

World Class

LEADER BOARD™

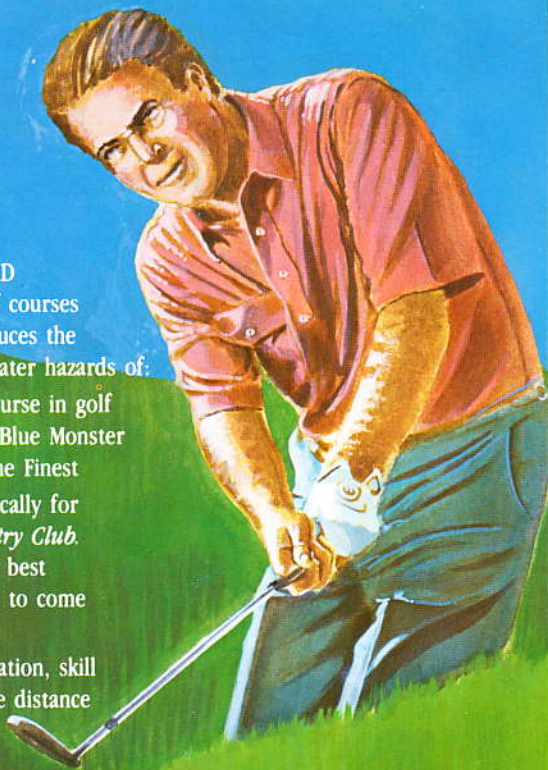
INSTRUCTION MANUAL

Read thoroughly before playing

Now you have the opportunity to play the same courses that have challenged golf's greatest legends. *World Class* LEADERBOARD features three famous 18 hole golf courses and each hole authentically reproduces the distance, traps, trees, rough and water hazards of:

St. Andrews - The most revered course in golf
Doral Country Club - The Florida Blue Monster
Cypress Creek - The Largest and the Finest
The fourth course, designed specifically for *World Class* is the *Gauntlet Country Club*. Only those who have mastered the best courses in the world should expect to come close to par at *The Gauntlet*.

World Class is a game of concentration, skill and control. You will need to judge distance accurately in choosing your club and power of your swing. Please read this manual completely to maximize your playing enjoyment.



IBM/COMPATIBLES
VERSION

World Class LEADER BOARD™

"Pro Golf Simulator"

By Bruce & Roger Carver

IBM Version by Kevin Homer

Illustrations by Douglas Vandegrift

OBJECT OF THE GAME is to sink the ball into each hole by hitting the ball with a club the least number of times possible. Avoid hazards that add extra "strokes" (hits with the club) to your score. Low score wins.

LOADING INSTRUCTIONS

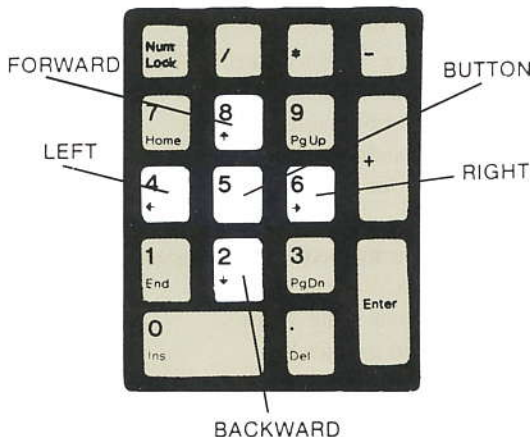
- (1) If using a game controller, attach joystick to port #1.
- (2) Turn on computer and boot with your selected DOS. Set Time and date if applicable.
- (3) Insert the *World Class* disk into drive A, and at the A > prompt type 'Golf' and press < enter >
 - * The file "README.BAT" contains new features which may not be contained in the manual.

JOYSTICK — KEYBOARD

All game control may be handled with a joystick in port #1. *When reference is made to the joystick button, button 1 is used for all functions except the Top View, which is controlled by button 2.* If you do not have a game controller, then you may use the assigned keys on the keypad, which have been programmed to respond in the same manner that the joystick works. The '5' acts as the fire button, '8' is forward, '2' is backward, '4' is left and '6' is right.

