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Playing Microsoft Golf 3.0

This topic describes your choices for game play and for getting Help. For Help on Multiplayer, see the [Multiplayer](#) topics.

Welcome Screen

Microsoft Golf opens with the Welcome Screen, which gives five choices for playing the game.

Quick Start Start a new game [quickly](#) by using your most recent settings.

New Game Start a completely [new game](#).

Practice [Practice](#) driving, chipping, putting, or playing a hole.

Resume [Resume](#) playing a game you have previously saved.

Multiplayer Play Microsoft Golf with your friends over a network or with a modem.

Once you've begun a game, the game menu bar and [toolbar](#) are available. At any point, you can click Welcome Screen on the Game menu to return to the initial game options.

The Welcome screen also contains these buttons:

Help Use the Help button and menu to learn how to play Microsoft Golf and connect to the game's [Web](#) site. Help includes:

- **Getting Started**, which describes aim and swing [demos](#), [flybys](#), and the toolbar; offers golf [lessons](#); and details the types of game play, [players](#), [scoring](#), and how to practice.
- **How To**, which looks closely at choosing [clubs](#), [shots](#), all aspects of [taking a swing](#), [adding players](#), [saving shots](#), and [saving games](#).
- **Tips**, where you'll find [game quick keys](#), a link to the Web, info about your [scorecard](#) and [statistics](#), [game preferences](#), [sound](#), and [display](#), and [installing other courses](#).
- **Multiplayer**, which leads you step-by-step through [connecting with friends](#) over a network or modem to play a round.
- **Q&A**, to answer your frequently asked [questions](#) about Microsoft Golf.

More Go directly to the [Preferences](#) dialog box, view recorded shots, or see the About screen or Credits screen.

Quit [Quit](#) Microsoft Golf.

Demos and Lessons

Demos

Microsoft Golf has aim and swing videos to help you learn the game. You can display any of these videos while playing the game.

To view the demos

- On the Help menu, click Demos, and then click either Swing or Aim.

The demo window will appear and the video demonstration you selected will automatically begin.

If you have trouble running your demos, please see [Multimedia Questions](#). For more information about aiming and swinging, see [Lesson 1: Aiming Your Shot](#), [Lesson 2: Getting That Perfect Swing](#), and the [How To](#) topics.

Lessons

The Getting Started lessons provide step-by-step examples to help you learn Microsoft Golf. Topics range from the basics of aiming your shot to advanced techniques such as modifying your swing plane to create a custom shot.

To take a lesson

- On the Welcome screen, click the Help button, and then click a lesson in the Help table of contents.

- or -

In a game, click the Help menu, click How To Play, and then click a lesson in the Help table of contents.

Note To return to Microsoft Golf after reading the lessons, press ALT+TAB until Microsoft Golf is visible. Pressing ALT+TAB switches windows but leaves Help open for easy reference.

Flybys

Both of the courses packaged with Microsoft Golf 3.0, Banff Springs and Harbour Town, include flybys that show you an aerial view of the hole you are playing as well as give tips for playing the hole. After starting a game, you can launch these flybys from the [toolbar](#).

Note The flyby [commentary](#) states the yardage for each hole measuring from the black tees, so, if you are starting from any other tee, the yardage shown on the screen will be shorter.

1 Click the Flyby button on the toolbar.

The Flyby window appears and automatically tours the hole, with narration, from tee box to green for the hole you are currently playing.

2 Click the Stop button to pause the flyby, the Rewind button to rewind to the beginning of the flyby, and the Play button to start the flyby.

3 When you are finished, click Close.

Note If the flyby video performance is slow, you may need to set the flyby size to Small for smoother play. For details on changing this option, see [Changing Game Display](#).

Flyby Buttons

To	Click
Start the video	Play
Pause the video	Stop
Rewind the video to the beginning	Rewind
Step backward through the video	Step Reverse
Step forward through the video	Step Forward
Terminate the flyby and close the Flyby window	Close

Related Topics

[Changing Game Display](#)

[Changing Game Sound](#)

The Toolbar

The toolbar is a quick and easy place to make adjustments to your game. It appears at the bottom of the window when you're playing a game.

On the toolbar, you'll find these buttons:

Help Click to get to the Help table of contents, where you can use the Help tabs or index to get more information on playing Microsoft Golf.

Captions Click to hide the title bars of the windows and expand your window area.

Turning Captions on or off also allows you to easily move windows around, rather than just being able to size them. Additionally, when Captions are set to small, there is no text in the title bars.

Flybys Click to view the [flybys](#) and hear tips from the course pro.

Practice Swing Click to take a [practice swing](#) or to hit the ball. Click the button once to move away from the ball for a practice swing. The button will show the club away from the ball. Click the button again to move up to the ball for your shot. The button will show the club positioned behind the ball.

Show Flag Click to find the location of the [pin](#) and the green for the hole you are playing. The flag moves from the cup to your ball and then returns to the cup.

Grid Click to display or hide the [grid](#) on the course.

Shot Selection Click the list to choose the type of [shot](#) you want. The appearance of the Swing Gauge on your screen might change depending on the type of shot selected.

Club Selection Click the list to see the available [clubs](#). Only the clubs that were selected for the player before starting the round of golf are available. If you're using a caddie, a suggested club is selected. The average distance for the selected club is shown to the right. You can choose a different club if you like.

If you're playing a Multiplayer game, you'll also have the following buttons: Hurry Remote Player, Remove Remote Player (host only), and Skip Remote Player (host only). For more about these buttons, see the [Multiplayer](#) topics.

To change the position of the toolbar

- On the Views menu, point to Show Toolbar On, and then click either Top or Bottom.

Related Topics

[Arranging Windows on a Screen](#)

[Changing Game Display](#)

[Game Quick Keys](#)

Lesson 1: Aiming Your Shot

A key ingredient to your golf swing is aim. This lesson tells you how to set your aim and gives some aiming tips. Click each lesson step below.

See also the [How To](#) topics and the [Aim demo](#) on the Help menu.

Steps

[The Aiming Marker](#)

[Setting the Aim](#)

[Putting It All Together: Aiming Your Shot](#)

[Tips on Aiming Your Shot](#)

Lesson 2: Getting That Perfect Swing

The key to a good game of golf is a good swing. This lesson shows you how to use the proper swing technique to achieve a strong and accurate shot. Click each lesson step below.

See also the [How To](#) topics and the [Swing demo](#) on the Help menu.

Steps

[Practicing Your Swing](#)

[The Swing Control](#)

[The Theory Behind Your Swing](#)

[Setting the Strength of the Swing](#)

[Setting the Snap of the Swing](#)

[Using a Three-Click Swing](#)

[Taking a Chip Shot](#)

[Putting](#)

[Tips on Taking a Swing](#)

Lesson 3: Putting Your Golf Party Together

Before teeing off, you need to decide which course to play, how many holes you'll play, and who is in your golf party. You can have your old golfing buddies join you or you can find some completely new competition. Even someone who missed teeing off can join in at a later hole, or someone can leave your party to keep a pressing appointment.

Note Some different procedures apply if you are using Multiplayer. For details, see the [Multiplayer](#) topics.

For this lesson you must start a new game. Then click each lesson step below.

- On the Welcome screen, click [New Game](#).
- or -
On the Game menu, click Welcome Screen, and then click New Game.

Microsoft Golf displays the New Game screen.

Steps

[Where's the Game?](#)

[Who's Going to Play?](#)

[New Competition](#)

[Who's In?](#)

[Almost Ready!](#)

[Off to the Tee](#)

[Playing with the Same Old Gang](#)

[Late Again!](#)

[Called Away](#)

Lesson 4: Learning the Ground Rules

Although every golf course is different, all courses have places where you don't want your ball to go. What you do when you end up in the wrong place depends on the ground rules. Fortunately, Microsoft Golf has standard ground rules for all its courses.

This lesson covers situations that, if you are lucky, will rarely occur during a game and are therefore difficult to practice. You can, however, use the Drop dialog box at any time while you are playing a game or practicing. Click each lesson step below.

Steps

[When Ground Rules Apply](#)

[Hitting into a Water Hazard](#)

[Hitting onto a Cart Path or Service Road](#)

[Hitting Out-of-Bounds](#)

[Hitting into an Unplayable Lie](#)

[Rehitting the Ball](#)

[Dropping the Ball](#)

[The Drop Dialog Box](#)

[Taking a Mulligan](#)

Lesson 5: How to Improve Your Play

If you want to get the most from your shot, you need to know the layout of the course and then plan your strategy on how to play it. Microsoft Golf provides several tools to help you plan your shot. Click each lesson step below.

Steps

[**Learn the Course Layout**](#)

[**Where Are You?**](#)

[**Know the Hole**](#)

[**Plan Your Shots**](#)

[**Don't Forget About the Third Dimension**](#)

[**Displaying the Contours**](#)

[**Reading the Scale**](#)

[**Ready When You Are**](#)

[**A Good Look at the Topography**](#)

[**Using the Grid**](#)

[**Grid-Lock**](#)

Lesson 6: Playing Like a Pro

Take advantage of some of Microsoft Golf's features to gain full control of your swing and to improve your game.

It's best to try these techniques while you're practicing and not to use them in a game until you've mastered them.

For this lesson, you should be practicing with the Drive practice option selected. On the Practice screen, under the Options selection list, click Drive.

Click each lesson step below.

Steps

[Choosing Different Shot Selections](#)

[Customizing Your Shot Setup](#)

[Personalizing Your Shot](#)

[Setting the Ball Position](#)

[Changing the Angle of the Club Face](#)

[Changing the Swing Plane](#)

[Changing Your Stance](#)

Lesson 7: Struttin' Your Stuff

You study and you practice. Your nerves are steady and your eye is true. You know that it's your game, and at the end you are 8 under par with two eagles and a hole in one.

The trouble is that none of your golfing buddies are going to believe you without proof. Fortunately, Microsoft Golf provides you with several ways to document your shots and your game.

For this lesson, you should be playing a game. Some procedures require that you quit the game you are playing. Remember that if you want to continue a game, you can save it and resume playing it at a later time. For the lesson, click each lesson step below.

Steps

[**Save That Shot!**](#)

[**Showing Off That Shot**](#)

[**Posting Your Score**](#)

[**Proving It Without a Printer**](#)

[**Lay Down the Challenge**](#)

[**Recording a Game**](#)

[**Playing a Recorded Game**](#)

[**Statistics Don't Lie!**](#)

[**Viewing Your Statistics**](#)

[**Printing Your Statistics**](#)

[**Copying Your Statistics**](#)

Playing a Quick Start Game

If you want to play a round using the same settings from your most recently played game, play a Quick Start game. You'll skip the [New Game](#) and Game Settings screens and tee off at the first hole of the last course you played, with the same players, conditions, scoring, and player settings you had for that game.

A Quick Start game will not include remote players from Multiplayer games. To play Multiplayer Golf, you must start a new game from Multiplayer. For more information, see the [Multiplayer](#) topics.

To start a new game using default or previous settings

- On the Welcome Screen, click Quick Start.
 - or -
 - On the Game menu, click Welcome Screen, and then click Quick Start.

Note Players added or dropped in the middle of a previous game will not be on the roster for a Quick Start game.

Related Topics

[Playing a New Game](#)

Playing a New Game

The New Game option on the Welcome Screen enables you to choose the course you want, number of holes, players in your party, course conditions, scoring, and level of play for your game.

To learn more about starting a new game, take [Lesson 3: Putting Your Golf Party Together](#). To start a Multiplayer game, see the [Multiplayer](#) topics.

To play a new game

- 1 On the Welcome Screen, click New Game.
- or -
On the Game menu, click Welcome Screen, and then click New Game.
- 2 On the New Game screen, under Course, [choose a course](#) from the list and then select front nine, back nine or all 18 holes.
- 3 Under Players, click a player in the Available list, and then click Add.
The player will appear in the Selected list. For details on player options, see the Related Topics, below.
- 4 Click Next.
- 5 On the Game Settings screen, under Conditions, click the wind, green, and rough [course conditions](#) you want.
- 6 Under Scoring, choose [scoring](#), [mulligan](#), and [gimmie](#) options.
- 7 Under Players, make any changes to the Level, Tee, Shirt, Caddie, and Record options you want.
For details on these options, see [Editing Players](#).
- 8 Click Next to start your round of golf.

Related Topics

[Choosing a Course](#)

[Choosing Mulligans and Gimmies](#)

[Choosing Players for a Round of Golf](#)

[Creating Players](#)

[Editing Players](#)

[Multiplayer Topics](#)

[Playing a Quick Start Game](#)

[Playing with a Computer Player](#)

[Playing with a Recorded Player](#)

[Scoring Overview](#)

Choosing a Course

You choose a course as part of setting up a [new game](#). Microsoft Golf comes with two championship courses, Harbour Town and Banff Springs, listed in the Course list on the New Game screen. If you add other championship courses, their names will appear in the Course list in alphabetic order. The last course you played shows as the default.

For details about adding courses, see [Installing or Converting Championship Courses](#). To learn more about choosing a course, take [Lesson 3: Putting Your Golf Party Together](#).

- 1 On the Welcome Screen, click New Game.
- or -
On the Game menu, click Welcome Screen, and then click New Game.
- 2 On the New Game screen, in the Course list, click the course you want to play. You have your choice of playing amid the snow-covered peaks of Banff Springs, set in the picturesque Canadian Rockies of Alberta, Canada, or challenging the championship course of Harbour Town, located on Hilton Head Island, South Carolina.
- 3 Choose whether you want to play the entire course (18 holes) or only nine holes:
 - To play the entire course starting on hole 1, click 18 Holes.
 - To play the last nine holes starting on hole 10, click Back Nine.
 - To play the first nine holes starting on hole 1, click Front Nine.
- 4 Once you have [selected players](#) for your game, click Next to choose game settings such as [scoring](#) and [course conditions](#).

Related Topics

[Choosing Players for a Round of Golf](#)

[Playing a New Game](#)

Choosing Players for a Round of Golf

When you start a [new game](#), you choose the players you want in your golf round. These can be existing or [new](#) players; you can use a player's [recorded](#) game as one or more of the players, or you can play against the [computer](#).

Note For games using [Multiplayer](#), only the host for the game can add players. See the Multiplayer topics for more information.

Before starting the game, you can [edit players](#) for the upcoming game. After the game has started, you can [add](#) players to or [remove](#) players from the game. To learn more about choosing players, take [Lesson 3: Putting Your Golf Party Together](#).

- 1 On the Welcome Screen, click New Game.
- or -
On the Game menu, click Welcome Screen, and then click New Game.
- 2 On the New Game screen, under Available, click the player you want in this round. The player's type is indicated by the icon next to the name:
 - Regular players have a white golf ball icon.
 - Recorded players have a camera icon.
 - Remote players have a satellite dish icon.
 - Computer players have a computer icon.

Note In order to show Computer and Recorded players on either list, you must select Yes to both Computer Players and Show Recorded Players under Players on the New Game Screen.

- 3 Click Add to transfer the player's name to the Selected list.
Only players in the Selected list can play in the upcoming round.
During installation, Microsoft Golf prompts you to personalize the program by typing a name. You will see this name in the Selected list.
- 4 To add more players, repeat steps 1 and 2.
Eight is the maximum number of players for a round.
- 5 To remove a player from the Selected list, click the player's name, and then click Remove.
- 6 To create a new player or edit a player's settings, click Create or Edit.
- 7 When you have made all your selections on the New Game screen, click Next to choose game settings such as [scoring](#) and [course conditions](#).

Note When you click a player in either the Available or Selected list, the level of play and the tee for that player are displayed in the status bar at the bottom of the screen. If the player is selected to play in the upcoming round, you can change these settings on the Game Settings screen, which appears when you click Next.

Related Topics

[Adding a Player to a Game in Progress](#)

[Creating Players](#)

[Editing Players](#)

[Multiplayer Topics](#)

[Playing a New Game](#)

[Playing with a Computer Player](#)

[Playing with a Recorded Player](#)

[Removing a Player from a Game in Progress](#)

Creating Players

Microsoft Golf creates a player for you when you install the program. When you want other players in your round of golf, you can create them.

You can create a new player when you start a game or at any time during the game. After naming the player, design the player's appearance and level of play, and choose the clubs placed in his or her golf bag. These settings cannot be changed during the golf game.

When you create a player before the start of a game, the name of the new player appears in the Available list on the [New Game](#) screen. You can then add the player to the upcoming round. If you create a player during the game, the player can join the game immediately or wait for the next tee.

To learn more about creating players, take [Lesson 3: Putting Your Golf Party Together](#).

To create players before starting a game

- 1 On the Welcome Screen, click New Game.

- or -

On the Game menu, click Welcome Screen, and then click New Game.

- 2 On the New Game screen, click Create.

- 3 In the New Player dialog box, type a name for your player.

If you want a player that either you or another user will control, click Normal Player. If you want a player that the computer will control, click [Computer Player](#).

- 4 Click OK.

Microsoft Golf displays the [Edit Players](#) dialog box with the new player's name in the list. Choose your settings for the new player, and then click OK to create the player.

Note You can [delete](#) and [rename](#) players on any of the Edit Players screens at any time by selecting that player in the list and then clicking Delete or Rename. You can also create a new player by clicking New.

- 5 On the New Game screen, click Next.

- 6 When you have made all your selections on the New Game screen, click Next to choose game settings such as [scoring](#) and [course conditions](#).

