MATTEL ELECTRONICS®

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

PGA GOLF*

(For 1 to 4 Players)

Host your own PGA tournament, any time. The sun is always shining on the INTELLIVISION™ course. Line up your shot, then drive it down the fairway. Check your distance. Look out for hazards. With practice, even the weekend duffer will be playing these 9 holes like a pro.

HOW TO WIN If you want to play **winning** INTELLIVISION™ PGA GOLF, read this booklet.

FOR COLOR TV VIEWING ONLY. Colors you see on your set may vary slightly from colors described in this booklet.

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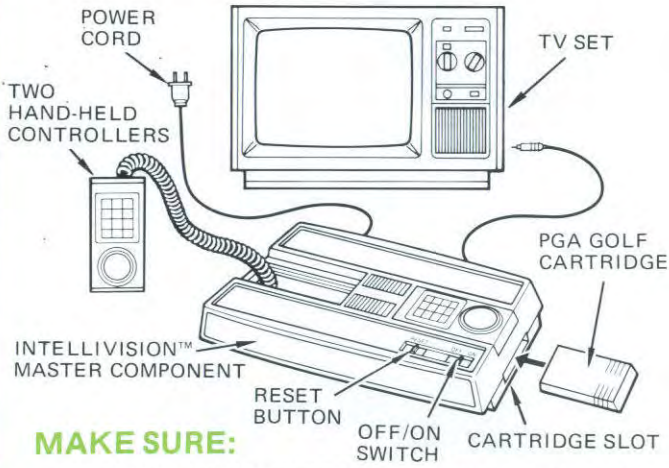
1816-0920-G2

OBJECT OF THE GAME is to sink the ball into each of 9 consecutive holes by hitting the ball with a club the least number of times possible. Avoid sandtraps, water and trees, that add extra "strokes" (hits with the club) to your score. Low score wins.

CHECK YOUR EQUIPMENT

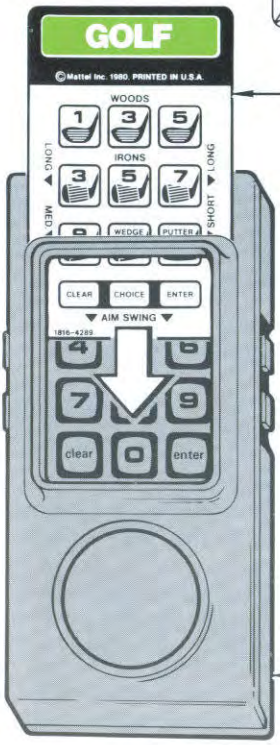


MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV SET is plugged in and properly adjusted.
- PGA GOLF CARTRIDGE is placed in slot, firmly engaged.
- OFF/ON SWITCH is turned ON.

PRESS RESET BUTTON:

Title will appear on TV screen:



OVERLAY

HAND-HELD CONTROLLER

ADD OVERLAYS

Find two PGA GOLF keypad overlays in the cartridge package with this booklet.

Remove Hand-held Controllers from the console.

Insert an overlay into each Hand Controller (if two or more people are playing). Make sure overlay fits tight and is all the way in. The overlay will be your visual guide to the game.

EXAMINE YOUR CONTROLS

PGA GOLF is a game of concentration, coordination and control . . . plus a little patience. You will need to judge distance accurately in choosing your club and type of swing. Then coordinate timing on the action buttons with aim on the Direction Disc for maximum control over the direction in which your ball travels.

NOTE: PGA GOLF is played at one speed only. Skill level is determined by the skill of the players, over 9 holes which vary in degree of difficulty. You do NOT select skill level before beginning the game. If you play alone, you play against your own best score or against par (see page 14), NOT against the computer.

GAME IN BRIEF

The instructions below are to get you started or refresh your memory if you are already familiar with the game. Details and explanations that you will need to get the most enjoyment out of the game are in the pages following. TO WIN AT PGA GOLF, YOU WILL WANT TO READ THE ENTIRE BOOKLET.

