

Mean 18

ULTIMATE GOLF™

The Manual for Macintosh

Designers: Rex Bradford and Mark Lesser
Microsmiths, Inc.

Graphics: George Karalias, Lisbeth Frolunde

Producer: Keith Orr

Manual by: Jeff Hoff

Table of Contents

You have in your possession the best golf simulation you can buy for your Mac. We used every design trick we know to make **Mean 18** look, feel and play like the real thing. Some people may think it's too tough. But that's golf—it takes talent, intelligence and hard work to master. Hope you enjoy playing it as much as we did making it.

Rex Bradford
Mark Lesser

To Start the Game	1
Course Selection Screen (Choose a Course)	1
Main Selection Screen (Set Up Your Round)	2
Play Option Screen (Choose Your Game)	3
Gameplay (Tee to Green)	
—Choose Your Clubs	4
—How to Aim Your Shot	5
—How to Hit the Ball	5
—A Sample Shot	6
—Instant Replay	6
—Controlling Your Distance	6
—Overswinging and Underswinging	7
—Hooking and Slicing	7
—Shotmaking Tips	8
—Water and Out-of-Bounds	8
—How to Putt	8
—The Scorecard	8
—Mean 18 Hall of Fame	9
Course Architect	
—Getting Started	9
—Course Edit Screen	9
• How to Change the Skyline	9
• How to Redraw Trees	10
• How to Redesign a Hole	11
—How to Redesign a Green	12
—How to Plant a Tree	12
Club Distance Table	back cover

Mean 18



To Start the Game

- 1 Turn on your Macintosh.
- 2 Insert your **Mean 18 Ultimate Golf** disk into the disk drive with the label side up.
- 3 Use the mouse to move the on-screen cursor to the **Mean 18** disk icon when it appears on your desktop. Double-click the mouse to open it.
- 4 A window appears showing the contents of the **Mean 18** disk—the game itself and the golf course architect.
 - Move the cursor to either icon and double-click the mouse to open
 - For information about using the golf course architect, see page 9
- 5 The game automatically loads, shows you title and credits screens, then deposits you at the Course Selection menu.

Course Selection Screen (Choose a Course)

You now have at your fingertips four of the most famous and demanding golf courses in the world. To select one, move the cursor to the course name and double-click the mouse. The Main Selection menu appears, and you can set up your round.

Augusta National, Augusta, Georgia

Home of the Masters, and perhaps the best-known golf course in the world. Dogwood-lined fairways favor the long hitters. And its gigantic greens put a premium on good placement and putting.

Bush Hill Country Club, Macintosh, California

A venerable layout that exists only in computerdom. But it's championship caliber all the way—long, full of trees, with undulating, hard-to-read greens.

Pebble Beach Golf Links, Pebble Beach, California

One of the world's most spectacular golf courses. It starts out tamely enough, but both nines finish with breathtaking holes—among the toughest in the world—that cling to the cliffs bordering Carmel Bay.

St. Andrews (Old Course), Scotland

The home and heart of golf. It's a shrine to the game of golf shaped like a shepherd's crook. Golfers have braved its thick gorse, huge double greens, and bitter North Sea winds for more than 400 years.

Mean 18

Main Selection Screen (Set Up Your Round)

- 1 For each of the following options, move the cursor to make your selection, then click the mouse to confirm it.

- **Number of Players**

From one to four players can play **Mean 18** at a time.

- **Scoring**

There are three types of golf formats in Mean 18:

- Stroke:** 1-4 players

The most popular golf format these days. Up to four players can play, and each tries to shoot the lowest score for 18 holes.

- Match:** 2 players

Old-fashioned head-to-head competitive golf for two players. Instead of the low score over 18, the goal is to win the most holes. The lowest score on any hole wins the hole.

- Best Ball:** 4 players

Team golf for four players. It has the same goal as match play, but the low *combined* score for the team takes the hole. Players 1 and 2 are the first team; players 3 and 4 are the second team.

- Make the following decisions for up to four players

- Pro Tee** or **Regular Tee**

Each hole has two tees; the pro is set further back than the regular tee—which makes the hole much longer and tougher to play.

- Expert** or **Beginner**

As an expert, you must choose your own clubs, aim your own shots, and hit more accurate shots to get the same results as a novice.

Choose beginner, and you get perfect aim, and an all-knowing caddy who calculates your distance from the hole for each shot, then recommends the best club.

