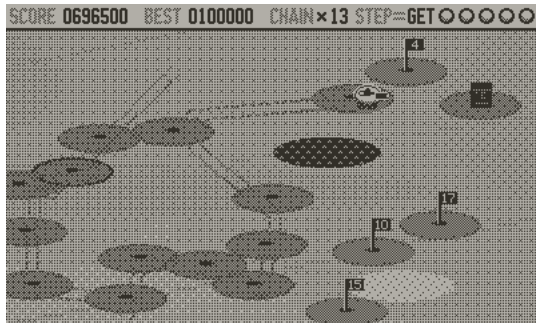# FORE! TRACK

A GAME BY MATT SEPHTON

It's golf… in a tank!

Swing into action and *tee off* on thousands of golf courses. Get ready to *putt* your skills to the test with your choice of difficulty: easy, normal, hard, or expert. And let me tell you, expert level will *blow* you away!

This game is a *hole* lot of fun and has a deep scoring system that rewards *eagle*-eyed players! The controls are as smooth as a perfect *swing*, making it a *breeze* to navigate the *greens*. Plus, don't miss the built-in player's guide that'll help you master your *approach*!

So, get ready to *drive* in this not-so-serious version of golf. It's a *fairway* to heaven!

WHAT IS TANK GOLF?

As with normal golf the aim is to get the ball into the hole. But in this game *you drive a tank that fires balls*, and you get one shot per ball. This changes the strategy of the game as *every shot must be a hole-in-one*.

PLAYER'S GUIDE

This player's guide is an enhanced and expanded version of the one found in the game. The game has everything you need to know to play the game. This manual has *all that and more!*

CONTROLS

✚ **FORWARD / REVERSE / AIM**

🅑 **FORWARD**

🅠 **HOLD TO SET SHOT POWER**

🚩 **AIM MORE QUICKLY**

⭕ **OPTION MENU**

Menu screens can change the function of the controls so be sure to *check the on-screen button labels*.

STATUS BAR

The bar along the top of the screen shows your score, best score, chain, step, and either the number of balls remaining or the game over message. As you play, secondary messages appear underneath the item they are related to. These include score additions, new best, broken chain, extra ball and more.
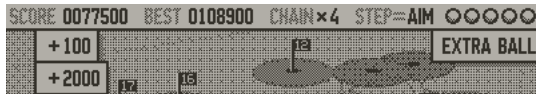
POINT OF VIEW

The game is view is from a *top down perspective*, a bit like old adventure games. All directions work as you'd expect, but the *vertical element* or *change in height* can seem a bit strange at first.

It's recommended to *look at the path of the ball, or its shadow*, rather than the ball itself. There is also a *shaded vertical line* between the ball and shadow showing the current height of the ball.
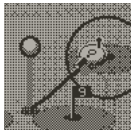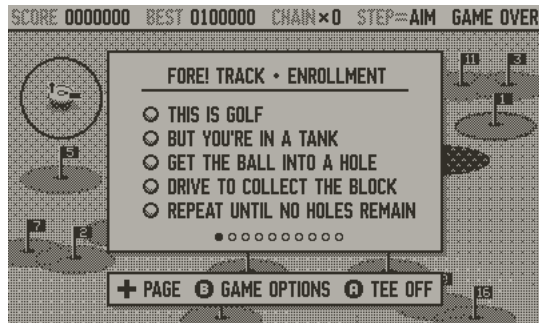
GAME OPTIONS

Pressing Ⓐ at the main menu will start a round on a random course at *normal difficulty*.

If you wish to change the difficulty or course you should press Ⓑ to get to *game options*. Here you can use ➕ to cycle through the four difficulties or look for a course that takes your fancy.

DIFFICULTY

Easy difficulty increases the size of the ball and hole and removes hazards.

Normal has the normal size hole and ball.

Hard reduces the size of the ball, so requires greater accuracy.

Expert mode cranks the difficulty up even further by adding wind!

Listen how the ball size affects the audio.

THE ANATOMY OF A SHOT

Taking a shot is a *3-step* process—AIM, ADJ, GET—which is different than other golf games.

AIMING

You have an area in which *you can move around before making a shot*, which allows you to try for an optimal approach line. Drive around this area using ✚ and note that using ⚑ to aim and is *quicker and allows greater accuracy* (5°) than the d-pad (1°).

POWER

Pressing and holding 🅰 will begin the process of applying power to your shot. *The ball will begin to move immediately!* Power will continue to rise as you hold the button, the ball will rise, and continue to travel with a constant speed in the direction you aimed. This is shown by a path on the ground made of a solid line. ▬▬▬

When you release 🅰 the path becomes dotted, denoting that the ball is slowing down as it falls back down to earth. •••••
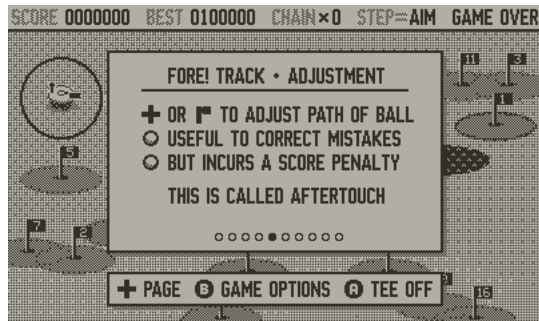
ADJUST

Whilst the ball is in motion—from the moment you first press 🅡 start the shot—you can apply *aftertouch* to the ball. This is when you can adjust the path of the ball. *It's a kind of magic!*

You can use left/right/crank to bend the path one way or the other, and *you can even change your mind* at any point so you can have the ball snake around obstacles on the way to its destination.

