

# Fuji Golf Help Index

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The Index lists all Fuji Golf Help topics.

To learn how to use Help, choose Using Help from the Help menu, or press F1.

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## Overview

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Fuji Golf is a computer simulation of an imaginary golf course. The object of Fuji Golf is to play the 18 holes of the course in as few strokes as possible. You are competing for position in a tournament with 39 other players whose skill levels range from beginner to professional. Game play changes each round because particular factors such as wind are randomly generated.

## Related Topics

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- ◆ [Playing the Game](#)
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## Playing the Game

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The object of Fuji Golf is to get the ball into each hole in as few strokes as possible. As in real golf, each hole has a par rating, and tournament scores are based on the number of strokes above or below par you have accumulated.

### To Start a New Game:

From the Game menu, choose New Game. Or press F2.

### To Select a Club:

Fuji Golf automatically selects a club for you. This club choice is based on ideal conditions, however, and some of the time you will want to change clubs. The buttons in the bottom left corner of the Fuji Golf window determine the club you use. When the cursor turns into a club over this area, you can select a club by clicking the button of the club you want. Remember, the higher the number the higher the ball goes, resulting in less distance travelled. But also remember that all wood shots go further than any iron shot.

### To Choose Shot Direction:

Fuji Golf automatically selects a shot direction for you, which is indicated by the white line in the Overhead View located on the right side of the screen. You usually need to change the shot direction. To do so, move the mouse pointer into the Overhead View, or the area in the center of the screen called the Shot View. When the mouse becomes a golf ball, click and hold the mouse button down, then drag the mouse to a new direction. Remember to take the wind into account when setting up your shot. The wind gauge is located in the lower-right corner. The larger the arrow, the more severe the wind.

### To Swing:

To start your backswing, click the Backswing button. This will start the red power meter. To hit the ball, click the same button. Remember, the higher the power meter, the further the ball will go.

## Related Topics

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- ◆ [Rules of the Game](#)
- ◆ [Overview](#)

# Rules of the Game

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## Game Rules:

Fuji Golf consists of an 18-hole golf course and 13 golf clubs. The rules of Fuji Golf are the same as those for real golf.

Each hole is separated into seven parts: Tee, Green, Fairway, Rough, Sand Trap, Water, and Out of Bounds.

The **Tee** is the area where the first shot of each hole is hit. It is the light-green area in the Overhead view. On par 4 or par 5 holes you usually tee off with the 1W because you can hit the farthest with this club. On par 3 holes, you should select a club that matches the distance to the hole.

The **Green** is an area of extremely short-cut grass directly around the hole. It is the light-green area in the Overhead view. You will always use the putter (PT club) when the ball is on the green. The putter will move the ball on the ground in the direction you set up. When putting, you should look at the break indicator in the lower-right corner of the Shot view. Remember, like the Wind indicator, the bigger the arrow in the Break indicator, the more severe it is.

The **Fairway** is an area of low-cut grass which extends between the tee and the green. It is the medium-green area in the Overhead view. You want to hit shots from the fairway because the low grass allows you to hit the ball cleanly.

The **Rough** is an area of long grass outside the fairway and the green. It is the dark-green area in the Overhead view. You want to try to avoid this area, because the longer grass won't allow you to cleanly hit the ball. This results in shorter distances for each club.

The **Bunker** (sand trap) is a small area of sand placed in the fairway or around the green. It is represented by the gray areas in the Overhead View. You want to avoid the bunker because balls hit from a trap go extremely short distances.

**Water** is represented by the blue areas in the Overhead View. You cannot hit a ball that has landed in the water. Instead, the ball is pulled from the water and you are penalized one stroke. So, if on your first shot you hit into a lake, the ball is taken out of the lake and placed near its point of entry and you must hit your third stroke from that spot.

**Out of Bounds** is the area that surrounds the entire hole. It is represented by the brick-red area in the Overhead view. You cannot play from out of bounds (OB). If a ball is hit OB, you are penalized one stroke and must hit again from the same spot. For example, if you hit your first shot OB, you must hit your third shot again from the tee.

## Related Topics

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- ◆ [Playing the Game](#)
- ◆ [Strategy and Hints](#)

## Scoring

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You get one stroke each time you hit the ball. Also, you get penalized (get one extra stroke) for hitting the ball out of bounds (OB) or into the water. The object is to get the ball into the hole in the fewest strokes.

## Strategy and Hints

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- When setting up your shot, you should consider that the ball travels for the most part in the air. Once it hits the ground it rolls a bit. So, it is possible to hit a shot short of a lake and still have it roll in. However, you can also hit the ball in front of the green and have it roll onto the putting surface.
- When hitting, be sure to take the wind into account. The larger the arrow in the Wind Gauge, the more severely it will affect your shot.
- When putting, be sure to take the break of the green into account. The larger the arrow in the Break Gauge, the more severely it will affect your putt.
- Maximize your screen for the best view of the golf course. To maximize the view, click the up arrow button in the top right corner of your screen.
- Lucky shirts have been known to help golfers of every skill level. Also, don't strain too much. You can always return to the club house for a [drink](#) and a bit of a rest.

## Related Topics

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- ◆ [Playing the Game](#)
- ◆ [Rules of the Game](#)

## How to Play

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This section contains information about how to play Fuji Golf.

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## Commands

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This section contains information about commands in Fuji Golf.

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## Game Menu Commands

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This section contains information about Game menu commands in Fuji Golf.

### Return To Clubhouse

Exits the current round of golf and returns you to the clubhouse for a rest. From there you can start a new game, continue an unfinished round, or exit the program.

**Note:** You can save several unfinished games, as long as they are under different names.

## Options Menu Commands

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This section contains information about the Options menu commands in Fuji Golf.

### **Display Score**

Displays a score card for the current round of golf.

### **Display Tournament**

Displays all the members who have played in the Fuji Golf tournament and their final scores.

### **Your Status**

Displays your current and best tournament score.

**Par** is the number of strokes it should take to complete a hole. Par is usually the number of strokes it should take you to get to the green plus two putts.

A **Drink** is any liquid refreshment.