

paradise
is just
steps away...

TRU
GOLF
SIMULATORS

caddy book



trugolf simulator

WELCOME TO THE TRUGOLF SIMULATOR!

The TruGolf Simulator is the brainchild of a group of golfers, game developers, and software engineers who shared a passion: to create the most realistic and enjoyable indoor golfing experience possible. Nowhere else will you find the spirit and authenticity of golf so precisely and perfectly reproduced or such a wide selection of the world's most famous and exclusive golf courses - all beautifully and accurately crafted down to the slightest detail. TruGolf's graphics and ball flight physics create imagery and gameplay so true to life, you will experience the authentic look, touch, and feel of golf.

To select, highlight, or enter information you can touch the screen or click with your mouse.

1

practice area

Let's hit a few balls and get warmed up!

- ▶ If you want to get straight to your round, see the next page!



1. Select PRACTICE.
2. Select DRIVING RANGE, APPROACH SHOTS or CHIP AND PUTT.
3. Select OK.

DRIVING RANGE:

Just pick a club and hit away!

- ▶ Stats for each shot you take are displayed in the upper-left corner.

APPROACH SHOTS:

Select a POSITION (club icons, off the green) and a PIN (flag icons, on the green), and then select OK.

CHIP AND PUTT:

Select a POSITION (putter icons on the green, club icons off the green) and a PIN (flag icons), and then select OK.

- ▶ The distances and elevation changes from Position to Pin are displayed in the Approach Shot & Chip and Putt boxes.

- ▶ Select SELECT AREA to return to the practice menu screen.

Ready to play a round?

- ▶ If you're in one of the Practice areas, select MENU in the lower-left corner, select OTHER, and then END GAME.



Select **PLAY**.

PRACTICE:

Hit the Driving Range or Practice Green.

OTHER MODES:

Set up Longest Drive, Closest to the Pin competitions and Resume Game.

- ▶ Don't worry about **OPTIONS** right now.

3

players

Let's get your name on the scorecard!



1. Select the NAME box (where *Player 1* is displayed).
2. Enter your name and then select OK.
3. If there are other players, select ADD and repeat steps 1 & 2.
4. Click NEXT.

To change the Tee, Boost, Handicap or Handed settings, touch the respective button or click it with your mouse.

TEE:

The tees you can hit from include Championship (Champ), Pro, Amateur, Junior and Ladies.

BOOST:

Boost adds or subtracts POWER by percentage to your shots.

- ▶ Entering your HANDICAP won't affect how you play – it's only factored on your scorecard, when PLAY WITH HANDICAP is selected.

course & conditions

4

Time to decide where to play and what the conditions will be...

1. Select a COURSE.
2. If desired, change the MODE OF PLAY to something other than Stroke Play.
3. If desired, customize the CONDITIONS and/or OPTIONS (see below).
4. Press START PLAY!

CONDITIONS:

Current conditions are displayed below the list of courses. To make changes, select CONDITIONS and then select any Condition to cycle through its choices. When all the conditions are set to what you want, press OK.

CONDITIONS



OPTIONS:

Select OPTIONS to change visual or audio settings, or set time limits, etc. Press OK when you're done.

- ▶ Don't worry about OPTIONS related to putting – we'll get to that later.

Ah...the first swing of the day...



FIRST SWING

1. Check the HOLE STATS.

The par, distance to the pin, and difference in elevation (among other things) are displayed in the COURSE & PLAYER INFO in the upper-left corner of the screen.

2. Check the HOLE LAYOUT.

The hole layout, terrain types, and shot target are displayed in the TOP VIEW in the upper-right corner of the screen.

3. Check the WIND.

WIND DIRECTION & SPEED are displayed in the lower-right corner of the TOP VIEW.

4. Adjust your AIM.

(If necessary.) See the next page for instructions.

5. Tee up your ball and swing away!

- ▶ Your shots are always automatically aimed at the PIN or the CENTER OF THE FAIRWAY – whichever is the more appropriate target. However, because of wind or terrain, or to hit through a dogleg, you may want to adjust the aim.
1. Select anywhere within the TOP VIEW box.
 2. Select and then drag the RED & WHITE TARGET to wherever you want to aim your shot.
 3. Release the Target.



TOP VIEW REDUCE Icon:

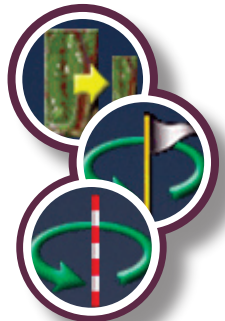
Click to immediately reduce the size of the TOP VIEW.

TO PIN Icon:

Click to rotate your view to the PIN.

TO TARGET Icon:

Click to rotate to face the TARGET.



7

after your shot

- ▶ After each shot, a screen appears with information about your shot, whose next to hit, replay features, and options to continue.

Got a hold of that one!



