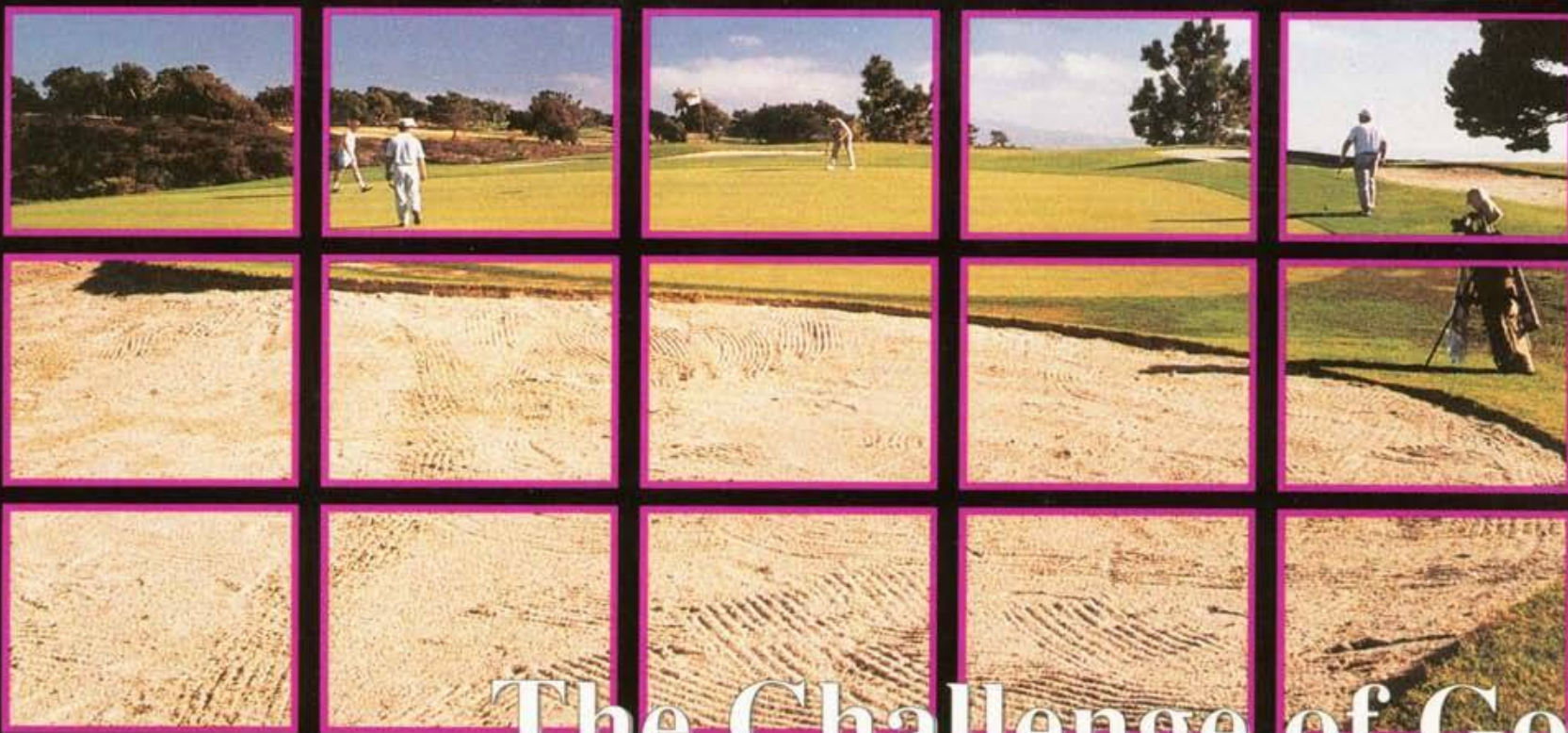


LINKS



The Challenge of Golf
PLAYER MANUAL



The LINKS Design Team

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Special Thanks to:

Mike Bicker, PGA Professional, whose beautiful swing was digitized for LINKS.

John Walters, Course Director at Torrey Pines Golf Course, for his great hospitality and cooperation.

IMPORTANT NOTE: LINKS will only operate if properly installed. **Read this section.**

Installing LINKS On Your Hard Drive

- **LINKS must be installed on a hard drive** and requires approximately 1.9 megabytes of free space. **LINKS is not copy protected.**
- **You should use the INSTALL program** to load **LINKS** onto your hard drive .
- **INSTALL** will create a subdirectory called "**LINKS**" and copy all files from the floppy disks into the **LINKS** subdirectory. It then appends the three course files (TORREY1, 2, 3) together into one file called **TORREY_P.CRS.**

Running the INSTALL program

1. Insert DISK 1 in the 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.

Alternate Installation Method:

If the INSTALL program fails to operate properly, you may install **LINKS** manually as follows:

Step 1. Create a subdirectory called **LINKS**.

Type: MD\LINKS [Enter]

Step 2. Copy all files from each disk, **in order**, into the **LINKS** directory.

a) Type: CD\LINKS [Enter]

b) Insert DISK 1 into your A or B drive

c) Type: COPY A:*. * [Enter] (use B:*. * for the B drive)

d) Repeat step b) & c) above for all remaining disks in order. (2,3,4 etc.)

(Continued on next page)

Step 3. Append the three files called **TORREY1**, **TORREY2**, and **TORREY3** together into one file called **TORREY_P.CRS** by doing the following:

Type: **COPY TORREY? /B TORREY_P.CRS** [Enter]

Step 4. After making sure **LINKS** plays correctly, you may delete the three files called **TORREY1**, **TORREY2**, and **TORREY3**.