To create players during a game

- 1 On the Options menu, click Add Players. If there are no reserve players, a dialog box appears asking if you would like to create a new player. Click Yes to create a player, No to return to your game.

- 2 If there are reserve players the Add Players dialog box appears. Click Create.

- 3 In the New Player dialog box, type a name for your player.

If you want a player that either you or another user will control, click Normal Player. If you want a player that the computer will control, click [Computer Player](#).

- 4 Click OK.

Microsoft Golf displays the [Edit Players](#) dialog box, with the new player's name in the list. Choose your settings for the new player, and then click OK to create the player.

- 5 In the Add Player dialog box, select the new player and click OK.

Related Topics

[Adding a Player to a Game in Progress](#)

[Choosing Players for a Round of Golf](#)

[Deleting a Player](#)

[Editing Players](#)

[Playing a New Game](#)

[Playing with a Computer Player](#)

[Playing with a Recorded Player](#)

[Removing a Player from a Game in Progress](#)

[Renaming a Player](#)

Editing Players

In the Edit Players dialog box, you can choose your players' appearance (shirt, skin, hair color, or model golfer), skill level, tee, grid display, 2- or 3-click swing control, clubs, or use of a caddie. You can't change settings of players while they are playing a game, but you can **create** and add a new player or **add** an existing player with any settings that you want. Changes you make in the Edit Players dialog box are used in all future games for that player.

The Edit Players dialog box consists of four screens: Appearance, Preferences, Clubs, and Profile. The Profile option is available only with **computer players**.

Note You can **delete** and **rename** players on any of the Edit Players screens at any time by selecting that player in the list and then clicking Delete or Rename. You can also create a new player by clicking New.

To edit players before starting your golf round

- 1 On the Welcome Screen, click **New Game**.
- or -
On the Game menu, click Welcome Screen, and then click New Game.
- 2 On the New Game screen, under Available or Selected, click the player whose settings you want to change.
- 3 Click Edit.
The Edit Players dialog box appears with the player's name displayed. If you want to edit a different player, click another name in this list.
- 4 Choose your Appearance, Preferences, Clubs, and Profile (for computer players only) changes.
Note You can change the settings of other players by clicking the name list and choosing another player, or you can create a new player by clicking New. If you made changes to a previous player, you'll be asked if you want to save those changes.
- 5 To save the changes, click OK.
- or -
To return to the New Game dialog box without changing the player's settings, click Cancel.

Note If you change a player's settings, play a game and then save it, and then change the player's settings again, when you resume the saved game, it will have the original settings.

To edit appearance

- 1 In the Edit Players dialog box, click Appearance if it isn't already highlighted.
- 2 To change the shirt, skin, hair, and model of your player, click one of the options, and then drag the scroll box under the player's picture.
To animate your player when you click the Swing Control, click Animate Golfer With Swing to Yes. If you want the player to animate only after you've finished swinging with the Swing Control, click this to No.

To edit clubs

- 1 In the Edit Players dialog box, click Clubs.
Note A computer player always uses the default clubs, so the Clubs settings aren't available.
- 2 To add clubs to your game bag, first choose a type of club from the club list: All, Drivers, Woods, Irons, or Wedges. Click the club, and then click Add to include it in your game bag. To remove a club from your game bag, click a club under Game Bag, and then click Remove. If you want Golf to select clubs for you, click Standard.
Your putter is automatically placed in your game bag, and you can't remove it.
- 3 To have the caddie automatically select a chipping club for you, choose that club in the Chipping Club list.

To edit preferences

- 1 In the Edit Players dialog box, click Preferences.
- 2 Preferences include these options:
 - To change the level of your player, choose Beginner, Amateur, or Pro from the Level list. This selection affects your club distances.
 - To change the distance from the hole where your player tees off, click a different tee in the Tee list. Red is the tee closest to the hole, followed by white, then blue with black being the tee farthest from the hole.
 - To have the caddie automatically choose your clubs for you based on the distance to the hole, click Caddie to Yes.
 - To display a grid across certain surfaces of the course, click an option in the Grid list. Choose None to hide the grid at all times.
 - To change the way the Swing Control functions, click either 2 Click or 3 Click. To learn more about swing control, take [Lesson 2: Getting That Perfect Swing](#), view the Swing demo on the Help menu, and see the swing topics on the [How To](#) tab.
 - To display a grid just in your immediate area, click Small Grid to Yes.
 - To automatically display the Profile View whenever you are putting, click Profile When Putting to On.

To edit profile

- 1 In the Edit Players dialog box, click Profile.
Note The Profile option is available only with [computer players](#).
- 2 The Computer Player Profile measures player performance and style in several areas. When you pause the pointer over a number, a plus and minus sign appear. Click the plus sign to increase the player's ability in that area, or click the minus sign to decrease it.
 - For Putting, Short Game, Fairway Shots, and Driving, the higher the number, the better the computer player will be in these aspects of the game.
 - For Consistency, the higher the number, the more consistent the computer player's swing will be from lie to lie and from hole to hole.
 - For Aggressiveness, the higher the number, the harder the computer player will hit the ball.**Note** If you set Aggressiveness higher than 8, the computer player may play worse since it overpowers many shots.

Related Topics

[Adding a Player to a Game in Progress](#)

[Choosing Players for a Round of Golf](#)

[Creating Players](#)

[Deleting a Player](#)

[Playing a New Game](#)

[Playing with a Computer Player](#)

[Playing with a Recorded Player](#)

[Removing a Player from a Game in Progress](#)

[Renaming a Player](#)

Recording and Naming a Player's Game

You can record a player's game and later play another game using the recorded game as one of the players. This lets players participate in your golf party even when they are not available at tee time. You can even record a player in one [scoring](#) mode ([skins](#), for example) and have that recorded player play in a different scoring mode ([stroke](#), for example). If you are playing a [Multiplayer](#) game, you must play a stroke game to record that player.

Certain [course conditions](#) are required when you record a player's game, and you must set these when you first begin the game (see the following procedure). You then play the game as usual. When you complete the game, you name the recorded game. The name of the recorded game then appears in the Available list on the [New Game](#) screen in all future games until you delete the recorded game.

Note You must play an 18-hole game to record a player's game, and you can't record a [computer player](#).

To record a player's game

- 1 On the Welcome screen, click New Game.
- or -
On the Game menu, click Welcome Screen, and then click New Game.
- 2 On the New Game screen, choose the players to be included in the game, and then click Next.
- 3 On the Game Settings screen, under Players, click Record to Yes for each player to be recorded, and then click Next to start the game.

Course Condition settings such as No Wind, Normal greens, and Normal rough as well as No [gimmies](#) will automatically switch when you click Record to Yes. You also cannot record a computer player.
- 4 Play your round of golf in the usual way. When you complete the game, Microsoft Golf automatically displays the Save Recorded Player As dialog box.
- 5 Type a name for the game, or choose a name from the list of recorded games to replace an existing game.
- 6 Click OK.

Related Topics

[Choosing Course Conditions](#)

[Choosing Players for a Round of Golf](#)

[Multiplayer Topics](#)

[Playing a New Game](#)

[Playing with a Computer Player](#)

[Playing with a Recorded Player](#)

[Scoring Overview](#)

Playing with a Computer Player

A computer player is controlled by the computer rather than you or another player.

To create computer players before starting a game

- 1 On the Welcome Screen, click [New Game](#).
- or -
On the Game menu, click Welcome Screen, and then click New Game.
- 2 On the New Game screen, under Players, click Computer Players to Yes.
- 3 Click Create.
- 4 In the New Player dialog box, type a name for your player, click Computer Player, and then click OK.

The [Edit Players](#) dialog box appears with the new player's name displayed. Choose your Appearance and Preferences settings for the computer player, and then click Profile.

Note A computer player will always play at the Amateur level in addition to using the default clubs. The Clubs or Player Level option isn't available.

- 5 The Computer Player Profile measures player performance and style in several areas. When you pause the pointer over a number, a plus and minus sign appear. Click the plus sign to increase the player's ability in that area, or click the minus sign to decrease it.
- 6 When you are satisfied with your changes, click OK.
- 7 When you've finished choosing options on the New Game screen, click Next to choose game settings such as [scoring](#) and [course conditions](#).

To create computer players for the game in progress

- 1 On the Options menu, click Add Players.
- 2 In the Add Player dialog box, click Create. To add an existing computer player, simply select the player's name from the list and click OK.
- 3 In the New Player dialog box, type a name for your player, and then click Computer Player.
- 4 Click OK.

Microsoft Golf displays the Edit Players dialog box with the new player's name in the list. Choose your settings for the new player, and then click OK to create the player.

- 5 In the Add Player dialog box, select the player you just created and click OK.

Related Topics

[Choosing Players for a Round of Golf](#)

[Creating Players](#)

[Editing Players](#)

[Playing a New Game](#)

[Playing with a Recorded Player](#)

Playing with a Recorded Player

A recorded player is one whose game you have recorded at an earlier time. For details on recording a player, see [Recording and Naming a Player's Game](#).

You can use players only from games recorded in Microsoft Golf 3.0. Also, you cannot use recorded players when you play a [Multiplayer](#) game. You cannot [edit](#) a recorded player. You can, however, change his or her shirt color on the Game Settings screen just for this game.

- 1 On the Welcome Screen, click [New Game](#).
- or -
From the Game menu, click Welcome Screen, and then click New Game.
- 2 On the New Game screen, under Recorded Players, click Show Players to Yes.
Recorded players' games are displayed in the Available list with a camera icon next to the player name.
- 3 If you want to see the recorded players' scores, click Show Scores to Yes.
If Show Scores is clicked to Yes, the score of the selected recorded game, in addition to the date the player was recorded, is displayed at the bottom of the Recorded Players section.
- 4 Click a recorded player's game in the Available list, and then click Add.
Continue choosing players and recorded games until your entire golf party (a maximum of eight players) shows in the Selected list.
- 5 When you've made all your selections on the New Game screen, click Next to choose game settings such as [scoring](#) and [course conditions](#).

Note Recorded Players are course specific. You can play them back only on the same course on which they were recorded. Additionally, Recorded Players show up on the New Game Available list only when that particular course is selected.

Related Topics

[Choosing Players for a Round of Golf](#)

[Multiplayer Topics](#)

[Playing a New Game](#)

[Playing with a Computer Player](#)

[Recording and Naming a Player's Game](#)

Scoring Overview

When you play a [new game](#), you can choose the type of game you want: stroke, match, amateur skins, pro skins, or team bestball. You need at least two players to play a skins or match game, and at least three players to play a bestball game.

Stroke, or medal, is the traditional style of play. A player's strokes are accumulated throughout the game, and the player with the fewest strokes wins. See [Stroke or Medal Play](#).

Skins is a variation in which the object is to win the hole by having the lowest score for the hole. The winner of the hole wins the "skin," or prize money, for that hole. In Amateur Skins, one amount is set for all the holes, but bonuses can be paid if a player finishes a hole with a double eagle, an eagle, or a birdie. Prize money is paid by the losing players. You can choose to carry the skin forward to the next hole when players are tied for the lowest score on a hole, and to award the skin only if the lowest score is par or better for the hole. In Pro Skins, the skin amount can differ per hole. See [Playing a Skins Game](#).

Match is a variation on skins in which the object is to win the hole by having the lowest score for the hole, and the player who wins the most holes wins the round. There are no carryovers; if the hole is tied, no one wins the hole. See [Playing a Match](#).

Team Bestball is a variation in which teams compete against one another. The best player score for each team on each hole is taken as the score for that team on that hole. You can play team bestball in either stroke- or match-play mode. In stroke play, the team with the lowest number of strokes wins the round. In match play, the team that wins the most holes wins the round. You can also play "alternate shots" within Team Bestball: The first player on the team takes the first shot, and then the players alternate every shot thereafter. See [Playing Team Bestball](#).

Stroke or Medal Play

For a description of all the types of golf scoring, see [Scoring Overview](#).

To use stroke play

- 1 On the Welcome Screen, click [New Game](#).
- or -
On the Game menu, click Welcome Screen, and then click New Game.
- 2 After you make selections on the New Game screen, click Next.
- 3 On the Game Settings screen, under Scoring, click Stroke.
- 4 Click Next to start the round.

Related Topics

[Choosing Players for a Round of Golf](#)

[Playing a Match](#)

[Playing a New Game](#)

[Playing a Skins Game](#)

[Playing Team Bestball](#)

[Reading Your Scorecard](#)

[Scoring Overview](#)

Playing a Skins Game

For a description of all the types of golf scoring, see [Scoring Overview](#).

You need at least two players for a skins game.

To play Amateur Skins

- 1 On the Welcome Screen, click [New Game](#).
- or -
On the Game menu, click Welcome Screen, and then click New Game.
- 2 After you make selections on the New Game screen, click Next.
- 3 On the Game Settings screen, under Scoring, click Amateur Skins, and then click Next.
[Gimmies and mulligans](#) are not allowed for skins games.
- 4 On the Amateur Skins screen, next to Losing Player Gives, type the amount of money you want for the skin on each hole. Next to Skin Value Is, the wager is updated to reflect the number of players in the game. Skin Value Is will increase by a factor equal to one less than the number of players in the game. If you have four players, and Losing Player Gives is set to \$5, Skin Value Is will be \$15, since the player winning the hole will receive \$5 from each of the other three players.
If you want to have bonus skins for birdies, eagles, and double eagles, click Bonus Skins to Yes, and then type the number of skins for each score.
If you want Microsoft Golf to set the wagers and the options for you, click Standard Wagers.
- 5 Under Options, click each option to Yes or No.
 - To finish each hole even if one player has already won the skin for that hole, click Play Out Holes to Yes. If Play Out Holes is set to No and the first player finishes with four strokes, while the second player is already at or over four strokes, the first player wins the skin and the players are automatically moved to the next tee.
If you are playing with a recorded player, or recording a player's game, you must play out holes.
 - To carry over the skin value when a hole is tied, click Carry Over Tied Skins to Yes. For example, if the skin value is \$1, and you tie on hole 1, the winner of hole 2 will receive \$2.
 - To require that a player shoot par or better to be eligible to win the skin for a hole, click Pars Or Better To Win to Yes. If none of the players shoot par for the hole, the skin is carried over only if Carry Over Tied Skins is set to Yes.
- 6 Click Next to start the round.

To play Pro Skins

- 1 On the Welcome Screen, click New Game.
- or -
On the Game menu, click Welcome Screen, and then click New Game.
- 2 After you make selections on the New Game screen, click Next.
- 3 On the Game Settings screen, under Scoring, click Pro Skins, and then click Next.
Gimmies and mulligans are not allowed for skins games.
- 4 On the Pro Skins screen, under Betting, Wager, type the amount of money you want for the skin on each hole. If you want Microsoft Golf to set the wagers and the options for you, click Standard Wagers.
Note If you clicked Back Nine on the New Game screen, you can only set the wagers for the Back Nine. The same applies to Front Nine.
- 5 Under Options, if you want to finish each hole even if one player has already won the skin for that hole, click to Yes. If Play Out Holes is set to No and the first player finishes with four strokes, while the second player is already at or over four strokes, the first player wins the skin and the players are automatically moved to the next tee.

If you are playing with a [recorded player](#), or [recording a player's game](#), you must play out holes.

6 Click Next to start the round.

Scorecard hint You can see which player had the lowest score for a hole by clicking [Scorecard](#) on the Views menu. The lowest score for each hole will be highlighted.

Related Topics

[Choosing Players for a Round of Golf](#)

[Playing a Match](#)

[Playing a New Game](#)

[Playing Team Bestball](#)

[Playing with a Recorded Player](#)

[Reading Your Scorecard](#)

[Recording and Naming a Player's Game](#)

[Scoring Overview](#)

[Stroke or Medal Play](#)

Playing a Match

For a description of all the types of golf scoring, see [Scoring Overview](#).

You need at least two players for a match.

- 1 On the Welcome Screen, click [New Game](#).
- or -
On the Game menu, click Welcome Screen, and then click New Game.
- 2 After you make selections on the New Game screen, click Next.
- 3 On the Game Settings screen, under Scoring, click Match, and then click Next.

[Gimmies and mulligans](#) are not allowed for match games.

- 4 On the Match Play screen, click each option to Yes or No.
 - If you want to finish each hole even if one player has already won that hole, click Play Out Holes to Yes.
 - If you want to finish the round even though one player has already won the game, click Play Out Round to Yes.

If you are playing with a [recorded player](#), or [recording a player's game](#), you must play out holes and the round.

- 5 Click Next to start the round.

Scorecard hint You can see which player had the lowest score for a hole by clicking [Scorecard](#) on the Views menu. The lowest score for each hole will be highlighted.

Related Topics

[Choosing Players for a Round of Golf](#)

[Playing a New Game](#)

[Playing a Skins Game](#)

[Playing Team Bestball](#)

[Playing with a Recorded Player](#)

[Reading Your Scorecard](#)

[Recording and Naming a Player's Game](#)

[Scoring Overview](#)

[Stroke or Medal Play](#)

Playing Team Bestball

For a description of all the types of golf scoring, see [Scoring Overview](#).

To play any style of bestball, you must have at least three players, at least two teams, no more than four players to a team, and no more than eight players total.

