

ASG Golf V2 – Shot by Shot Play

The Course Screen

The course screen provides general information about the course, the hole, the current group and also provides sufficient information for you to select your club and play your shot.

COURSE INFORMATION

The top of the screen shows information about the current hole (with stroke average if playing a tournament), and general information about the course itself. Clicking on [Course Details](#) in the course information display will display course specific information about the current course condition and any rules or terrain which affects the entire course.

CURRENT GOLFER

Below the course information is information on the current golfer. This display shows:

- Distance of target from ball and pin (can optionally be hidden from the tour options screen)
- Shot, score and current lie details
- Wind type, direction and adjustments to shot

Clicking on the darker wind display will show the relevant wind table, showing adjustments for all clubs.

Clicking elsewhere on the golfer display will show the current golfer's scorecard.

CURRENT GROUP

The display at the bottom of the screen shows the current group. Clicking this display will display the whole group's scorecard for the current round.

THE GOLFER CARD

Each golfer's card is made up of several overall ratings and also three columns of results:

- Quick Play – This rating is used when playing the golfer in non shot-by-shot mode.
- Short Putt – This is an adjustment to the dice when a short putt may be missed.
- Wood / Iron – This shows the average result for the golfer when using the wood / iron result columns.

The W column is used for driver through 4 iron. The I column is used for all other clubs, including wedges. The P column is used for all putts.

A result is determined by rolling two dice and reading the result from the relevant column.

There may be a letter beside a result from the iron column. These will only affect wedge shots in the following manner:

- R= from fairway and rough, deduct 12 numbers (e.g. 14 becomes 2) on result numbers 13-23 and 25-35.
- **M**=from fairway and rough, add 12 numbers (e.g. 14 becomes 26) on result numbers 1-11 and 13-23.
- S= from the sand, deduct 12 numbers (e.g. 14 becomes 2) on result numbers 13-23 and 25-35.
- **D**= from the sand, add 12 numbers (e.g. 14 becomes 26) on result numbers 1-11 and 13-23.
- T= from any terrain, deduct 12 numbers (e.g. 14 becomes 2) on result numbers 13-23 and 25-35.
- **P**=from any terrain, add 12 numbers (e.g. 14 becomes 26) on result numbers 1-11 and 13-23.

CLUB SELECTION – STANDARD SHOT

To select your club, simply click the relevant black circle. The corresponding club chart will then be displayed.

Chip Shot

There is a special chip shot available when playing from a lie other than the tee. Irrespective of where the target is placed, the shot will go a base distance of 40 yards. This can be adjusted by the chip shot chart which will be displayed when the chip shot is selected

Knockdown Shot

You can select a knockdown shot with any club except a chip and a driver. This has the effect of reducing flight by 10 yards and increasing roll by 5 yards (adjusted by course conditions if applicable). All wind adjustments are halved.

Draw / Fade

Any non-chip shot can be played with draw or fade. As you move the slider, you will see the shape of the shot change on the hole display.

CLUB CHART

Each club has separate charts for hitting from the fairway, rough and sand. There are also separate results when hitting from a poor lie in the rough (these are shown in red). The chart displays each possible result from the golfer's card and also the frequency each result will come up (in 36 chances).

Each line shows the flight and roll for that result as well as the **average** directional adjustment (in yards). The actual adjustment may be more or less (generally not more than 15 yards different), but the average adjustment gives you a feel for the outcome of the shot.

While the chart shows the average directional adjustment, it does not show whether the ball goes off line left or right. This is dependent on the shape of the shot.

- A fade has a 30% chance of going right and a 70% chance of going left
- A draw has a 70% chance of going right and a 30% chance of going left
- A shot which has not been shaped has equal chance of going left or right

SHAPE ADJUSTMENT

The penalty for hitting a shot with shape is that there is an added chance that the actual ball flight will have its shape changed. The chance of this happening increases the more you shape the shot.

The vast majority of the time the shape simply increases. However, there is always a chance that there is a double-cross where a fade changes to a draw and vice-versa.