Type: **DEL TORREY1** [Enter] (Changing number for the other 2 files)

Memory Usage

LINKS requires at least 640k to operate. If you have extended or expanded memory, **LINKS** can use this memory to pre-load course data, graphics and sound. This will save loading time and can significantly increase drawing speed and speed of play. See the section on **SYSTEM Setup** for more information.

IMPORTANT NOTE: **LINKS** requires 530k of free memory at runtime to operate properly.

Using a Keyboard or Joystick

LINKS can be played with a joystick or with keyboard only. If a mouse is not detected, the keyboard is setup to imitate the mouse as follows:

1. Move the mouse cursor using the cursor keys or I,J,L,M.
2. Simulate Left Button using ENTER, 5 or K
3. Simulate Right Button using SPACE or INSERT(Ins)

If a mouse is not detected but a joystick is detected, the joystick will be set up to imitate the mouse as follows:

1. Moving the stick will move the cursor arrow.
2. Joystick Left Button = Mouse Left Button.
3. Joystick Right Button = Mouse Right Button.

Using a Mouse

A mouse is strongly recommended for use with **LINKS**. Your mouse driver must be installed before you start **LINKS**.

IMPORTANT NOTE: Mouse driver must be compatible with Microsoft 6.00 mouse driver.

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START Section – Running LINKS

Type: CD\LINKS [ENTER]

Type: LINKS [ENTER]

The first time you start **LINKS**, you'll see the **Sound/Memory Setup Screen**. Select the appropriate sound board, then click [EXIT].

The Title Sequence and Credits will appear. If you wish to bypass the title sequence, press the <SPACE BAR>.

You can run LINKS without the title screen by typing: GOLF [ENTER]

Main Selection Screen

After the Title, you will automatically come to the **Main Selection Screen**. This is essentially your Home Base, and you have several options available:

START– Begin a round of golf. See below.

PRACTICE– Head to the practice area. See page 16.

RESUME– Resume playing a previously saved game. See page 17.

PLAYERS – Add a new player or modify an existing player's preferences. See page 18.

SYSTEM– Modify your equipment setup specifications. See page 19.

INFO– Review Update Information on this version of **LINKS**. See page 20.

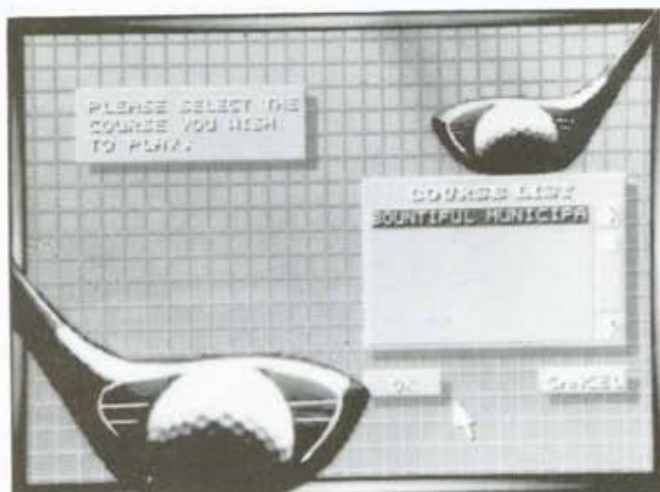
EXIT– Exit **LINKS** and return to the **DOS** prompt.



MAIN SELECTION SCREEN

Beginning a Round of Golf

While in the **Main Selection Screen**, move the cursor over the **START** box and click on the left button.



SELECT COURSE



SELECT PLAYERS

Selecting the Course

Choose a course from the COURSE LIST, then click [OK]. **LINKS** comes with one Championship Course, **Torrey Pines**. Additional courses will be available. See page 24 for more information.

Selecting the Players

Only players whose names are on the GAME LIST will participate in the round about to be played. Players are added to the GAME LIST by choosing (clicking on) names from the PLAYER FILE. With this system, it is only necessary to enter a player's name and preferences once. You can have as many players as you wish in the PLAYER FILE and then select up to 8 to participate in the upcoming round.

If your name is not in the PLAYER FILE, click on the ADD box. This will bring up the ADD PLAYER screen. Simply type your name and press ENTER. Notice that your preferences have been highlighted in yellow. If you wish to change them, you can do so by clicking on the appropriate box. (Refer to the PLAYERS Section for more information on ADDING and MODIFYING players and prefs.) When your GAME LIST is complete, click on [OK].

Note: Names can be removed from the GAME LIST by clicking on them.

Selecting Number of Holes, Tees and Play Levels

The last screen to appear before you tee off is called the READY TO PLAY screen. Here you can choose to play 18 holes or the Front or Back 9. You are also given the opportunity to temporarily change your preferences. You can have a different playing level and different tees for this round if you choose. Simply click on the appropriate boxes and when all is READY, click on [OK].

Note: LEVEL refers to either PROfessional, AMateur, or BEGinner. On the PRO level, swing timing is very critical, but you can obtain the greatest distance. AMateur is not as demanding on timing, but your distance is

decreased approximately 10%. The BEGinner level is the most forgiving for bad timing, but is about 20% short of the PRO level on distance. The beginners level, which also has no wind effect, was designed for children. Serious golfers should use Amateur or Pro levels.

Please refer to the **PLAYERS** Section on page 18 for instructions on how to make permanent preference changes.