1. Turn Master Component OFF/ON switch ON.
2. Press Direction Disc. Computer will ask: HOW MANY PLAYERS?
3. Key in number of players. Press 1 of first 4 keys, then press ENTER. 1st hole layout will appear on screen.
4. Select club by pressing appropriate key. Club selection will appear on screen.
5. Aim swing by pressing edge of Direction Disc corresponding to **direction you want ball to travel.**
6. Swing away by pressing side action button—either top button for long swing, lower left button for medium swing, lower right button for short swing.
7. Press the same action button again. Watch figure in the upper left corner of screen. Press button before the bottom of his swing to hook (left of aim), at the bottom of his swing to send ball straight, after bottom of swing to slice (right of aim).
8. Continue until you sink the ball. Ball disappears and layout changes to next hole. 9 holes in all. When 2 or more play, all players must "hole out" before layout changes.
9. When 2 or more play, player whose ball is "away" (farthest from the hole) takes the next stroke.

Player who completes a hole in fewest strokes "has the honor" (tees off first) on the next hole.

10. 1-stroke penalty for out of bounds shots and shots into the water.

11. LOW score wins. Scores for each hole read out on screen. Press ENTER to see cumulative score. At end of game, score changes to total score for game.

HOW TO START

PRESS DIRECTION DISC. Screen will show:
HOW MANY PLAYERS?
UP TO 4 CAN PLAY.

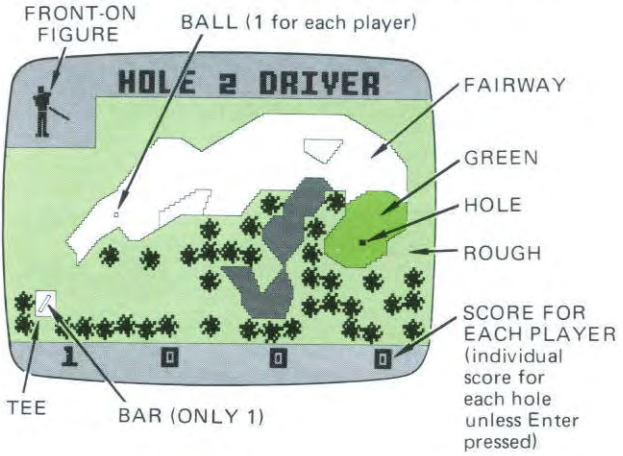
Key in number of players (from 1 to 4) by PRESSING 1 OF THESE KEYS:

If you change your mind **before** pressing Enter key, press CLEAR then the number of players you desire.

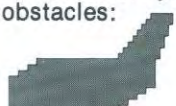
When more than 1 person is playing, flip a coin or draw straws to see who tees off first. If you are first, far LEFT score readout at the bottom of the screen will turn WHITE when it is your turn. Readout second from left will turn WHITE for SECOND player's turn, etc.

THERE ARE 9 HOLES ON THE COURSE. After you have selected the number of players, an aerial

view of the 1st hole will appear. Take a moment to examine it. On each hole you will ALWAYS see:

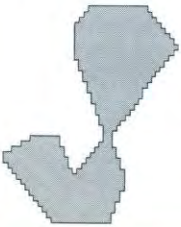


On each hole you will see SOME OR ALL of these obstacles:



BUNKERS (SANDTRAPS)—yellow area—Slow down your progress. May add a stroke to your score.

TREES—dark green—Will deflect the ball and cut down on distance it travels. Very tricky to get out of. See ''Trajectories and Trees'' page 12.



WATER HAZARD—blue area—Adds 1 penalty stroke to score, in addition to stroke that sends the ball into the water. See ''General Rules'' page 11.

HOW TO PLAY

IMPORTANT: BOTH HAND CONTROLLERS CONTROL THE BALL IN PLAY. WHEN YOUR OPPONENT IS UP, DO **NOT** PRESS KEYS, BUTTONS OR DIRECTION DISC ON YOUR HAND CONTROLLER, SINCE THIS WILL AFFECT HIS SHOT.