In general terms the % chance of the shot being adjusted is the size of the shape.

For example, if you hit a 20 yard fade, there is a 20% chance that the shape will be adjusted. If this is the case then there is a 50% chance of an additional 5 yard fade, 35% chance of an additional 10 yard fade and 15% chance of a double-cross where the ball will instead draw 5 yards.

These percentages will change depending on the initial size of the shape.

Wind Effect

The original board game wind charts have been replaced by a wind model based on actual shot flight. There are four wind strengths which affect the shot based on a percentage of the flight.

Calm	0%
Light	6% (5-7%)
Moderate	9% (8-10%)
Strong	12% (11-13%)

There is an option to use random percentages which will use one of the figures in brackets. This will be set prior to the round, but the screen will only ever display the average effect.

A gust adds 3% to the base percentage.

Let's assume a driver is being hit into a fixed moderate wind and flies 265 yards. The base wind adjustment will be $265 * 9\% = 24$ yards.

Then the direction of the wind is taken into account as follows:

	Distance	Direction
HW	100%	0%
HW/LR	75%	30%
TW	90%	0%
TW/LR	65%	30%
Cross	50%	50%

So into a headwind the adjustment would be -24 yards, with a cross wind it would only be -12 yards. The base direction adjustment is also based on the table, so for a cross wind the direction adjustment would be 12 yards as well. Into a LR Headwind the results would be distance -18 and direction 8.

There is also an additional random adjustment made to direction, which may increase or decrease the adjustment by 50% or adjust the direction by 5 yards.

These adjustments are available from the wind chart which can be viewed by clicking the grey area of the current golfer's display.

When you play with the Variable Wind Direction option enabled, the wind adjustments will be adjusted based on the direction in which you are playing the shot. So on a severe dog-leg, you may play your drive into a crosswind, but you approach into a headwind. This is the recommended setting as it is more realistic and more challenging.

CLUB SELECTION – WEDGE

When you are within short wedge distance (usually 125 yards) you simply select a pitch shot. A separate table is displayed for this shot.

If you are within 50 yards of the green, you will be given up to three options:

Lob

The shot will travel 90% of the shot distance in the air and roll for 10% of the distance. This makes it a useful shot to clear terrain between the ball and the hole. However there are penalties built in to the wedge chart for lob shots

Pitch / Run

This shot will carry 60% of the distance and roll 40% of the distance. It is safer than a lob shot but you need to ensure that the ball will not pitch into trouble.

Putt

If the ball is less than 3 yards from the edge of the green, lying in the fairway and there is only fairway between the ball and the green when you will be able to putt from the fringe. (see the putting section later for further details)

WEDGE CHART

The wedge chart is slightly different to the club charts. The results on the wedge chart indicate the direction and distance from the target.

Each result from the golfer's card has three columns for depth and direction. One of each is randomly selected for the result rolled.

There are several special results on the wedge chart

An I result means the ball ends up on the side of the pin nearest to the center of the green. A O result means the ball ends up on the side of the pin furthest away from the center of the green. There are certain special results on the wedge chart.

If a PH result comes from the depth column and an IN result from the direction column then the ball is automatically holed. If a PH and a 0 result comes up then there is a chance that the ball will be holed.

A bold **w** means that the shot will be adjusted by the current wind (this only applies to strong wind).

A bold **L** means that if the shot is a lob there is a 50% chance of the shot being flubbed (carry halved) and a 50% chance of the ball being bladed (carry doubled).

A bold **P** means that if the ball is played from a poor lie, the shot has been fluffed and the next shot is played from the same location.

A bold **#** means that if playing from an orange sand trap, the ball remains in trap and the next shot is played from same spot.

A bold **•** means that if playing from an orange sand trap or yellow sand trap, the ball remains in trap and the next shot is played from same spot.

AIMING THE SHOT

To aim the shot, simply click on the hole display and the target will move. The distance of the shot is not dictated by the location of the target, but by the club selected. The target is used (in conjunction with draw and fade) to define the shot aiming line. The selected club determines how far down that line the ball actually travels.