On the Tee

The course is in great shape, fairways lush and green. You select your driver (ignoring your buddy's wise crack)...take a practice swing...and drive one *right down the middle!*

The Swing Panel

The panel at the lower part of the screen is called the **Swing Panel** and its various features are defined on the following pages.

SWING

Clicking on this button will swing the club. The swing must be performed in the following manner to produce a good stroke.

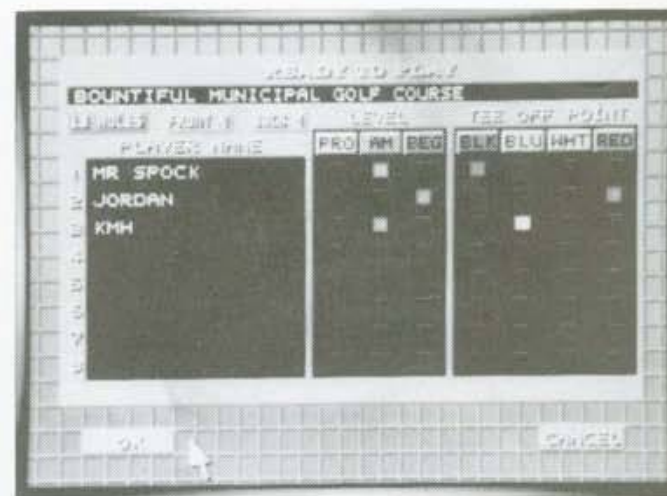
Step 1. Move the cursor over the word **SWING**.

Step 2. **Press and hold** the left mouse button. **This starts the swing.**

Step 3. **Release** the button when the indicator reaches the top. **This sets the power level for the stroke.** (A yellow line will mark the point of release.)

Step 4. **Press** the left button again when the indicator reaches the bottom green mark. **This is called the snap.** If the snap occurs exactly at the green mark, you have hit a perfectly timed shot. (A yellow line will mark the point of your snap.)

