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Welcome To *Front Page Sports: Golf*

When I set out to create *Front Page Sports: Golf*, I had three main objectives: create a new way to control the golfer that would feel more like a real golf swing and make you feel like a real participant; create more realistic, detailed, and beautifully rendered golf courses than have ever been seen before on a PC; and make it more fun by adding many types of play for a single player or for multi-player by LAN, modem, or the Internet.

Golf simulators have been around for a long time and have improved in almost every aspect over the years, yet they have never managed to make significant improvements in the way you control the swing. The tri-click method of controlling a golf swing has never fully succeeded at pulling you into the game the way I wanted it to. Interactive TrueSwing™ is the result of many months of hard work and I believe it will change the way we play computer golf.

I know that you will find the courses beautiful, but you may never really appreciate how much work has gone into making them exactly like the real course unless you actually go there. You would probably never know if we cut a few corners, but we would. Played at their highest detail settings — you'll see every tree and bush and all the 3D structures on the courses.

We selected two premiere courses for the first game, The Prince Course on Kauai, HI and The Pete Dye Golf Club in Bridgeport, West Virginia. The Prince is a fantastic course set in a tropical environment spanning from the Pacific ocean to the lush Hawaiian jungle. The Pete Dye Golf Club is not yet a house-hold word, but we wanted you to experience it because it is such an amazing and fun course to play. It is set on the site of an old coal mine with many of the old relics still around. And after you've played one round, you'll never forget those Pete Dye intimidating, deep bunkers.

The first of many additional add-on courses to come is Coeur d'Alene in northern Idaho. It has the worlds only floating green and an interesting driving range set in Lake Coeur d'Alene. Next will be Black Diamond Ranch in Lecanto, Florida. Black Diamond Ranch is distinguished by it's famous limestone quarries. It boasts of 5 of the most beautiful holes you will ever see running around and through these fantastic rock quarries.

I hope that you find this new way to play computer golf both challenging and rewarding. Don't expect to hit 10 under par your first round, but as you develop your skills on some of the world's best golf courses, you'll soon develop a feel for the game. We have a lot more in store for you over the coming years. We hope you enjoy many great rounds!

Vance Cook

INSTALLATION & SETUP

System Requirements

To run *FPS: Golf*, the following minimum software and hardware is required:

An IBM-compatible computer with a Pentium 60 MHz or better processor.

16 MB of RAM.

20 MB of free hard drive space.

Windows 95™

An SVGA graphics card and SVGA color monitor (640 by 480 pixel resolution in 256 colors).

A 2X CD-ROM drive.

A mouse or other pointing device.

The following hardware and software is strongly recommended:

Pentium 90 Mhz or better processor.

32 MB of RAM.

45 MB of free hard drive space.

A video card supporting 1024 by 768 pixel resolution in 16-bit color.

A 4X CD-ROM drive.

16 bit sound card or better.

FPS: Golf supports 9600 baud modems (or higher) and network cards for remote multiple player play.

Installing FPS: Golf

1. Start Windows 95.

2. Insert the *FPS: Golf* CD into your CD-ROM drive.

3. When the *FPS: Golf* setup screen appears, follow the on-screen instructions.

These instructions assume that you are using CD drive **D:**. If not, please substitute the appropriate drive letter for **D:**. To manually install *FPS: Golf*:

1. Start Windows 95.

2. Insert the *FPS: Golf* CD into your CD-ROM drive.

3. Select *Run* from the Windows *Start* menu.

4. In the Open text box, type D:\SETUP.EXE. Click **OK**. Follow the on-screen instructions.

Add-On Course Installation

You can expand the variety of *FPS: Golf* with any of the available add-on courses. To install an add-on course:

1. Start Windows 95.

2. Insert the *FPS: Golf* add-on course disk CD into your CD-ROM drive.

3. When the setup screen appears, follow the on-screen instructions.

Running *FPS: Golf*

1. Start Windows 95.

2. Insert any *FPS: Golf* CD into the CD-ROM drive (preferably the CD with the course you want to play).

3. Select the PLAY option when it appears.

To manually start *FPS: Golf*:

1. Start Windows 95.

2. Insert the *FPS: Golf* CD into your CD-ROM drive (preferably the CD with the course you want to play).

3. Select *Programs>Sierra>FPS Golf* from the Windows *Start* menu.

On-Line Help

Additional information about menu screens, including information not detailed in this manual, is available via an on-line help system. The on-line manual deals with all of the topics discussed in this printed manual. Press **[F1]** any time to access the on-line manual or select *Contents* from the *Help* menu during a round.

Context-sensitive help is available within the dialog boxes by clicking the **?** button in the upper right corner of the box, then clicking on the area of the dialog box in question. Context-sensitive help is available during the game by accessing 'On Item' from the Help menu, then clicking on the area in question, or by using ScreenTip for the various icons. Simply place the cursor over the icon to see the ScreenTip message.

GETTING STARTED

Press any key or click on the screen with your mouse to dismiss the introductory movie.

Ways To Play
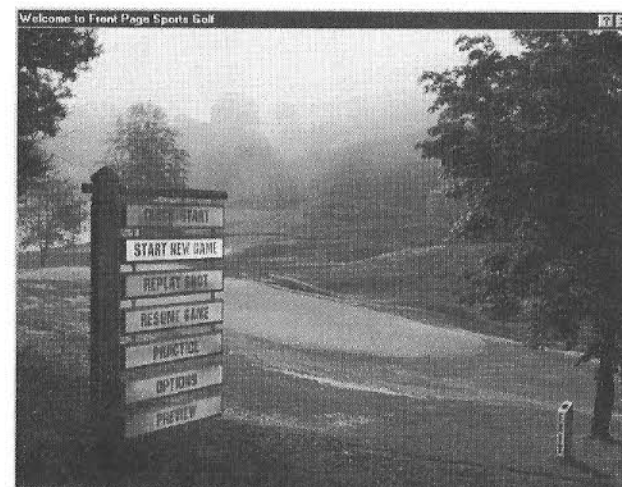
Quick Start

The Quick Start option will allow you to skip the setup windows and begin playing immediately. It starts a new round using the setup options from the last game that was played. Two default players are shipped *with FPS: Golf* so you can utilize Quick Start the very first time you load the game.

Starting A New Game

After selecting *Start New Game* from the signpost in the *Main Menu* window, the game customization windows will follow. These windows provide an interface to setup the round and select players for a game of golf. The setup windows that follow include the following information:

Game Type – With this option, you can choose to play on a single computer, or play remotely over a LAN (local area network) or the Internet, or via modem (see page 10).

Game Settings – These options include selecting the course conditions, weather conditions, number of holes to play, and the type of play (see page 11.)

Who's Playing – This is the interface for creating, editing, and deleting players. This interface is also used for adding and removing players for a round (see page 19).

The setup screens are in a wizard format (**Back-Next** dialogs). There are several screens in the wizard. The choices you make within these screens will take you to additional sub-screens. Make your selections, then click either **Back**, **Next**, or **Cancel** to continue. **Back** will take you to the previous screen. **Next** will take you to the next screen. **Cancel** will return you to the *Main Menu* screen.

Clicking **Play Golf** from the *Who's Playing* screen will start the round of golf.

Replay Shot

This brings up a dialog box with the current directory of all the shots you have saved while playing FPS: Golf. Highlight the shot you want to replay. Press the **Replay** button to accept or press **Cancel** to return to the current window. (See page 36 for more details on replaying and saving shots.)

Note: You may not replay shots that have been saved on a course you don't have.

Resume A Previous Game

Saved game files are saved as .GLF files. These files can be opened by selecting *Resume Game* from the signpost in the *Main Menu* window. You can also double click a .GLF file directly in Explorer to launch *FPS: Golf* and start the saved game.

A dialog box will open with the current directory. Select the game to be resumed.

Press the **Resume** button to start the saved game or press **Cancel** to return to the current window.

*Note: If a game was saved after taking a stroke, but before **Continue** was selected (see page 36 for details), then the game will be resumed as if **Continue** was selected.*

Note: If a player has been deleted, he or she will remain in saved games and can be restored by selecting Save Player To File from the Action menu.

Practicing Your Game

The *Practice Area* allows you to practice drives, chips, and putts on the actual practice facilities of the selected course and on any hole on the course. These areas allow drops on any playable terrain, so you can setup whatever shot you need to practice. You will first be presented with a dialog box that allows you to select the course on which you will practice.

There are four kinds of practice areas:

Driving Range — The driving range allows you to continually hit balls. You have the option to follow the ball or try the shot again. There is no hole on the driving range so you can drive throughout the course.

Putting Green — The putting green has several holes. One is automatically selected and you can practice putting into that hole. You have the choice to follow the ball, or try the shot again. When the ball is in the hole, a new hole is then selected.
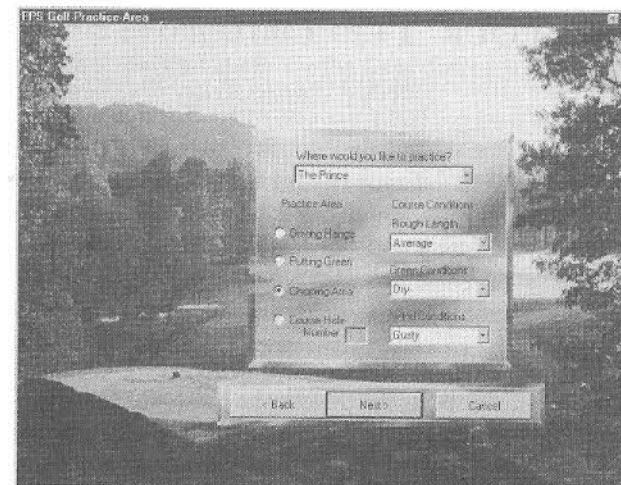
Chipping Area — The chipping area allows you to continually hit balls from bunkers or just off the green. You have the option to follow the ball or try the shot again. There is no hole on the chipping area so you can chip throughout the course.

Course Hole — You may select any hole on the course and practice that hole again and again.

Click **Next** to bring up the *Who's Practicing* screen, or click **Back** or **Cancel** to return to the *Main Menu* screen.

The *Who's Practicing* screen is explained in detail on page 19. You will only be allowed to **Add** one player during practice. After making your selection here, click **Play Golf** to begin practice, click **Back** to return to the *Practice Area* screen, or click **Cancel** to return to the *Main Menu* screen.

BEFORE YOUR TEE TIME

FPS: Golf allows you to customize a game of golf in several ways. Among them, you'll get to choose a course and its settings, what length of round to play, the swing control, the difficulty levels, and what type of round to play. This section describes each step required to get to the first tee.

To adjust settings for your round, select *Start New Game* from the signpost on the *Main Menu* screen. (Of course, you can navigate past this entire area by selecting *Quick Start*, as described on page 7.)

Game Type

One goal of *FPS: Golf* is to allow anyone to play the game, in as many ways as possible, without being restricted by physical proximity. To allow this, the game offers several types of play, including remote access. You can play alone on your home PC, or play with coworkers over a LAN (local area network). Join up with friends across the country via modem, or meet new friends through Sierra's Internet Gaming System (SIGS) and establish golfing buddies around the world. If you have the desire to play golf, *FPS: Golf* provides you the opportunity to get connected.

Local Game (single computer): This option is for one or more users playing from the same computer. Each user can control one or more players/golfers, or play against the computer.

Remote (LAN/modem/serial): This option allows you to remotely connect with your friends across a LAN (local area network), or through a modem or serial connection. See page 43 for details on Remote Play.

Internet (Sierra's Free Gaming System (SIGS)): This option allows you to play with people all over the world via Sierra's Free Internet Gaming System. See page 46 for details on SIGS play.
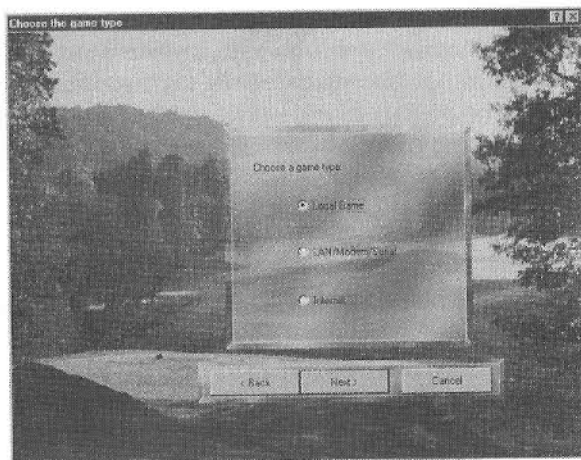
Game Settings

The second screen that appears is the *Game Settings* screen. Here is where you determine most of the settings for the game.

Course

Use the drop menu to select the course to play, *The Pete Dye Golf Club*, in Bridgeport, West Virginia; or *The Prince* at Princeville Resort on Kauai, Hawaii. (Add-on courses are available through software retailers. The name of the add-on course will appear in this drop menu once it is installed.)

The **Course Tour** button will display a short video that provides a look at the course, highlighting its special characteristics.

Course Conditions

The default course and weather conditions provide a normal day on the course. Changing these conditions allows you to change the difficulty of the game. There are three course conditions that are customizable:

Rough Length — Adjust the length of the rough grass. Changing the length of the rough will affect a swing out of the rough and the ball speed as it comes in contact with the rough. The choices are:

Short — (Freshly cut.) It is easy to hit the ball out of short rough. The ball tends to travel longer distances because the club and ball are not slowed by impact with the rough.

