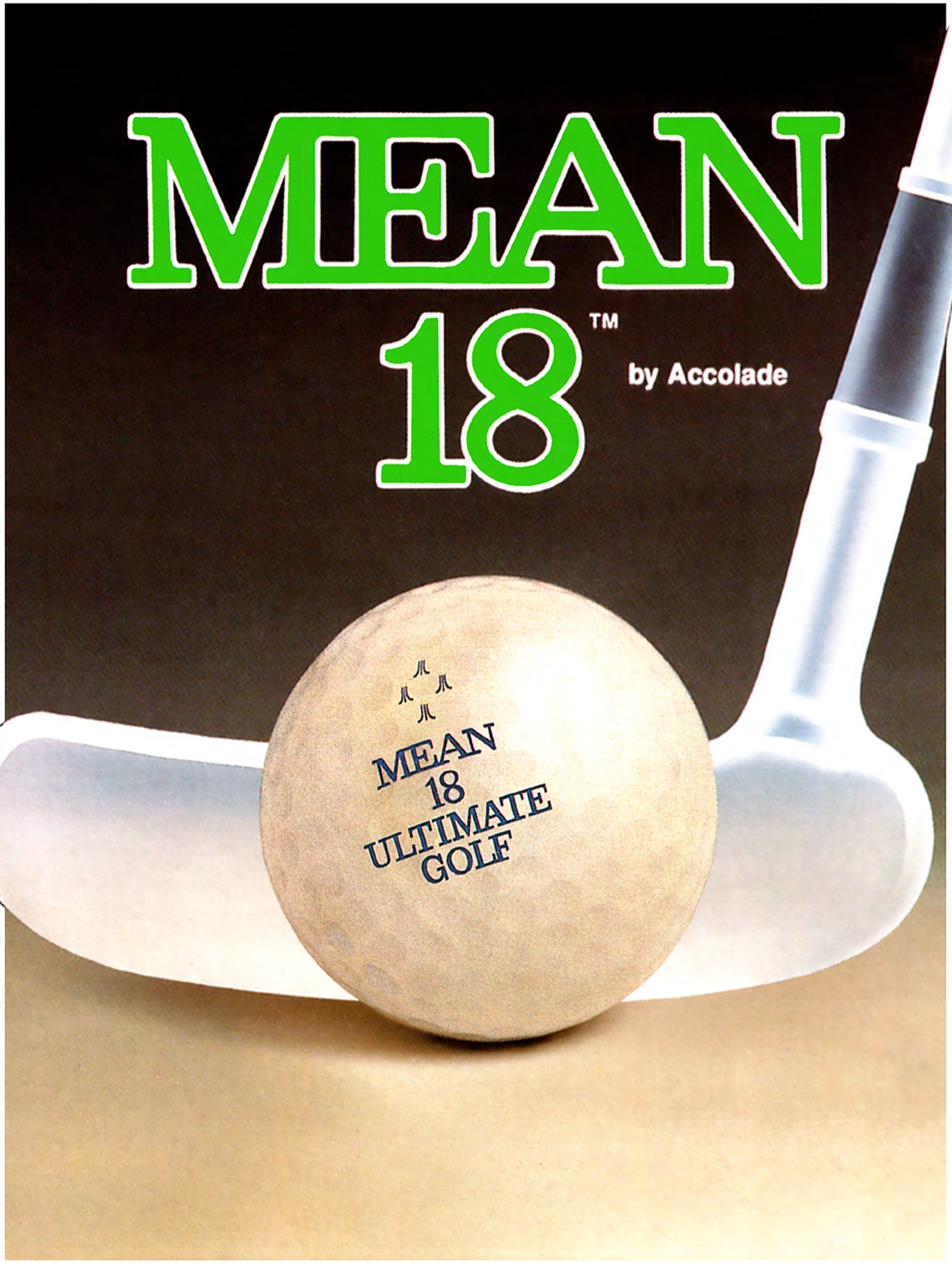
ATARI® 7800® Game Manual

# MEAN 18™

by Accolade



*This is it! A hush falls over the California countryside as you stand on the eighteenth hole of Pebble Beach. You're five long feet from the hole and you have a one-stroke lead in the biggest tournament of your life. Your caddy hands you your lucky putter. You line up your shot, and swing. The ball rolls slowly toward the hole. There's a tense moment as it almost rings the cup. Finally, the ball falls in. You retain your title!*

