READ ME FIRST!
ACCESS SOFTWARE
LINKS TROUBLESHOOTING GUIDE

Due to the complexities and intense realism of Links-The Challenge of Golf,
this troubleshooting guide has been provided to help you to better
configure your computer to run the game.

COMMON PROBLEMS

Most of the problems experienced by people who play Links-The Challenge
of Golf involve conflicts in three areas. These areas are sound,
memory restrictions and hardware/software incompatibilities.

SOUND: Links uses RealSound, Sound Blaster, Adlib, IBM Speech and Msound.

The most common sound problem occurs with the Sound Blaster card.
When Links was originally released, the configuration file was set to
recognize the Sound Blaster card at system interrupt (IRQ) 3. In about
January of 1991 the factory default setting of the Sound Blaster was
changed to IRQ 7. This new setting of the Sound Blaster card causes Links
to lock up the computer when it sends a sound command to the Sound
Blaster card.

Once the Sound Blaster has been chosen in the Links Sound Option Screen,
the default configuration of Links can be modified by exiting Links back
to the "C:\LINKS" prompt and running a program called "SETBLAST". The
"SETBLAST" program is found in the Links directory. It would also be a
good idea to confirm the actual memory I/O and IRQ settings of the Sound
Blaster card by running a program named "TEST-SBC" which is found in the
Sound Blaster subdirectory on the hard disk. Once the actual settings of
the card have been confirmed then the SETBLAST program should be run. This
will set the Links configuration to conform to the actual settings of the
Sound Blaster card.

The second most common sound problem with Links involves the conflict
between RealSound and most expanded memory managers. This conflict will
cause arbitrary lock ups of the computer. One solution would be to remove
or disable the offending memory manager or turn all sounds off within Links. The more
reasonable option would be to use a "LINKS BOOT DISK". This is a disk which has been
formatted with the DOS system files so it will boot the system. It will also load the HIMEM.SYS
file and your mouse driver. This allows Links to use the extended memory on the computer and
the mouse. The use of this disk allows you to leave the normal boot-up configuration on your
hard disk as is. You can find the step-by-step instructions for making a "LINKS BOOT DISK" later
in this document.

MEMORY: Your computer has 640k bytes of base, or conventional, memory.
There are some programs which you run on your computer that are memory
resident, or TSR (Terminate & Stay Resident) programs, and require a
certain amount of the base (conventional) memory. Some of these programs
are DOS, Windows Device Drivers, DOS Shell, etc.

You can find out how much available base memory you have by typing CHKDSK
at the root directory. The last number displayed will show the number of
bytes free, which are the bytes of available base memory.

For Links to run without any sounds requires a minimum of 530k of free
RAM after DOS and all TSR (Terminate Stay Resident) programs have been
loaded. If you want to run Links with all the sounds 555k of free RAM is
required. If an error message appears when you try to load the game, then
you can choose between two solutions. The first solution would be to
modify the CONFIG.SYS and/or AUTOEXEC.BAT files on your PC's hard disk
by removing some, if not all, TSR programs that are loaded into memory at
the time your computer boots up. This will hopefully free up enough of
the conventional or base memory so Links will run unhindered. If this is
an unexceptable solution, then the next best option would be to make a
"LINKS BOOT DISK".

SOFTWARE CONFLICTS
Links will run best if you do not use any kind of memory manager like
QEMM386, EMM386 etc. The RealSound aspect of the game does not coexist
well with expanded memory managers.

We feel that, in most of the cases, the best solution for these software
problems is to make a "LINKS BOOT DISK". See the sections "STEPS FOR
CREATING A LINKS BOOT DISK" at the end of the Trouble Shooting section of
the Instruction Manual.

USING A KEYBOARD OR JOYSTICK
   LINKS can be played with a joystick or with keyboard only. If a
   mouse is not detected, the keyboard is setup to imitate the mouse
   as follows:
   1. Move the mouse cursor using the cursor keys or I, J, L, M.
   2. Simulate Left Button using ENTER, 5 or K
   3. Simulate Right Button using SPACE or INSERT(Ins)

   If a mouse is not detected but a joystick is detected, the joystick
   will be set up to imitate the mouse as follows:
   1. Moving the stick will move the cursor arrow.
   2. Joystick Left Button = Mouse Left Button.
   3. Joystick Right Button = Mouse Right Button.