1. SELECT A CLUB

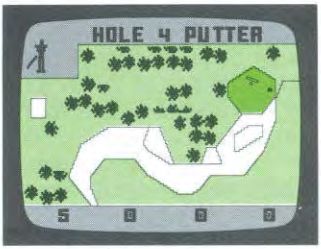
You have 9 clubs to choose from. Each club sends the ball a different distance. Approximate distances for each club and swing are shown in the table below.

CLUB	LONG SWING	MED. SWING	SHORT SWING
DRIVER*	260	247	234
#3 WOOD	220	212	204
#5 WOOD	195	189	183
#3 IRON	175	168	161
#5 IRON	153	145	138
#7 IRON	130	124	118
#9 IRON	110	103	97
WEDGE	87	78	70
PUTTER**	20	13	6

*DRIVER—tee off only. **PUTTER—must use on green.

ALL FIGURES ARE IN YARDS AND ARE BASED ON SCREEN WIDTH OF 580 YARDS

When you have selected a club, PRESS THE CORRESPONDING KEY ON THE HAND CONTROLLER KEYPAD. The computer will print out your selection at the top of the screen. Animated figure in the upper left corner of the screen will move into position to address the ball. IF YOU CHANGE YOUR MIND **BEFORE** you swing, just press the key for the new club you want. Printout will change to the new selection.



580 YARDS

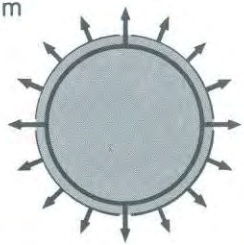
EXCEPTIONS TO THE RULE

SHOOTING FROM THE ROUGH: 3 and 5 woods are unpredictable. They will send the ball any distance between 0 and the maximum distance of the club. Irons are more reliable. Any iron will consistently function as if it were approximately 2 sizes smaller. 5-iron will function as a 9-iron, etc.

SANDTRAPS (BUNKERS): 3 and 5 woods are not effective in sand—they will rarely hit the ball far enough to get it out of the trap. Irons are better, but still unpredictable. They will send the ball any distance between 0 and the maximum distance of a club approximately 2 sizes smaller. The WEDGE is **always** your best bet here.

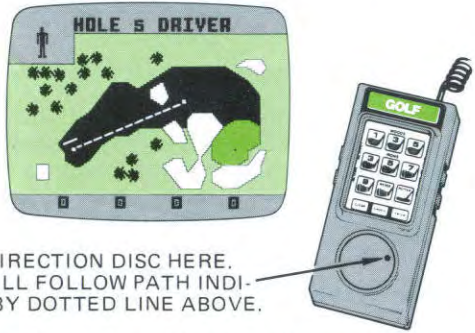
2. AIM YOUR SWING

Use the DIRECTION DISC to aim your swing. Imagine the Disc divided into 16 equal sections.



Ball will travel in direction indicated by arrows. If you press top of Disc, ball will travel straight UP from its present position.

Press down on the OUTER EDGE of the Disc in the direction you want the ball to travel. A WHITE BAR WILL MOVE AROUND THE BALL THAT IS IN PLAY. This bar represents where your golfer is standing in relation to your ball. YOUR GOLFER IS **ALWAYS** RIGHT-HANDED. For example, when the bar is over the ball, you are aiming to the right.

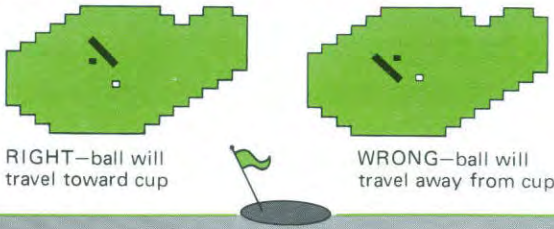


PRESS DIRECTION DISC HERE. BALL WILL FOLLOW PATH INDICATED BY DOTTED LINE ABOVE.

