

**NO
CADDIE
INCLUDED**





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The game of golf has frustrated people for ages and now you can finally experience it on this playdate exclusive **golf** "simulator".

One bag of clubs, no caddie.

It's up to you to select the proper **club** and adjust the **power** and optimize the **spin**.

The more you **practice** - the more luck you will have - and luck you will need.



MAIN MENU

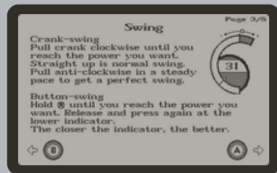
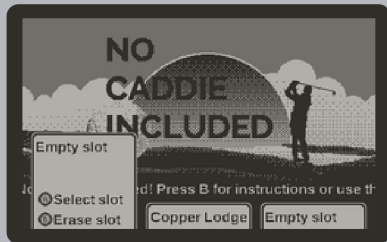
In the main menu you can select one of the **3 available slots**.

Navigate using the **D-pad**.

Select slot by pressing **A**.

You could also **press B** to view the manual.

To **clear** a slot, press **UP** to reveal the Erase slot-function. Press **B to delete**.



The in-game manual



*The game is released with
two 18-hole courses*

SELECT COURSE

When you select an empty slot you will get to the **Select course** screen.

Use **D-pad** to select course.

You can select between full 18-hole courses, a **practice area**, and the tutorial* course.

Press **A** to **select** course.

*In the **free version** this is the only one included.

SETUP GAME

On the next page you can **add players** and **edit** some **settings** depending on the selected course.

Select Add player to **add more players**.

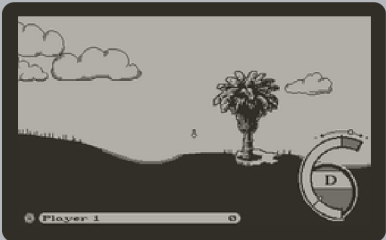
Change **name** by pressing **A**

Remove player by pressing **B**

Make selections and select **Start game**.



*No Caddie Included could be played with **multiple players** in a pass-and-play mode*



aim-indicator

SETTING UP THE SHOT

Select **club** by pressing **UP/DOWN**.

The **aim-indicator** shows you where the ball will land if you make an **optimal shot**.

While **holding B** you can
Change **direction** with **LEFT/RIGHT**.
Adjust **backspin** with **UP/DOWN**.

You can **change the view** from player to aim to flag by pressing **LEFT/RIGHT**.

HIT THE BALL

Use the swing meter to set the **power**. Optimal power is **straight up**.

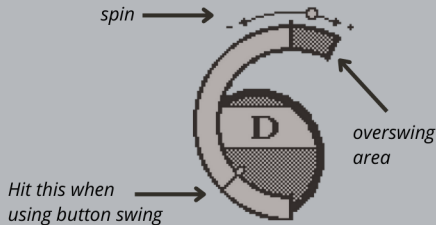
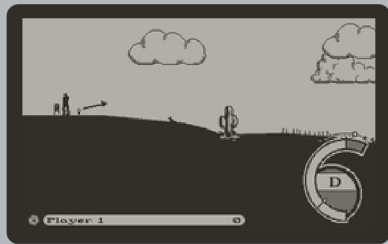
Extending further **could** give more length.

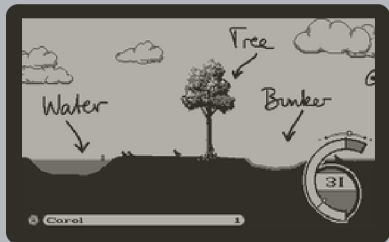
Crank swing

Pull clockwise until you reach the desired power. **Pull down** at the **correct speed**.

Button swing

Hold A to charge. **Release** and try to **press A** again at the indicator at the lower-left.





LAY AND OBSTACLES

Try to **stay on the fairway** for optimal conditions.

Stay away from **bunkers** and **avoid water** at all cost.

Hitting a **tree** will probably stop the ball.

Try to reach the **green** and sink the ball into the **hole**.



Stay out of the rough

INFO AND SCORECARD

You can toggle the **overlay** by pressing the **A**-button.

If you need extra screen estate, press the B-button to temporarily hide swing meter.

You can show the **scorecard** by holding the **B**-button for 2 seconds.

The scoreboard isn't available in the practice course.

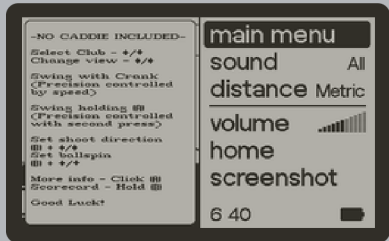


The screenshot shows a scoreboard for a golf course. It is divided into two sections: 'Front nine' and 'Back nine'. Each section lists holes 1 through 9 (or 10 through 18 for the back nine), the par for each hole, and the score for a player named 'Alfons'. The scores are displayed in boxes or circles, with some numbers circled. The total score for the front nine is 39, and for the back nine is 27.

Front nine										
Hole	1	2	3	4	5	6	7	8	9	
Par	4	5	4	3	4	4	3	4	4	35
Alfons	5	5	4	6	3	4	5	4	3	39

Back nine										
Hole	10	11	12	13	14	15	16	17	18	
Par	4	5	4	3	5	4	4	3	4	36
Alfons	5	4	6	5	7	-	-	-	-	27

Scoreboard



MENU

Press the **MENU**-button to change settings.

Select **Sound** - None, Some, Plenty and All.

Select Distance in **Imperial** or **Metric**

You also have a **short guide** to the game on the left hand side.

You can also return to the **Main Menu**, the game will save the progress but restart the hole.

TIPS FROM THE PRO

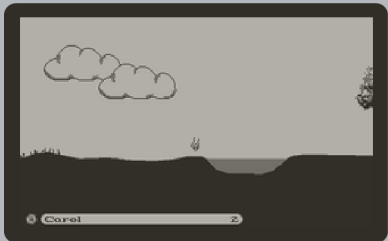
Use **backspin** to make the ball stop faster and even go backwards.

Driver will have the greatest distance but at the lowest angle.

Wedges are perfect for short distances and has more spin control.

Plan your way to the green.





If you end up in the water you have to drop the ball



DISCLAIMER

Objects in game may appear bigger than they are. (Otherwise the player would be 2 pixels high)

PROBLEMS

The progress is **saved** in the game and if you get stuck on a course you could always return to the Main Menu and select the previous slot and you will **restart** the last **hole**.

If a ball gets stuck it will release itself in 20 seconds.



CREDITS

Idea, coding, graphics, sound and music are made by **Erik Österberg**.

The game has been tested by **Redshift Tom**.

A big **thank you** for all the feedback and for cheering on the tough days.

Any feedback or questions could be sent to
nci@osterberg.tv

GOOD LUCK!

