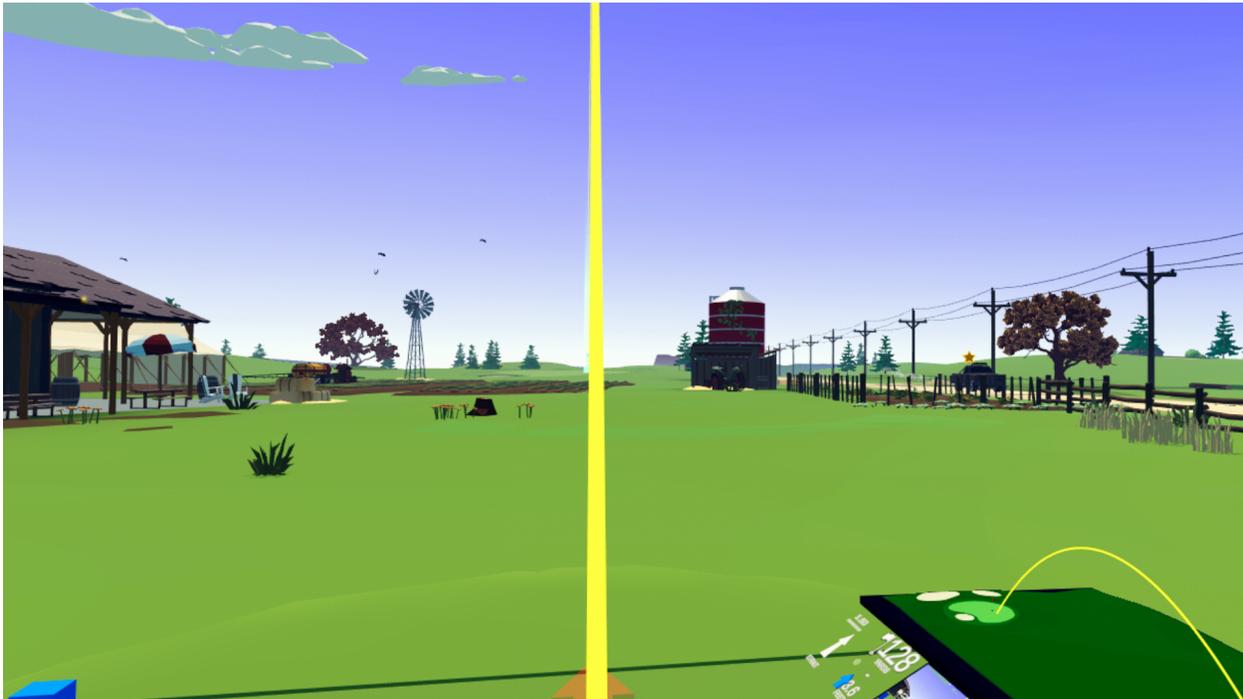


3 Club Golf - GAME MANUAL



Overview

3 Club Golf is a mixture of real and arcade golf. Your actual swing speed determines the shot. Using the VR menu, you can control your ball's movement with actions like slice, hook, backspin, knock-down, flop, and more to get the perfect approach. Each course is 9 holes. Players can open challenges and new courses if they score under par on each course. A 3-D minimap and personal shot camera track and aim your hits. The wind, weather, wildlife, and other course hazards will challenge even the most skilled golfer.

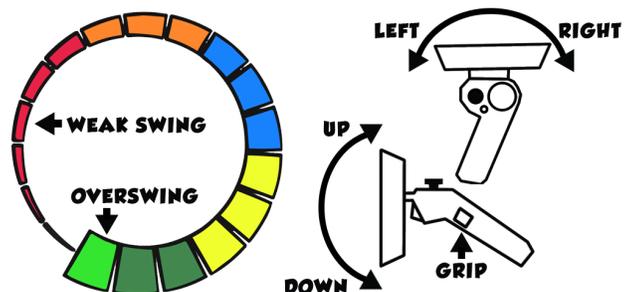


Hitting Perspective

The ball is automatically aimed at the hole or a place that is deemed safe to land. The color of the ball arch represents the swing power needed to reach that distance. Players can **Change the distance by holding the grip button while tilting the controller up or down**. The color will change to the corresponding distance. The auto-aiming may not be perfectly aligned with the hole and may need tweaking. **Aim the shot by holding the grip button and pointing the club in the desired direction** and release.

Hitting

Swing the club and try to keep the meter in the same color as the desired distance. Hitting in the color before or after the arch color will result in the ball traveling shorter or longer than the arch distance.



Hitting into the bright green area of the meter will create a “super shot” sending the ball even further.

MiniMap and VR Display

A 3-D map of the course assists in tracking the ball in real-time. In addition, a separate monitor screen will give the player a closer view of the shot results...