To aim correctly, it is important to note the position of the bar in relation to the ball.

AIMING RIGHT AIMING DOWN AIMING LEFT AIMING UP

The bar will indicate all of the 16 directions in which you can aim, not only those indicated above. Use it WITH the Direction Disc to line up your shot.



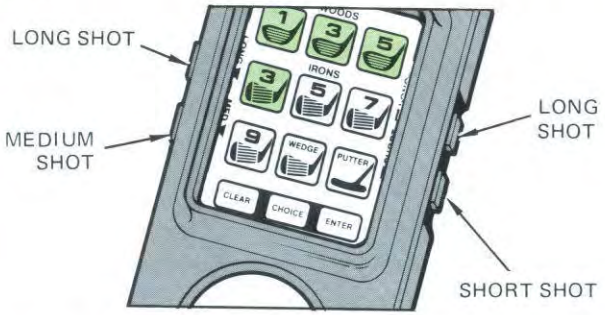
RIGHT—ball will travel toward cup

WRONG—ball will travel away from cup

Sometimes you will not be able to line up the white bar in the exact direction you want. You can shift the direction your ball travels, to the right or left of your aim, by TIMING YOUR SWING to slice or hook. (See page 10.)

3. TAKE YOUR SWING

You have a choice of LONG, MEDIUM or SHORT SWING ON EVERY SHOT. See the chart on page 6 for approximate distance your ball will travel for each type of swing with a particular club. Notice that a short swing with any club is longer than a long swing with the next smaller size club. Example: A short swing with a 5 iron is longer than a long swing with a 7 iron.



Press the side ACTION BUTTON that corresponds to the type of swing you choose—long, medium or short.

You will see the animated figure in the upper left corner swing his club and you will hear a SWISH (except when putting). You will be able to see the difference between a long, medium and short shot when the animated figure swings.

TIMING YOUR SWING

If you press a side action button only ONCE when taking your swing, the computer will randomly hook or slice your ball.

HOOK—sends your ball to the LEFT of your aim.
SLICE—sends your ball to the RIGHT of your aim.

IN ORDER TO SEND YOUR BALL STRAIGHT IN THE DIRECTION YOU AIMED, OR TO CHOOSE A DIRECTION OTHER THAN THE 16 DIRECTIONS ON THE DIRECTION DISC, YOU MUST PRESS THE ACTION BUTTON YOU CHOOSE **A SECOND TIME.**

WHEN YOU PRESS THE BUTTON AGAIN DETERMINES **WHERE** THE BALL WILL GO. Press firmly. Make sure the computer knows what you want it to do.

Watch the animated figure as he takes his swing.

MED. HOOK

To HOOK the ball (send it left of your original aim), press the action button again BEFORE the figure reaches the bottom of his swing. The closer his swing is to the top, the more your ball will hook.

BALL GOES STRAIGHT

To send your ball STRAIGHT in the direction you aimed, press the button again JUST BEFORE the figure reaches the bottom of his swing.

MAX. SLICE

To SLICE the ball (send it right of your original aim), press the button again AFTER the figure reaches the bottom of his swing. The closer his swing is to the top, the more your ball will slice. But if you press AFTER THE END of his swing, the ball will not slice at all, unless the computer randomly slices it.

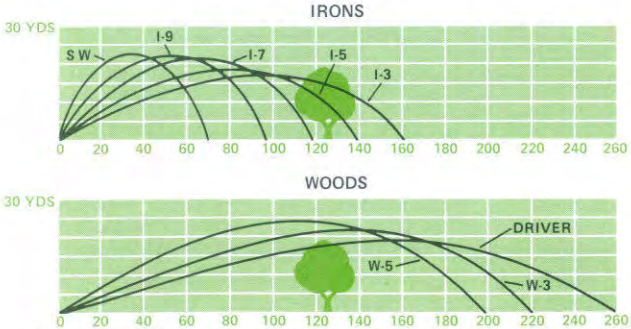
You can change a hook to a slice, by pressing the action button a THIRD time, providing you press the button AFTER the bottom of the swing. Of course, you cannot change a slice to a hook.