ADJUST (MORE)

But that's not all! You can also use up and down to *control the height of the ball*, though to a lesser degree. If you want the ball to land a little quicker you'd use down, and if you want it to stay in the air a little longer you'd use up. You have such a large degree of control!

However, be aware that *use of aftertouch incurs a score penalty*. If you're going for a high score then it is best to use it sparingly: prefer light touches or short presses rather than holding. *Or don't use it at all!*

MISS

If things don't go according to plan, the ball will end up in the middle of the fairway, in a bunker or water hazard, or out-of-bounds. All of these situations will result in a lost ball and your chain will be reset.

Both water hazards and out-of-bounds shots will be notified on screen.

You can take another shot if you've still got balls in reserve, otherwise it will be game over. Try again!

HOLE OUT

If everything does go according to plan, your ball will make its way uninterrupted to the hole of choice. After the ball enters a hole *your chain will increase* and a block appears that you will need to collect.

At this point the area in which you can move opens up and you can drive around the whole screen. Y*ou can drive off the screen edges* and you'll appear on the opposite side.

Score double for pin shots! This is when the ball hits the top of the flag rather than going in the hole. Wow!

A NOTE ABOUT DRIVING

The game doesn't just put you at the next hole automatically because *there is an element of strategy attached to driving*.

Being able to drive anywhere allows you to not only line up your shot precisely, but also approach the holes in any order. You might choose the *easiest shot or the highest scoring*, the *short game or the long game*.

And you can pick up flags that are inside your area and be rewarded with extra balls. Plus, *driving is fun!*

SCORING FORMULA

Each hole is worth the number on the flag x1000. Points are deducted for use of aftertouch. And the *chain multiplier increases with every successful shot*.

(HOLE - ADJUST) × CHAIN = SCORE

So *visiting the holes in order will result in bigger scores*. Leave the highest scoring holes until later in the round when your chain should be at its highest. There's an element of *risk and reward* to this, and skilled players will relish the opportunity to achieve high scores. There is a *visual guide when you visit the holes in order*.

SCORE 0000000   BEST 1494900   CHAIN×0   STEP═AIM   GAME OVER

SCORE BOARD · EASY

☺ 1545800 matt
☺ 1137700 rae
☺ 0261900 writing.intensive
☺ 0176300 Vidiletto
☺ 0080600 Kashmi_r

● ○ ○ ○

✚ PAGE Ⓑ GAME MANUAL Ⓡ TEE OFF

SCORE BOARDS

Whenever you record a *new best score* it will be submitted to the online score board at game over. During this time a 🔄 symbol will appear in the bottom right of the screen.

Best scores are recorded per-difficulty, so there are four online score boards. You can view the score boards at any time by pressing Ⓞ and choosing the Score Boards menu item.

TECHNIQUES

- **Maximise score per hole**
- **Keep your chain going**
- **Try for skill shot bonus**
- **You can pick up extra balls**

WIND

Expert difficulty level introduces wind, which will blow the ball away from the expected path. The *strength and direction of the wind can be judged* using two different on-screen elements: the flag on the back of the tank, and the ripples on the water hazard.

SOUND

You can choose between SFX + MUSIC, SFX only, or MUSIC only. There's only one song but it is quite long and also *changes dynamically based on your performance* in the game. The changes are subtle but audible, so listen out for them.

***Sound effects are also dynamic* and are influenced by elements of the game system, such as the size of the ball and the length of your chain, and how well you completed a round.**

Listen out for changes!

TIPS & TRICKS

Driving against the edge of the area whilst turning slightly left/right to more easily line up a shot.

⌐ aims in 1° increments, ✚ aims in 5° increments.

Avoid having to drive across the entire screen by driving off the edge and you will loop around.

There is a secret visual reward for the very best players. To see it you have to play in a specific sort of way for a whole course. *Let me know if you see anything that is worthy of a screenshot!*

OFFLINE & DEMO VERSIONS

Alternative downloads are available! Offline is the same as Catalog but without score boards, and Demo is a limited taster. Both allow you to play in colour using the Playdate Simulator!

https://gingerbeardman.itch.io/fore-track

When you want to play more holes, or start submitting high scores, you can get the full game on Catalog.

https://play.date/games/fore-track/

CREDITS

A game by Matt Sephton

- **Original Concept by kata68k**
- **Music by watson @ MusMus**
- **SFX by Sound Effect Lab**
- **Thanks to X68000 & Testers**
- **Promo image by Vxcl**
- **Logo by Neven Mrgan**

This game uses EasyPattern by Eben Eliason to achieve the animated water pattern.