

MiniGolf 1.1

Megasoft2000 Ltd 1999 - 2001

Palm Software Division (**PSD**)

Platform: Palm OS 3.0, 3.1, 3.3, 3.5, 4.0

About MiniGolf

MiniGolf is the arcade golf game. The objective of the game is to drive the ball into a hole at each level at a certain period of time or a certain number of shots. Formulas of mathematics and physics that are realized in the core of the program make the game real and allow to feel friction coefficients of different surfaces: sand, grass, stone and so on. At each level you are to select the unique tactics and correct direction to move the ball up to the hole.

Remember, that you will need good reaction, attention, straightforwardness and hard trainings to pass all the levels. All the rest levels we are working at will be available only to those who managed to have passed the first 8 levels.

Game installation

To install this game you should synchronize the "MiniGolf.prc" application to your device. Files can be installed by using the Desktop S/W or just any other application.

1. For color device – MiniGolfColor.prc
2. For mono device – MiniGolfMono.prc

Instructions



Menu:

- New game** - Start a new game
- Sound** - Switching on/off the sound
- Scores** - Table of best results
- About** - About the developers
- Registration** - The game registration

New game:

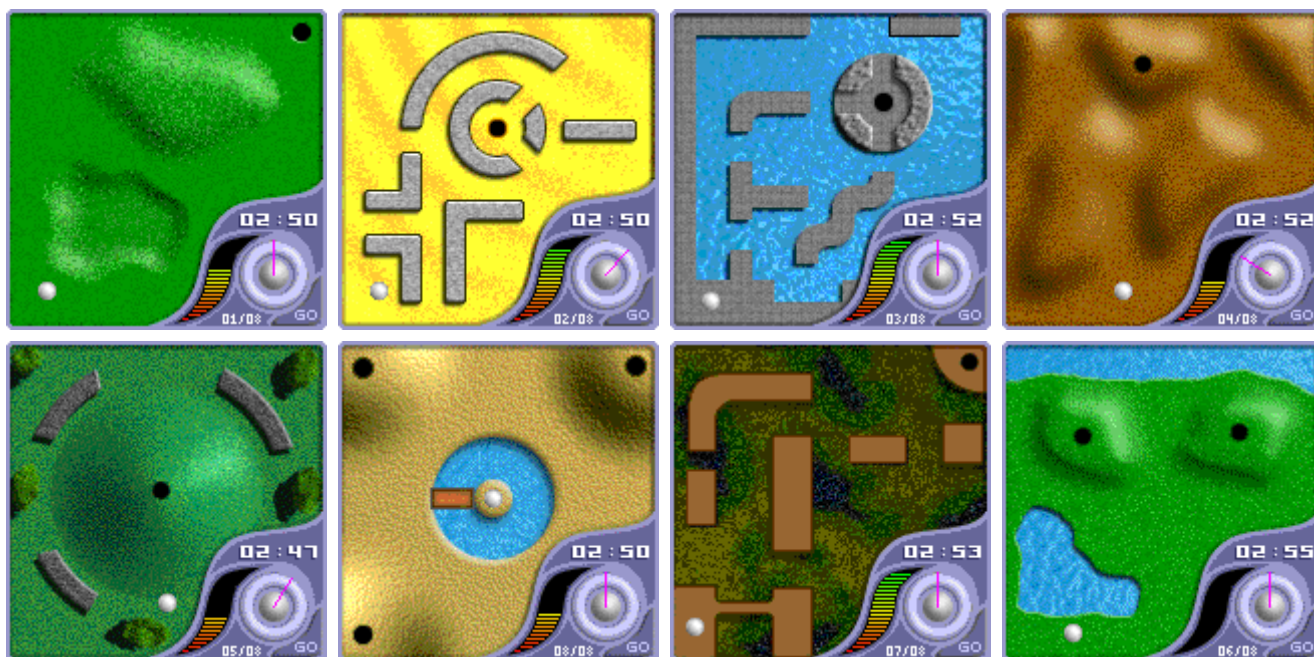
After selecting the new game you should select difficulty level. Then you should select limitations either by "**Shots**" or by "**Time**". The time and number of shots is fixed for each level. The score depends on the difficulty level selected. (**Easy, Medium, Hard**).



Registration:

After purchasing this game you will get the registration code by e-mail. To register, enter the code you got by means of digital buttons and press "**OK**".

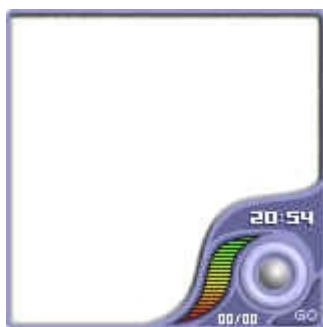
There are 8 levels in the first version of the game:



Game control:

In this game you can move the ball in 3 ways.

The first variant:



To make a shot at a ball, choose the direction of the stroke. To do this, tap the external circle of the ball on the graphic control panel. The direction of the shot is counted from the center of the ball (red stripe). Then set the power of the shot. To do this, tap the desired area on the shot power indicator on the graphic control panel (the higher the indication level, the more powerful the shot). After selecting the power and the direction of the shot press "GO". To cancel the shot, tap any area on the screen outside the graphic control panel.

20:54 - characterizes the time left at the current level (here can also be the figure, characterizing the number of shots left on the current level).
00/00 - the first 2 figures - the current level, the second 2 figures - the total number of levels of the game.

The second variant:



Tap the ball center with the stylus and drag into the direction, opposite to the shot. You will see the direction and the shot power on the graphic indicator. When you drop the ball, the shot will be made in the desired direction. To cancel the shot, move the stylus to the center of the ball without dropping it from the screen.

The third variant:



Here you can manipulate the ball in the Graffiti area. Tap the center of the screen, that will mean that you taped the center of the ball being moved. Then by means of dragging the stylus, you increase the shot power and by means of moving the stylus in different directions, you change the direction of the shot. When you drop the stylus from the Graffiti area the shot will be made. To cancel the shot, move the stylus to the initial Graffiti area having been taped without dropping it from the screen. Pay attention to the shot power indicator on the graphic control panel. If the indication is present, the shot will be made when you drop the stylus. Thus try to have the indicator in zero position.

Note: we guarantee, that you can pass all the 8 levels. If you don't succeed from the first time, it means that you have just had little training.
Good luck in passing all the levels of this game!

Free usage of the MiniGolf is limited by first 2 levels.

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