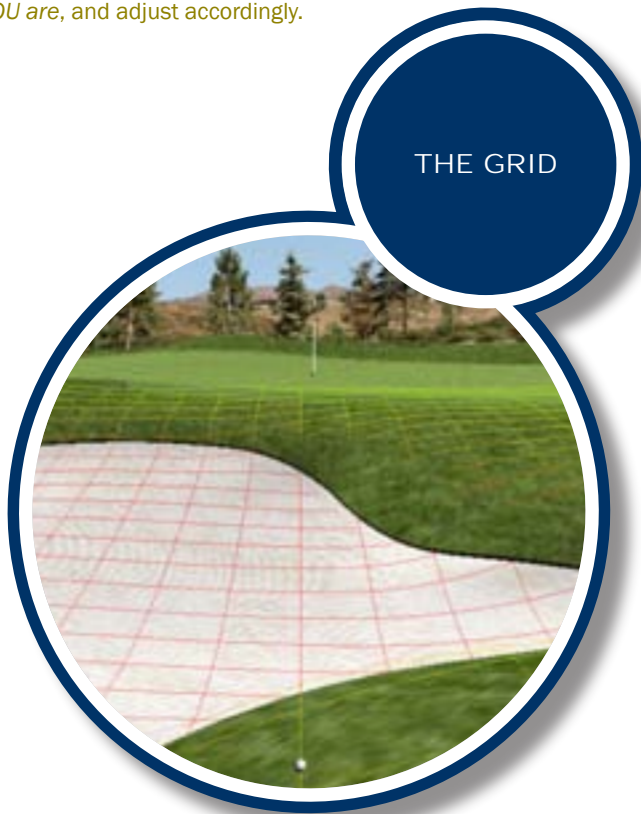
- CONTINUE:** Unless disabled, this is automatically selected if no other choice is made.
- MULLIGAN:** If enabled, you can select this (until you reach the specified limit, if applicable).
- REHIT:** Select this to retake the shot with a one-stroke penalty.
- PICK UP BALL:** Select this to take an automatic 12 and continue on to the next hole.

- ▶ If you have the option to DROP after a shot, it replaces the CONTINUE option; select DROP to automatically drop your ball at the most advantageous and legal spot.
- ▶ To SKIP A PLAYER (hit out of sequence), select MENU in the lower-left corner of the screen, the PLAYER tab, and then SKIP PLAYER.

Up and down, baby!

- ▶ **IMPORTANT!** When you get close to the green, your ball will now appear on-screen even BEFORE you hit the shot. When this happens, remember that you're hitting the ball from where it is ON-SCREEN... *not from where YOU are*, and adjust accordingly.

THE GRID



- ▶ The GRID is a useful tool for reading the terrain around and on the green. To turn it on, select MENU in the lower-left corner of the screen, and then select GRID. Do the same to turn the Grid off.

Drive for show – putt for dough...

- ▶ **IMPORTANT!** When putting, your ball appears on-screen even BEFORE you putt. Be careful to note the distance and elevation difference (in the upper-left corner) you need to putt the ball that distance, which also corresponds to the distance between the hole and where the ball is ON-SCREEN...not from where YOU are.



- ▶ We recommend using GIMMIES on shorter putts. You can select the gimmie distance which ranges from 2-10 feet.

Other PUTTING OPTIONS are:

- Player enters number of putts.
- Computer enters the number of putts.

- ▶ The PUTTING ARROW is a useful tool for reading the break of your putts. The settings for the Putting Arrow under Options, include:

ON – ROTATE TO ARROW:

The Putting Arrow always turns on and you are automatically aimed with the Putting Arrow.

ON – FADE:

The Putting Arrow always turns on and then fades away.

ON – FADE AND ROTATE:

The Putting Arrow always turns on, you are automatically aimed with the Putting Arrow, and then the Putting Arrow fades away.

- ▶ You can also select how quickly the PUTTING ARROW fades away.

Place the ball on a tee about 3-4" in front of the row of sensor holes closest to the screen. As your club passes over the sensors on its way to make contact with the ball, critical information is gathered helping determine the speed, path, and face angle of the club.



Place ball 3" in front

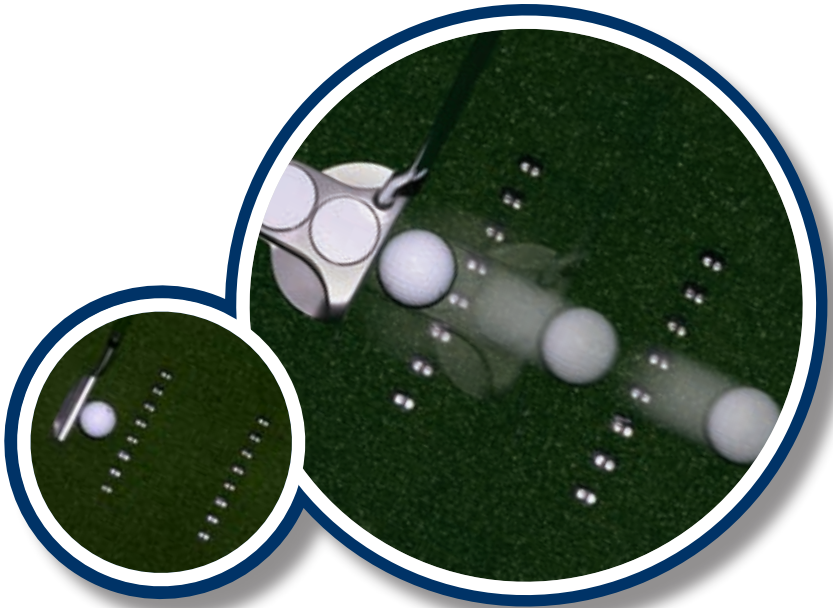
For an iron or chip shot, place the ball on the grass 2-3" in front of the row of sensor holes closest to the screen.



- ▶ As in outdoor golf, you should only tee up the ball when you are on the tee box.

12A:

For a putt, place ball BEHIND back row of sensor holes, and then follow through to hit the putt.



12B:

The speed and direction of PUTTS are determined exclusively by the movement of the ball over the TWO ROWS of sensor holes.