- 1 On the Welcome Screen, click [New Game](#).
- or -
On the Game menu, click Welcome Screen, and then click New Game.
- 2 After you make selections on the New Game screen, click Next.
- 3 On the Game Settings screen, under Scoring, click Team Bestball, and then click Next.
[Gimmies and mulligans](#) are not allowed for bestball games.
- 4 On the Team Bestball screen, under Teams, drag your players to the teams you want them to be on.
You can't drag the last player from team 1 or team 2.
- 5 Under Scoring, click either Stroke Play or Match Play.
 - In [Stroke Play](#), the team with the lowest number of strokes wins the round. If you want Stroke Play, click this to Yes.
 - In [Match Play](#), the team that wins the most holes wins the round. If you want Match Play, click this to Yes.

If you choose Match Play, you don't have to play out a hole or round when a team has already won the hole or round. Click these options to Yes to play out holes or play out rounds.

In Stroke Play, you must play out each hole and the round for a winner to be determined. For example, even if the first player finishes with four strokes, and the second player is already at or over four strokes, the second player must continue to play out the hole because it's the final cumulative score that determines the winner, rather than the score of an individual hole.

In any mode of team bestball, if you are playing with a [recorded player](#), or [recording a player's game](#), you must play out holes and the round.

- 6 Click Next to start the round.

Scorecard Hint If you are playing team bestball with Match scoring, you can see which team member had the lowest score for a hole by clicking [Scorecard](#) on the Views menu. The individual matchpoint score will be in the final column labeled Won. The lowest score for each team for that hole will be highlighted. The Tot column shows the total number of strokes for each individual player. The total team matchpoint score is not displayed on the scorecard, you must add together all the individual matchpoint scores for a team to determine the team matchpoint score.

To play team bestball with alternate shots

Note You can't play alternate shots with recorded players or with a player you are recording.

- 1 Repeat steps 1 through 6 of the previous procedure.
- 2 On the Team Bestball screen under Scoring, click Alternate Shots to Yes.
The team shares one ball, with the first player on the team taking the first shot, and then the players alternate every shot thereafter.
- 3 Click Next to start the round.

Scorecard Hint If you are playing team bestball with Stroke Play scoring and Alternate Shots, you can see which team is winning by clicking Scorecard on the Views menu. The team score is listed in the fourth column from the left; the winning team has the lowest over- or under-par score listed in the row next to the first player on each team. The team score for each hole is listed in the row next to the first player on each team. The Tot column shows the total number of strokes for each individual player.

Related Topics

[Choosing Players for a Round of Golf](#)

[Playing a Match](#)

[Playing a New Game](#)

[Playing a Skins Game](#)

[Playing with a Recorded Player](#)

[Reading Your Scorecard](#)

[Recording and Naming a Player's Game](#)

[Scoring Overview](#)

[Stroke or Medal Play](#)

Choosing Course Conditions

When you play a [new game](#), you can choose the wind strength, the hardness of the greens, and the condition of the roughs on the course. You can set conditions before you start playing, but not while you are playing.

When you are [recording](#) a player's game or including recorded players in your game, you can't change course conditions from the default settings of No Wind, Normal Greens, and Normal Roughs.

Note During game play, if you set the wind option to either breezy or windy, there will be a small two-part wind gauge which appears in the upper right corner of the Main View screen and in the Shot Info window. The left meter shows the strength of the wind, the right meter shows the direction.

- 1 On the Welcome Screen, click New Game.
- or -
On the Game menu, click Welcome Screen, and then click New Game.
- 2 After you make selections on the New Game screen, click Next.
- 3 On the Game Settings screen, under Conditions, in the Wind list, click Windy, Breezy, or No Wind.
- 4 In the Green list, click Soft, Normal, or Hard.
- 5 In the Rough list, click Short, Normal, or Deep.
- 6 When you've made all your selections on this screen, click Next to start your round.

Related Topics

[Choosing a Course](#)

[Playing a New Game](#)

[Recording and Naming a Player's Game](#)

Choosing Mulligans and Gimmies

If you don't hit the ball the way you wanted to, you can take a mulligan, which allows you to rehit the ball without penalty. If you are within a certain distance of the pin, you can take a gimmie, which lets you put the ball into the hole without putting while adding a stroke to your score.

You can choose to allow mulligans and gimmies in a [new game](#), before starting a round of golf. You are not required to use these options once you've chosen them, but they're always available during a game. Mulligans and gimmies are available when using the [stroke](#) mode of scoring with the gimmie range being noted on your scorecard.

- 1 On the Welcome Screen, click New Game.
- or -
On the Game menu, click Welcome Screen, and then click New Game.
- 2 After you make selections on the New Game screen, click Next.
- 3 On the Game Settings screen, under Scoring, click Mulligans to Yes to allow mulligans during play. If you don't want to allow mulligans, click it to No.
- 4 Click Gimmies to Yes to allow gimmies during play.
- 5 Next to Gimmie Range, click the arrows to set the distance at which gimmies will be allowed. The maximum gimmie range is 72 inches.

Related Topics

[Playing a New Game](#)

[Scoring Overview](#)

[Stroke or Medal Play](#)

Practicing a Hole

Before playing a game, you can practice your shots at any hole on any course that you have installed on your computer. If you choose to practice the entire hole, you can play the hole in the normal manner, or you can focus on your [driving, chipping, and putting](#).

To prepare for practice

- 1 On the Welcome Screen, click Practice
- or -
On the Game menu, click Welcome Screen, and then click Practice.
- 2 In the Practice dialog box, under Players, choose a player and settings.
Click [Edit](#) to make permanent changes to your player's appearance, preferences, and clubs, or click [Create](#) to create a new player to practice with. You can make temporary changes to level, tee, shirt and caddie on the Practice dialog box.
- 3 Under Course, click a [course](#) to play and the hole you want to practice on, and the wind, green, and rough [conditions](#) you want.
- 4 Under Options, in the list, click Play Through, and then choose whether to allow [mulligans](#) and [gimmies](#).
If you allow gimmies, you can take a gimmie after any shot, regardless of the distance to the pin. This is so you can quickly start over if you don't like the way you're playing the hole.
- 5 Click Next.
Microsoft Golf places the ball on the tee at the selected hole.

To practice an entire hole

- 1 Play the hole by driving, chipping, and putting as you normally would. After you've completed the hole, you'll be asked if you'd like to practice the hole again.
If you allow gimmies, you can take a gimmie after any shot to quickly finish the hole.
- 2 Do one of the following:
 - Click Yes to practice the entire hole again.
 - Click No to return to the Practice dialog box.

Related Topics

[Choosing a Course](#)

[Choosing Mulligans and Gimmies](#)

[Creating Players](#)

[Editing Players](#)

[Practicing Your Driving, Chipping, and Putting](#)

[Taking a Practice Swing](#)

Practicing Your Driving, Chipping, and Putting

Before playing a game, you can [practice](#) your shots at any hole on any course that you have installed on your computer. If you choose to practice your driving, chipping, or putting, you can take repetitive shots from the same location or you can click the Advance button in the Swing Control window and move to where your ball landed before you take the next shot.

To practice your driving, chipping, or putting

- 1 On the Welcome Screen, click Practice
- or -
On the Game menu, click Welcome Screen, and then click Practice.
- 2 In the Practice dialog box, under Players, choose a player and settings.
Click [Edit](#) to change your player's appearance, preferences, and clubs, or click [Create](#) to create a new player to practice with.
- 3 Under Course, click a [course](#) to play and the hole you want to practice on, and the wind, green, and rough [conditions](#) you want.
- 4 Under Options, in the list, click Drive, Chip, or Putting.
[Mulligans](#) and [gimmies](#) are only available for the Play Through option.
- 5 Click Next.
If you chose Drive, your ball will be placed on the tee.
If you chose Chip, your ball will be placed on the fringe of the green or within chipping range on the fairway.
If you chose Putting, your ball will be placed on the green.
- 6 On the [toolbar](#), choose the club you want to use and the type of shot.
- 7 Use the Swing Control to take your shot.
Microsoft Golf displays the total distance of the shot, the distance in air, and the distance to the pin, and then returns you to the spot where you took your shot.
- 8 Repeat steps 6 and 7 to continue practicing the shot from the same location.
- or -
Click the Advance button on the toolbar to move to where your ball landed before you take the next shot.

Note The Post Shot Selections dialog box does not appear when you are practicing your driving, chipping, or putting.

To move your ball to another location while practicing

- 1 On the Options menu, click [Drop Ball](#).
- 2 Drag the ball to a different location, and then click OK.

When using the Drop Ball dialog box during practice, you can drag the ball anywhere on the hole.

Related Topics

[Creating Players](#)

[Choosing a Course](#)

[Choosing Course Conditions](#)

[Choosing Mulligans and Gimmies](#)

[Dropping Your Ball](#)

[Editing Players](#)

[Practicing a Hole](#)

[Taking a Practice Swing](#)

Quitting Practice

- On the Game menu, click Welcome Screen. Microsoft Golf quits your practice round. You may now select another mode of play.

Related Topics

[Practicing a Hole](#)

[Practicing Your Driving, Chipping, and Putting](#)

Resuming or Deleting a Saved Game

The Resume feature on the Welcome screen enables you to pick up a game you quit earlier before you finished it. All the settings from that game are retained when you resume it.

Note You can only resume games that were saved while playing Microsoft Golf 3.0.

To resume a saved game

- 1 On the Welcome Screen, click Resume.
- 2 In the Resume dialog box, click the game you want to resume.
- 3 Click OK.

To delete a saved game while playing a game

- 1 On the Game menu, click Delete.
- 2 In the Delete dialog box, click the game you want to delete, and then click Delete.
- 3 If you're sure you want to delete this game, click Yes.
- or -
If you decide not to delete this game, click No to return to the Delete dialog box.
- 4 If you want to delete more than one game, repeat steps 2 and 3.
- 5 When you are finished deleting games, click Close.
You are returned to your game.

To delete a saved game from the Welcome Screen

- 1 On the Welcome Screen, click Resume.
- 2 In the Resume dialog box, click Delete.
- 3 In the Delete dialog box, click the game you want to delete, and then click Delete.
- 4 If you're sure you want to delete this game, click Yes.
- or -
If you decide not to delete this game, click No to return to the Delete dialog box.
- 5 If you want to delete more than one game, repeat steps 2 and 3.
- 6 When you are finished deleting games, click Close.
- 7 In the Resume dialog box, click Cancel.

Related Topics

[Playing a New Game](#)

[Saving and Naming a Game](#)

Clubs and Shot Types

[Choosing a Club](#)

[Choosing a Shot Type](#)

[Setting Up a Custom Shot](#)

Setting Up a Shot

[Using the Shot Info Window](#)

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Views

[Using the Main View](#)

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Taking a Swing

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After Your Shot

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[Saving and Naming a Shot](#)

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Changing Players

[Adding a Player to a Game in Progress](#)

[Removing a Player from a Game in Progress](#)

[Renaming a Player](#)

[Deleting a Player](#)

Saving and Quitting Games

[Saving and Naming a Game](#)

[Renaming a Game](#)

[Quitting Microsoft Golf](#)

Moving or Deleting Files

[Deleting Golf Files](#)

[Backing Up and Transferring Files](#)

Choosing a Club

Before taking a swing, you must decide which club and [shot type](#) to use.

You choose a club on the [toolbar](#). The clubs listed are those that you chose for your player's bag in the [Edit Players](#) dialog box. You cannot change the initial selection of clubs once a game is in progress. The average club distance for the player's level of play is shown in the list next to each club.

To choose a club for your shot

- On the toolbar, in the Club Selection list, choose a club.

The average shot distance for the player's level of play using the selected club is shown next to the club.

The lower-numbered clubs have less loft and hit farther than the higher-numbered clubs. For example, the 2 iron has a lower loft and hits farther than the 9 iron.

To have a club automatically selected

For automatic selection, use your caddie by doing any of the following:

- Before starting a game, in the Edit Players, Preferences dialog box, click Caddie to Yes.
- Before starting a game, on the Game Settings screen, click Caddie to Yes for each player who wants automatic club selection.
- When adding a player to a game in progress, in the Add Player dialog box click Caddie to Yes.

Microsoft Golf chooses a club for you based on the distance to the hole. You are free to change the club selection at any time.

To see average shot distances for all clubs

- On the Help menu, click Club Distances, or press F8.

The Club Distances chart shows the average shot distances for each club at beginner, amateur, and professional levels.

Related Topics

[Choosing a Shot Type](#)

[Setting Up a Custom Shot](#)

Choosing a Shot Type

Before taking a swing, you must decide which [club](#) and shot type to use.

After choosing a club, you can choose a shot type on the [toolbar](#). The shot type affects the swing and how the ball is struck, and substantially affects the results of the shot. An appropriate shot type is already chosen for you. You are free to choose a different shot type if you want to. For more about shot types, see [Lesson 6: Playing Like a Pro](#).

To choose a shot type

- On the toolbar, in the Shot Selection list, choose a type of shot.

Straight The standard shot type. If properly hit, the initial trajectory of the ball is straight.

Chip A variation on the straight shot, typically used with short irons and wedges when the player is close to the green. It is a shorter and more accurate shot than the standard straight shot.

Putt Usually used only on the green and on the fringe of the green.

Draw A variation on the straight shot. It hooks slightly to the left. A draw shot might not hook when you use a short club.

Fade A variation on the straight shot. It slices slightly to the right. A fade shot might not slice when you use a short club.

Custom This shot type lets the player use a special setup for each club.

Related Topics

[Choosing a Club](#)

[Setting Up a Custom Shot](#)

Setting Up a Custom Shot

Use the Advanced Shot Setup window to set up custom shots. The options in this window are designed for experienced players who understand how changes in stance, ball position, club-face angle, and swing-plane angle affect a shot. Subtle differences in these areas add to the realistic feel of Microsoft Golf.

In the Advanced Shot Setup window, you can create individualized setups for all your clubs except the putter. Use each of the [clubs](#) with the other five [shot types](#)--straight, draw, fade, chip, or custom--to create up to 65 possible club/shot-type combinations. You can also adjust your footing or the mechanics of the swing to suit your individual style.

To learn more about creating custom shot types, take [Lesson 6: Playing Like a Pro](#).

To set up a custom shot

- 1 On the [toolbar](#), choose the club you want to use for a custom shot, and then choose the shot type you want to customize.
- 2 On the Views menu, click Advanced Shot Setup.
- 3 In the Advanced Shot Setup window, adjust the position of the ball, the angle of the club face, the swing plane, and your stance.

Ball Set the position of the ball relative to your stance by clicking the up or down button.

Club Face Set your club-face angle by clicking the up or down button.

Swing Plane Set your swing-plane angle by clicking the left or right button.

Stance Set your stance by clicking the left or right button.

If you don't want the changes you made, click Default to restore the settings to their original values.

- 4 If you want a custom shot only for the shot you're about to take, click This Shot Only to Yes. If you want these settings to apply to all your shots, click This Shot Only to No. You can change this setting at any time.
- 5 When the settings are where you want them, either click the Close button in the upper-right corner of the window to close the Advanced Shot Setup window, or drag the window out of the way.

Related Topics

[Choosing a Club](#)

[Choosing a Shot Type](#)

Using the Shot Info Window

Microsoft Golf initially displays within the [Main View](#) window, showing the hole, its par and yardage, the player that is up and the number of shots taken for this player, the distance to pin, the lie, and the [wind direction](#) and strength. You can free up space in the Main View window by viewing this same information in the Shot Info window.

To display the Shot Info window

- On the Views menu, click Shot Info.

To make the information appear in the Main View window again, click the Close button in the upper-right corner of the Shot Info window or, on the Views menu, click Shot Info again.

Related Topics

[Using the Main View](#)

Locating the Flag

Use the Show Flag button on the [toolbar](#) to locate the hole. By watching the flag move from the hole to your ball, and then back to the hole, you can easily find the green and the hole. The Show Flag button works only in [Main View](#).

- On the toolbar, click the Show Flag button.
 - or -
 - Press F9.

The flag moves from the hole to your ball and then back to the hole.

Note Each time you play a hole, Microsoft Golf selects a different position for the cup and flag. Because the cup position for a specific hole is likely to change between games, you can use the Show Flag button when you start each hole to determine where Microsoft Golf located the hole for this round.

Also, if you are on a hole that has a big dogleg, or if you have [rotated your view](#), you may get a warning box that says, "The flag is not visible in the current view." Click OK, and then either hit straight down the fairway or, if you have rotated your view, rotate your view back toward the center.

Related Topics

[Aiming](#)

[Game Quick Keys](#)

Aiming

After you choose a [club](#) and [shot type](#), the next step is to aim your shot. Microsoft Golf provides an Aiming Marker to simplify the process and to help you achieve maximum accuracy.

To learn more about aiming your shot, take [Lesson 1: Aiming Your Shot](#), and watch the [Aim demo](#) by clicking Demos, Aim on the Help menu.

- 1 Move your mouse pointer into the [Main View](#) window, and then hold down the left mouse button to display the Aiming Marker.
- 2 Still holding down the left mouse button, drag the Aiming Marker in the direction you want your shot to take.

As you move the Aiming Marker, Microsoft Golf displays the distance from the ball to the Aiming Marker in the lower-left corner of the Main View window. The difference in elevation between the ball and the Aiming Marker is also displayed, as well as the lie at the Aiming Marker.

- 3 Release the mouse button when the Aiming Marker is in the direction you want your shot to take.

Note The Aiming Marker only helps you aim your shot. Just because the distance shows 330 yards, your ball won't necessarily go that far. Your shot's distance depends on how you use the [Swing Control](#).