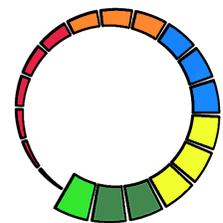


Score Card

The scorecard will automatically display above the map after the completion of each hole. The card records scores per hole and statistics used in completing challenges. **Touch the icon on the lower left of the monitor screen** with the club to view the card at any time.

Swing Gauge

This meter will display the player's swing strength and is activated by swinging the club. The colors represent the swing velocity from Red (Low) to Green (High).

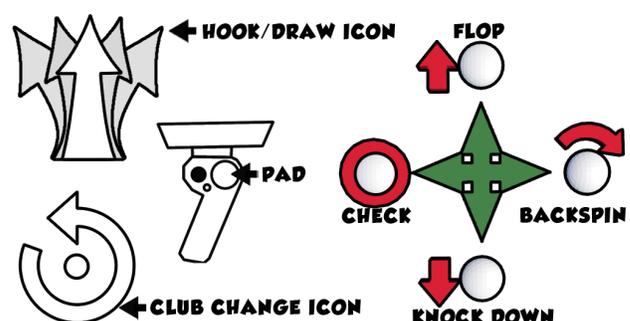


Shot Type Selection

Control ball behavior and **change shot types by pressing the controller thumbpad or trackpad** (Up, Right, Left, Down). Doing this will add backspin, flop, lower the trajectory, or soften the ball's landing.

Changing Clubs

The golf club (iron or wedge) is chosen for the player based on the shot distance, however, a player may want to switch the club. To **change clubs simply touch your club over the circle arrow icon on the right and hold the position until the club switches**. If your next shot is 40



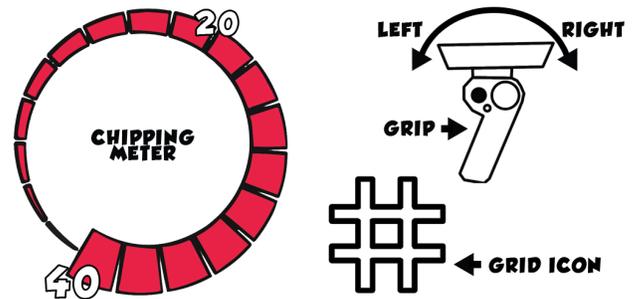
yards (120 ft) or less from the hole, a chipping wedge will automatically be chosen. But, if you are less than 30 feet away from the hole, the player will have the option to switch to a putter using the same technique.

Curving the ball (Hook/Slice)

The ball can be curved left or right by holding the club over the arrow icon on the left. The icon will cycle through different angles/amounts of curvature. It will reset after each shot.

Chipping the ball

When the ball is within 40 yards of the hole the swing gauge will turn **RED** and the golf club will switch to the wedge (short). Your ball can only travel about 40 yards with a full swing. But, you will have much more control over the distance. The shot type selector will also change. The knock-down shot will now be “bump and run”. This allows the ball to travel at a lower trajectory.



Grid Activation (Chipping)

When in chipping mode, a grid icon will appear on the right side (replacing the club switch icon). **Holding your club over the icon will activate the grids on the putting green** allowing you to see the green topography and the colored height map. Bright green areas are higher than the hole and red is lower.

Ball Activation

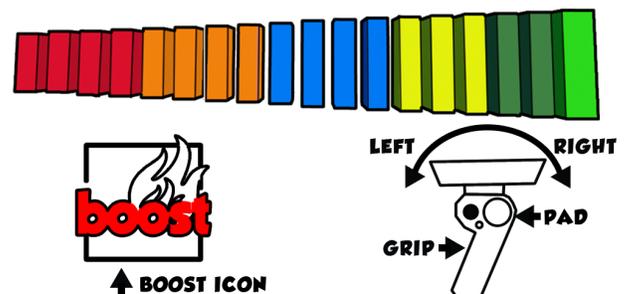
The golf ball is in an inactive state at the beginning of each turn (called a stroke). An inactive ball is colored red and is semi-transparent. While in this state the club will pass through the ball. Use this time to practice your swing. **To activate, press the trigger button** on the controller. Press again to de-activate. Touching the ball while active, no matter how hard, will result in a hit.

On the Green

When your ball is on the green the golf club will automatically switch to the putter. The putting green grid system will align with the hole and the colored heightmap system will be activated. Areas that are colored bright green are above the ball and red areas are below. The grid and color heightmap resets after each shot.

Putting

No need to make a full swing when putting. A special putting meter will appear when on the green. The meter includes information about the height of the hole, compared to your ball, and the distance. A full meter hit will make the ball travel



about 50 feet on a flat surface. You can aim your shot by pressing the grip button and turning the face of your club. Don't forget to activate the ball before putting it.