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

I. START SECTION - RUNNING LINKS

   Type: CD\LINKS [ENTER]
   Type: LINKS [ENTER]

   The first time you start LINKS, you'll see the Sound/Memory
   Setup Screen. Select the appropriate sound board, then click
   [EXIT]. The Title Sequence and Credits will appear. If you
   wish to bypass the title sequence, press the < SPACE BAR >.

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

START- Begin a round of golf.
PRACTICE- Head to the practice area.
RESUME- Resume playing a previously saved game.
PLAYERS - Add a new player or modify an existing player's preferences.
SYSTEM- Modify your equipment setup specifications.
INFO- Review Update Information on this version of LINKS.
EXIT- Exit LINKS and return to the DOS prompt.

BEGINNING A ROUND OF GOLF
  While in the Main Selection Screen, move the cursor over the
  START box and click on the left button.

SELECTING THE COURSE -
  Choose a course from the COURSE LIST, then click [OK]. LINKS comes
  with one Championship Course, Torrey Pines. Additional courses are
  available

SELECTING THE PLAYERS -
  Only players whose names are on the GAME LIST will participate in
  the round about to be played. Players are added to the GAME LIST
  by choosing (clicking on) names from the PLAYER FILE.

  With this system, it is only necessary to enter a player's name
  and preferences once. You can have as many players as you wish
  in the PLAYER FILE and then select up to 8 to participate in the
  upcoming round. If your name is not in the PLAYER FILE, click on
  the ADD box. This will bring up the ADD PLAYER screen. Simply
  type your name and press ENTER. Notice that your preferences have
  been highlighted in yellow. If you wish to change them, you can
  do so by clicking on the appropriate box. (Refer to the PLAYERS
  Section for more information on ADDING and MODIFYING players and
  preferences.)

  When your GAME LIST is complete, click on [OK]. Note: Names can
  be removed from the GAME LIST by clicking on them. Selecting Number
  of Holes, Tees and Play Levels The last screen to appear before you
  tee off is called the READY TO PLAY screen. Here you can choose to
  play 1.8 holes or the Front or Back 9. You are also given the
  opportunity to temporarily change your preferences. You can have a
  different playing level and different tees for this round if you
  choose. Simply click on the appropriate boxes and when all is
  READY, click on [OK]. Note: LEVEL refers to either PROfessional,
  AMateur, or BEGinner.

  On the PRO level, swing timing is very critical, but you can obtain
  the greatest distance. AMateur is not as demanding on timing, but
  your distance is decreased approximately 10%. The BEGinner level
  is the most forgiving for bad timing, but is about 20% short of the
  PRO level on distance. The beginners level, which also has no wind
  effect, was designed for children. Serious golfers should use
  Amateur or Pro levels. Please refer to the PLAYERS Section for
  instructions on how to make permanent preference changes.

 ON THE TEE
  The course is in great shape, fairways lush and green. You select
  your driver (ignoring your buddy's wise crack) ... take a practice

swing ... and drive one right down the middle!

THE SWING PANEL
  The panel at the lower part of the screen is called the Swing Panel
  and its various features will be outlined. SWING Clicking on this
  button will swing the club. The swing must be performed in the
  following manner to produce a good stroke.

   Step 1. Move the cursor over the word SWING.

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

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

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

   The swing sequence is PRESS & HOLD - RELEASE - PRESS

ADDRESS
  The Address feature lets you back away from the ball to take
  practice swings. Click on the left arrow to move away from the
  ball. Click on the right arrow to address the ball. Note: if you
  are just beginning to play for the first time, back away and take
  a few practice swings.

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

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

CLUB SELECTION
  You are allowed 13 clubs plus the putter in your bag. The small
  window above the word CLUB indicates your current club selection.
  Click on the left or right arrows to change clubs. Note: Changing
  clubs has no effect when you are putting.

CLUB DISTANCES

DRIVER 1 (DI) 275 yds (Low loft - 9.5 degree loft)

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

Distances are based on the   following:
Ball hit from a tee, landing and rolling on fairway, no wind, normal power
(Top green mark), perfect Snap, Pro Level.