Related Topics

[Demos and Lessons](#)

[Taking a Swing](#)

[Using the Main View](#)

Reading the Terrain with the Grid

In addition to the [Aiming Marker](#), Microsoft Golf provides you with a grid to assist in aiming your shot. When you choose to display it, a light-colored grid covers the ground and helps you see contours you might otherwise not distinguish. The grid is particularly useful while you are on or very near a green.

You can display or hide the grid using the Grid button on the [toolbar](#), or you can set the grid in the [Edit Players](#) dialog box so that it is visible at all times, only when you are putting, or only when you are chipping and putting. For more about the grid, see [Lesson 5: How to Improve Your Play](#).

To automatically display or hide the grid

- From the Grid list in the Edit Players dialog box, choose one of these options:
 - Everywhere**, to have the grid displayed at all times
 - Putting & Chipping**, to display the grid when the putt or chip-shot type is selected.
 - Putting**, to display the grid automatically whenever the player is putting.
 - None**, to hide the grid.

To display the Edit Players dialog box, click Create or Edit on the New Game screen whenever you start a new game.

To set the size of the grid

- 1 In the Edit Players dialog box, click Preferences.
- 2 Under Grid, in the list, choose None, Everywhere, Putting, or Chipping & Putting. Click Small Grid to Yes to make the grid cover a smaller area with each option. To display a larger grid area, click Small Grid to No.

To selectively display or hide the grid

- On the toolbar, click the Grid button. When the grid is displayed, the Grid button changes color.
- or -
Press F5 to toggle the grid on and off.

Note Using the Grid button overrides any Grid settings you previously made for the player.

Related Topics

[Aiming](#)

[Editing Players](#)

[Game Quick Keys](#)

[Locating the Flag](#)

[Taking a Swing](#)

Using the Main View

Microsoft Golf provides four ways to view the hole: Main View, [Green View](#), [Top View](#), and [Profile View](#).

The Main View shows the player and the hole from just behind and above the player. For more about views, see [Lesson 5: How to Improve Your Play](#).

To display the Main View window

- On the Views menu, click Main View.

To change the Main View

- 1 On the Options menu, click Main View.
- 2 From the submenu that appears, click Normal, Panoramic, or Expanded.
A check mark appears next to the active view.
- or -
- 1 On the Welcome Screen, click More, and then click Preferences.
- 2 Next to Main View, in the list, choose Normal, Panoramic, or Expanded.

Related Topics

[Using the Green View](#)

[Using the Profile View](#)

[Using the Top View](#)

Using the Green View

Microsoft Golf provides four ways to view the hole: [Main View](#), Green View, [Top View](#), and [Profile View](#).

The Green View shows your shot from behind and above the hole. For more about views, see [Lesson 5: How to Improve Your Play](#).

To display the Green View window

- On the Views menu, click Green View.

To change the Green View

- 1 On the Options menu, click Green View.
- 2 From the submenu that appears, click Normal, Panoramic, or Expanded. A check mark appears next to the active view.
- or -
- 1 On the Welcome Screen, click More, and then click Preferences.
- 2 Next to Green View, in the list, choose Normal, Panoramic, or Expanded.

Related Topics

[Using the Main View](#)

[Using the Profile View](#)

[Using the Top View](#)

Using the Top View

Microsoft Golf provides four ways to view the hole: [Main View](#), [Green View](#), Top View, and [Profile View](#).

The Top View shows an overhead view of the course. You can zoom in on the course for a close-up view of a hole, or zoom out for a view of the entire course. For more on views, see [Lesson 5: How to Improve Your Play](#).

To display the Top View window

- On the Views menu, click Top View.

A flashing white ball marks the location of the current player's ball, and the hole you are playing is marked by a yellow flag.

To zoom the view in or out

- Click the magnifying glass with the plus sign (+) in it.
- Click the magnifying glass with the minus sign (-) in it.

To move the view

- Use the left mouse button to drag the course and move the view of the course.

To restore the original view

- Click Default.

To view information on distances

- Hold down the right mouse button as you move the mouse pointer within the window. The pointer will change into a crosshairs.

The messages "Ball To Cursor" and "Cursor To Pin" and their respective distances are displayed in the upper-left corner of the window. This helps you gauge how far your ball is from the hole.

Related Topics

[Using the Green View](#)

[Using the Main View](#)

[Using the Profile View](#)

Using the Profile View

Microsoft Golf provides four ways to view the hole: [Main View](#), [Green View](#), [Top View](#), and Profile View.

The Profile View shows a cross-section of the terrain between the ball and the pin. Use this window to see how the terrain might affect your shot. For more on views, see [Lesson 5: How to Improve Your Play](#).

To display the Profile View window

- On the Views menu, click Profile View.

The thick colored line shows the profile of the land between the current ball position and the hole. The colors of the line represent the types of terrain. Here's how to interpret the colors:

Dark green Roughs

Medium green Fairways

Light green Greens

Blue Water hazards

Brown Land hazards

Dark gray Cart paths

Light gray Sand traps

The vertical scale shows the total change in elevation (from the lowest point to the highest point) of the terrain between the current ball position and the hole.

The horizontal scale is the distance from the current ball position to the hole.

The information at the top of the Profile View is the vertical distance between the ball and the pin.

To automatically display the Profile View when putting

- In the [Edit Players, Preferences](#) dialog box, under Grid, click Profile When Putting to Yes.

Related Topics

[Using the Green View](#)

[Using the Main View](#)

[Using the Top View](#)

Arranging Windows on the Screen

There are two ways to organize windows on your screen: Layouts and Tile. With Layouts, you can arrange the windows on the screen just the way you want them, and then return to that layout whenever you want. You can either use the preset layouts that came with Microsoft Golf, or you can create your own. With Tile, you can automatically arrange all open windows so that they all fit on the screen with a minimum of overlap.

To set a layout

- 1 Arrange the windows on the screen the way you want them.
- 2 On the Views menu, click Layouts.
- 3 In the Layouts dialog box, click the layout in the list that you want to replace, and then click Save As.
- 4 Next to Name, type a name for the new layout, and then click OK.
- 5 In the Layouts dialog box, click Close.

The next time you use this layout, Microsoft Golf will automatically rearrange the windows on the screen to this arrangement.

To use a layout

- 1 On the Views menu, click Layouts.
- 2 In the list, click a layout, and then click Use.

To tile windows

- On the Views menu, click Tile.
Golf rearranges the windows on the screen so that all are open and available.

Note Turning Captions on or off also allows you to easily move windows around. With Captions turned on, you can drag and drop the windows anywhere you like.

Related Topics

[Changing Game Display](#)

[The Toolbar](#)

Taking a Practice Swing

To practice your swing and the use of the Swing Control, you can move away from the ball and take a practice swing. For details about using the Swing Control, see the topic [Taking a Swing](#). See also [Lesson 2: Getting That Perfect Swing](#).

- 1 On the [toolbar](#), click the Practice Swing button to move away from the ball.
- 2 Click the Swing Control to take a practice swing.
- 3 Click the Practice Swing button again to move the player up to the ball to take a shot.

Related Topics

[Aiming](#)

[Choosing a Club](#)

[Choosing a Shot Type](#)

[Practicing a Hole](#)

[Setting Up a Custom Shot](#)

[Taking a Swing](#)

Taking a Swing

When you have chosen your [club](#) and [shot type](#) and have [aimed your shot](#), you are ready to take a swing.

Use the Swing Control to swing and to set the strength and accuracy of your shot. You can use either a 2-click swing or a 3-click swing. If you're using a 2-click swing, a "2" will appear next to the pointer when it is on the Swing Gauge. If you're using a 3-click swing, a "3" will appear next to the pointer. For a demonstration of these swings, view the [Swing demo](#) on the Help menu. See also [Lesson 2: Getting That Perfect Swing](#).

To drive the ball using a 2-click swing

- 1 Move the mouse pointer to the Swing Control.
- 2 To start your swing, press and hold down the left mouse button.
- 3 When the yellow indicator in the Swing Gauge reaches the green line at 12 o'clock, release the mouse button.

A white line marks the spot where you released the mouse button and indicates the top of your backswing. This determines the power level of your swing. The fill in the gauge continues to the maximum level and then decreases. This is the beginning of your downswing.

- 4 When the indicator reaches the green line at 6 o'clock, click the mouse button again to set the snap. A white line will mark your snap.

The snap is the point in your swing at which you contact the ball, and it greatly affects the accuracy of your shot. If you click after the green 6 o'clock line, you slice your shot; if you click before the green 6 o'clock line, you hook your shot.

To drive the ball using a 3-click swing

- 1 Move the mouse pointer to the Swing Control.
- 2 To start your swing, click the left mouse button.
- 3 When the yellow indicator in the Swing Gauge reaches the green line at 12 o'clock, click the left mouse button again.
- 4 When the indicator reaches the green line at 6 o'clock, click the mouse button a third time to set the snap.

To take a chip shot

When you choose the Chip shot type, the modified Swing Gauge has less range because you use a limited backswing and limited power in a chip shot. You control your shot as you do any other shot: For a 2-click swing, hold down and then release the mouse button to set the backswing and power of the shot, and then click to set the snap. For a 3-click swing, click once to start your backswing, click again to set the top of your backswing, and then click a third time to set the snap.

To putt

When you choose the Putt shot type, you control your shot as you do any other shot: For a 2-click putt, hold down and then release the mouse button to set the backswing and power of the shot, and then click to set the snap. For a 3-click putt, click once to start your backswing, click again to set the top of your backswing, and then click a third time to set the snap. The Swing Gauge is modified when you putt; each tick mark indicates approximately 20 feet of putting power.

Related Topics

[Aiming](#)

[Choosing a Club](#)

[Choosing a Shot Type](#)

[Continuing After Your Shot](#)

Practicing Your Driving, Chipping, and Putting

Setting Up a Custom Shot

Taking a Practice Swing

Continuing After Your Shot

When the ball comes to rest after your shot, the Post Shot Selections dialog box appears. Before you can take your next shot, you must choose one of the buttons on the right side of the Post Shot Selections dialog box. Most of the time, all you have to do is click Continue.

The varying options in the Post Shot Selections dialog box are described below.

Note The Post Shot Selections dialog box is different when you play a Multiplayer game. For more information, see the [Multiplayer](#) topics.

In Air The distance from the ball position before your shot to the point where the ball hit the ground.

Total Total distance the ball traveled. Includes the In Air distance plus any distance the ball bounced or rolled.

To Pin Straight-line distance from the position of the ball after the shot to the hole.

There's also a diagram showing the path of your shot and whether the ball is in front of the pin or behind it.

Lie Displays the kind of terrain on which the ball is resting (such as fairway, rough, green, sand, asphalt, water, and so on).

Next Up Displays the name of the player who is next to tee off or, if all players have teed off, the name of the player whose ball is farthest from the hole.

Replay Click this to view a [replay](#) of your shot. You can view the replay in the [Main View](#) and/or the [Green View](#). The player is not visible during a replay.

Reverse Click this to view a reverse-view replay of your shot. You can view the replay in the Main View and/or the Green View. The player is not visible during a replay.

Save Shot Click this to display the Save Shot dialog box, where you can [save](#) the last shot as a file. You can replay the shot at another time.

Continue Click this to move to your next shot or to the next player up. This button is displayed after every shot unless you hit the ball into a hazard or out-of-bounds.

Mulligan Click this to retake a shot without counting the previous shot on your score. If you chose the [Allow Mulligans](#) option on the Game Settings screen, this button is displayed after every shot.

Gimmie Click this to automatically make the putt and add a stroke to your score. If you chose the [Allow Gimmies](#) option and set a gimmie range on the Game Settings screen, this button is displayed whenever you are on the green and within the gimmie range you set.

Note If you chose the Allow Gimmies option in the Practice dialog box to practice an entire hole, the Gimmie button is displayed regardless of the distance to the hole.

Rehit Click this to rehit from the same spot. An extra stroke will be added to your score. This button is displayed only after your shot has gone out-of-bounds or into a hazard.

Drop Click this to [drop your ball](#) on your next turn. This button is displayed only after your shot has gone into a hazard or out-of-bounds.

Note You can drop the ball at any time by clicking Drop Ball on the Options menu, or by pressing F7.

Help Click this to display the Help table of contents.

Related Topics

[Choosing Mulligans and Gimmies](#)

[Dropping Your Ball](#)

[Replaying a Saved Shot](#)

[Saving and Naming a Shot](#)

[Taking a Swing](#)

Using the Green View

Using the Main View

Dropping Your Ball

If your shot goes into a hazard, comes to rest on a cart path, or has an unplayable lie, you can choose to drop the ball. In Microsoft Golf you can drop the ball at any location on the hole as long as the ball is placed no closer to the hole than its original spot.

If you choose to drop after hitting a shot into a water hazard or out-of-bounds, Microsoft Golf automatically places the ball inbounds, as close as possible to the point where the ball entered the hazard or went out-of-bounds, and no closer to the hole. See also [Lesson 4: Learning the Ground Rules](#).

To open the Drop dialog box

- In the Post Shot Selections dialog box, click Drop.
- or -
In the same dialog box, click Continue, and then, before your next shot, click Drop Ball on the Options menu.

Note Dropping the ball is a one-stroke penalty, with one exception: If you drop from a cart path, there is no penalty.

The Drop dialog box gives you a view of the hole from behind the ball. In the dialog box, click a new location to change the position of the ball. You cannot drop the ball forward of the current lie or place it in a hazard or out-of-bounds. The window contains these options:

New Position Click this to redraw the Drop dialog box after you reposition the ball. Your ball will now be in the center of the window.

Original Lie If you've moved the ball, click this to return the ball to where it entered the hazard or went out-of-bounds. If you click OK after this, no stroke will be added to your score.

Back Up Click this to move the ball back about 20 yards from its present location.

OK Click this to place the ball at the new position and return to the game.

Cancel Click this to return to the game without repositioning the ball. No stroke will be added to your score.

Related Topics

[Continuing After Your Shot](#)

Rotating the Player's View

You can use the Rotate View command to see the terrain around the player or to get another view if your shot is obstructed. When you don't want to [drop the ball](#), rotating the player's view can be helpful for hitting out from behind an obstruction.

- 1 On the Views menu, click Rotate View, or press F6.
- 2 In the Rotate View dialog box, click the left or right arrow in the scroll bar or drag the scroll box to the degree of rotation you want.

The player is aligned with the pin or with the center of the fairway at 0 (zero) degrees. You can always restore the original angle by moving the scroll box back to zero.

- 3 When you reach the desired direction, click OK to rotate the player's view to the degree you specified and to return to the [Main View](#) window.

Note Don't use this command to aim your shotHoAimSht.

Related Topics

[Continuing After Your Shot](#)

[Dropping Your Ball](#)

[Using the Main View](#)

Saving and Naming a Shot

To save a shot, you must name and save it immediately after making it.

- 1 In the Post Shot Selections dialog box, click Save Shot.
- 2 In the Save Shot dialog box, type a name for your shot.
- 3 Click OK to save your shot.
- 4 To continue with your game, in the Post Shot Selections dialog box, click Continue.

For information on replaying your saved shot, see [Replaying a Saved Shot](#).

Related Topics

[Continuing After Your Shot](#)

Replaying a Saved Shot

When you replay the shot, the toolbar shows the [club](#) and [shot type](#) used, and the Main View includes the [Swing Control](#), which displays the backswing and snap settings for the shot.

To replay a saved shot

- 1 On the Welcome Screen, click More, and then click Recorded Shot.
- 2 In the Saved Shots dialog box, click the saved shot you want to view. The player's name, course, hole, and game date are displayed.
- 3 Click OK
After the shot is replayed, the Post Shot Selections dialog box is displayed.

To continue after replaying a shot

- 1 In the Post Shot Selections dialog box, click Replay to view the shot again, or click Reverse to view the shot from a position above and behind the spot where the ball came to rest. Click Continue to return to the Saved Shots dialog box.
- 2 Click another shot to replay, and then click OK, or click Cancel to close the Saved Shots dialog box.

Related Topics

[Continuing After Your Shot](#)

[Saving and Naming a Shot](#)

Adding a Player to a Game in Progress

Note You can only add a player to a game in progress during stroke play. You cannot add players to a skins, match, team bestball, or [Multiplayer game](#) in progress. You also cannot add a [recorded player](#) or [record](#) the added player's game.

- 1 On the Options menu, click Add Players.
- 2 In the Add Player dialog box, click the player you want to add to the current game, and make any changes you want to the Level, Tee, Shirt, and Caddie settings for your player.

Note Changes you make are in effect for the current game only.

You can also click [Create](#) or [Edit](#) to create a new player or to permanently change the settings for an added player.

- 3 To add the player to the current game and return to the game, click OK.

- or -

To return to the game without adding the player, click Cancel.

Note Eight is the maximum number of players for a round. The added player starts on the current hole and hits until he or she catches up with the other players.

Related Topics

[Choosing Players for a Round of Golf](#)

[Creating Players](#)

[Multiplayer Topics](#)

[Playing with a Recorded Player](#)

[Recording and Naming a Player's Game](#)

[Removing a Player from a Game in Progress](#)

[Scoring Overview](#)

Removing a Player from a Game in Progress

Note You can only remove a player from a game in progress during Stroke play. You cannot remove players from a skins, Match, or Team Bestball game in progress. For [Multiplayer games](#), the host can remove a player only during Stroke play.