Average — (An average course on an average day.) The ball tends to travel shorter distances than what would be expected because the club and ball are slowed by impact with the rough.

Long — (Moments before the mowers are started.) It is difficult to hit the ball out of long rough. The ball tends to travel shorter distances because the club and ball are drastically slowed by impact with the longer grass.

Note: Using one club longer ("clubbing up") would be a good idea in long rough.

Green Conditions — Adjust the moisture on the green. Moisture level is most apparent on the green. The choices are:

Wet — (Shortly after a rain shower.) When the ball is hit onto the green, it will lose most of its momentum on impact. The green tends to act as a wet sponge and will cushion the ball as it lands. Putts tend to be short because of increased friction.

Moist — (Early morning dew.) The ball will loose some momentum on impact with the green. The green will cushion some of the momentum as it gives a little. Putts tend to be slightly shorter because of increased friction.

Normal — (Average green on an average day.) The ball will be slowed somewhat by the grass.

Note: Learning to putt on normal green conditions will help your ability to adjust for other green conditions.

Dry – (A summer afternoon.) It is more difficult to keep approach shots on a dry green because of the tendency for a ball with momentum to bounce when it hits. Putts tend to roll longer than usual because of reduced friction.

Very Dry – (Summer in the desert.) The ball will ricochet off the green at first impact. The ground is hard and does not give at all. You'll need to roll approach shots onto the green. It will seem impossible, at times, to hit a short putt because of decreased friction.

Wind Conditions – Adjust the strength of the wind. The wind will affect the ball while in the air. A gusty wind can be unpredictable, which makes it hard to play in higher winds. The choices are:

Still – (Zero wind.) This option is good for testing swings. Turning off the wind can help you concentrate on the swing, not the weather. This is a rare condition, however, in the real world.

Calm – (Ideal golfing conditions.) There is generally some amount of wind during calm conditions, anywhere from zero to five miles per hour for a calm day. The wind rarely changes direction or gusts. The wind can carry the ball a little and hopefully result in better placement. This is considered a normal condition.

Breezy – (Summer breeze.) Anywhere from five to ten miles per hour. The wind rarely changes directions or gusts. A tail wind can carry the ball a few yards on long drives. This is considered a normal condition.

Gusty – (Don't forget your kite.) Quite a bit of wind for playing golf. Anywhere from ten to twenty-five miles per hour. The wind changes direction frequently and will gust at times. A tail wind can carry the ball great distances during strong gusts. This is considered an unusual condition.

Strong – (Batten down the hatches.) Bring plenty of balls and some goggles. Anywhere from twenty-five to forty miles per hour. The wind changes direction frequently and will gust at times. The wind will completely destroy that perfect shot and ruin that comb-over. This is considered to be good weather to stay inside and play *Front Page Sports: Golf.*

Note: Once set, all conditions will be in place for the entire round or tournament. You may set the course conditions to change randomly in the Game Options, General tab (see page 50).

Preferences

Tournament vs. Custom

The first preference to select is either **Tournament** or **Custom**. The difference between these two preferences can best be described as competitive versus recreational play. When you select **Tournament**, the options for *Sudden Death, All Advanced Swing Control,* and *Tournament Tees* are automatically selected and cannot be adjusted. A **Custom** game allows you to choose any of the following preferences:

Sudden Death – This provides a way to resolve a tied round. If a tie occurs at the end of a round where *Sudden Death* play has been selected, the tied players will play an additional hole. The player with the best score for that hole wins the entire round. If players tie again, then additional holes are played until one player shoots a lower score.

This option is automatically selected when **Tournament** is selected because there are no ties in tournament play.

Advanced Ability – During the creation or editing of players (see page 19), the ability level can be set for each player to *Basic, Standard,* or *Advanced* depending on the ability of the human user (you). By selecting *Advanced Ability,* all players are forced to use the advanced ability level regardless of the swing control that a player may have previously selected.

Advanced ability level is the most difficult to master. Standard and Basic are a little more forgiving with less-than-perfect swings. The Advanced option is selected automatically during tournaments to set all players on equal ground.

Tournament Tees – Players of different abilities have the option of playing from different tees in **Custom** play. The tee positions are *Forward, Ladies, Amateur, Pro,* or *Tournament (Forward* = easiest; *Tournament* = hardest). Tee positions are an attribute of individual players and are selected during the process of creating and editing players. By selecting *Tournament Tees,* all players are forced to start from the tournament tees regardless of which tees the player had previously selected.
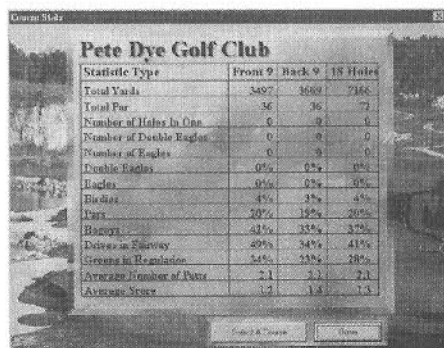
This option is selected automatically during tournaments to set all players on equal ground.

Use Handicaps – In general, a handicap is a number that would be subtracted from your average score for 18 holes to achieve a net score of par for the course. For example, someone with a handicap of 18 would normally shoot around 90 on a par 72 course.

To establish a handicap in *FPS: Golf,* a player must select the *Affect Stats* box, choose one of the seven types of play, and 18 or more holes from *Game Settings* (see page 14). The seven types of play that can be used to establish a handicap are: Medal, Match, Stableford, Four Ball Match, Four Ball Medal, Four Ball Stableford, and Skins. The player must then complete 18-holes in one sitting. A new handicap will be generated which considers the difficulty of the course and the player's score for the round. The

handicap is continually tracked and updated for each player as subsequent rounds are played. Players must have established a handicap to participate in any game which has *Use Handicap* checked in the *Game Setting* screen.

Note: If you play 72-holes and need to save the game to be restored later, you must save on hole one in order for the handicap to be affected.

Handicaps affect your score in different ways depending on the type of play selected. See page 16 for an explanation on the types of play and the impact of the handicap on that type of play.

Affect Stats — There are four sets of statistics which the game automatically tracks if this option is selected: Player, Course, Top Medals, and handicaps. These statistics are useful in comparing players and courses. The statistics can be viewed during the game by selecting them from the *Stats* menu.
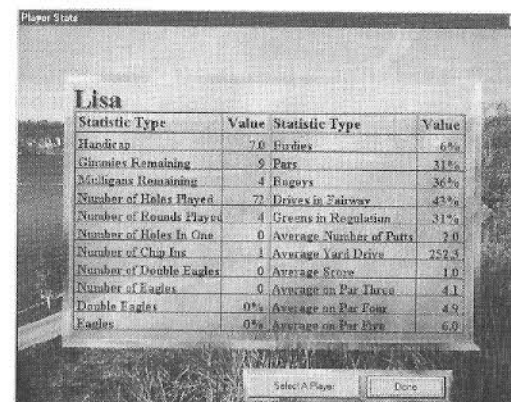
A check box has been provided to allow you to choose when to affect the statistics of the players playing and the course being played. If the *Affect Stats* box is selected, then statistics will be kept during the play of the game. However, *Mulligans* and *Gimmies* will be disabled in order to produce true statistics.

Selecting *Tournament* mode will automatically select the *Affect Stats* box (therefore, *Gimmies* and *Mulligans* are grayed out.)

Gimmies Allowed — A gimmie is a feature available for recreational game play. It allows you (if your ball is a certain distance from the hole) to assume that your next shot will hole out (go into the hole). This option is for the cautious player who is not absolutely sure about making short putts, or for the confident player who wants to speed up the game play. The gimmie distance can be selected from the *Game Options* (see page 50).

Select the number of gimmies for each round using the drop menu. Select *All* to always allow gimmies or select *Zero* to disable the option. The other choices are 2, 4, 9, 18, 36, and 72.

When the ball is within gimmie range, the *Gimmie* button is available on the button bar (assuming the option has been enabled and you still have

gimmies remaining) during a round. To use a gimmie, click the button, or select *Gimmies* from the *Action* menu, or use the hot key **G**. To see how many gimmies you have remaining, consult the *Player Stats* screen under the *Stats* menu.

Note: Statistics are not updated when gimmies are allowed.

Mulligans Allowed — A mulligan is a feature available for recreational game play. A mulligan allows you to re-hit your last shot without penalty. Mulligans are useful for keeping a bad shot from affecting your score.

Select the number of mulligans for each round using the drop menu. Select *All* to always allow mulligans or select *Zero* to disable the option. The other options are 2, 4, 9, 18, 36, and 72.

After the ball has been hit, the *Mulligan* button is present on the button bar (assuming the option has been enabled and you still have mulligans remaining). To use a mulligan, click the button, or select *Mulligan* from the *Action* menu, or use the hot key **M**. To see how many mulligans you have remaining, consult the *Player Stats* screen under the *Stats* menu.

Note: Statistics are not updated when mulligans are allowed.

Front Nine — The players will play only the front nine holes of the selected course. The round will begin on the first tee and end with the completion of the ninth hole.

Back Nine — The players will play only the back nine holes of the selected course. The round will begin on the 10th tee and end with the completion of the 18th hole.

18 Holes — Play all eighteen holes of the selected course. The round will begin on the first tee and end with the completion of the 18th hole.

72 Holes — A tournament consists of 72-holes of golf, usually spread over four days (18-holes each day). Each round will start on the first tee of the selected course. The game will end after completing the course four times.

Note: If you plan on saving the game and finishing later, be sure to save the game at the beginning of a round in order to affect your handicap.

Type Of Play

FPS: Golf offers twelve types of play. *Type of Play* is selected from the drop menu on the *Game Settings* screen. The rules may seem complicated at first, but will become clear after a few rounds.

Medal – (One or more players) This is also known as stroke play. Players compete based on their stroke totals at the end of the round or tournament. The player with the lowest score (stroke total) wins.

Handicap: Each player uses their full handicap.

Match – (Two players only) Two players compete against each other on each hole. The winner of the hole is the player with the fewest strokes for that hole. There is no winner if the strokes are equal. The final score is calculated from the number of holes won. The player with the highest score wins the round.

Handicap: The difference between the two player's handicaps goes to the player with the higher handicap (the player with the lowest handicap gets no handicap strokes). The handicap is applied according to the difficulty or "rank" of the hole (a player applies handicap strokes on the most difficult hole first, then the next difficult, as would typically happen in match play– based games). The difficulty of the hole is shown on the leaderboard in the "Hcp" row.

Stableford – (One or more players) Players compete against each other at each hole. Points are given for each hole as follows:

Hole Score	Points
Two or more strokes over par	0
One stroke over par	1
Par	2
One stroke under par	3
Two strokes under par	4
Three strokes under par	5

The player with the highest final sum wins the round.

Handicap: Each player uses their full handicap.

Four Ball Medal – (Two player teams) This is also known as *Best Ball*. It is the same as *Medal* except in teams of two. The final score for the team is the sum of the lowest scores per hole.

Handicap: Each player uses 90% of their full handicap.

Four Ball Match – (Two player teams; Four players only) Same as *Match* except four players compete in teams of two on each hole. The winner of the hole is the team who's player had the fewest strokes.

Handicap: Each player takes the difference between the lowest player's handicap and their own handicap (the player with the lowest handicap is allowed no handicap strokes). For example, player **A** has a 10 handicap, **B**

has 8, **C** has 2, and **D** has 13. After adjusting the handicaps for *Four Ball Match*, **A** has 8, **B** has 6, **C** has 0, and **D** has 11.

Four Ball Stableford – (Two player teams) Same as *Stableford* except in teams of two. The winner of the hole is the team who's player had the most points.

Handicap: Each player uses 90% of their full handicap.

Skins – (Two or more players) Each player competes against all other players in the group on each hole. A dialog box appears after the *Game Settings* that prompts for dollar amounts to be entered or bet for each hole. There are 18 text boxes (half are grayed if playing 9-holes; the same values are repeated for each 18 if playing 72-holes).

There are two buttons on the dialog. **All Same As First Hole** will set all text boxes with the same number that you enter in the first one. **1X-2X-3X First Hole Value** will automatically fill in the remaining text boxes — the first third at the same value as number 1, the second third at double the amount, and the last third at triple the amount.

The skin for a hole is won by the player with the fewest strokes for that hole. If any players tie for the low score, all players are considered to be tied and the skin is carried over to the next hole.

For example, using the **1X-2X-3X** option, if you are playing an 18-hole round and the initial bet is $5 per hole, then the 7th-12th holes are worth $10, and the 13th-18th holes are worth $15, assuming no ties carry over into them. If there is a tie on the 11th hole, then the 12th hole is worth $20. If there is another tie on the 12th hole, then the 13th hole is worth $35 (the $20 carryover plus $15 for the 13th hole).

The round is won by the player who has won the greatest dollar amount at the end of the round or tournament.

Handicap: Same as *Match* play.

Scramble (Two player teams) – Players compete in teams of two with both players teeing off together. Teams then choose which of the two balls will be played. Both team members make the second shot from this point and choose again which one to play. The score is calculated from the total number of strokes a team needs to complete the round. The team with the lowest score wins.

Handicap: Each team uses 50% of the lowest handicap plus 20% of the highest handicap from the two players on the team.

Scramble (Four player teams) – Same as a two-player scramble, but with four players per team.

