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INSTALLATION

Note: Ultimate Golf requires Window 95™ or Windows 98™ to be installed on your computer in order to run.

Before embarking on installing U-Golf for the first time, we suggest you take a couple of minutes to examine the trouble shooting section towards the end of the manual first.

We recommend that you quit other programs before installing or running Ultimate Golf.

TO INSTALL ULTIMATE GOLF...

Insert the CD into your CD-ROM drive.

The CD should auto-run, and the installation program will guide you through the installation process.

If the CD does not auto-run for any reason, you may start the installation process manually, as follows...

1. Click the Windows 'Start' button.
2. Select 'Run...' from the start menu.
3. Type 'D:\SETUP' (where D: represents the drive letter of your CD-ROM drive).
4. Click 'OK'.

The installer will then guide you through the installation process.

Important note: Please be very careful in your choice of drivers. We recommend using the OpenGL drivers. See the troubleshooting section later in the manual for more information.

Video drivers update:

When starting the installation of the drivers for your video card, a choice of drivers will be proposed to you:

- If you choose one of the following options, then just follow on-screen instructions: "Direct3D drivers", "Glide drivers", "Software rendering drivers" or "Do not install video drivers at this time".
- **If you choose the recommended option "Install OpenGL drivers for your video card", then a screen will warn you that this part of the installation process has not been translated into your language. Below is the translation of this process, with screenshots of the corresponding screens.**

1 – This screen proposes to update the GLSetup program, which monitors the drivers installation.

At the date of release, this update is not necessary, so click on "CONTINUE" to proceed with the installation.



Click on “GO TO WEB” only if you have a recent video card (released after March 2000) or if you experience problems with this part of the installation (your card model not recognized...).



2 – This screen advises to shut down all programs before proceeding with the installation and reminds that this program is protected by copyright law and international treaties. Click on “CANCEL” to exit or “NEXT” to proceed.

3 – This screen lets you choose where to install the GLSetup program. Click on “BROWSE” to change the default directory or “NEXT” to proceed.



4 – This screen displays information about GLSetup, like the current known bugs. Click on “GO TO WEB” for more info or “CONTINUE” to proceed.

5 – This screen displays the end use agreement for using GLSetup. Click on “YES” to accept the terms, “NO” to exit the installation.



6 – This screen tells you what video card the program has detected on your machine and how to uninstall GLSetup if the drivers installation fails. You will find the translated procedure for uninstallation below. Click on “NEXT” to continue and start installing the drivers.

7 – This screen proposes to keep you informed by e-mail of upcoming driver updates. Fill in your address by clicking on “REGISTER” if you want to be informed regularly or “SKIP” to proceed.





8 – This screen reminds you that DirectX 7 is needed to run GLSetup. Since it has already been installed with the game files, all you need to do is click on “CONTINUE”. “GO TO WEB” would give you more information about DirectX 7.

9 – The drivers will now be installed on your machine. Each manufacturer has a different way of installing its video cards’ drivers, so follow on-screen instructions to proceed.

C – Finishing the installation:

Once the game and its drivers are installed, you will be prompted to reboot the PC.

D – Uninstalling GLSetup:

If GLSetup fails to recognize your video card or if you experience problems with Ultimate Golf or other games after updating the video drivers with GLSetup, then uninstall GLSetup. Here is how to proceed:

- Restart Windows in “safe mode”
- Open Control Panel
- Choose “Add/Remove Programs”
- Select GLSetup
- Restart your computer normally

TO START ULTIMATE GOLF...

We recommend that you quit other programs before running Ultimate Golf.

You can start Ultimate Golf by selecting the short-cut created in your Start Menu, as follows...

Click the Windows ‘Start’ button.

Go to ‘Programs’.

Go to ‘Ubi Soft Games’.

Go to ‘Ultimate Golf’.

Select ‘Start Ultimate Golf’

The game should now start.

Depending on your system configuration, you will be able to increase the game’s resolution and turn on some video options in the Options menu (see 5.7). The game starts in 640*480 by default, with all video options OFF.

If you encounter any problems while installing or running the game, then refer to the **Trouble Shooting** section of this manual (*section 6*) for help.

1- QUICK START

If you wish, you can play Ultimate Golf right away without having to read through the manual. To help you along, here is a quick tour through the first hole on the forest course, to get you started. If you are left handed, refer to the note at the bottom of this page.

