

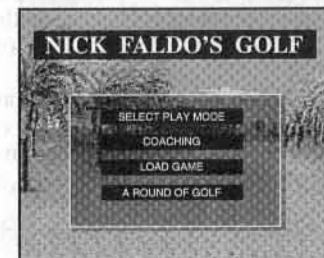
Insert disk one in DF0: and switch on the computer. The game will now load. Insert other disks when instructed by the computer.

NOTE: ACTUAL SCREEN SHOTS USED THROUGHOUT THIS MANUAL

THE OPTIONS SCREENS

When the game has loaded you are presented with the game credits and title screens. To access the game's main option screen press the left Mouse button. You will then be presented with the following options:

COACHING
LOAD GAME
A ROUND OF GOLF

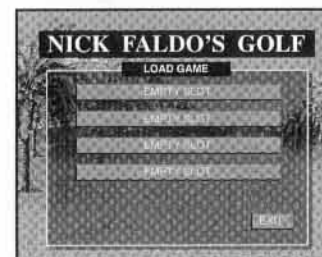


PLEASE NOTE: At any time while coaching or during a round of golf you can quit back to the game's title screens by pressing the ESC key.

COACHING The coaching sessions allow the player to practice skills on particular hazards that will appear during a full game. When you select a hazard to play Nick Faldo appears and gives you instructions on what you are expected to do. For further advice on how you can attempt the shot press the left mouse button when the pointer is placed over the Nick icon. The hazards you can practice are as follows:

ALL SESSIONS - Practice all those listed below:

BUNKER PLAY
WATER HAZARDS
PUTTING
FADE & DRAW (See below for details)
WINDY CONDITIONS



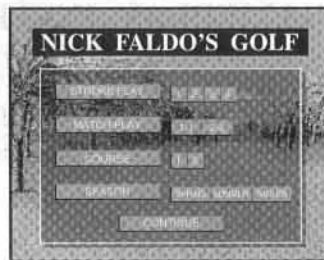
LOAD GAME

This option allows you to load a previously saved game from disk. When clicking on the box a new menu appears displaying the loaded games available. Click on the saved game of your choice and it will load automatically and resume from where the game was saved. If you have not previously saved a game then these will be displayed as "Empty Slot".

A ROUND OF GOLF To play a round of golf, go to the main options screen and select the bottom option titled A ROUND OF GOLF.

This will take you to the ROUND OF GOLF options screen. On this screen you can customise the kind of game you will be playing. Options are as follows:

- STROKE PLAY (1) (2) (3) (4)
- MATCH PLAY (1x1) (2x2)
- COURSE (1) (2)
- SEASON (SPRING) (SUMMER) (WINTER)
- CONTINUE



STROKE PLAY: The object of stroke play is to complete a round of the course in the fewest strokes possible. The winner is the competitor that completes the course in the fewest strokes. You click on the appropriate number of a 1-4 player stroke play competition. The box you have chosen will be highlighted. The order of play at the beginning of the game is the order the players were selected from the roster. Shots thereafter are played furthest away from the hole. Players not on the green are always classed as being further away than those on the green. The order of play on subsequent holes is played in order of honour (winner of last hole first; loser last).

MATCH PLAY: In match play, a hole is won by the side/person which holes its ball in the fewest strokes. A match consists of a full round of golf (18 holes) and is won by the side which is leading by a number of holes greater than the number remaining to be played.

If the teams are equal at the eighteenth hole the game goes to sudden death (starting with hole 1).

1x1 is a one on one competition and 2x2 is a competition between two teams of two golfers.

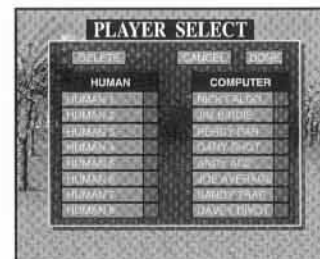
The order of play works in the same fashion as in stroke play except for the fact that a player can swap to his team mate to play first at any time (explained over).

COURSE: Lets you select which course to play. There are two courses supplied with "NICK FALDO'S CHAMPIONSHIP GOLF", course one is selected by left-clicking on the "1" icon, course two is selected by left-clicking on the "2" icon.

SEASON: Allows you to select which season to play in. The different seasons affect the amount of wind you will have to contend with and how the ball will behave on the ground due to the weather conditions.

The seasons are as follows:

- SPRING: Weak wind, wet ground (ball bounces less)
- SUMMER: Medium wind, medium ground
- WINTER: Strong wind, hard ground
- CONTINUE: left click on this icon to continue to play selection screen



PLAYER SELECTION The PLAYER SELECTION SCREEN is used to choose who is playing. There are eight human players who can play. To select one, click on the relevant "HUMAN (NUMBER)" icon. Repeat this procedure to add more players.

To change the player's name left-click on "DELETE", then left-click on the player whose name you wish to change. To enter a new name simply type it on the keyboard and press RETURN.

