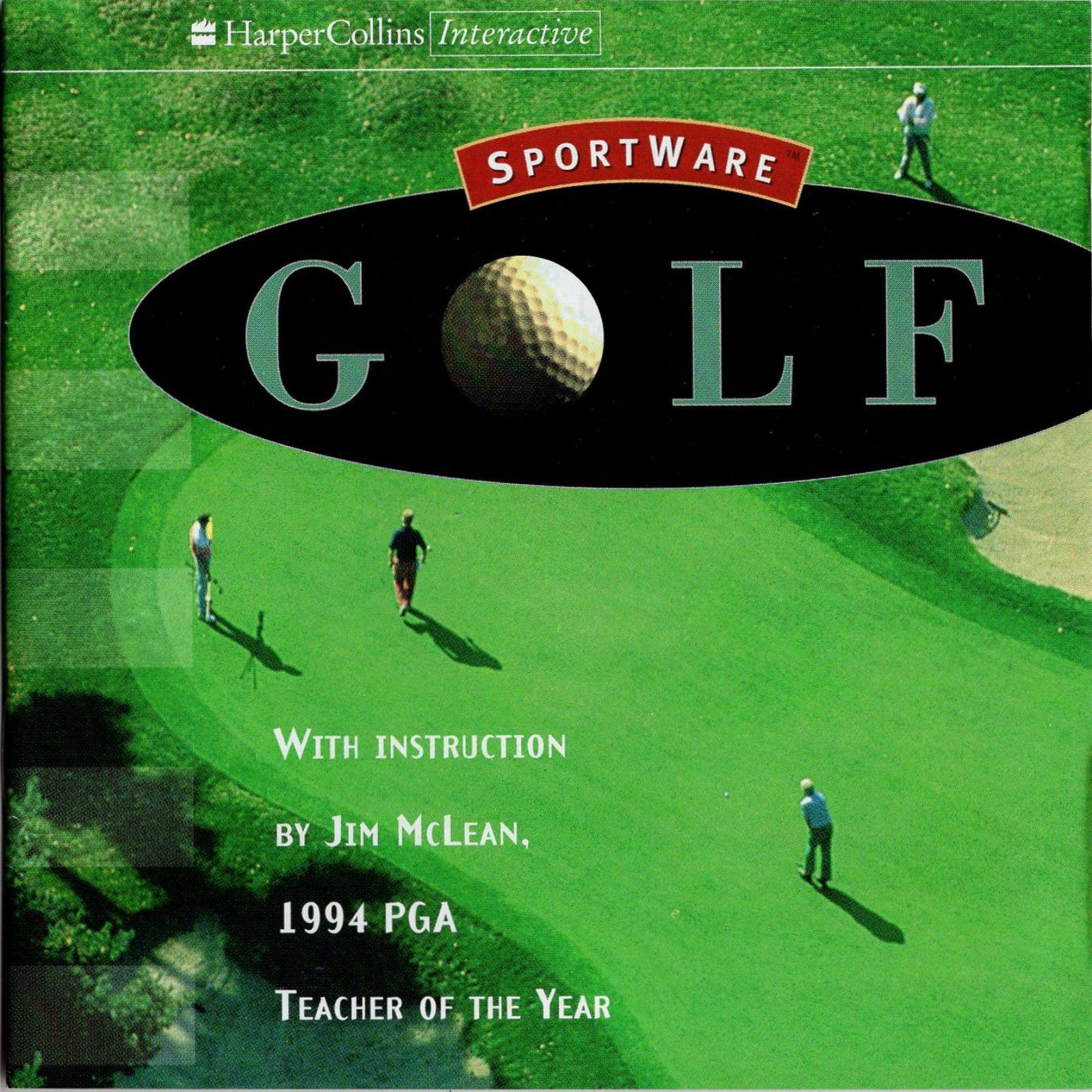


 HarperCollins *Interactive*

SPORTWARE™

GOLF



WITH INSTRUCTION

BY JIM MCLEAN,

1994 PGA

TEACHER OF THE YEAR

Notice to User: BEFORE using the enclosed software for the first time it is important that you read the Software License Agreement which appears on page(s) 18–21 of this User's Manual.