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

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

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

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

1. CONTINUE - Continue on to your next shot or to the next player.
2. MULLIGAN - Play another shot from the same location. (Mulligans are
 recorded and displayed on the scorecard.)
3. INSTANT REPLAYS
 FORWARD - View an instant replay of your last shot from above and to the
 right of the normal position.
 REVERSE - View an instant replay of your last shot from the reverse
 angle (looking back towards your hitting position).

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

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

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

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

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

TYPES OF SWINGS
   You can have up to 6 different types of swings for each club in
   your bag except the putter. Although the swing types have been
   pre-defined, you can change any of them at any time during play
   or practice. You should only make changes if you know what you
   are doing. (Refer to SETUP Section for more information.) Below
   is a description of the various types of swings. The swing type
   is selected by clicking on the appropriate box on the Swing Panel.

   [D] Draw - A slight hook (ball moves to the left)
   [S] Straight - A straight shot
   [F] Fade - A slight slice (Ball moves to the right)
   [1] Custom shot to be setup by the player. Currently set to Straight.
   [2] Same as 1
   [CHIP] Chip Shot - Straight

CHIPPING
   When you are close enough to CHIP, LINKS will give you that
   option automatically. Chipping gives you a shorter, more
   controlled shot. The SWING INDICATOR for the CHIP is different
   than for FULL SWING. First time players should practice chipping
   on the Driving Range or Practice Green or use the Mulligan option
   to practice on the course.

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

ADDITIONAL SWING PANEL OPTIONS -

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

ROTATE

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

TOP VIEW

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

DROP

   Clicking on this box will allow you to pick up your ball and move
it to a new location. This is called a drop and you will be
penalized one stroke unless your ball is on the cart path. LINKS
will allow you to move the ball anywhere you choose, but the USGA
Rules of Golf state that you must "drop" it within two club
lengths of the original spot (but no closer to the hole) or you
can back up (straight away from the pin) as far as you want. In
the case of the cart path, you must drop within one club length of
the edge of the cart path, no closer to the hole. Note: If you hit
your ball into a hazard, you will automatically receive a stroke
penalty and be given the option to rehit or to take a drop.

LIE

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

SETUP

   Clicking on this box brings up the Swing Setup Panel. Here you
are able to adjust swing plane, stance, ball position, and club
face. Every club (except the putter) has six swing types (setups)
assigned to it (D, S, F, 1, 2 & CHIP). An explanation of the physics
of hitting the ball and ball flight dynamics is outside the scope
of this game or manual. We have included these parameters to
allow the advanced golfer to make changes that may more closely
approximate his own "real" game. IF YOU DO NOT KNOW WHAT YOU ARE
DOING, DO NOT CHANGE THESE SETTINGS. If you want to experiment,
set up a separate player and go to the driving range. There you
will be able to make changes and see their effects. When you're
finished, you can delete the experimental player from the Player
File. Changing every setup is a significant effort since there
are 20 clubs with 6 swing types for each, or 120 settings. (Refer
to the heading Types of Swings for more information on the
standard default settings.) Note: Stance has no real effect on
the ball in LINKS. Open or closed stance was included to help
give the player the look and feel of his/her actual setup.

WIND INDICATORS

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

OPTIONS PANEL

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

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

SAVE GAME
   Click here to SAVE a game in progress.

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

DRAWING DETAIL
   Clicking on these boxes will change the level of detail for
   drawing the terrain. MAXIMUM detail requires the longest
   drawing time, but looks the best. We suggest you experiment
   with the various combinations to find which ones work best for
   your speed of machine. We suggest AX, MED, MIN for Close, Mid,
   Far respectively. If your machine is quite slow, you may try MAX,
   MIN, MIN or MED, MIN, MIN. If you have a real fast machine, you
   may want to try MAX, MAX, MED or even MAX, MAX, MAX.

EXIT
   Click here to return to the Swing Panel.

OTHER GAME FEATURES -

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

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

SCORECARD AND SCORECARD PRINTOUT
   At the completion of a hole, all players having finished, LINKS
   will display the Scorecard for your review. After you've finished
   playing a round, you'll be given an opportunity to print out your
   Scorecard. Make sure your printer is plugged into LPTI and that
   it is on line.

