

Links

386Pro

Players Manual

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Links

386^{Pro}

Players Manual

CREDITS

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Special Thanks to:

- Mike Bicker and Claudia Nielsen for their great swing animations.
- Harbour Town Golf Links for allowing us to include their beautiful and challenging course in LINKS 386 PRO.
- Jeff Roberts for his technical help.
- All our Beta Testers.

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Introduction to LINKS 386 PRO

Welcome to LINKS 386 PRO! This program is based on the extremely popular and award-winning LINKS program. LINKS 386 PRO, however, is a higher-quality simulator than the original LINKS program, and is designed to make full use of what today's computers are capable of. The hardware requirements, which are listed later in this chapter, are quite stringent, but if you are set up to run this program, you will see why. The graphics are richer, the play is smoother, and the feel is more realistic. There are many more options, most of which have been included at the request of long-time LINKS users. If you are a LINKS owner, you will be amazed at the changes in the program (For a list of the new features available, refer to the New Features section later in this chapter).

The golf fanatics at Access Software Inc. are pleased to introduce you to the finest golf simulator available. Whether you are a novice, or an experienced golfer, you will find that LINKS 386 PRO is rivaled only by the game itself.

About this Manual

This manual has been organized to help you find the information or instructions you need easily and quickly. We strongly recommend that you read the entire manual, which has been written to be easy to understand and completely thorough.

The manual briefly describes the procedures and features in LINKS 386 PRO. It explains how to install the program, how to get started and play the game, and how to customize your sound and display options. Also included are descriptions of, and instructions on how to use, the new features in LINKS 386 PRO, such as playing against a computer opponent, saving a shot, and using the player statistics to analyze your game. The final chapter in the manual includes topics for your information, including a "Questions and Answers" section, a "Trouble Shooting" section, and information about the Computer Sports Network, through which LINKS players all over the world can participate in matches or tournaments.

Minimum Hardware Requirements

386 sx/16MHz CPU

2 MB RAM

Hard Disk Drive with 13 MB free (LINKS files use 5 MB, temporary files while running use up to 8 MB)

Mouse

Super VGA video monitor and card capable of 640x 400 or 640x 480 resolution in 256 colors

Recommended Hardware

386/33MHz CPU (or faster)

8 MB RAM

Hard Disk, mouse, and Super VGA as above.

New Features in LINKS 386 PRO

- Female and male golfers, with 10 different shirt colors to choose from.
- Seven different viewing windows, which can be arranged in over 300 different combinations.
- Spectacular terrain texturing (for fairways, rough, sand, water, etc.).
- Unique Human Opponent: The “Record Game” feature allows you to record a game and then play against yourself, or send the recorded game to a friend. Several pre-recorded games are included with LINKS 386 PRO, giving you the opportunity to play against members of the LINKS design team.
- Statistics are recorded for each player and game, and can be printed out.
- Statistics for each Championship Course, to help you understand and play the courses more effectively.
- A “Saved Shot” feature, which allows you to save and replay your best shots.
- Reverse view of the green, which can remain on the screen at all times, allowing you to watch your approach shot from the front and the back while it happens.
- A “Profile” view, which shows all the changes in elevation between the ball and the pin.
- Top View can be viewed in different sizes.
- A Club Selection Chart, which show all the average club distances, and can remain on the screen while you play.
- A “Custom Shot Setup” viewing window, which allows you to set up special, customized shots.
- All new sounds.
- Supports SoundBlaster Pro, as well as SoundBlaster and Ad-lib sound cards.
- Information on how to participate in matches and tournaments with other LINKS users through the Computer Sports Network.
- Includes the world-famous Harbour Town course.

Additional Championship Courses

The breath-taking colors of Firestone. The narrow, tree-lined fairways of Pinehurst. Bay Hill's treacherous water course. The rugged desert beauty of Scottsdale's Troon North. Now you can play these extraordinary championship courses without leaving your home. LINKS 386 PRO and the LINKS family of products are the only golf simulators that can transport you to the world's finest championship golf courses, each with its own unique challenges and personality. The stunning graphics and precise game play are so realistic, you'll think you're there. With new courses being developed, you can build your collection of the world's greatest championship courses.

For more information, call Access Software Inc. at (801) 359-2900, Monday-Friday from 9:00 am to 5:00 p.m., Mountain Standard Time. (Toll-free Order number in U.S. & Canada: 800-800-4880. 24-hour FAX (801)596-9128.)

Using Your LINKS Championship Courses with LINKS 386 PRO

All future Championship Courses, starting with Harbour Town, will be available in the high-resolution format designed to be used with LINKS 386 PRO. The original LINKS courses—Torrey Pines, Bountiful, Firestone, Bay Hill, Pinehurst, Dorado Beach, Barton Creek and Troon North—are not high-resolution, but can be converted to be compatible with LINKS 386 PRO.

When these courses are converted, they will run in LINKS 386 PRO and will look even better than they did in LINKS, but will be partially low-resolution.

✓ We are preparing to release new, high-resolution versions of the eight original LINKS courses and, as soon as they are available, we will notify all registered owners, who will be able to upgrade at a very reasonable cost. In the meantime, you can convert your current courses using the following directions.

To convert your original LINKS courses to the new LINKS 386 PRO format:

1. Make sure the original LINKS courses are in the original LINKS directory. The courses should have the .CRS extension (i.e. TORREY_P.CRS).
2. Go to the LINKS386 directory (Type **CDLINKS386**, and then press Enter).
3. Type **CONVERT\LINKS*.CRS**, and then press [Enter]. This will convert the courses to the new format and transfer them to the LINKS386 directory.
4. LINKS 386 PRO will now allow you to select and run the courses.

Installing LINKS 386 PRO

LINKS 386 PRO must be installed on a hard disk to operate correctly, and you must have at least 5MB available for the installation. Depending on your available RAM, you may need up to 8MB free during run-time for swap files.

LINKS 386 PRO is not copy protected.

LINKS 386 PRO can be installed using two methods:

Using the INSTALL program:

- 1) Insert disk #1 into the floppy disk drive you wish to install from.
- 2) Type the drive letter followed by a colon (:) and press [Enter] (e.g. A: [Enter]).
- 3) Type **INSTALL** and press [Enter].
- 4) Follow the instructions on the screen.
- 5) Proceed to **Installing and Testing Your VESA Driver**.

Alternate installation method:

If the install program fails to operate properly, you may install LINKS 386 PRO through normal DOS functions:

- 1) Create a subdirectory on your hard disk.
Type: **MDLINKS386** [Enter]
- 2) Copy all files from each disk into the LINKS 386 directory.
Type: **CDLINKS386** [Enter]
Insert disk #1 into drive A: or B:
Type: **COPY A:*. *[Enter]** (Use **Copy B:*. *** for the B drive.)
Repeat the previous step for each disk.
- 3) Create the Harbour Town Course file and Sound file..
Type: **CREATE** [Enter]

Installing and Testing Your VESA Driver

Installing a VESA driver is a fairly simple process if you are familiar with how to modify your AUTOEXEC.BAT file. If you're not, be sure to follow METHOD 1, the automatic installation method, which is outlined later.

If you've just recently purchased your Super VGA card, a VESA driver that works with that card should be contained on a Utility Disk that came with the card. There may or may not be information in the manual about how to install or use the driver. Normally the driver will have a name that contains the word VESA or VSA and will have a '.COM' or '.EXE' extension. For example, **VESA.EXE**, **VVESA.COM**, **ORCHDVSA.COM** and **TLIVESA.COM** are all names of current VESA drivers.

If your card didn't come with a driver, you should be able to find a matching driver from the VESA Library included with this program. If you choose to try the Automatic Method, which is explained later, this will be done for you, if it's possible.

The following is a list of current drivers included in the VESA sub-directory:

Directory	Driver Name(s)	Date	Manufacturer
AHEAD	VESA.EXE	08-08-91	AHEAD
APPIAN	APVESA.EXE	08-06-91	APPIAN TECH.
ATI	VVESA.COM	10-17-91	ATI
BOCA	TLIVESA.COM	03-11-92	BOCA
CHIPS	VESA452.COM	08-14-90	CHIP & TECH.
DIAMOND	TLIVESA.COM	03-11-92	DIAMOND
DIAMOND	VMODE.COM	01-03-91	DIAMOND
EVEREX	VESA.COM	01-30-90	EVEREX SYSTEMS
GENOA	VESA.COM	08-31-90	GENOA SYSTEMS
IBM	VESA.EXE	01-15-92	IBM (25sx and models with same card)
IRIS	TLIVESA.COM	03-11-92	TSENG LABS
OAK	67VESA.COM	01-21-91	OAK TECH.
ORCHID	ORCHDVSA.COM	01-28-91	ORCHID TECH.
PARADISE	VESA1A1B.EXE	11-20-91	PARADISE
PARADISE	VESA1D.EXE	12-03-91	PARADISE
PERFECTV	PV-VESA.COM	04-16-91	PERFECT VIEW
SIGMA	SIGVESA.COM	12-20-90	SIGMA DESIGNS
STB	VESA-TSR.COM	03-20-91	STB SYSTEMS
TECMAR	VGAVESA.COM	04-18-90	TECMAR
TRIDENT	VESA.EXE	10-28-91	TRIDENT
TRIDENT	OLDVESA.EXE	12-07-90	TRIDENT
TSENG	TLIVESA.COM	03-11-92	TSENG LABS
VIDEO7	V7VESA.COM	09-17-90	VIDEO SEVEN
WESTERN	VESA1A1B.EXE	11-20-91	WESTERN DIGITAL
WESTERN	VESA1D.EXE	12-03-91	WESTERN DIGITAL

NOTE: Check the VESA sub-directory for additional drivers that may not be listed above.

Read each of the cases below to determine which one applies to you and then follow the appropriate instructions.

- CASE 1: If you are sure you have a VESA compatible video card and that the VESA driver is installed and working properly, then proceed to Chapter 2.
- CASE 2: If you are new to computers and do not know how to modify your AUTOEXEC.BAT file, follow the instructions for METHOD 1.
- CASE 3: If you have a basic knowledge of your computer and know how to change your AUTOEXEC.BAT file, follow the instructions for METHOD 2

METHOD 1: The Automatic Method

Follow the steps below very carefully.

- STEP 1: Go to the LINKS386 directory.
Type: **CDLINKS386** [Enter]
- STEP 2: Create the VESA Library on your hard disk.
Type: **VESALIB** [Enter]
(Note: Only perform step 2 once per installation.)
- STEP 3: Run the program called SETVESA which will help you install and test your driver.
Type: **SETVESA** [Enter]
- STEP 4: Select item 3 "Install VESA Driver", from the menu.
(Use the cursor keys to move the highlight bar down to item 3, then press [Enter])
- STEP 5: Select item 2, "Automatic Method", from the menu.
(Again, use the cursor keys to move the highlight bar, then press [Enter].)
- STEP 6: Follow the instructions on the screen.

METHOD 2: The Manual Method

Using this method requires that you have at least a basic understanding of DOS and how to change your AUTOEXEC.BAT file. We will explain the process in detail. You will then install your VESA driver and use the program called SETVESA (included with Links 386) to test the results. Even if you know what you're doing, you may want to use the "Automatic Method" (see above) to see if the SETVESA program can find and install the correct driver for you. You can always use the "RESTORE" option to return the AUTOEXEC.BAT to its original state.

Follow the steps below very carefully.

- STEP 1: Go to the LINKS386 directory.
Type: **CDLINKS386** [Enter]
- STEP 2: Create the VESA Library on your hard disk.
Type: **VESALIB** [Enter]
(Note: Only perform step 2 once per installation.)
- STEP 3: Run the program called SETVESA which will help you install and test your driver.
Type: **SETVESA** [Enter]

STEP 4: See if you have VESA in ROM or if a driver is already installed by selecting the 'Check VESA driver' option (item 2) from the main MENU. **If a driver IS installed, go to STEP 9.**

STEP 5: Try to determine which video card you have. Before you open your machine, you may want to try the following:

- a. Go to the DOS sub-directory
- b. Type: DEBUG [enter]
- c. At the '-' prompt, type: D C000:0 [enter]
- d. Then type: D [enter]
- e. Then type: Q [enter]
- f. At the right side of the screen should be a memory dump of the video ROM. Look for names such as Tseng Labs, Trident, etc. This could provide a clue as to either the card or the chip manufacturer.
For example, if you see the words Tseng Labs, use the TLIVESA.COM driver from the \VESA\TSENG directory.

*Note: If QEMM is being used with the "Stealth" option, your video ROM will most likely **not** show up at C000:0.*

STEP 6: Locate the VESA driver that appears to match your card. Either get the driver from your card's utility disk or from the VESA Library that is included with this program. If the driver is on your card's utility disk, copy it into the root directory on your boot drive. (Or wherever you wish, but remember where you put it.)

STEP 7: Install the VESA driver as follows:

Option 1. Execute the driver from the command line. (You will have to execute the driver before you run a program such as Links386 that uses VESA.)

Option 2. Make a copy of the AUTOEXEC.BAT file, then place the driver call in the AUTOEXEC at or near the bottom. Then reboot the machine. (The driver will be installed automatically whenever the machine is booted.)

NOTE: If your card is a PERFECT VIEW or an STB, you will have to place the driver call at the TOP LINE of your AUTOEXEC. These drivers must be installed BEFORE the mouse or other video drivers.