FOREST COURSE, HOLE 1 TOUR...

1. Follow the instructions in Section 1 for **installing and starting the game**.
2. **Select the language** that you wish to use by clicking on the appropriate flag.
3. On the 'Main Menu' screen, select **'Start Game'**.
4. On the 'Game Type' screen, select **'Practice' mode**.
5. On the 'Player Entry' screen, click the 'Load' button, and choose the **'QuickStart' player**.
6. Click the 'OK' (Tick) button at the bottom of the screen.
7. On the 'Course Select' screen, click the 'OK' button again to **start loading** the first hole.

You are now ready to **tee off...**

QUICK PLAY GUIDE

The 'Quick Start' player will be configured to use the **'Amateur' control method**, which is designed to make life easier for beginners. You don't need to worry about miss-hitting the ball, just concentrate on trying to make as smooth a swing as possible.

A PRACTICE SWING

To aim: Choose your aim point on the hole, either by using the Left/Right arrow keys to rotate the golfer left or right, or by simply clicking with the left mouse button in the main view, where you wish to aim. When you are happy with the aim, you can start your swing. As the golfer rotates they may turn transparent and the golf club may disappear. This signifies that the golfer cannot address, or hit the ball from his current position. You will have to rotate the golfer to another angle in order to play the shot.

To set power: Click and **hold the right mouse button** and drag the mouse to the right. You should see the golfer beginning to bring his arm back. Note that unlike most other golf games, you are controlling the club directly in realtime as you move the mouse. As you pull the club back, notice the power on the swing meter increasing. The distance shown just above the swing meter gives you an approximate indication of the distance the ball will travel when hit (but this does not take into account factors like the wind or ball lie, which you must account for yourself).

To strike the ball: Keep the right mouse button down, and drag the mouse back to the left, moving in a **diagonal movement from top right to bottom left**, as smoothly as possible.

When the ball comes to a rest: You will be presented with a choice of options depending on where the ball landed. A selection of the following options will be available depending on the balls lie.

Replay	Allows you to see an action replay of the previous shot.
Mulligan	Play the previous shot again without incurring a penalty. Only one mulligan per hole is available to each player. Use them sparingly!
Drop	Drops the ball near to where the ball landed but in a legal position. A penalty of one shot is applied.
Rehit	Play the previous shot again from the same location. A penalty of one shot is applied.
OK	Passes play to the next player

Keep playing as long as you like. When you get the ball in the hole, you will see the scores for the round. Click on OK to go onto the next hole.

When you've finished, hit **'ESCAPE'** to **exit** practice mode, and return to the menus.

LEFT HANDED PLAYERS

If you are left handed, then you can choose the 'QuickStart(LH)' player during step 5 above. This player is configured for left handed play. Follow the instructions as above, accept that the mouse movements are reversed, so drag the mouse to the left to set the power, and to the right to strike the ball.

3.CONTROL METHODS

There are three control methods that can be used to simulate the swinging action of the club. These are described below. The left or right-handed orientation that can be chosen in the Player Setup screen (see 5.5.2) affects the Amateur and Ultimate control methods by determining which direction the player should move the cursor to simulate a swing.

3.1. AMATEUR

The Amateur control method is designed for beginners, and will never miss-hit the ball, but will not hit the ball as far as the other control methods. Pressing and holding down the RMB will put the player into swing mode. Moving the mouse to the top-right (top left for left-handed players – this can be set in the frontend) while still holding the RMB, will cause the golfer on screen to swing the club back. The power bar will rise to give the player an idea of the distance the ball will be hit. Then moving the mouse smoothly and diagonally towards the bottom left (bottom-right for left-handed players) will cause the golfer on screen to start swinging.

3.2. PRO-CLICK

The three-click control system is based on that used in many other golf games.

As in the other more advanced systems you must first aim the player in the direction you wish the shot to go and select the club for the required distance.

The next step is to click the right mouse button. This will start the bar moving towards the right hand side of the screen. The next click of the right mouse button will select the power of the shot, you should see a small triangle appear at the point you clicked. Stopping the bar to the right of the small triangle on the scale will cause the player to “over swing” at the ball. This can gain a few vital yards for the shot but can also be at the expense of direction, be careful!

