

# Super VIDEO GOLF



Users Manual



# Contents

1. Introduction
2. Getting Started
3. Game Modes
4. Options
5. Driving Range
6. Clubhouse
7. Course Designer



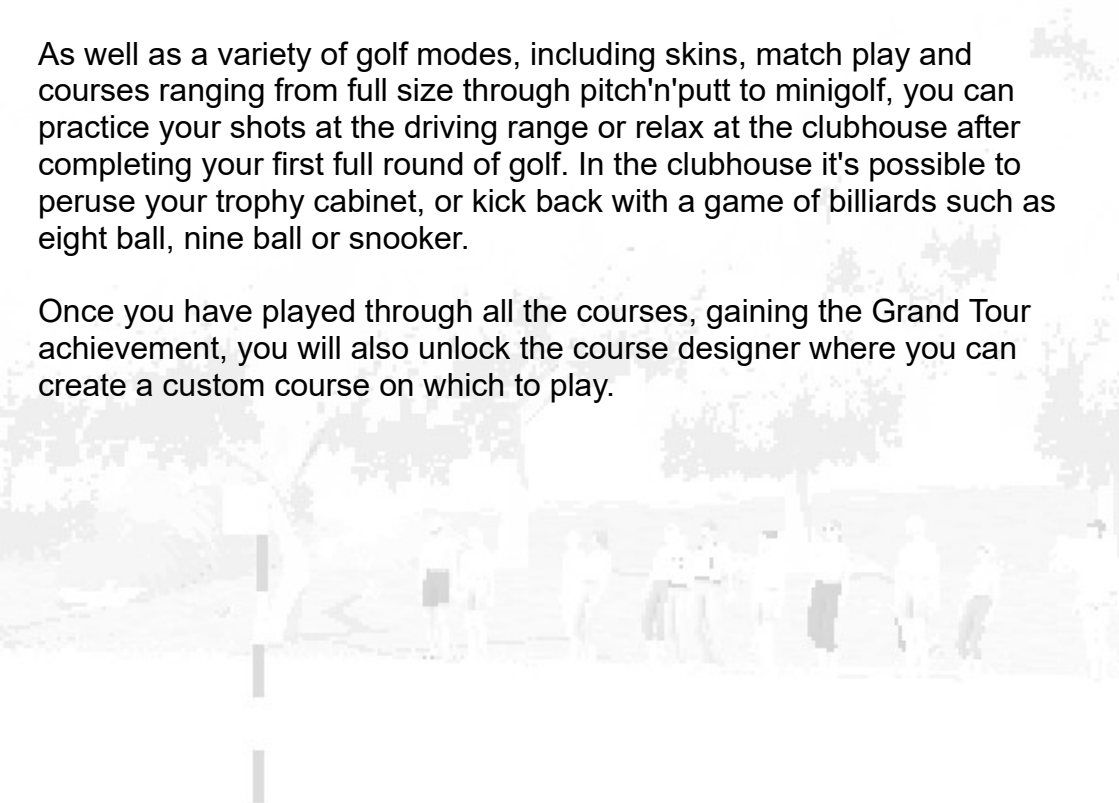
# Introduction

Welcome to Super Video Golf! Super Video Golf is a local, online single or multiplayer golf experience for PC. Four players can compete locally on the same computer, and up to four computers can connect to a single game online for a maximum of sixteen players. Super Video Golf also has skill adaptive CPU controlled players, which can be used to play against for practice, to make up a team roster or pitted against each other. As the player skill level increases from earning XP, so does the skill of CPU opponents.

As you play Super Video Golf you will be awarded XP (experience points) for making good shots, earning good scores or doing well on the driving range. As your XP increases so will your level, which unlocks new badges and achievements. It will also influence matchmaking and the behaviour of CPU controlled opponents.