When Joystick/keypad action is required, the space bar also acts as button 1, and 'T' acts as button 2 (for top-view). When reference is made to joystick controls, please refer to this section for corresponding keyboard control.

**TO ACTIVATE JOYSTICK CONTROL,
PRESS "J" AT THE MAIN MENU.**



Playing World Class Leader Board

If you selected to play the game, the next screen you will see is called the 'SELECT PLAYER' screen. Most playing options are selected from this screen.

STEP 1 - COURSE SELECTION

When *World Class* is first loaded, it automatically brings in Course A, Cypress Creek. If you want to play Course A, proceed to STEP 2 below.

To change to another course press RETURN. The prompt 'INPUT COURSE' will appear. Enter the following letter for the course you wish to play.

- A Champions - Cypress Creek
- B Doral Country Club
- C St. Andrews
- D Gauntlet Country Club
- E thru Z Courses you have modified using the COURSE EDITOR
or added from *World Class* Tournament disks.

If you select more than 18 holes (see Step 4), a prompt will appear at the end of each 18 hole round, 'NEW COURSE Y or N?'. If a new course is desired, type Y and input the letter (ie. A, B, C, D...) for the new course. To play the same course just completed, type N.

STEP 2 - SELECT NUMBER OF PLAYERS

World Class can accomodate up to four players, press 1, 2, 3 or 4.

STEP 3 - ENTER PLAYER NAMES AND ABILITY LEVELS

Type in the name for the 1st player (up to 8 characters) and press RETURN.

Now select the ability level for the 1st player. Each player can compete under conditions that match his or her level of ability and experience. Press K for KIDS, A for AMATEUR, or P for PROFESSIONAL. Below is a description of each level.

ABILITY	DESCRIPTION
Kids	This level has been designed so that younger children (4-8) can play the game. When a shot is taken on this level, it will not hook or slice or be affected by the wind. Kids level should not be considered the beginning level as most of the elements of skill have been eliminated.
Amateur	This can be considered the 'Beginning Level'. The ball when hit at this level will not be affected by the wind, but will hook or slice.
Professional	Advanced Level - No restrictions on wind or hook and slice. Also, putting is much more difficult.

After entering the NAME and ABILITY for the 1st player, do the same for each of the other players.

STEP 4 - SELECT NUMBER OF HOLES

World Class allows you to play from 18 to 72 holes with computerized scoring. To select the number of holes press the appropriate key:

- (F1) - 18 Holes
- (F2) - 36 Holes
- (F3) - 54 Holes
- (F4) - 72 Holes

Game Play

SELECT A CLUB

Club selection is made by moving the joystick up or down. The following table lists the approximate range of each golf club.

CLUB	SHORT	LONG
1W 1 Wood	156	271
3W 3 Wood	135	245
5W 5 Wood	128	234
1I 1 Iron	110	220
2I 2 Iron	100	210
3I 3 Iron	88	202
4I 4 Iron	70	189
5I 5 Iron	67	181
6I 6 Iron	55	169
7I 7 Iron	50	153
8I 8 Iron	36	138
9I 9 Iron	26	117
PW Pitching Wedge	11	83
Putter *	1"	64'

* The computer automatically selects the putter for you when you are playing on the green.

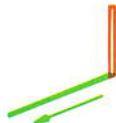
AIM YOUR SHOT

Use the cursor to aim the direction of the flight of the ball. The cursor is located several yards in front of the golfer. To control the cursor, move the joystick from right to left. If you are playing on the professional level, be sure to check for wind effect.

WIND

(Professional Level Only) Wind can have a substantial effect on your golf shot. To control its effect, you need to learn to read the wind indicator on the right side of the screen.