After the first click the bar will start to move back towards the left side of the bar. You will notice two small blue lines, these indicate the sweet spot for the club. You have to stop the power bar by clicking the right mouse button as it centre's itself between the two blue lines. Stopping the bar too far to the right will cause the shot to slice and stopping the bar too far to the left will cause the shot to hook.

If you stop the bar outside the blue safe area the golfer will miss-hit the ball.

If you start the bar moving and fail to set power correctly, by clicking then leaving the bar to return to centre will avoid playing the shot.

Practice a few holes with the control system to get a feel for how fast the bar moves and how far you can strike the ball.

3.3. ULTIMATE

The Ultimate control method uses the same style as Amateur, but can give the player extra control and distance if used correctly. The method to hitting a shot is identical to that of the Amateur method, but the player will need to use the Control Helper (the crosshairs with a dot that moves as you swing the mouse). The ideal shot is to make the dot move in a perfect diagonal line from Top Right to Bottom Left (opposite for left-handed players as with the Amateur method), passing through the centre of the crosshairs. Since the vertical axis represents the angle of the wrist through the swing, and the horizontal angle represents the angle of the shoulders through the swing, the ideal shot is at the centre of the crosshairs. Any inaccuracy will directly cause the ball to vary from the ideal shot. This can cause hook/slice and distance to be affected. One of the main advantages of using this method is that it gives more of a sense of actually hitting the shot than clicking. There is also a slight distance advantage to using this method to reward the extra learning required to mastering it.

4. GAME CONTROLS

4.1. THE CLUB BAG

The Club Bag is designed to allow a player to quickly access the options they may need to change during the game. When you move the mouse near to the bottom left corner of the screen, the club bag will 'pop up' allowing you to change the options on it.



Select club

Select the club to use from those available in your club bag



Toggle inset camera

Switch the inset camera view on or off. The inset view will give you an alternative camera angle to view from during a shot, and also allows you to inspect different areas of the course by left-clicking on the plan view (see section 3.4).



Toggle 1st person view

Switch between 1st and 3rd person golfer viewpoints.



Toggle shot helper

The shot helper gives the beginner some help with a shot, suggesting a suitable club and indicating the path of the ball and whether it is likely to hit something or not.



Select flight camera

Select one of various camera views for when the ball is in flight.



Hole view - Camera situated next to the hole

Ball view - Camera in the ball

Follow ball - Camera following the ball

Above view - View from above the ball

TV camera - TV style view from various TV cameras around the Course.

Golfers view - The golfers view of the ball. If you toggle the first person view (above), you can play the whole game from the golfers view point.



Toggle green grid

The green grid will help you to judge the slope of the green when putting. When in Walk mode (see below), you can lean down to inspect the slope closer (using [Page Down](#)).



Stance adjust

This button toggles the stance adjust panel (see section 3.3 "Stance Indicator") on and off. The stance indicator allows the player to adjust their feet angle and ball position for a shot, in order to adjust the spin on the ball.

Hole flyby

This option will trigger a 'flyby' of the current hole, allowing the player to inspect the entire length of the hole from the air.

Walk mode

Walk mode allows a player to walk around and inspect a hole from the ground in his or her own time.

Use the **arrow keys** on the keyboard to move around. Hold down the **shift key** to walk faster.

Page Up and **Page Down** look up and down. **Home** and **End** raise and lower the viewpoint.

Quit

Quits the game.

...or **Exit** the current game, back to the frontend.

4.2. THE SWING METER

Use the swing meter to help you to gauge the type of shot you want to make.



Power meter

The power meter shows you how much power will be put into the shot when the ball is hit. In general, the more power applied, the further the ball will travel.

The **distance** shown above the **Swing Meter**, gives an approximate indication of the distance the ball is likely to travel using the current club. Note that this is just a rough guide, and does not take into account important things like the lie of the ball, or the wind. You must use your own skill and judgement to account for these.

Ultimate control

The actual power achieved by the shot will also depend on how smooth and accurate your swing is. Use the **Swing Indicator** to help achieve the perfect swing.

Amateur control

The actual power achieved by the shot will also depend on how smooth your swing is.

ProClick method

The pro-click system uses a different display to set up the shot. See the section above on playing shots with ProClick system for full explanation.

Swing Indicator



The swing indicator shows the position of the player's shoulders and wrist during a swing.

