

# PGA

## CHAMPIONSHIP GOLF

### TITANIUM EDITION

#### ERRATA INFORMATION

Thank you for purchasing *PGA Championship Golf™ Titanium Edition*. We've made a few minor changes to the installation procedure and Internet play that are detailed in the manual. This document clarifies those changes. We hope you enjoy playing *PGA Championship Golf™ Titanium Edition*.

**Note:** For up to date Internet information, go to  
<http://www.sierra.com/sierrasports/golf2000/>

#### Installing Bonus Courses

When you first install *PGA Championship Golf™ Titanium Edition*, you'll have several installation options.

**Compact:** The game and all of the courses are run from the CD. Requires 67MB of hard drive space to run the game plus an additional 25MB of swap space, if available.

**Recommended:** Installs necessary game files to hard drive, but the course data remains on the Course CDs. Requires 136MB of hard drive space plus 50MB of swap space, if available.

**Full:** Installs game files and the original 13 courses from Course CD #2 to your hard drive. Requires 707MB of hard drive space.

**Full + Bonus Courses:** Installs game files and *all 20 courses* from Course CD #2 and #3 to your hard drive. This uses a lot of space on your hard drive, but the game performance is greatly enhanced, and you won't need the CDs to play. Exact hard drive space requirements will be displayed during the installation process.

**Note:** To install individual courses to your hard drive, we recommend you perform the "Recommended" installation option. Once the game installation process is complete, you can select the individual courses you wish to install directly from the Course CDs provided. Simply insert a course CD and select (double-click) on the course name you wish to install. The *Course Manager* program will automatically launch and guide you through the installation process. Please refer to the *Online Manual* (press F1 from the game's Main Menu) for detailed instructions on how to use the *Course Manager* program.

#### Remote Game Overview

Remote games play much like local games, except that you must first establish a connection with the other computers involved. *PGA Championship Golf™* uses the concept of a *Game Host* in order to start a remote game. The Game Host is the player who starts the remote game, chooses the game parameters, and waits for the other players to join.

The general outline for setting up a remote game is as follows:

Establish a connection.

The Game Host starts a game.

Other players wishing to compete in the game can join.

Those who are joining select which golfer(s) they want to use in the game.

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

There are two types of remote connections available in *PGA Championship Golf™*:

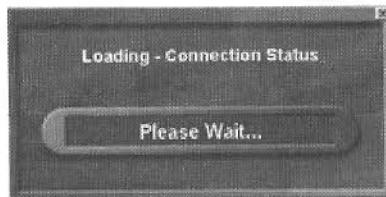
**Internet Play** - This option allows you to play with people all over the world via this **FREE** Internet gaming system. (Details are outlined below.)

**Direct Play (LAN / Modem)** - Remotely connect across a LAN (local area network) or use a direct modem connection. (Refer to the printed manual for detailed instructions on how to create and play a LAN/Modem game.)

### Remote (Internet)

The Internet is a great resource for gamers looking for a good round of golf against an opponent across town or across the globe. To play, you will need Internet access through an online service or through an Internet Service Provider (often referred to as an "ISP"). You will need to have a working Internet SLIP/PPP connection that supports WinSock32 to play *PGA Championship Golf™* over the Internet. You should also have at least a 28K modem, although a 56K 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. Windows can initiate some Internet connections automatically when you select the Internet Lobby; if you have problems using this method, connect to the Internet through your ISP before attempting to play *PGA Championship Golf™* over the Internet.

**The Validation Screen** - When you select Internet from the Play Golf screen, you will see your computer begin connecting to the Internet Lobby.



**The Login Screen** - When your machine is connected, you will see the login screen. Create an Internet account by selecting New Account. You must have an Internet browser to create a new account. If you already have an account, enter the Username and Password, then select Login to begin.



**The Lobby Screen** - The Lobby is where you will meet up with other players. You can send messages to other players and the host or join a game. The Lobby screen is divided into clubhouses that you can enter by double clicking on them or selecting the **Join Clubhouse** button.



