Gnarly Golf

A Hacker's Guide

For the Apple IIGS

18 Incredible Holes

Get ready for some nerve-jangling, funnybone-tickling, fabulously frustrating fun. Gnarly Golf puts all your senses to the test—including your sixth sense and your sense of humor.

Getting Started

1. Insert the Gnarly Golf program disk into your APPLE IIGS drive and turn on your system as described in your owner's manual.

2.The title and credit screens will now appear. You'll be asked how many players will be playing.

3. You will now see the ball color selection screen where you can select the color of your ball. To add the indicated color, click on the up arrows. To remove the indicated color, click on the down arrows.

NOTE: The color changes gradually, so it may take several consecutive clicks and

some experimentation to arrive at the color you want.

4. When you're satisfied with your ball color, click on the black slot-machine handle to let another player choose a color. Once all the players have chosen their ball colors, you'll be prompted for the course disk. Now the game is on!

Hard disk loading

Putting Gnarly Golf on your hard disk gives you a speedy, convenient way to play.

1. Boot your system using your GS/OS installed harddisk. (See your Apple dealer if you need GS/OS.)

2. Create a folder called Gnarly Golf on your desktop.

3. Using the finder, copy the contents of both disks (EXCEPT FOR THE SYSTEM FOLDER!!!) into the new folder. Then launch the game from the folder.
Note: You'll need to insert the original Gnarly Golf program disk whenever you start Gnarly Golf. The program will run from the hard disk after checking for the original disk.

Ready to Roll

Placing the ball where you want takes good timing and a keen eye—both of which can quickly be developed by a bit of practice. Use a three-click process with your mouse to hit straight shots, bank shots, and spin shots. Your first click sets the aim, the second click how hard you are putting, and the third click sets the spin.

READY
Using the mouse, move the cursor to where you want the ball to go.

AIM
Click once to set the direction. A direction Indicator will appear, pointing exactly to where your cursor was. This first click also sets off the "swing meter."
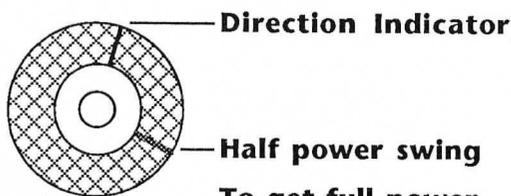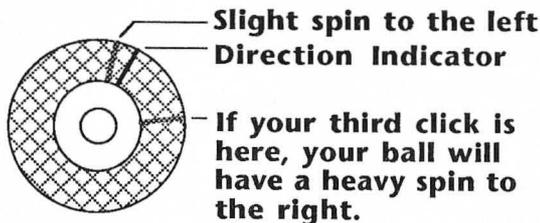

Direction Indicator

Half power swing

To get full power, wait until the swing meter sweeps all the way back.

FIRE

The second click marks how hard your swing will be. The swing meter determines the amount of power you're going to put behind the ball. If you want *full* power, you don't need to click—just wait for the power meter to go all the way back and then come forward again. If you click when the meter is half-way you'll have half power. You can pull off a light putt with a small movement of the meter. Your third click sets the spin and releases the ball.

Slight spin to the left
Direction Indicator

If your third click is here, your ball will have a heavy spin to the right.

SPIN

If your third click is precisely when the swing meter crosses the direction indicator, the ball will travel in a straight line. If you click the button before the meter reaches the indicator, the ball will spin to the right. If you release it after the meter reaches the indicator, the ball will spin to the left.

HOLDING AND RELEASING
There will be certain times when timing is critical, where every millisecond counts. You can hold down the mouse button on the third click and the ball will not be fired until you release it.

Surviving to finish

You'll start Gnarly Golf with six strokes. You'll be assessed one stroke for every swing you make, so make every swing count!

Luckily, Gnarly Golf will add the par to your remaining strokes before you start each hole, giving you a fair chance.

However, remember that running out of strokes will end the game.

The Hole Story

There is a hint for each hole in the game. But if you're still not getting it, here are a few more.

1. **Kaleidoscope**
431 millimeters, Par 2
Any hole will do. As long as it's turned on. Find the pattern, wait patiently—then let 'er rip!

2. **Pool Hall**
17.6 feet, Par 3
Put the ball in the pocket. But not just any pocket. Only the *right* pocket will do.

3. **In Prison**
311 yards, Par 4
There's only one way out of this place. Provided you can fling yourself up there.

4. **The Dock**
78 feet, Par 2
Don't get yourself in a can of worms here. In fact, it's best to tackle something else.

5. **Skyscraper**
465 yards, Par 4
Don't go jumping out any windows now—
because some holes lead outside. And
remember to compensate for inclines.

6. **Eye**
2.7 millimeters, Par 3
A skeletal hand may give you a frightening
ride. But there's only one way to see your
way through this one.

7. **The Maze**
107 yards, Par 5
Finding the hole is easy. Finding your way
there isn't.

8. **Car Wash**
21 feet, Par 3
You're in California now—where conserving
water is in! So save as much as you can—as
quickly as you can.

9. **The Desert**
2.7 meters, Par 3
You have two ways to get yourself out of
this one. And four ways to bite the dust.

10. **The Cafe**
17 feet, Par 6
Take a cross-counter trek. And don't get
fried. But you might want to flip out.

11. **The Factory**
65 yards, Par 3
Try and hitch a ride. But don't get shafted.

12. **The Tavern**
155 yards, Par 6
You've had your fun here. So don't try to
leave without paying.

13. **The Bathroom**
21 feet, Par 3
Sometimes down is the best way up.

14. **The Hospital**
37 feet, Par 4
Clip boards and needles can often be most
elevating.

15. **Rumors**
54 centimeters, Par 6
You're about to find out why programmers
never sleep. Because sometimes there just
aren't any shortcuts.

16. **Space**
2.8 microparsecs, Par 3
Cross this bridge when you come to it.

17. **Couch Potato**
10.78 feet, Par 4
Hours and hours of sitting can often wear
holes in even the sturdiest of couches.

18. **Toyland**
548 yards, Par 6
In a world of snap-together blocks, it's
important to know where to go first. And
second. And third and fourth to an
explosive finish!

Scoring Strokes

You get points for the following:

Distance: You'll receive points for how far you roll. The further you roll, the more points you get.

Last Stroke Bounces: You'll get 300 points for every time you bounce off an object if you finish the hole with that stroke.

Finishing the Hole: 1000 points are added to your score if you finish the hole.

Extra Strokes: Finally, at the end of the game, you'll get 500 points for every stroke you have left.

Other Commands

Sound - Toggle the sound on and off by pressing the control and 's' keys at the same time.

Restart your game by pressing control and the 'r' keys at the same time.

Hints for the Harried

There may be holes in which you'll find yourself tearing your hair out. Before doing anything rash—consider the following hints:

• When working on a shot that requires split-second timing (or to see how much spin you'll get before you let the ball go), use the "hold and release" method described on page 8.

• Unlike conventional golf, Gnarly Golf holes take place on a number of different planes. You must find routes that take you down, without falling. For ways to catapult yourself up, look for things that look like levers.

• Sometimes just locating the hole can be the biggest challenge of all. After a while you'll come to recognize the tricky little spots you're supposed to aim for.

• When calculating the power you need, try to be as accurate as possible—because every little bit of power makes a difference.

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