The two pictures here show the mouse's movement path when a shot is taken. The picture on the left shows a sliced shot - this shot will cause the ball to curve slightly to the left. The other picture shows a hooked shot, which will cause the ball to veer to the right when in flight.

Ultimate control

This indicator correlates directly with the input of the mouse. During a swing (hold down the RMB) you will see a small dot on the indicator. Moving the mouse up and down will adjust the angle of the player's wrist, while left and right movement moves the player's shoulders.

For the perfect shot, the player should aim to move both the shoulders and wrist, smoothly from one extreme to another, and to hit the ball with the wrists straight. This corresponds to moving the dot from the top-right corner of the indicator (i.e. shoulders and wrist fully back) to the bottom-left corner of the indicator (shoulders and wrist forward), passing through the very centre (shoulders and wrist straight). This will give the maximum power possible without any unwanted hook or slice on the ball. (*Tip: use the stance indicator to add deliberate hook or slice to the shot*).

Pro-click control

The swing indicator is not used for the Pro-click method.

Amateur control

When using the amateur control method, the wrists are controlled automatically, so you need only judge the distance required, and make as smooth a swing as possible to retain power in the shot.

When using the **Ultimate** or **Pro-click** control methods, a miss-hit will result in reduced power and uncontrolled hook or slice on the ball. The **Amateur** control method is designed for beginners, and will never miss-hit the ball, but you will only be able to hit the ball a fraction of the distance using this control method.

4.3. THE STANCE INDICATOR



The stance indicator allows the player to adjust the angle of the player's feet and the position of the ball in order to effect its spin during flight.

Adjusting the ball position

Moving the ball further away from the player will cause the clubface to strike the ball nearer the top. This reduces the amount of backspin on the ball (called **topping**), and causes it to fly in a much lower trajectory and with reduced lift on the ball. This will make it travel less distance in the air, but the ball will tend to 'run on' when it lands on the ground, rolling further than it would normally.

Moving the ball back towards the player will cause the clubface to strike the ball nearer the bottom. This increases the amount of backspin on the ball, and will cause it to fly in a higher trajectory, but then drop rapidly, and stop suddenly on the ground.

Adjusting the feet angle

Adjusting the angle of the player's feet allows the player to deliberately hook or slice the ball in order to curve it around an obstacle in the player's path.

Moving the right foot forward, and the left foot back is called '**opening the stance**', and will cause the ball to be hit slightly right of centre, tilting the spin of the ball to the right during its flight. Initially this will cause the ball to travel slightly to the left, but the ball will then curve left to right as the spin pulls the flight of the ball to the right. This is known as **fade** or **slice** for a right handed player.

Moving the left foot forward, and the right foot back is called '**closing the stance**', and will cause the opposite effect to that of an open stance. With the ball struck slightly left of centre, the spin will be tilted to the left. Initially the ball will move off to the right, but then the spin will pull the flight of the ball from right to left. This is known as **draw** or **hook** for a right handed player.

Backspin effects

The amount of backspin on the ball when it is hit is determined by the club face loft and velocity of the club head at impact. More backspin will generate lift when the ball is in flight, causing it to travel further, and to stop more suddenly when it hits the ground. In extreme cases, a lot of backspin may cause the ball to 'back up' when it lands on a green, rolling back towards the player.

Higher woods or irons tend to create more backspin, with the wedges creating the most, but the spin will also depend on how hard the ball is hit, and also on the player's stance. (Tip: use the stance indicator to adjust the amount of backspin on the ball).

Hook and Slice effects

The amount of sidespin on the ball when it is hit will cause the flight of the ball to curve either to the left (called hook or draw) or to the right (called slice or fade). (Note that these two terms are reversed for left-handed players).

Sidespin occurs either when the ball is miss-hit, or when deliberate sidespin is added by adjusting the player's stance using the stance indicator. (Tip: Normally the player would want to hit the ball as straight as possible, but sometimes it is useful to be able to curve the ball around an obstacle such as a tree).

Stance Summary

'Draw the ball to the left' – left foot forward, right foot back **(Key Shortcut '<')**

'Fade the ball to the right' – right foot forward, left foot back **(Key Shortcut '>')**

Less backspin, lower trajectory, ball runs on – move ball away from player
More backspin, higher trajectory, ball stops quickly – move ball towards the player

4.4. THE PLAN VIEW

The plan view shows an overhead view of the entire hole, and is used to help the player aim at positions on the hole that may be out of sight in the main view.