As well as a variety of golf modes, including skins, match play and courses ranging from full size through pitch'n'putt to minigolf, you can practice your shots at the driving range or relax at the clubhouse after completing your first full round of golf. In the clubhouse it's possible to peruse your trophy cabinet, or kick back with a game of billiards such as eight ball, nine ball or snooker.

Once you have played through all the courses, gaining the Grand Tour achievement, you will also unlock the course designer where you can create a custom course on which to play.



# Getting Started



The first thing new players will probably want to do is complete the tutorial. When Super Video Golf is launched for the very first time you will be prompted to start the tutorial, although this is optional. The tutorial can be launched at any time from the Main menu by selecting the *19<sup>th</sup> Hole*. The following is a description of the tutorial, although the input mode displayed on screen may differ when playing the game, depending on whether or not you have a supported game controller connected.

# Club Selection



The first screen will introduce you to the club selection. It is important to note the distance to the pin, and the maximum strength of the club. Super Video Golf will attempt to pick the best club each turn via its auto-caddy, but it's always worth checking to see if you could make a better shot with a different club.

# Aiming



Once you have selected a club you'll need to aim your shot. The wind indicator shows you which way the wind is blowing, and how strong the effect of the wind is. The wind affects the direction of the ball in flight, so you will want to aim against a cross wind, hit harder into a head wind, or use a shorter stroke when playing into a tail wind.

# The Stroke Indicator



The stroke indicator has two parts. The inner part represents the amount of power you will use when taking your shot, as an approximate percentage of the selected club's maximum distance. For example if the power bar is half full when taking a shot with the driver, the ball will travel approximately 110m. However this does not account for any effect the wind may have, or how far the ball will bounce when it lands! Different terrains affect how the ball bounces, as well as how much power is required to make the shot.

The black vertical line of the stroke indicator is the accuracy bar. You'll want to get this as close to the centre of the stroke indicator as possible. If the bar lands either side of the centre when you take your shot then you will either hook or slice the ball, sending it off at an angle. While this is usually undesirable, canny players may take advantage of this to play a tight dog-leg!

## Putting



When the ball is on the green you will automatically be assigned the putter, which has a maximum distance of 7m. The grid on the green represents the slope of the ground which will affect the trajectory of the ball as it travels – but not as much as the wind. Slower moving shots will also be more affected by the wind, particularly cross winds, so make sure to take aim accordingly. A small flag will appear above the stroke indicator providing a guide to the approximate amount of power needed to get the ball into the hole but, again, this does not take into account any strong winds or steep slopes.



# Game Modes



To start a new game choose *Create Game* from the Main menu. Next use the *Add Player* and *Remove Player* buttons to include up to four local players. Use the *Customise* button to alter a player's name and appearance. Click the arrow at the bottom right to enter a new lobby.

Once in a lobby you may wait for other players to join via a network connection, and configure the game rules.

## Game Rules

*Stroke Play* tallies the scores for the entire round for each player. Whichever player has the lowest score at the end of the round wins.

*Match Play* tallies the score for each hole. The player with the lowest score on that hole wins a point – at the end of the round whoever has the most points wins.

*Skins Play* is similar to *Match Play*, however if a hole is drawn (two or more players finish the hole with the same score) then a 'skin' is added to the pot. The next player to win a hole is then awarded all of the skins currently in the pot. The winner is whoever has the most skins at the end of the round.

*Gimme Radius*. By default Gimme radii are disabled, however you can select one of two values – *Inside The Putter* or *Inside The Leather*. When either of these are enabled the ball is considered holed once it is within a certain radius of the cup. The radius is defined as the length of the putter (approximately 1m/1yd) when *Inside The Putter* is selected, or the length of the leather grip of the putter (approximately 30cm/1ft) when *Inside The Leather* is selected. Gimme radii offer no advantage to any single player, however it can make a round quicker to play and is often suitable for casual games.

