St. Kilda Castle Links

Who would have ever imagined that the Small Town of Stornoway in the Western Isles of Scotland be responsible for “The Greatest Golf Course in the World”.

It is of course all down to that well known Scotsman? Donald Trump whose mother hails from Stornoway.



At this time he is in the midst of building his wonder course in the sand dunes at Balmedie just north of Aberdeen.

It has involved legal actions, planning rejections a legal fight with local tenants he wished to have “moved “.



It might have been much easier if he had just taken over a whole uninhabited Island just off the West Coast among the lochs and mountains near Ullapool.



St. Kilda Castle Links is what would have happened if he had.

Being a master of the understatement, Donald’s course would have to be the –

Longest (I don’t know if it’s the longest but it is long.)

Hardest (I don’t know if it’s the hardest but it is hard)

It has to be accessible to the rich and famous from all over the world, so it has its own airport and ship dock.



Being in Scotland it has to have its own Castle, so he would have one transported, brick by brick, and rebuilt next to the course.



And it has to be well away from the eyes of prying locals.



Soay Sheep

Course Design

The one thing that always amazed me in links was that every time a new real life course was designed for links very soon someone would post that they had shot a very low score eg. 48 for the round.

I decided when designing this course that if computer players could alter the game playing methods to shoot unrealistic scores, on real life courses, then I could alter a course to match.

Instead of designing the course using real life course design techniques, I designed it using the techniques more in line with designing a computer platform game. If you put your ball in the correct place, you effortlessly progress to the next stage of the game. If you don’t, you DIE. You don’t really but you do get into an awful lot of trouble. I know this sounds like how a real golf course is planned and it is, but I have adjusted the margins of error to computer game size.

From the tee you must find the correct part of fairway to avoid the bunkers and get to the right place to approach the green. You must get onto the correct part of the green or face horrible putts.

The bunkers have been designed so that Ani golfers cannot hit 3 woods on to the greens from them. Always remember, sometimes back the way you came is the best option.

In real life if you go into the long rough on links courses you will most of the time never see your ball again. Microsoft Links courses always find your ball , but in St. Kilda Castle Links you may not always wish they had as getting it back onto the fairway can prove from difficult to downright madness.

To paraphrase the Monopoly Board …….

Go to the fairway, Go directly to the fairway, do not go into the rough, do not collect any bunkers.

If you don’t like having to plan every shot and what you are going to do with it, this is not the course for you.

A Big Thanks

A Big thanks to everyone who helped with this design. The course and surrounds were designed by me, Stewart Parker, but all the additional 2d objects, planes, boats, etc. were made and added by Zeke. He also designed and added Tournament Objects, Crowds, Hole Previews, and Splash Screen. There is a lot of work in creating a course but I think Zeke put in as much work as me, by creating all the other often overlooked parts of the game.

The pano was created by Daniel as therapy, following his recent illness. Very interesting therapy, Daniel. I don’t know if it made him feel better, but it did wonders for the course. Superb, as always.

I really cannot thank these two gentlemen enough.

I must also thank Don for his beta and pin testing and Jerry for his Ani testing.

Also thanks to Paul for teaching me all I know about APCD.



One final note…..the “Final Day, Tournament” experience was designed for all Pin Locations to be set at “12 difficult”. I’m sure you will find this a “Supreme Test” of your skill and talents.