SAVING A GAME IN PROGRESS
   You can save a game in progress and resume playing at a later
   time. Simply click on the OPTIONS box in the Swing Panel and
   then select SAVE GAME. To resume a game, choose RESUME from the
   Main Selection Screen. Note: If you wish to continue play on
   another machine, you will have to copy the GAME FILE (.GAM) as
   well as the appropriate PLAYER FILES (.PLR) and COURSE FILE (.CRS)
   to the other machine.

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

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

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

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

GO TO CHIP AND PUTT
   Move to the PUTTING AND CHIPPING GREEN.

SELECT PLAYER
   Change the Player that is practicing.

CANCEL
   Return to the Main Selection Screen.

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

CHANGE POSITION
   Change the position of the pin or the golfer. Clicking on this
   box will bring up a TOP VIEW of the practice area with both
   positions shown as flashing white dots. You can choose CHANGE
   PIN POSITION or CHANGE PRACTICE POSITION. In either case, a small
   icon will appear. Simply move the mouse until the icon is in
   the desired position and press the left button. When you're
   happy with the new position(s), click on [OK]. Click [CANCEL]
   if you decide not to make any changes.

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

GO TO DRIVING RANGE - Move to the Practice Range.

SELECT PLAYER - Change the Player that is practicing.

CANCEL - Return to the Main Selection Screen.

III. RESUME SECTION
   This option allows you to resume a game that has been previously
   saved. (See Saving a Game in Progress.) Clicking on RESUME brings

up a list of GAMES ON FILE. Simply select the game you want and
click [OK]. Note: if you wish to continue play on another machine,
you will have to copy the GAME FILE (.GAM) as well as the
appropriate PLAYER FILES (.PLR) and COURSE FILE (.CRS) to the
other machine.

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

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

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

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

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

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

SYSTEM Setup Section
   This option allows you to set up your system to use various sound
   boards and to use extended or expanded memory if it is available.

SOUND BOARDS
   If you have one of the listed boards or adapters installed on your
   system, you can play digitized sound through your board. Simply
   highlight the appropriate box. Highlight RealSound if you have no
   board. Note: If your Sound Blaster doesn't work, refer to the
   Trouble Shooting Section of this manual for instructions on changing
   the Sound Blaster setup.

SOUND OPTIONS
   If you have a slow machine, you may find that the graphics slow

down excessively when sound is playing. If so, you can use SOUND
OPTIONS to turn off some or all of the sounds.

EXTRA MEMORY
   LINKS is designed to use extended or expanded memory (if available)
   for preloading data, graphics, and sound. This will significantly
   decrease the time it takes to draw the scene. If memory is available
   for preloading, the memory box will display YES. Otherwise the
   memory box will display NO. Just because memory is installed in
   your machine does not mean it is available. If you have extended
   memory for example, you must have a memory manager. One such
   manager is called HIMEM.SYS which should be installed in your
   CONFIG.SYS file. If you are unsure of how to edit your CONFIG.SYS
   file, refer to your DOS manual or obtain some help from someone who
   knows how to modify the CONFIG.SYS file, otherwise you might mess up
   your machine's configuration.

DISK CACHING
   If you have Disk Caching software installed on your system, it may
   already be using some or all of your extra memory. In such a case,
   LINKS would not be able to use the memory already set up as a cache.
   You may want to reduce the amount allocated to the cache system and
   leave it as free memory. LINKS will then be able to use it for pre-
   loading.

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

VI. EXIT SECTION
   EXIT and return to DOS.

CHAMPIONSHIP COURSE DISKS
   The challenge of golf lies in the variety of courses and type of
   terrain you can play. Our LINKS Course Design Team has traveled into
   the heartland of golf in America to bring you some premier
   championship courses.

FIRESTONE COUNTRY CLUB - Millionaire industrialist Harvey Firestone
   originally created Firestone in 1928 for his employees. Completely
   redesigned in 1959 by Robert Trent Jones, Firestone's South Course
   has become one of the premier stops on the PGA Tour.

BAY HILL CLUB - Arnold Palmer and The Bay Hill Club and Lodge annually
   bring together some of the finest golfers in the world for the
   Nestle Invitational. Water, unrelenting doglegs and deep bunkers
   add to the challenge of Bay Hill.

PINEHURST COUNTRY CLUB - Pinehurst is recognized as one of the finest
   golf resorts in the world. Pinehurst #2's championship layout was
   designed by Donald Ross and is said to be his finest work. Rolling
   terrain, tree-lined fairways and undulating greens add to the
   challenge of this beautiful course.