The MAXIMUM hook or slice sends your ball HALFWAY between your original point of aim and the next possible point of aim on the Direction Disc.

TRAJECTORIES & TREES

The overall arc which the ball travels from start to finish is called its TRAJECTORY. There are two main points in the ball's trajectory which are important when trying to avoid or get out of the trees—the angle at which the ball leaves the ground, called the ANGLE OF RISE, and the MAXIMUM HEIGHT IT REACHES.

Different clubs and swings not only send the ball different distances, but to different heights as well. In general, a shorter wood will send the ball higher, with a wider angle of rise, than a longer wood (which will send it farther). A shorter iron will send the ball higher, with a wider angle or rise, than a longer iron. This does not apply to the putter.



All trees are 18.7 yards tall. Clubs reach their maximum height when they've gone 2/3 of their distance.

The illustration on page 11 shows the trajectory for a full swing for each club except the putter. Notice the paths of the ball in relation to the tree.

TREES appear at random only in the rough, shifting position with each game. A tree that appears in one game might not appear in a second game . . or it may appear in a different place.

Although you only see trees from a aerial view, they have BRANCHES that start at the top of the tree and go down **2/3** of the height of the tree. All trees are the same height.

If you hit your ball into the branches of a tree, it will be deflected or stopped. To avoid or get out of trees, you must go OVER or UNDER the branches. When your ball is HIGHER THAN the branches of a tree, it will appear LARGER.

To get over trees, you need to pop the ball up, so a club with a wide angle of rise and the greatest possible height is desirable, say a 7 or 9 iron.

If you are under a tree, a narrow angle of rise is best, so the ball travels farther before rising high enough to hit branches. Choose either the 3 or 5 wood, or the 3 iron, if you're near the edge of a tree. If you are **directly** under a tree, you may need to putt clear first, then switch to a longer club.

RULES OF THE GAME

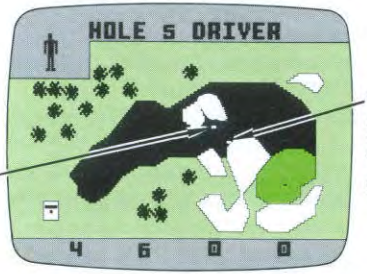
GENERAL RULES

1. PLAY IT AS IT LAYS. You must play the ball from the position in which it lands. Exceptions are out of bounds balls and those that land in the water. (See below.)
2. OUT OF BOUNDS. If your swing takes the ball out of bounds, you hear a BUZZER and the ball is

returned to its original position. It is still your turn.

The computer adds 1 PENALTY STROKE to your score, in addition to the 2 strokes it takes to make the shot. **EXAMPLE:** If you are 90 yards from the right boundary and take a full swing with a 7 iron (110 yard shot), the computer will determine that your swing would send the ball out of bounds and replace it at the position from which you took that shot.

3. IN THE WATER. If your ball lands in a water hazard, you see and hear a SPLASH. The ball is automatically replaced on shore at the point where it first began to travel over the water. You may play the ball from this position or place it back at the point from which you took your shot in the first place. To do this, PRESS THE CHOICE KEY on your Hand Controller. Press it again and the ball will return to its position on shore.



You may take this shot from either position. Use Choice key to select.

It is still your turn so try the shot again. You will be PENALIZED 1 STROKE in addition to the 2 strokes it takes you to make the shot.

4. CLUB CHOICE

The DRIVER can only be used when teeing off, but doesn't HAVE to be used in teeing off. You can tee off with any club.

Computer automatically selects your PUTTER for you when you are playing on the green. This is the only club you can use on the green. If you try to select a different club, you will hear a BUZZ and the computer will reject your choice.

1 PLAYER GAME

In this game you play alone, either against par or your own best score. See page 17 for a listing of par for each hole. You do NOT play against the computer.