The bottom panel allows the host to select which course is going to be played. They may also select whether to play all 18 holes or just the front 9 or back 9. Selecting *Reverse Order* will do just that – reverse the order in which the holes are played. Selecting *Show Custom* will allow the host to choose from any custom courses created with the course editor (unlockable after having played each course, in its entirety, at least once). This option will not appear if no custom courses are available.



# Options

The Options menu can be opened from the Main menu, or at any time from the Pause menu by pressing *Escape*, *P* or the *menu button* on the controller. The Options menu is split into four categories, selectable from the tabs across the top of the display.

## Audio / Video



The audio/video tab provides access to most of the technical configuration for Super Video Golf. The top row is the Audio section – on the left you can choose which audio channel to adjust: Music, Effects, Menu, Announcer or Vehicles. The slider to the right adjusts the volume for audio passing through the selected channel.

Each of the other options affects how Super Video Golf appears on screen:

- *Antialiasing*. This option smooths the edges of rendered terrain, at the cost of (some) performance. Setting this to *None* can help on lower end PCs.
- *FOV*. This adjusts the Field Of View. The default is 60 degrees, but setting this higher, particularly on ultra wide screens, may improve comfort if you are affected by narrow field of view settings.
- *Resolution*. This is the size of the window when not in full screen mode. Full screen windows use the resolution of the active monitor.
- *Pixel Scaling*. When this is enabled the game is rendered at a much lower resolution and scaled up to fit the display, providing a retro, pixelated look. Enabling this also automatically disables any *antialiasing*.
- *Vertex Snap*. This option will snap vertex positions to the nearest whole pixel position on screen. In conjunction with *Pixel Scaling* this can be used to create a retro 'wobbly' feel to polygons, such as those exhibited on early 3D games consoles. Note that this does not take affect until the next round of golf is started.
- *Full Screen*. Selecting full screen then choosing *Apply* will toggle Super Video Golf between windowed and full screen mode. When in full screen the game resolution is always that of the active monitor. This can also be activated using the keyboard shortcut *Alt+Enter* at any time.
- *Flag Beacon* enables a coloured beam which indicates the position of the flag on the course when viewed from a distance. It also enables a small arrow indicator pointing to the hole when putting. The slider next to it allows you to choose the beacon colour which best suits your preference.

- *Post FX.* Enabling this will activate the currently selected post process effect which affects how the game is rendered to the screen. Next to it is the currently active selection which can be scrolled using the arrow buttons. Post processes will affect performance slightly, more or less depending on which post process is currently active.
- *Units.* When this is selected measurement units are displayed in Imperial instead of the default Metric. Distances and club ratings are measured in yards, feet and inches instead of metres and centimetres.
- *Grid Amount.* The grid amount slider affects the visibility of the terrain grid shown when putting. Sliding this to zero makes it effectively invisible.
- *Tree Quality.* Setting this to low improves performance on lower end machines, however when set to high trees are rendered in much more detail, with each branch and leaf individually affected by the wind. Note that changing this option will not take effect until the next round of golf is started.
- *Shadow Quality.* The shadow quality also improves performance when set to low by reducing the distance at which shadows are drawn.
- *Putting Assist.* When putting assist is enabled an extra power indicator is drawn on screen during putting to aid in measuring the power required for the current distance to the hole. The power bar in the stroke indicator also moves more slowly and the accuracy bar is disabled (all shots are 100% accurate). However when putting assist is enabled XP rates are reduced and you will be awarded slightly less XP.

# Controls



The controls tab lets you see which controls are currently bound to the keyboard, as well as change them to your own preference. It also displays which controller buttons are assigned to those controls, should a compatible controller be connected. Select one of the control inputs to see which control it is currently bound to, and activate it to assign a new key. You can also opt to disable controller vibration here, or invert the X or Y axis, used when playing billiards games.

# Achievements



The achievements tab will let you browse the available achievements and their current status. If the achievement has been awarded it also displays the date on which it was unlocked. Achievements can also be browsed in the Trophy Cabinet, available once the Clubhouse has been unlocked.