HYATT DORADO BEACH - The Hyatt Dorado Beach East Course is one of the
   world's greatest seaside links. This 6985 yard Par 72 Robert Trent

Jones masterpiece is located in one of the most beautiful tropical
settings in the Caribbean. From awesome seaside holes to the deep
lush jungle, Dorado Beach is incredibly beautiful.

BARTON CREEK COUNTRY CLUB - The Tom Fazio Course at Barton Creek is
nestled in the famous hill country of central Texas, presents
visual splendor of a different type. Fazio exploited Barton
Creek's natural beauty integrating ponds, streams and even
waterfalls into his design.

TROON NORTH COUNTRY CLUB - Troon North is an immaculate oasis poured
over the lush Senorian desert in central Arizona. Sandstone pillars
and large cactus come into play on a number of fairways. Each hole
at Troon is a very private golf experience as the layout doesn't
allow views from one hole to another yet it maintains outrageous
views of the surrounding area.

...AND MORE CHAMPIONSHIP COURSES TO COME.

You can play each of these courses in the comfort of your home
or office. LINKS Championship Course have a suggested retail of
$24.95. Contact your local software dealer or call ACCESS for
more information on these and future championship courses for LINKS.

SPECIAL OFFER FOR REGISTERED OWNERS OF LINKS
For a limited time, ACCESS Software is making available the LINKS Design
Team's home course, Bountiful Golf Club, at the Special Registered
User's price of $9.95, a savings of $15 off suggested retail.
Nestled in the foothills of the Wasatch mountains with a spectacular
view of the Great Salt Lake, Bountiful Golf Club features rolling fairways,
a variety of trees and shrubbery and a very challenging course layout.

REGISTER TODAY SO YOU WON'T MISS OUT...
It's easy to order your copy of the Bountiful Championship Course for
only $9.95 or any of the other Championship Course for $24.95.
Simply call Access Software's toll-free order number for the U.S. and
Canada at 1-800-800-4880 (outside the U.S. call 1-801-359-2900) Visa,
MasterCard or American Express accepted. No C.O.D.'s.

NEW SUPER VGA VERSION OF LINKS
This all new LINKS 386 Pro version of our popular, award-winning
LINKS golf game offers many dramatic improvements that make
playing LINKS 386 Pro more enjoyable - and gives you exciting new
golfing possibilities!
The new LINKS 386 Pro, featuring Harbour Town Golf Links, is the
first golf game specifically designed for the graphic capabilities
and computing power of your personal 386/486 computer system.
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extra.) Register today so you won't miss out on all the golfing
possibilities.

TROUBLE SHOOTING
   The following are answers to commonly asked questions about LINKS.
   If you are experiencing problems not covered in this section, please
   review the manual thoroughly. Also check the Program Update
   Information File by selecting INFO from the Main Selection Screen.
   Hints and other information may be added to this file after this
   manual is printed. If you're still having trouble, call us and ask
   for Customer Support. We will do our best to get you back on the
   course. Call 1-800-793-8324.

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

  a) The most beneficial effect will be to add extended memory to
     your system. Even if you have 250k of free extended memory, you
     will see a dramatic increase in drawing speed due primarily to
     preloading of objects, data and sound. One meg of extended memory
     is relatively inexpensive. Check with your favorite dealer for
     help in adding memory to your computer. (Note: Refer to the
     SYSTEM Setup Section for more information.)

  b) The next beneficial thing you can do is to change the drawing detail.
     Refer to the DRAWING DETAIL section under OPTIONS for more information.

  c) Get a faster machine. A 386 25 MgHz with 2 or 3 meg of memory (1.3
     free extended memory) is a great configuration. Screen redraws
     should be in the range of 10 seconds or less.

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

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

  b) Get a faster computer.

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

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

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

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

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

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

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

b) Choose SETUP from the Swing Panel and adjust your swing plane to
   straight and your club face to square. Do this by clicking on the
   word SWINGPLANE and on the word CLUBFACE. Note: Club Setup is for
   the advanced player that is familiar with the physics of golf.
   Refer to the section on SETUP for more information.