- 2 In the box beside **Player 1,2,3** or **4**, type up to three initials to identify your players.
- 3 To choose any of the following options, move the cursor to the option and click the mouse.

- Resume Game**

Retrieves a previous game that you've saved to disk. But first it deposits you to a screen that updates the round in progress. By the way, you can save only one round per course at a time. (See **How to save your game**, page 4)

- Change Course**

Change your mind already? This returns you to the Course Selection screen.



Continue

Choices made? Everything copasetic? Click, and you're taken to yet another preliminary screen.

Play Option Screen (Choose Your Game)

- 1 To select any of the following options, move the cursor to the option and click the mouse.

Practice Tee

Off to the driving range to work on your timing. Select any of the nine irons and three woods in your bag. (see **How to Hit the Ball**, page 5) Click on the golfer to make the next player appear if you've selected multiple players. Click on **DONE** to return to the Course Selection screen.

Practice Green

Drive for show, putt for dough. (see **How to Putt**, page 8) This is just the place to improve your putting stroke and ability to read greens. Two sets of arrow icons appear at the bottom of the Practice Green screen; you can use them to create any kind of putting situation you'd like. The left set controls the placement of the ball, the right moves the cup.

Click on the golfer to make the next player appear if you've selected multiple players. Click on **DONE** when your stroke is honed.

Practice a Hole

Don't have time for a full round? A window appears and prompts you to type in the number of the hole (1-18) you want to play. Click on **OK** and you're whisked to the Aerial Cam view of that hole.

Begin Game

At last. You're transported to the Aerial Cam view of the first hole, and you're ready to begin your round.

Quit

1. To stop, discontinue, or resign from 2. To give up or stop trying, as in discouragement 3. A natural response when golf or **Mean 18** becomes too frustrating.

How to quit the game at any other time: pull down the File Menu at the top of the screen, and select **Quit**. A window appears; click on **Quit** when asked: **Quit Mean 18?** Another window appears; click on **Yes** or **No** when asked: **Save Game?** Yet another window appears; click **Yes** or **No** when asked: **Play Again?** **No** returns you to the desktop; **Yes** returns you to the Course Selection screen.

Mean 18

Play Option Screen (continued)

How to save your game: pull down the File Menu at the top of the screen and select **Save**. Follow the window prompts. The game only saves information on completed holes, so if you quit in the middle of a hole, you have to replay the hole when you resume.

Gameplay (Tee to Green)

• Study the Aerial Cam Views of Each Hole

An overhead view of each hole appears before you tee off. It gives you basic data—hole number, par, distance from both tees—as well as a detailed look at the layout. Look for potential hazards—doglegs, trees, water, traps, out of bounds—then identify the ideal target areas for your shots. It can make you a better player.

• Choose Your Clubs

1 Beginner

- A club is automatically selected for you on each shot from tee to green. It appears in the Club Selection box at the bottom left of your screen
- The computer calculates your yardage from the pin, then selects the club whose posted maximum distance (see **Club Distance Table** on the back cover) is closest to that yardage
- Be careful: the computer takes only distance into consideration—not trees, rough, and sand traps which can affect club selection.
- You can override the computer's choice. Click on the arrow icons at the bottom left of the screen to scroll through your bag of clubs:

Eight Irons	(2-9)
Two Fairway Woods	(3-4)
Pitching Wedge	(P-Wedge)
Sand Wedge	(S-Wedge, sand only)
Driver	(Tee only)
Putter	(Green only)

2 Expert

- You must select your own clubs for each shot; the computer defaults to the last club you used until you click the arrow icons to pick another stick



- Check the **Club Distance Table** on the back cover of this manual to see the maximum distance each club can be hit (without over-swinging)
- Choose the club whose distance most nearly matches the yardage to the pin—shown as distance at the bottom of the screen—and which can compensate for such playing conditions as rough and sand. You need more club when you're off the fairway
- If you don't select a club, the computer automatically selects either the last club you used (except the driver), the sand wedge if you're in the sand, or the putter if you're on the green

• Order of Play

On every tee, order of play is determined by honors. That is, whichever player or team had the lowest score on the previous hole tees off first. After the tee shot, the player farthest from the hole always shoots first.

• How to Aim Your Shot

Experts need to aim every shot. Beginners: although your player aims directly at the flagstick every time, you still have to shift your stance from time to time in order to avoid trees and other obstacles.