# Statistics

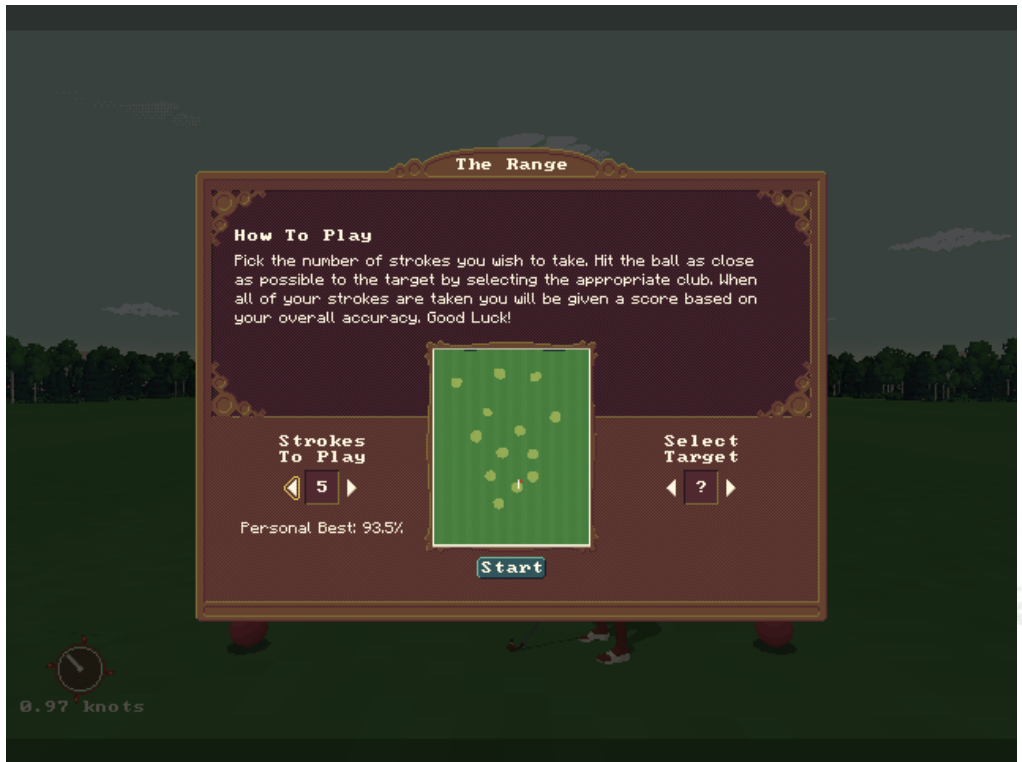


The statistics tab allows you to browse a variety of statistics recorded as you play. Some stats, such as time spent at the driving range, count towards an achievement, so you can also view the progress here. See the achievements tab for which achievements are awarded based on statistics.

It should be noted that, when playing with other non-CPU players locally, stats, achievements and XP awards are disabled.



# Driving Range



If you wish to practice your shot and get accustomed to the behaviour of each club in different wind conditions, then you can go to the driving range. From the Main menu select *19<sup>th</sup> Hole*, and then *Driving Range*.

On the range you can choose to practice 5, 9 or 18 strokes, and whether or not you want to aim for the same target each turn or a target chosen for you at random. Auto-caddy is disabled on the driving range so you need to decide carefully which club to use for the selected target, before aiming and taking shot. The wind affects the ball in the same way as it does on the golf course, so you will also need to account for its effect each turn.

When the ball lands your accuracy is rated, and then summed with each of your previous turns. After all of your shots are taken you are awarded a score based on your total accuracy. If leaderboards are available your score will be entered into them should you beat your previous best.



# Clubhouse



When you have completed your first full round of golf (all 18 holes) the Clubhouse is unlocked. Here you can view any trophies you have been awarded by unlocking achievements. You can also play a round of billiards, either eight ball or nine ball pool, or snooker.