To select a computer opponent left-click on the relevant opponent icon. The players at the top of the screen are harder to beat than players at the bottom of the screen. **Nick Faldo is the ultimate challenge - Number one at the top of the screen!**

Left-click on "CANCEL" to remove mistakes, left-click on "DONE" to progress to the CLUB SELECTION screen.

CLUB SELECTION The CLUB SELECTION screen is used to select which clubs you prefer.

Select 13 clubs by left-clicking on the name of the clubs. The putter is provided automatically. The red bar next to the club name represents the "double-click zone" (explained later). Basically, the shorter the red bar, the harder it is to hit a ball straight with that club. At first, therefore, choose the clubs with the longer bars.

As you play more the length of these bars will increase. Therefore, the more you play the easier it gets. However, as you improve so does the standard of your competition. Just like the real thing!

You are able also to choose which caddy will accompany you around the course. Each caddy will give different comments/advice as you progress, including sarcastic comments for poor play.

MULLIGAN OPTION You are also able to select whether you wish to play in AMATEUR or PROFESSIONAL mode. In amateur mode the double-click zone is always proportionally larger than in professional mode. Also in AMATEUR mode you have a MULLIGAN option. This allows you to retake a shot if you fail on your first attempt, effectively letting you learn how to take shots so you can go on to play in PROFESSIONAL mode. After a shot is taken, two boxes will appear and you will be asked if you want to play from NEW or OLD position. Selecting OLD will result in you being able to MULLIGAN and take the shot again, selecting NEW puts you on to your new position so you can proceed with your next stroke.

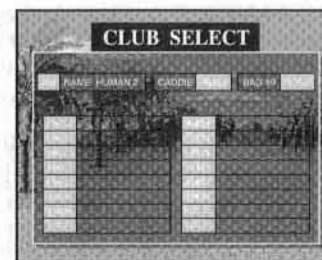
When you have selected your clubs and chosen your Caddy, click on the "DONE" icon in the top right corner to progress to the first Tee.

To help you choose your clubs, here is a list of the clubs and the distance they will hit the ball:

1 WOOD - 275yds	1 IRON - 235yds	6 IRON - 172yds
2 WOOD - 260yds	2 IRON - 220yds	7 IRON - 160yds
3 WOOD - 250yds	3 IRON - 205yds	8 IRON - 148yds
4 WOOD - 235yds	4 IRON - 195yds	9 IRON - 135yds
5 WOOD - 215yds	5 IRON - 185yds	PITCHING WEDGE (P/W) - 120yds
		SAND WEDGE (S/W) - 90yds

These distances are based on the ball being hit cleanly from a Tee, landing and rolling on a fairway with no wind using normal power in good summer conditions by professional golfers.

PLEASE NOTE: - If you wish, you can take less than 13 clubs onto the course if you feel confident enough.



GAME SCREEN DESCRIPTION

THE GAME SCREEN In the top left of the screen is the "CONTROLLER" icon. Press F1 to change between Mouse and Joystick. Mouse is the default setting and is the recommended method of playing "NICK FALDO'S CHAMPIONSHIP GOLF".

GOLFER DIRECTION To the right of this are the "CHANGE DIRECTION" icons. These are displayed as two direction arrows, one facing to the left and one facing to the right. Click to turn the golfer in the chosen direction by a few degrees each time. Repeat as required to rotate the golfer's viewpoint.

DISTANCE TO PIN At the top centre of the screen between the Golfer direction arrows is the "DISTANCE TO PIN" counter. This gives you the distance between your golfer and the pin in yards. In the top right corner of the screen is the number of strokes (shots) that this golfer has played on this hole.

SWAP PLAYER (Match Play only) When playing in a team Match Play competition an extra icon appears in the top right-hand corner of the screen. It is displayed as two rotating arrows and allows you to swap which one of your players is to take the next shot. When pressed, the other player in your team will appear ready to take the shot.

SHOT POWER (At the bottom of the screen) In the left-hand corner is the "SHOT POWER SELECTOR". This is displayed as a vertical bar with increments from 0% - 100%. Click on the bar at a certain position to select the power of each shot at that point. Alternatively, holding the left mouse button down and moving up and down over the icon also selects power.

BALL SPIN (At the bottom right of the screen) The Ball Spin option is comprised of two icons. The top icon selects back or top spin. This determines how far the ball will roll when it lands; top spin causes the ball to roll further and back spin reduces distance. This is displayed as a horizontal bar. Over the bar is a marker which looks like a golf ball in the centre of cross-hairs. Move the marker left for back spin or right for top spin. Leaving the marker in the centre will result in a standard shot being taken.

DRAW AND FADE (At the bottom right of the screen) Below this is the Stance Selector. Click on the left arrow to move your left foot back. Click again to move back further. This "OPENS" your stance and makes the ball curve to the RIGHT when hit, creating what is called a FADE. Click on the right arrow to move your right foot back and "CLOSE" your stance. This causes the ball to curve to the left and is called a DRAW. These features allow the player to curve the ball around obstacles such as foliage and trees which may obstruct the view of the hole.