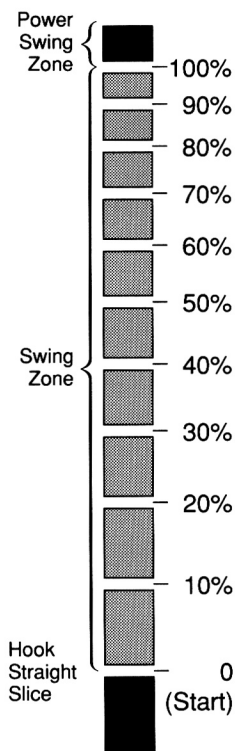
To aim: click on the arrow icons at the bottom right of the screen to position your player. Click on the left arrow to shift to the left, on the right arrow to shift right. If you want, you can continue to shift your player right or left to see a 360° view of the hole.

• How to Hit the Ball

The movement of the Power Meter on the left of the screen corresponds directly with your player's swing on screen. To control the swing, you control the Power Meter. And to control the Power Meter, you use the mouse.

Every shot requires three clicks of the mouse to execute. The timing of the taps determines how hard and how straight you can hit the ball.

- 1 Click the mouse once to begin your backswing
- 2 Click the mouse a second time to control the distance of your shot (and start your downswing)
- 3 Click the mouse a final time to strike the ball—and to control how far left or right of straight you want to hit it.



Mean 18

- **A Sample Shot**

The middle section of the Power Meter—let's call it the Swing Zone—is divided into ten segments, each of which represents 10% of your club's maximum distance. That's the distance shown on the Club Distance Table (see back cover).

Thus, the bottom line of the Swing Zone represents 0% or 0 distance; the top line represents 100%, or the maximum distance for each club as set by the computer.

Given the above, here's a sample shot:

You're standing on the tee of a 306-yard hole, so you select your driver and you want to hit it full. A full driver in this game is 250 yards. You decide to hit it dead straight because that's the way the hole goes, and there's no hazards in the way.

- 1 Click the mouse (the cursor can be anywhere but on the information box at the bottom of the screen) to start your backswing: a Power Bar rises like mercury from the bottom of the Swing Zone towards the 100% line.
- 2 Watch the rise carefully. Try to make the second click of the mouse the moment it reaches the 100% line.
 - An arrow to the right of the Power Meter indicates exactly where you make your tap
 - After the tap, the Power Bar descends, just like your backswing
- 3 To keep your shot straight on target—no movement left or right—make your third tap on the "0" line.
 - Another arrow appears to mark your tap
- 4 If each tap is right on the button, your ball sails 250 yards straight down the fairway, and you're left with just a 56-yard approach shot to the green.

- **Instant Replay**

After you make a shot, click the mouse on the hole icon at the bottom of the screen. The Aerial Cam view reappears, and your shot (or shots) are replayed in succession. Putts, however, don't replay. They live on only in imagination.

- **Controlling Your Distance**

Of course, you can't hit every club full if you want to stay in bounds. Let's continue the sample hole to see how to control the distance of your shots.

You're now 56 yards from the pin, so you select your pitching wedge (P-Wedge) because the Distance Table says the wedge can whack it 112 yards if you hit it full. But you don't want to hit it full; you want to hit half a wedge 56 yards.



- 1 Click the mouse to start your swing.
—Notice that the Power Bar rises much more slowly with smaller clubs like the wedge than it does with larger clubs like the driver. That's because in golf it's easier to hit the smaller clubs
- 2 Click the mouse the moment the rising Power Bar reaches the Half Line—that's 50% of the wedge's full distance (112 yards), or 56 yards.
—Remember that each line in the Swing Zone represents 10 percent of any club's posted maximum distance
- 3 As the Power Bar descends, make your final click right on the bottom line of the Swing Zone to hit the ball straightaway. The ball should loop 55 yards into the air then nestle onto the green—inches from the cup.

• Overswinging and Underswinging

What happens if you don't make your second, or distance, click directly on the 100% line of the Swing Zone?

- 1 **Overswinging:** if you make the second click late—inside the Power Swing Zone—you overswing. That means your shot can carry longer than the maximum distance of your club. It also means that if you misjudge your third, or accuracy, click, the resulting hook or slice is greatly exaggerated.

Note: if you let the Power Bar rise to the top of the Power Meter, you don't have to make a second click—the bar bounces off the top and descends on its own.