Red - The red stake indicates wind velocity. If this marker is tall, the wind velocity could have a substantial effect on your shot. The shorter the red stake, the less the wind will be a factor.



Green - The green line indicates the direction the wind is blowing. The line acts as a streamer. If the line is toward you, the wind is blowing toward you.

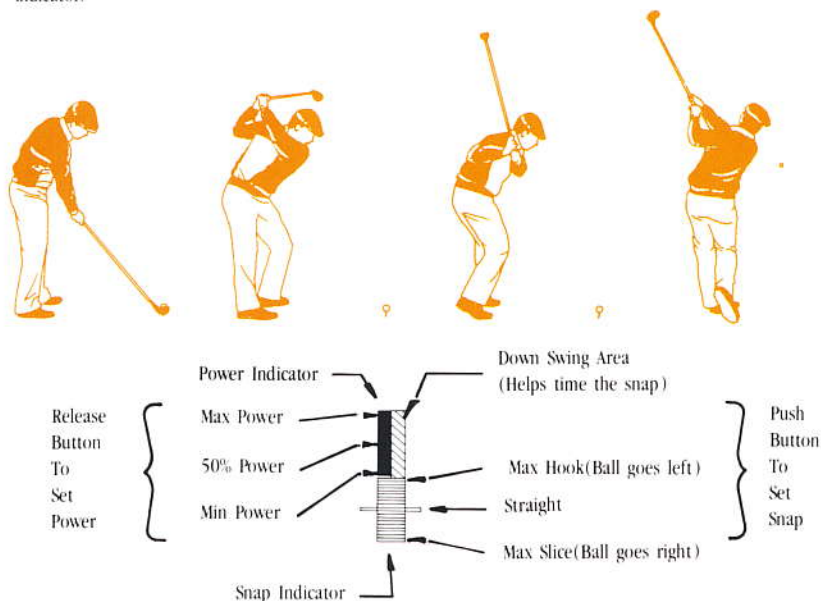
SWING THE CLUB AND HIT THE BALL

Once you have selected your club and positioned the cursor to aim your shot, there are only three more things to do before the ball is on its way: start the swing, set the power, and snap your wrists to control hook or slice. All three are accomplished during the swing sequence and require careful timing and concentration. The sequence can be viewed by watching the golfer or the power/snap indicator.

Step 1 - Start the swing by holding down the button.

Step 2 - Set the power by releasing the button during the backswing. Power is at maximum only at the top of the backswing. Releasing the button at the top will set maximum power. Releasing the button just before or just after the top will reduce the power slightly. Releasing the button well before or after the top will reduce the power substantially.

The amount of power available during the backswing is shown on the upper left portion of the power/snap indicator. When the button is released, the setting you have chosen will be locked on the indicator.



THE POWER/SNAP INDICATOR

Step 3 - Set the snap by pressing the button at or near contact with the ball. Snapping just as the club hits the ball (or at the Tee Bar on the snap indicator) will produce a straight hit. Snapping too soon will cause the ball to "hook" (go left). Snapping too late will cause the ball to "slice" (go right). When the button is pressed, the point of the snap will be locked on the indicator.

The swing sequence then is: Button - Release - Button

The best way to learn to hit the ball straight consistently is to practice on the driving range.

Putting

Once you are on the green, the computer will select the putter and remove the pin (the pole with the flag). You cannot change clubs at this point as the putter is the only club that can be used on the green.

PUTTING ON KIDS AND AMATEUR LEVELS

Use the cursor as before to aim the shot. The ball will start out in this direction. The ball may break left or right depending on the slope of the green. To determine the amount and direction of break, you must learn to read the slope indicator which appears on the green to the left of the golfer.

Estimate the power needed by noting the distance to the hole. Press the button and hold it until the power level is sufficient to reach the hole and then release it. The golfer will putt automatically. Refer to the power indicator on the next page.