## Getting Started

1. Insert the Mean 18 cartridge into your Atari 7800 game system as explained in your owner's manual.
2. Plug a controller into the left controller port. In a two player game, plug another controller into the right controller port.
3. Switch on your TV, then press **Power** to switch on your system. The Mean 18 title screen appears. Press the fire button to show the options selection screen.
4. Press **Select** or move the left controller forward or back to select play options. In a two player game, use the right controller to select play options for player number two. Press a fire button after making each selection to move to the next option.

| | |
|---|---|
| Number of players | One or two |
| Skill level | Beginner or Expert |
| Tees | Regular or Pro |
| Game play | Stroke or Match |

**Note:** If you select beginner, the margin of error is less, but you can still slice and shank the ball. Expert players must choose their own clubs and make more accurate shots.

Using the Pro Tees option makes for longer distances to the greens.

Stroke (medal) is normal game play. When you select Match, the best player on each hole wins. Match play is only available for two player games.

5. After selecting options, an overhead view of the first hole appears. The overhead view gives the hole number, distance from the tee to the hole, and the par. Press a fire button to begin playing golf.
6. During play you can do the following if needed:
   - To restart the game and select new play options, press **Reset**.
   - To see an overhead view of the hole, press **Select**.
   - To see your score card, press **Pause**.

**Note:** Press a fire button to return to the regular playing screen after using any option above.

## Playing the Game

Mean 18 allows one or two people to play a round of golf at Pebble Beach. This simulation of the classic game blends strategy and skill.

### Order of Play

At the beginning of each hole, the order of play is determined by honors. That is, the player that won the previous hole goes first. Once all the players have teed off, the player farthest from the hole plays next.

### Making a Shot

To change a club selection, move the controller forward or backward. You can control your aim by moving the controller left or right. Move the controller left or right to shift the view, with a partial left or right rotation possible.

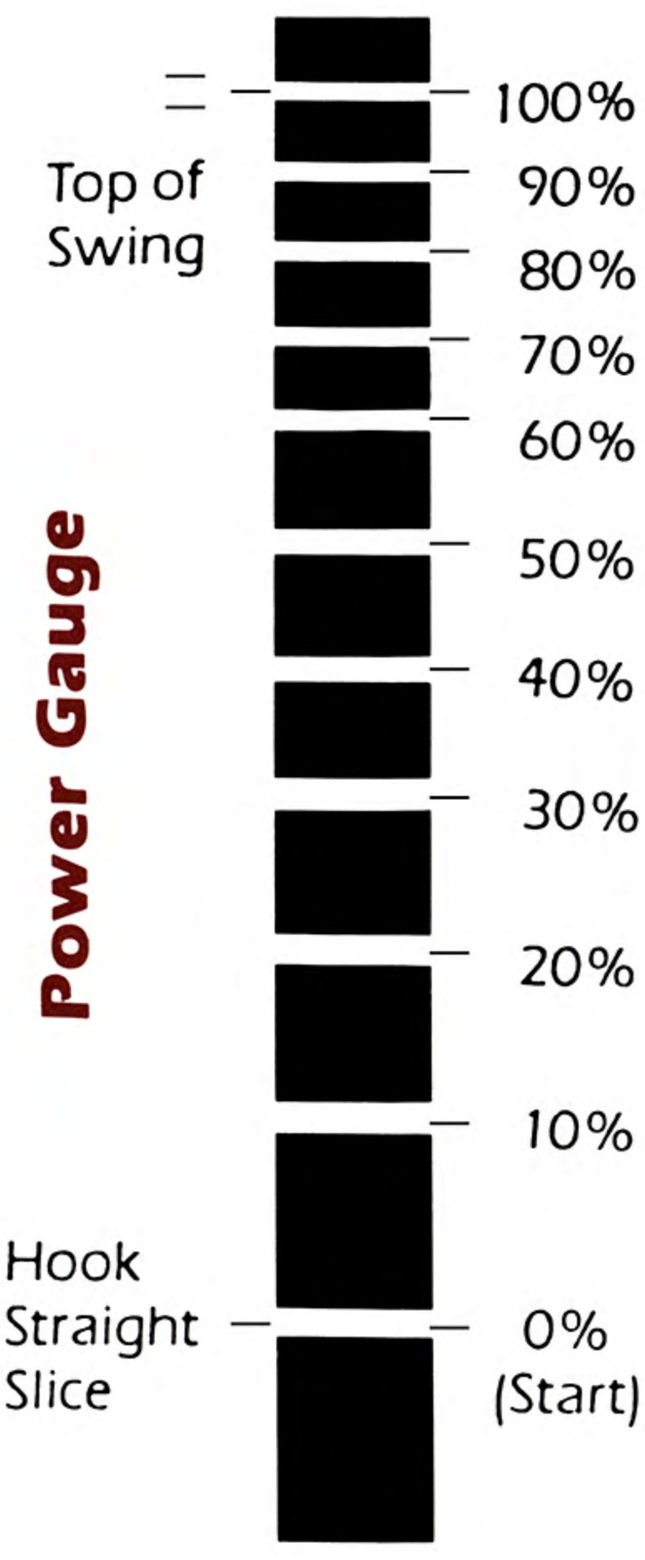
A complete shot requires three taps on the fire button as follows:

1. Tap once to start your backswing.

   Each line on the power gauge increases the power of your swing by 10% of the club's rated potential distance (see **Club Distance Table** below). The dark area at the top indicates overswing which significantly reduces ball control and results in a longer, wilder shot.

2. Tap again to begin downswing.

   Press the fire button a second time to start the downswing at the desired point on the power gauge. An arrow marks the point where this occurred. Stopping



your backswing part way up results in a shorter shot, useful for chipping.

3. Tap a third time at the bottom of your swing.

   The third tap snaps your wrists at the bottom of the swing. Snapping the wrists early, above the line where the swing began, results in a hook. A hooked ball curves to the left. Snapping the wrists late, below the line where the swing began, results in a slice. A sliced ball curves to the right. An arrow marks the point where the wrists were snapped.

   **Warning:** If you don't snap your wrists during the swing, expect to find your ball in the rough. Not snapping wrists results in a severe slice.

## Putting

Move the controller left or right to aim your putt. A line between your ball and the cup helps you aim.

The arrows on the green indicate the direction in which the green breaks. The ball will move in the direction the green breaks. Therefore, you must anticipate the correct "line" the ball should travel to sink your putt.

As with distance shots, putts require you press the fire button twice. Press the first time to set the power and the second time to set the accuracy as you would with a regular shot.

## Club Distance Table

With a good full swing, each club averages the following distance and loft. Loft is the angle of the club face. The ball goes higher in the air as loft increases.

| Club | Distance (yards) | Loft (degrees) |
|---|---|---|
| Driver | 250 | 16 |
| 3 Wood | 230 | 22 |
| 4 Wood | 215 | 25 |
| 2 Iron | 207 | 18 |
| 3 Iron | 197 | 22 |
| 4 Iron | 184 | 25 |
| 5 Iron | 172 | 30 |
| 6 Iron | 159 | 34 |
| 7 Iron | 148 | 38 |
| 8 Iron | 136 | 42 |
| 9 Iron | 124 | 46 |
| P-wedge | 112 (Pitching wedge) | |
| S-wedge | 100 (Sand wedge) | |
| Putter | Each mark on the power gauge is approximately 8 feet. Make allowances for breaks on the green. | |

## *Terrain*

When landing in a rough, or using short irons (such as the 9 iron) the ball comes to a stop more quickly than normal. The ball "bites" more quickly on a green than on the fairway. When landing in sand, the ball comes to a stop very quickly (although the

ball may still skip out of the trap). When using a wood or long iron (for example, 3 wood or 3 iron) the ball continues to roll farther unless it lands in the rough or a trap.

If a ball comes to rest out of bounds, a penalty stroke is taken (in addition to the stroke played), and the shot must be replayed.

If a ball lands in the water, a penalty stroke is taken (in addition to the stroke played). The ball is replayed.

### Trees

When a ball hits a tree, it either ricochets back toward you along a random angle (if you hit a solid brown or black part of the tree), or goes through the tree (slows down and exits sideways along a random angle).

### Greens

When all players have reached the current green, the screen switches to an overhead view of the green, showing the position of all balls. The player furthest from the hole putts first, and play proceeds normally, except that players have the option of finishing their putts (like real golf etiquette).

## Strategy

A wood results in a poor shot from a deep rough or sandtrap. Use an iron.

Make sure not to overswing. An overswing almost certainly results in a poor shot.

Each shot's trajectory is a combination of your swing and luck. When the ball hits the ground, it randomly bounces left or right.

When hitting from different terrains, use a bigger club than normal to achieve the same distance (light rough, one club; deep rough and sand, two or three clubs).

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