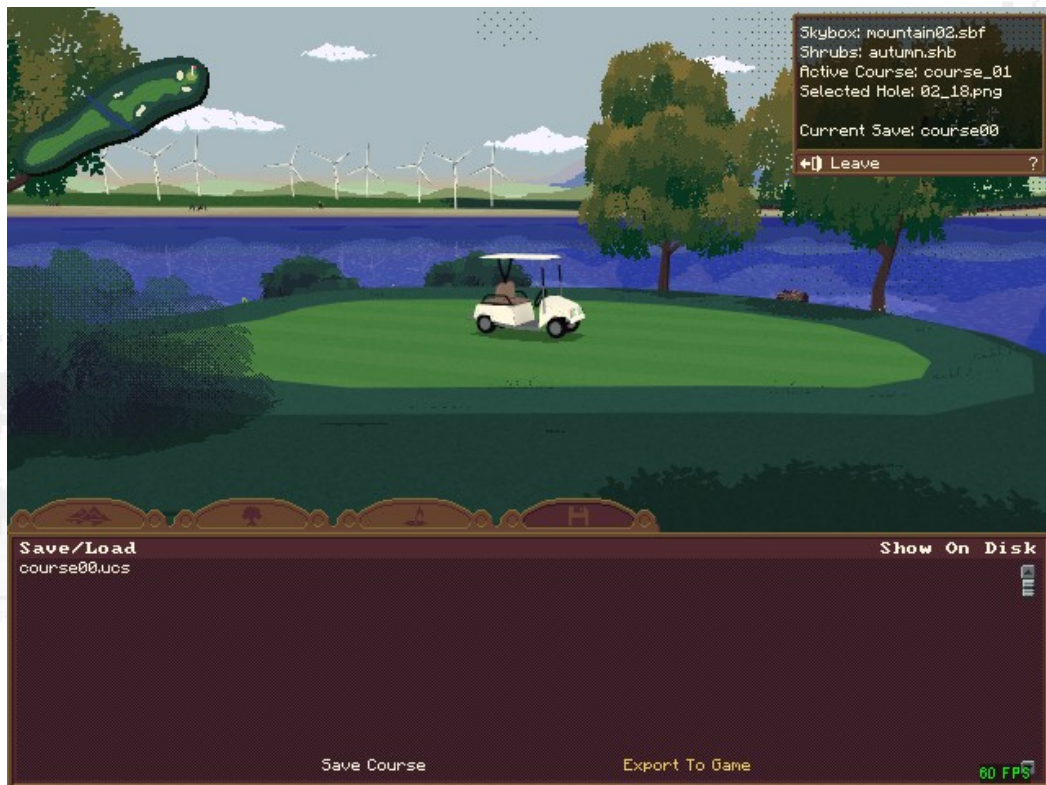
# Course Designer

When you have played each of the available courses from beginning to end at least once, the course designer becomes available from the *19<sup>th</sup> Hole*. The course designer allows you to choose a theme, a set of foliage and up to 18 holes from the currently available courses to combine into your own unique course.

Once a custom course is saved you can export it to the game and select it from the Lobby window to play. Currently custom courses cannot be used in network games, however this may change in a future update.

The course designer only ever has a single course active at a time. By default it will open the first course file it finds, however if there are no files saved yet it will open with the default values.

Course files can be accessed from the file manager tab.



Selecting a course file from the *Save/Load* list will load that course into the editor. The detail window in the top right will update accordingly, and the preview display will change to the loaded settings.

When you are finished editing selecting *Save Course* will ask you if you would like to save it over the existing settings, or as a new course file. This way you can load existing courses, make variants of them and save them as a new course.