PUTTING ON PROFESSIONAL LEVEL

Putting is the same as on amateur with one exception, the power indicator will only visibly reflect an accurate reading between 1' and 8'. At 8' the indicator will stop. Now it is up to the golfer to estimate, mentally, how long he should hold the button down in order to hit the putt hard enough for the ball to reach the hole.

When the button is released, a marker will appear on the power indicator showing the amount of power set. Example: On Pro Level, the golfer faces a straight, flat 40' putt. He presses the button and the indicator moves down and stops at 8'. The golfer continues to hold the button until he thinks that the indicator has reached the 6th level of power or the 40' mark and then he releases the button. When the button is released, a mark appears on the indicator showing how much power the golfer actually used.

The best way to become a good, consistent putter is to practice on the practice putting green.

Reading The Score

SCORING INDICATOR

Name of player now hitting

LACK

Player Number $\longrightarrow$

(Turns red when
player is hitting)

1	2
2	2
3	3
4	3

-2 (2 Under Par)

-3 (3 Under Par)

E (Even Par)

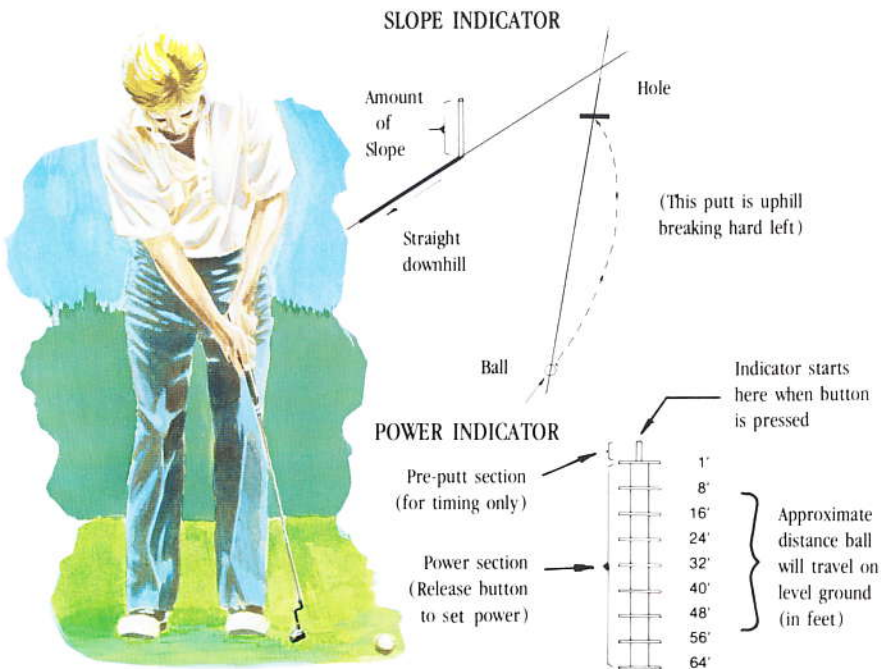
+1 (1 Over Par)

• This player is leading

This player is last

Number of strokes
taken on this hole
(Turns brown when finished)

Number of strokes
over or under par
(Does not include this hole)



The scoring indicator is displayed on the right of the screen. The indicator shows which player is hitting, which players are in the hole, how many strokes each has taken this hole, and how each player's total score compares to par for the course. Par represents the number of strokes a good player should have used by the time her or she got to this hole. If your score is '-5' for example, that means you are 5 strokes under par or 5 strokes less than the good player (which is good). An 'E' means you are even par or just equal to the good player. A '+5' means you're 5 strokes over par. The par comparisons do not reflect the scores for the current hole.

Rules For Scoring

- (1) You receive 1 point (stroke) each time you hit the ball, regardless of the distance it travels, from the time you tee off until you sink the ball in the hole.
- (2) You receive a distance penalty if you hit a ball into a water hazard.
- (3) Low score wins.

Courses



Champions Cypress Creek **COURSE A**

This Texas course was designed in 1957 to be "The World's Largest and Finest". Many of the major PGA Golf Tournaments have been played here including the U.S. Open and Ryder Cup Championships.