- 1 On the Options menu, click Remove Players.
- 2 In the Remove Player dialog box, click the player you want to remove from the current game.
- 3 Click Remove.

You can remove more than one player by repeating steps 2 and 3, but at least one player must remain to continue playing the round.

- 4 To remove the player from the current game and return to the game, click OK.

- or -

To return to the game without removing the player, click Cancel.

Tip If you want to keep a record of a removed player's score, [print the scorecard](#) before you remove the player.

Related Topics

[Adding a Player to a Game in Progress](#)

[Deleting a Player](#)

[Multiplayer Topics](#)

[Printing Your Scorecard](#)

[Scoring Overview](#)

Renaming a Player

Note You can only rename a player before starting a [new game](#).

To rename a player

- 1 On the New Game screen, under Available or Selected, click the player you want to rename.
- 2 Click Edit.
- 3 In the [Edit Players](#) dialog box, click Rename.
- 4 In the Rename Player dialog box, type a new name for the player, and then click OK.
- 5 In the Edit Players dialog box, click OK to return to the New Game screen.

Related Topics

[Playing a New Game](#)

[Editing Players](#)

Deleting a Player

If a player will no longer be joining your games, you can permanently delete him or her from the list of available players.

The only time you can delete a player is when you are setting up a [new game](#) or a [practice game](#).

To delete a regular player or a computer player

- 1 On the Welcome Screen, click either New Game or Practice.
- or -
On the Game menu, click Welcome Screen, and then click either New Game or Practice.
- 2 On the New Game screen, under Available or Selected, click the player you want to delete, and then click Edit.
- or -
In the Practice dialog box, under Players, choose the player you want to delete, and then click Edit.
- 3 In the [Edit Players](#) dialog box, click Delete.
- 4 If you're sure you want to delete the player permanently, click Yes.
- or -
To return to the Edit Players dialog box without deleting the player, click No.

Note You cannot directly delete a player who is participating in the current round. You can, however, [remove a player](#) from the current round and then permanently delete the player later.

To delete a recorded player

- 1 On the Game menu, click Delete.
- 2 In the Delete dialog box, click Recorded Player.
- 3 In the list, click the recorded player you want to delete, and then click Delete. If you're sure you want to delete the player permanently, click Yes.
- 4 If you want to delete more than one recorded player, repeat steps 2 and 3.
- 5 Click Close.

Related Topics

[Choosing Players for a Round of Golf](#)

[Editing Players](#)

[Playing a New Game](#)

[Playing with a Computer Player](#)

[Playing with a Recorded Player](#)

[Practicing a Hole](#)

[Removing a Player from a Game in Progress](#)

Saving and Naming a Game

You can save an incomplete game, quit Microsoft Golf, and then [resume](#) playing the game at another time. If you don't save, you will have to start a [new game](#) each time you play Microsoft Golf.

If you [quit](#) or start a new game before completing your round of golf, you'll be asked if you want to save the game. If you click Yes and the game has not already been saved, Microsoft Golf displays the Save As dialog box.

There are two Microsoft Golf commands for saving a game: Save As and Save.

- Use Save As to save and name a golf game for the first time or to rename a previously saved game.
- Use Save to update a game that you are currently playing and have already saved.

To save and name a golf game for the first time

- 1 On the Game menu, click Save As.
- 2 In the Save As dialog box, type a name for the game.
- 3 Click OK.

To save an already-saved game while you are playing

- On the Game menu, click Save.

Note You cannot save a game that has a [recorded player](#) in it. You can save a game in which you are [recording a player's game](#), but when you resume that game, the player's game will no longer be recording.

Related Topics

[Playing a New Game](#)

[Playing with a Recorded Player](#)

[Recording and Naming a Player's Game](#)

[Resuming or Deleting a Saved Game](#)

[Quitting Microsoft Golf](#)

Renaming a Game

- 1 From the Game menu, click Save As.
- 2 In the Save As dialog box, type a new name for the game.

Note When you save a game under a new name, Microsoft Golf saves the current game with the new name and keeps the original game with the old name.

- 3 Click OK.

Related Topics

[Saving and Naming a Game](#)

Quitting Microsoft Golf

1 To quit, do one of the following:

- On the Welcome Screen, click Quit.
- From the Game menu, click Quit.
- Click the X in the upper-right corner of the game window.

2 Microsoft Golf prompts you to save any game that is in progress. Do one of the following:

- To save your game before you quit, click Yes.
- To quit without saving your game, click No.
- To return to your game without saving it, click Cancel.

Note If you are playing with a recorded player, you cannot save the game. Click Yes if you want to quit the game.

Related Topics

[Playing with a Recorded Player](#)

[Saving and Naming a Game](#)

Deleting Golf Files

[Saved games](#), [saved shots](#), and [recorded games](#) are stored as files on your hard disk and remain there until you delete the files. To regain valuable disk space and simplify the lists of saved items, you can permanently delete unused files.

- 1 On the Game menu, click Delete.
- 2 In the Delete dialog box, choose the type of file you want to delete—Saved Game, Saved Shot, or Recorded Player.
- 3 From the list, click the file you want to delete.
- 4 Click Delete.
If you're sure you want to permanently delete this file, click Yes.
- 5 In the Delete dialog box, click Close.

Related Topics

[Recording and Naming a Player's Game](#)

[Saving and Naming a Game](#)

[Saving and Naming a Shot](#)

Backing Up and Transferring Files

With Microsoft Golf, any [saved game](#), [saved shot](#), [recorded player](#), and player file (from any players you [create](#)) can be copied and moved to a different location. This is extremely beneficial if you need to copy your saved Golf files to participate in an online tournament, for example.

To copy files

- 1 Quit Microsoft Golf, and then switch to Windows Explorer or Program Manager.
- 2 Choose the files you want to copy.
 - Saved Games have the .GAM file extension.
 - Saved Shots have the .SHT file extension.
 - Recorded Players have the .RPL file extension.
 - Players have the .PIN file extension.

Saved games other than stroke also have an associated file extension.

- Saved Match Games have the .MG file extension
 - Saved Team Bestball Games have the .BBG file extension.
 - Saved Skins Games have the .SKN file extension.
- 3 Hold down the CTRL key and drag the selected files to their new destination.

To restore or copy files to your hard disk

- 1 Quit Microsoft Golf, and then switch to Windows Explorer or Program Manager.
- 2 Choose the files you want to copy.
- 3 Hold down the CTRL key and drag the selected files to the Microsoft Golf folder or directory.

Note Use the Delete command on the Game menu to permanently delete saved games, saved shots, and recorded games. See [Deleting a Player](#) to permanently delete players.

Related Topics

[Creating Players](#)

[Playing with a Recorded Player](#)

[Recording and Naming a Player's Game](#)

[Saving and Naming a Game](#)

[Saving and Naming a Shot](#)

Multiplayer

Using Multiplayer

Multiplayer is a technology provided with Microsoft Golf that enables you to play a round of golf with your friends over a network or modem. To use Multiplayer, each player must be running Windows 95 or Windows NT 3.51 or higher and must have his or her own copy of Microsoft Golf version 3.0 with the course to be played.

Microsoft Golf 3.0 supports several Multiplayer options which allow games with up to eight people on four different machines. Additionally, you can also chat with other players before, during, and after a game.

Multiplayer has an extensive online Help system. To find out more about how to set up and use Multiplayer, simply click [here](#).

Game Play

[Game Quick Keys](#)

[Golf Web Site](#)

Scorecard and Statistics

[Reading Your Scorecard](#)

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[Installing a Microsoft Golf Championship Course](#)

[Installing an Access LINKS Championship Course](#)

[Installing an Access LINKS 386 Pro Super VGA Championship Course](#)

[Converting an Access or a Microsoft Championship Course](#)

Reference

[Copyright Information](#)

Game Quick Keys

Use these quick keys while playing Microsoft Golf.

To	Press
Exit Microsoft Golf	ALT+F4
Turn the grid on/off	F5
Rotate the view	F6
Drop the ball	F7
Display the Club Distances chart	F8
Spot the pin	F9
Save a current game for the first time (Save As)	F12 or CTRL+A
Save a current game that has been previously saved (Save)	SHIFT+F12 or CTRL+S
Display the Welcome screen	CTRL+N
Use the Swing Control with the keyboard	SPACEBAR
Turn captions on/off	CTRL+SPACEBAR
Print your scorecard	CTRL+SHIFT+ F12 or CTRL+P
Continue your game from the Post Shot Selections dialog box	ALT+C

Related Topics

[Choosing a Club](#)

[Continuing After Your Shot](#)

[Dropping Your Ball](#)

[Locating the Flag](#)

[Playing Microsoft Golf 3.0](#)

[Quitting Microsoft Golf](#)

[Reading the Terrain with the Grid](#)

[Rotating the Player's View](#)

[Saving and Naming a Game](#)

[The Toolbar](#)

Golf Web Site

Click the blue type to connect directly to the official Microsoft Golf Web site.

[Microsoft Golf](http://www.microsoft.com/sports/golf/)

<http://www.microsoft.com/sports/golf/>

Learn some nifty tips and tricks for game play, enter contests and tournaments, and download theme packs and other freebies, including game enhancements.

To open the Web site from the game

- On the Help menu, click Web Site.

Reading Your Scorecard

The scores for all players in the round of golf are automatically recorded on the scorecard.

After the last player finishes the round, the Scorecard window is displayed, with the OK button added at the bottom of the window. Click OK after you have checked and—if you choose to—[printed](#) your score.

To display your scorecard during a game

- On the Views menu, click Scorecard.

There are five versions of the scorecard:

- **Stroke** scorecard
- **Amateur Skins** scorecard
- **Pro Skins** scorecard
- **Match play** scorecard
- **Team Bestball** scorecard

See [Scoring Overview](#) for more about the scoring types.

Related Topics

[Printing Your Scorecard](#)

Displaying Player Statistics

You can display player statistics any time during a game.

To view cumulative totals

- 1 On the Options menu, click Stats.
- 2 In the Stats, Players dialog box, in the name list, choose the player whose statistics you want to display.

Microsoft Golf displays the statistics for the selected player, showing the cumulative totals. Stats will not be updated, however, until you exit the game or finish a round.

Totals

Here's an explanation of the cumulative totals:

Number of Holes Played Total number of holes the selected player has played since being created.

Number of Rounds Played Number of 18-hole rounds completed by the player. The value is calculated by dividing the number of holes played by 18.

Average Score Per Round The player's average score for an 18-hole round. The value is calculated by dividing the total number of shots taken (including penalty shots) by the number of rounds played.

of Holes in One The total number of holes in one made by the player.

Longest Drive (in Fairway) The player's longest drive from the tee that landed and came to rest on the fairway.

Average Drive (in Fairway) The average distance of all drives taken by the player from the tee that landed and came to rest on the fairway.

Total Drives in Fairway The total number of drives taken by the player from the tee that landed and came to rest on the fairway.

% of Drives in Fairway The percentage of all drives taken by the player from the tee that landed and came to rest on the fairway.

Total Greens in Regulation The total number of holes in which the player reached the green using no more than two shots fewer than the par for the hole, as shown in the following table:

Par	Shots to reach green
3	1
4	2 or fewer
5	3 or fewer

% Greens in Regulation The percentage of holes in which the player reached the green using no more than two shots fewer than the par for the hole. The value is calculated by dividing the total number of greens in regulation by the total number of holes played.

Average Putts Per Round The average number of putts taken by the player in an 18-hole round. The value is calculated by dividing the total number of putts by the number of rounds played.

Avg Putts/Hole (All Greens) The average number of putts taken by the player at a hole. The value is calculated by dividing the total number of putts by the number of holes played.

Avg Putts/Hole (Greens In Reg) The average number of putts taken by the player on greens reached in regulation. The value is calculated by dividing the total number of putts on greens reached in regulation by the total greens in regulation.

Total Number of Chip-ins The total number of times the player hit the ball into the hole without the use of the putter.

Avg Chip-Ins Per Round The average number of times in an 18-hole round that the player hit the

ball into the hole without the use of the putter. The value is calculated by dividing the total number of chip-ins by the number of rounds played.

3 Par Distance to Pin The average distance from the ball to the hole after the player's tee shot on a par-3 hole.

Average Drops Per Round The average number of times the player [dropped the ball](#) in an 18-hole round.

Average Rehits Per Round The average number of times the player rehit the ball in an 18-hole round.

Average Mulligans Per Round The average number of times a player took a [mulligan](#) in an 18-hole round.

To view club statistics

- 1 On the Options menu, click Stats.
- 2 In the Stats, Players dialog box, in the name list, choose the player whose statistics you want to display.
- 3 Click Clubs.

Here's an explanation of the clubs statistics:

Avg Dist The average distance hit by the player using the listed club.

% Hit Safe The average number of times the player hit the ball safely (landing on the fairway or green) using the listed club.

Holed Out The average number of times the player hit the ball into the hole using the listed club.

Club A listing of all the clubs available to the player, whether or not the player has ever used the club.

To view average strokes on each par

- 1 On the Options menu, click Stats.
- 2 In the Stats, Players dialog box, in the name list, choose the player whose statistics you want to display.
- 3 Click Strokes.

Here's an explanation of the strokes statistics:

Average Strokes Taken on Par 3s The average number of shots taken on par-3 holes.

Average Strokes Taken on Par 4s The average number of shots taken on par-4 holes.

Average Strokes Taken on Par 5s The average number of shots taken on par-5 holes.

Related Topics

[Choosing a Club](#)

[Choosing Mulligans and Gimmies](#)

[Displaying Course Statistics](#)

[Dropping Your Ball](#)

[Printing and Copying Your Statistics](#)

[Reading the Game Statistics](#)

Displaying Course Statistics

You can display course statistics any time during a game.

- 1 On the Options menu, click Stats.
- 2 In the Stats, Course dialog box, in the name list, choose the course whose statistics you want to display.
Microsoft Golf displays the statistics for the course, summarized for the front nine, back nine, and the entire course.
- 3 Click Back Nine or Front Nine to view the statistics hole by hole for the back nine or the front nine.

Related Topics

[Displaying Player Statistics](#)

[Printing and Copying Your Statistics](#)

[Reading the Game Statistics](#)

Reading the Game Statistics

At the conclusion of a game, Microsoft Golf displays the game statistics in the Stats dialog box.

The players' names are listed on the left, with the player whose statistics are shown highlighted. The [course](#), game date, [course conditions](#), and par are given above the statistics.

Related Topics

[Displaying Course Statistics](#)

[Displaying Player Statistics](#)

[Printing and Copying Your Statistics](#)

Printing and Copying Your Statistics

You can print the [player](#), [course](#), and [game statistics](#) on any printer that is available to your Windows-based system. To make changes to the list of available printers, open your Printers folder (in Windows 95) or use the Printers option in the Windows Control Panel. For information on working with printers, refer to your Microsoft Windows online Help.

To print your statistics

- 1 In the Stats dialog box, click Print.
- 2 In the Print dialog box, click the plus or minus signs to choose the number of copies you want to print.
- 3 Next to Name, choose the printer you want to use.
The printers available depend on the printers that you have connected.
- 4 To change print options, click Options, set your options, and then click OK.
The print options available depend on the printer you are using.
- 5 To print your statistics, click OK.

To copy your statistics to the Clipboard.

- 1 In the Stats dialog box, click Copy.
Your stats are copied to the Clipboard.
- 2 Click OK.
- 3 Switch to the application you want to copy your stats to.
- 4 On that application's Edit menu, click Paste.

Note At the conclusion of a game, Microsoft Golf displays the game statistics in the Stats dialog box. You can both print and copy these stats by using the same procedures as above.

Related Topics

[Displaying Player Statistics](#)

[Displaying Course Statistics](#)

[Printing Your Scorecard](#)

[Reading the Game Statistics](#)

Printing Your Scorecard

You can print the scorecard on any printer that is available to your Windows-based system. To make changes to the list of available printers, open your Printers folder (in Windows 95) or use the Printers option in the Windows Control Panel. For information on working with printers, refer to your Microsoft Windows online Help.

- 1 From the Scorecard window, click Print.
- or -
On the Game menu, click Print Scorecard.
- 2 In the Print dialog box, click the plus or minus signs to choose the number of copies you want to print.
- 3 Next to Name, choose the printer you want to use.
The printers available depend on the printers that you have connected.
- 4 To change print options, click Options, set your options, and then click OK.
The print options available depend on the printer you are using.
- 5 To print your scorecard, click OK.

Related Topics

[Reading Your Scorecard](#)

[Printing and Copying Your Statistics](#)

Changing Game Preferences

You can change Game Preferences, such as Game, Display, and Sound options, at any time during your game.

To change game options

- 1 On the Welcome screen, click More, and then click Preferences.
- or -
From the Options menu, click Preferences.
- 2 In the Preferences, Game dialog box, set the game options, and then click OK.

Game Options

There are four game options, all of which can be changed at any time in the game:

Autoplay from CD Click this to Yes to start Microsoft Golf when the Microsoft Golf CD-ROM is inserted into the CD-ROM drive. Click this to No if you don't want Microsoft Golf to start when the disc is inserted into the CD-ROM drive.

Computer & Recorded Player Delay Click the arrows to change the number of seconds before a recorded player or a computer player begins a shot. There is a minimum of 1 second and a maximum of 9 seconds.

