

Disc Golf – Windows

Developed by: Sundial Interactive (<http://www.sundialinteractive.com>)

Published by: Wizard Works (<http://www.wizardworks.com>)

Reviewed by: Tim Maxwell

Official Site: http://www.wizardworks.com/disc_golf.htm

Genre: Sports – Frisbee/Golf

System Requirements:

OPERATING SYSTEM: Windows® 95 or 98

CPU: Pentium® 233 or faster processor

VIDEO CARD: DirectX® 7.0 compatible 2MB or higher video card

SOUND CARD: DirectX® 7.0 compatible sound card

CD-ROM DRIVE: 4x CD-ROM

MEMORY: 32MB RAM minimum

INPUT DEVICE: Microsoft® 100% compatible mouse, keyboard

HARD DRIVE: 75MB free hard drive space

Multi-player: Internet access required for Internet play
(33.6 Kps modem minimum for head-to-head play)

Supports: N/A

ESRB: Everyone

Overall Rating: 3

Graphics: 6/10

Sound: 3/10

Documentation: 4/10

Getting Started: 5/10

Gameplay: 4/10

Value: 3/10

The Good Press: Um...hang on, I'm thinking...well, I suppose the graphics are alright; the CD-Rom makes a nice disc for playing a real life game of disc golf.

The Bad Press: Ho-hum gameplay, wildly obnoxious audio; boring course design; no options whatsoever.

Overview:

Tips:

If you're having trouble aiming your throws, set the game to novice. This pretty much guarantees a straight shot.

If you're stuck directly behind a tree or other obstacle, try altering your view in the options menu.

What? You haven't heard of Wizard Works--the creators of such awe-inspiring titles as *Swamp Buggy Racing* and *Carnival Games*? Well, neither have I. All I know is, I was recently sent a copy of the newest title in their popular line of what-the-hell-is-this line of games, *Disc Golf*.