- STEP 8: Return to the SETVESA program and make sure the driver is installed by choosing “Check VESA Driver” (Item 2) from the main MENU.
- STEP 9: Test the driver by selecting ‘Perform Test’ (Item 5) from the main MENU.
- STEP 10: If the test works, Great! YOU'RE DONE! If not, continue.
- STEP 11: If the test does not work, you should review and possibly repeat the process using the same driver. Make sure you've done everything correctly. Try placing the driver call at the top of the AUTOEXEC, or try using other drivers.

Step-by-Step Instructions to Get You Started

The following chapter explains the steps that must be taken before you are ready to start a round in LINKS 386 PRO. As in an actual game of golf, you must decide which course you want to play, whether you want to play a full 18 holes or just the front or back nine, which players will participate, which clubs they will use, which tees they will hit from, and the options and rules which will be followed during the round.



Note: For more information on creating a new golfer, see below. For information on using a recorded player, see page 44.



Running the Program

To start LINKS 386 Pro:

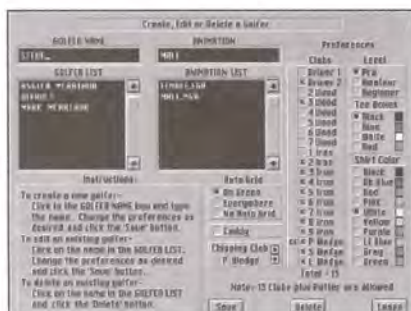
1. Go to the LINKS 386 directory
Type: **CD\LINKS386** [Enter]
2. Type: **GOLF** [Enter]

Starting a New Game

When you start up LINKS 386 PRO, a menu is displayed with five buttons: Game, Players, Options, Stats, and Special. Click any of these buttons to display a sub-menu, from which you can make selections. To start a new game, click the Game button, and then click START NEW GAME from the Game menu. A "Start a New Game" screen is displayed, where you choose the players for the upcoming round, and can create a new golfer, or use a recorded player.

Creating New Players

In the "Start a New Game" screen there is a "Player List" box and a "Golfer List" box. When you start a new game for the first time in LINKS 386 PRO, the Player List box is empty and the only name in the Golfer List box is "Default." This is a generic player file which uses the default settings. If you want to create a player for yourself, follow the steps below.



Note: If there are more golfers to choose from than can be seen at one time in the box, use the scroll bar to the right of the box to move the list up or down.



To create a new player:

1. In the “Start a New Game” screen, click the “Create New Golfer” button.
2. The “Create, Edit or Delete a Golfer” screen is displayed. Move the pointer into the “Golfer Name” box in the top left corner and click, then type in the name of the new golfer.
3. Choose the gender (“Animation”) of the player, then choose the settings under Preferences. For information on the various settings, see page 35.
4. When you have chosen the player’s settings, click the “Save” button, then click the “Leave” button. You will return to the “Start a New Game” screen, where the new golfer’s name is now displayed in the Golfer List box.

Choosing the Players for a Round

Every player that is created in LINKS 386 PRO is added to the “Golfer List” box in the first “Start New Game” screen. This box can contain as many names as you want. Choose up to eight players (or one player eight times) to participate in a round by transferring the names from the “Golfer List” box to the “Player List” box. **Only the players listed in the Player List box will participate in the upcoming round.**

When you have chosen the players you want to participate in the upcoming round, click the OK button. The next screen displayed is the second “Start a New Game” screen. Here you choose the course to play, the holes, the course conditions, and game options. You also check to make sure the players scheduled to play in the round are the ones you want.

Choosing a Course and the Holes You Want to Play

1. Find the course you want to play in the “Course List” box. If there are more courses to choose from than can be seen at one time in the box, use the scroll bar to the right of the box to move the list up or down.
2. When you find the course you want to play, click it. The course name should then be displayed in the “Course to Play” box in the top left corner.
3. Directly under the “Course to Play” box, choose between 18 holes, Front 9 (holes 1-9), and Back 9 (holes 10-18).

Note: If you allow mulligans, a Mulligan button is displayed in the control panel after every shot. You are never required to take a mulligan if the button appears, but you have the option. If you choose not to allow mulligans, the Mulligan button will not ever appear in the control panel.

Note: If you allow gimmies, a Gimmie button is displayed in the control panel after a shot that leaves your ball on the green and within two feet of the hole. You are never required to take a gimmie if the button appears, but you have the option. If you choose not to allow gimmies, the Gimmie button will not appear in the control panel after a shot. There is another Gimmie button which always appears in the control panel before a shot. This button will not work unless gimmies are allowed and you are on the green, within two feet of the hole.

Note: When a “recorded player” is participating in a round, the Course Conditions will be locked in at “No Wind” and “Normal Greens.” This is to avoid any inconsistency with the course conditions that were used in the recorded game. For more information on recorded games, see page 44.

Note: You are free to make changes to any of these settings, but any changes you make on this screen will be temporary and will apply only to the upcoming round. If you would like to permanently change a player’s settings, or want more information about any of these settings, see page 35.

Choosing Game Options and Course Conditions

Click the check box beside “Allow Mulligans” or “Allow Gimmies” to permit these options during the upcoming round.

Mulligans: When you take a shot over and don’t count the first shot, it is called “taking a Mulligan.” **Mulligans are not sanctioned by the U.S. Golf Association**, but are commonly allowed in friendly play. LINKS 386 PRO does not add mulligans to your score, but the number of mulligans taken during a round are recorded on the score card.

Gimmies: When the ball is on the green and so close to the hole that the putt would certainly be made, the golfer, to save time (or out of frustration) may just add a stroke to his or her score and not actually attempt the putt. Gimmies are commonly allowed in friendly play, and are an option in LINKS 386 PRO for players who are on the green, within two feet of the hole, and want to avoid having to wait to make an easy putt.

Course Conditions

Wind: Choose between No Wind, Breezy, and Windy conditions.

Greens: Choose between Soft, Normal, and Hard green conditions. Greens are usually softer due to dampness or humidity, and are typically harder when dry. The difference in green conditions is reflected in the way the ball bounces and rolls when it lands on the green. The impact of the ball will be dampened on a soft green, whereas a harder green may heighten the impact. Roll will be slower on soft greens and faster on hard greens.

Checking Players and Settings before Starting a Round

In the second “Start a New Game” screen, the players that you chose for the upcoming round are listed, along with their Playing Levels, Tee Markers, and Shirt Colors. If a player is using the “Caddy” to recommend clubs, the Caddy box is checked.

If you would like to record one or more of the players’ games, click the box under “Record Game”. For more information on recording a game, see page 44.

When the settings are where you want them, click the OK button to start the round. Click the Cancel button to return to the first “Start a New Game” screen.

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On the Tee

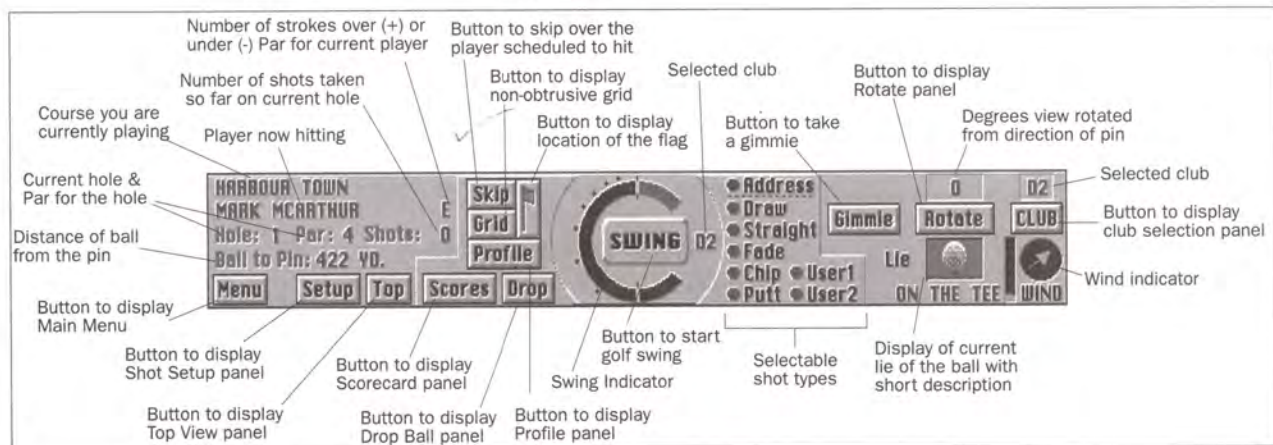


Note: Drawing time may be slow on the first screen draw. This is because initial data is being preloaded. If you have adequate memory available, subsequent redraws should be significantly faster.

After you have chosen the players you want to participate in the round, the course and holes you want to play, and the game options and course conditions, you are ready to start play. When you arrive at the tee in LINKS 386 PRO for the first time, you will see a viewing window, called the Main View, which shows the view of the fairway from behind the golfer. The Main View is one of seven different viewing windows available in the program. A description of these viewing windows, with directions on how to select and arrange them on the screen, appears later in this chapter.

Using the Control Panel

Beneath the Main View is the “control panel,” which extends across the bottom of the screen and contains gauges, buttons, symbols, and other information.



Shot Information

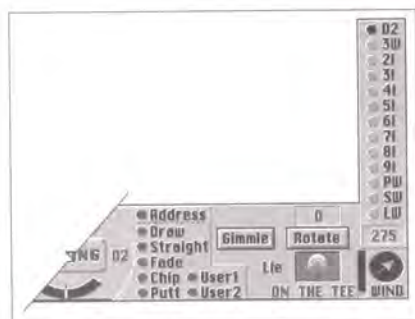
The top-left corner of the control panel displays the name of the course which is being played, and other information related to the upcoming shot: The name of the player about to hit; the player's over/under par score; the hole that is currently being played; the par of the hole; the number of shots the player has taken so far on the current hole; and, the distance from the ball's current location to the pin.

Buttons

There are 11 different buttons in the control panel. The following table describes what each button does:

Click	To
Menu	Display the menu.
Setup	Display the Shot Setup. See page 47 to learn how to set up a custom shot.
Top	Display the Top View viewing window.
Scores	Display the Scorecard.
Drop	Prepare to drop the ball. See page 29 for directions on “dropping.”
Skip	Skip over the player scheduled to hit and let the next player hit.
Grid	Display the Grid. See page 30 for instructions on displaying the Grid.
Profile	Display the Profile viewing window.
The “Flag”	Expose the location of the pin, which moves up to the ball, then back to the hole.
Gimmie	Take a gimmie. For information on gimmies, see page 15.
Rotate	Rotate the Main View. See page 30 for instructions on rotating the Main View.

Note: If you would like to change the club selection that a player has to choose from, see page 23.



Note: The “User 1” and User 2” shot types apply to whichever is being used. Each club can have two custom shots created for it.

Club (Selection)

The Club button is located in the top-right corner of the control panel. Move the pointer over this button to display the club selection. The clubs listed are those that were chosen for the player when he or she was created. Move the pointer over a club to display the average distance for that club. Click the option button to the left of a club to select it.

The Swing Button and Gauge

The Swing button and gauge are located in the center of the control panel, and are used to execute the swing sequence. See page 25 for directions on how to swing.

Shot Types

To the right of the Swing button and gauge are listed the different “shot types”:

Choose	To
Address	Back away from the ball and take a practice swing.
Draw	Hook the ball slightly to the left.
Straight	Take a regular, full swing.
Fade	Slice the ball slightly to the right.
Chip	Take a shorter, more controlled swing. Usually used close to the green.

Putt	Putt. From the fringe of the green, you can click “putt” instead of “chip.”
User 1	Use a custom shot that you have created with the Setup (see page 47).
User 2	Use a second custom shot that you have created with the Setup.

Lie

The “LIE” graphic is displayed in the lower-right corner of the control panel, and shows the terrain on which the ball is currently sitting. The following terrain types are used in the different courses available to be used in LINKS 386 PRO:

Asphalt	Dirt	Lava	Rough
Concrete	Dormant Grass	Mud	Sand
Deep Grass	Fairway	Ocean	Stream
Deep Rough	Green	Pine Needles	Water

The Wind Gauge and Compass

The wind gauge and compass are displayed in the bottom-right corner of the control panel. The wind compass indicates the direction the wind is blowing in relation to the golfer. The wind gauge indicates the velocity of the wind.

The Viewing Windows

There are seven different viewing windows available in LINKS 386 PRO: Main View, Green View, Top View, Setup, Club Distance Chart, Score Card, and Profile. You can choose to view only the Main View, or, you may select up to three other viewing windows to be displayed in addition to the Main View.

Main View

Main View must be displayed at all times, since it is the viewing window in which the golfer appears and the swing action is executed. All other viewing windows are optional. Main View can be viewed in two different modes: Normal, which is the standard scale, or small, which is a “wide-angled” view. When you run Main View (small), the golfer appears at half the size of the golfer in Main View (normal).

Note: The advantage of the “small” mode is that more of the area around the golfer is displayed, making for a more open and panoramic display.

Note: When the wind gauge is full, the wind is blowing about 30 m.p.h.

Note: For directions on how to select the viewing windows, see “Choosing and Arranging the Viewing Windows” later in this chapter.





Green View

This unique viewing window displays the view from behind the green, facing back towards the tee, and allows you to see your approach shots more clearly. Like Main View, Green View can be viewed in the “normal” or “small” mode.