Handicap: Each team uses 25% of the lowest handicap plus 20% of the second lowest plus 15% of the third lowest plus 10% of the highest handicap from the four players on the team.

Best Ball Ryder Cup (Two player teams; Four players only) – Players compete in teams of two with each player alternating drives at each hole. The player that does not drive hits the second shot. The players continue to

alternate until the ball is in the cup. The winner of the hole is the team with the fewest strokes for that hole. There is no winner if the strokes are equal. The final score is calculated from the number of holes won. The team with the highest score wins the round.

Handicap: The team with the highest number of combined handicap strokes gets 50% of the difference between the two teams' strokes and the other team is allowed no handicap strokes. For example, team **A** has a 16 handicap and **B** has a 10. After adjusting the handicap for *Best Ball Ryder Cup*, **A** has 3 and **B** has 0.

Best Ball Greensome (Two player teams; Four players only) – Players compete in teams of two with both players teeing off at each hole. They then choose which of the two balls will be played. The player whose ball was not chosen hits the second shot and the team alternates until the ball is in the cup. The winner of the hole is the team with the fewest strokes for that hole. There is no winner if the strokes are equal. The final score is calculated from the number of holes won. The team with the highest score wins the round.

Handicap: The team with the highest number of combined handicap strokes gets 40% of the difference between the two teams' strokes and the other team is allowed no handicap strokes. For example, team **A** has a 19 handicap and **B** has a 14. After adjusting the handicap for *Best Ball Greensome*, **A** has 2 and **B** has 0.

Best Ball Bloodsome (Two player teams; Four players only) – Players compete in teams of two with both players teeing off at each hole. The opposing team then chooses which of the two balls will be played. The player whose ball was not chosen hits the second shot and the team alternates until the ball is in the cup. The winner of the hole is the team with the fewest strokes for that hole. There is no winner if the strokes are equal. The final score is calculated from the number of holes won. The team with the highest score wins the round.

Handicap: Same as *Greensome* play.

The handicap for the team is then divided into eighteen parts. The greatest parts are used on the hardest holes first. The difficulty of the hole is displayed on the leaderboard (see page 36). For example, if a team has a 38 handicap, then it will be split into two 3's and sixteen 2's. The two 3's will be used on the most difficult holes.

Note: In all types of play, ties are handled by Sudden Death *if it is selected. Golfers play as many additional holes as necessary until one player or team emerges victorious.*

CREATING AND EDITING PLAYERS

To create, edit, and delete players, and to add and remove players for a round of golf, navigate to the *Who's Playing* screen. First, select *Start New Game* on the signpost in the *Main Menu* screen. Select your game settings then click **Next**.

The *Who's Playing* screen is where some of the greatest names ever to play *FPS: Golf* are born. It's also where they get left in the clubhouse!

Create Player — Opens the *Player Name* box which prompts you for a player name. This is followed by the *Player Options* screen which provides an interface to set the player options.

Edit Player — Opens the *Player Options* screen which provides an interface to change the player options. The screen is loaded with the current settings for the player being edited.
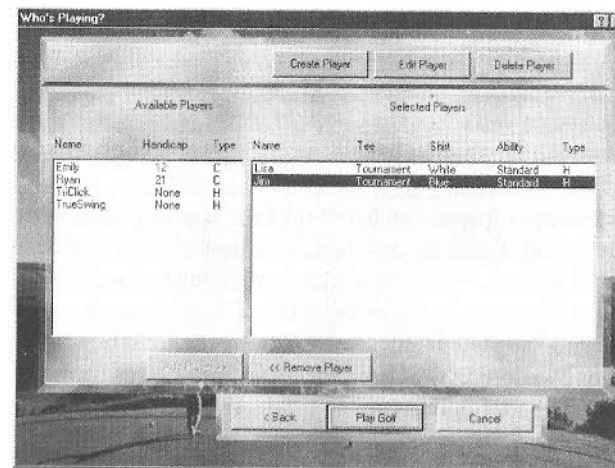
Delete Player — Asks for a verification, then deletes the highlighted players and all their statistics. Saved games will still contain the player, but all previous statistics will be gone (see page 7).

Add Player — Includes the highlighted player in the round of golf you are about to begin.

Remove Player — Removes the player from the round of golf you are about to begin.

Note: This is the last setup screen before the game starts. Also, you cannot get to the Who's Playing *screen with a* Quick Start *game.*

Creating A Player

To create a player, click on the **Create Player** button on the *Who's Playing* screen. A box will prompt you to enter the player's name. Feel free to enter the name of your favorite pro then prepare to assume their talents. Click

OK to proceed or **Cancel** to return to the *Who's Playing* screen.

Clicking **OK** takes you to the *Player Options* screen. This allows you to edit the following fields:

Ability Level – This option allows you to artificially improve the swing of a player. There are three options available:

Basic – The distance and direction of the ball are scaled to make it easy for beginners. It is harder to hit a bad shot than a good one in this mode. This is a good place to start for younger golfers and beginners.

Standard – The distance and direction of the ball are scaled to make this a good stepping stone toward an advanced ability level. It is still easy to hit a good shot, but it's just as easy to hit a bad one.

Advanced – The distance and direction of the ball are not scaled in this option. This swing option should be the ultimate goal of a computer golf master. All players in a tournament are set to this ability level.

Custom – This *Ability* option is reserved for computer players. It is never available to be manually selected, but it becomes automatically selected when you check the *Computer* player check box, then click the **Custom Ability** button to customize the computer player's ability (see page 25).

Display Grid – In order to better read the break of a putt or see the slope of the terrain, a grid can be automatically displayed over the immediate area. These options allow you to decide when the grid will automatically appear for the player being edited or created. The grid can also be displayed manually during the game at anytime by clicking the **Grid** button in the button bar or by selecting *Grid* from the *Action* menu or using the hot key **X** (see page 39). The four options are:

Never – The grid will never be displayed for the player, unless selected manually during the game.

Always – The grid will always be displayed for this player every time the game redraws a scene.

Chipping – The grid will only be displayed when the player is within chipping distance of the hole or when manually selected during the game. It can be very helpful for finding the break or the lip of an obscured bunker.

Note: The chipping distance can be set in the Game Options *screen, General tab.*

Putting – The grid will only be displayed when the player is on the green or when manually selected during the game. It can be helpful for finding the break of the green.

Control Method – There are two methods of swing control available. The traditional **Tri-Click** swing, which takes three mouse clicks to swing, and *FPS: Golf's* **Interactive TrueSwing™**, which reads mouse movement to control the golfer's swing. Tri-Click masters may initially find their accuracy

slightly decreased as they switch to TrueSwing™, but with a little practice, the increased level of control and the feeling of actually swinging the club will more than make up the difference.

The discussion on both types of control begins in the *How to Swing* section starting on page 32.

Tees – There are five different tees (the starting point on any hole) available. Not all courses are equipped with five tees; in the case that the tee type does not exist, the player will be placed on the tee that most closely approximates the selected tee. The five options are:

Forward – For beginning players. These tees are closest to the hole.

Ladies – For standard players. Many golf courses have ladies tees.

Amateur – For standard players. The standard middle tee position.

Pro – For advanced players. Often the same as the tournament tees.

Tournament – For advanced players. These tees are usually the farthest from the hole or placed in the most difficult position. All players play from the **Tournament** tees during tournament mode.

Clubs In Bag – There are 21 clubs available to each player; however, only 14 of those clubs can be used at any one time – 13 clubs plus a putter. The *Clubs In Bag* option allows you to select the clubs the player will carry onto the course. Each club has specific properties associated with it that should be taken into account when selecting the clubs:

Angle – This is the angle of the club face and it is what gives the ball loft. The lower the angle, the lower the loft.

Distance – The distance of the club is an average distance for standard players.
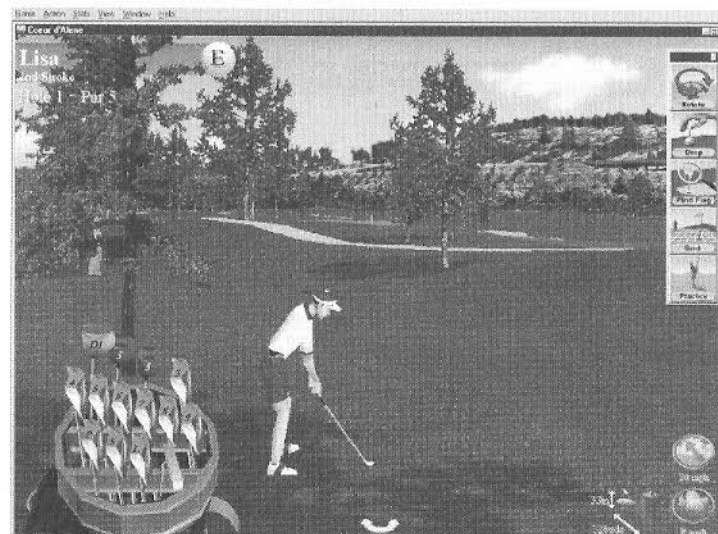
The angle and distance specifications for an advanced player's clubs are listed below.

Club	Angle (degrees)	Distance (yards)
D1	9.5	275
D2	12	270
2W	14	260
3W	16	250
4W	18	235
5W	21	215
6W	23	200
7W	25	190
1I	18	235
2I	21	220
3I	24	205
4I	27	195
5I	31	185
6I	35	172
7I	39	160
8I	43	148
9I	47	135
PW	51	120
SW	56	90
LW	60	70

The putter is always present in the golf bag and is usually used exclusively on the green or around the fringes of the green. Check the other clubs you wish to have in the players bag. If you accidentally select too many, you'll receive a friendly error message. This is a lot better than the disqualification you'd experience in an actual tournament for this rule infraction.

Suggest – This recommends the club selection for the default set of 14 clubs.

Player Details – Change the visual appearance of the golfer with these controls, such as shirt color, and decide whether they will be computer or human controlled.

Male/Female – We think you can figure this option out for yourself.

Computer – When this box is checked, the player will be computer-controlled. The **Calibrate Swing** button changes to a **Custom Ability** button (see page 25). This allows you to customize the ability of the computer player. Once you customize a computer player's ability, the **Custom** *Ability Level* radio button is automatically selected. You can still determine gender, feature colors, and shirt/pants color for a computer player.

Note: Once the player is created, the Computer *control cannot be altered. When you return to edit the player later, the* Computer *box will be permanently set. All other options will still be available for editing.*

Skin, Hair, Shirt, and Pants – The drop menus can be used to select color features.

Player Name – You may edit your player name by typing in a new name in upper left text box.

Caddie Club Suggestions – If checked, the caddie will suggest a club at the beginning of the player's turn. If not checked, a driver will come up at the beginning of the hole and a putter will come up whenever the player is on the green. If a different club is desired, you will need to select the desired club before each shot.

The caddie calculates distance to the pin, elevation difference, and course conditions. The caddie will then suggest a club using the player's statistics for average club distance. If the caddie does not select the club you desire, it can be changed easily during play (see page 30).

Chipping Club – If *Caddie Club Suggestion* is selected, you must choose the default club to use for chipping. The choices range from your 5 iron through your loft wedge depending on which clubs are in the bag.

If *Affect Stats* is selected in the *Game Settings* screen, and the player is using caddie suggestions, then statistics will be kept on the average distances hit with each club. Over time, the caddie will learn how the player uses each club and give better suggestions.

Note: To see the players club statistics during game play, place the cursor over a club in the bag for a few seconds. A ScreenTip box will appear.

Calibrate Swing

The **Calibrate Swing** button is only valid for human-controlled players using TrueSwing™. The swing calibration is very important in order to determine how mouse movement will translate into club head speed. In other words, the calibration affects how quickly you must move the mouse to achieve a scorching drive, a gentle chip shot, or a three-foot putt.

Note: It is a good idea to take several swings in the Calibrate Swing *window. This will allow you to find a nice default for the player.*

When the first human player using TrueSwing™ is created, calibration is required in order to continue. This will set the default mouse factors for all players yet to be created. To customize the swing calibration for a player, click on the **Calibrate Swing** button. The swing calibration screen will appear.

To calibrate the swing, click on the club head on the upper right side of the screen. Pull the mouse straight down, so the club head moves to the bottom of the screen. Then move the mouse straight up to push the club head back to the top. This is the same motion that will be used in the game. Try to hit the ball the distance as displayed in the list box in the upper portion of the screen. Continue swinging and adjust the swing power until it comes naturally.

Note: This does not adjust the Ability Level, it only calibrates the mouse movement to the swing power.

There are three types of swing to calibrate: drives, chips and putts. You will want to spend some time calibrating each of these. Keep in mind that the **Average Distance** to chip and putt is short. This will cause your drive calibration swing to be fast, and your chip and putt calibrations to be slow. *Note: During a game, if you feel your putts are too sensitive or driving long distances is too hard, you may want to adjust the **Swing Power** for your player.*

The swing calibration does not take wind, terrain or direction variations into account. To get the same yardage on the course may require a harder swing depending on course and weather conditions. The swing calibration also does not have any affect on the lateral movement of a shot (fades, slices, draws, or hooks). Placing lateral spin on a shot, as well as other nuances of TrueSwing™, is discussed in detail beginning on page 32.