The swing sequence is **PRESS & HOLD - RELEASE - PRESS**

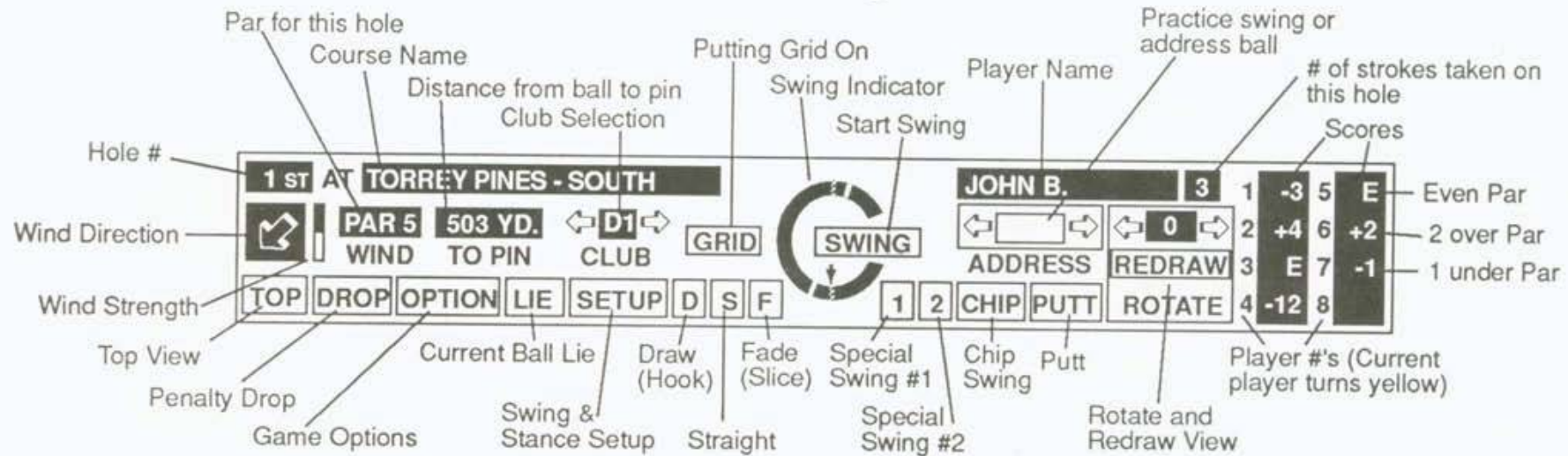


SELECT HOLES, TEES, PLAY LEVELS

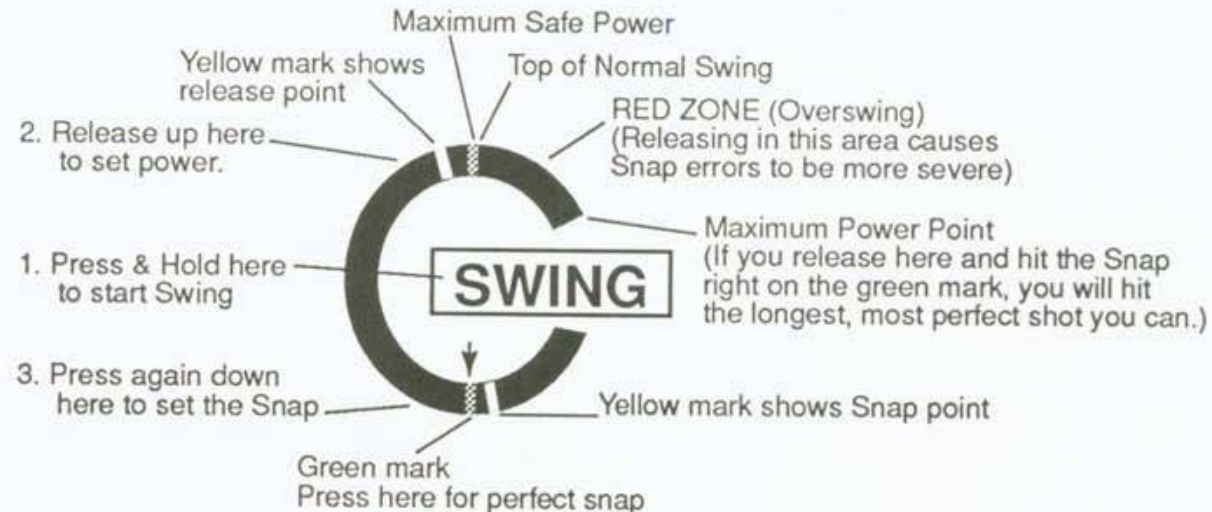


THE SWING PANEL

The Swing Panel



Swing Indicator



ADDRESS

The Address feature lets you back away from the ball to take practice swings. Click on the left arrow to move away from the ball. Click on the right arrow to address the ball.

Note: If you are just beginning to play for the first time, back away and take a few practice swings.

MISSING THE MARK

If you miss the mark on the Snap, an error is introduced. The further you miss, the greater the error and the worse the shot. On Beginner and Amateur levels, the errors are less severe than on Professional.

OVERSWING

During the backswing, power level continues to increase until it reaches its maximum just before the indicator starts back down. If you release the button at this point, you will achieve maximum power and therefore maximum distance. There is a catch, however. The **Red Zone** at the top of the indicator is called the **Overswing** area. If you release in this area, be prepared to pay a heavier price if you miss the green mark at the bottom. The higher you reach for that extra power, the more severe the error if you miss the mark.

CLUB Selection

You are allowed 13 clubs plus the putter in your bag. The small window above the word CLUB indicates your current club selection. Click on the left or right arrows to change clubs.

Note: Changing clubs has no effect when you are putting.

CLUB Distances

DRIVER 1	(D1)	275 yds (Low loft - 9.5 degree loft)
DRIVER 2	(D2)	275 yds (High loft - 12 degree loft)
2 WOOD	(2W)	260 yds
3 WOOD	(3W)	250 yds
4 WOOD	(4W)	235 yds
5 WOOD	(5W)	215 yds
6 WOOD	(6W)	200 yds
7 WOOD	(7W)	190 yds
1 IRON	(1I)	235 yds
2 IRON	(2I)	220 yds
3 IRON	(3I)	205 yds
4 IRON	(4I)	195 yds
5 IRON	(5I)	185 yds
6 IRON	(6I)	172 yds
7 IRON	(7I)	160 yds
8 IRON	(8I)	148 yds
9 IRON	(9I)	135 yds
Pitching Wedge	(PW)	120 yds
Sand Wedge	(SW)	90 yds
Loft Wedge	(LW)	70 yds

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.

Aiming Your Shot

LINKS automatically aligns you to 2 degrees left of the pin. Even if you have a blind shot (where you can't see the pin) you can be certain that the green is straight in front of you. The **DIRECTION** you are aiming is indicated by a red and white pole called the **Marker**.

You may control the **Marker** as follows:

To Turn The Marker On And Off, move the cursor into the viewing window and press the right button.

To Re-position The Marker, move the cursor arrow to a new location and press the left button.

Type of Swings (D, S, F, 1, 2, CHIP)

You can have up to 6 different types of swings for each club in your bag except the putter. Although the swing types have been pre-defined, you can change any of them at any time during play or practice. You should only make changes if you know what you are doing. (Refer to **SETUP** page 13.)

Below is a description of the various types of swings. The swing type is selected by clicking on the appropriate box on the Swing Panel.

[D] Draw - A slight hook (ball moves to the left)

[S] Straight - A straight shot

[F] Fade - A slight slice (Ball moves to the right)

[1] Custom shot to be setup by the player. Currently set to Straight.

[2] Same as 1

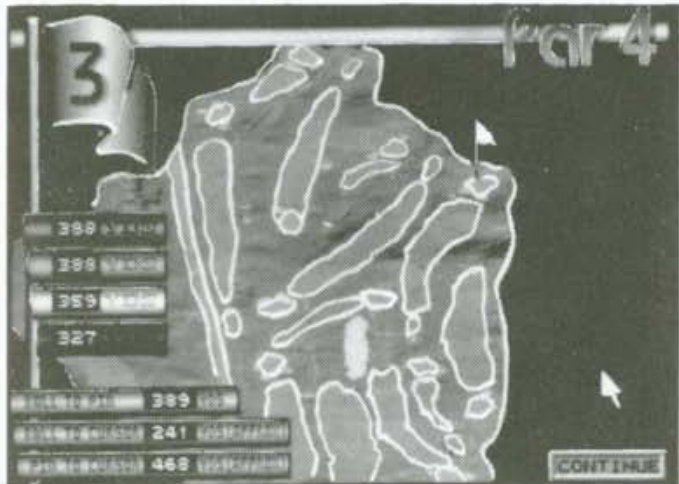
[CHIP] Chip Shot - Straight

Chipping & Putting

When you are close enough to **CHIP**, **LINKS** will give you that option automatically. Chipping gives you a shorter, more controlled shot. The **SWING**



Aiming your shot using the Marker



TOP VIEW

INDICATOR for the CHIP is different than for FULL SWING. First time players should practice chipping on the Driving Range or Practice Green or use the Mulligan option to practice on the course.