Top View

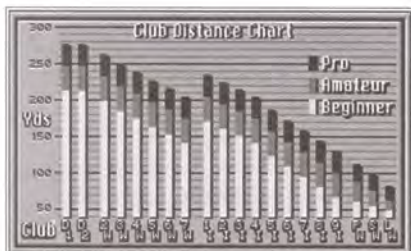
Top View provides a view of the course from above, allowing you to see the position of your ball in relation to the Green, Fairway, etc. By clicking and holding the left mouse button, you can “drag” the Top View around within the window. You may also move the pointer into the Top View viewing window, click the right mouse button, and check the distances from the ball to the cursor and from the cursor to the pin.

There are seven buttons along the left edge of the Top View viewing window. The top two buttons are used to increase or decrease the magnification of the area currently displayed in the Top View. The four buttons beneath the “magnify” buttons allow you to move the view left or right, and up or down, to see other areas which are not currently visible. The “R” button at the bottom will return the Top View to its original position.



Setup

The Setup viewing window allows you to change the swing plane, the golfer's stance, the position of the ball, and the club face angle. For directions on how to use the Setup to create a custom shot, see page 47.



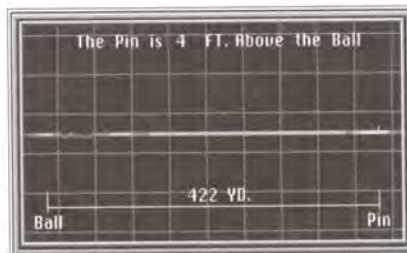
Club Distance Chart

The Club Distance Chart displays the average distance that each club will hit the ball at each of the three play levels: Beginner, Amateur and Professional.

Note: For basic information about clubs, see page 23.

Player	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Total	Par	Handicap
BLACK	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
BLUE	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
WHITE	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
RED	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
PAW	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
OVER HANICAP	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
UNDER HANICAP	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
FRONT NINE	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
BACK NINE	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
TOTAL	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
PAR	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
HANDICAP	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35

Note: The handicaps are provided for informational purposes only and are not used in LINKS 386 PRO.



Score Card

The Score Card displays the names of the players, their levels, their over/under par scores, and their scores for each hole, as well as other information typically found on a score card. The “Out” total (the number of shots taken on the front nine) is displayed on the front of the Score Card. The “In” total (the number of shots taken on the back nine), and the “Total” number of shots taken on all 18 holes, are displayed on the back of the Score Card. The number of mulligans and gimmies taken by each player is recorded. The distances from the different tee boxes to the pin on each hole are displayed, as well as the par and handicap for each hole.

Profile

The Profile viewing window shows a graphic of the elevations in the terrain between the ball and the pin.

Note: The flight of the ball is not shown in the Profile, only the ball’s position before the shot is taken.

Choosing and Arranging the Viewing Windows

The viewing windows in LINKS 386 PRO can be viewed in one, two, three, or four different sizes:

Size

Full size
Vertical half
Horizontal half
Quarter screen

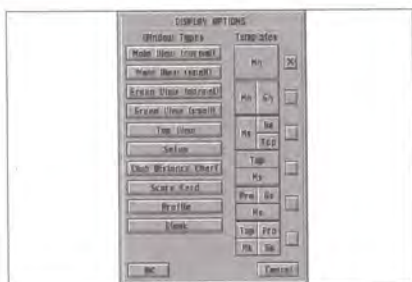
Area on screen

Entire screen.
One half (Left or right).
One half (Top or bottom).
One quarter of the screen.

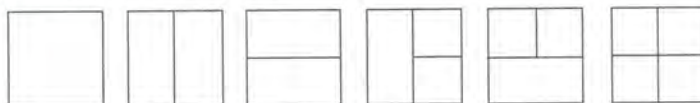
Main View (normal), can be viewed in “full size,” or “vertical half.”
Main View (small) can be viewed in all four sizes.

Green View (normal) can be viewed only in “vertical half.”
Green View (small) can be viewed in “vertical half,” “horizontal half,” or “quarter screen.”

Top View, Setup, Club Distance Chart, Score Card and Profile all can be viewed in “vertical half,” “horizontal half,” or “quarter screen.”



From one to four of these viewing windows may be seen at one time, and must be arranged within one of the following six templates:



To change the arrangement of viewing windows:

1. After you start a new game, Click the Menu button in the control panel.
2. In the menu, click the Options button. This will display the Options menu.
3. In the Options menu, click DISPLAY OPTIONS. The available viewing windows and templates are displayed.
4. Click the type of a viewing window that you want to add to the arrangement. Sections within the six templates are highlighted wherever that viewing window can be placed.
5. Click any highlighted section to have the viewing window added there.
6. When you have finished choosing the arrangement, click the OK button to save the arrangement and return to the menu.
7. Click the Resume Play button to return to the game with the new arrangement displayed.

Playing the Game

When you are familiar with the control panel and the viewing windows, you are ready to play a round. In LINKS 386 PRO, as in the actual game, you select the correct club, take a practice swing, aim your shot, and then swing away. This chapter explains how to follow these steps, and also how to use the post-shot control panel, how to go to the practice areas, and how to change the game settings in order to increase the speed, or improve the graphic quality, of the program.

Note: The average distance that each club will hit the ball is different for each level of play (beginner, amateur, professional). Regardless of the level at which you're playing, the average club distance for that level is displayed when you move the pointer on to any of the clubs listed. This will help you decide which club to choose.

Choosing a Club

When you create a player, you select up to 14 clubs—including the putter—for the player from a list of 20 possible clubs (The United States Golf Association rules state that no more than 14 clubs are allowed to be carried during a round). This club selection is displayed when you move the pointer over the Club button in the control panel.

The Caddy

✓ If you choose the “caddy” option when creating your player, LINKS 386 PRO recommends a club for you before each shot. The club which is recommended may not always be the best club for your shot, depending on factors such as the current lie of the ball, wind strength and direction, or, the difference in elevation between the ball and the pin. Remember, even if you are using the “caddy,” you are free to change to a different club.

The Clubs

The clubs in LINKS 386 PRO can be divided into four groups: Drivers (D1, D2); Woods (2W, etc.); Irons (1I, etc.); and Wedges (PW, SW, LW).

Note: The putter is required to be one of the 14 clubs carried in a round, and it is automatically chosen for you when you are hitting on the green. If you choose to putt from an area other than the green (such as from the fringe of the green), choose the “putt” shot type. This sets you up to putt.

Drivers: These clubs are normally used to tee off, since they are capable of hitting the longest drives. Their club faces are very flat, meaning that drivers hit the ball with the lowest trajectory of all the clubs. For that reason, they travel the farthest in the air and roll longer on the ground.

Woods: Like drivers, woods have relatively flat club faces, causing the ball to travel farther, with lower trajectory, and roll farther on the ground.

Note: The average club distances are based on certain conditions: Ball hit from tee, landing and rolling on a flat fairway, no wind, normal power and perfect snap (click exactly on the top and bottom green marks during the swing).



Note: The distance from the golfer to the aiming marker (as well as the difference in elevation) is displayed in the lower-left corner of the Main View viewing window. Where you place the aiming marker, however, has no effect on the distance of your shot, only the direction.

The 2 wood has the flattest club face (though not as flat as the drivers') and the 7 wood has the most angled club face.

Irons: Irons have more angled club faces, so they will typically hit the ball with a higher trajectory. Some irons, though, will hit the ball approximately the same distance as some woods (for example, the 2 Iron and the 5 Wood will both hit the ball about 220-225 yards at the professional level).

Wedges: The three wedges—pitching, sand, and loft—are actually irons, but they have extremely angled club faces. Because of this, wedges hit the ball higher in the air, causing the ball to travel a shorter distance in the air and roll less after it lands. Wedges are typically used when a golfer is close to a green and wants the ball to land and stay on the green.

Aiming Your Shot

After you choose a club, you are ready to take your swing. In order to achieve maximum accuracy, you must aim your shot. LINKS 386 PRO provides an "aiming marker" to simplify the process.

To aim your shot:

1. Move the pointer into the Main View viewing window.
2. Hold down the left mouse button to display the red and white striped aiming marker.
3. While holding the mouse button down, move the marker in the direction you want to aim.
4. When the aiming marker is in position, release the mouse button.

Note: You can check the position of aiming marker by clicking the right mouse button in the Main View.



How to Swing

1. Position the pointer on the Swing button in the control panel. Press and hold down the left mouse button to start the swing.
2. When the yellow indicator within the swing gauge reaches the green line at 12 o'clock, release the left mouse button. A yellow line marks the point where you release, and the yellow indicator continues on, into the red area at the end of the swing gauge.

Note: The point at which you release the mouse button determines the power level of the swing. If you release before or on the 12 o'clock mark, your swing will be softer and more controlled, making the snap (the second part of the swing) more likely to be accurate. If you release in the red area (after the 12 o'clock mark), your swing will be more powerful than normal and your snap will need to be almost perfect to avoid severely hooking or slicing the shot.

3. When the yellow indicator reaches the end of the red area at the top of the swing gauge, it bounces back around. When it reaches the green line at 6 o'clock, click the left mouse button. A second yellow line marks the second release point.

Note: The point at which you click here determines how straight the shot will go. This is called the snap. If you click before the 6 o'clock mark, the shot will hook to the left; After the 6 o'clock mark, the shot will slice to the right. The severity of the hook or slice depends on both how close you get to the 6 o'clock mark, and, how powerfully you swing. The more powerful the swing, the greater the hook or slice.

✓ **The swing sequence is PRESS & HOLD, RELEASE, CLICK.**

Post-Shot Options

After a shot, the control panel displays a different set of buttons and information. In the top-left corner of the control panel is displayed the name of the player who just hit, and the number of shots he or she has taken so far on the current hole.

Shot Information

Under the player's name is the shot information: The distance of the shot before it hit the ground is displayed under "In Air"; "Total" displays the total distance of the shot, both in the air and on the ground; "To pin" displays the distance from the ball's current location to the pin.

To the right of the shot information is a "text box," which displays three different messages: "Your ball is in play...," "Your ball has gone IN A HAZARD... Rehit from original spot or drop on next turn. PENALTY—ONE STROKE," or, "Your ball is IN THE HOLE..."



In the top-right corner of the control panel is the name of the player who is “Next to hit.” To the right of that player’s name, the club that was used to take the last shot is displayed. Under the player’s name is the current lie of the ball.

Buttons

There are five buttons which always appear in the post-shot control panel:

Click	To
Save Shot	Record the shot just taken. See page 46 for more on this feature.
Forward (Replay)	View a replay of the shot from the spot where the golfer hit the ball.
Reverse (Replay)	View a replay of the shot from the spot where the ball came to rest.
Skip	Skip the player who is supposed to hit next.
View Panel	View the control panel.

There are five other buttons which appear in certain situations:

Button	When displayed?
Mulligan	After every shot, when mulligans are allowed.
Gimmie	When gimmies are allowed, and you are on the green, within two feet of the hole.
Rehit	After the ball is hit into a hazard or out of bounds.
Drop	After the ball is hit into a hazard.
Continue	After every shot, except when the ball is hit out of bounds or into a hazard.

Note: For information on mulligans or gimmies, see page 15. For instructions on “dropping,” see page 29.

Practice

There is no separate “driving range” or “chipping and putting” area in LINKS 386 PRO. Instead, at the request of many LINKS users, you can practice any hole on any course you have loaded. This allows you to become more familiar with your favorite courses and improve your play by practicing in the specific areas that give you trouble. You can also practice your driving off any tee, and your chipping and putting on or around any of the greens.

To practice:

1. From the menu, click Game, and then, in the Game menu, click PRACTICE.
2. The Practice screen, which is almost identical to the “Start a New Game” screen, is displayed. You may practice with up to eight players, whose names must be listed in the “Player List” box.
3. When the players you want to practice with are listed in the Player List box, click the OK button. If you decide not to practice, click the Cancel button to return to the menu.



Note: You may create a new player at this point, by clicking the Create a New Golfer button. See page 13 for directions on creating a new golfer.



Note: For a more detailed explanation of drawing speed versus graphic quality, see page 51.

4. A second “Practice” screen is displayed. Click the name of the course you want to play in the “Course List” box. The course name is transferred to the “Course to Practice” box.
5. Click the hole you want to practice.
6. Check the player settings (level, tee, shirt color, caddy option), and make any desired changes. Choose whether or not to allow mulligans or gimmies, and then check the Course Conditions.
7. Click the OK button to go to the selected practice hole. Click the Cancel button to return to the first “Practice” screen.

Note: After you finish the practice hole, the second “Practice” screen is automatically displayed. You may then choose another hole to practice.

Changing Game Settings

LINKS 386 PRO allows you to set the graphic quality of the program. You may choose to run LINKS 386 PRO at the highest possible resolution, but find that the program runs much more slowly. Or, you may prefer to have the program run as fast as possible and not be so concerned with the quality of the graphics. Since each user’s priorities are different, you have the opportunity to adjust the “game settings,” and find your own ideal balance between game speed and graphic quality.

To change the game settings:

1. In the menu, click Game.
2. In the Game menu, click CHANGE GAME SETTINGS.

The Game Settings screen is divided into two sections: The “Speed Section,” which deals with graphic display options that can be adjusted to increase the speed of the program, and the “General Section,” which deals with other types of game and display options.