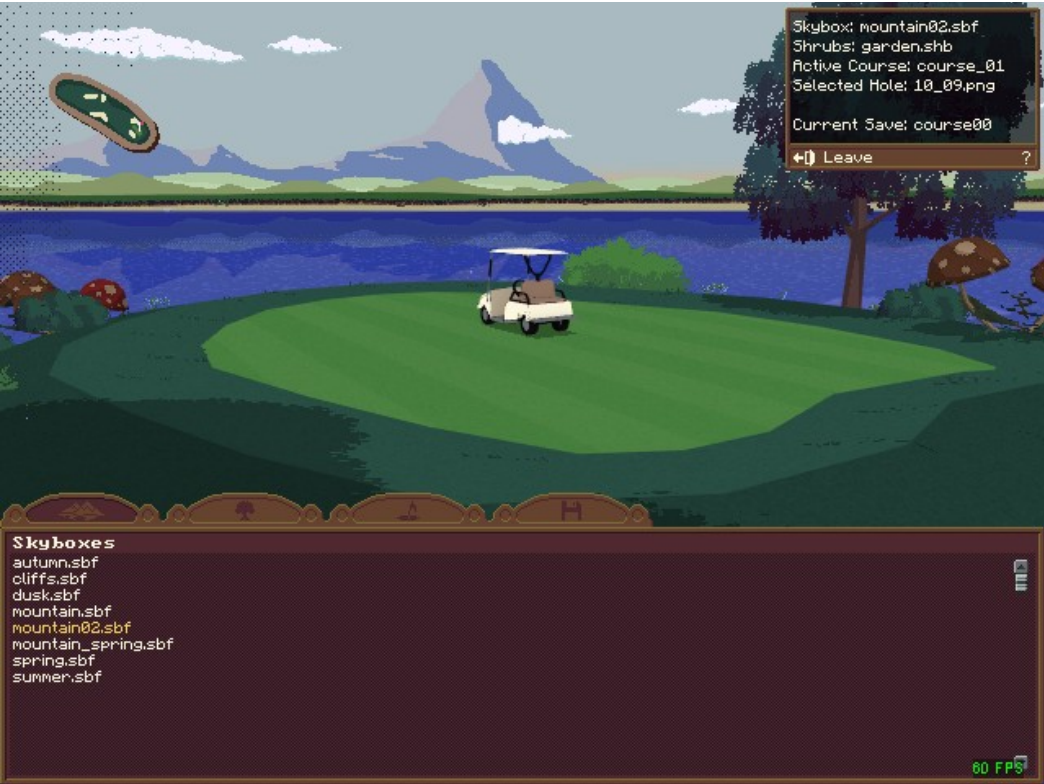
Selecting *Export To Game* will make the currently loaded course available to select in the Lobby menu, when creating a new game.

*Show On Disk* can be used to open the save file location in your computer's file browser application. This allows you to back up or delete any existing saves from your computer.



# Editing A Course

Editing the current course settings is done by selecting one of three tabs in the editor window. The first tab allows you to select the background for your course from the currently installed background files.



Clicking on any item in the *Skyboxes* list will update the preview with that background. The skybox name is also noted in the detail window in the top right corner.

The second tab is the 'shrubbery' browser. It lists the available foliage options which define how the trees and plants appear on the course.



The *Tree Quality* option allows you to preview the different versions of the foliage as they would appear depending on the current setting in the game options. This is not saved as part of the course file.

The third tab is the 'playlist' tab, which is used to select which holes make up the custom course.



On the left of the editor window is a list of courses installed with the game. Selecting one of these will make it the active course to browse. The centre window previews the currently selected hole from the course selected on the left. The arrows below the preview allow you to scroll through the list of holes in the course.

On the right is the *Hole List*, which contains all the holes selected for the custom course. On the left of the list are four buttons which, from top to bottom:

- Move the selected hole in the *Hole List* up one position
- Add the selected hole from the preview window to the *Hole List*
- Remove the selected hole from the *Hole List*
- Move the selected hole in the *Hole List* down one position

When you are happy with your selection, use the file manager tab (see above) to save your course file, and export your custom course to the game to play.





# Super Video Golf

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