- **Clubhouse List** - This list is shown while not inside a Clubhouse. It displays all the available Clubhouses. There is a Clubhouse for each available course, and many other user-created Clubhouses. The number of players in each Clubhouse is shown to the right of the Clubhouse name. You can join Clubhouses which are using a course that you do not have installed on your machine, but you will not be able to play a game on that course without first installing it. Double-click a Clubhouse to join.
- **Game List** - This list is shown while inside a Clubhouse. It contains all the user-created Games within the Clubhouse. The number of players in each Game is shown to the right of the Game name. You cannot Join Games that are using a course that you do not have installed on your machine. Double click on a Game to send a join request to the Game Host. The Game Host can accept or decline the request.
- **Players List** - This list contains all the available players. While you are not inside a Clubhouse, all other players that are not inside a Clubhouse will be shown. To see the players in a Clubhouse, you must join the Clubhouse. You can chat to these players by using the methods described below.
- **New Clubhouse** - Anyone can create his or her own Clubhouse. Use this button to open the Create Clubhouse screen. When the Create Clubhouse screen appears, type a name for the new clubhouse, then select the Create button. If the Clubhouse is successfully created, you will automatically join it when you return to the Lobby screen.



- **Join/Leave Clubhouse** - Use this button to Join or Leave a Clubhouse. The button title will change depending on the situation. If a Clubhouse is selected from the Clubhouse List, the button will show **Join Clubhouse**. If a Clubhouse has already been joined or created, then the button will show **Leave Clubhouse**. This button is not available otherwise.
- **New Game** - This button is only available when inside a Clubhouse. Anyone can create his or her own Game. Use this button to open the Create Game screen. When the Create Game screen appears, type a name for the new game, then select the Create button. You can select the maximum number of players that will be allowed in the game by making a selection from the "max # of players" box before creating the game. If the Game is successfully created, you will automatically join it when you return to the Lobby screen. You will now be the Game Host of this remote game and you can Invite and Remove players as described below in the "Invite/Remove Players Section."



- **Join/Leave Game** - Use this button to Join or Leave a Game. This button is only available when inside a Clubhouse. The button title will change depending on the situation. If a Game is selected from the Game List, the button will show **Join Game**. If a Game has already been joined or created, then the button will show **Leave Game**. Select the Game you want to join and click the Join Game button. The Game Host can then accept or decline your request to join the game, or if you are a latecomer, you will be able to watch the game already in progress but will not be playing with other players.
- **Start Game** - This button is only available when you are the Game Host and at least one other player has joined your game. Click Start Game to begin the game. This will open the Game Settings screen where the settings can be selected or viewed.
- **Invite/Remove Player** - This button is only available when you are the Game Host and a player is selected from one of the lists. The button title will change depending on the situation. If a player is selected from the list on the right, the button will show **Invite Player**. If a player is selected from the list on the left, the button will show **Remove Player**. A player will be notified if they are being invited to play. They can either accept or reject the invitation.
- **Logoff** - Leave the Lobby and return to the Play Golf screen.
- **Chat Window** - Shows the current chat messages. Each message will show the username of the sender along with the message that was sent. Messages in red print are private messages that only you and the sender will see.
- **Chat Message** - To send a message, begin typing. The message you type will be displayed in the Message box at the bottom of the screen. To send the message to everyone in the Players list, hit **Enter** when finished. To send a private message, select a player from the Players list, then hit **Shift+Enter** when finished.

### Credit where credit is due:

Finally, we'd like to thank the following *PGA Championship Golf 2000™* community members for designing and creating seven wonderful new exclusive courses that promise to challenge and entertain you for many rounds of golf. Thanks guys, you truly are among the best of the best!

<b>Ken McHale</b>	Rugged Cross
<b>Jim Dickson</b>	Saxe Gotha
<b>Brian Silvernail</b>	Beartooth Pass Golf Course
<b>Jim Mattler</b>	Sammamish Hills Golf Club
<b>Alan Toft</b>	Tulaichean Bay
<b>Chris Anderson</b>	Eman Hills Country Club
<b>Tom Steenstrup</b>	Cutter Bay Golf Club