Main View From the list, click Panoramic, Normal, or Expanded.

- Panoramic gives a wide-area, higher view of the section of the hole you are playing.
- Normal gives a normal view of the section of the hole you are playing.
- Expanded is the same as Normal, but a bit wider on the right and left edges of the window.

Green View From the list, click Panoramic, Normal, or Expanded.

- Panoramic gives a wide-area, higher view of the green.
- Normal gives a normal view of the section of the green.
- Expanded is the same as Normal, but a bit wider on the right and left edges of the window.

If you want the settings the way they were before, click Default.

Related Topics

[Changing Game Display](#)

[Changing Game Sound](#)

[Sound Overview](#)

Changing Game Display

At any time, you can adjust the graphics in Microsoft Golf so that your view of the course in Main View is either more or less detailed. When you adjust the graphics, you change the speed of the program. More-detailed graphics make Microsoft Golf run more slowly; less-detailed graphics make it run faster. Depending on the hardware you are using, this can be obvious or hardly noticeable.

To change display options

- 1 On the Welcome screen, click More, and then click Preferences.
- or -
From the Options menu, click Preferences.
- 2 In the Preferences dialog box, click Display.
- 3 Set the display options, and then click OK.

There are eight display options.

Terrain Options

Click the Terrain Options to Yes to provide detailed images of the course, or turn them off to increase the speed of the program.

Texture Terrain Clicked to Yes, this includes texturing that improves the three-dimensional look of the course.

Draw Shadows Clicked to Yes, this includes shadows that improve the three-dimensional look of the course.

Terrain Detail

Click the level of terrain detail you want: High, Medium, or Low. The lower the level of detail, the faster Microsoft Golf will draw the terrain.

Near (0 to 100 yards or meters)

Mid (100 to 300 yards or meters)

Far (300 or more yards or meters)

Sizes

The size options can affect the speed of the game.

Ball In the list, click a larger ball size if you have difficulty seeing the ball and following its path after you hit it.

Flyby In the list, click Large for the maximum window size when displaying the [flyby](#), or click Small to use a small window.

Caption In the list, choose the size captions you want in window and dialog box title bars.

Note To turn the captions on or off, use the Captions button on the [toolbar](#).

If you want any of these settings the way they were before, click Default.

Related Topics

[Arranging Windows on the Screen](#)

[Changing Game Preferences](#)

[Changing Game Sound](#)

[Flybys](#)

[The Toolbar](#)

Sound Overview

Microsoft Golf includes an array of sound effects designed to add another dimension of realism to your game. The game checks your hardware to find the best and most compatible sound driver available. You'll get the highest-quality sound if you have a sound card such as Microsoft Windows Sound System, Sound Blaster, or AdLib.

Microsoft Golf comes with a sound library consisting of digitally recorded ambient sounds captured directly from each of the available courses such as Banff Springs and Harbour Town. Included in this library are background sounds unique to the individual courses in addition to five separate sound schemes, each with a distinctly different voice-over commentary of your game play. All the sounds have been preassigned to play when certain events take place during a game. For example, if you are using the Classic Sounds sound scheme and your shot goes into a water hazard, you hear the sound of the ball splashing into the water and the comment, "I hate it when I do that."

For descriptions of the sound options and how to change them, see [Changing Game Sound](#).

Related Topics

[Changing Game Display](#)

[Changing Game Preferences](#)

[Changing Game Sound](#)

Changing Game Sound

- 1 On the Welcome screen, click More, and then click Preferences.
- or -
From the Options menu, click Preferences.
- 2 In the Preferences dialog box, click Sound.
- 3 Set the sound options, and then click OK.

Sound Effects

While sound effects do not impact the actual game play, they do add to the realism. You can turn the sound effects off or on at any time in the game.

Backgrounds Click this to Yes to hear the sounds you'd expect to hear on a golf course—birds chirping, lawnmowers, crickets, and so on.

Commentary Click this to Yes if you want to hear exclamations and comments that your players make on the course.

All Other Sounds Click this to Yes if you want to hear ambient sounds, such as the club hitting the ball, the ball hitting trees or landing in the sand, and so on.

Commentary

There are five different game-play commentaries:

- **Classic** This commentary features all your favorite sounds from Golf 1.0 and Golf 2.0.
- **Default** This standard commentary closely resembles the Classic scheme, but is just a little more traditional.
- **Attitude** The dialogue here consists of amusing catch phrases, wisecracks, and snappy retorts.
- **Tournament** This narration has a whispering announcer critique your every shot as the gallery reacts in the background.
- **Comedy** For this commentary, put your ego aside as a comedic announcer tees off on your game.

If you want the settings the way they were before, click Default.

Related Topics

[Changing Game Display](#)

[Changing Game Preferences](#)

[Sound Overview](#)

Installing or Converting Championship Courses

Microsoft Golf comes with two championship courses: Banff Springs in Alberta, Canada, and Harbour Town in South Carolina. You can purchase additional courses or convert championship courses that are not Super VGA resolution to the higher resolution used in Golf 3.0.

After you have properly installed or converted a course, the next time you run Golf 3.0, the name of the course will be included in the Course list on the [New Game](#) screen.

To play additional courses, do any of the following:

- Order additional championship courses for Microsoft Golf 3.0 from Microsoft or from Access Software. (See address and phone numbers below.)
- Install LINKS 386 Pro Super VGA Championship Courses by Access Software.
- Convert championship courses for use with Golf 3.0.

Any championship courses that are not Super VGA resolution must be converted to the higher resolution used in Golf 3.0. Course files with the CRS file extension must be converted before being played in Microsoft Golf 3.0. Courses with the CRH file extension do not need to be converted.

When you install Golf 3.0, the conversion program is automatically installed and the Course Converter icon is added to your Microsoft Games program group.

Access Software releases a new course approximately every other month. To receive information or to order additional courses, call Access Software, Inc., at 1-800-800-4880 or 1-801-359-2900 from 9 A.M. to 5 P.M. (mountain standard time), Monday through Friday. You can also write to Access Software, Inc., 4910 West Amelia Earhart Drive, Salt Lake City, UT 84116. The Access Software Inc. Web site is located at <http://www.accesssoftware.com/> The site lists all courses that are available.

Related Topics

[Choosing a Course](#)

[Converting an Access or a Microsoft Championship Course](#)

[Installing a Microsoft Golf Championship Course](#)

[Installing an Access LINKS Championship Course](#)

[Installing an Access LINKS 386 Pro Super VGA Championship Course](#)

[Playing a New Game](#)

Installing a Microsoft Golf Championship Course

Follow the installation instructions that come with the course disks (or with the CD-ROM disc), and install the course in the same folder or directory as Microsoft Golf 3.0.

If the course is not Super VGA resolution, you will need to convert it to the higher resolution used in Golf 3.0. For more information, see [Converting an Access or a Microsoft Championship Course](#).

Related Topics

[Installing or Converting Championship Courses](#)

[Installing an Access LINKS Championship Course](#)

[Installing an Access LINKS 386 Pro Super VGA Championship Course](#)

Installing an Access LINKS Championship Course

- 1 On the Start menu, point to Programs, and then click MS-DOS Prompt to DOS.
- 2 At the DOS prompt, follow the installation instructions that come with the course disks, and install the course in the same directory as Microsoft Golf 3.0.

If the course is not Super VGA resolution, you will need to convert it to the higher resolution used in Golf 3.0. See [Converting an Access or a Microsoft Championship Course](#) for information on converting the course.

Related Topics

[Installing a Microsoft Golf Championship Course](#)

[Installing an Access LINKS 386 Pro Super VGA Championship Course](#)

[Installing or Converting Championship Courses](#)

Installing an Access LINKS 386 Pro Super VGA Championship Course

- 1 On the Start menu, point to Programs, and then click MS-DOS Prompt.
- 2 At the DOS prompt, follow the installation instructions that come with the course disks, and if a Microsoft Golf 3.0 selection is available (be sure that it specifies version 3.0), choose that option for the installation. If there is no selection available for Microsoft Golf 3.0, choose the LINKS 386 Pro option for installation. In either case, make sure that you install the course in the same folder or directory as Microsoft Golf 3.0.

Note The LINKS Super VGA Championship Course, Innisbrook, will not work with Golf 3.0.

Related Topics

[Converting an Access or a Microsoft Championship Course](#)

[Installing a Microsoft Golf Championship Course](#)

[Installing an Access LINKS Championship Course](#)

[Installing or Converting Championship Courses](#)

Converting an Access or a Microsoft Championship Course

You'll have to convert some courses (courses that have the CRS file extension) if you want to use them with Golf 3.0. Golf 3.0 will notify you if such courses are present when you start a [new game](#). If you receive such a message, you must convert the course or courses if you want to use them with Microsoft Golf 3.0.

To start the Course Converter in Windows 95

- Click the Start button on the Windows taskbar, point to Programs, point to Microsoft Games, and then click Course Converter.

To convert a course

- 1 In the Course Converter dialog box, click Browse. In the Source File dialog box, use the Folders or Directories list and the Drives list to locate the file for the course you want to convert.
If you know the full path and file name of the course, you can type it in the Source File box instead of choosing Browse.
- 2 From the File Name list, choose the name of the course or type it in the File Name box.
The file name of a championship course that can be converted has a .CRS file extension.
- 3 Click OK.
The path and file name of the course appear in the Source File box and the file name of the converted course appears in the Destination File box.
- 4 Click Convert.

The course is converted, and the new file (with the .CRH file extension that designates it as a high-resolution course) is placed in your MSGOLF3 folder or directory. The Course Converter program does not delete the original course files. To free up hard-disk space, you might want to delete the original files (with the CRS file extension) after completing the conversion.

Related Topics

[Playing a New Game](#)

[Installing a Microsoft Golf Championship Course](#)

[Installing an Access LINKS Championship Course](#)

[Installing an Access LINKS 386 Pro Super VGA Championship Course](#)

[Installing or Converting Championship Courses](#)

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Questions About the Game

[Game-Play Questions](#)

[Game-Speed Questions](#)

[Memory Questions](#)

[Multimedia Questions](#)

[Multiplayer Questions](#)

[Sound Questions](#)

[Video Questions](#)

Game-Play Questions

Q: When I choose the Caddie Wizard check box, Microsoft Golf sometimes seems to pick the wrong club during a game, and my shots are too short or too long. Why?

A: Microsoft Golf chooses a club based on the distance from the ball to the pin. It does take into account the lie of the ball, differences in elevation, wind strength, and direction. For example, the Caddie Wizard tends to go up two clubs when in the rough. However, the Caddie Wizard's choice is simply a recommendation and cannot be counted on to be exactly correct for each shot. You are always free to choose another club if you want to.

Q: Why isn't the golfer visible during a replay?

A: The extra memory required to display the golfer during a replay would make the process considerably slower. It also makes it easier to see the shot without the golfer obscuring the view.

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

A: There are six pin positions randomly placed on each green.

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

A: Rough terrain decreases the distance by 20 percent; sand decreases the distance by 30 percent.

Q: Is there a difference in strength between the female and male players in Microsoft Golf?

A: There is no difference in strength between female and male players, as long as both are playing at the same level (pro, amateur, or beginner).

Q: Why do the graphics sometimes appear streaked in the lower-left or lower-right corner of the screen?

A: The distance from your perspective to the player is approximately 30 feet, or 9 meters. If there is a hill, or a drop in the terrain between you and the player (for example, when the player is in a sand trap), the terrain is cut away so that you can see the player completely. The cut in terrain accounts for the streaked graphics.

Q: Why does a player sometimes appear to be standing on water?

A: Since all the players in Microsoft Golf are right-handed, they will always be displayed level and to the left of the ball. For this reason, the player might appear to be standing on water if the ball is situated with a water hazard on the left.

Game-Speed Questions

Q: Why is Microsoft Golf running so quickly (or so slowly) that I can't use the Swing Control with any precision?

A: When Microsoft Golf starts up the first time, the program profiles your system. If the profile isn't done, or is done incorrectly, the game might run too quickly or too slowly. To correct this, reinstall Golf.

Q: How can I make the program run faster?

A: Because of its photo-realistic scenery and multimedia features, Microsoft Golf requires a computer with at least a 486/66 MHz central processing unit. A Pentium processor is recommended. If you want to try speeding up your computer, you can:

Use less Terrain Detail in the Display Options screen.

In the Display Options screen, turn off the Draw Shadows and/or Texture Terrain options.

Close all Golf windows that you are not using.

Close all other Windows-based applications.

Turn off some or all sound effects in the Sound Options screen.

Run in 16-bit rather than 256 colors.

Install as many sounds to your hard drive as possible.

Q: Why does Golf sometimes run faster than at other times?

A: There could be many factors involved. Your computer might be low on available memory or involved in other tasks. Reading from your CD-ROM drive might occasionally slow down the game. For information about optimizing the performance of your CD-ROM drive, see your Windows 95 online Help or documentation.

Q: When I start a new hole, why does the first screen draw more slowly than the next screen?

A: When starting a new hole, Golf takes longer to render the scenery for the very first screen because the entire hole is being loaded into memory. For each subsequent screen, however, the time between scenery renderings should be considerably less.

Q: When I switch back to Microsoft Golf from another program, the Swing Control is sometimes jerky and difficult to use. Also, the golfer's swing is not smooth and the ball sometimes pauses while in flight. Why does this happen, and how can I fix the problem?

A: Windows conducts a lot of memory management when you switch between programs, and your computer could be low on memory when you first switch back to Golf. You might be able to reduce or eliminate the slowness in play by adding more memory to your computer. You can also close any programs that you are not using and refrain from switching between programs when you are playing Golf.

If your computer is on a network, another application or a background process could be affecting your computer's performance.

For information about how to make Windows run faster, refer to the Windows 95 online Help or documentation.

Memory Questions

Q: How much memory do I need to run Microsoft Golf?

A: You need a minimum of 8 MB of RAM. However, Golf needs between 33-40 MB of total memory to launch, with the extra memory coming from the hard disk (Virtual Memory). This means that an 8 MB machine needs at least a 25 MB paging file (Virtual Memory swap file) to launch Golf. A 32 MB machine needs between 1-8 MB of Virtual Memory. So a minimum install of Golf, on an 8 MB machine, will require about 50 MB of disk space (25 MB paging + 25 MB Program Files). If Golf is running slowly, close any other open programs before playing the game. Other programs use the available memory, causing Golf to run much more slowly.

Q: How much memory can Microsoft Golf use?

A: Golf can use as much RAM as you can make available. Additional available RAM will decrease the time it takes to render graphics in addition to smoother overall game play.

Multimedia Questions

Q: What should I do if I get an error message telling me that files have been deleted or corrupted when I try to play an .AVI file (a flyby, tip, swing demo, aim demo, or course tour)?

A: Reinstall Microsoft Golf.

Q: What should I do if I get an error message "Crucial files are missing, please reinstall Microsoft Golf" when I try to play an .AVI file?

A: First, check to see if the Microsoft Golf CD is in the CD-ROM drive. If it is, then open the MSGLFCRS.INI file in your Golf directory using Notepad or another text editor. Verify that the complete path to the .AVI file is correct for the entry string NewFlyByPath. The path should include the drive letter to your CD-ROM drive and the .AVI filename. There should be a separate NewFlyByPath in the INI for every course that is installed.

Also, if it is an add-on course, you may need to insert that CD.

If you have changed the drive letter for your CD-ROM drive, edit the NewFlyByPath entry string in the MSGLFCRS.INI to reflect those changes.

- or -

Reinstall Golf.

Q: How do I optimize my CD-ROM drive?

A: To optimize your CD-ROM drive, do the following:

- 1 First, click the Start button and then point to Settings.
- 2 Click Control Panel and then double-click the System icon.
- 3 On the Performance tab of the System Properties dialog box, click the File System button.
- 4 On the CD-ROM tab of the File Systems Properties dialog box, change the settings to optimize your CD-ROM drive. See your Windows 95 online Help or documentation for instructions on how to change the settings.
- 5 Click OK.

Q: Why don't I hear the MIDI music while viewing a flyby?

A: First, make sure that your speakers or headphones are connected properly to your computer, and that the volume is turned up. Be sure that you have a MIDI driver installed and that your sound card is set at an adequate volume to make the sound audible. For information about installing and configuring the required drivers and adjusting the volume levels, refer to your sound card, CD-ROM, or MIDI device documentation. For information about installing drivers, changing properties, and setting volume levels, see your Windows 95 online Help or documentation.

If you see a message telling you that the MIDI files can't be found or are corrupted, open the MSGLFCRS.INI file in a text editor and make sure that the paths to the MIDI files are complete and correct, or reinstall Microsoft Golf.

Q: When I play a video, the sound isn't synchronized with the picture. Why is this happening?

A: Some CD-ROM drives are not fast enough to keep the sound and the picture synchronized. Be sure that your CD-ROM drive performance is optimized and that your sound drivers are updated. Try stopping then restarting the video or changing the Flyby size to small in Preferences. For information about checking which sound drivers are installed as well as how to optimize your CD-ROM drive, see your Windows 95 online Help or documentation. For more information about sound drivers, see [Sound Questions](#).

Multiplayer Questions

Q: When I start a new game as the host, some of the players' names are shown in gray, and I can't add them to the game. Why?

A: These players are not available because they are missing some component needed to play. The most likely reason is that the course you are using isn't installed on your opponents' computers.

Q: I am hosting a game, but I still can't remove a player. Why?