Boost (more putting power)

Need a little more power? The boost button will enable you to get 2x the distance. That means about 100 ft on a flat surface. The boost will automatically be enabled when the putting distance is over 45 feet. You can disable it by touching the icon with our putter, or enable it by doing the same.

Shopping and Secrets

As you play 3 Club Golf you will complete challenges and win in-game money. That money is stored in your piggy bank and can be spent at the store. (pause menu to activate)



Store

Spend, spend, spend. A robot named C4SH runs the store. Buy balls, grips, highlights, shafts, putters, clubs, and parts for your caddie. Maybe that cahier robot has a little something for a player that spends a lot of money.

Inventory

Inventory items can be equipped by using the menu located on the right side of the store or directly from the pause menu. Simply click the items to change.

Secret Stars

Each course has 2 secret stars that the player can retrieve by hitting it with their ball. Hitting the star will add an item to your inventory and send the player to the drop area. The stroke will be reset to the 2nd shot, regardless of the previous stroke count.

Challenges and Hidden Items

Completing individual challenges will earn money, but completing all challenges will win a special item. Hidden prizes may be won for completing hidden challenges... example: all 9 greens hit or a double-digit score.

Weather and Wind

Weather conditions can vary depending on the course. The wind meter is located near the right lower corner of the monitor on the VR display. The wind will affect ball direction while in the air and rain will affect ball flight distance as well as putting distance. A wet green will have more drag and therefore the ball velocity will need to increase ... so, hit the ball harder.

Shot Types

Players will find that choosing the correct type of shot will greatly improve their score. Press on the direction pad or thumbstick to change shot types. Pressing the same direction again will nullify the shot type and reset it to none.

Flop

The ball travels a very short distance after ground contact. The trajectory is high and may be more affected by wind.

Check

The ball has enough backspin to slow down after ground contact.

Backspin

The ball has a lot of backspin and travels backward after the 2nd hit on the green.

Knock Down

This is a low trajectory shot that avoids most wind. The ball tends to travel farther forward once it hits the ground.

Bump and Run

This is used while chipping. The shot trajectory is low and the ball moves forward after contact ground. This shot will most likely avoid wind and is very desired when chipping.

Settings and Controls

Players can customize many settings found in the pause menu. Just press the menu/pause button on your controller. Lowering the swing speed sensitivity can make your golf swing feel more like the real thing or if you want to increase the sensitivity you will need less velocity to swing. Play the way you want.

Left or Right Handed

You only need one controller. The default is the right. Open the settings menu to change.

Club Length Adjustment

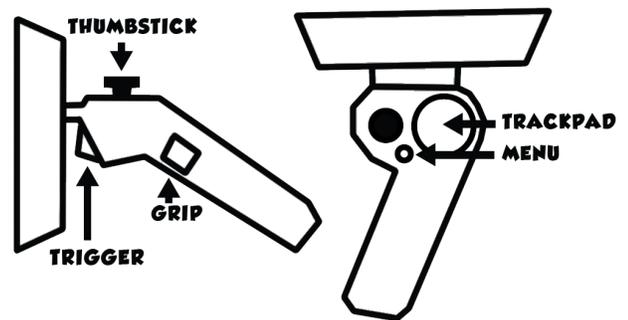
The club can be set to a variety of lengths. The default length number is set to "5"... a larger number makes the club longer and a smaller number shorter..

Game Reset

Players can reset all data and start a new game by selecting "reset game" from the settings menu. If you choose this setting you will lose all data, achievements, and items gained.

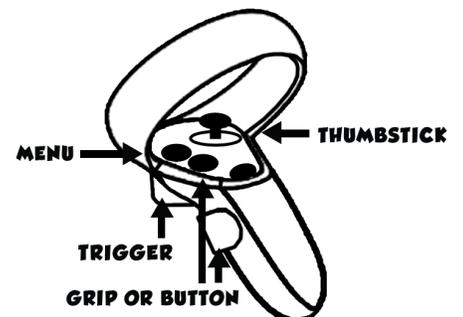
VR Controllers

Some VR controllers may contain buttons that can be pressed instead of using the "Grip" button on the controller. VR settings can be changed by checking the box in the advanced controller menu in the settings menu. The pause menu can be accessed by depressing the thumbstick or by pressing the top button.



*If you are using a meta/oculus/index controller you may choose to disable the grip button. \ and use the lower button on top of the controller instead.

*If you are using an index controller, the default club angel may not be comfortable. You can change the angle by selecting an angle number in the advanced controller menu. The angle of the club will be altered to better fit the controller's design.



Main Menu

Accessible from the pause menu. Players will be able to travel to any course that has been opened (by scoring under par on the previous course). Players can also access multiplayer, tutorials, the store, and practice areas from this menu.

Course Buttons and Menus

New course buttons will appear after the previous course has been completed with a score of -1 or lower.

Online Play

Coming Soon

Rev: 4-22