Once you are on the green, LINKS will select your putter automatically. The putter swing is different than other swings. It is not necessary to press the button the second time (at the snap point). First time players should go to the Practice Green or use the Mulligan option to practice putting. Use the GRID option to lay a non-obtrusive grid on the green to help you determine an accurate read.

GRID

When you click on the GRID box, a light green grid will be placed over the ground to assist in reading the terrain. The GRID can be used anywhere on the course.

ROTATE

If you find yourself directly behind a tree or other obstruction, you can turn left or right using the ROTATE function. Click on the left or right arrows in the ROTATE Box. The window displays the degrees of rotation relative to the pin direction. When you reach the desired angle, click on the REDRAW Box.

TOP VIEW

Activating this option will show you a top-view of the current hole and indicate the positions of all players.

DROP

Clicking on this box will allow you to pick up your ball and move it to a new location. This is called a drop and **you will be penalized one stroke unless your ball is on the cart path.** LINKS will allow you to move the ball anywhere you choose, but the USGA Rules of Golf state that you must "drop" it within two club lengths of the original spot (but no closer to the

hole) or you can back up (straight away from the pin) as far as you want. In the case of the cart path, you must drop within one club length of the edge of the cart path, no closer to the hole.

Note: If you hit your ball into a hazard, you will automatically receive a stroke penalty and be given the option to rehit or to take a drop.

OPTIONS

Clicking on the OPTIONS box brings up the **Game Options Panel**. The following options are available:

QUIT GAME

Click here to end the game and return to the **Main Selection Screen**.

SAVE GAME

Click here to SAVE a game in progress.

SOUNDS

Click on the sound boxes to switch various sounds on or off. If you have a slow machine, turning the sounds off may help the game play better.

DRAWING DETAIL

Clicking on these boxes will change the level of detail for drawing the terrain. MAXIMUM detail requires the longest drawing time, but looks the best. We suggest you experiment with the various combinations to find which ones work best for your speed of machine. We suggest MAX, MED, MIN for Close, Mid, Far respectively.

If your machine is quite slow, you may try MAX, MIN, MIN or MED, MIN, MIN. If you have a real fast machine, you may want to try MAX, MAX, MED or even MAX, MAX, MAX.

EXIT

Click here to return to the **Swing Panel**.

LIE

Clicking on this box will show the current lie of the ball.

SETUP

Clicking on this box brings up the **Swing Setup Panel**. Here you are able to adjust swing plane, stance, ball position, and club face. Every club (except the putter) has six swing types (setups) assigned to it (D,S,F,1,2 & CHIP). An explanation of the physics of hitting the ball and ball flight dynamics is outside the scope of this game or manual. We have included these parameters to allow the advanced golfer to make changes that may more closely approximate his own "real" game.

IF YOU DO NOT KNOW WHAT YOU ARE DOING, DO NOT CHANGE THESE SETTINGS.

If you want to experiment, set up a separate player and go to the driving range. There you will be able to make changes and see their effects. When you're finished, you can delete the experimental player from the Player File. Changing every setup is a significant effort since there are 20 clubs with 6 swing types for each, or 120 settings. (Refer to the heading **Types of Swings** on page 10 for more information on the standard default settings.)

Note: Stance has no real effect on the ball in **LINKS**. Open or closed stance was included to help give the player the look and feel of his/her actual setup.

Wind Indicators

The Wind Direction Indicator is the yellow arrow at the far left edge of the **Swing Panel**. When the arrow is pointing down, the wind is blowing towards you. Just to the right is the Wind Strength Indicator. A full yellow bar represents a wind velocity of approximately 30 mph. Wind fluctuations affect the ball while it is in flight.

Note: Beginner Level players are unaffected by wind.

Instant Replay & Mulligans

After you have made a shot, the **Post Shot Panel** will appear. The panel displays information about the shot just made, where the ball came to rest, and who's next to hit. From this point you can choose one of the following options:

1. **CONTINUE** - Continue on to your next shot or to the next player.
2. **MULLIGAN** - Play another shot from the same location. (Mulligans are recorded and displayed on the scorecard.)

3. **REPLAY**

FORWARD - View an instant replay of your last shot from above and to the right of the normal position.

REVERSE - View an instant replay of your last shot from the reverse angle (looking back towards your hitting position).

Ball in Hazard

If you hit your ball into a hazard, you will be penalized one stroke and will be given two options - **REHIT** or **DROP**.

REHIT - Places your ball at the point of your last shot.

DROP - Places your ball at the point where it crossed into the hazard.

LINKS will then allow you to move the ball anywhere you choose. However, the USGA Rules state that you can back up from this point as far as you wish, but it must be a straight line with the pin.

NOTE: All brown areas and all water on the course are hazards.

Ball Out of Bounds

If your ball lands O.B. (over fences, off the course, etc.), you will be penalized one stroke and will have to **REHIT** from the original position.

INSTANT REPLAY		MULLIGAN	245 YD. IN THE AIR
FORWARD	REVERSE		256 YD. TOTAL
NEXT TO HIT		CONTINUE	162 YD. TO PIN
BRUCE			- IN THE FAIRWAY -

POST SHOT PANEL

LINKS																		
HOLE NO. 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18																		
PLAYER 1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PLAYER 2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PLAYER 3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PLAYER 4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PLAYER 5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PLAYER 6	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PLAYER 7	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PLAYER 8	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PLAYER 9	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PLAYER 10	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PLAYER 11	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PLAYER 12	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PLAYER 13	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PLAYER 14	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PLAYER 15	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PLAYER 16	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PLAYER 17	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PLAYER 18	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PLAYER 19	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PLAYER 20	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

LINKS SCORECARD

Hitting From Rough or Sand

Shots hit from the rough or sand will require approximately one extra club to achieve the same distance as those hit from the fairway. Shots from the rough will also have reduced backspin. Shots from the sand have somewhat greater backspin.