Speed Section

Bitmapped Sky: The clouds that appear in the sky.

Bitmapped Panorama: The “skyline” that appears in the background with trees, hills, etc.

Bitmapped Object(s): Trees, buildings, golf carts, ball washers, etc.

These options require a substantial amount of memory, so the higher the graphic quality (less compression), the better the graphics will look, but the slower the program will run. Since there are so many variables in computer configurations, there are no “correct” selections for these options. You will need to experiment and find the settings which work best for you. If you have only 2-3 MB RAM, you may want to adjust these settings down somewhat. If you have over 6 MB RAM, adjusting these settings down will probably not make a significant difference in the speed of the program.

Drawing Detail: Change the graphic quality of the terrain in the Close, Mid and Far areas.

These settings deal with the terrain, as opposed to the bitmapped objects placed on the terrain. The settings can be adjusted, either to speed up the program, or, to improve the graphic quality. The "MAX" settings provides the highest graphic quality and the "MIN" setting provides more game speed. The Close area should be kept at the "MAX" setting, since it is the most visible area. The drawing detail has a slowing effect on computers with less CPU speed, so if you have a fast machine (33MHz or higher), changing these settings may not make a significant difference. If you have a slower machine, you may want to experiment with the settings.

Texturing: If you choose to “draw texturing,” the grass, water, sand, and other terrain will be “textured,” giving it an added level of realism. This option, like the others, can be turned off to save memory and make the game run faster.

General Section

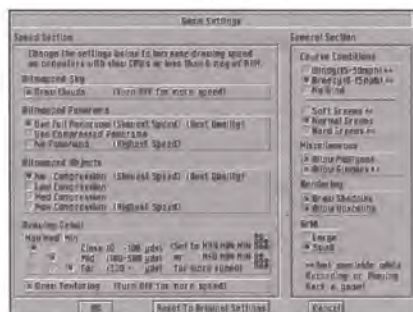
In this section, you can change the game settings that you chose before starting the current game, such as the wind and green conditions, and the mulligan and gimmie options.

Note: For information on the Wind or Green conditions settings, see page 15. For information on Mulligans or Gimmies, see page 15.

“Rendering” deals with some of the basic graphic options. If you choose to “draw shadows,” the trees and other objects will cast realistic shadows. If you “allow upscaling”, objects will scale upward, if needed, as you get close to them. This may produce a more “blocky” appearance..

You may also determine whether the large or small grid is displayed when you choose the grid option.

After you make adjustments to the game settings, click the OK button to return to the menu. If you decide not make adjustments, click the Cancel button. If you want to return the settings to their original values, click the Reset to Original Settings button.



Note: For more information on using the grid, see page 30.

LINKS 386 PRO Procedures

There are several procedures which are handy to know when playing LINKS 386 PRO. This chapter describes these procedures and gives directions on how to use them.

Dropping the Ball

“Dropping” the ball is an option (1) after you hit the ball into a hazard, (2) if your ball is in an unplayable spot, such as behind or against a tree, or, (3) if the ball comes to rest on a cart path. Dropping the ball automatically adds an extra stroke to your score for the current hole in every situation, except when you are dropping off a cart path.

United States Golf Association rules state that when you choose to drop from an unplayable lie, you must drop within two club lengths of the original spot, and no closer to the hole. Off the cart path, it is one length, and no closer to the hole. If you choose to drop after hitting into a water hazard, the ball should be placed as close as possible to the point where the ball entered the hazard, and no closer to the hole.

To drop the ball:

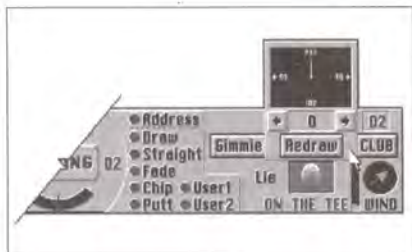
1. After you hit the ball into a hazard, click the Drop button that appears in the post-shot control panel.

Note: If you are dropping from an unplayable lie, or off a cart path, click the Drop button in the control panel before your shot.



2. Four new buttons are displayed in the control panel: “Select New Position,” “Back Up 50 Feet,” “Hit From Here,” and “Return to Original Spot”. To drop the ball in a new position, click the “Select New Position” button.
3. A “ball on tee” cursor is displayed. Move the cursor to where you want to drop the ball, and then click the left mouse button.

Note: If you need to back up to drop the ball, click the Back Up 50 Feet button. When you have backed up, you may then position the cursor. If backing up would move you out of bounds or into a hazard, the Back Up 50 Feet button will not work.



Note: You can click the mouse anywhere in the compass to move the needle to that spot, or click the arrow buttons to rotate the "needle."

Note: To face in the original direction, change the degrees rotated back to 0.

4. Then click the "Hit From Here" button.

Rotating the View

LINKS 386 PRO allows you to rotate the direction in which the golfer faces. You may do this if you are trapped behind a tree and want to see around it, or you may just want to take a look at the surroundings. The Rotate feature is not for aiming. See "Aiming Your Shot" on page 24.

To rotate the view:

1. Click the Rotate button in the control panel.
2. A compass is displayed, the Rotate button changes to a "Redraw" button, and two arrow buttons appear above the Redraw button. Move the mouse pointer into the compass.
3. Click on the "needle" in the compass, and then drag it in the direction you want the golfer to rotate. The number above the Redraw button displays the degrees rotated and the arrow symbol displays the direction rotated..
4. Click the Redraw button to draw the Main View viewing window, facing in the new direction.

Displaying the Grid

LINKS 386 PRO offers a feature called the "grid," which will help you read the terrain on the course. When you display the grid, a light green grid is placed over the terrain in the Main View viewing window. The grid may be used anywhere on the course, but is most useful on the greens.

To display the grid:

1. Click the Grid button in the control panel before taking your shot.

Using the Auto-Grid

An "Auto-Grid" option is available, which you can add to a player's settings. The Auto Grid can be set to display the grid automatically whenever you are on the green, or, at all times.

To add the Auto-Grid to a player's settings:

1. Click the Players button in the menu.
2. Click CREATE/EDIT/DELETE from the Players menu.
3. Click the name of the player to whose settings you want to add the Auto-Grid.
4. Find the "Auto-Grid" section under the "Animation List box."

Note: The grid can cover two different-sized areas: The “large” grid covers an area 180 feet wide and 180 feet deep, or 50 feet past the pin, whichever is closer. The “small” grid covers an area 60 feet wide and 180 feet deep, or 50 feet past the pin. The squares in the grid (large or small) are always 40 inches square.

Note: When a player is added, his or her name is displayed on the score card with no score recorded for the holes prior to the time the player joined the round. When a player is removed, the name and scores are erased from the score card.

Note: You can allow one player to fill up to all eight openings for a round, if you choose. For example, if you are adding “Golfer1” to a current game that has only one player currently participating, you can add seven “Golfer1” players to the round.

Note: There must be at least one player displayed in the Player List box when you click the OK button. If the Player List box is empty, you will need to add a name from the Golfer List box.

Choose “On Green” to have the grid automatically displayed whenever you are on the green; Choose “Everywhere” to have the grid automatically displayed on or off the green; Choose “No Auto Grid” to not ever display the grid automatically (though you are free to turn it on from the control panel).

5. Click the Save button to make the Auto-Grid option permanent.

To change the grid size:

1. Click the Game button in the menu.
2. Click CHANGE GAME SETTINGS from the Game menu.
3. Find the “Grid” section in the lower-right corner of the Game Settings screen and click “large” or “small.”
4. Click the OK button.

Adding or Removing Players During a Round

You may add players to a game in progress, as long as the total number of golfers participating does not exceed eight. You may also remove a player at any point during a round.

To add a player to the current game:

1. Click the Players button in the menu.
2. Click ADD/REMOVE IN CURRENT GAME from the Players menu.
3. The “Add/Remove in Current Game” screen is displayed. In the “Golfer List” box, click the name of the player you want to add. This transfers the name to the “Player List” box.
4. Click the OK button.

To remove a player from the current game:

1. Click the Players button in the menu.
2. Click ADD/REMOVE IN CURRENT GAME from the Players menu.
3. The “Add/Remove in Current Game” screen is displayed. In the “Player List” box, click the name of the player you want to remove. This transfers the name to the “Golfer List” box.
4. Click the OK button.

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LINKS 386 PRO Basics

This chapter discusses basic operations in LINKS 386 PRO, such as saving and resuming saved games; deleting saved games, courses and players; and, editing players' settings.

Saving a Game

If you are in the middle of a round and want to finish it at a later time, you need to save the game.

To save a game:

1. Click the Game button in the menu.
2. Click SAVE GAME IN PROGRESS from the Game menu.
3. The "Save Game in Progress" screen is displayed. Move the pointer into the "Filename" box and click, and then type in a name for the game you are saving (with a maximum of eight letters or numbers-no spaces).
4. Click the OK button to save the game and return to the menu. Click the Cancel button to return to the menu without saving the game.

If you have saved a game once before, then resumed playing, and want to save it at the point where you are currently, you can update the saved game file.

To update a saved game file:

1. Click the Game button in the menu.
2. Click SAVE GAME IN PROGRESS from the Game menu.
3. The "Save Game in Progress" screen is displayed. Move the pointer into the "Game List" box and click the saved game you want to update to transfer the name to the "Filename" box.
4. Click the OK button to update the saved game and return to the menu. Click the Cancel button to return to the menu without updating the saved game.





Note: When you resume playing a saved game, the players, game settings, and course conditions will be the same as they were when you saved the game.



Note: "Recorded Players" and "Saved Shots" can be deleted, just like the other "types," using the same steps. For more information about Recorded Players or Saved Shots, see pages 44–46. Also, players may be deleted elsewhere. See Editing a Player's Settings below.

Resuming a Saved Game

If you have saved games, you can resume playing them instead of starting a new game.

To resume a previously saved game:

1. Click the Game button in the menu.
2. Click RESUME SAVED GAME from the Game menu.
3. The "Resume a Saved Game" screen is displayed. In the "Game List" box, find the saved game you want to resume playing and click it. This will highlight the name.
4. Click the OK button to resume playing the saved game. Click the Cancel button to return to the menu.

Deleting Games, Courses, and Players

LINKS 386 PRO includes a feature that will make deleting saved games, courses and players extremely simple and convenient.

To delete a saved game, course, or player:

1. Click the Game button in the menu.
2. Click DELETE from the Game menu.
3. The "Delete" screen is displayed. Under "Type," there are five buttons: Saved Games; Recorded Players; Players; Courses; and, Saved Shots. Click the button corresponding to the type of item you want to delete.
4. Clicking one of the "type" buttons displays all the available items of that type in the "Filenames" box. For example, click the Courses button to display all the courses you have loaded into the LINKS386 directory.
5. In the Filename box, click the item you want to delete. This will highlight the item.
6. Click the OK button to display a message, asking you to verify that you want the item deleted.
7. The OK and Cancel buttons change to Yes and No buttons. Click the Yes button to delete the highlighted item.



Note: As is suggested, players can be deleted on this screen. In the “Golfer List” box, click the player you want to delete to display the name in the “Golfer Name” box, and then click the Delete button. A message is displayed, asking you to verify that you want to delete the player. The Save and Delete buttons change to Yes and No buttons. Click the Yes button to delete the player.

Note: For more information on the Grid option, see page 30.

Editing a Player’s Settings

As you become more familiar with LINKS 386 PRO and the available player settings, you may decide to change the settings of your golfer.

To change a player’s settings:

1. Click the Players button in the menu.
2. Click CREATE/EDIT/DELETE from the Players menu.

Note: This is the same screen that appears when you create a new golfer.

3. In the “Golfer List” box, find the name of the golfer whose settings you want to edit, and then click the name. The name is displayed in the “Golfer Name” box.
4. Make the desired changes to the settings, and then click the Save button to save the changes.
5. Click the Leave button to return to the menu.

Descriptions of the settings

There are many different settings that you can choose for your player. Some of these settings are essential (clubs, level, tee boxes), some are for convenience (Auto Grid, Caddy), and some are aesthetic and are included for your enjoyment (Golfer gender, Shirt Colors).

Animation List: Choose whether to have a female or male golfer represent the player.

Auto Grid: Choose “On Green” to have the grid automatically displayed whenever you are on the green; Choose “Everywhere” to have the grid automatically displayed at all times, on or off the green; Choose “No Auto Grid” to not ever display the grid automatically.

Caddy: Choose to have LINKS 386 PRO recommend a club for you before each shot.

The club which is recommended may not always be the best club for your shot, depending on factors such as the current lie of the ball, wind strength and direction, or, the difference in elevation between the ball and the pin.

Remember, even if you are using the “caddy,” you are free to change to a different club.

Chipping Club: Choose the “default” club for the “chip” shot type.

Having a chipping club automatically chosen does not mean that you cannot change to a different club. You are always free to select another club to chip with.

Clubs: Choose up to 13 clubs from the list of 20 clubs available.

The putter is required to be one of the 14 clubs carried in a round, and it is automatically chosen for you when you are hitting on the green. For more information on the Clubs, see page 23.

Level: Choose to have the player compete at the Professional, Amateur, or Beginner level.

Playing at the professional level requires extremely accurate swing timing, and the club distance is maximized. The amateur level is not so demanding on swing timing, but the club distance is about 10% less than at the professional level. The beginner level is designed for children, with the swing timing extremely forgiving, the wind having no effect, and the club distance decreased by about 20%.