SHOT DIRECTION In the centre of the screen is the direction icon. This is displayed as a small cross-hair and indicates the direction of the ball if a perfect shot is played. The direction is chosen by placing your pointer anywhere on the game screen (other than on the icons). The cross-hair will then be placed in the position which will be the direction you will be attempting to place your shot.



PULL-OUT MENUS

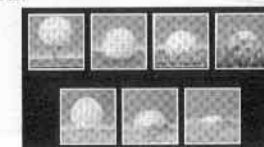
CLUB SELECTION (A pull out menu) To the left of the screen is the Club Selection panel. This is used to select which club to take for the next shot. Move the pointer to this side of the screen and it will appear. Click on a club to select it for play (any club that is displayed in a stippled graphic has not been selected on the title screens and is not included in your bag). The bar at the bottom of the panel represents the red bar on the club selection screen. The shorter the bar, the harder the club to use.

SAVE GAME Click on SAVE to bring up the SAVE GAME options. A box similar to the one for loading a saved game will appear. Click on one of the empty slot boxes and type the name you wish to save the game under. When you have done this press RETURN and then click on the CONTINUE box and the game will now be saved to disk. You can now continue playing the game from this point or turn off and re-load to this position at a later date.



INFORMATION PANEL (A pull out menu) To the right of the screen is the information panel. Move the pointer to this side of the screen and it will appear automatically. This advises you on:-

BALL LIE At the top of the panel is the "BALL LIE" indicator. This icon is very important as it displays the terrain on which your ball is currently positioned (rough, fairway, sand, etc.). This is very important because where the ball is positioned affects the choice of club to be used. For example, a low iron is needed in very rough terrain e.g. long grass or rough; a sand wedge is needed for bunker play.



WIND Just below the Ball Lie indicator is the Wind Indicator. An arrow shows the direction of the wind and the size of the arrow indicates how strong it is, the larger the arrow, the stronger the wind.

NOTE - This only indicates the wind direction/strength overall. To see how the wind affects different parts of the section of the course see below, under "Course Map".

COURSE MAP Below this is the course map. This shows an overhead view of each hole. Below the map, the length of the hole is given plus the par of the hole.

NOTE - you always face the pin after your first shot. Click on the map to show the localised wind. This is important because there may be small gusts blowing even if there is no predominant wind.

PLAYING A SHOT To play a shot, select the club you wish to use. Move the shot direction icon to where you want the ball to go and change any of the above mentioned settings to your preference.

To hit the ball, move the mouse pointer to the bottom of the golfer sprite until it changes into a curved arrow. Left click to initiate the shot.

Once this is done a “**SWING ICON**” will appear where the power indicator used to be. This is split into 2 zones. First - the “**WRIST SNAP**” area. Click to add an extra 10% power to your shot. A “**W**” appears if this is successful. However, please note that breaking the wrist is risky. Attempting to do so, but failing, results in a club dexterity penalty, this means your shot bar will be decreased in size resulting in your double-click zone being reduced in size (described below). Therefore the wrist snap should only be attempted by experienced players.

Secondly is the “**DOUBLE CLICK**” area. This zone varies in length depending on which club used, clicking twice inside the zone ensures that the flight of the ball is true. Missing the beginning of the zone will result in a “**HOOK**” and the ball flying to the left. Missing the second click will result in a “**SLICE**” and the ball flying off to the right. Missing both clicks will result in a “**MISS-HIT**”.

Repeat this procedure until you reach the Green, each time checking the position of your ball on the map and the lie of the ball so that you use the best possible club selection for that all important next shot.



PUTTING When using the Putter the “**POWER**” icon and “**SWING**” icon are replaced by a single icon representing the strength of the putt. Move the pointer to the golfer’s feet so it changes to a curved arrow and left-click. The power will start to increase. Click again to stop it and the putt will be attempted.

When on the green you are given the aid of a grid that helps to show the undulation of the green. Use the curvature of the green for accurate putting.

BUNKER PLAY When in the bunker you need the following combinations of club/stance depending on the lie of the ball:

1. Ball Resting on Top of Sand.
A normal stance is needed and a 6 iron or higher should be used.
2. Ball Partially Buried.
An open stance should be used and the club to use is the Sand Wedge.
3. Plugged Ball.
Close your stance, use top spin and the club to use is again, the Sand Wedge.



THE SCORE CARD After each hole has been completed by all players the score card is displayed. This shows you how many shots taken to reach the hole played against how many it should have taken - par (displayed to the left of the player). At the bottom of the card is the total shots played and to the left is the total par for the course.

The card displays the current nine holes you are playing. To see the other nine holes click the rotating arrow symbol in the top-right hand corner of the score card.