Next Player

LINKS shows which player is up next before the scene is drawn so the player can get ready. LINKS uses the Honor System and Who's Farthest Out for tee-off and shot order.

Scorecard and Scorecard Printout

At the completion of a hole, all players having finished, LINKS will display the Scorecard for your review.

After you've finished playing a round, you'll be given an opportunity to print out your Scorecard. Make sure your printer is plugged into LPT1 and that it is on line.

Saving A Game In Progress

You can save a game in progress and resume playing at a later time. Simply click on the OPTIONS box in the **Swing Panel** and then select SAVE GAME. To resume a game, choose RESUME from the **Main Selection Screen**.

Note: If you wish to continue play on another machine, you will have to copy the GAME FILE (.GAM) as well as the appropriate PLAYER FILES (.PLR) and COURSE FILE (.CRS) to the other machine.

Quitting A Game

You can terminate play at anytime by clicking on OPTIONS at the **Swing Panel** and then selecting QUIT GAME.

PRACTICE Section

LINKS contains a practice area where you can work on your driving, chipping and putting. Simply follow these steps:

1. Select **PRACTICE** from the **Main Selection Screen**.
2. Select the **PLAYER** that is practicing. (The program needs to know which **PLAYER FILE** to update in case changes are made to swing setups.)
3. Select **DRIVING RANGE** or **PUTTING AND CHIPPING GREEN**.

Driving Range

While at the Range, you have access to all normal swing parameters (i.e. **CLUB**, **ADDRESS**, **SETUP**, **SWING** types). In addition there are options to do the following:

GO TO CHIP AND PUTT

Move to the **PUTTING AND CHIPPING GREEN**.

SELECT PLAYER

Change the Player that is practicing.

CANCEL

Return to the **Main Selection Screen**.

Putting and Chipping Green

At the practice green, you also have access to all normal swing parameters. In addition you have the ability to change the pin (hole) position and your practice position. The following options are available:

CHANGE POSITION - Change the position of the pin or the golfer. Clicking on this box will bring up a **TOP VIEW** of the practice area with both positions shown as flashing white dots. You can choose **CHANGE PIN POSITION** or **CHANGE PRACTICE POSITION**. In either case, a small



PRACTICE SESSION

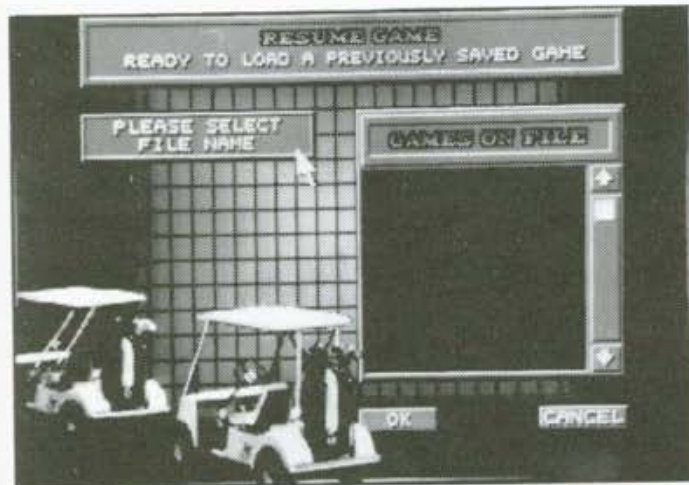
icon will appear. Simply move the mouse until the icon is in the desired position and press the left button. When you're happy with the new position(s), click on [OK]. Click [CANCEL] if you decide not to make any changes.

MOVE TO LAST BALL - Moves you up to the last ball hit and makes that your practice position. Otherwise, you will continue to hit from the same position until you select Change Position as described above.

GO TO DRIVING RANGE - Move to the Practice Range.

SELECT PLAYER - Change the Player that is practicing.

CANCEL - Return to the Main Selection Screen.



RESUME GAME

RESUME Section

This option allows you to resume a game that has been previously saved. (See **Saving a Game in Progress** on page 15.) Clicking on RESUME brings up a list of GAMES ON FILE. Simply select the game you want and click [OK].

Note: if you wish to continue play on another machine, you will have to copy the GAME FILE (.GAM) as well as the appropriate PLAYER FILES (.PLR) and COURSE FILE (.CRS) to the other machine.

PLAYERS Section

This option lets you build and modify your list of potential Players. When a name is added to the list, a file is created for that Player that contains his or her preferences for Level, Tees, and Clubs. Clicking on PLAYERS brings up the Add/Modify Screen. The following options are available:

ADD PLAYER

Add a Player to the PLAYER LIST. Click here, then type the name of the new Player and press [ENTER]. Notice the standard default preferences that are displayed in yellow. To change these preferences, simply click on the desired box. If you wish to change your selection of clubs, first de-select the ones you don't want, then add the new clubs.

MODIFY PLAYER

To modify an existing Player's preferences, simply highlight (click on) the name in the PLAYER LIST. The current preferences for that Player will be shown in yellow. You can make changes as described in ADD PLAYER.

DELETE PLAYER

To delete an existing Player from the list, highlight the player's name (click on it), then click on DELETE PLAYER.