Tee Boxes: Choose from which tee the golfer will hit.

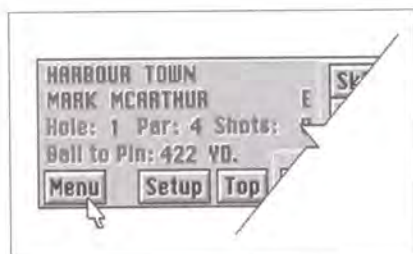
In most, but not all cases, the black tees are used for professional tournament play; blue tees are men’s tees; white tees are for amateurs, and red tees traditionally are women’s tees. On some courses there are no black tees, and some courses use other-colored tee boxes, such as gold or silver. The courses in LINKS 386 PRO, however, conform to the basic tee settings.

Shirt Color: Choose one of 10 different shirt colors for your golfer to wear.

Getting to the Menu During a Round

If you would like to use one of the options available through the menu, click the Menu button in the control panel.

Note: If you have just taken a shot and the post-shot control panel is displayed, you need to click the Continue, Mulligan, Gimmie, Rehit, or Drop button (depending on which are available), and wait until the regular control panel is displayed, and then click the Menu button.





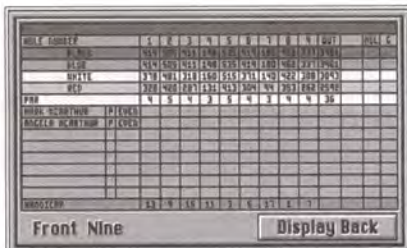
Exiting LINKS 386 PRO

1. Click the Game button in the menu.
2. Click EXIT TO DOS from the Game menu.
3. A message is displayed, asking you to verify that you want to “Exit to DOS?” Click the Yes button to exit.

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LINKS 386 PRO Extras

There are many exciting new features available in LINKS 386 PRO that were not available in the original LINKS program. Some of these features (such as the viewing screens and templates) are described earlier in the manual. This chapter deals with other new options, such as viewing and printing statistics, playing against the “recorded player,” and using the “saved shot” feature. If you have not played the original LINKS program, you will find descriptions of options that were available in LINKS and have been improved and added to LINKS 386 PRO.



Note: The handicaps are provided for informational purposes only and are not used in LINKS 386 PRO.

Note: The score card can be printed at any point in a game.

Viewing and Printing the Score Card

The Score Card displays the names of the players, their levels, their over/under par scores, and their scores for each hole, as well as other information typically found on a score card. The “Out” total (the number of shots taken on the front nine) is displayed on the front of the Score Card. The “In” total (the number of shots taken on the back nine), and the “Total” number of shots taken on all 18 holes, are displayed on the back of the Score Card. The number of mulligans and gimmies taken by each player is recorded. The distances from the different tee boxes to the pin on each hole are displayed, as well as the par and handicap for each hole.

To view the score card:

Click the Scores button in the control panel.

—or—

Choose the Score Card viewing window to be added to a template and kept on the screen at all times (see page 21 for more information on choosing viewing windows).

To print the score card:

Click on the “Print” button while the score card is on screen

—or—

Click the Game button in the menu.

Click PRINT SCORE CARD from the Game menu.



Viewing and Printing Statistics Screens

LINKS 386 PRO compiles and records three different sets of detailed and comprehensive statistics: Player Statistics, Course Statistics, and Game Statistics. These are available to assist you in analyzing and improving your game.

Player Statistics: These are the statistics for individual players. There are over 80 player statistics.

Course Statistics: These are the statistics for an individual course. There are no statistics available until you have played. Each time you play, the statistics are updated. There are almost 400 different course statistics displayed.

Game Statistics: The "Game Statistics" screen appears **only immediately after a round is completed**, and displays the statistics generated by the players during the round. There are 25 game statistics for each player that participates in a round (making a possible total of 200 statistics).

Note: If you have a printer, you can choose to print out the "game stats." If you don't have a printer refer to "Printing Without a Printer" later in this chapter.

To view the Player and Course statistic screens:

1. Click the Stats button in the menu.
2. Click either PLAYER STATISTICS, or, COURSE STATISTICS from the Stats menu.

To print the Player, Course or Game statistics:

1. Make sure your computer is set up to print.
2. Click the Print button at bottom of the screen.

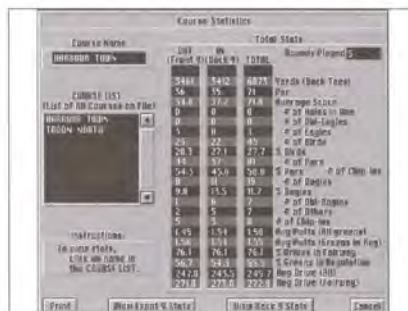
Using Statistics to Improve Your Game

As you become familiar with the basics of LINKS 386 Pro, you will want to develop your game and turn your weaknesses into strengths. The challenge of 386 Pro will then be in your ability to elevate your game to a higher level. The in-depth array of statistics broken down by game, player, and course will give you the necessary information you need to analyze and assess the areas of your game which need improvement.

The great thing about statistics is that they are based on actual results. By breaking down the results of your game into elements, you can identify where refinement is warranted. Here are some examples of how LINKS 386 Pro's statistics can be used to improve your game.



Note: On the Player Statistics screen, look in the "Golfer List" box to find the player whose statistics you want to view, and then click the name.



A. Review the GAME STATS print-out of your most recent game. Identify the holes you've played which were over par. Use the PRACTICE option under the GAME menu to play that hole until you've mastered it. You may also review the average score for each hole on a particular course and identify those which give you the greatest challenge. Go to the COURSE STATS area under the STATS menu and select the course you wish to improve on.

B. Monitor the following statistics of your game under PLAYER STATS:

1. **% of Drives on Fairway**—Your percentage should be close to 100% for optimum game play.
2. **% of Greens in Regulation**—Your percentage should be close to 100% for optimum play.
3. **3 Par distance to Pin**—Keep this number as small as you can and your birdie percentage should increase.
4. **Average strokes Taken**—Keep this statistic close to or under par.

Par 3's	Keep to 3.0 or less
Par 4's	Keep to 4.0 or less
Par 5's	Keep to 5.0 or less

Player Statistics (Cumulative Totals)

Number of Holes Played: All the holes you have played with your player.

Number of Rounds Played: Holes played divided by 18 (used for average round stats).

Average Score per Round: Average number of shots taken per 18 holes.

of Holes-in-One: Number of holes-in-one.

Longest Drive (Fairway only): The longest drive off the tee that landed in the fairway.

Average Drive (Fairways only): Average of all drives that landed in the fairway (D1 or D2).

Total Drives in Fairway: Number of drives off the tee that landed in the fairway (D1 or D2).

% Drives in Fairway: Percentage of drives off the tee that landed in the fairway (D1 or D2).

Total Greens in Regulation: Number of times you reached a par 3 green in one stroke; a par 4 green in two strokes or less; or, a par 5 green in three strokes or less.

% Greens in Regulation: Percentage of greens that you reached in regulation.

Average Putts per Round: Average number of putts taken per 18 holes.

Avg. Putts/Hole (All Greens): Average number of putts taken on all greens you've played.

Avg. Putts/Hole (Greens in Reg.): Average number of putts on greens reached in regulation.

Total Number of Chip-Ins: Number of times you've hit the ball in the hole not using the putter.

Average Chip-Ins per Round: Average number of times you chip-in per 18 holes.

3-Par Distance to Pin: On par 3 holes, the average distance to the hole after your first shot.

Average Drops per Round: Average number of times you use the Drop option per 18 holes.

Average Rehits per Round: Average number of times you rehit per 18 holes.

Average Mulligans per Round: Average number of mulligans taken per 18 holes.

Average Strokes Taken:

On Par 3's: Average number of shots needed to finish par 3 holes.

On Par 4's: Average number of shots needed to finish par 4 holes.

On Par 5's: Average number of shots needed to finish par 5 holes.

Player Statistics (Individual Clubs)

Avg. Dist.: Average length of a shot using that club.

% Hit Safe: Percentage of shots hit with that club that landed in the fairway or on the green.

Holed Out: Number of times the ball was hit into the hole using that club.

Course Statistics

Rounds Played: Number of times this course has been played.

Handicap: (For information only) Difficulty rating of holes (low numbers hardest).

Yards (Back Tees): Length of the hole for the tee furthest from the pin.

Par: The number of shots officially deemed necessary to finish the hole.

Average Score: Average number of shots needed to finish the hole.

of Holes in One: Number of holes-in-one on this hole.

of Dbl-Eagles: Number of times the hole has been finished three strokes under par.

of Eagles: Number of times the hole has been finished two strokes under par.

of Birdies: Number of times the hole has been finished one stroke under par.

% Birdies: Percentage of time players finish this hole one stroke under par.

% Pars: Percentage of time players finish this hole at par.

% of Bogies: Percentage of time players finish this hole one stroke over par.

of Dbl-Bogies: Number of times players finish this hole two strokes over par.

of Others: Number of times players finish this hole more than two strokes over par.

of Chip-Ins: Number of times players have hit the ball in the hole not using the putter.

Avg. Putts (All Greens): Average number of putts taken on this hole.

Avg. Putts (Greens in Reg.): Average number of putts after reaching the green in regulation.

% Drives in Fairway: Percentage of drives off the tee that landed in the fairway.

% Greens in Regulation: Percentage of time the green has been reached in regulation.

Average Drive (All): Average of all drives off the tee using D1 or D2.

Average Drive (Fairways only): Average of all drives off the tee that landed in the fairway using D1 or D2.

Game Statistics

Front 9 Par: Number of strokes officially deemed necessary to finish the first nine holes.

Back 9 Par: Number of strokes officially deemed necessary to finish the last nine holes.

Total Par: Number of strokes officially deemed necessary to finish all 18 holes.

Player: The number corresponds to the "Player List" box.

Number of Holes Played: Number of holes the player finished.

Level: The player's level during the round.

Tees: The tee box from which the player hit during the round.

Score Front 9: Total number of strokes taken by the player for the first nine holes.

Score Back 9: Total number of strokes taken by the player for the last nine holes.

Score Total: Total number of strokes taken by the player for all 18 holes.

of Holes in One: Number of holes-in-one hit by the player.

of Dbl-Eagles: Number of times the player finished a hole three strokes under par.

- # of Eagles:** Number of times the player finished a hole two strokes under par.
- # of Birds:** Number of times the player finished a hole one stroke under par.
- # of Pars:** Number of times the player finished a hole at even par.
- # of Dbl-Bogies:** Number of times the player finished a hole two strokes over par.
- # of Others:** Number of times the player finished a hole more than two strokes over par.
- Longest Drive (Fairway only):** The longest drive off the tee that landed in the fairway.
- Average Drive (Fairways only):** Average of all drives that landed in the fairway.
- Total Drives in Fairway:** Number of drives off the tee that landed in the fairway.
- % Drives in Fairway:** Percentage of drives off the tee that landed in the fairway.
- Total Greens in Regulation:** Number of times the player reached a par 3 green in one stroke; a par 4 green in two strokes or less; or, a par 5 green in three strokes or less.
- % Greens in Regulation:** Percentage of greens that the player reached in regulation.
- Total Putts:** Number of putts taken by the player during the round.
- Avg. Putts/Hole (All Greens):** Average number of putts taken on the greens during the round.
- Avg. Putts/Hole (Greens in Reg.):** Average number of putts on greens reached in regulation.
- Mulligans:** Number of mulligans taken by the player during the round.
- Gimmies:** Number of gimmies taken by the player during the round.

Printing Without a Printer

Even if you don't have a printer connected to your computer, you can still get a "file" printout of your scorecard and the game, player and course statistics. You may then transfer this file(s) to another computer that has a printer. These files can be printed out as you would any normal text file.

Follow the steps below.

1. Bring up the screen you wish to print.
2. Click on the print button. An error message will say that you have no printer, but at the same time, LINKS 386 PRO will dump the information to a text file.
3. Exit to DOS.
4. Copy the appropriate file(s) to a floppy disk.
5. Take the files to any computer with a printer and print them as a normal text file.

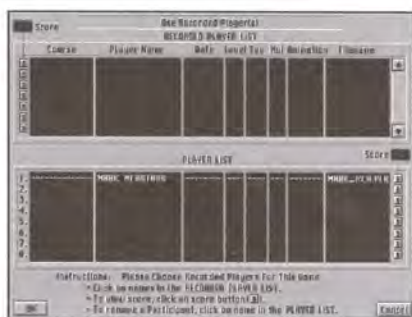
Note: These print files will contain the image of the last print request, therefore you cannot do more than one player or course at a time.

There are 6 separate files, one for each possible full page printout. File names are as follows:

SCORCARD.PRN	Scorecard Screen
GAMSTATS.PRN	Game Statistics Screen
PLRSTATS.PRN	Player Statistics Screen
BACK9.PRN	Course Statistics Screen
FRONT9.PRN	Course Statistics Screen
TOTAL18.PRN	Course Statistics Screen

Using a Recorded Player as an Opponent

LINKS 386 PRO has incorporated a new feature called the “Recorded Player.” You now can record a game and play against yourself, or copy the recorded game file onto a floppy disk, send it to a friend, and let him play against you. The score of a recorded game is available, but you can choose to not view the score before playing. This suspense makes for an exciting match against a “computer opponent” who plays a true game, as opposed to a randomly-generated adversary. In addition, we have included several games which were recorded by members of the LINKS 386 PRO team, so you can play against one or more of the “duffers” at Access Software.



