

Golf Game

User Manual

This is a game that simulates a driving range, where you practice your skills at hitting a golf ball as far as you possibly can. To start the game, press the rightmost button (PB4). On the LED bar display, you will see a row of lit LED's moving up and down. This represents the power with which you hit the ball. Press the rightmost button again to stop the bar. You want to try to stop the bar when it is as high as possible, i.e, when all of the LED's are lit, for the farthest shot. After pushing the button, you will see the display rapidly counting up, to simulate watching your golf ball recede into the distance as it flies down the green. It will stop counting when it reaches the number of yards you have driven the ball. Your score will remain on the display until you press the rightmost button again to reset the game. If you hit a new high score, both the display and the bar will flash in celebration until the game is reset. The high score continues to be displayed after the game is reset. The maximum possible drive is 256 yards, so keep trying! If you ever desire to clear the high score and start again from scratch, simply press the leftmost button (PB1) after the game is reset. Once the game is reset, pushing the rightmost button will start the game once more.

It is also possible to change the difficulty of the game by manipulating the leftmost two switches. The game plays normally when both these switches are off, but it can be set to an easier mode by turning both switches on, and it can be set to a hard mode by turning the leftmost switch off but leaving the second-from-the left switch on.

Controls:

Button 4: start game / play game / reset game

Button 1: asynchronously reset high score

Switches:

Switch 1 and 2 off: normal difficulty

Switch 1 and 2 on (same result if just switch 1 is on): easy difficulty

Switch 2 on and switch 1 off: hard difficulty