When calibrating your drives, you will be able to select the **Average Distance** from the list box. The options provided will depend on the ability of the player. The distance in the list box will affect the caddie suggestions. The caddie will scale each club distance by a ratio of the number in the list box and the club distance for a driver. It also affects the distance for when a sound bite plays to signal a good drive, and the scaling point for basic and standard players.

Change the *Swing Power* in order to customize the amount of mouse movement required to drive long and putt short. To do this, click and drag the slider bar to the left or right. As you calibrate your swing, suggestions will be provided in text for adjusting *Swing Power*.

Click the **Save As Default** button to save this (swing power and average yards) calibration as the default for newly created players. Click **OK** to save changes and return to the *Player Options* screen, or **Cancel** to nullify any changes made to the swing.

Custom Ability

The **Custom Ability** button replaces the **Calibrate Swing** button when the **Computer** button is checked. It opens the screen where you customize the computer player ability. There are three variables in customizing the computer player's ability:

Maximum Distance At Full Swing – Change the maximum distance that a computer player can hit the ball. This slider allows you to set the value anywhere from 250 (left end) to 300 (right end) yards.

Variation of Maximum Distance – Change the error incorporated into the computer player's swing power. The ideal distance will vary randomly by the error value. This slider allows you to set the error values anywhere from 21.6% (left end) to 2% (right end) of the maximum distance.

Variation of Club Direction at Impact – Change the error incorporated into the computer player's club direction. The ideal direction will be randomly varied by the error value. This slider allows you to set values anywhere from 12.4 (left end) degrees to 1.1 (right end) degree of the desired direction.

To customize the computer player's ability, adjust the three sliders to the desired locations. For default values of Basic, Standard, and Advanced ability, use the *Ability Level* check buttons in the *Player Options* window. To give you a benchmark for adjusting the sliders, approximate values for the various player abilities are as follows:

	Max Distance	Distance Variation	Direction Variation
Advanced	280–300 yards	1–5%	1–3 °
Standard	265–279 yards	6-13%	4—7 °
Basic	250—264 yards	14-20%	8–12 °

Check the *Computer Learning* box to allow the computer player to learn after every swing. The more the computer players play, the better they get.

Click the **Random** button in order to create a random ability for the computer player. Each consecutive click of the **Random** button presents different settings.
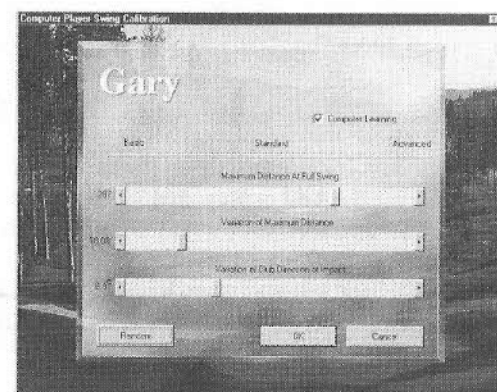
Click **OK** to save changes and return to the *Player Options* screen, or **Cancel** to nullify any changes made to the swing. The **Custom** radio button under the *Ability Level* heading is now selected, although it remains grayed out.

Deleting a Player

To delete a player, highlight one from the *Who's Playing* window by clicking on the name (this can be a player in the *Available* or *Selected Players* list). Then click the **Delete Player** button and confirm the decision to delete.

Editing a Player

To edit a player, highlight one from the *Who's Playing* screen by clicking on the name (this can be a player in the *Available* or *Selected Players* list). Then click the **Edit Player** button and the *Player Options* screen will appear. Use the *Player Options* screen in the same manner as described in the *Creating A Player* section (described on page 19) to edit a player.

Note: The computer player check box cannot be edited. (Once a computer, always a computer.)

Adding and Removing Players

There are two list boxes in the *Who's Playing* screen: *Available Players* and *Selected Players*.

Available Players – This box contains a list of players that have been created but have not been selected to play in the next round. When a new player is created, an entry for that player is added to this list. The entry consists of the player name, followed by the handicap. The handicap will be followed by a **C** for computer players or a **H** for human players, and an **R** for remote players.

Selected Players – This list box contains the selected players that will be playing in the next round of golf. The **Add** and **Remove** buttons affect who is displayed in this list. When a player is added to this list, they are no longer displayed in the *Available Players* list. The entry changes to display the player name, type of tee, shirt color, and ability level. The swing difficulty will be followed by a **C** for computer players or a **H** for human players, and an **R** for remote players.

There are two methods for moving players between the *Available* and *Selected Players* list boxes: double-click directly on the name, or click once to highlight the name, then use the **Add** or **Remove** buttons. **Remove** cannot be used on players in the *Available Players* list (i.e., it is not a **Delete** button).

Click **Play Golf** to begin your round, **Back** to save changes and return to the *Game Settings* screen, or **Cancel** to save changes and return to the *Main Menu* screen.

Note: This is the last setup screen before the game starts. Also, you cannot get to the Who's Playing screen with a Quick Start game.

TEE TO GREEN

This section discusses everything that you need to do during a round of golf. This includes setting up a shot, club choices, how to swing and putt, and display and replay options. The section is divided into four sub-sections: *Before The Shot* (page 27), *Taking Aim* (page 31), *How To Swing* (page 32), and *After The Shot* (page 35).

Before The Shot

Main Window – Buttons, Icons and Hot Keys

The main window displays the view from just behind the perspective of the golfer and provides an interface for playing the game. When the main view is created during the initial setup, the machine speed is considered in sizing the main window. The initial size can be adjusted in the same way a standard Windows 95 window can be resized.

Note: When you exit the application, the window size and coordinates are saved and restored during the next round if you select Save Configuration *from the* Window *menu.*
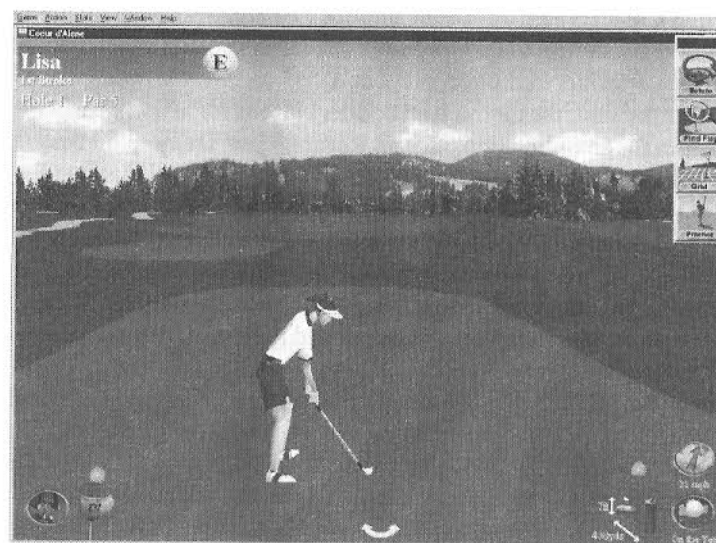
The game can be controlled through the game interface, most of which resides within the main window.

The upper left region of the window contains information about the scene. From top to bottom, this area includes the player's name, the current number of strokes, hole number, and par for the hole. During games of 72-holes, the current round is also displayed. The number inside the golf ball image is your score. Different types of play use different scoring methods (see page 16). When using *Medal* play, a plus figure shows that you are over

par, a minus figure shows that you are under par, and an **E** means you are even par. You'll start every *Medal* round at even par. (Enjoy it while you can!)

The lower region of the window contains the interface items. From left to right, this area displays icons for the shot setup, current club, aimer, pin distance and elevation, lie indicator, and wind velocity. All of these are described below.

The button bar is visible within the main window. Move the button bar by clicking anywhere around its edges and dragging it into place, similar to the way you move the *Taskbar* around in the Windows 95 environment. If you move it to the extreme left, right, top, or bottom of the screen, it assumes the necessary horizontal or vertical format to fit around the main window. You can also place the button bar over the main window as a floating button bar.

Note: The button bar will always stay on top of any windows in the game so that it is always accessible. Or, you can hide the button bar by selecting Hide Toolbar *in* Windows *menu.*

The button bar presents options available during game play, before and after the shot. To select any option on the button bar, click on the button, select it from the *Action Menu,* or use the hot key shown in the *Action Menu.* For a quick reference on any of the buttons available, move the mouse cursor over the button in question for a second or two and a message will appear that describes the button's function.

Before the shot, the button bar includes buttons for action items available in the given situation, such as **Rotate View**, **Drop**, **Find Flag**, **Grid**, and **Practice**.

Rotate View (Hot Key = **R**) – This feature of *FPS: Golf* actually rotates the view of the main window so that the golfer's perspective is changed. This is useful once you have repositioned the golfer with the aimer arrow (page 31) so you can see where your shot will be heading. **Rotate View** becomes available once you have repositioned the golfer with the aimer arrow.

Drop Ball (Hot Key = **B**) – If you find that a shot has ended up behind an obstruction (trees, bushes, etc.), you may need to drop the ball in order to have a clear next shot. A drop results in a one-stroke penalty. Click the **Drop** button. The cursor changes to an icon of a hand holding a ball. If a red glove cursor appears over the icon, then you do not have the cursor positioned in an area where you are allowed to drop. The allowable drop area extends two club lengths to either side of your existing lie, and no closer to the hole. You won't be allowed to drop in hazards or out of bounds. When you are in an allowable drop area, the red glove cursor changes to the standard white cursor. Click in the screen with the ball-in-hand icon to drop the ball.

You may find that you cannot drop the ball anywhere in the main window. If this is the case, you'll need to use the new buttons that appeared in the button bar after you clicked the **Drop** button.

Back – This button repositions the view so you are directly behind your original position (remember, you can drop no closer to the hole). You may find that in order to have an allowable drop, you need to click the **Back** button at least once. You may click the **Back** button multiple times until you have a satisfactory area to drop. As you do this, you'll notice that the allowable drop area increases in size.

Hit Here – This button allows you to accept the suggested drop ball location. This saves the screen redraw time.

A new **Forward** button appears after you click the **Back** button for the first time. This has the opposite effect of the **Back** button.

Done (Hot Key = **D**) – Click this if you decide not to drop the ball and want to return to the main play view.

Find Flag (Hot Key = **F**) – If you cannot see the pin from your lie, click this button to display an extension of the pin (flag stick).

Grid (Hot Key = **X**) – This will lay down a geometrical grid over the immediate landscape in front of the golfer. A grid is useful for showing terrain changes and the break (slope) of a green. Click **Grid** a second time to remove the grid.

Read Green – This button only appears when you are within 36 yards of the green. This is a better way to read the break on the green from a variety of angles. When you click this button, you are presented with a new button bar that contains the following buttons:

Profile (Hot Key = **P**) – This shows the side view of the green from the left of the ball in the squatting position.

Forward Low (Hot Key = **L**) – This shows the view of the green from the ball to the hole at a squatting position.

Reverse High (Hot Key = **Shift + H**) – This shows a view of the green from the hole to the ball at the standing position.

Reverse Low (Hot Key = **Shift + L**) – This shows the view of the green from the hole to the ball at the squatting position.

Grid (Hot Key = **X**) – Same as Grid selection above, turning on and off the grid structure.

Done (Hot Key = **D**) – Click this when you do not want to read the green and you want to return to the main play view.

Practice Swing (Hot Key = **S**) – Click this button to have your golfer stand back for a practice swing or two. Once the golfer is clear of the ball, you can practice the swing with the same method used to hit the ball. Continue swinging until finished, then click the **Practice** button again. The golfer will address the ball to resume play.

Note: Don't be afraid to try each button to see how it works.

Club Selection

If you have *Caddie Suggestions* selected in the *Player Options* screen, the most appropriate club will automatically be placed in the golfer's hands before each shot. This club is displayed in the lower left corner of the main window.

If you want to override the suggested club or if you do not have *Caddie Suggestions* selected, click the club icon in the lower left corner of the main window to change it (you will probably need to do this before every shot without a caddie suggestion). This will display your golf bag. The golf bag will contain the clubs that were selected when the player was last edited.

To select a club using hot keys, just type **W** or **I** + **(club number)**. Woods are selected by typing **W** + **#** and irons are selected by typing **I** + **#**. If the player does not have the selected club, then the club with the closest characteristics is chosen.

Note: Wood hot keys are

D1 = **W + 0**	3W = **W + 3**	6W = **W + 6**
D2 = **W + 1**	4W = **W + 4**	7W = **W + 7**
2W = **W + 2**	5W = **W + 5**	

Iron hot keys are

|		
1I = **I + 1**	6I = **I + 6**	PW = **I + P**
2I = **I + 2**	7I = **I + 7**	SW = **I + S**
3I = **I + 3**	8I = **I + 8**	LW = **I + L**
4I = **I + 4**	9I = **I + 9**	Putter = **I + U**
5I = **I + 5**		

The average distance the club can reach is determined by the player's mouse calibration (see page 23). To see the average distance the club will reach, place the cursor over the desired club for one or two seconds and a ScreenTip will appear. Choose the desired club from the bag by clicking on it. The golf bag will disappear and the new club will appear in the lower left hand corner.
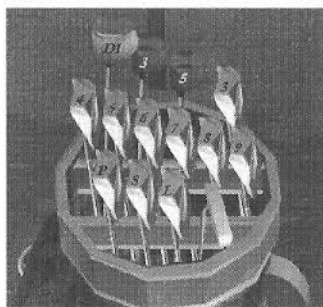
For more information about which club to choose, see the section on *Clubs In Bag* (page 21). This lists the loft and average distance of every club.