OUT	3628 yards	Par 36
IN	3604 yards	Par 35
TOTAL	7232 yards	Par 71
Record 64 by Bob Rosburg		

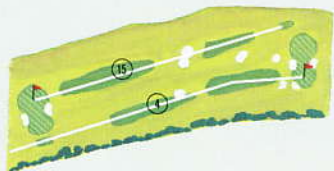
Doral Country Club **COURSE B**

This Florida course, built in 1962, is nicknamed the Blue Monster because it is spread across almost as much water as grass. Each year the Doral Ryder Open is held here and past winners have included Jack Nicklaus, Lee Trevino, Ray Floyd, Billy Casper and Tom Kite.

OUT	3405 yards	Par 36
IN	3540 yards	Par 36
TOTAL	6945 yards	Par 72
Record 64 by Jack Nicklaus		



St. Andrews COURSE C



OUT 3516 yards Par 36
IN 3473 yards Par 36
TOTAL 6989 yards Par 72
Record 65 by Neil Coles



For centuries, the eyes of golfers have turned toward St. Andrews. The Royal and Ancient club was founded in 1754 and golf may have been played at St. Andrews as early as 1552. One of its most unique features are its double greens. These double greens are so huge that a player can face a length of putt undreamed of on other courses. Through the years, St. Andrews has attracted more pilgrims than any other golf course in the world.

Gauntlet Country Club

COURSE D

OUT	3180 yards	Par 36
IN	3263 yards	Par 36
TOTAL	6443 yards	Par 72



The Gauntlet Country Club is designed to be the ultimate *World Class* golf challenge. Few great courses combine such a searching trial of skill and courage as the Gauntlet, or exact such a toll for loose play. The drive down each fairway is harrowing, calling for extreme accuracy to stay out of trouble. The traps and water hazards are numerous and their placement, perilous. Altogether, Gauntlet provides the greatest test for a golfer's true skills and abilities.

Rules Of The Game

- (1) **PLAY IT AS IT LAYS.** You must play the ball from the position in which it lands. Exceptions are those that land in the water. (See below)
- (2) **IN THE WATER.** If your ball lands in a water hazard, you will see a **SPLASH**. You are penalized distance and the ball is automatically placed back at the point from which you took your shot in the first place.
- (3) **THE COMPUTER** will take the same point of view as the player in determining the playability of a ball that has come to rest. If, after moving up closer, the ball is found to be in mud or water, consider it a 'lucky bounce'.

Methods Of Play

1 Player

In this game you play alone, either against par or your own best score. You do NOT play against the computer.

2 OR MORE PLAYERS

- (1) After each player has taken his first shot on Hole 1, the player who is farthest away from the hole shoots first, the player who is next farthest away shoots second, etc. If, after your shot, you are still away (farthest from the hole), it is still your turn. You continue until you are no longer away.
- (2) When a player has hit his ball and his turn is over, his ball will not appear on screen again until it is his turn.
- (3) Decide the order in which players tee off when names are typed in at the beginning of the game. This order will determine which score readout is yours throughout the game. If you tee off second on Hole 1, the second readout will always indicate your score.
- (4) After a hole has been played, the player with the lowest score on that hole tees off first on the next hole. This is called "having the honor". Since the score is kept on each hole, you will be able to determine from it who has the honor. The computer also keeps track and automatically places a dash by the player who has the honor.

Methods Of Scoring

1 PLAYER AGAINST PAR

Compete against your best score and the golf course by trying to come in under par.