2 OR MORE PLAYERS

1. After each player has teed off 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. At this time your score readout will change from white to tan.
2. A ball appears on screen for each player when that player tees off. There will be as many balls on screen as there are players, until a hole is completed. ONLY ONE BAR (golfer) will appear on screen. It will always appear next to the ball in play.
3. Decide the order in which players tee off on Hole 1 as described in "How To Start" page 4. This order will determine which score readout is yours throughout the game. If you tee off second on Hole 1, the second readout from left will always indicate your score and will turn white when it is your turn.

PLAYER WHO IS "AWAY" SHOOTS FIRST

2ND PLAYER TO SHOOT

LAST PLAYER TO SHOOT

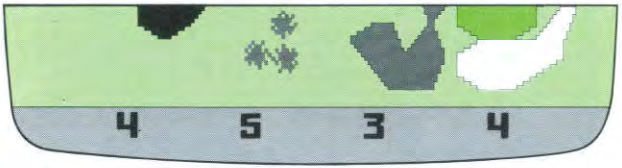
4. After a hole has been played, the player with the lowest score on that hole tees off first on the next hole. This is called "having the honor." Since the score is kept on each hole, you will be able to determine from it who has the honor. The computer also keeps track and automatically changes the color of the score readout for the player who has the honor.

5. Although all balls remain on screen until they are sunk in the hole, the computer only acknowledges the ball in play. Example: You're on the green, shooting for the hole. Another ball is in your way. Take your shot as if the other ball weren't there. Your ball will travel THROUGH the other ball. Neither ball will be deflected by the shot.

SCORING

READING THE SCORE

Score for each player on each hole is displayed across the bottom of the screen.



To view each player's CUMULATIVE GAME SCORE at any time, PRESS ENTER KEY on Hand Controller. Cumulative scores will be displayed as long as Enter Key is pressed. When Enter Key is released, score will return to individual hole scores.

At the end of the game, all scores will automatically change to display each player's TOTAL GAME SCORE. This score will remain on screen until game is turned off or a new game started.

When an individual score changes color from tan to white, it is that player's turn.

RULES FOR SCORING

1. You receive 1 POINT (stroke) each time you hit the ball, regardless of the distance it travels, from tee-off until you sink the ball in the hole.
2. You receive 1 PENALTY POINT (stroke) if you hit a ball out of bounds or into a water hazard. Penalty strokes are automatically added to your score, in addition to the number of strokes it takes to make your shot.
3. Low score wins.

METHODS OF SCORING

- **1 PLAYER AGAINST PAR**

On each hole, check your score against the par listed below. At the end of the game, check your total score against the course rating. See if you can come in under par!

PARS FOR EACH HOLE

HOLE	1	2	3	4	5	6	7	8	9
PAR	3	4	5	5	4	4	3	5	5

TOTAL COURSE RATING FOR 9 HOLES–38

A very skilled player can probably play a 32 or even a 30 stroke game with a little luck.

- **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. Example: If you shoot 5 on a hole and your partner shoots 7, your team score on that hole is 5.

NOTE: Computer only displays individual scores on each hole and individual cumulative scores on a game. 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.

HOW TO HANDICAP

When playing against another person, you may want to handicap your game. This means you can deduct a certain number of strokes from your game total, to even out your chances of winning.

HOW TO DETERMINE YOUR HANDICAP

To figure your handicap, you must keep a record of your total score for 20 games.

1. Take the 10 LOWEST SCORES of the 20 you keep record of. TOTAL the 10 scores.
2. Divide the total by 10 to get your AVERAGE SCORE.
3. Subtract the Course Rating of 38 from the average score.
4. Multiply the results of Step 3 by 85%. Round off the number you get if there is a fraction involved. If the fraction is under .5 use the number before it. If the fraction is over .5 use the next number after it.

THIS FINAL NUMBER IS YOUR HANDICAP.