A: A host can only remove a player from a Stroke game. The player must be on the screen, but not yet taking a swing for the host to remove him/her.

Q: Why is it that each time someone quits or loses a connection, the game ends for everyone else?

A: If a user quits or loses connection in any game other than Stroke, the game will end for everyone.

Sound Questions

Q: Why don't I hear any sound?

A: To hear sound, you must have a sound card, speakers or headphones, and proper sound drivers installed on your computer. If you have the proper equipment and settings and still can't hear any sound, verify that you can play sound in Windows 95 by doing the following:

- 1 Click the Start button, point to Settings, and then click Control Panel.
- 2 Double-click the Sounds icon.
- 3 Under Events, click an event that has a loudspeaker icon next to it.
- 4 In the Name text box, be sure that the three-letter file extension is ".WAV".
- 5 Under Preview, click the play button. You should hear a sound.

Q: I can play a sound from the Control Panel and other Windows-based applications, but why don't I hear any sound when I am playing Microsoft Golf?

A: For you to hear sound, the Golf sound options must be turned on. To turn the sound options on, click Preferences from the Options menu and then click Sound. On the Sound screen you can turn Background, Commentary, and All Other Sounds to Yes.

If the sound options are turned on, a memory conflict might occur. See your Windows 95 online Help or documentation about increasing the size of your system's swap file and using a clean-boot configuration to try to resolve the conflict.

If you still can't hear sounds during game play, uninstall Golf and then reinstall it. If this does not solve the problem, see your Windows 95 online Help or documentation about changing multimedia properties and using the Device Manager.

Q: Why does Microsoft Golf hesitate whenever a sound occurs?

A: The program sometimes takes a few seconds to load a sound. If the sound files are on your CD-ROM disc, you might be able to reduce or eliminate the hesitation by reinstalling Golf and installing the sound files on your hard disk. In Windows 95 you can also optimize the way programs are read from your CD-ROM disc. See your Windows 95 online Help or documentation for more details.

Q: What types of sound files will play in Microsoft Golf?

A: The game can use 8-bit, 16-bit mono, and 16-bit stereo .WAV files. The sample rates can be from 11 kHz to 44 kHz.

Q: I used to be able to edit the sound schemes, now I can't. Can I still do this for Golf 3.0?

A: Yes, you still can edit the sound schemes. Simply go through the following procedures.

- 1 Locate the golf folder in Windows Explorer. If you installed in the default location, the path is C:\Program Files\Microsoft Games\Golf 3.0
- 2 In the golf folder, find the file called "msglfsnd.ini".
- 3 Make a backup of this file by copying it to the Clipboard, then pasting it back into the folder. This will create a file called "copy of msglfsnd.ini." (If you don't like your new sound scheme, or make a mistake, you can restore the backup simply by renaming it "msglfsnd.ini".)
- 4 Select "msglfsnd.ini" again, and double click it to open it using WordPad (or another text editor). Notepad will not work.
- 5 At the top of the INI file is a list of your sound schemes, headed "[SoundSchemes]". Add the title for your sound scheme to this list, below where it says "Comedy=1". Add the "=1" to your sound scheme title. Example: "My Scheme=1".
- 6 Below the list of titles is a section headed "[Default]". Use the mouse to highlight this entire section, beginning with the heading "[Default]" and stopping with the line that begins "131=..."

Note If you'd like to base your new scheme on a different scheme than Default, you can highlight

another scheme in the same manner.

- 7 Copy this highlighted section to the Clipboard. Scroll down to the very end of the file. Click at the end to put the input cursor there. Paste the text from the clipboard.
- 8 At the top of the pasted-in text, change "[Default]" to the same title you chose in step 5. Include the brackets, but don't include the "=1" used in step 5. Example: "[My Scheme]".
- 9 You are now ready to build your custom sound scheme! The sound scheme consists of 131 entries. Each entry takes the following form:

`#=PATH TO SOUND FILE\FILENAME.WAV<Description of what event triggers this sound>`

Simply change the PATH TO SOUND FILE\FILENAME.WAV so that it points to the WAV file you wish to play when this sound is triggered. Don't change anything up to and including the equals sign or after the "<" sign.

Note Many events have more than one sound effect; Golf 3.0 chooses randomly from all the sounds triggered by a particular event. Also, commentary sounds have both male and female versions, indicated by "(M)" or "(F)" at the end of the event description.

If you don't want any sound to be played by a certain event, you can make the path for that event point to nothing. The schemes provided in Golf do exactly this for some sounds.

- 10 When you are done, save the file as a text file. Your new sound scheme is now available in the Preferences dialog, Sound tab.

Video Questions

Q: When I try to start Microsoft Golf, I get the following message: "Microsoft Golf requires a video driver that supports at least 256 colors." Why can't I run Golf?

A: Your computer system is not running Windows in high enough resolution for Golf. To run Golf 3.0, your system must support at least a 256-color display or higher. Most video cards are capable of running in 256-color mode, but they require the proper video driver to do so. Contact your video-card manufacturer or your computer dealer for information on video drivers for 256-color mode.

Q: I am seeing flashing or distorted colors. Why?

A: On some systems, there might be a slight difference in the system palette colors which can cause flashing or distorted colors when using 256 colors. In general, switching your system's color from 256 colors to 16-bit color will alleviate this problem.

Q: Why can't I play the flybys?

A: A typical Windows 95 or Windows NT installation can play .AVI files (the file type used for flybys). However, some installs may not have included the INDEO video drivers to support video playback. Microsoft Golf includes the INDEO drivers on the CD-ROM packaged with the game and these should be installed during a normal setup. If you experience problems, however, try reinstalling Golf.

9/4/96 note from ST: These topics consist of the lesson popups called from getstart.rtf. TOC is included here for reference only. Can be deleted later.

Golf Lessons

#1 Aiming Your Shot

#2 Getting That Perfect Swing

#3 Putting Your Golf Party Together

#4 Learning the Ground Rules

#5 How to Improve Your Play

#6 Playing Like a Pro

#7 Struttin' Your Stuff

Lesson 1: Aiming Your Shot

The Aiming Marker

The Aiming Marker is a red-and-white-striped pole. You use it to set the intended direction of your shot.

To display the Aiming Marker

- In the Main View window, press and hold down the left mouse button.
Microsoft Golf displays the Aiming Marker.

Note The golfer is not visible when you are using the Aiming Marker.

Remember that your shot's success depends on a variety of factors, such as the type of shot you take, its strength and accuracy, and your club selection, so your shot might not always go where you aim it.

Tip For a visual example of how to use the Aiming Marker, view the Aim demo on the Help menu.

Setting the Aim

You set your aim by moving the Aiming Marker to a new position.

To move the Aiming Marker

- Drag the mouse while holding down the left mouse button.

As you move the marker, these data appear in the lower-left corner of the window: the distance from the ball to the marker, the difference in elevation between the ball and the marker, and the lie at the marker.

When you set your aim, you are setting it along a line that starts at the ball and goes through the Aiming Marker.

To set the aim

- When you have placed the marker where you want it, release the mouse button to set the direction of the shot.

The Aiming Marker disappears and the golfer reappears.

Putting It All Together: Aiming Your Shot

- 1 Move the mouse pointer into the Main View window.
- 2 Hold down the left mouse button to display the Aiming Marker.
- 3 Drag the marker in the direction that you want the shot to take.
- 4 Release the mouse button when the Aiming Marker is in the direction you want the shot to go.

Tips on Aiming Your Shot

Explore the hole with the Aiming Marker, observing the information in the lower-left corner of the window to determine the distance, elevation differences, and type of lie at the marker.

The Aiming Marker is used only to set the direction of the shot. The distance from the ball to the marker does not have any effect on the distance of your shot. The position of your shot depends on the type of shot, its strength and accuracy, and your club selection.

Click the Flag button on the toolbar, or press F9, to find the direction to the hole before you aim.

- Use the Profile View and the grid to determine how you should modify your aim to account for the terrain.
- Use the Top View to see the layout of the hole and to determine where you should aim.

Note By default, the Aiming Marker will always be aligned left of the flag so be sure to check your aim for each shot.

Lesson 2: Getting That Perfect Swing

Practicing Your Swing

If you are playing a game, click the Practice Swing button on the toolbar to move away from the ball and to practice your swing without hitting the ball.

Later, you can click the Practice Swing button again to move up to the ball, hit it, and see the result of your swing.

If you are practicing a hole, go through this lesson once with the Options in the Practice dialog box set to Play Through. You can return to this lesson later with the Options set to Drive, Chip, or Putting. To learn more about practicing, see the topic “Practicing a Hole” in Getting Started.

The Swing Control

You use the Swing Control to take a swing. The Swing Gauge is part of the Swing Control.

You click the **Swing Control** to take and control the swing.

You use the **Swing Gauge** to determine the strength and accuracy of your shot.

Note You can click anywhere in the Swing Control, but if you place the mouse pointer in the middle, it will not obscure any part of the Swing Gauge. You can also drag the Swing Control to any place in the window.

To move the Swing Control

- 1 Place the mouse pointer over the double-headed arrows in the lower-right corner of the Swing Control.
- 2 Click and hold down the left mouse button.
- 3 Drag the Swing Control to the desired location.
- 4 Release the left mouse button to place the Swing Control at the new location.

The Theory Behind Your Swing

- The Swing Gauge represents your swing.
- The filling of the gauge is your backswing.
- The strength of your shot is set at the top of your backswing, where you begin your downswing.

Setting the Strength of the Swing

For a 2-click swing, when you set the pointer on the Swing Control and hold down the left mouse button, you start your backswing and the Swing Gauge starts to fill clockwise from the bottom.

The gauge will fill, indicating your backswing. You set the strength of your shot by releasing the mouse button during the backswing, at the point where you start your downswing. When you release the mouse button, a white marker appears at the top of the fill, marking the strength of your shot.

The gauge continues to fill. When it reaches the maximum position (your full backswing), the gauge fill decreases and your swing begins.

A normal-strength swing occurs when the gauge is filled to the yellow marker at the 12 o'clock position.

A swing made with the fill to the left of the marker is a weaker-than-normal swing.

A swing made with the fill to the right of the marker, into the red section of the gauge, is a stronger-than-normal swing.

Tip View the Swing demo on the Help menu to see the Swing Gauge in action.

Setting the Snap of the Swing

The snap controls the accuracy of the swing. This is the point in your swing at which you hit the ball.

You set the snap by clicking the mouse button while the fill in the Swing Gauge decreases (your downswing). When you click the mouse button, a white marker shows the snap of the swing.

A normal snap (a straight shot) occurs when the fill in the gauge has decreased to the yellow marker at the 6 o'clock position.

When you click with the fill to the left of the marker (an early snap), the shot hooks to the left.

When you click after the fill has moved to the right of the marker (a late snap), the shot slices to the right.

Using a Three-Click Swing

You might find it easier to set the backswing, take a downswing, and set the snap using a 3-click rather than a 2-click swing.

With a 3-click swing, you start your backswing in the same way: Place the pointer on the Swing Control, but instead of clicking and holding down the left mouse button, simply click. The Swing Gauge starts to fill.

When the fill in the gauge is at the point where you want to start your downswing, click the left mouse button again to set the strength of your shot.

When the fill is near the bottom of the gauge, click the left mouse button a third time to set the snap.

To change your Swing Control from a 2-click to a 3-click swing

- 1 On the Welcome screen, click New Game.
- 2 On the New Game screen, in the Available or Selected list, click the player whose swing you want to change, and then click Edit.
- 3 In the Edit Players dialog box, click Preferences.
- 4 Under Swing Control, click 3 Click.
- 5 Click OK.

You are returned to the New Game screen.

Note The mouse pointer will change to show whether you're using a 2 or 3 click swing when you place the pointer over the Swing Control. When using a 2-click swing, the pointer will have a small 2 next to it. For a 3-click swing there will be a 3.

Taking a Chip Shot

When you choose Chip from the Shot Selection list on the far right side of the toolbar, the appearance of the Swing Gauge changes. To symbolize the difference in chipping in comparison to other shots, the Swing Gauge will have a smaller swing rotation with no 12 o'clock marker. Additionally, there will be no red, stronger than normal, section on the Swing Gauge.

The Chip Shot Swing Control. The change in the Swing Gauge reflects the smaller swing when you are chipping. The procedure for taking a swing is still the same: Hold down and then release the mouse button to set the power of the shot, and then click to set the snap.

Putting

When you choose Putt from the Shot Selection list on the far right side of the toolbar, the appearance of the Swing Gauge changes to reflect the difference in putting in comparison to other shots. While the Swing Gauge maintains the same swing rotation as a standard shot, there will be small dots on the outermost edges of the gauge with each mark indicating approximately 20 feet of putting power on a normal sized green. Additionally, there will be no 12 o'clock marker.

The Putt Swing Control. When you are putting, you control your shot as you do any other shot: Hold down and then release the mouse button to set the power of the shot, and then click to set the snap.

Use a short backswing for a 2-foot tap in.

A powerful putt might go 50 feet (15 meters) on a normally hard, flat green.

Tips on Taking a Swing

- When driving, try to start your backswing (top mark) at the 12 o'clock position and the snap (bottom mark) at the 6 o'clock position. You can drive farther by going past the 12 o'clock position, but any error in your snap will cause a poorer-than-normal shot.
- Practice your swing before you take your shot by clicking the Practice Swing button on the toolbar.
- The perfect swing won't help if your aim is off. Always aim your shot before you swing.

Lesson 3: Putting Your Golf Party Together

Where's the Game?

Where you can play depends on which courses you have installed. All installed courses are listed in the Course list on the New Game screen.

- 1 From the Course list, choose the course you want to play.
- 2 Choose whether you are going to play a full 18-hole round or just the Front Nine or Back Nine.

Who's Going to Play?

Everyone who has played before is available to play unless you have deleted a player.

The players who played in the last game are shown in the Selected list. All other players are listed in the Available list.

- Regular players have a white golf ball next to their names.
- Recorded players have a camera next to their names.
- Remote players have a satellite dish next to their names.
- Computer players have a computer next to their names.

A regular player is a player whom you control. A recorded player is a recording of a player's game in a previous round. A remote player is a player connected by Multiplayer. A computer player is a player that the computer controls. Recorded players are listed only if the Show Players option under Recorded Players is set to Yes, and computer players are listed only if the Computer Players option is set to Yes.

New Competition

To add a new player to the list of available players, you must create a new player.

- 1 On the New Game screen, click Create.
- 2 In the New Player dialog box, type a name for the player, select either normal or computer, and then click OK.
- 3 Use the options in the Edit Players dialog box to specify the skill level and preferences for the new player, and then click OK

Microsoft Golf displays the New Game screen again, with the new player included in the Available list.

Who's In?

Only the players shown in the Selected list are included in the game. You can have up to eight players in your golf party.

To add a player to your golf party

- 1 Choose the name of the player from the Available list.
- 2 Click Add.

The player's name is moved to the Selected list.

To remove a player from your golf party

- 1 Choose the name of the player in the Selected list.
- 2 Click Remove.

The player's name is removed from the Selected list and returned to the Available list.

Almost Ready!

Before heading out to the links, you can change any player's current settings.

- 1 Choose the player whose settings you want to change from either the Available or the Selected list.
- 2 Click Edit.
- 3 Make changes to the appearance, clubs, preferences, and profile (computer players only) settings in the Edit Players dialog box.

Once you're on the course, you cannot change a player's preferences, such as skill level and tee, or club selection.

- 4 Click OK.

Microsoft Golf displays the New Game screen again. The new settings for the player will be used in all future games.

Off to the Tee

You now have a golf party and it's time to tee off.

- 1 On the New Game screen, click Next to display the Game Settings screen.
The members of your golf party are listed, along with their skill level, tee, shirt color, use of a caddie to help select clubs, and whether the game is to be recorded.
Changes made here apply to the upcoming game only and will not affect the player's settings in future games.
- 2 Choose the type of scoring you want. For details on scoring, see "Scoring Overview" in Getting Started.
- 3 Set the type of course conditions you want, such as strength of wind, condition of greens, and length of rough.
- 4 Choose Next to move up to the tee and start your game, or click Back to return to the New Game screen and change the golf party.

Playing with the Same Old Gang

If you are going to play with the same players who were in the previous game, and no one wants to change game settings, you can bypass the New Game and Game Settings screens.

- On the Welcome Screen, click Quick Start.

Your golf party is ready for immediate tee off.

Late Again!

A late arrival can join a Stroke game in progress.

- 1 On the Options menu, click Add Players.
- 2 In the Add Player dialog box, choose the player from the list.

You can modify the player's settings by clicking Edit and then making changes in the Edit Players dialog box. You can also create a new player by clicking Create, typing a name in the New Player dialog box, and then choosing the player's settings in the Edit Players dialog box.

Note If no players are available to add to the game, a dialog box will appear asking if you would like to create a new player. Click Yes to create a new player, or No to resume your game.

- 3 In the Add Player dialog box, make any changes to the player's skill level, tee, shirt color, or use of a caddie that you want for this game only, and then click OK.

Microsoft Golf adds the player to the golf party at the current hole.

Called Away

You can remove a player from the golf party during a Stroke game.

- 1 On the Options menu, click Remove Players.
- 2 In the Remove Player dialog box, choose the player to be removed.
- 3 Click Remove, and then click OK.

Microsoft Golf removes the player from the game at the current hole.