Shot Setup

The shot setup icon offers an interface for increasing or decreasing the loft of the club by opening or closing the club face. These features, combined with the TrueSwing™ method, allow the swing to be customized for just about any shot.
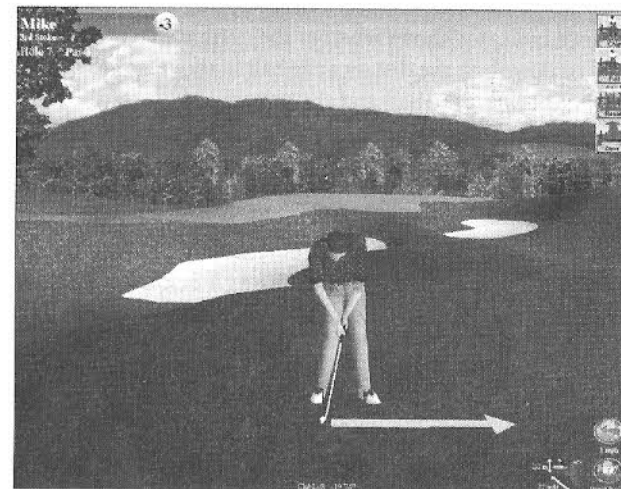
Click on shot setup icon in the lower left section of the main window or use the hot key **Shift + S**. The golfer will rotate 180 degrees and the button bar will show the setup shot buttons. You can adjust your stance for either a **Chip** or a **Full** swing. First, click the appropriate button from the button bar. Then, to adjust your stance, click on the golfer and drag the mouse left or right. The golfer will move left or right but the aiming mechanism will remain stationary. When you find a satisfactory stance, click **OK** to return to the main window.

A stance where your feet are positioned farther ahead of the ball (toward the right of the screen) means that you will tend to strike the ball while still in the downward motion of your swing. This kind of stance closes the club face. It is a good stance for keeping the ball low.

A stance where your feet are positioned farther behind the ball (toward the left of the screen) means that you will tend to strike the ball while in the upward motion of your swing. This kind of stance opens the club face. It is a good stance for popping the ball up quickly.

Note: The shot setup interface is not available while putting.

Taking Aim

You can aim the swing by clicking on the aimer arrow beneath the golfer and sliding it to the left or right. An arrow will appear on the terrain and will point in the direction of the swing. The golfer will also rotate in the

direction of the swing. Use the left and right arrow keys to rotate the golfer to finer angles.

After the golfer has been adjusted, the golfer's perspective can be rotated to the new direction by clicking on the **Rotate View** button located on the button bar.

Distance Indicator

The distance indicator shows whether the current players path to the hole is uphill or downhill, the distance the ball is above or below the hole, and the distance between the ball and the pin.

Note: Right-clicking anywhere on the course or on the top view provides a distance indicator from that location to the golfer and also to the pin.

Lie Indicator

The lie indicator shows the lie of the current player's ball. If the ball is lying in the rough, the indicator will show **Rough** below an image of the ball in deep grass (how deep depends on what you selected for *Rough Length* in the *Game Settings* screen).

Wind Indicator

The wind indicator shows the velocity of the wind. It displays the speed in miles per hour and shows the wind direction relative to the current view. The wind speed will vary according to what you selected for *Wind Conditions* in the *Game Settings* screen.

How To Swing

It is strongly recommended that you get your golfer to the driving range to practice the tips you learn in this section. See page 8 for instructions about practice and page 20 for instructions on how to choose a control method.

Using TrueSwing™

Interactive TrueSwing™ is an innovative way for you to get the feeling of truly swinging the club. You can control the golfer on the screen without having to watch an indicator. This naturally makes the experience more enjoyable. You can also produce actual golf swings such as draws and fades (and in extreme cases even hooks and slices) by changing the path in which you move your mouse.

With Interactive TrueSwing™, you can think of your mouse as a "club." The "face" of the "club" is the side of the mouse with the cord. The club velocity is the speed at which you move the mouse. When the "face" of the "club" strikes the ball with any kind of left-to-right or right-to-left motion, you impart spin on the ball. This is described more on the next page.

Note: A golfer in TrueSwing™ *mode will not have the indicator that is seen in Tri-Click mode.*

There are three **parts** to every TrueSwing™:

Starting the swing – To start swinging, move the mouse cursor over or near the golfer's club. The cursor will change to a swing arrow. Click the left mouse button to start the swing.

The Backswing – Pull the mouse back until the golfer has completed the desired amount of backswing. Use the **Esc** key to cancel the swing.

The Downswing – Push the mouse forward to complete the swing. The downswing is the most important part of the swing because it controls the power with which the golfer will hit the ball, as well as whether the club is moving right-to-left or left-to-right when the club head meets the ball.

There are two **variables** to every TrueSwing™:

Swing Power – To hit the ball harder, simply push the mouse forward more quickly. The mouse speed parallels the club head speed.

Lateral Movement – When the club head strikes the ball with any kind of left-to-right or right-to-left motion, it will impart lateral spin on the ball. The ball's flight will be curved because of the lateral spin. The mouse direction and resulting curve may seem opposite at first, but it actually does reproduce the club direction and resulting curve in real life.

Draw Shots – (A shot that curves slightly to the left.) To create a draw shot, pull the mouse straight back, then, as you move the mouse forward to start your downswing, also move it slightly to the right.

Hook Shots – (A shot that curves extremely to the left.) To create a hook shot, as you pull the mouse back to start your backswing, also move it to the left. Then, as you move the mouse forward to start your downswing, also move it slightly to the right. This combined left-to-right movement during the swing will impart significant left spin on the ball.
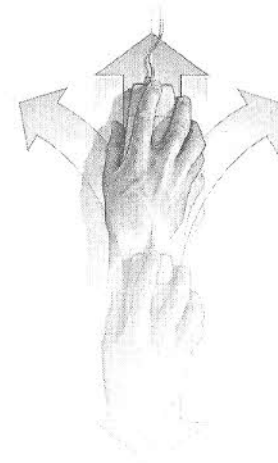
Fade Shots — (A shot that curves slightly to the right.) To create a fade shot, pull the mouse straight back, then, as you move the mouse forward to start your downswing, also move it slightly to the left.

Slice Shots — (A shot that curves extremely to the right.) To create a slice shot, as you pull the mouse back to start your backswing, also move it to the right. Then, as you move the mouse forward to start your downswing, also move it slightly to the left. This combined right-to-left movement during the swing will impart significant right spin on the ball.

Experiment with different degrees of left-to-right, right-to-left, right-to-right, and left-to-left mouse movement during the swing to see the various results.

If you are consistently slicing or hooking the ball, you may have the mouse rotated even though it may appear to be aligned straight. Many mice are funny shapes and it is difficult to tell when it is straight. To determine a straight alignment, you can move your mouse cursor along a straight vertical line. As long as the cursor stays on a vertical line, the mouse is oriented correctly.

There are a few things that can cause an inability to hit the correct distance. Your swing may be poorly calibrated. If so, you should go back to **Calibrate Swing** in the *Edit Player* screen and make sure you can consistently hit near the distance indicated. If you changed your mouse tracking since you last calibrated your swing, then you should re-calibrate your swing. Also, you may be swinging too hard. The swing works best, as in the real game of golf, when it is steady, smooth, and controlled.

If you are having trouble hitting short distances and the ball always seems to go too far (even when you push the mouse gently), you probably have the calibration swing power set too high. If you lower the swing power, for that type of swing, it will give you greater consistency.

Using Tri-Click

The Tri-Click swing has been the traditional interface for swinging the club in PC golf games. You will see a Tri-Click meter, which resembles the club swing path, next to the golfer while in this mode.

There are four parts to the Tri-Click swing:

Starting the Swing — Move the mouse cursor over the Tri-Click meter or the golfer until the cursor changes to a swing arrow.

The Backswing — Click with the left mouse button to start the backswing. A small indicator will begin to follow the Tri-Click curve. As the indicator continues, the swing power is increased. The upper mark on the indicator represents full power.

Note: Only the indicator moves, not the mouse.

The Downswing — Click again with the left mouse button to set the power and start the downswing. The small indicator will begin to descend along the Tri-Click curve. As the indicator continues, the lateral accuracy is increased. The lower mark on the indicator represents a straight shot.

The Impact — Finally, click again to set the accuracy and finish the shot. There are two variables to the Tri-Click swing:

Swing Power — To hit the ball harder, simply allow the indicator to travel closer to the upper mark on the Tri-Click curve (take a bigger backswing) before initiating the down swing. However, the more powerful the swing, the more difficult the accuracy becomes.

Lateral Movement — When the club head strikes the ball with any kind of left-to-right or right-to-left motion, it will impart lateral spin on the ball. The ball's flight will be curved because of the lateral spin.

Draw Shots — (A shot that curves slightly to the left.) To create a draw, click (the third click) slightly before the swing indicator reaches the mark at the bottom of the swing meter.

Hook Shots — (A shot that curves extremely to the left.) To create a hook, click (the third click) well before the swing indicator reaches the mark at the bottom of the swing meter.

Fade Shots — (A shot that curves slightly to the right.) To create a fade, click (the third click) slightly after the swing indicator reaches the mark at the bottom of the swing meter.

Slice Shots — (A shot that curves extremely to the right.) To create a slice, click (the third click) well after the swing indicator reaches the mark at the bottom of the swing meter.

Putting and Chipping

Putting and chipping methods are different from swings taken from the tee. Both use a different method for *Swing Power* and putting reacts differently to *Lateral Movement*. The result is that you will have to use more touch on your stroke.

Swing Power — The distance the ball travels depends largely on the backswing. The further the club is pulled back, the greater the momentum of the club head and the further the ball will travel. To hit a short putt or chip, pull the club back slightly and swing.

Lateral Movement — The putter does not impart lateral spin on the ball. The effect is that the ball will travel in the direction it is hit. You will have to be careful about lining up your putt according to the break of the green. To do this use the **Grid** (if it's not already displayed) and **Read Green** button in the button bar.

After The Shot

Several changes occur to the main window and button bar after a shot is made. The shot yardage is indicated in the upper left region of the window. The button bar changes to display the following buttons:

Continue (Hot Key = **Enter**) – Click this button to go to your next shot. Follow all of the same procedures as you did for the first shot keeping in mind distance and position changes.

Mulligan (Hot Key = **M**) – This button will appear if you allowed mulligans in the *Game Settings* screen. Click it to re-hit a bad shot.

Gimmie (Hot Key = **G**) – This button will appear if you allowed gimmies in the *Game Settings* screen AND you are within the selected distance of the cup. Click it to hole out and move to the next tee. The gimmie distance can be selected from the *General Options* screen (see page 50).

Replay – Click this button to admire a wonderful shot or to remind yourself of what to avoid in the future. Five new buttons appear after you click **Replay**:

Forward High (Hot Key = **H**) – This replays the shot from a camera angle of about 40 feet behind and 40 feet above the golfer (bird's eye view).

Forward Low (Hot Key = **L**) – This replays the shot from the same point of view as it was made.

Reverse High (Hot Key = **Shift + H**) – This replays the shot from a camera angle of about 40 feet in front of and 40 feet above where the ball comes to rest (bird's eye view).

Reverse Low (Hot Key = **Shift + L**) – This replays the shot from a camera positioned at ground level where the ball comes to rest.

Done (Hot Key = **D**) – Click this when you are done with replay mode.

Save Shot (Hot Key = **Alt + A**, then press **S**) – Allows you to save a replay of your favorite shots by bringing up a dialog box with the current directory. Type in a file name to save the shot under. Press the **OK** button to accept or press **Cancel** to return to the current window.

Shots are saved as .GLS files. These files can be opened by selecting *Replay Shot* from the signpost in the *Main Menu* window. You can also double click a .GLS file directly in Explorer to launch *FPS: Golf* and start the saved shot. The replay buttons will appear and the menu options enabled. Pressing **Done** will return you to the directory dialog to select another shot or cancel.

Game Ending

The game ends when the last hole is completed by each team. The *Congratulations* screen will appear. From this screen, you can view the statistics compiled during the game, take an overview of the scores, and examine the leaderboard to find areas where players had difficulties. When finished, click the *Main Menu* button to return to the *Main Menu* screen (see page 7).

MENUS

The pull down menus at the top of the main window, provide options for game execution. These options are only available during game play. The seven menus are:

Game – Contains options like saving and exiting a game.

Practice Area – Is only available in the practice areas. It allows the player to switch between practice areas.

Remote Chat – Is only available during remote games. It allows players to send messages to team members or all players (see page 49 for remote chat).

Action – Provides a menu version of the game interface and all the options on the button bar.

Stats – Contains options to view the game statistics.

View – Provides an interface for showing alternate views. In addition to the main view, you can open windows that provide alternate views of the shot you're taking.

Window – Lists the currently open windows and provides an option to save the configuration.

Help – Opens the on-line help manual and provides *About* information.

Game Menu

Main Menu (Hot Key = **Ctrl + M**) – Asks for confirmation to quit the current game, then returns to the *Main Menu* screen (see page 7).

Options (Hot Key = **Ctrl + O**) – Hides the windows and opens the *Game Options* screen. When you are done editing the game options, you will be returned to the game.

Save (Hot Key = **Ctrl + S**) – Save the current game. If you have just taken a stroke, but haven't selected **Continue** from the button bar, then the game will be saved as if **Continue** was selected.