NOTE: The computer does not keep track of your handicap. If you are playing a handicap game, you must deduct your handicap from your final score on a separate piece of paper.

GAME TIPS

1. **Be sure of your aim.** Check where you are pressing the Direction Disc. You should be pressing the edge of the Disc at the point corresponding to the direction in which you want the ball to travel. Imagine an arrow pointing outward from the place on the Disc where you are pressing. Your ball will follow the path of the arrow.

2. If your ball lands in the rough, stay away from the 3 or 5 wood, since you don't know what they'll do. Remember to select an iron 2 sizes longer than you would normally choose.
3. NEVER assume that the computer will send your ball straight, even on a short putt. ALWAYS press the action button a second time. Watch your timing to hook, slice or send the ball straight.
4. Try to avoid hitting your ball onto the edge of the green far away from the hole. The greens are large and if you are too far from the hole, you may require 2 putts to make the hole. Remember: You MUST use your putter on the green.
5. Be extra careful in judging distance over water. If your ball falls short and lands in the water, it'll cost you a penalty stroke.
6. If you land in the trees, select your club carefully. (See page 12.) Figure the trajectory you'll have with the club and swing you choose (page 11). If you land directly under a tree, putt out from underneath, then switch to a long club if you're deep in the woods, a short iron if you're near the edge of the woods.

GLOSSARY OF GOLFING TERMS

AWAY—the ball farthest from the hole.

BEST-BALL COMPETITION—a contest in which the best individual score is used as the team's score on each hole.

BIRDIE—one stroke under par.

BOGEY—one stroke over par.

BUNKER—sandtrap

COURSE RATING—a rating of the difficulty of a course, computed as a number of strokes. The basis for determining handicap.

DOWN—number of holes a player or team is behind in a match.

FAIRWAY—the mowed area between tee and green.

HANDICAP—number of strokes, based on the difference between par and a player's average score, used to bring golfers of varying skill to a common level for competition.

HAZARD—any obstacle on a course.

HOLE OUT—to finish putting.

HONOR—the right to drive or play first.

LIP—the edge of the cup.

MATCH PLAY—competition in which score is determined by holes won rather than total number of strokes.

MEDAL PLAY—competition in which winner is determined by total of all strokes taken.

PAR—the number of strokes in which a hole is expected to be played by a first-class player.

PUTT—shot made on the green.

ROUGH—area where grass is left uncut or cut higher than fairway.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date of purchase to either your local dealer or, postage prepaid, to Mattel Electronics Repair Center, 5000 West 147th Street, Hawthorne, California 90250, for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

HOW TO ORDER YOUR REPLACEMENT OVERLAYS

NOTE: SEPARATE CARTRIDGES ARE NEEDED FOR THE PROGRAMS LISTED BELOW.

Complete the order form below and mail it with your check or money order for $1.25 per set of 2 overlays. California residents add 6% sales tax. Address check or money order to Mattel Electronics, Box 2350, Hollywood, CA 90025. Allow 4-6 weeks for delivery. Offer subject to availability.

Mark quantity ordered

BOWLING	3333-4289 ____ sets	SKIING	1817-4289 ____ sets
SOCCER	1683-4289 ____ sets	TENNIS	1814-4289 ____ sets
LAS VEGAS ROULETTE	1118-4289 ____ sets	GOLF	1816-4289 ____ sets
ELECTRIC CO. MATH FUN	2613-4289 ____ sets	BASKETBALL	2615-4289 ____ sets
ELECTRIC CO. WORD FUN	1122-4289 ____ sets	HOCKEY	1114-4289 ____ sets
FOOTBALL	2610-4289 ____ sets	BACKGAMMON	1119-4289 ____ sets
HORSE RACING	1123-4289 ____ sets	LAS VEGAS POKER & BLACKJACK	2611-4289 ____ sets
CHECKERS	1120-4289 ____ sets	ARMOR BATTLE	1121-4289 ____ sets
AUTO RACING	1113-4289 ____ sets	BASEBALL	2614-4289 ____ sets
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