



ZXGOLF

Player's Manual

"The golf game your Spectrum deserved."



Menyiques · 2026

For the ZX Spectrum 128K · 128 / +2 / +2A / +3

Loading

Insert the tape, type LOAD "" and press ENTER. ZXGolf loads in a single pass: the presentation screen appears and, once loading ends, the main menu with the title music. Requires a 128K ZX Spectrum (128 / +2 / +2A / +3) in 128 mode.

Main menu

The menu alternates automatically with the credits screen; press any key to bring it back. Options are selected with the number keys:

- **1 · MODE** — Type of game (Play Match / Train Hole, to practise a single hole).
- **2 · HOLES** — Full 18-hole round, or just the front or back nine.
- **3 · PLAYERS** — One player against the CPU, one player alone, or two human players.
- **4 · REDEFINE KEYS** — Full keyboard redefinition.
- **5 · COLOR** — Colour modes.
- **6 · SOUND** — Effects and music.
- **0 · START** — Start the game.

Before play begins you will be asked for the players' names: up to 8 characters, ENTER to confirm and CAPS SHIFT+0 to delete.



The ZXGolf main menu

Controls (default)

Action	Key
Change club	Q / A
Rotate shot direction	O / P
Fire (shot bar)	SPACE
Green view and scorecard	CAPS SHIFT + SPACE
Camera flyby over the hole	CAPS SHIFT + Q/A/O/P

All keys can be redefined from the menu. The camera flyby supports diagonals; one second without touching it, or any other key, returns the camera to the ball.

The shot

Aim with the rotation keys: the aiming cross and the minimap line show the direction. Choose your club with Q/A — the game suggests one suited to the distance, but the final decision is yours. Watch the wind: the compass rose shows the direction and the number its strength.

Press Fire to arm the shot bar. The shot has three stages:

- 1. Activation.** The arrow waits at the origin. Fire starts the sweep; any other key cancels with no consequences.
- 2. Power.** The arrow sweeps left, bounces off the end and comes back. Press Fire where you want to set the power: the further left, the stronger. If the arrow escapes off the right after bouncing, the shot is cancelled and does not count.
- 3. Accuracy.** The arrow sweeps right again; stop it on the accuracy line. Missing it bends the trajectory to that side. If the arrow escapes, the ball does not move but the shot counts: that is the penalty for releasing late.

The SUPER SHOT

Driver only: nail the power exactly at the end of the bar (the black zone) and the accuracy on the line. The reward is an extra 10% of power and an on-screen announcement. It is the difference between a good drive and a masterful one.

The clubs

#	Club	Max yd (100%)	Loft
0	DR (driver)	240	10°
1	3W 3-wood	225	13°
2	4W 4-wood	215	15°
3	1I 1-iron	205	16°
4	3I	190	19°
5	4I	180	22°
6	5I	165	25°
7	6I	150	29°
8	7I	135	33°
9	8I	120	37°
10	9I	110	41°
11	PW pitching wedge	90	45°
12	SW sand wedge	70	52°
13	PT putter	30	—

The green

When the ball reaches the green, the game automatically switches to the top-down green view. The putter uses a simplified power-only bar, with no accuracy stage. Aim with the rotation keys, judge the power by the distance to the cup, and remember the putter can also be used from off the green. Very short putts are conceded automatically, adding one stroke (gimme).

Terrain

The fairway is fast and true; the rough slows and punishes; the bunker saps a lot of power; trees stop the ball; water and out of bounds (OOB) cost a stroke and the ball is replaced. The minimap shows the whole hole with the blinking ball, the cup and the trees.

Rules of play

- Stroke play with an official 18-hole scorecard.
- **Honour rule:** on the first tee the order is drawn; afterwards the player with the fewest strokes on the previous hole tees off first (ties keep the current order).
- **Concession:** past double par the hole is conceded and double par goes on the card.
- The HUD counters show up to 99 strokes; beyond that, the SHOT field shows “- -” (and you should consider Train Hole).

Views and scorecard

CAPS SHIFT+SPACE opens the green view at any time, and from there the scorecard with both players' names and totals. From the scorecard you can quit the game (END GAME? Y/N). Between holes, the presentation screen shows the hole number, distance, par and the live score with each player's difference to par.

Tips from the pro

- Into the wind, one more club and controlled power beats forcing the drive.
- The power bounce is your friend: learn the rhythm of the shot-bar sweep with Train Hole.
- On long putts, coming up short usually beats going long: the concession shows no mercy.
- The CPU reads the course before every shot. So should you: that is what the camera flyby is for.

Enjoy your round — and may the best player win.