**For technical support, call 1-800-424-6234 (voice)
or 1-800-424-8234 (TTY)**

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Version 1.0

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Introduction

Welcome to SportWare Golf, featuring the 1994 National PGA Teacher of the Year, Jim McLean. This CD-ROM is the most comprehensive interactive treatment of the game available today. It contains information that not only helps you with your game, but helps build a broad knowledge and deep appreciation for one of the world's most popular sports.

The program is built around a typical golf club environment, where you'll find different places to go and many things to do. When you move the cursor around the screen, activities and places to go will identify themselves. The program makes extensive use of pop-up descriptions (also known as rollovers or balloons). You won't see a lot of labeled icons or obvious menus—you'll have to do some exploring to find the hot spots in the program.

To preview the contents of the program before you get started, review the descriptions on the pages of that follow. If you're feeling more adventurous and want to find out for yourself, let's get started!

Helpful Hints for Viewing Video:

The instruction section of the program makes extensive use of a combination of video and graphics to illustrate concepts. For each video segment a control bar appears at the bottom of the video window. Click the Play button to start a video segment, click Stop at any time to freeze the video.

The Title Screen

Four icons appear in the lower right corner of the screen. When you move the cursor over these icons, a description of their function pops up. As you move throughout the program these navigation icons are always available:



The Clubhouse—Click here to return to the Main Menu from which you'll access all the primary features of the program.



The Compass—These orientation screens are another way to access the various sections of the program. On these screens, the program contents are displayed in the form of an outline, or flow chart. You'll find this presentation handy when you first use the program, as it acquaints you with the entire contents of the program and how the information is organized. The Orientation screens provide quick, one-click access to specific screens or subsections of the program.

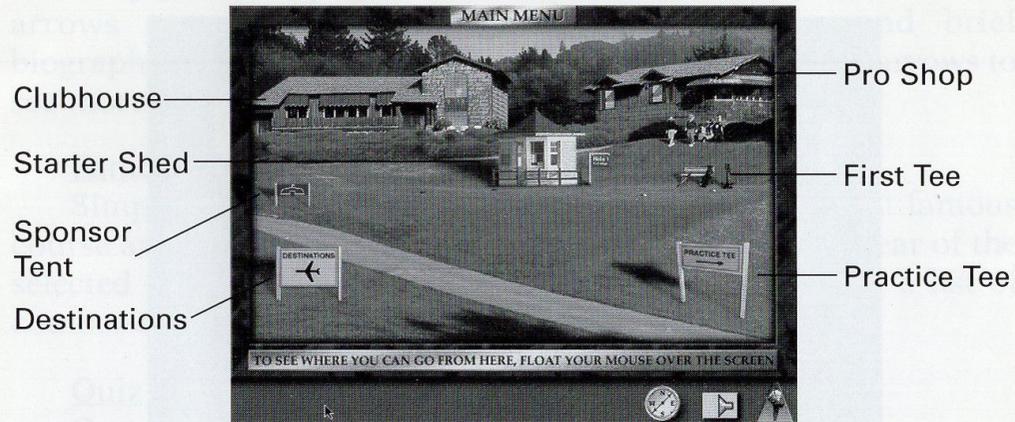


The Bullhorn—Here you access the audio controls to set the volume for the background sounds and the narration. After adjusting the volume levels, close the Control window by clicking the box on the upper left corner of the window.



The Man Walking Away with Golf Bag—Click here to Quit the program.

The Main Menu



In addition to the navigation icons at the bottom of the screen, there are six hot spots on the main menu, beginning at the upper left and proceeding clockwise:

Click on

Clubhouse
Starter Shed
Pro Shop
First Tee
Practice Tee sign
Destination sign
Sponsor Tent sign

to go to

history and golf course architecture
basic rules and etiquette of the game
golf equipment directory
different types of golf competitions
instruction section
golf vacation travel directory
program credits

The Clubhouse



This is the place to explore golf's rich history. Move your cursor, clockwise from upper left, around the library to find sections that cover:

- Hall of Fame Player histories
- Famous Course Architects
- Quiz
- Origins of Golf
- Great Tournaments

Hall of Fame Players

Simply select a player from the list. Click on the up and down arrows to see additional players. Photographs and brief biographies appear for each player highlighted. Click the arrows to see more photographs.