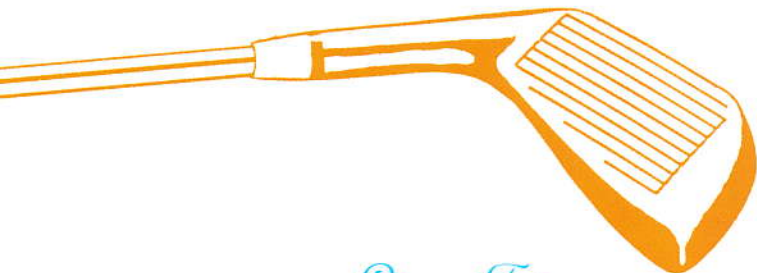
2 OR MORE PLAYERS

MEDAL PLAY (Singles or Partners). Winner is determined by total of all strokes (points) for entire game. Low score wins.

MATCH PLAY (Singles or Partners). Each individual hole is awarded to the player or team with the lowest score on that hole. At game's end the player or team with the most holes won takes the game.

BEST BALL (Partners only). Method of scoring for either Medal or Match Play. Best score by either partner on a team is used as the team's score.

NOTE: If you decide on a Match Play or Best Ball game, you will need to keep track of your scores on a separate sheet of paper. The computer does not keep score in this manner.



Game Tips

- (1) Be sure to **CHECK YOUR CLUB** - Check to make sure the golf club you want to use is displayed. When you are making final direction adjustment, the golf club can sometimes change accidentally.
- (2) Always go to the Driving Range before starting. This allows you to get the correct timing on your swing.
- (3) Remember that the wind can make a substantial difference in your shot, especially short irons and your pitching wedge.
- (4) Be extra careful in judging distance over water. If your ball falls short and lands in the water, it'll cost you a distance penalty.
- (5) Learn to use the hook and slice. They can be used to your advantage on difficult shots and when the wind is in play.
- (6) When using your pitching wedge, make sure you have read whether the distance to the hole is in yards or feet.



Additional Features

PRACTICE PUTTING GREEN - To use the practice putting green, press (G) at the 'SELECT PLAYER' screen. The level of putting is initially set to amateur. To putt at professional level, enter player 1 at professional when setting up game play. Then press (ESC) to abort game play. Now press (G) to use the practice putting green. To exit, press (ESC).

DRIVING RANGE - To get to the Driving Range press (R) when the SELECT PLAYER screen appears. Exit by pressing (ESC).

ABORT FEATURE - You can return to the SELECT PLAYER screen from almost any point in the game by pressing (ESC). This will cancel the game in progress.

REPLAY FEATURE - If you wish to start over at the 1st hole without changing names, etc., press (P) from the SELECT PLAYER screen.

AUTOMATIC DEMO - If left unattended for one minute the computer will start the demo. You may start it manually by pressing (D) from the SELECT PLAYER screen.

SCORECARD PRINTOUT - At the end of a round, a hard copy printout is available. When PRINT SCORECARD appears, type (Y) for Yes and (N) for No.

HOLE LAYOUT (TOP VIEW) - You may obtain a "birds eye view" of the current hole being played by pressing (button 2/key T). To return to game play, press (button 2/key T).

SHOTS FROM SANDTRAPS AND ROUGH - Any shot taken from the rough will be dampened considerably. In order to get a good shot out of a sandtrap, you must hit the shot within two bars of dead center (straight shot) on the Power Snap Indicator. Woods are not a good choice in the sand.

REDRAW SCENE - At the beginning of any shot, the entire scene may be redrawn by pressing (R).

EXITING THE PROGRAM - To exit the program either turn the computer off and then back on, or press the CTRL-ATL-DEL keys to reset the computer.

Course Editor

The Course Editor allows you to create your own personalized golf courses by modifying existing courses. You can choose from any of the 72 holes on the *World Class* disk or any of the other holes that you get with any of the *Famous Course* Tournament Disks, and combine 18 of them at a time, in any order that you wish. You can also change the style of trees for each hole. Once you've created your own *World Class* course, you can name it and save it to disk. Make minor modifications such as changing tree types, or combine 18 of the toughest holes on the disk for your own "green monster" course.

Before using the Course Editor you must follow the instructions for making a BACKUP copy of your *World Class* disk. Since the PROGRAM DISK is write-protected, you cannot save your new courses on it.