Note: If you obtain a Recorded Player file from a friend or from a “BBS,” and it won’t play, refer to the Trouble Shooting Section for help.

To choose a recorded player to play in a round:

1. Click the Game button in the menu.
2. Click START A NEW GAME from the Game menu.
3. The “Start a New Game” screen is displayed. Click the Use Recorded Players button.
4. The “Use Recorded Player(s)” screen is displayed. In the “Recorded Player List” box are displayed the available recorded games, with the course, player name, date, play level, tee, number of mulligans taken (mul), gender (animation), and the Filename. Click the recorded player you want to play against. This highlights the name.

Note: LINKS 386 PRO will operate with one or more recorded players and no “live” players. This represents a kind of “playback” mode, where you can simply sit back and watch. There are two “Pause” points installed so you can interrupt the playback to change windows, view reverse replays, stop the game, etc. The first Pause occurs prior to each swing. Press the space bar at this pause to bring up the Main Menu. You can make changes and then resume “Playback” by clicking on the “Resume Play” button. The second pause occurs at the Post Shot Screen. During this pause you can click on the Forward or Reverse Replay buttons. At either pause, you can continue (shorten the pause) by pressing the left mouse button.

5. Click the OK button.
6. The “Start a New Game” screen is displayed again, with the recorded player’s name in the “Player List” box.

From this point on, follow the normal steps for starting a new game (see page 13).

Recording a Player’s Game

You can choose to record a game in the second “Start a New Game” screen (see page 13), where you select the course and the holes you want to play. Along with the level, tee, shirt color, and Caddy settings are the “Record Game” checkboxes. Click a player’s “Record Game” checkbox to record that



player's game. Once you are into the round, you cannot change this setting without having to start a new game.

It is not necessary to record the games of all the players participating in a round, but recording even one player's game (or playing with a "recorded player") will effect the way the game is played. In order to avoid discrepancies, all recorded games must be played under identical conditions. For this reason, whenever you are recording a game, or using a recorded player, certain settings and conditions are automatically selected: Pin positions are set; Wind conditions are changed to "No Wind"; Green conditions are set to "Normal"; and, gimmies are not allowed. Also, games recorded on one course cannot be used on another course.

Other than the conditions mentioned above, recording a game is no different than playing a regular game. At the end of the round, you need to name your recorded game in order to save it. You are not, however, required to save a recorded game.

Deleting a Recorded Player

After you have played against a recorded player several times, you may want to delete the file.



To delete a recorded player:

1. Click the Game button in the menu.
2. Click DELETE from the Game menu.
3. The "Delete" screen is displayed. Under "Type," there are five buttons. Click the Recorded Players button.
4. All the recorded players' names are displayed in the "Filenames" box.
5. In the Filename box, click the recorded player you want to delete. This will highlight the name.
6. Click the OK button. A message is displayed, asking you to verify that you want the recorded player deleted.
7. The OK and Cancel buttons change to Yes and No buttons. Click the Yes button to delete the recorded player.

Saving a Shot

You tee off on a 172 yard Par 3, get a good bounce, and watch the ball roll into the dead center of the cup...your first hole-in-one! Unfortunately, there's nobody around to appreciate your incredible shot.

LINKS 386 PRO has an option included for situations just like this: The "Save Shot" feature. Now you can save all your best shots and replay them at any time.

To save a shot:

1. After the ball has come to rest, the post-shot control panel is displayed. Click the Save Shot button in the lower-left corner of the control panel.
2. The "Save Shot" screen is displayed. Click in the "Filename" box, and then type in a name for the saved shot (with a maximum of eight letters or numbers).

Note: You may also click one of the names in the "Shot List" box and save the new shot under an older name. Doing this, however, would erase the older saved shot.

3. Click the OK button to save the shot and return to the game. Click the Cancel button if you decide not to save the shot.

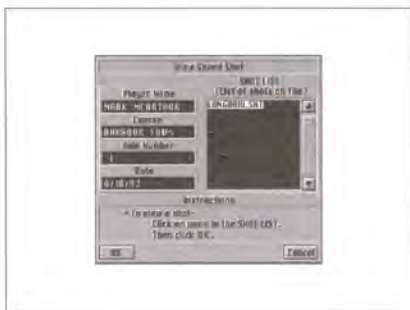
Viewing a Saved Shot

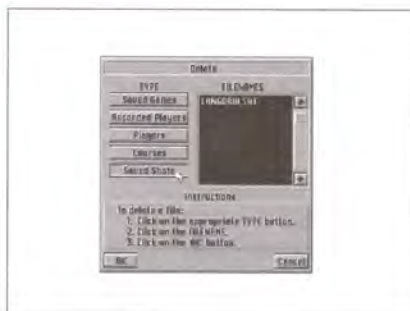
You cannot view a shot from the "Save Shot" screen, so you must get to the "View Saved Shot" screen.

Note: If you are in the middle of a round and attempt to view a saved shot, a message is displayed at this point, warning that the game will be terminated if you view the saved shot, and asking if you want to proceed. The OK and Cancel buttons change to Yes and No buttons. Click the Yes button to view the saved shot.

To view a saved shot:

1. Click the Game button in the menu.
2. Click VIEW SAVED SHOT from the Game menu.
3. The "View Saved Shot" screen is displayed, with all the saved shots listed in the "Shot List" box. Find the saved shot you want to view, click on it to highlight it, and then click the OK button.
4. When the saved shot is finished replaying, click the Continue button to return to the "View Saved Shot" screen, where you can choose to view the shot again, view a different saved shot, or click the Cancel button and return to the menu.





Note: The vantage point of the forward replay is above and to the right of the spot where the shot was taken. The vantage point of the reverse replay is above and behind the spot where the ball came to rest, facing the direction where the shot came from.



Note: If you click the left button, the swing plane will change from straight to "outside/in," and the ball will slice to the right. If you click the right button, it will change to "inside/out," and the ball will hook to the left.

Deleting a Saved Shot

After you have replayed a saved shot several hundred times, you may decide to delete it.

To delete a saved shot:

1. Click the Game button in the menu.
2. Click DELETE from the Game menu.
3. The "Delete" screen is displayed. Under "Type," there are five buttons. Click the Saved Shots button.
4. All the saved shots are displayed in the "Filnames" box.
5. In the Filename box, click the saved shot you want to delete. This will highlight the Filename.
6. Click the OK button. A message is displayed, asking you to verify that you want the saved shot deleted.
7. The OK and Cancel buttons change to Yes and No buttons. Click the Yes button to delete the saved shot.

Viewing Forward and Reverse Replays

After any shot taken in LINKS 386 PRO, including "saved shots" and "recorded golfers' shots," you can view a forward or reverse replay of the shot.

To view a replay of a shot:

After the ball has come to rest and the post-shot control panel is displayed, click either the Forward or Reverse button.

Creating a Custom Shot Setup

- LINKS 386 PRO allows you to set up two custom shots per club (User 1 and User 2), for situations when a special shot is called for. By adjusting the stance, ball position, swing plane, and club face angle, you can change the loft of the ball to get more altitude, or, the spin of the ball to intentionally hook or slice. You can get to the Setup viewing window in two ways: Add the Setup viewing window to the on-screen arrangement (for instructions, see page 21), or, click the Setup button in the control panel.

Note: As in the actual game, custom shots are designed to be used by experienced golfers, who understand the dynamics of the golf swing. If you are unsure about using the Setup, we recommend that you use the standard shot types, and avoid making changes to the settings.

Swing Plane: In the bar across the top of the Setup, click the left or right button to change the path of the club during the swing.

Note: Moving the ball ahead will cause the shot to have a higher “loft” and travel a shorter distance. Moving the ball backwards will lower the trajectory of the shot.

Note: If you “close” the club face, by clicking the up button, the ball will hook to the left. If you “open” the club face, by clicking the down button, the ball will slice to the right. The sharper the angle of the club face, the more the ball will hook or slice.

Note: Changing the stance does not effect the shot in LINKS 386 PRO, and is included for aesthetic value only.

Ball Position: In the bar immediately to the right of the “foot marks,” click the up or down button to move the ball ahead or backwards in relation to the golfer’s stance.

Club Face: In the bar to the right of the Ball Position bar, click the up or down button to change the angle at which the club face will be when it meets the ball.

Stance: In the bar below the “foot marks,” click the left button to “open” the stance, or the right button to “close” the stance.

For Your Information

This chapter is designed to answer any questions which are not covered in the previous chapters. If you have any problems with, or questions about, LINKS 386 PRO, we encourage you to read this chapter before calling our Customer Service Line. We have tried to anticipate which questions will be most commonly asked, and what types of technical problems users might run into.

Additional Options

There are several options that have not yet been discussed: Sound options and printer setup options. Display options are also referred to in this chapter, since they, along with sound and printer setup options, make up the Options menu.

Sound Options

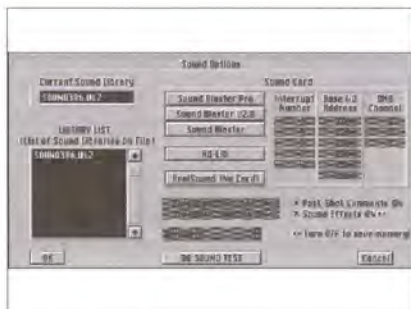
LINKS 386 PRO is programmed to provide excellent sound effects, which add realistic depth to the game. Included with LINKS 386 PRO is an extensive set of sounds, or “sound library.” Soon, there will be other sound libraries available that you can add to the program.

To change the sound options:

1. Click the Options button in the menu.
2. Click SOUND OPTIONS from the Options menu.
3. The “Sound Options” screen is displayed. In the top-right corner, under “Sound Card,” click the type of sound card you have in your computer.

RealSound is a built-in sound program that works through your PC speaker, and is provided for users who don’t have a sound card.

4. When you click one of the sound card types, certain settings will be “shaded,” meaning that those settings are unavailable with that particular sound card. If you use one of the SoundBlaster cards, select the “Interrupt Number,” “Base I/O Address,” and “DMA



Channel”. If you use an Ad-Lib card, or are using the RealSound, these settings are not applicable to you.

Refer to your SoundBlaster documentation to find out what settings you should use. If the program locks up when a sound comes on, it is extremely likely that the problem is caused by the sound card settings, and can be easily fixed by adjusting the settings. Refer to the Troubleshooting section for more information.

5. LINKS 386 PRO comes with one “sound library” (Filename: SOUND386.WLZ). In the near future, other “libraries” will be available to be added to the program. When added, they will appear in the “Library List” box, and you can select the “library” you want in use for each round. For the time being, there is only one “library,” which is automatically used if any sound options are on.
6. Choose which sounds you want on during the round:

Background Sounds: Birds, frogs, and crickets (Other sound effects will be included in future sound libraries).

In-Flight Comments: Comments made by the golfer, or one of the other golfers participating in the round, while the shot is in the air.

Post-Shot Comments: Comments made by the golfer, or one of the other golfers participating in the round, after the ball has come to rest.

Sound Effects: Sounds of the game, such as the club hitting the ball, or the ball rolling into the cup or hitting a tree.

7. Click the Do Sound Test button to hear a sampling of the available sound effects.
8. Click the OK button to save changes and return to the menu. Click the Cancel button to return to the menu without saving the changes.

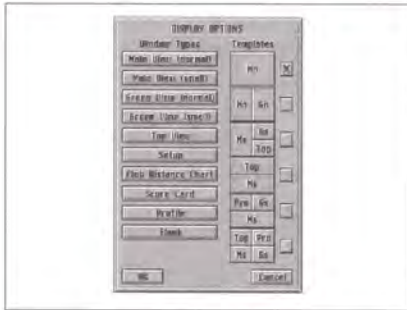
Display Options

Display options have been discussed earlier (see page 19 and 21) in conjunction with the “viewing windows.” The display options consist of all the viewing windows, their various sizes, and the “templates” in which the viewing windows are arranged.

To change the display options:

1. Click the Options button in the menu.
2. Click DISPLAY OPTIONS from the Options menu.
3. The “Display Options” screen appears. Under “Templates,” click the checkbox to the right of the template you want displayed during the round.

Note: As is indicated, turning off any of the sound options will save memory and make the game run faster.



Note: If you have selected “Do LINE FEED with carriage return,” and you get double-spacing on the score card where there should be single-spacing, try turning this option off.

4. Select the viewing windows you want included in the template.

Note: Click any Window Type button to highlight the sections of the templates where that viewing window can be placed. Then, to have the viewing window added to a template, click the highlighted section of the template.

Tip: If you include the “blank” viewing window in a template, that section will not display anything during the round, but it may improve the overall drawing speed, since there will be less to draw.

5. After you have chosen the template and the viewing windows, click the OK button to save the changes and return to the menu. Click Cancel to return the menu without saving changes.

Printer Setup

Since there are many variables from one printer to another, you may need to use the printer setup to maximize the quality of the score card print-out.

To change the Printer Setup:

1. Click the Options button in the menu.
2. Click PRINTER SETUP OPTIONS from the Options menu.
3. The “Printer Setup Options” screen is displayed. Click the appropriate “Printing Font.”