Famous Course Architects

Simply select an architect from a dozen of golf's most famous course architects. A photograph and brief biography appear of the selected architect. Click the Course Portfolio button for a list of courses designed by the architect.

Quiz

Our quiz operates much like a game of golf:

- You can play alone or up to four players can compete against each other
- There are 18 questions per game
- If you're of legal age, you can even wager amongst yourselves using standard golf games (skins, two-ball, Nassau etc.)
- Scoring is the same as golf (birdie, par, bogey, double bogey etc.)

How to play

Indicate the names of the players.

Click on Continue for the first multiple choice question to appear. You have 10 seconds to select the correct answer. (The timer is a person preparing to sneeze—once they've sneezed your

time has elapsed. Allowing time to elapse is the same as getting a wrong answer.)

- If your first answer is correct, you make birdie
- If you miss the first time, but guess right the second, you make par
- If you miss a second time, but guess right the third you make bogey
- If you miss a third time, you can't help but get it right the fourth. You make double bogey.

If you're playing with others, the next player gets a different question. Once all the players in the group have answered a question for the first hole, you move on to hole #2 and so on.

The program selects questions randomly from a large database of hundreds of questions, so the various quizzes are different each time you play.

Origins of Golf

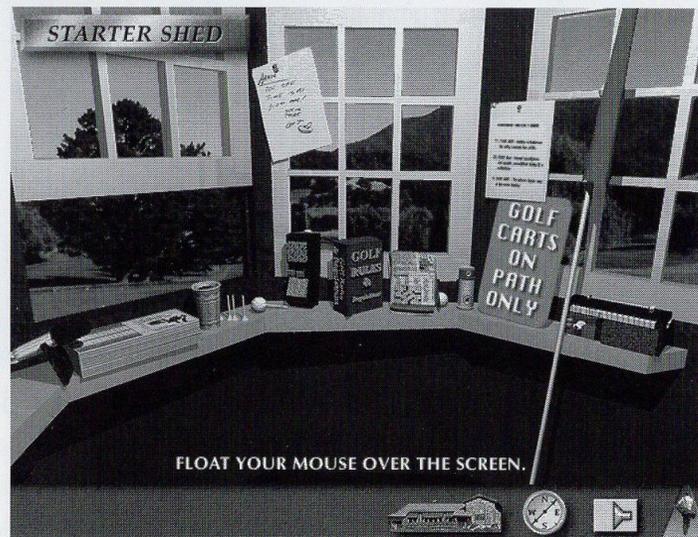
Once you select this section, you see a timeline. You may click on any eras within the timeline that interest you, or start at the beginning and watch the game develop.

Many screens in the Origins section contain hidden hot spots. Move the cursor around to find them. Click on a hot spot to learn more about that topic or to view related information. Some hot spots open additional windows. When you are through with the topic close the window by clicking on the golf ball in the upper left corner of the window.

Great Tournaments

Select a tournament from the list then input a year. Tournament information appears for the year you selected.

The Starter Shed



In the starter shed, moving your cursor over the objects in the shed reveals three sections:

- Handicapping
- Basic Rules
- Course Etiquette

Handicapping

Find out how the slope/index handicapping system works. You can even input your own scores, along with course slope ratings, to compute an unofficial handicap.

Basic Rules

Learn some of the most basic rules of golf. As you move the cursor over the golf tee, fairway and green, you can choose to click on hot spots that illustrate the rules governing:

- Bunkers
- Lateral Water Hazard
- Lost Ball
- Obstructions
- Out-of-Bounds
- Teeing Ground
- Water Hazard

