

# Menus

## A. File

**Open...:** Used to open a new course when no other course is opened.

**Save:** Save the current game to disk.

**Save as...:** Saves the current game with a new name.

**Close:** Closes the current course.

**Quit:** Quits GopherGolf.

## B. Hole

This menu is only available in practice mode. The hole that you are on will show a check mark next to it. To go to a different hole select the number of the hole you want to go to. You can also select First, Previous, Next and Last holes on the course.

## C. Game

**Reset:** This item clears all the scores and returns to the first hole of the course.

**Preferences...:** Brings up the preferences dialog. See below for details.

**Controls...:** Brings up the Key Preferences dialog where you can assign keys to different actions. You can also select mouse control.

**Gopher...:** This sets the gopher parameters. See 2.D. above.

**Leader Board:** Shows the Leader Board for the current course.

**Clear LB:** Clears the Leader Board. This can not be undone.

**Register:** To give full access to all GopherGolf functions you need to register your copy, see above. When you get a Serial number to register your copy this menu item will allow you to enter it into the system.

**Info:** This gives you information about the game and how to register. You can also click on the **Order Form** button to create an order form

## Preferences:

**Sound On:** Selecting Sound On turns the sound on and off.

**Next Player Window:** In multiplayer mode this turns the "Next player: Player name" window on and off.

**Color Scores:** If this is checked the scores will be in color on color systems. Below par in blue, par in black, above par in red. If it is not checked the scores are all in black.