Note: The IBM font setting is higher quality, but some printers may not be capable of printing in this font. If you print the score card and it comes out with unreadable symbols and markings, try changing the font to Generic.

4. If applicable, click the checkbox to the left of “Do FORM FEED at end of print,” or “Do LINE FEED with carriage return.”

Drawing Speed vs. Graphic Quality

There are two important hardware factors that effect the speed at which a scene is rendered. The most important factor is the amount of available RAM (i.e. 2MB, 4MB, 6MB, etc.). The other factor is the speed of the computer (i.e. 16MHz, 25MHz, 33MHz, etc.).

LINKS 386 PRO uses a 386 DOS Extender and Virtual Memory Manager (VMM) developed by Phar Lap Software, Inc. The VMM allows LINKS 386 PRO to utilize as much available RAM as possible for storage of commonly used data, such as objects, panorama, and terrain information. The VMM also treats the Hard Disk as “virtual memory,” which means that the Hard Disk becomes a “backup” to the RAM. **If there is not sufficient RAM to hold all the required data at one time, the VMM will “swap” data to and from the**

Hard Disk. Treating the Hard Disk as virtual RAM allows a machine with minimum memory (2 MB RAM) to run LINKS 386 PRO, but the “swapping” slows down the process.

Because the graphics in LINKS 386 PRO are Super VGA (640x400), all bitmapped images require four times as much storage space as did the images in the original LINKS program, which had 320x200 resolution. These larger images will cause “swapping” to occur frequently on machines with only 2MB RAM. The amount of “swapping” decreases with more available RAM. **With 6—or more—MB RAM, there will be little or no swapping, and delays will occur only when an image is loaded (drawn) for the first time.**

Note: Compression changes will not improve drawing speed on the first “redraw” and may, in fact, slow the speed because images are being reloaded into RAM. The speed should, however, improve significantly on subsequent redraws.

Since large images slow down the drawing speed, LINKS 386 PRO has “compression” options to reduce the size of the objects and the panorama. Using some level of “compression” can significantly improve the drawing speed for those users who have less than 6 MB RAM. As the level of “compression” increases, however, the closest, most visible objects on the screen become more pixelated (blocky). Panorama compression also causes a more blocky appearance.

How to Increase Drawing Speed

The following suggestions and recommendations should help to improve drawing speed:

1.Add extended memory (RAM) to your computer.

Extended memory costs about \$50.00 per megabyte (MB). If you can afford it, we suggest increasing your total RAM to 8 MB. This will allow LINKS 386 PRO to run at maximum efficiency, and still provide room for a disk cache (such as SMARTDRV), several TSR (Terminate and Stay Resident) programs, and other miscellaneous RAM-users. Even if you can afford only an additional 2 MB, it will be well worth the investment.

2.Make sure as much RAM as possible is available.

If you have some of your RAM allocated as “Shadow RAM” you may want to change your CMOS to free this memory for LINKS 386 PRO.

Other programs and drivers may also be using RAM and making it unavailable for LINKS 386 PRO. These types of programs include disk caches (such as Microsoft’s SMARTDRV), RAM drives, and TSR programs. If, for example, you are using Windows, chances are that you have SMARTDRV installed in your CONFIG.SYS or AUTOEXEC.BAT file, and it may be using 1 or 2 MB of your available RAM. You can find out how much memory is available for LINKS 386 PRO by doing the following:

- a. Go to the LINKS386 directory.
- b. Type: **LINKS386 /M** and then press [Enter].
- c. The amount of available memory is displayed.

Compare the amount of available memory to the total RAM in your computer, then refer to the table below. If your memory available is less than shown, you may want to change your CONFIG.SYS or AUTOEXEC.BAT to free up more memory for LINKS 386 PRO. On machines with less than 6 MB, freeing up memory will help the game run faster.

Total Memory	Amount Available
2 MB	1.8 MB
3 MB	2.8 MB
4 MB	3.6 - 3.8 MB
5 MB	4.4 - 4.8 MB
6 MB	5.2 - 5.8 MB
7 MB	6.0 MB
8 MB+	6.0 MB

Tip: If you have 4MB RAM in your machine, and the amount of available memory is only 2MB, you should look for ways to increase the total available. On the other hand, if you have 8MB RAM, with 6MB available, you are in good shape. LINKS 386 PRO will operate very well with 6MB available, and freeing up more RAM will not improve performance. **Refer to the Trouble Shooting section later in this chapter for more information on freeing up RAM for LINKS 386 PRO.**

3. Use “compression” options for objects and/or the panorama.

Follow the steps below to change the level of “compression.”

1. Start LINKS 386 PRO.
2. Click the Game button in the menu.
3. Click CHANGE GAME SETTINGS from the Game menu.
4. Choose between “Low,” “Med,” or “High” compression for objects.
5. Choose “Use Compressed Panorama,” or “No Panorama.”
6. Click the OK button.
7. Start a new game and make note of changes in redraw times and picture quality.
8. Repeat steps 2 through 7 until you find the most acceptable settings.

Note: The changes you make will not be apparent until after one or two screen redraws.

4. Turn off the “texturing.”

Texturing maps use RAM, which will increase swapping if available memory is low. Texture is turned on and off in the “Game Settings” screen (see above).

Note: Some converted LINKS courses have clouds included as part of the panorama. Turning off clouds will not affect these "panorama clouds."

5. Turn off the clouds.

The clouds take time to draw and use RAM, which will increase swapping if available memory is low. Clouds are turned on and off in the "Game Settings" screen (see above).

6. Change the level of drawing detail.

Modify these settings if you have a slow CPU, because this effects the amount of work required to render the terrain. Drawing detail is changed in the "Game Settings" screen. Normal settings are MAX/MED/MIN, so experiment with MAX/MIN/MIN, MED/MED/MIN, or MED/MIN/MIN to increase the game speed. Remember, however, that changing these settings will degrade the quality of the terrain.

7. Turn off sounds.

Sounds are loaded into RAM, which will increase swapping if available memory is low. Sounds are turned on and off in the "Sound Options" screen. Click the Options button in the menu, and then click SOUND from the Options menu. Try turning off groups of sounds in different combinations to find the best mix for you.

Answers to Commonly Asked Questions (Also see "Troubleshooting")

Memory

Q: How much hard disk space do I need to run LINKS 386 Pro?

A: The amount of hard disk space needed depends on the amount of available RAM. Refer to the table below.

Available RAM	Disk Space Needed While Playing
2 MB	8 MB
4 MB	6 MB
6 MB	4 MB
8 MB+	3 MB

Q: Which memory managers work best with LINKS 386 PRO?

A: Most memory managers will work well with LINKS 386 PRO. If you don't have a memory manager, LINKS 386 PRO will provide its own.

Q: Will LINKS386 run with QEMM and 386MAX?

A: LINKS386 runs fine with 386MAX and with QEMM version 5.11. There is a problem, however, with QEMM versions 6.02 and 6.03 when used with a Disk Cache program such as SMARTDRV from Microsoft. Refer to the

troubleshooting section for help on solving this problem.

Q: How does the amount of available RAM affect game speed?

A: LINKS 386 PRO will use up to about 8 MB RAM. If you have less than that amount, adding more will speed up the program to some extent. On any machine, increasing the available RAM from 2 MB to 4 MB will make a significant difference in game speed. Increasing the available RAM from 4 MB to 8 MB will not make as much of an impact.

Note: How fast the program runs depends a great deal on the game settings. Raising the settings will always slow the program; Lowering the settings will always increase the speed of the program.

Note: Unlike the original LINKS program, which only required 640k RAM, LINKS 386 PRO requires that you have a minimum of 2 MB RAM.

Q: Why is a DOS extender needed for LINKS 386 PRO?

A: The DOS extender allows LINKS 386 PRO to use all available memory, without having to free a certain amount of base memory. The original LINKS program needed a minimum of 530k of memory to be available from the base 640k. This frequently caused a problem, since many users did not have 530k available, due to TSR's which took up a large portion of the base memory.

Q: Should a drive cache be used with LINKS 386 PRO?

A: We do not recommend a disk cache for machines with less than 6 MB of RAM. Refer to the table below.

2MB RAM	No CACHE
3MB RAM	No CACHE
4MB RAM	No CACHE
6MB RAM	256K
8MB RAM	512K

Sound

Q: Which sound cards are compatible with LINKS 386 PRO?

A: All major sound cards compatible with SoundBlaster or Ad-Lib will work with LINKS 386 PRO.

Q: Can I adjust the sound volume when I'm using RealSound through my PC speakers?

A: No. The sound volume is determined by the quality, size and placement of the speakers.

Q: When I use Real Sound in LINKS 386 PRO, I get fewer sound effects than I did in LINKS. Why?

A: Because of the complex process in which memory is used in LINKS 386 PRO, RealSound can create conflicts if it runs while action is taking place. For that reason, there are no background or in-flight sounds with RealSound.

Q: Why isn't RealSound as clear as it was in LINKS?

A: RealSound requires precise interrupt timing at high rates. LINKS 386 uses a DOS extender and runs in "Protected Mode." In this mode, conflicts occur between mouse and video drivers and RealSound. Since there is no way to resolve the conflicts, the quality of RealSound suffers. We strongly recommend an audio card such as SoundBlaster Pro to get the best and most sound from LINKS 386 Pro.

Q: Why aren't there more comments from female golfers in the sound library?

A: The sound library is almost 1 MB and we felt that we couldn't let it get any larger. We'll try to do better on future libraries.

Q: How can I get the best possible sound from LINKS 386 PRO?

A: The Soundblaster card, and its compatibles, provide the best quality sound in LINKS 386 PRO. We recommend the SoundBlaster Pro card.

Video

Q: What is the difference between VGA and Super VGA?

A: In 256-color mode, VGA runs in 320x200 resolution (refers to the density of the pixels on the monitor screen); Super VGA runs in 640x 400 or 640x480 resolution.

Q: What is a VESA driver?

A: A VESA driver is a small program that loads into memory and communicates with the computer's video card. Each video card has its own VESA driver, usually written by the card manufacturer and supplied free of charge. When the correct VESA driver is installed (one that matches the video card), application programs such as **LINKS 386 Pro** can communicate with the card using the VESA standards. This allows the application to display graphics in Super VGA and other modes. Refer to page 8 for more info.

Game Play

Q: In the post-shot control panel, the Skip button in the top-right corner sometimes shows up red. Why?

A: After you have "skipped" a player on the current hole, the next time he or she is "next to hit," the Skip button will be red. This is to remind you to "skip" the player again if necessary. If you click the Continue button when the Skip button is red, the player listed will be hitting after the screen draws.

Q: Can you play any hole on any course in LINKS 386 PRO?

A: Yes! **LINKS 386 PRO** allows you to go straight to, and practice, any hole. See page 26.

Note: Some "Super VGA" video cards run only in 16-color. LINKS 386 PRO requires a 256-color Super VGA card. A Cirrus card, for example, does not work with LINKS 386 Pro.

Q: Why is the golfer not visible during a replay?

A: Displaying a reverse view of the golfer during replays requires significant additional memory, which slows down game play. We are working on a different method of storing animation images to allow reverse animations as well as other animations. Hopefully these changes will be available in a later version of **LINKS 386 Pro**. If you call and register, we'll let you know when it's available.

Q: How many pin positions are there, and how are they determined?

A: There are six randomly-determined pin positions on each green. For recorded games and players, there is only one default pin position, which is always used.

Q: How does hitting off the different "terrains" (lies) affect the shot?

A: Each terrain affects the shot distance differently. For example, hitting out of the sand, or out of the deep rough, will cut the shot distance by approximately 20%. Hitting off the short rough cuts the shot distance by approximately 15%.

Q: What is the difference in strength between the female and male golfers in LINKS 386 PRO?

A: There is no difference, as long as both are playing at the same level (Pro, Am, Beg).

Game Speed

Q: How can I make the program run faster?

A: See page 52 for a list of suggestions on how to improve game speed.

Q: What is the average "redraw" time for the screens in LINKS 386 PRO?

A: If you have the bare minimum hardware (386sx, 16Mhz, 2MB RAM), it may take an average of up to 30 seconds to redraw the viewing windows. With a 486, 50Mhz, 8MB RAM machine, the redraw would be less than a second. Your actual time will vary, depending on your configuration. If redraw times are excessive (greater than one minute) then you probably have insufficient *available* memory. Refer to the Troubleshooting section for help.

Q: Will I always see a noticeable difference in game speed when I turn down the graphics settings?

A: Not always. If you have a fast machine with a lot of memory, changing the graphics may not make a significant difference. If you have a slow computer and/or not much memory, turning down the graphics settings should make a noticeable difference in game speed.

Miscellaneous

Q: Will LINKS 386 PRO use my old courses?

A: Yes! LINKS 386 PRO contains a conversion program, which allows you to use the original courses in the new program. See page 7 for instructions.

Q: What are the hardware requirements for LINKS 386 PRO?

A: See page 6 for a “minimum” requirements, and “recommended” hardware.

Q: What new features are available that weren’t available in LINKS?

A: For a listing of the new features in LINKS 386 PRO, see page 6.

Q: What happens if LINKS 386 PRO is run on a 286 computer?

A: The program is not designed to, and will not work on, a 286 computer.

Q: Will LINKS 386 PRO run in the Windows environment?

A: LINKS 386 PRO is not a Windows application, and is not designed to work within Windows.

Q: Is there a way to capture a screen so I can use it in a paint program?