When aiming at the green, pressing the **Z** key will zoom the green, allowing you more precision in your aim. Press Z again to revert to the normal display.

THE ROLE OF THE CADDIE

To assist you in playing your shot there are two additional displays which are specific to each hole.

THE CADDIE DISPLAY

This simulates the information a caddie would give to the golfer. It includes information about the lie of the ball, the distance to the green, the current wind strength and direction as well as any hole specific information which could affect your shot. You can get separate information on the tee shot and the approach shot.

The Yardage Book

You can ask the caddie to show you the yardage book (or press Y to toggle the display on and off). The yardage book shows distances from the tee (in red), from the front of the green (in yellow) and the width of the fairway (in blue). There may also be shaded areas displayed which indicate specific terrain which will affect the shot. The caddie may refer to these in his notes, so you should use a combination of the caddie display and yardage book to gather as much information as possible.

General Terrain Effects

There are many different types of terrain found on the courses. The more course specific ones are explained in detail on the course screen.

Fairway

All iron shots which land on the green will have 5 yards deducted from the roll.

Rough

When a ball lands in the rough there is a chance of it ending up in a poor lie. This will be indicated on the screen during play. The chance of a poor lie increases the further you end up from the fairway. The impact of a poor lie is that separate flight results are used for non-wedge shots. When playing a short wedge shot an **f** letter is always applied to the result and there are also possible P results on the chart itself.

In Trees

This is when your ball lands in the trees and there are at least 5 yards of tree between the ball and the pin. You may have a restricted club selection and also are subject to the chance of a bad lie. Also there is a chance that the shot played will clip the trees on the way out. This is simulated by treating some lies in the same way as a yellow or orange bunker. This is explained in more detail on the course screen.

Behind Trees

The behind the tree rules have been changed for version 2 to make them more realistic.

A ball is behind the trees if there are trees between the ball and the aiming target in the first x yards from the ball. X depends on the club selected:

1W-3W 35 yards

2-4I 30 yards

5-7I 25 yards

8-9I 20 yards

SW/PW 5 yards

So if you are hitting a 3 iron and there are any trees up to 30 yards in front of the ball then you are behind the trees.

If you are behind the trees then the program determines a range of safe clubs. Hitting with any of these clubs guarantees that the ball will not be affected by the trees. A non-safe club will be displayed in red when you select it.

If you elect to play with a non-safe club then there is a random chance that a shot passing through the trees within the first x yards may hit the trees and stop.

The check for the ball hitting the trees is made after a random number of yards, depending on the tree type.

Light 6-25 yards

Normal 6-20 yards

Heavy 6-15 yards

The implication of this is that if there is a small clump of trees ahead of you, you could elect to hit a longer club and hope that the check doesn't take place over trees. Also, you could shape the shot to avoid the trees (but a poor shot could still take you into the trees).

But there is always the guarantee of missing the trees by using a safe club.

Orange and Yellow Bunkers

A ball played from an orange or yellow bunker may be affected as follows:

Normal shot – certain results on the club chart will be changed. These will show in orange or yellow. You will also be restricted to playing from the bunker with the shorter clubs.

Wedge Shot – If a lob shot is available, it must be used. Also, any distance adjustment is doubled if playing from an orange bunker, and changed by 50% if playing from a yellow bunker. The distance adjustment is tripled if playing from the road hole bunker on St Andrews.

There may also be situations where the lie is treated as if playing from an orange/yellow bunker, even if you are not physically in such a hazard.

Terrain Effect on Ball Roll

In the computer version, the terrain affects ball roll slightly differently. Each terrain is assigned a roll point value, which is deducted from the ball roll as the ball rolls over the terrain.

Generally speaking, all fairway and greens have a roll point value of 1, while rough and rough-style terrain have a roll point value of 2. Certain terrain (e.g. bushes, trees, yellow/orange bunkers) will stop the ball immediately. A ball can roll in a normal sand trap, but it is very unlikely to be able to roll through it.