USE DEFAULT SETTINGS

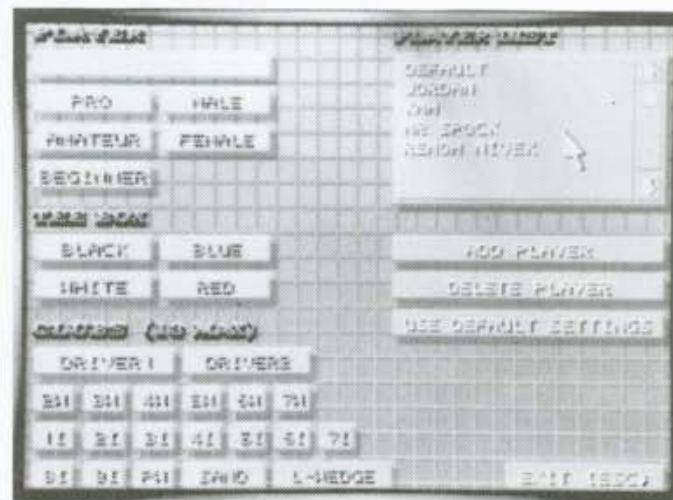
Click on this box to restore all preferences to the default values.

Note: This will not return club setups to the default values. If you want to do this, simply delete your current player and create a new player of the same name. Standard club setups are installed when a new player is added.

EXIT (ESC)

Click here when you're done adding or modifying Players. All changes will be saved to disk when you EXIT.

IMPORTANT NOTE: ONLY 13 CLUBS CAN BE SELECTED AT ONE TIME.



ADD/MODIFY PLAYER

Add the following line to your CONFIG.SYS file:

DEVICE = C:\HIMEM.SYS (C: is the harddrive letter designation)

Now re-boot your computer (CNTRL-ALT-DEL).

WARNING: If you are unsure how to modify your CONFIG.SYS file, refer to your DOS manual or obtain some help from someone who knows how to modify the CONFIG.SYS file, otherwise you might mess up your machine's configuration.

IMPORTANT NOTE: HIMEM requires DOS 3.0 or higher. EMS must be LIM4.0 and XMS must be XMS 2.0.

DISK CACHING

If you have Disk Caching software installed on your system, it may already be using some or all of your extra memory. In such a case, **LINKS** would not be able to use the memory already set up as a cache.

You may want to reduce the amount allocated to the cache system and leave it as free memory. **LINKS** will then be able to use it for pre-loading.

INFO Section

Select this option to review current program update information that may not be contained in this manual.

EXIT Section

EXIT and return to DOS.

Trouble Shooting

The following are answers to commonly asked questions about **LINKS**. If you are experiencing problems not covered in this section, please review the manual thoroughly. Also check the Program Update Information File by selecting **INFO** from the **Main Selection Screen**. Hints and other information may be added to this file after this manual is printed. If you're still having trouble, call us and ask for Customer Support. We will do our best to get you back on the course. Call 1-801-298-9077 or CompuServe #70127,766.

1. How can I reduce the time it takes to draw the screen?

- a) The most beneficial effect will be to add extended memory to your system. Even if you have 250k of free extended memory, you will see a dramatic increase in drawing speed due primarily to preloading of objects, data and sound. One meg of extended memory is relatively inexpensive. Check with you favorite dealer for help in adding memory to your computer. (Note: Refer to the **SYSTEM Setup Section** for mor information.)
- b) The next beneficial thing you can do is to change the drawing detail. Refer to the **DRAWING DETAIL** section under **OPTIONS** on page 12 for more information.
- c) Get a faster machine. A 386SX with 2 or 3 meg of memory (1.3 free extended memory) is a great configuration. Screen redraws should be in the range of 10 seconds.

2. My game slows down when sound is playing, what should I do?

- a) Turn off some of the sounds (Select **OPTIONS** in **Swing Panel** or **SYSTEM** in **Main Selection Screen**). Options changes are temporary, **SYSTEM** changes are permanent.
- b) Get a faster computer.

3. I want to change my player so that I can play from the Blue Tees rather than the Whites.

a) When the Ready To Play Screen appears click on the Blue Tee Box for your player. This change will be in effect during the current game only.

b) To make a permanent change to your player preferences, select PLAYERS from the Main Selection Screen. Then select your player from the Player List and click on the Blue Tee box. Then click on Exit. The Blue Tee preference will be entered in your permanent Player file.

4. When I try to add more than 13 clubs to my bag in the Player Setup Screen, it won't allow me to do so.

13 clubs plus putter are the maximum allowed. You must de-select a club (by clicking on it) before you can select another.

5. My shots seem to always go to the right (or left) even though I hit the bottom mark on the swing indicator perfectly?

a) Make sure you've selected S for straight shot.

b) Choose SETUP from the Swing Panel and adjust your swing plane to straight and your club face to square. Do this by clicking on the word SWINGPLANE and on the word CLUBFACE.

Note: Club Setup is for the advanced player that is familiar with the physics of golf. Refer to the section on SETUP, page 13 for more information.

6. My player sometimes stands for a long time after the ball is hit, without moving. What is wrong?

Some of the terrain in LINKS is quite steep and often the ball will continue to roll until it reaches a level spot. The player will stand in the follow- thru position until the ball comes to rest.

7. My SOUND BLASTER doesn't work.

LINKS assumes the normal default base address and interrupt number for the Sound Blaster setup. (Base address = 220H and interrupt #3). If your Sound Blaster does not work with LINKS, you may have different settings. Refer to your Sound Blaster documentation to determine what your settings are. You may have to run a program called TEST-SBC.EXE which comes with your Sound Blaster. If your settings are different than those shown above, run the utility program called SETBLAST.EXE which comes with LINKS. You will be asked to enter the Base Address and Interrupt Number for your card.

