

MEAN 18

Player's Manual — version 1.0.1

1. The game

Mean 18 is eighteen holes of golf seen from behind the ball, with an overhead map of the hole, a wind dial and a three-click swing. It is a tribute to the 1986 Accolade classic, and like the original it comes with a course editor.

One to four players share the keyboard and mouse. The lowest total after the last hole wins.

2. Starting a round

Choose a course, the number of players and their names, and whether to play all eighteen holes, the front nine or the back nine. Press Tee off. The round is saved after every shot; Menu leaves it and Resume round on the title screen continues it.

3. The swing

Click the view (or press Space) to start the swing. The marker rises: click again to set power. The marker then falls: click a third time when it reaches the gold mark for a straight shot. Clicking early (marker still high) slices the ball to the right; clicking late hooks it left; letting the marker run out is a full hook. Power above the green band is an over-swing, which costs distance and control.

4. Aiming and clubs

The reticle on the ground shows where a full, straight shot with the selected club should land. The left and right arrows turn the aim a degree at a time (Shift for five); clicking the overhead map aims at that point; A or Aim at pin resets it. The sidebar suggests a club for the distance and lie; pick another with the buttons or the up and down arrows.

Club	Full carry (yd)	Loft
Driver	255	11°
3 Wood	235	15°
5 Wood	220	18°
2 Iron	210	18°
3 Iron	200	21°
4 Iron	190	24°
5 Iron	180	27°
6 Iron	170	30°
7 Iron	160	34°
8 Iron	150	38°
9 Iron	138	42°
Pitching wedge	122	46°

Sand wedge	95	56°
Putter	up to 40 (green)	—

5. Lies and hazards

Fairway and tee: full distance, good roll. Rough: 85% distance, small spread. Deep rough: 65%. Bunker: 60%, the ball stops dead, wide spread. Trees: 55%, and a low shot flying into a stand of trees drops there. Green: full roll. Water and out of bounds: one penalty stroke, and the ball is dropped back on the last dry ground along the line of flight.

6. Wind

The dial at the top right shows the wind relative to your view and its speed in miles per hour. Wind moves the ball only while it is in the air, so long, high shots drift the most.

7. Putting

On the green the putter is selected automatically. Set pace with the second click: a putt drops when it reaches the cup with a few yards of run left, runs through if hit hard, and stops short if hit soft. Distances under thirty yards on the green are shown in feet.

8. Turn order and scoring

On the tee, players go in the order entered. Thereafter the player farthest from the hole plays next. A hole is picked up at twelve strokes. Scores are named against par — eagle, birdie, par, bogey, double bogey — and the scorecard colours under-par holes red and over-par blue.

9. The course editor

Open it from the title screen (it loads the selected course) or from New course inside the editor. The map shows one hole with the tee at the bottom; coordinates are yards.

Ellipse tool: drag on the map to draw. Polygon tool: click the corners, then press Enter or double-click to close. Select tool: click a feature to select it, drag to move; the wheel or + and - resize, R and E rotate, [and] move it down or up the paint order, Delete removes it, arrows nudge. Later features paint over earlier ones, so a green drawn after a fairway sits on top of it.

Place tee and Place pin set those points. The pin must sit on a green, the tee must be dry, and tee and pin must be at least sixty yards apart. Set par and the width and length of the hole in the side panel; add or remove holes (one to eighteen); Generate hole draws a fresh random hole of the chosen par.

Validate lists anything that would stop the course being played. Save to library stores it in your browser and it appears on the title screen. Export JSON downloads the course (and copies it into the text box); Import from box loads a course pasted there. Play this course starts a one-player round on it at once.

10. Course file format

Courses are plain JSON: {format:1, name, author, holes:[{par, width, length, tee:{x,y}, pin:{x,y}, features:[...]}]}. A feature is either {t, shape:"ellipse", x, y, rx, ry, rot} or {t, shape:"poly", pts:[[x,y],...]}, where t is one of fairway, green, sand, water, trees, heavy, rough or tee. Features are painted in order; the base terrain is rough; anything outside the hole rectangle is out of bounds.

11. Saving

The game uses browser storage under the tronsoft_mean_18 namespace for the round in progress, your course library and your last title-screen choices. Clearing browser data removes them; export courses you want to keep.

12. Accessibility

Everything can be played from the keyboard. When the browser asks for reduced motion, shots resolve instantly without the flight animation. Canvases carry labels and shot messages are announced.