Save As (Hot Key = **Ctrl + A**) – Save the current game. Opens a dialog box that allows you to name and select a location to store the saved game. If you have just taken a stroke but not selected **Continue** from the button bar, then the game will be saved as if **Continue** was selected.

Resume (Hot Key = **Ctrl + R**) – Resume a saved game. Asks you for the name of the file of the saved game.

Note: This will end your current game.

Delete (Hot Key = **Ctrl + D**) – Opens a dialog box that allows you to select the name of the file to delete.

Exit (Hot Key = **Alt + F4**) – Asks for confirmation to exit the execution of the application after storing player information and window positioning.

Practice Menu

Driving – Starts the player on the driving range of the selected course and hole.

Menus

Putting — Starts the player on the practice putting green of the selected course and hole.

Chipping — Starts the player on the practice chipping area of the selected course and hole.

First Course Hole — Starts the player on the first hole of the selected course.

Next Hole — Advances the player to the next course hole. Available only when practicing on the course.

Previous Hole — Starts the player on the previous course hole. Available only when practicing on the course.

Action Menu

The *Action* menu provides another means of selecting the button bar buttons. If the button is not currently displayed on the button bar, then the menu option corresponding to the button will be grayed. There are a few options that do not have button bar equivalents.

Continue (Hot Key = **Enter**) — See page 36 in "After the Shot".
Mulligan (Hot Key = **M**) — See page 36 in "After the Shot".
Gimmie (Hot Key = **G**) — See page 36 in "After the Shot".
Replay Shot — See page 36 in "After the Shot".
Save Shot (Hot Key = **Alt + A**, then press **S**) — See page 36.
Rotate View (Hot Key = **R**) — See page 28 in "Before the Shot".
Rotate To Flag (Hot Key = **Shift + R**) — Rotates the golfer to face the flag of the current hole.
Drop Ball (Hot Key = **B**) — See page 28 in "Before the Shot".
Find Flag (Hot Key = **F**) — See page 29 in "Before the Shot".
Display Grid (Hot Key = **X**) — See page 29 in "Before the Shot".
Read Green — See page 29 in "Before the Shot".
Practice Swing (Hot Key = **S**) — See page 29 in "Before the Shot".
Done (Hot Key = **D**) — Ends the subtask and takes you back to the main game window.
Select Club (Hot Key = **W or I + #**) — Brings up the golf bag and allows you to select a club from it (see page 30).
Chip With Club (Hot Key = **C**) — Alters the golfer's stance to one of a chipping stance using the current club. If you select this option while using a wood then an iron will be selected. This is the same command as selecting **Chip** while in the shot setup interface (see page 31).
Shot Setup (Hot Key = **Shift + S**) — Allows for *Shot Setup* (see page 31).
Show Ball Tracer (Hot Key = **T**) — Activates a tracer trail to the flight of the ball to make it easier to view the flight path.
Save Player to File — Saves the current player to a player file. It is only valid if a file does not exist for the current player. Because players are saved in a game, it is possible to delete a player file and then restore a game with that player. The player file can then be recreated with this menu option.

Stats Menu

Top Medals (Hot Key = **Shift + T**) — View a list of the top scores achieved on the current course using *Medal* play. New players are added to the list at the end of a *Medal* round where the *Affect Stats* box was checked on the *Game Settings* screen. Computer players are not added to the list.

Player Stats (Hot Key = **Shift + P**) — View the statistics for the current player or chose from a list of players. Player statistics are calculated during rounds where the *Affect Stats* box is checked on the *Game Settings* screen for certain types of play. A player file must exist in order to view statistics, therefore, remote players' statistics cannot be viewed.

The player statistics include the following:

Handicap	The player's handicap.
Gimmies Remaining	The number of gimmies remaining as set in *Game Settings* screen.
Mulligans Remaining	The number of mulligans remaining as set in *Game Settings* screen.
Putts	Average number of putts to get to the cup.
Holes Played	Number of holes played by the player.
Holes In One	Number of holes-in-one achieved by player.
Rounds Played	Number of rounds played by the player.
Chip Ins	Number of chip-ins achieved by player.
Average Par 3	Average strokes on par threes.
Average Par 4	Average strokes on par fours.
Average Par 5	Average strokes on par fives.
Score	Average score for the player.
Double Eagles	Number of double eagles achieved by player.
Eagles	Number of eagles achieved by player.
Double Eagles	Percent of double eagles by player.
Eagles	Percent of eagles by player.
Birdies	Percent of birdies by player.
Pars	Percent of pars by player.
Bogeys	Percent of bogeys by player.
Fairway Drives	Percent of drives that landed on the fairway.
Green in Reg.	Percent of greens hit in regulation (green hit in par - 2)

Click on the **Choose A Player** button to select another player. When the list box appears, click on the player to view. Click the **OK** button to dismiss the player statistics window and resume your game.

Course Statistics (Hot Key = **Shift + C**) — View the statistics for the current course or choose from a list of courses. Course statistics are calculated during rounds where the *Affect Stats* box is checked on the *Game Settings* screen.

The course statistics include a column for the front 9 holes, the back 9 holes and for the entire 18-hole course. The statistics include the following:

Total Yards	Total number of yards for the course.
Total Par	Par for the entire course.
Holes In One	Number of holes-in-one achieved on the course.
Double Eagles	Number and percent of double eagles achieved on the course.
Eagles	Percent of eagles on the course.
Birdies	Percent of birdies on the course.
Pars	Percent of pars on the course.
Bogeys	Percent of bogeys on the course.
Fairway Drives	Percent of drives that landed on the fairway.
Green in Reg.	Percent of greens hit in regulation (hitting the green in par - 2)
Putts	Average number of putts to get to the cup.
Score	Average score for the course.

View Menu

The *View* menu is used to create various views of the current hole.

Green View (Hot Key: **Alt + V**, then press **G**) — Shows a bird's eye view of the green from behind the pin facing the tees.

Approach View (Hot Key: **Alt + V**, then press **A**) — Shows a bird's eye view from the fairway looking toward the green.

Driving View (Hot Key: **Alt + V**, then press **D**) — Shows a bird's eye view from behind the tee box looking down the fairway.

Reverse Driving View (Hot Key: **Alt + V**, then press **R**) — Shows a bird's eye view from the middle of the fairway facing the tees.

Top View (Hot Key: **Alt + V**, then press **T**) — Shows a top view of the current hole.

Note: Right-clicking in the top view provides a handy distance indicator to the golfer and to the pin. Also, the location will be indicated on the main game screen by a marker.

Leaderboard (Hot Key: **Alt + V**, then press **L**) — The Leaderboard can be opened through the *View* menu. The Leaderboard contains the current scores for each player on each hole. The players can be sorted by hole or by total score.

The Leaderboard window contains many buttons that will sort the leaderboard by that heading on the selected button. Click any button to reorganize the leaderboard.

There are four radio buttons at the bottom of the Leaderboard that specify which round is being played during 72 hole tournaments.

You can have as many views open as you like, however, the more that are open, the slower the speed of play because each one needs to redraw after each hole. You can also right-click over any view window to see the terrain type and distance to that point.

During a swing, the ball can be seen in each view as it sails through the air or rolls on the green. The golfer is not shown in the alternate views, however.

Window Sizing

The initial size of the windows is automatically selected during setup. The size is determined by the speed of the machine and the resources available. Window sizes can be manually changed during play. When the configuration is saved from the *Window* menu, the window sizes and placement are saved and will be resumed the next time you play.

To change a window size, click and drag any edge of the window. You can reposition the window by clicking along the top edge (title bar) and dragging it to the desired location.

You can use the standard Windows 95 "minimize" and "close" buttons in the top right corner of any view window.

Note: Window sizes as large as 2048x1536 are supported (assuming your computer's hardware can handle them!) The main window cannot be made smaller than 640x480 and the alternate views cannot be made smaller than 320x240.

Window Menu

Views On Top (Hot Key = **Alt + W**, then press **V**) — This will place all open alternate windows on top of the main window.

Save Configuration (Hot Key = **Alt + W**, then press **S**) — This saves the current open status, placement, and size of all windows. This configuration will be restored the next time.

Full Screen (Hot Key: **Alt + W**, then press **F**) — This hides the menu bar at the top of the screen. To access the menu bar again, move the mouse to the top of the screen and the main window will automatically shift down to expose the menu bar.

Hide Toolbar (Hot Key: **Alt + W**, then press **H**) — This will hide the button bar to show the full view of the course through the main window. To access the button bar, move the mouse to the upper right of the screen and it will reappear for easy access.

Course Name — This is the name of the course you are currently playing. Click this to bring the main interface window to the front.

View Name — If you have alternate views open, they are listed here. Click the view name to bring it to the front.

Help

Contents (Hot Key = **F1**) – Opens the on-line help manual (a nice supplement to this printed manual) beginning with the Contents page.

On Item (Hot Key = **Shift + F1**) – Displays the context-sensitive help cursor. Click anywhere on the game interface to get help on that item. *Note: The leaderboard will be minimized when this option is selected.*

Keyword (Hot Key = **Ctrl + K**) – Opens the on-line help manual in keyword search mode.

About – Displays an information box about *Front Page Sports: Golf* and the current system.

REMOTE MULTIPLAYER PLAY

Remote games provide a way for you to play with or against a friend or a group of other golfers, depending on the type of connection you choose. Remote games play much like local games, except that you must establish a connection with the other computers involved. Also, to avoid long waits between turns, players are placed in groups of up to four. For example, if eight friends organized a LAN (local area network) game, two groups of four players would be created. Then each player only waits for the other three in the foursome (instead of the other seven in the group of eight). Players in a group watch each other play, and scores for all players in the remote game are posted on the Leaderboard.

In addition, on-screen chat allows players to communicate with each other while playing. This is perfect for those moments when you simply *must* comment on your opponent's most recent slice into the bushes (see the Chat section on page 49).
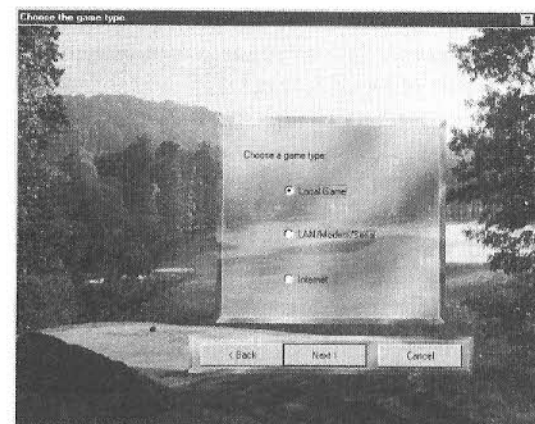
In most remote games, *FPS: Golf* included, the concept of a Game Host is used. The Game Host is the player who creates the remote game, chooses the game parameters, and waits for the other players to join. In all of the connection types available in *FPS: Golf*, you will have the option to join a game that someone else has created, or you can host your own game. You will be given the option to join or host a game in the *Available Games* dialog, as explained in the *Available Games* section below.

A note on hosting a remote game: if you are the host in a remote game, leaving a game at certain times can make it impossible for the game to continue. For example, if you are hosting a LAN game and you quit while waiting for other players to join the game, the remote game will end and any players who have joined up to that point will be removed. On the other hand, if you leave a game that you are hosting after all players have joined

and the game has started, most types of play will allow the remaining players to continue without you. *FPS: Golf* will always let you know whether leaving a game that you are hosting will cause the game to end.

To summarize, the general steps involved in setting up a remote game are:

1) Establish a connection.

2) One person–the Game Host–creates a game.

3) Other players wishing to compete in the game can then join.

4) Those who are joining the game select which golfer(s) they want to use in the game from their *Who's Playing* screen - once they have been selected and the user clicks **Play Golf**, those golfers will show up on the host's *Who's Playing* screen.

5) The host then selects the golfers who will actually play in the game, then starts the game.

Select *Remote* (LAN/Modem/Serial) from the *Game Type* dialog and click **Next** to open the *Connection Method* dialog. Here you see the connection methods available on your machine via Microsoft's DirectPlay™, a family of connection technologies which allows you to play over various connection types (DirectPlay is part of DirectX, which *FPS: Golf* will provide if your system doesn't already have it installed). Only the DirectPlay option(s) for which your system has the necessary components will be displayed. For example, if your system doesn't have a modem installed, the Modem Connection option will not be displayed.

Connection Method

IPX Connection – This allows you to play across a network that supports the IPX communications protocol.

Note: When DirectPlay searches for available games on your network, only games that have been created by users on your same subnet will be found.
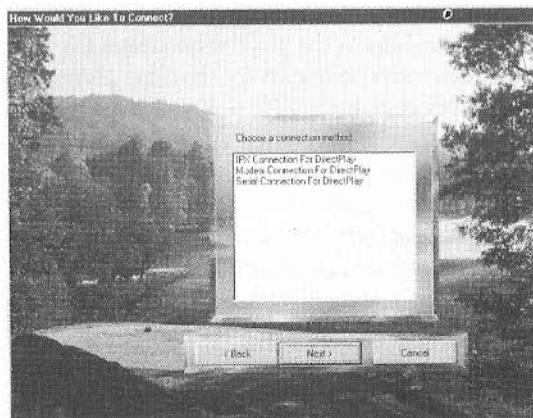
Modem Connection – Enter the phone number of the machine to connect to. At this point, you can also choose and configure the modem you'll use.