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

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

7. My SOUND BLASTER doesn't work.

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

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

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

9. My program keeps crashing. What is wrong?

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

                  STEPS FOR CREATING A LINKS BOOT DISK

NOTE: THESE INSTRUCTIONS ASSUME THAT YOUR COMPUTER USES MSDOS 5.0 OR
HIGHER.
IF YOUR COMPUTER USES AN OLDER VERSION OF MSDOS OR ANOTHER BRAND OF
DOS,
THEN CONTACT OUR TECH SUPPORT DEPARTMENT AT THE NUMBER ON THE LAST
PAGE OF
THIS DOCUMENT.

1) Put a floppy disk into DRIVE A. You must use DRIVE A and not DRIVE B.
    If you have a low density disk drive, use a low density disk.

2) Go to the DOS directory by typing CD\DOS at the C: prompt.

3) Format the disk by typing: FORMAT A:/S <ENTER>. This copies the
   COMMAND.COM from DOS and makes the floppy a system disk. If you are
   using a low density 5.25" diskette then the command would be:
   FORMAT A:/4/S <ENTER>. If you are using a low density 3.5" diskette
   then the command would be: FORMAT A:/F:720/S <ENTER>.

4) After the disk has been formatted, type COPY HIMEM.SYS A: <ENTER>.
   This copies the file necessary to use the extra RAM on your computer
   to speed up the screen redraws in Links.

5) Return to the C: prompt by typing CD.. at the DOS prompt.

6) If you use a mouse, find out where the mouse driver is located by
   looking at the CONFIG.SYS file (by typing: TYPE CONFIG.SYS), or at
   the AUTOEXEC.BAT (by typing: TYPE AUTOEXEC.BAT). Check the file
   name and extension of the mouse driver (if the driver is located in
   the CONFIG.SYS, it will usually be MOUSE.SYS; if the driver is in
   the AUTOEXEC.BAT, it will usually be MOUSE.COM).

7) Once you have determined where the mouse driver is located, go to
   that directory by typing CD\{NAME OF DIRECTORY}. Then type:
   COPY MOUSE.COM A: <ENTER>.

8) After copying the mouse driver file to the disk in the A drive,
   change to the A drive by typing A: at the prompt.

9) At the A: prompt type COPY CON CONFIG.SYS <ENTER>. The cursor will
   go to the next line on the screen and blink. Type the following
   lines:

             FILES=30 <ENTER>
             BUFFERS=30 <ENTER>
             DEVICE=HIMEM.SYS <ENTER>
             DOS=HIGH
         *   DEVICE=MOUSE.SYS <ENTER>
             <FUNCTION 6 KEY> <ENTER>

         *   This line is only needed if the mouse driver
             is a "sys" file.

10) Again at the A: prompt type: COPY CON AUTOEXEC.BAT <ENTER>. The
    cursor again will go to the next line on the screen and blink. Type
    the following lines:

             PROMPT PG <ENTER>
         *   MOUSE <ENTER>
             C: <ENTER> (OR THE DRIVE WHERE LINKS IS FOUND)
             CD\LINKS <ENTER> (OR THE DIRECTORY PATH FOR LINKS)
             LINKS <ENTER>
             <FUNCTION 6 KEY> <ENTER>

         *   This line is only needed if the mouse driver is a "com" or
             "exe" file.

11) Now the computer should be rebooted (reset or turned off then on)

while leaving the diskette in the A drive. The computer should boot
up to DOS, load himem.sys, the mouse driver and go directly to the
hard disk and load Links.

12) For those people who are using a disk compression program like
    STACKER or SUPERSTOR, you will need to include the necessary device
    statements in the CONFIG.SYS file on the boot disk which will load
    and mount the STACKER or SUPERSTOR partition. Usually, if you include
    the same statements found in the CONFIG.SYS file on the hard disk in
    the CONFIG.SYS on the floppy, the boot disk will function properly.

In the Links manual it states that Links should not be run from within
Microsoft Windows. Through extensive experience we also strongly
recommend that you not run Links from within a menuing system because of
these memory requirements.

Should you experience any other problems running Links-The Challenge of
Golf or any of the add-on Championship Courses, please contact the Access
Software Technical Support Department. You can call us between 7:30 AM
and 8:30 PM, Monday through Friday (except Holidays) MST. The number is
1-800-793-8324.

Again, all of us at Access Software want to thank you for the support you
have given us, and be assured that we will do everything we possibly can
to make our software an enjoyable experience for you.

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