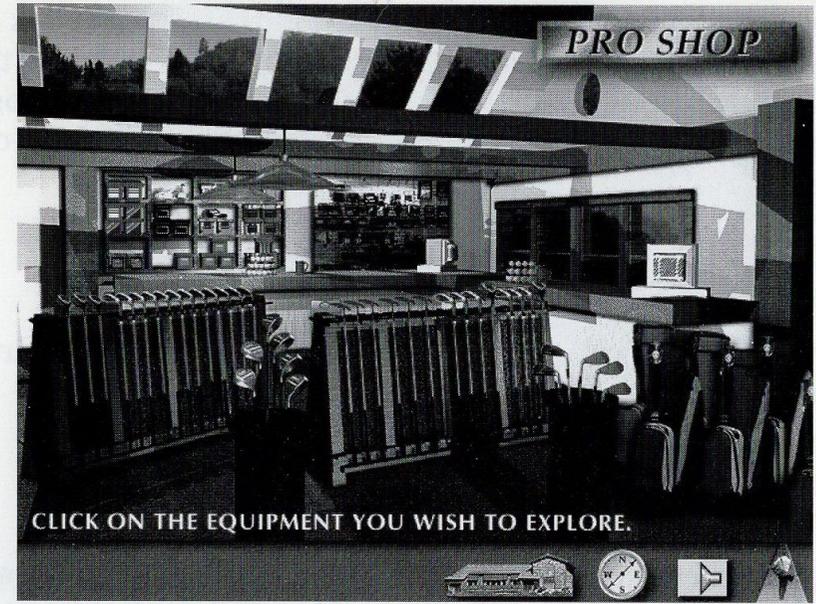
After reviewing the rule you've selected, to see additional rules click on the golf glove icon at the bottom of the screen.

Course Etiquette

Acquaint yourself with the basic code of etiquette on the tee, for the fairway, around the green and general course care.

The Pro Shop

The Pro Shop contains detailed descriptions of a variety of equipment from a broad range of manufacturers. In the pro shop is information on a wide array of golfing gear, including:



- Bags
- Drivers and Utility Woods
- Irons, both Hi Tech and Traditional
- Junior Clubs
- Ladies Clubs
- Senior Clubs
- Putters
- Wedges
- Woods, Composite, Metal and Standard

Move the cursor over the displays in the shop, then click on the equipment to see more. Once you've accessed a particular type of equipment, select a manufacturer/model to display a photograph, description of the product and the phone number of the manufacturer.

The First Tee

When you move the cursor between the blocks on the first tee, you'll find three areas to explore:

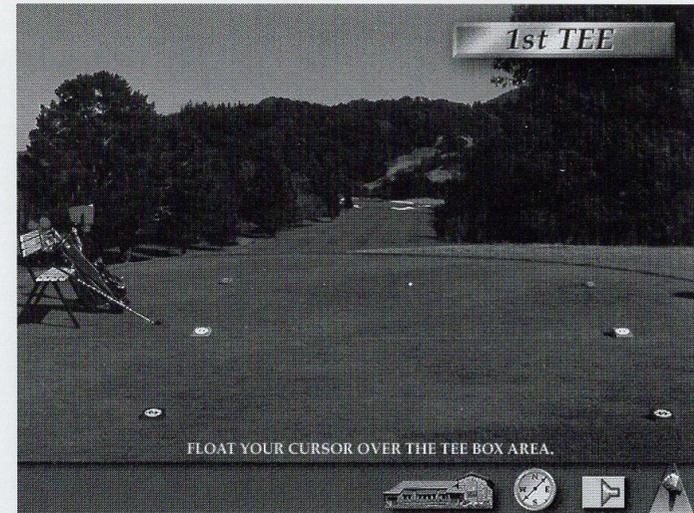
- Basics of the Game
- Different Types of Games
- Tournament Formats

Each of these competitive formats are illustrated with a score card. When you move the cursor over the card the boldface text in the explanations and additional pop-up descriptions appear.

Basics of the Game

Four basic formats are the basis for all golf competition. Explained and illustrated in this section are:

- Scratch Medal Play
- Handicap Medal Play
- Scratch Match Play
- Handicap Match Play



Different Types of Games

Here are explanations of the many games within the game that don't necessarily need a foursome or team format to work: You may find that these are played differently in different parts of the United States. When you do, remember that "local rules" apply.

- Nassau
- Captain
- Skins
- Rabbit
- Snake
- The Junk

Tournament Formats

There are many types of team competitive formats. We have included a few. You may find that these are played differently in different parts of the United States.