Serial Connection – Confirm or change settings for the serial port that you are using to connect to the game.

Click **Back** to return to the *Game Type* dialog, **Next** to see the games available for the connection type you have chosen, or **Cancel** to return to the *Welcome* screen.

Available Games

This dialog displays the games which are available for you to join. If there are no games available, click **Refresh List** to search again for available games. You can get more information about a game by clicking on the "+" symbol next to the game's name. This allows you to see the game, including type of play, course conditions, and number of holes, as well as the list of players attempting to join the game.
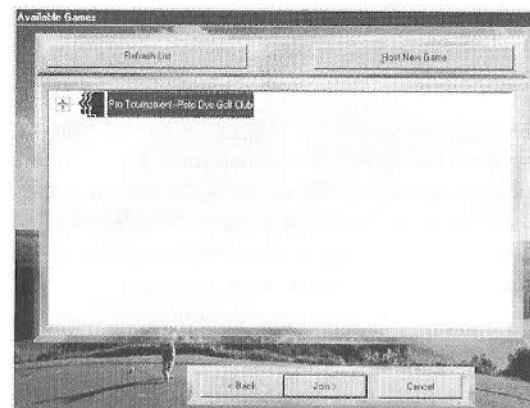
If you would like to join one of the games available, select the game and click **Join**. You will then be taken to the *Who's Playing* dialog where you can choose the player(s) to join the game. After clicking **Play Golf**, you will see a *Waiting for Host* dialog appear. You are now waiting for the Game Host to start the game and begin playing.

Note: You may only join a session if you have the course being played. In addition, if a game is using handicaps, you will only be allowed to join if the player(s) you have selected have established handicaps.

If no games are available or you would like to create a new game, click **Host New Game**. You will be prompted to enter a name for the game you are hosting. Enter the name and click **OK** to go to the *Game Settings* dialog and choose the parameters for this game. When you have chosen the game settings, click **Next** to go to the *Who's Playing* dialog and wait for players to join your game. When all the players that you wish to join the game are in

the *Selected Players* list, click **Play Golf** to start the remote game.

Note: Any golfers who were not selected by the host will then be given the option of searching for another game to join.

You can also click **Back** to return to the *Game Settings* dialog or **Cancel** to return to the *Welcome* screen.
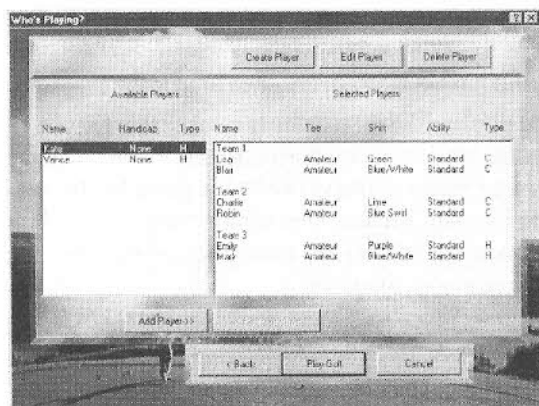
A note on choosing players: the *Who's Playing* dialog that appears in a remote game is the same one that appears in a non-remote game. In this dialog, you choose which players you would like to use in the remote game. For team-oriented types of games, all players on a computer must be on the same team. You may choose one to four players, depending on the team size and the type of game you will join. For example, in a game where each team consists of two people (such as Scramble with 2-person teams), you may select a maximum of two players from one computer.

Internet (Sierra's Free Gaming System)

The Internet is a great resource for gamers looking for a good round of golf against an opponent across town or across the globe. The software needed to play over Sierra's Internet Gaming System (SIGS) is provided on the *FPS: Golf* CD and was installed when you installed the game. To play over the Internet, you will need Internet access though an online service or through an independent service provider (often referred to as an "ISP"). You will need to have a working Internet SLIP/PPP connection that supports WinSock32 to play *FPS: Golf* over the Internet. You should also have at least a 9600 baud modem, although a 14.4 kbps modem is strongly recommended. Contact your ISP or online service if you are unsure whether they provide this type of Internet access or if you have questions regarding how to connect to the Internet. (At the time of printing, Prodigy, WOW, and versions of America Online earlier than 3.0 do not support true 32-bit connections.) Some Internet connections can be initiated automatically by Sierra's Internet Gaming System through Windows 95; if you have problems

using this method, connect to the Internet through your ISP before attempting to play an *FPS: Golf* over the Internet.

The SIGS Validation Screen

When you select **Internet** from the *Game Type* dialog, you will see your computer begin connecting to SIGS. When your machine is connected to SIGS, you will see the SIGS login screen. Here you should enter a user name and password which you will use when you play *FPS: Golf* and other Sierra games over SIGS. (If you have already played another Sierra game over SIGS, you can use the same user name and password that you used for that game.)
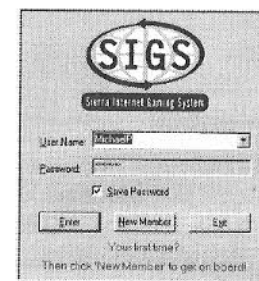
Click **Enter** from the SIGS validation screen to enter SIGS. Click **New Member** after entering a user name and password if this is your first time playing over SIGS (you will also be prompted to enter other information, such as your e-mail address and computer specifications). Click **Exit** to return to the *Game Type* menu.

The SIGS Gathering Place

In the SIGS Gathering Place, you can chat with other players and join or host a game. The Gathering Place is divided into rooms, one for each available *Front Page Sports: Golf* course.

To get started, you first need to enter a room. Select the room for the course you would like to play and click the **Join Room** button. Although you can *enter* rooms which are using a course that you do not have installed on your machine, you will not be able to *play* a game on that course without first installing it. For example, if you enter the Coeur d'Alene Golf Course room (Coeur d'Alene Golf Course is an add-on course, available through Sierra or your local software retailer) and join or create a game but do not have that course installed, you will be removed from the game and returned to the Gathering Place.

When you have entered a room, you will see all of the players who are in the room with you, as well as any games that have been created. To join a game, select the one you want to join and click the **Join Game** button. The Game Host can then accept or decline your request to join the game.

To create a game, click **Create Game**. You can then choose a name and select details about the game, such as how many players you will allow to join. Once the game has been created, you can either wait for players to join
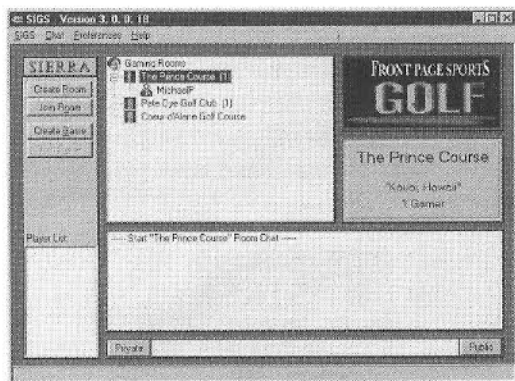
your game or invite other players in the room to join. When at least one other player has joined your game, click **Start Game** to begin the game. The game will start automatically if the maximum number of players that you chose to allow to play have joined your game.

More details about SIGS and the Gathering Place are available through the SIGS online help feature (requires a Web browser to view) or the SIGS Web page (www.sierra.com/sigs).

After the Gathering Place

After the Game Host clicks **Start Game** from the SIGS Gathering Place or the maximum number of players have joined the game, you will be taken to one of two dialogs.

If you are the game host, you will see the *Game Settings* dialog. Here you select the parameters for the game, but you cannot change the course to be played (it will be the course selected in the room where you created your game). Choose the settings that you wish to have in effect in the game and click **Next**.

Note: Choosing "Use Handicaps" at this point could force some players who don't yet have established handicaps to leave the game. It's usually a good idea to make sure that anyone you allow to join your game in the Gathering Place has a player with an established handicap before choosing this option.

When you have chosen the game settings, click **Next** to go to the *Who's Playing* dialog and wait for players to join your game. Players will now be automatically placed in the Selected Players list. When all the players that you wish to join the game are in the *Selected Players* list, click **Play Golf** to start the remote game with the players that you have selected. Players who wanted to join but were not selected by the host will be given the option of

returning to the SIGS Gathering Place or to *Main Menu* screen of *FPS: Golf*.

You can also click **Back** to end the game you are hosting and return to the Gathering Place or **Cancel** to return to the *Main Menu* screen.

A note on choosing players: the *Who's Playing* dialog that appears in a SIGS game is the same one that appears in a non-remote game. In this dialog you choose which players you would like to use in the remote game. However, in a SIGS game, only one player is allowed to play from each machine.

A note on playing on a network using a firewall: SIGS 3.0 provides the ability to play over the Internet even if you are playing from a network which is using a firewall. If you encounter problems connecting to SIGS or playing a game, try the suggestions in the online SIGS help or contact sigs@sierra.com for technical support.

Remote Chat

Front Page Sports: Golf provides on-screen chat for remote games, which allows you to communicate with other players in the game without cluttering up your screen with a chat window. To send a chat message, press either **[F5]**, **[F6]**, **[F7]**, or **[F8]**, type your message in the space provided, then click **Send**. Each of these function keys saves the last message you typed so you can easily resend the same message later. You can choose an individual player to send to, or broadcast your message to everyone in the game. (In a DirectPlay game, where multiple players playing from the same computer are supported, you can also select which of the players on your machine the message is from.) The message you send will appear on your screen and the screen of every player who receives the message.
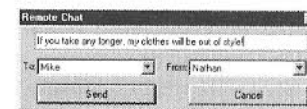
You may send a "Hurry up" message to all players by pressing **[F9]** on your keyboard. This sends the message "Hurry up" to all players in the game and plays one of the heckler comments.

Also, all of the function key messages are available through the *Remote Chat* menu on the menu bar. It has entries for all four regular chat keys (**F5-F8**), Hurry Up (**F9**), and Clear Messages (**Delete**).

REFERENCE

Game Options

As discussed on page 5, *FPS: Golf* will be automatically configured for ideal performance on your machine during installation. Game Options allow you to manually configure *FPS: Golf* should you prefer to run it differently on your machine.

All of the game options discussed in this section are available from the opening *Main Menu* window by clicking *Options* on the signpost or during the game by selecting it from the *Game* menu. This opens a dialog box with four tabs: *General, Course, Golfer,* and *Sound.* Click the appropriate tab for the options you want to affect.

For each of the options screens, click **OK** to apply the settings and return, click **Apply** to apply the settings without returning, and click **Cancel** to ignore the settings and return.

General

Minimum Ball Size – Adjust the minimum ball size for easier viewing during play. This option will restrict the minimum size of the ball and may cause perspective inconsistencies as the ball gets further away from the view without getting smaller.

Continuation Delay – Set the number of seconds that elapse before the screen automatically redraws for your next shot. The default is *Never,* therefore, you must manually continue via the Continue button in the button bar.

Measurements – Choose between *Inches, Feet, Yards* or *Centimeters, Meters* for the details on the distance indicators.

Chipping Stance – Set the number of yards from the green at which golfers will automatically switch to a chipping stance and use the pre-selected chipping club.

Gimmies – Set the maximum distance from the cup at which gimmies will be allowable (the *Gimmie* button appears on the button bar if gimmies are allowed and the player has gimmies remaining).

Varying Course Conditions – Select *Never* to have the conditions remain as you set them in the *Game Settings* screen. Selecting *Sometimes* or *Always* will change the conditions on the course randomly at the beginning of the round. The conditions will not change during a round or tournament.

Recommended Settings – Returns all options on this screen to their default settings.

Sound

All Sounds – Master switch to turn all sounds on or off.

Outdoor Sounds – Master switch to turn the "outdoors" sounds, such as wind or ocean surf, on or off.

Sound Events – Customize individual sound events by choosing the interval of play. The events that are customizable are:

Music – Select between *Never* and *Always.* Affects the introduction and course music.

Swing – Select between *Never* and *Always.* Affects the sound made by the club as it slices through the air and hits the ball.

Shot Comments – Select between *Never, Rare, Moderate,* and *Frequent.* Affects the commentary regarding the quality of the shot after the stroke.

Scoring Comments – Select between *Never, Rare, Moderate,* and *Frequent.* Affects the commentary regarding the score for the current hole.

Heckler Comments – Select between *Never, Rare, Moderate,* and *Frequent.* Affects the commentary from players behind you regarding your slow play.

Collision Sounds – Select between *Never* and *Always.* Affects the sounds produced by the ball hitting objects such as trees and ball washers.

Ambient Sounds – Select between *Never, Rare, Moderate,* and *Frequent.* Affects the ambient sounds such as sprinklers, birds, and planes.

Recommended Settings – Returns all options on this screen to their default settings.

Note: Turning sounds off on machines with the minimum requirements for memory results in more resources being available for the game play.

Course

The course options can be adjusted in order to reduce rendering time on machines with slower processors or to increase the visual detail on faster machines. Reducing these options will also improve performance on low memory machines.

Terrain Detail – This setting determines how detailed the terrain is for the course. The higher detail settings will make the scenes look more intricate and real. The lower detail settings will increase the machine performance.

Note: Choosing a lower detail setting won't make too much difference in the look of the course, but it can make a big difference in the rendering time for each scene.

Tree and Object – This setting will determine the detail of the objects to use on the course. Objects include such things as trees, ball washers, and tee markers. The default object size is based upon the machine speed and is set during the installation.