- 2 **Underswinging:** if you're early on the second click—beneath the 100% line of the swing zone—you underswing. That means your shot will be some percentage less than the full distance of your club. How much less depends on how early you make the click—the earlier the click, the shorter your hit

• Hooking and Slicing

If you make your third, or accuracy, click right on the bottom or zero line of the Swing Zone, the ball should fly straight. But just as you can't hit every club full, it's unlikely you can hit every shot straight. And sometimes you don't want to hit it straight.

- 1 Here's how to hit a hook, so that your ball "draws" to the left (for a right-handed golfer): after your second, or distance, click, the Power Bar descends toward the bottom line of the Swing Zone. Make your third click *before* the Power Bar reaches the bottom line—in other words, swing early—and your shot hooks to the left.

How far it hooks depends upon how early you swing (the earlier the swing, the bigger the hook), and how hard you swing (if you overswing into the Power Swing Zone, the hook is greatly exaggerated)

Mean 18

Hooking and Slicing (continued)

- 2 Here's how to hit a slice, so that your ball "fades" to the right (for a righty): as the Power Bar descends after your second click, make your third click *after* the Power Bar reaches the bottom line—in other words, swing late—and your shot slices to the right. The later you swing, the bigger the slice. And if you overswing into the Power Swing Zone, the slice is greatly exaggerated.

• Shotmaking Tips

- 1 Don't hit a wood from deep rough or sand traps unless you like to hit short shots. Use an iron instead, and be sure not to overswing (see **Overswinging**, page 7).
- 2 When the ball hits the ground, it bounces randomly left or right. It helps to be both lucky and good.
- 3 Use more club when you hit from different terrains. For light rough, take one more club than usual (a 5-iron, say, instead of a 6). From deep rough and sand, you need two more, and maybe three. Both beginners and experts must make this adjustment.

• Water and Out-of-Bounds

Hitting into the water costs you a one-stroke penalty, and the computer takes you to the Aerial Cam view of the hole where you have the option to hit the ball again from the same spot, or drop the ball near the water, but no closer to the hole.

Out-of-Bounds—the area outside a hole's legal playing area—comes into play often. It, too, costs you one stroke and you must replay the shot from the same spot.

• How to Putt

After you hit the green, an Aerial Cam view of the green's topography appears. Dotted lines show player positions on the green. Various arrows on the green indicate the way the putting surface slopes and curves. Here's how to compensate for different types of undulations:

- 1 **Left or right breaks:** if the arrows point left, aim further to the right of the cup. If they point right, aim to the left of the cup.
- 2 **Uphill or downhill putts:** if the arrows point directly at you, it's an uphill putt and you need to strike the ball harder. If the arrows point away, it's a downhill putt, and you have to ease up on your mallet.
- 3 **Putts with multiple breaks:** good luck.

• The Scorecard

After each hole, you go the Scorecard screen. If you're playing stroke play,



it shows you the hole score for each player, as well as 9-hole and 18-hole totals. If you're playing match play or best ball, dots indicate which player or team wins the hole.

You can look at the Scorecard anytime on the tee or fairway by clicking on the Scorecard icon at the bottom of the screen.

• Mean 18 Hall of Fame

After every round, the Mean 18 Hall of Fame appears. The top ten scores for each course are automatically recorded, including player initials, front-and back-nine scores, skill levels, tees used, and the date.

Course Architect

With this feature, you can take any of the four existing courses and re-design them any way you like. But please remember: **any changes you make are permanent**. If you want to preserve the original courses, see 13 to find out how to receive a backup copy of the game.

• Getting Started

- 1 Double-click the mouse on the game disk icon labeled **Arch**.
- 2 When the Course Selection screen appears, choose one of the four Mean 18 courses to modify.
- 3 Click on **Open**, the course loads, and the Course Edit screen appears.

• Course Edit Screen (Redesign holes, skylines, trees and bushes)

- 1 Click on the Course Name bar to change the name of your new course.
- 2 Click on the horizontal Skyline window on the top right of the screen to redesign the skyline above each hole. The Skyline Edit screen appears.