- Best Ball
- Two Ball
- Best Ball & Two Ball
- Low Ball & Aggregate
- Scotch Foursome
- Point Par
- Scramble

The Practice Tee

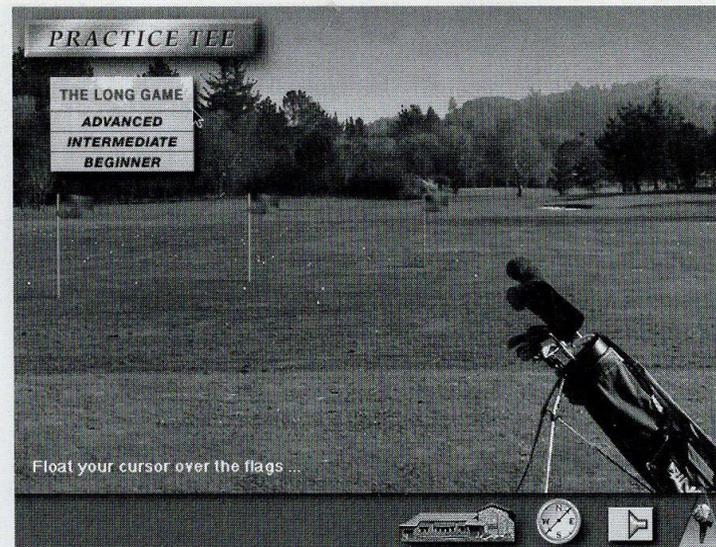
Our instruction section focuses on three areas of your game. Check out:

- The Long Game
- The Short Game
- Course Management

Move the cursor over the flags on the range and click to chose the area you want to see first.

The Long Game

Here you find full swing instruction for beginner (30+ handicap), intermediate (11–30 handicap) and advanced (0–10 handicap) golfers. The focus of the instruction depends on the



selected skill level. Instruction for beginners focuses more on the fundamentals of grip and alignment, for instance, while advanced instruction gets into the finer points of pivot theory and swing plane.

The Short Game

Instruction for the short game covers five areas:

- Pitching
- Chipping
- Sand Play
- Putting
- Short Iron

Course Management

Here is where you'll learn to mentally prepare for the game.

Choose from three sections:

- Practice
- On the Course
- Preparation

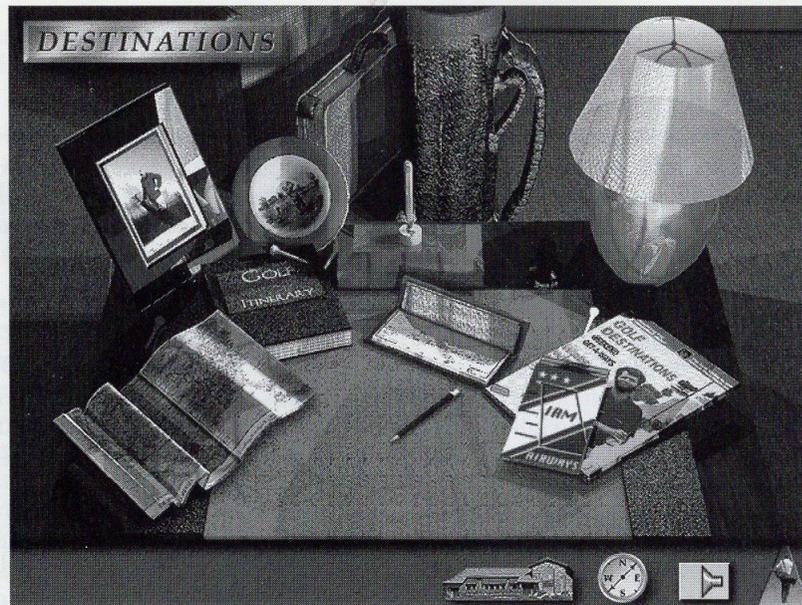
Destinations

Once you've accessed the travel desk, moving the mouse over the desk reveals two choices:

- Resort Database
- Regional Tours

The Resort database allows you to get detailed information on nearly 100 of the finest golf resorts in the United States. Scroll down the list of resorts, or narrow your search by typing in the name of a state. Once you've selected a resort, you can toggle back and forth between golf course and lodging information.

In the Regional Tours section you can choose from among more than a half dozen suggested regional tours. You can drive the highways and byways of the region and play some great courses along the way. When you move the cursor over the United States map, you'll see which regions of the country have tours. Click on a region to get more information about the tour.