Lesson 4: Learning the Ground Rules

When Ground Rules Apply

The ground rules apply in the following circumstances:

- Hitting into a hazard
- Hitting onto a cart path or service road
- Hitting out-of-bounds
- Hitting into an unplayable lie

Hitting into a Water Hazard

When you hit into a water hazard, you have two choices:

- Rehit the ball.

You can rehit the ball from the spot where you initially took the shot. There is a one-stroke penalty, and you must try again to get past the water hazard.

- Drop the ball.

You can drop the ball and play from the dropped position, but it costs you a penalty stroke. After you hit a shot into a hazard, Microsoft Golf automatically places the ball as close as possible to the point where the ball entered the hazard but no closer to the hole. You can move this dropped position, but you cannot move the ball any closer to the hole.

Hitting onto a Cart Path or Service Road

If your ball ends up on a cart path or service road, you get a free drop. The drop must be within one club length of the cart path and no closer to the hole.

Hitting Out-of-Bounds

If you hit out-of-bounds (into someone's backyard or just over the boundary fence, for example), you are allowed to rehit the ball.

Hitting into an Unplayable Lie

Whether the ball is wedged between trees or up against a fence, you must decide if you can play the ball or if it is an unplayable lie.

If you cannot play the ball, you can drop it, take a penalty stroke, and try again.

Rehitting the Ball

If you hit into a hazard or out-of-bounds, click the Rehit button in the Post Shot Selections dialog box to hit another ball from your original position.

Remember: Rehitting a ball costs you one penalty stroke.

Dropping the Ball

If you hit into a hazard or onto a cart path or service road, on your next turn click Drop in the Post Shot Selections dialog box to open the Drop dialog box, and drop the ball.

Note If your ball is in play but you do not want to play the ball from its current location, you can open the Drop dialog box and drop a ball before your next shot by clicking Drop Ball on the Options menu.

The Drop Dialog Box

In the Drop dialog box you see a picture of the hole from behind the ball. If you hit the ball out-of-bounds or into a water hazard, Microsoft Golf places the ball at the nearest possible inbounds or dry-ground location. You can reposition the ball by dragging it with the mouse. The New Position, Original Lie, and Back Up buttons on the bottom border of the Drop dialog box change the view in the Drop window.

A ball moved into a location where a drop is not allowed has an X through it.

Taking a Mulligan

After you take a bad shot, you have an option that doesn't cost you a stroke: You can take a mulligan. Mulligans are not part of the course ground rules and are not sanctioned by the USGA, but they are common in friendly games.

A mulligan occurs when you take a shot over again and don't count the first shot. Microsoft Golf does not add mulligans to your score, but the mulligans you take during a game are recorded on the scorecard.

To take a mulligan

- In the Post Shot Selections dialog box, click Mulligan. This button is available only if you have set Mulligans to Yes on the Game Settings screen.

Lesson 5: How to Improve Your Play

Learn the Course Layout

The Top View gives you a bird's-eye view of the course. You can use this view to plan your shots—how to handle a dogleg or which areas to avoid, for example.

If the Top View window is not visible, click Top View on the Views menu.

Where Are You?

In the Top View window, a blinking white dot marks the location of your ball and a flag shows the location of the pin for the current hole.

- Click the zoom-in (plus sign) button for a closer look at the hole. Press and hold down the left mouse button for continuous zoom in until you can see the hole in detail.
- Click the zoom-out (minus sign) button for a full perspective of the course. Press and hold down the left mouse button for continuous zoom out until you get a large enough perspective.

Press Default if you've scrolled away from your ball and are having difficulty relocating it. Default recenters the view on your ball.

Know the Hole

On the toolbar, click Flyby and watch the video as you soar from the tee to the hole, turning at every dogleg, past the bunkers and sand traps, and circling around the green to look back down the fairway. During the Flyby, the course pro will give you tips on playing the hole.

Plan Your Shots

The Top View can provide you with distance information to help you plan your shots.

To get distance information

- 1 Click and hold down the left mouse button on the zoom-in (plus sign) button until the view is at maximum zoom.
- 2 Move the mouse pointer into the middle of the window and hold down the left mouse button. The pointer turns into a hand.
- 3 Still holding down the left mouse button, move the mouse. The course moves within the window. When the active hole is centered, release the mouse button.
- 4 Move the mouse pointer into a position where you think you might want your next shot to end up, and then hold down the right mouse button.

The pointer becomes a crosshairs, and information on the distance from the ball to the cursor and from the cursor to the pin appears in the upper-left corner of the window.

- 5 Still holding down the right mouse button, move the mouse to a new position. As the cursor moves, the information changes to show the new distance information.

Continue to explore the hole and gather information on its layout and the distances for possible shots.

Don't Forget About the Third Dimension

To make a good shot, you need to know more than the horizontal arrangement of the hole. You also need to understand the vertical lie of the course. Without knowing the vertical dimensions of the hole, you cannot accurately determine the club to use or the target location for your next shot.

The Profile View shows you a cross-section of the hole from your ball to the pin.

If the Profile View window is not visible, click Profile View on the Views menu.

Displaying the Contours

The Profile View window displays a plot of the ground contours between the ball and the pin.

Note The Profile View window will be very small the first time you open it. You must size the window larger to see the information displayed.

The vertical axis of the plot shows the total change in elevation (from the lowest point to the highest point).

The horizontal axis shows the horizontal (straight-line) distance.

The information at the top of the plot is the vertical distance between the ball and the pin.

Reading the Scale

Point to the right border of the Profile View window. When the pointer changes to a two-headed arrow, press and hold down the left mouse button and drag the right border halfway to the left border.

Notice that the horizontal length of the plot has changed so that the entire plot is still displayed in the window.

Take a shot so that the ball is closer to the pin, and then examine the Profile View.

Although the ball is closer to the pin, the size of the plot remains the same. The scale of the plot has changed.

To use the Profile View effectively, use the information provided by the two axis lines, such as the distance in yards between your ball and the hole on the horizontal axis, and the elevation of the highest most point between your ball and the hole on the vertical axis. The color of the plot also indicates the type of terrain such as blue for water, dark green for rough and white for sand.

Ready When You Are

The Profile View is helpful in setting up long (and even short) putts. If you have the Profile View window displayed while you are out on the fairway, you can tell Microsoft Golf to display it whenever you are on the green.

To see the Profile View when you putt

- 1 In the Edit Players dialog box, click Preferences.
- 2 Click Profile When Putting to Yes, and then click OK.

A Good Look at the Topography

You can also see the contours of the course by turning on a grid when you're in the Main View. The grid is like a piece of flexible plastic mesh you lay over the ground to help you see the hills and valleys of the hole.

The grid provides good information about the terrain that's closest to you, but it's better to use the Profile View for examining the terrain at longer distances. You might want to use both the grid and the Profile View to understand how a green breaks when you're getting ready to putt.

Using the Grid

To display the grid

- 1 On the toolbar, click the Grid button.
Notice how the contours of the land near your ball become more obvious.
- 2 On the Options menu, point to Main View, and then click Panoramic.
The Main View now shows a much wider view of the hole and the surrounding area. The grid extends to the sides to show the contours of the adjoining area.
- 3 When you no longer want to see the grid and the wide view, click the Grid button again and return the view to Normal.

Grid-Lock

You can also set the grid to appear for a specific player at a specific time.

To display the grid automatically

- 1 When you create or edit a player, in the Edit Players dialog box click Preferences.
- 2 In the Grid list, you have four choices.
 - Click Everywhere to have the grid displayed whenever the player is up.
 - Click Chipping & Putting to have the grid displayed when the player chooses the Chip or Putt shot type from the Shot Selection list on the toolbar.
 - Click Putting to have the grid displayed whenever the player is on the green
 - Click None to keep the grid hidden at all times.
- 3 Click OK.

You can turn the grid on or off from the toolbar regardless of the player settings.

Lesson 6: Playing Like a Pro

Choosing Different Shot Selections

You are not limited to just straight drives, chips, and putts. You can also use draw, fade, and custom-shot setups to deliver the ball where you want it.

- A draw shot hooks the ball slightly to the left.
- A fade shot slices the ball slightly to the right.
- A custom shot is one created by the player for the selected club.

On the toolbar, make a shot selection from the list before you take your swing.

Customizing Your Shot Setup

You can modify the setup for your shot by adjusting the ball position, club-face angle, swing plane, and your stance.

You make these changes in the Advanced Shot Setup window, but you must first select the club and the shot type to be modified.

- 1 On the toolbar, in the club selection list, choose a club, and then choose Straight in the shot selection list.
- 2 On the Views menu, click Advanced Shot Setup.

The diagram in the Advanced Shot Setup window shows the position of the ball, club-face angle, swing plane, and your stance. Because you chose the Straight shot type, the diagram in the Advanced Shot Setup window shows the arrangement for a straight shot.

- 3 Now, from the shot selection list on the toolbar, choose Draw.

In the Advanced Shot Setup window, the red line in the diagram indicates a change in the swing plane.

- 4 On the toolbar, choose Fade in the shot selection list.

The red line in the diagram changes again to show the difference in the swing plane.

Personalizing Your Shot

In theory, you can create 65 custom setups for your shots by customizing five of the six shot types for each of 13 of the 14 clubs in your golf bag. You cannot customize the Putt shot type and you cannot use the putter in any customized setup.

To create a custom setup, first choose the club and shot type you want to use. Use the Advanced Shot Setup window to make your changes.

Any changes that you make are used in all subsequent shots that use the same club and shot type. To have the changes apply to the upcoming shot only, click This Shot Only to Yes.

Setting the Ball Position

You can move the position of the ball forward or backward in relation to the player. Moving the ball forward causes it to be struck later in the swing, providing more loft and consequently less distance for the shot. Moving the ball backward reduces the loft of the shot.

1 On the toolbar, choose the club and shot type for which you want to create a custom setup.

2 In the Advanced Shot Setup window, click either of the Ball arrows.

The ball in the diagram moves up or down depending on which button you click. The upward movement moves the ball forward of the golfer (closer to the hole), and the downward movement moves the ball backward (farther from the hole).

3 Take a few swings using the Swing Control. Note the flight of the ball, the total distances, and the distances in air for the shots.

4 Return to the Advanced Shot Setup window and change the position of the ball. Take a few more swings, and compare the flight of the ball and the distances traveled with those of the previous swings.

Continue this process until you get the feel of the effects of moving the ball.

5 In the Advanced Shot Setup window, click Default to return the ball to its original position.

Changing the Angle of the Club Face

The angle at which the club face strikes the ball affects the amount of slice or hook in your shot.

- 1 In the Advanced Shot Setup window, click either of the Club Face arrows.
The blue line in the diagram changes, indicating the angle of the club face.
- 2 Change the club-face angle and take some swings. See how the ball hooks to the left or slices to the right, depending on the angle of the club face. Repeat the process until you get the feel of the effects of the club face angle on the shot.
- 3 In the Advanced Shot Setup window, click Default to return the club face to its original position.

Changing the Swing Plane

The swing plane is the angle of a player's swing—backswing through follow-through—relative to an invisible plane parallel to the player's body and running from the ball to the target. Adjusting the swing can cause the ball to hook or to slice.

- 1 In the Advanced Shot Setup window, click either of the Swing Plane arrows.
The red line in the diagram moves to show the change in the swing plane. Clicking the left button creates an inside-out swing, which makes the ball slice. Clicking the right button creates an outside-in swing, which causes the ball to hook.
- 2 Practice swinging with different swing planes until you get the feel of the effects of the swing plane on the shot.
- 3 In the Advanced Shot Setup window, click Default to return the swing plane to its original position.

Changing Your Stance

Although your stance does not affect your shot in Microsoft Golf, you can modify your stance while playing Microsoft Golf to match your stance when you are really on the course.

- 1 In the Advanced Shot Setup window, click the Stance arrows.
The feet in the diagram move to show the change in the stance. Clicking the left button moves the left foot forward and the right foot back. Clicking the right button moves the right foot forward and the left foot back.
- 2 In the Advanced Shot Setup window, click Default to return the stance to its original position.

Lesson 7: Struttin' Your Stuff

Save That Shot!

Immediately after you make a great shot, you can save it as a file and play it back later for all to see. You can save a shot if you are playing a game or if you are practicing with the Play Through option selected. With the Play Through option selected you will get the Post Shot Selections dialog box after each shot.

To save a shot

- 1 In the Post Shot Selections dialog box, click Save Shot.
- 2 In the Save Shot dialog box, type a name for the shot.
- 3 Click OK.

Showing Off That Shot

You can show off a shot when you are not playing a game.

1 On the Welcome Screen, click More, and then click Recorded Shot.

2 In the Saved Shots dialog box, choose the shot you want to view.

When you click a saved shot in the list, the player, course, hole, and date are displayed in the list on the left.

3 Click OK.

The course and the hole are loaded, the views are terraformed, and the shot is replayed. When the replay is completed, Microsoft Golf displays the Post Shot Selections dialog box.

4 Click Replay to view the shot again.

5 Click Reverse to see the shot from the reverse angle.

6 Click Continue to return to the Saved Shots dialog box.

7 Choose another saved shot to view, or click Cancel to close the dialog box and return to the Welcome Screen.

Posting Your Score

You can print your scorecard for that hard-copy evidence and then post it on your office bulletin board or mail copies to your competition.

Because you don't keep score while practicing, you must be playing a game to display the scorecard.

To print your scorecard

- 1 On the Views menu, click Scorecard.
- 2 At the bottom of the scorecard, click Print.
- 3 In the Print dialog box, click the plus or minus sign to choose the number of copies you want to print.
- 4 In the name list, choose a printer.

If you need to modify the setup for your printer, click the Options button and make the changes in the Properties dialog box.

- 5 Click OK to print the scorecard.

Proving It Without a Printer

You can document your score even if you don't have a printer.

- 1 Before the end of the game, click Save As from the Game menu, name the game, and then click OK.
- 2 At the end of the game, click Save on the Game menu to save the game with the final score.
- 3 When you want to show off your game score, click Resume on the Welcome Screen, and then choose the saved game in the Resume dialog box.
- 4 On the Views menu, click Scorecard.

Lay Down the Challenge

When you know you're going to play a good game, you can record the game and then challenge your golf buddies to play against the recorded game at a later time. You can also use the recorded game to challenge yourself.

Recording a Game

Before you can impress your opponents with your golf prowess, you need to record a game you can be proud of.

- 1 On the Welcome Screen, click New Game.
- 2 On the New Game screen, choose the players you want in the game, including the player who is going to be recorded. Then click Next.
- 3 On the Game Settings screen, under Players, click Record to Yes for the player or players to be recorded. (You can record more than one player at a time.)

When Record Game is clicked to Yes, the Gimmies and the Conditions options become unavailable. To standardize recorded games, Microsoft Golf doesn't allow gimmies and sets course conditions to No Wind and Normal greens and roughs.

- 4 Click Next, and then play the game as you normally would.
- 5 When you quit the game, Microsoft Golf displays the Save As dialog box. Type a name for the recorded player, and then click OK.

Playing a Recorded Game

With a good game recorded and saved on disk, you can have the recorded player join a new game as a member of the golfing party.

- 1 On the Welcome Screen, click New Game.
- 2 On the New Game screen under Recorded Players, click Show Players to Yes to include all recorded players in the Available list.
All recorded players have a camera icon next to their name.
- 3 In the Available list, choose the recorded player, and then click Add to include him or her in the upcoming game.
- 4 Click Next when you have chosen your entire golf party.
- 5 On the Game Settings screen, notice that the Gimmies and Conditions options are unavailable.
When a recorded player is included in a game, gimmies are not allowed and course conditions are set to No Wind and Normal greens and roughs.
You can record other players in the round, but you cannot record a recorded player.
- 6 Click Next to play the game.

The recorded player plays in the normal rotation.

Statistics Don't Lie!

So you can see how you're doing, Microsoft Golf keeps statistics on every player.

The three sets of statistics are:

Course Statistics A cumulative record of play on the individual courses.

Player Statistics A cumulative record of the play of an individual player.

Game Statistics A record of the play for all the players in a single game.

Viewing Your Statistics

You can view your individual statistics at any time.

- 1 On the Options menu, click Stats.
- 2 In the Stats dialog box, in the name list, choose the player whose statistics you want to see.

Microsoft Golf displays the statistics for this player.

Notice that only the Players and Course statistics are available. To see your game statistics, you have to finish a game. Microsoft Golf displays the Statistics dialog box when a game is completed.

Printing Your Statistics

You can print your statistics to show off how well you're doing or to keep track of how they change over time.

- 1 In the Stats dialog box, click Print.
- 2 In the Print dialog box, click the plus or minus sign to choose the number of copies you want to print.

- 3 In the name list, choose the printer you want.

If you need to modify the setup for your printer, click the Options button and make the changes in the Properties dialog box.

- 4 Click OK to print your statistics.

Copying Your Statistics

You can copy your statistics so that you can include them in other Windows-based applications. For example, you might want to paste them into Microsoft Word, for a letter you're writing to a golfing buddy. By pasting the statistics into a spreadsheet document (such as a worksheet in Microsoft Excel), you can even conduct further analysis or graph the data.

- 1 In the Stats dialog box, click Copy.
Microsoft Golf copies the statistics to the Clipboard as tab-delimited text.
- 2 Click OK.
- 3 Switch to the application into which you want to insert the contents of the Clipboard.
- 4 On that application's Edit menu, click Paste.