Panorama Detail – This option gives you the ability to choose between different details for the panorama (the horizon view of the course). The panorama settings offer *None, Low,* and *High.*

Shadow Distance – This option lets you select the distance to show shadows, or select *None* to turn off shadows all together. As the distance increases, the number of shadows that need to be drawn increases. This will slow the redraw speed.

Horizon Distance – This option lets you select the distance to render course terrain. Select a distance anywhere from 350 to 750 yards. As the distance increases, the terrain that needs to be drawn increases. This will slow the redraw speed.

Course Size – This option lets you change the size of permanent course data, for each course, that will remain on the hard drive. Higher numbers result in quicker initial redraw times but take up more hard disk space.

Recommended Settings – When starting the game for the first time, *FPS: Golf* will analyze the machine and recommend settings that will produce the best performance and quality for your machine. Checking it will return the recommended settings.

Golfer

These options can be adjusted to speed rendering or improve the look of the golfer.

Golfer Size – Determines the size of the golfer on the screen. The smaller the golfer, the faster the swing. A small golfer is recommended for slower machines.

Golfer Detail – Determines the detail of the golfer on the screen (by the number of polygons used in the rendering of the golfer model). The *High* option will display a smoother, more detailed golfer, but it will take longer to draw on the screen. The *Low* option is recommended for slower machines.

Reactions – Determines how often to play a golfer motion. These settings can be customized to *Never, Rare, Moderate,* or *Frequent.*

Golf Shots – Adjust frequency of the reactions to the quality of the last swing.

Delays In Taking Turn – Adjust frequency of the reactions to long delays while the game is in progress.

Computer Player Shot Preparations – Adjust the frequency at which the computer golfers will make preparation motions for a shot.

Recommended Settings – When the game is started for the first time, *FPS: Golf* will analyze the machine and recommend settings that will give the best performance for the machine. After changes have been made, if you want to return to the default settings, click on this button.

Troubleshooting

Please refer to the on-line manual and Help file for additional Troubleshooting help. Since the print manual goes to press prior to the completion of the game, the on-line manual is an excellent source for all the final details to help you have a great time with *Front Page Sports: Golf.*

- **Problem**: Short putts seem impossible when using TrueSwing™.

Solution: Decrease the putting *swing power* so that the mouse motion must be quicker to hit the desired distance. After adjusting the calibration, if putts still seem too long, try a shorter backswing. Momentum of the putter affects the distance of the shot more than speed of the mouse movement.

- **Problem**: Long drives seem impossible when using TrueSwing™.

Solution: Increase the drive *swing power* so that the mouse motion must be slower to hit the desired distance.

- **Problem**: Rendering time is very slow.

Solution 1: Decrease the window size.

Solution 2: Turn off shadows from the *Game Options: Course* tab screen.

Solution 3: Reduce the horizon distance from the *Game Options: Course* screen.

Solution 4: Reduce the golfer size and/or detail from the *Game Options: Golfer* tab screen.

Solution 5: Reduce the terrain detail, trees and object detail, and panorama detail.

- **Problem**: The quality of the scene is poor.

Solution 1: Make sure the operating system is using High Color (16-bit).

Solution 2: Increase the terrain detail from the *Game Options: Course* tab screen.

Solution 3: If the course seems too dark or light, adjust your monitor settings. The courses have been colored to favor average monitor settings.

- **Problem**: The golfer looks choppy during swings.

Solution 1: Reduce the golfer size and/or detail from the *Game Options: Golfer* tab screen.

Solution 2: Reduce the size of the golfer by reducing the window size.

Solution 3: Close the alternate views.

- **Problem**: The swing cursor does not appear for a shot.

Solution 1: Make sure that the **Continue** button has been selected from the button bar.

Solution 2: Make sure the game is active by clicking on the title bar.

• **Problem**: The game seems to access the CD a lot during the game.

Solution 1: Increase the permanent course swap size from the *Game Options: Course* tab screen.

Solution 2: Re-install the game using a larger install option.

• **Problem**: The game is taking up too much hard drive space.

Solution 1: Reduce the permanent course swap size from the *Game Options: Course* tab screen.

Solution 2: Re-install the game and choose a smaller installation size.

• **Problem**: Trouble selecting the number of mulligans or gimmies in the *Game Settings* screen.

Solution: Mulligans and gimmies are not allowed when you have the **Affect Stats** box selected. Deselect the **Affect Stats** checkbox and then select the desired options.

• **Problem:** When I try to launch *FPS: Golf*, I receive an error message that says, "Error Starting Program: A required .DLL file, DPLAYX.DLL, was not found." (*Note:* It may also have DDRAW.DLL or DSOUND.DLL instead of DPLAYX.DLL.)

Solution: The proper version of DirectX is not installed on your system. DirectX 3a must be installed on your computer for FPS: Golf to run correctly. If Setup skipped the installation of DirectX and you do not have the latest DirectX installed on your computer, you will need to manually install it using Microsoft's own DirectX Setup program. To manually install DirectX, complete the following instructions:

1. With the *FPS: Golf* CD in the CD drive, double-click My Computer on your desktop.

2. Highlight the CD drive (usually D: or E:).

3. From the File menu, select Open (double-clicking on it will launch AutoPlay).

4. Open the DirectX folder.

5. Find and open/launch the DXSETUP.EXE file (double-click on it).

6. Select **REINSTALL DIRECTX** and follow the on-screen prompts.

• **Problem**: The golfer motion skips or stutters when outdoor sounds play.

Solution 1: Re-install the game and choose a larger install option.

Solution 2: Turn off outdoor sounds.

Technical Support

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Glossary

Birdie — one stroke less than the par for a hole. See "par" below.

Bogey — one stroke more than par for a hole. See "par" below.

Break — the angle a ball will curve during a putt as a result of a green's slope. A putt will break, left, right, or not at all. Some longer putts may break both left and right. A ball can also break after it has been hit onto the green. The slope of a green is also called the break.

Bunker — sand trap.

Chip In — completing the hole while not on the green and using a chipping club.

Double Bogey — two strokes more than par for the hole. See "par" below.

Draw — a stroke that causes the ball flight to follow a mild curve to the left.

Drop — a ball that has come to rest in an unplayable area must be placed in a playable area, no closer to the hole and within 2 club lengths of the original position or where the ball went out of play.

Eagle — two strokes less than par for a hole. See "par" below.

Fade — a stroke that causes the ball flight to follow a mild curve to the right.

Green In Regulation — landing the ball on the green in two or less strokes than the par for a hole. See "par" on following page.

Gimmie — a putt that is determined automatically to be in the cup without the golfer having to stroke it. A gimmie still counts as one stroke. These are not legal in tournament golf.

Handicap — a number that represents the ability of a player on a course of standard playing difficulty. This is used to adjust a golfer's scoring ability to the common level of zero handicap or par golf.

Hole In One – one stroke to complete the hole.

Hook – a stroke that causes a ball to curve dramatically to the left (assuming you are right-handed).

Mulligan – the retaking of a shot without penalty (a "do over" shot). These are not legal in tournament golf.

Par – the exact number of strokes determined necessary to complete a hole. Longer holes are normally assigned a par of five (five strokes to get the ball from the tee and into the cup). Shorter holes are assigned a par of three. The majority of holes on a standard golf course are assigned a par of four. The par for a course is the sum of all nine or 18 holes. A typical course par is 72.

Read Green – the analysis of a green to determine the break.

Render – the "drawing" of a scene by your computer and monitor.

Slice – a stroke that causes a ball to curve dramatically to the right (assuming you are right-handed).

Stroke – the combination of a swing impacting the ball to result in a shot and, ultimately, an addition of one to the score total for the hole. A par four means that four strokes are determined necessary to complete the hole.

Tee Box – the place where a golfer makes their first stroke to start the hole.

Credits

Software Engineer, Course Creation .... Michael D. Jones
Software Engineer .... Michael Prinster
Software Engineer .... Dale Deputy
Software Engineer, Online Manual Writer .... Nathan Hall
Course Creator, 3D Artist, 2D Artist .... Kari St. John
Course Creator, 2D Artist .... Matt Peterson
Course Creator .... Scott Ferrin
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Course Creation Manager, Course Creator ...... Mark Merrill
Designer, Director, Software Engineer .... Vance Cook
Golfer Models .... Roger D. Clarke, Zygote Media Group, Inc.
Producer .... Kate Kloos
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Photographer, The Pete Dye Golf Club .... Brian Morgan, Ken E. May
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Courses:

Princeville Resort
Post Office Box 3069
Princeville, HI 96722-3069
800-826-4400

The Pete Dye Golf Club
Cooks Mine Road
Bridgeport, West Virginia 26330
304-842-2801

The Coeur d'Alene Resort
Post Office Box 7200
Coeur d'Alene, ID 83816-1941
800-688-5253

Reference

Index

Course Information

Pete Dye Golf Club

Located in a majestic, private valley, the legendary Pete Dye Golf Club combines the spectacular terrain of the West Virginia hills with the design genius of Pete Dye to create one of the most exciting and memorable courses any golfer could ever hope to play.

The Club - built on the site of a 19th century mine run by the world's largest coal company - has preserved the remnants of that earlier era with museum-like quality, and integrated them into its design. Of course, there's all the Pete Dye trademarks in the layout as well - such as deep, pot bunkers, wide fairways, and unobstructed green approaches.

Since 1993, the private Club's 7,166 yard, par 72 course has presented a unique, uninterrupted experience between architect, game, and nature. The Pete Dye Club is a premier target course, sure to challenge even the most ambitious and proficient of golfers.

Hole	1	2	3	4	5	6	7	8	9	Out		10	11	12	13	14	15	16	17	18	In	Tot		
Championship	390	435	368	225	580	337	196	504	462	3497	I N I T I A L S	436	604	341	196	461	533	246	399	453	3669	7166	H A N D I C A P	N E T S C O R E
Back	375	406	352	200	525	320	173	492	438	3281		414	588	320	176	434	503	226	382	426	3469	6750		
Dye	348	376	334	175	507	303	147	469	350	3009		396	565	290	145	408	470	181	348	406	3209	6218		
Stroke Index	7	1	15	13	3	11	17	9	5			6	12	16	18	4	8	14	10	2				
Par	4	4	4	3	5	4	3	5	4	36		4	5	4	3	4	5	3	4	4	36	72		
+/−																								
Middle	322	358	324	147	490	286	127	440	340	2834		372	505	267	125	376	440	158	328	358	2929	5763		
Front	283	301	266	115	441	235	115	402	317	2495		306	469	250	102	347	415	136	282	325	2632	5127		
Stroke Index	9	5	13	15	1	11	17	3	7			10	2	14	18	8	6	16	12	4				
Par	4	4	4	3	5	4	3	5	4	36		4	5	4	3	4	5	3	4	4	36	72		

Date: _____

Scorer: _____

Attest: _____

USGA RULES GOVERN ALL PLAY

Yardage Measured From Middle of Tee to Middle of Green

TEES	U.S.G.A. SLOPE	COURSE RATING
CHAMPIONSHIP	141	75.4
BACK	138	73.5
DYE	128	70.5
MIDDLE	123	68.3
FRONT	124	70.4

The Prince Course

Welcome to Hawaii, and eighteen of the most magnificent holes of golf on earth... Located on the island of Kauai, the internationally renown Prince Course straddles the striking bluffs that lead from the shores of the blue Pacific up to the island's central headlands. Overlooking the scenic glories of Hanalei Bay .. at one with nature .. the Prince climbs uphill, leaps ravines, fords waterfalls, and then careens headlong back down towards the sea.

Integrated with the elements, challenging in the extreme, this 7,309 yard, par 72 signature course was designed by Robert Trent Jones, Jr., and opened in 1990. Now ranked the Number One course in the entire State of Hawaii, The Prince - with its stunning views and superlative play - is truly the golf world's reigning tropical paradise.

THE PRINCE COURSE
Designed by Robert Trent Jones, Jr.

90' rule in effect, golf cars are allowed on fairways; all other holes, golf cars must remain on the path.

HOLE RATINGS	CHAMP 73.7/142	ALB 71.7/138	RESORT 69.3/133		PAR			HCP	+/−
* 1		425	408	367	346	4			6	
2	591	581	557	511	490	5			14	
3	177	171	156	114	96	3			18	
* 4	594	527	498	472	426	5			12	
* 5	453	445	414	395	364	4			4	
* 6	408	404	378	352	322	4			8	
7	205	171	153	141	98	3			10	
* 8	450	450	412	398	356	4			2	
* 9	362	345	319	290	224	4			16	
OUT	3608	3519	3295	3040	2722	36				
* 10	588	579	547	515	456	5			9	
11	187	162	134	134	103	3			13	
12	390	385	353	340	290	4			5	
13	418	398	382	351	322	4			3	
14	211	177	154	124	122	3			11	
15	576	548	525	481	410	5			7	
* 16	395	375	366	359	280	4			15	
* 17	421	382	370	307	290	4			17	
* 18	455	435	395	354	343	4			1	
IN	3621	3441	3226	2965	2616	36				
TOT	7229	6960	6521	6005	5338	72				

SCORER _____

ATTEST _____   DATE _____

HANDICAP

NET SCORE

U.S.G.A. RULES GOVERN ALL PLAY

Out of bounds defined by white stakes • Lateral water hazards defined by red stakes.
Golf car path lines: Red/300, White/150, Blue/200 • All yardages measured to center of green.
Repair ball marks • Rake Bunkers • Proper golf attire required

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