Note: If you delete your LINKS.CFG file or anytime you install LINKS, you will have to re-run SETBLAST.EXE.

8. I don't have any sound. Why not?

Select **OPTIONS** from the **Swing Panel** or **SYSTEM** from the **Main Selection Screen** and turn the sounds **ON**. (Changes made in the **Options Panel** are for the current round only.)

9. My program keeps crashing. What is wrong?

You may have memory problems. Please refer to the Program Update Information in the **INFO Section** of **LINKS** for more help.

10. I copied all the files from the program disk to my LINKS directory, but the program won't run.

You must use the **INSTALL.BAT** program to install **LINKS** onto your hard drive properly. See the first page of this manual for instructions.

11. The INSTALL program doesn't work.

Use the **Alternate Installation Method**. See the first page of this manual.

Championship Course Disks & Upgrades

We are working feverishly to create more Championship Courses for use with **LINKS**. The first Championship Course disk is available to order. Registered owners can order it at a special reduced cost. See enclosed offer that came with this package. Other Championship Course disks should follow, about one every two months.

Be sure to become a registered **LINKS** owner by sending in your warranty card or by calling our Order Department's toll-free number, 1-800-800-4880.

Registered owners will receive the latest information about Championship Course disks, program updates and new versions of **LINKS**. They will also have the opportunity to receive additional special "registered owner" discounts.

Get Your Own Rule Book

If you would like to have a copy of the USGA Rules of Golf, send \$1.50 (New Jersey residents add 6% sales tax) to:

United States Golf Association
Golf House, P.O. Box 3000
Far Hills, N.J. 07931

REPLACEMENT PARTS

During the first 90 days that you own LINKS, we will replace a bad disk, or other component that has a defect in the materials or workmanship (Meaning that it was our fault). Simply call 1-800-800-4880 and explain the problem. We'll have you return the defective merchandise to us and we will repair or replace it and ship it back to you.

If you lose or damage any of the components or if the 90 day warranty has expired, you can obtain replacement parts for a nominal charge.

LIMITED WARRANTY

Access Software, Inc. warrants for a period of ninety (90) days from the date of purchase that, under normal use, the magnetic media upon which this program is recorded and accompanying hardware will not be defective; that, under normal use and without unauthorized modification, the program substantially conforms to the accompanying specifications and any Access authorized advertising material; and that the user documentation is substantially complete and contains the information Access deems necessary to use the program. If, during the ninety (90) day period a demonstrable defect in the program, documentation or accompanying hardware should appear, you may return the product to Access for repair or replacement at Access' option. Following the initial ninety day warranty period, defective media or hardware will be replaced for a replacement fee which is determined by what is defective. Defective product should be returned to: Access Software, Inc., 4910 West Amelia Earhart Drive, Salt Lake City, UT 84116.

This warranty is in lieu of all other warranties, whether oral or written, express or implied warranties, including implied warranties of merchantability and fitness for a particular purpose, and limited in duration to ninety days from the date of purchase. Access shall not be liable for incidental or consequential damages for the breach of an express or implied warranty.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to Access Software, Inc., 4910 West Amelia Earhart Drive, Salt Lake City, UT 84116

The Making of LINKS

What makes golf such a fascinating game? Is it the physical game...control of the club, power, finesse, distance, accuracy? Or is it the mental game...club selection, shot selection, control under pressure. What about the social game...time spent with good friends, a game that all ages can play and enjoy. Golf certainly is all of these, but we believe that the Heart of the Game is its beauty.

There is no more incredible feeling than to hit a perfect drive squarely down the middle of a lush green fairway surrounded by the quiet majesty of nature. LINKS was created with one goal in mind...to simulate the entire game...the look, the feel, the atmosphere, the beauty of golf. To accomplish this, we knew we would have to accurately reproduce the most popular courses in the world. Not just the layout, but the experience itself.

We want you to see things as they really are, to feel as if you have actually played the course. Our ultimate reward is for someone to say, "I've played that course and that's exactly what it looks and feels like."

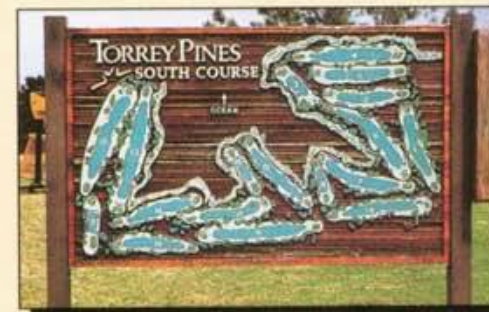
The LINKS Design Team

What it takes to Design a LINKS Course



Play the course - Take over 500 aerial and landscape photographs. Video tape the entire course. Obtain topographical and grading drawings. Gather information about prevailing winds and weather. Convert topographic maps into terrain data.

Locate greens, tee boxes, bunkers, hazards etc. Digitize actual vegetation found on the course and place appropriately along with other objects. Use a specially designed course editor to smooth and refine original terrain data. Digitize and install panorama. Install tee markers,



ball washers, benches, clubhouse etc. Play test and refine for accurate course representation. This process takes 2 men, 2 months to complete and generates approximately 700,000 bytes of course data, 10 times more than other golf games!

Send in your warranty card or call our toll-free number 1-800-800-4880 to be placed on our Registered **LINKS** Owners mailing list. Special offers and the latest information on new Championship Courses and **LINKS** updates are only available to registered owners. **Register today!**