

LIMITED WARRANTY

Limited Warranty. Electronic Arts ("EA") provides to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), the following limited warranties:

Media: EA warrants that, under normal use, the magnetic media and the packaging provided with it are free from defects in materials and workmanship.

Software: EA warrants that the software, as originally purchased, will perform substantially in conformance with the specifications set forth in the packaging and in the user manual.

Warranty Information. If you are having any problems with the product, we are happy to help. Please address all correspondence to Electronic Arts, Customer Service, PO Box 7578, San Mateo, California 94403-7578. Or call us at (415) 572-ARTS.

Warranty Claims. To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, a statement of the defect, and your name and return address. To replace defective media after expiration of the Warranty Period, send the product, in protective packaging, postage prepaid, to Electronic Arts, at the above address, enclosing proof of purchase, a statement of the defect, your name and return address, and a check for \$7.50. EA or its authorized dealer will, at its option, repair or replace the product, and return it to you, postage prepaid, or issue you with a credit equal to the purchase price. THE FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE SOFTWARE PRODUCT.

Warranty Exclusions. EA EXPRESSLY DISCLAIMS ANY IMPLIED WARRANTIES WITH RESPECT TO THE MEDIA AND THE SOFTWARE, INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. ANY WARRANTIES IMPLIED BY LAW ARE LIMITED IN DURATION TO THE WARRANTY PERIOD. SOME STATES DO NOT ALLOW LIMITATIONS ON THE DURATION OF AN IMPLIED WARRANTY, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

LIMITATIONS ON DAMAGES

EA SHALL NOT IN ANY CASE BE LIABLE FOR INCIDENTAL, CONSEQUENTIAL OR OTHER INDIRECT DAMAGES ARISING FROM ANY CLAIM UNDER THIS AGREEMENT, EVEN IF EA OR ITS AGENTS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

* Unless indicated otherwise, all software and documentation is ©1987 Electronic Arts. All rights reserved.

NOTICE

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THE PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, ARE COPYRIGHTED. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED, OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS, PO BOX 7578, SAN MATEO, CALIFORNIA 94403-7578.

ELECTRONIC ARTS MAKES NO WARRANTIES, EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS." ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH REGARD TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. PLEASE SEE THE ELECTRONIC ARTS LIMITED WARRANTY ENCLOSED WITH THIS PRODUCT.

SOFTWARE © 1988 WILL HARVEY.

ALL RIGHTS RESERVED.

MANUAL BY Z. J. YEE

© 1988 ELECTRONIC ARTS. ALL RIGHTS RESERVED.



ZANY GOLF

Loading zany Golf

Welcome to *Zany Golf*, home of the unconventional putt. To load the game, put the game disk in your boot drive and turn on your computer. At the introduction screen, press a number from 1 to 4 (depending on the number of players) and you'll start the game.

If you don't want sound, press <control>-S. You can pause the game at any time by pressing <ESC>.

Viewing the Course

The Preview screen is the first thing you'll see at each hole. It shows the layout for the entire hole. This screen also lists any tips, special instructions, and bonus information. To leave this screen and tee off, click your mouse button. You can return to a hole's Preview screen any time by pressing H or ?; press any key to resume the game.

Once you get on the course, your view isn't limited to what's on the screen. Move your mouse to the edge of the screen and another section of the course will scroll into view.

Putting the Ball

The mouse is your putter. Spot the cursor on top of the ball, press and hold the mouse button until you see an "X" beneath the cursor, and move the mouse in any direction. You'll see a dotted white line that indicates the distance and angle of your putt. The farther you pull the mouse back, the harder your putt. (There's a limit to how far back it will go, so don't expect to whack the ball off the course!) Let go of the mouse button to putt.

If you don't like the starting point for your ball, move your cursor to any of the other starting points and click the mouse button to respot your ball.

If your ball is hidden behind an obstacle, press the space bar and the computer will spot the cursor on the ball for you.

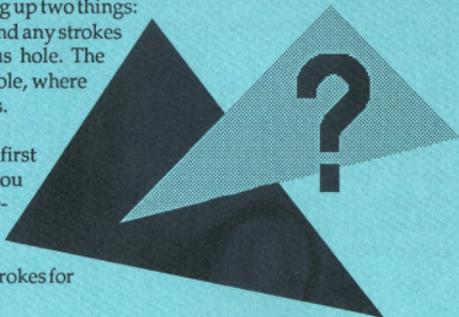
If you change your mind about putting, put the cursor back on the ball. When you see an "X" beneath the cursor, you can safely release the mouse button without putting.

Keeping Score

Your goal is to complete all nine holes in par or better. If you do, you'll get a special reward. Par is the maximum number of strokes it should take for you to get the ball into the hole. You'll find the par value for each hole on the top left corner of the screen. You can still successfully complete all nine holes without getting par or better, but you won't get the special reward...

The box (or boxes if there's more than one player) in the top right corner of the screen shows how many strokes you have left. After you get the ball in the hole, any strokes remaining are carried over to the next hole. The total strokes you get for a hole comes from adding up two things: the par value for that hole and any strokes left over from the previous hole. The only exception is the first hole, where you start out with 5 strokes.

Let's say you complete the first hole in two strokes, giving you three extra strokes. The second hole is a par 3; add this value to the extra strokes and you'll get a total of six strokes for



the second hole. Any strokes left over from the second hole will carry over to the third hole, and from the third hole to the fourth hole, and so on.

If you don't run out of strokes before getting the ball into the hole, you get to advance to the next hole. If you do run out, you'll go to the score card where you can start the game over again.

To call up the score card anytime, press S; press any key to return to the game.

Getting Bonus Strokes

The Preview screen lists any bonus opportunities for the hole. In addition to a hole's regular bonus opportunity (if it has one), there are two types that can appear at any hole: hitting the fairy with your golf ball or completing the hole while the timer bonus is running. You can get up to four free balls with the timer bonus—it all depends on how fast you putt. You'll see a clock and four balls on the top left corner of your screen. As time ticks by, one ball will disappear. If you finish the hole while four balls are still on the screen, you'll get four free balls; if you finish while three balls are on the screen, you'll get three free balls; and so on.

