

PolyGolf Player Guide

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1 Aim of the Game

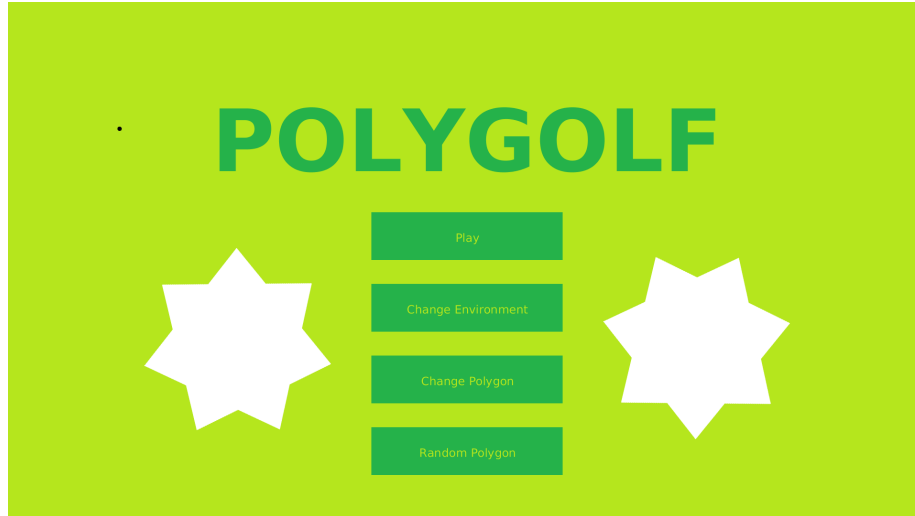
In PolyGolf, the aim of the game is to finish each hole in as few shots as possible to set the best score you can on the course.

2 Controls

To play PolyGolf you draw an arrow in the direction you want the polygon to travel. The polygon will travel parallel to this arrow with speed proportional to its length and will have spin proportional to the distance away from the polygon. ie. An arrow through the polygon's centre of mass will cause no spin. You can only take a shot when the ball is stopped.

The polygon will only go in the cup if you hit it with the correct amount of speed. If the polygon hits the middle of the cup it will definitely go in and if the centre of the polygon is just over the edge of the cup it will be less likely to go in.

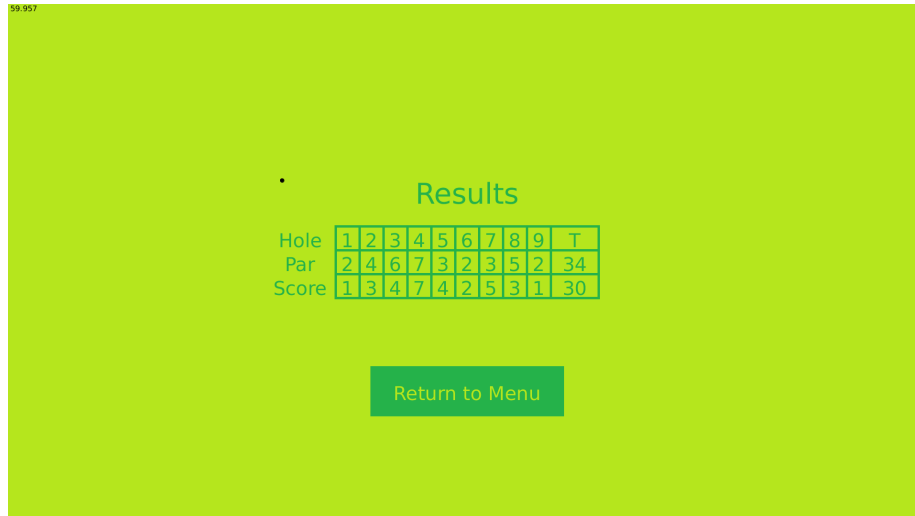
3 Menu



In the menu you have four options:

- **Play** - Start the game with the polygon and the colour scheme (Environment) shown on screen
- **Change Environment** - Change the environment between the three styles
- **Change Polygon** - Change the chosen polygon. Iterates through a list of polygons
- **Random Polygon** - Choose a random polygon

4 Results



When you complete a round you will be shown a results screen like this. The hole numbers are shown along the top row with the holes for par and your score on the hole in the next two rows. Your total score compared to par is visible in the final column. There is also a button to return to the menu.