How to Change the Skyline

- Redraw the skyline in either drawing window. The large one is the 100% window and shows the actual size of the game skyline. The smaller one is the Zoom window which magnifies areas of the 100% window
- Click on the arrows beside the Zoom window to scroll through five different magnifications
- Click on and drag the white bar beneath the long 100% window to change the focal area of the Zoom window
- To draw:** click on one of three Power Bars—black, white, gray. Place the cursor over a specific area in either drawing window and click the mouse to change that spot to the selected color

Mean 18

Note: when you save a skyline, the computer shows black-and-white checks for gray areas. However, the gray appears gray during the game

- Click on the two horizontal arrows to change the size of the paint brush from as small as a pixel to a large square
- To fill the background:** click on a color; click on and drag the paint can into either drawing window and release. The background fills with the selected color
- Click on the four arrows to scroll the image in the both windows. But be careful—whatever is in the window when you save it will appear on the game screen

- 3** Click on one of the six available Tree windows on the top right of the screen to redesign the trees, bushes and objects for your course. The Tree Edit screen appears.

How to Redraw Trees

- Use the two windows on the upper right to change the icon that appears on the Course Design screen. They have no effect on the actual trees or bushes
- Use the two drawing windows on the left to draw the actual trees or bushes. The smaller window is the 100% Drawing screen. It shows how the tree actually appears in the game. The larger window is the Zoom window. Use the arrow keys beside the Zoom to scroll through five different magnification sizes
- To draw:** click on a color; place the cursor over a specific area in either drawing window and click the mouse (or paint brush) to change that spot to the selected color; click and hold to paint
- Click on the four arrows on the right to shift the tree slightly in both windows
- Click on the two arrows above the golf ball to change the size of the paint brush from a single pixel to a large square
- Use the paint can to fill in the background of the 100% Drawing window. Click on one of three available Power Bars—black, white, and see-thru. Then click on the paint can and drag it into the 100% window. Release and the background fills with that color
- Hint:** when drawing trees, etc., first fill in the 100% window with the see-thru color. Then outline the shape of your object in black. Finally, use white to create the object

- 4** Click on one of the 18 hole icons to select a hole to change. The Hole Edit screen appears.



How to Redesign a Hole

- Click on the box beside **Par** to change the par number to **3, 4, or 5**
- Click on **Clear** if you want to erase the entire hole in the 100% window. All that remains is a green, a pro tee, and a regular tee; they can never be erased
- Click on the two horizontal arrows in the center of the screen to change the size of the paint brush from a single pixel to a large square
- To fill an entire area with a single type of terrain: click on one of the six terrain boxes; click on and drag the paint can into either drawing window; place the + cursor on the area you want filled and release the mouse button
- To view your handiwork: click on and drag the glasses into the 100% window, and release the mouse button. The screen that appears shows you the view toward the pin from wherever you placed the glasses
- To draw:** click on any of the six available terrains. Place the cursor over a specific area in either drawing window and click the mouse to change that spot to the selected terrain. To paint an area: click and hold down the mouse button
- To change the area bordered by the Zoom window: click on the small white bar beneath the 100% window and move it anywhere along the hole
- To change the magnification of the Zoom window: click up to five times on the vertical arrows to the left of the Zoom
- To relocate a green: click on and drag the **G** icon into the 100% window. Wherever you release the mouse button a green will appear. Notice that the outline of the original green remains and can be filled in
- To relocate tees: click on and drag either the **R** icon (Regular tee) or the **P** icon (Pro tee) into the 100% window. The tee will appear wherever you release the mouse button. Notice that the outline of the original tee remains and can be filled in
- To find out your hole's yardage: move the cursor to the green and jostle the mouse until the **Yds** box (bottom left of the screen) shows **0**. Move the cursor back towards the tee, and watch the **Yds** value go up. Whatever value remains when you get to the tee is the approximate length of your hole. (The computer automatically sets the exact amount for your game.)

Note: the yardage and par on your hole must correspond. In **Mean 18**, a par 3 is less than 250 yards, a par 4 is between 250 and 470 yards, and anything over 470 is a par 5.

Mean 18

- Click on **CANCEL** to return to the Course Edit screen. If you haven't saved any of your design changes, the original hole remains untouched
- Click on **SAVE** to make your design changes permanent
- Click on **GREEN** to redesign the holes putting surface.