A: You can capture any LINKS386 screen by pressing CTRL-ALT-S. The screen will be saved to disk as SCRNO000.LBM. Subsequent captures will be saved as SCRNO001.LBM, SCRNO002.LBM and so on. The file format is ILBM (IFF) and each screen is 256KB. The file can be converted to other popular formats such as GIF,PCX,etc. using a file converter.

Q: How is the putting different in LINKS386 than in the original LINKS.

A: We’ve added the mouse click at the bottom of the stroke similar to the full swing or the chip.. If you miss the bottom mark, the putt will be “pushed” or “pulled” slightly off line.

Q: Will there ever be golfers of other races, or left-handed golfers available in LINKS 386 PRO?

A: Yes! We plan to offer a wide choice of golfers in LINKS 386 PRO. Registered owners will be notified as soon as they are available.

Q: How do you choose which courses to produce?

A: A number of factors are considered when choosing a course: (1) We choose from courses which host a PGA, Senior PGA, or LPGA event; (2) The course should be listed in the *Golf Digest* annual course rankings; (3) We consider location, since we want to offer courses from the most popular golfing areas in the world, such as the southeastern Atlantic states (Carolinas, Georgia, Florida, etc.), midwestern states (Ohio, etc.), California, Arizona, Hawaii, Canada, and Europe; and, (4) We choose courses that have distinctive character and unique challenges, ranging from the traditional layout of Pinehurst #2 (designed by Donald Ross) to the modern layout of the desert

course, Troon North (designed by Tom Weiskopf and Jay Moorish).

Q: How do you produce the courses?

A: After receiving permission from the course owners, we obtain copies of the course plans, topographical maps, and any other pertinent information. We videotape the entire course and surroundings, take still photographs of the trees, rocks, shrubs, buildings, and other objects on the course, then take hundreds of aerial photographs, which help us to correctly place the fairways, bunkers, greens, hazards, and trees. This process takes five to ten days. Then, over the next eight to ten weeks, the “course construction” team uses a complex process to convert the information into a playable and extremely realistic LINKS course.

Q: There are several courses which you have not done that are considered to be among the most famous in the world. Do you plan to produce them in the future?

A: We would like nothing more than to offer all of the finest championship courses. Some courses, however, prefer to guard their privacy and have, so far, not been receptive to our offers. We certainly hope to always produce the best courses available, and that LINKS 386 PRO users will be satisfied with our selections. The two most requested courses are August National and Pebble Beach. Neither has said yes. Yet!

Q: What courses do you anticipate producing in the future?

A: The course due to be released after Harbour Town is the Hawaiian course, Mauna Kea, which was designed by Robert Trent Jones. We travel to the majestic Canadian Rockies for the next course, Banff Springs, which will be our first international course. In the near future, we plan to bring you courses from Scotland, England, Ireland, and Spain.

Troubleshooting (Also see “Answers to Commonly Asked Questions”)

PROBLEM: My scenes take a long time to draw.

SOLUTION: You most likely have insufficient available RAM to handle the selected game settings. Refer to the section titled “How To Increase Drawing Speed” on page 52.

PROBLEM: My Sound Blaster doesn’t work or locks up.

SOLUTION: The problem is most likely caused by incorrect settings of the IRQ number, I/O address and/or DMA channel. These values are set in the SOUND OPTIONS screen and must match those of your particular card. If you do not know what your card’s settings are, you can determine them by running the program called TEST-SBC.EXE which comes with the Sound Blaster card. It is most likely located in your Sound Blaster directory or on your Sound Blaster utility disk. After you have determined the IRQ #, I/O

address, and DMA channel for your card, be sure to choose the correct settings in the SOUND OPTIONS screen. Refer to page 49.

PROBLEM: The panorama looks blocky.

SOLUTION: Select the “Use Full Panorama” option in the GAME SETTINGS screen. See “Changing Game Settings” on page 27. Remember, this will slow down the redraw speed on machines with insufficient available RAM.

PROBLEM: The trees look blocky.

SOLUTION: When using “converted” courses, or when the graphics settings are adjusted for maximum game speed, the objects in the foreground may appear “blocky.” This is not a bug and can be changed by using the “high-resolution” courses and setting the graphics to their highest level (no compression). Also try switching off “Allow Upscaling” on the game setting screen.

PROBLEM: LINKS386 won’t recognize my video card or I don’t get any picture.

SOLUTION: You have not installed a VESA compatible driver, or your card does not support 640x400 or 640x480, 256 color mode. Please refer to “Installing and Testing Your VESA Driver” on page 8.

PROBLEM: My Auto-Caddy sometimes picks the wrong club.

SOLUTION: The Auto-caddy selects a club based solely on the distance from the ball to the pin and the lie of the ball, and does not take into account the difference in elevation, wind strength and direction, or your style of play. The caddy “recommends” a club, but you are free to choose another club at any time.

PROBLEM: When I use QEMM, LINKS386 locks up.

SOLUTION: There is a problem with QEMM versions 6.02 and 6.03 when used with a disk caching program such as SMARTDRV from Microsoft. You can either change to the older version of QEMM (version 5.11) or disable your disk cache or use 386MAX instead of QEMM. You can also disable QEMM by holding down the “ALT” key while your system boots.

PROBLEM: The program locks up sometimes when I move the mouse during disk access.

SOLUTION: Refer to the QEMM problem above.

PROBLEM: When I try to use a disk cache with LINKS386, the program locks up.

SOLUTION: Try turning off WRITE BACK CACHING. If you’re using QEMM, refer to the QEMM problem above.

PROBLEM: The game sometimes pauses before the applause after a made putt.

SOLUTION: It occasionally takes the computer a second or two to load a sound which responds to a made putt. This is unavoidable.

PROBLEM: My hard disk seems to run almost constantly while scenes are being drawn.

SOLUTION: LINKS 386 PRO is set up to use up to 8 MB RAM. If you have 8 MB RAM, the program will load only once and not need to “swap” (see page 55). If you have less than 8 MB RAM, the computer will be swapping off and on as long as you play. If you have a minimum amount of RAM, the hard disk drive will be working hard, since the computer will always be swapping.

PROBLEM: I keep getting the message, “Not Enough Disk Space For Swap File”.

SOLUTION: If this message occurs, it means that the size of the “Swap File” has exceeded the available space on the hard drive. This will cause the program to clear the file and start over, which slows things down. You should either free up some space on your hard disk or install more RAM in your computer to reduce the size of the “Swap File”. If you have less than 6MB of RAM in your machine, installing extra RAM will increase drawing speed significantly.

PROBLEM: Sometimes when I print, the program seems to lock up for a minute or more. It then returns without printing.

SOLUTION: If a printer is connected, but “Off Line”, the printer timeout routine in DOS can take a long time to report that the printer isn’t ready. Make sure your printer is “On Line” before printing.

PROBLEM: I keep getting lost clusters on my hard drive.

SOLUTION: Lost clusters occur when an open file is not closed properly. This can occur in LINKS386 when a reset or CTRL-ALT-DEL or power outage happens during play. Always use the “Exit to DOS” option rather than reset or CTRL-ALT-DEL. Use your favorite disk utility, such as CHKDSK, to recover lost clusters.

PROBLEM: The initial screen appears but the MENU never comes up.

SOLUTION: Press CTRL-ALT-ESC then delete the configuration file by typing: DEL LINKS386.CFG [Enter].

PROBLEM: I obtained a Recorded Player file from a friend, and it shows up in the “Recorded Player List,” but won’t play.

SOLUTION: Recorded files that won’t play are listed with RED or BLUE text or both. If the Course Name is RED, this means you don’t have that course. You’ll need to see your local dealer or call us to purchase the course.

If the Player Name is BLUE, this means your version of LINKS 386 is older than your friend's version, and the Recorded Player file is not compatible. He can play your files, but you cannot play his. Give us a call, and for a nominal charge, we'll send you the latest version of LINKS 386 so you can play the file.

Calling Technical Support and Customer Service.

Q: When should I call the LINKS Technical Help Line?

A: When you are having a problem that you cannot solve on your own after reading the manual thoroughly, especially the "Trouble Shooting" and "Answers to Commonly Asked Questions" sections.

Q: What number should I call?

A: For help with technical problems call 800-793-8324 in the U.S. and Canada. Outside the U.S. and Canada call 801-359-2900. In Europe call US Gold Limited at Units 2/3 Holford Way, Holford, Birmingham B67AX. Telephone 021-625-3366. For the U.S. and Canada, technical support is available from 9:00 a.m.—5:00 p.m. (Mountain Time Zone), Mondays through Fridays.

Q: What information should I have ready when I call for technical help?

A: This is a very good question and thank you for asking! Our technical support department will be able to answer your questions or solve your problems most efficiently if you find out as much as you can about your computer *before you call*. Please try to obtain the following information:

- Your computer's name, model, and manufacturer.
- The type and amount of memory you have. (If you have DOS 4.0 or later, type "mem" at the DOS prompt..)
- The type, name, and manufacturer of your video card.
- The type and model of your mouse.
- The amount of free space on your hard drive. (The one where LINKS 386 is installed.)
- Your version of DOS.
- A listing of your CONFIG.SYS file.
- A listing of your AUTOEXEC.BAT file.
- Your version number of LINKS 386 Pro. (Go to your LINKS 386 directory and type LINKS386 /V [Enter].)

Q: Where can I get this information if I don't know it?

A: Use the program called TELLME, which is included with LINKS 386. Type: CDLINKS386 [Enter], then type: TELLME [Enter].

Q: Thousands of my friends, relatives, and business associates want to order their own version of this wonderful game! What number can I give them to call?

A: Another fine question and thank you again for asking! To order any Access software product or to receive an updated product brochure call us TOLL FREE at 1-800-800-4880 or you may FAX your order to us at 801-359-2968.

Computer Sports Network

The Computer Sports Network is a branch of Telescan, Inc., located in Houston, Texas. Around the end of 1992, all users who have modems will be able to join the CSN/LINKS 386 tour and participate in national and regional LINKS 386 PRO tournaments.

Many of the details are not yet available, but we do have some information:

Both national and regional competition will be available.

There will be a Pro Tour (like the PGA), and a Club Tour (like the Ben Hogan).

Both tours will be on a national scale with qualifying tournaments (possibly two times per year), exemption status, etc.

There will be an Amateur circuit, which will use handicapping similar to the USGA.

Four-round tournaments will be held every week. Rates and fees for joining and participating have not yet been determined.

The software needed to join will be available as an upgrade through Access Software, and all **registered** owners will be notified when the upgrade is available. So if you haven't sent in your registration card, do it today!

For more information call CSN at 1-800-364-6248

Access Software Product Warranty

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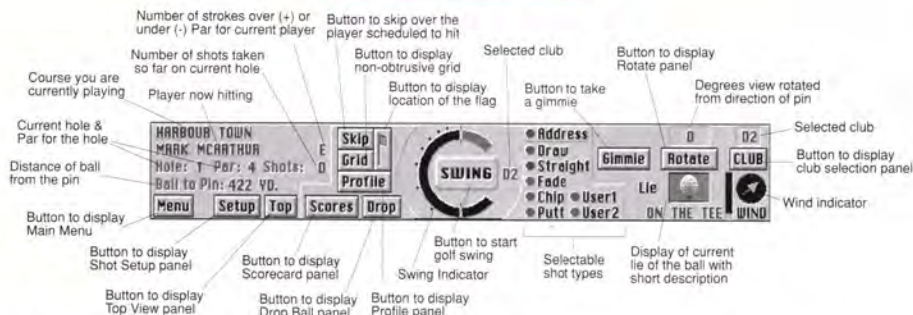
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Links 386 Pro Quick Reference

The Swing Panel



Aiming and Swinging

To Aim

In the Main Viewing Window, drag the mouse in the direction you want to go.

When you click, the pointer changes to an Aiming Marker (a red and white pole) and the distance to the marker from the location of your ball is displayed in the lower-right corner of the window.

To swing

1. Move the cursor over the word SWING.
2. **Press and hold** the left mouse button. This starts the backswing.
3. To start the forward swing, **release the button** when the yellow indicator reaches the top.

If you release too soon, your swing has less power but more control. If you release too late, your swing has more power but less control.

4. When the yellow indicator reaches the bottom of the Swing gauge, **press the left mouse button again** for the snap.

If you click too early, your shot will hook left. If you click too late, your shot will slice to the right.



Club Distances

Driver 1	D1	275yd
Driver 2	D2	275yd
2 Wood	2W	260yd
3 Wood	3W	250yd
4 Wood	4W	235yd
5 Wood	5W	215yd
6 Wood	6W	200yd
7 Wood	7W	190yd
1 Iron	1I	235yd
2 Iron	2I	220yd
3 Iron	3I	205yd
4 Iron	4I	195yd
5 Iron	5I	185yd
6 Iron	6I	172yd
7 Iron	7I	160yd
8 Iron	8I	148yd
9 Iron	9I	135yd
Pitching Wedge	PW	120yd
Sand Wedge	SW	90yd
Loft Wedge	LW	70yd

Distances are based on the following:

Ball hit from a tee, landing and rolling on fairway, no wind, normal power (top green mark), perfect snap, Pro level. Distances for Amateur level are 10% less than Pro, and distances for Beginner level are 20% less than Pro.

Note: With Driver 1, the ball will fly lower and roll farther. With Driver 2, the ball will fly higher and roll less.



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