The Sponsor Tent

This is where you'll find copyright information, program credits and how to reach the McLean Golf School.

Enjoy the program!

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The parties hereto have expressly required that the present Agreement and its Exhibits be drawn up in the English language. / Les parties aux presentes ont expressement exige que la presente convention et ses Annexes soient redigees en langue anglaise.

If you have any questions about this Agreement, please write to us at HarperCollins Publishers Inc., 10 East 53rd Street, New York, New York 10022, Attention: Advanced Media Group.

If you're using a PC or compatible running Windows™:

1. If your computer has an external CD-ROM drive, turn it on first and then turn on your computer.
2. Insert the SportWare™ Golf CD into the CD-ROM drive with the printed side facing up.
3. To install the program:
 - a) Double-click on SETUP.EXE from the Windows File Manager, or choose Run from the File menu and type D: \SETUP (if D is the CD-ROM drive).
 - b) A dialog box appears asking you if you would like to run the program from your hard disk or the CD. If you choose to run it off your hard disk, the installer copies the executable file and the necessary .dll files to your hard disk. If you choose to run it off the CD no files are copied to your hard disk. In either case, a Windows program group and icon are created.
 - c) The program requires Video for Windows. If you do not have Video for Windows, a dialog box appears asking if you would like to install Video for Windows 1.1d. If you have a version earlier than Video for Windows 1.1d, a dialog box appears asking if you would like to replace your current version of Video for Windows with version 1.1d. If you choose to reinstall, the program will overwrite your current version of Video for Windows with version 1.1d.

If you're using a Macintosh computer:

1. If your computer has an external CD-ROM drive, turn it on first and then turn on your computer.
2. Insert the SportWare™ Golf CD into the CD-ROM drive.
3. Double-click on the SportWare Golf icon.

You must have QuickTime 2.0 installed on your

system to run the program. If you do not have QuickTime, a dialog box appears asking if you want QuickTime 2.0 installed. After QuickTime 2.0 is installed, a message appears telling you to restart your computer before running the program. If you have a QuickTime version earlier than 2.0, a message appears recommending that you remove your current version of QuickTime and drag the QuickTime 2.0 file on the CD to your System folder to install it.

To remove an older version of QuickTime:

1. Open the System folder on your main hard drive.
2. Open the Extensions folder.
3. Drag the QuickTime file to the Trash.
4. Close the Extensions and System folders.

To install QuickTime 2.0:

1. Drag the QuickTime 2.0 icon and QuickTime Musical Instruments icon (and the QuickTime PowerPlug if you're running on a Power Macintosh™ computer) from the System Extensions window on the CD onto the closed System folder on your hard drive.
2. Click "OK" on the dialog box that asks if you want to place QuickTime 2.0 and QuickTime Musical Instruments in your Extensions folder.
3. Choose Restart from the Special menu to restart your computer.

Note: To improve the performance of the video playback, we recommend that you drag the Apple Multimedia Tuner icon from the System Extensions folder on the CD to the System folder on your hard drive. This is particularly recommended for computers with less than 8MB RAM.

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THE

You can learn from the pro's instructor, Jim

ULTIMATE

McLean. The man who counts Tom Kite, Curtis

GOLFER'S

Strange and Gary Player among his students now

COMPANION

coaches you on all aspects of your game, through

the use of on-screen video, 3D animations, and

state-of-the-art graphics.

WITH :

- INSTRUCTION
BY JIM MCLEAN,
1994 PGA
TEACHER OF
THE YEAR
- EQUIPMENT
- RULES AND
ETIQUETTE
- TRAVEL
- COURSE
ARCHITECTURE
- AND MUCH MORE

System Requirements for Windows™

486/33 PC or
compatible with
hard disk drive,
Microsoft
Windows™ 3.1,
8MB RAM, 256-
color or higher
graphics card,
14" SVGA
monitor, double
speed CD-ROM
drive, MPC-com-
patible sound card
and speakers,
keyboard
and mouse

System Requirements for Macintosh®

Macintosh with
25-MHz 68030
processor or
better, System 7 or
higher, 8MB RAM,
13" 256-color
monitor, double-
speed CD-ROM
drive, keyboard
and mouse

Version 1.0

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