Using the Course Editor.

STEP 1 - With *World Class* properly loaded, at the main selection screen press "E".

STEP 2 - Load in an existing course that you wish to modify. The courses on the *World Class* disk are lettered A thru D, and the courses available on the *Famous Course* disks are lettered E thru L. When you create some of your own courses, they will be loaded as course files M thru Z. The Course Editor will not allow you to save a course file under the letters A thru L. This is to protect the original *World Class* and *Famous Course* files.

STEP 3 - After an existing course is loaded, follow the instructions on the screen to make your modifications to that course.

STEP 4 - Now save the course to disk. You must give the course file a single letter identifier (L thru Z). This means that you can have up to 15 personalized courses on a disk, each one identified by a letter. During game play, you must enter this identifier when loading your course (see the paragraph on COURSE SELECTION in the front of this manual).

Making Backup Copies

We encourage you to make duplicates of *World Class* LEADERBOARD and use the copies for normal game play. If you keep the original in a safe place, you will always be able to make new BACKUP copies to replace lost or damaged disks.

FLOPPY DISK COPYING - One drive systems.

Insert your DOS disk in drive A: and type DISKCOPY A: A:

The DISKCOPY utility program will be loaded in to copy the entire contents of your *World Class* Leaderboard disk onto your own 5-1/4" disk. Just follow the instructions, and insert your 'target' disk. If the backup disk has not been formatted, the DISKCOPY utility should do that for you.

FLOPPY DISK COPYING - Two drive systems.

Insert your DOS disk in drive A: and type DISKCOPY A: B:

The DISKCOPY utility program will be loaded in to copy the entire contents of your *World Class* Leaderboard disk (to be inserted in drive A) onto your own 5-1/4" disk (to be inserted in drive B). Just follow the instructions by inserting your 'source' disk into drive A, and inserting your 'target' disk into drive B.

DISK COPYING - Hard drive systems.

World Class Leaderboard, and all forthcoming *Famous Course* Tournament disks, may be installed on a hard drive system. This is accomplished by using the HINSTALL.BAT program on the *World Class* disk.

- (1) Insert the *World Class* disk into drive A and type:

```
C:
CD \
A:hinstall [n]
```

(Where n is the letter designation of the drive on which you want to install *World Class*. If no letter is given, *World Class* will be installed on drive C).

- (2) HINSTALL will then create a new subdirectory of the 'root' directory of your hard drive called WCLB. You will be able to run *World Class* directly from your hard disk by simply typing:

```
C:
CD \WCLB
GOLF
```

Trouble Shooting

IF YOUR SHOTS HAVE NO POWER - Either you are releasing the button too soon, too late, or not at all during the backswing. Press the button to start the swing and hold it down until the club is at the top (highest point) of the backswing and then release.

IF YOUR SHOTS CURVE BADLY LEFT OR RIGHT - You are not pressing the button just as the club hits the ball. Re-read the section on "Swinging The Club and Hitting The Ball" and practice your timing on the KIDS level.

IF YOUR PROGRAM FAILS TO LOAD - Remove the program disk, turn off the computer and disk drive, and try again. If the program still fails to load call us at (801) 298-9077. If you have a Compuserve account, you may leave comments or questions for us at Compuserve I.D.# 70127, 766.

Tournament Disks

You may obtain additional 18 hole course layouts for use with *World Class* LEADER BOARD. Each *World Class* TOURNAMENT DISK costs \$19.95 and contains 4 additional courses. *World Class* TOURNAMENT DISK #1 will be available soon. Other TOURNAMENT DISKS will be available from time to time. If you wish to be included on our mailing list, please send in your warranty card.

To use your VISA or Mastercard or order C.O.D. Call 1-801-298-9077. To order by mail send check or money order for \$19.95 + \$1.00 shipping and handling to:

ACCESS SOFTWARE INC.

2561 S. 1560 W.

Woods Cross, Utah 84087

(Please specify machine type and include your phone number.)