How to Redesign a Green

- You are shown the existing green and surrounding fairway
- To draw fairway: click on **Fairway** and move the cursor into the single drawing window; click the mouse to change a single spot to fairway; click and hold down the button to paint
- To draw green: click on the small square bordered by dotted lines; move the cursor into the drawing window; click to change a single spot to green; click and hold down the button to paint
- Click on the two horizontal arrows to change the size of your paint brush from a single pixel to a large square
- To draw breaks and hills: click on any of the eight arrow shapes; move the cursor onto the putting surface; click to change a single spot; click and hold to paint
- You can't change the location of the cup
- Click on **CANCEL** to abort your changes; click on **DONE** to return to the Hole Edit Screen where your changes can be cancelled or saved
- Click on **TREES** to landscape your hole

How to Plant a Tree

- Click on any of the six tree icons beneath the drawing window and drag the tree onto your hole. Wherever you release the button, a tree is planted
- To remove a tree: click on a tree on the hole and drag it onto the tree icon window; a buzzing sound tells you the tree is removed
- Click on and drag the glasses into the drawing window to view your handiwork; the view shown is towards the flagstick from wherever you released the mouse button
- Click on **CANCEL** to cancel your changes; click on **DONE** to return to the Hole Edit Screen where you can save or cancel your changes



ACCOLADE CUSTOMER SERVICE: (408) 296-8400

If you need help with this, or any other, Accolade product, please give us a call. We'll try to do everything we can to solve your problem or answer your question. Or write to us at:

Accolade

550 S. Winchester Blvd., Suite 200

San Jose, CA 95128



DO YOU WANT TO BACK-UP YOUR DISK?

We know you're concerned about disk damage or failure. Therefore, each registered owner of **Mean 18** may purchase one backup copy for \$10 (California residents please add 7% sales tax). In Canada, one backup copy may be purchased for \$15 (U.S. currency). Tear off the Proof-of-Purchase flap from the top of your package, make your check payable to Accolade, Inc., and send both to the address below. Please indicate which computer system you have, and allow 4-6 weeks for delivery. This copy, of course, is for backup purposes only, not for resale. Both your original and backup disks are covered by our warranty.



YOUR DISK CARRIES A 90-DAY WARRANTY

Accolade, Inc. guarantees to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. Defective disks that have not been subjected to misuse, excessive wear, or damage due to carelessness may be returned during this period, and they will be replaced without charge.

After this initial 90 days, defective media can be replaced for \$10 (California residents please add 7% sales tax). In Canada, you may obtain a replacement for \$15 (U.S. currency). Make checks payable to Accolade, Inc. and return the defective media to the address below. HINT: To speed up processing, please return only your disk.



COPYRIGHT AND TRADEMARK

The enclosed software program is copyrighted. It is against the law to copy any portion of the software on disk, cassette tape, or another medium for any purpose. It is against the law to give away or resell copies of any part of this software. Any unauthorized distribution of this product deprives software authors of their deserved profits and royalties.

Accolade, Inc. makes no representations or warranties with respect to this manual or its contents and specifically disclaims any implied warranties of merchantability or fitness for any particular purpose. In addition, Accolade, Inc. reserves the right to revise this publication and to make changes in its contents from time to time without obligation to notify any person of such revisions or changes.

This manual is also copyrighted 1988 by Accolade, Inc. All rights reserved. No part of this publication may be reproduced, transcribed, copied, translated, or reduced to any electronic medium or machine-readable form without prior written permission of Accolade, Inc.

Mean 18

Club Distance Table

These club yardages represents the maximum distance that you can hit your clubs without overswinging and under perfect conditions—no rough, trees, slopes, sand or hills. So when you choose your clubs, be sure to compensate for all environmental factors.

Club	Max. Distance	10%
Driver	250 yards	25.0 yards
3 Wood	230 yards	23.0 yards
4 Wood	215 yards	21.5 yards
2 Iron	207 yards	20.7 yards
3 Iron	197 yards	19.7 yards
4 Iron	184 yards	18.4 yards
5 Iron	172 yards	17.2 yards
6 Iron	159 yards	15.9 yards
7 Iron	148 yards	14.8 yards
8 Iron	136 yards	13.6 yards
9 Iron	124 yards	12.4 yards
P-wedge	112 yards	11.2 yards
S-wedge	100 yards	10.0 yards
Putter	80 feet	8.0 feet

Use the 10% column when you want to hit a club less than its full distance. (For example, your putter on a 30-foot putt.) Each mark on the Power Meter represents 10% of the maximum distance of any club you choose. Here's the calculation:

$$(\text{Shot Distance}) \div (10\% \text{ of Max. Club Distance}) = (\% \text{ You Should Hit Your Shot})$$

30 feet

8 feet

37.5 %

Note: If Mean 18 doesn't make you a better golfer, at least your math skills should improve.

ACO-3138

ACCOLADE[™]
The best in entertainment software.[™]

10/17/88
05019.3