Clicking on the planview will cause the player to aim at that point on the hole. This will also bring up the inset view, showing the area of interest.

The plan view also shows the 'area of play' for the current club and aim direction.

4.5. THE HOLE INFO



Hole, par and distance from hole

Shows the hole number and the Par for this hole, as well as the distance of the player from the pin in yards.

Ball lie indicator

Shows the current lie of the ball.

Wind speed and direction indicator

Shows the current wind speed in MPH (miles per hour), as well the direction in which the wind is blowing.

Toggle overhead view (Key shortcut 'O')

This button toggles the overhead view of the hole on or off.

4.6. THE PLAYER INFO

The player info is displayed in the top left hand corner of the screen, and displays the following information for the current player...

Player name

Number of shots taken

Current score

KEYBOARD CONTROL

Main game controls

Left/Right Arrows	Aim golfer
Enter or Space	Confirm
1-6	Main camera select
1	3rd person view
2	1st person view
3	caddy view

4-8 CHANGE IN-FLIGHT CAMERA

When in caddy or in-flight mode using the arrow keys on the numerical keypad and the '+' and '-' keys will allow you to rotate around the golfer and zoom in and out respectively.

>	Open stance (fade right)
<	Close stance (draw left)
[	Previous club
]	Next club
Escape	Exit game

Walk mode controls

Left/Right Arrows	Rotate view
Up Arrow	Forward
Down Arrow	Backward
Hold Shift	Move faster
Page Up	look up
Page Down	look down

5. FRONTEND SCREENS

5.1. LANGUAGE

Simply click on the required language icon.

5.2. MAIN MENU

Start Game – Start a game (see 5.3).

Load Game – Load a saved game (see 5.4).

Options – Setup graphic, audio and input options (see 5.7).

Multiplayer – Start a multiplayer game (see 5.9).

Records – View player and course records (see 5.8)

5.3. GAME SELECT

Strokeplay - This is the most typical form of golf, and up to four players can compete. The player with the lowest cumulative number of shots over all holes is the winner i.e. a player taking 67 shots to finish the round will beat a player who takes 68 shots to finish.

Matchplay - This is a head-to-head competition and at least two players are needed. The player with the lowest score per hole wins that hole. The player that has won the most holes at the end of the round is the overall winner.

Fourball - Team game, where four players compete in teams of two. The scoring system is the same as with Matchplay, but only the lowest score of each team counts. All players play.

Foursome - Team game where four players compete in teams of two. The scoring system is the same as with Matchplay. The first player in each team plays the first shot, the second player takes the next shot and the shots are played alternately from then on within each team. The lowest score per hole wins that hole.

Tournament - Up to four players can compete in the tournament along with predefined computer players. The rules are as with Strokeplay, and the player with the lowest score at the end of the round wins the Tournament. This can be played on any course i.e. there are effectively 3 different Tournaments.

Practice - This will allow the player to practice any hole from the three courses.

5.4. RESUME GAME

Selecting resume game will allow play to resume from the previously completed hole. Player's scores and team ordering are preserved when resuming a game.

5.5. PLAYER SETUP

These three screens enable players to be added to the current game (up to four) and for the players to be customised as required. New, saved and computer players can all be added to

the current game. As players are added, they will appear in the player list in the centre of the screen – these will be the players used in the current game. Note that for Fourball and Foursome modes, you must select four players. The first two selected will be in Team 1, the second two will be in Team 2. The Setup and Remove buttons operate on the currently selected player in the player list, clicking on a player in the player list will change the selection.

5.5.1 Player Entry

New Player – Clicking on this will create a new player. It takes you to the Player Setup screen (see 5.5.2) where the new player can be customised as required. On return to the Player Entry screen, this player will then be added to the player list.

Load Player – This will bring up a dialogue box listing the saved players. Click on the required player to add them to the player list.

Computer Player – Brings up a dialogue of the eight computer players available (see 5.). Click on the required computer player to add them to the player list.

Setup – If the player selected in the player list is a human player, this will go to the Player Setup screen to allow that player to be customised further.

Remove – Will remove the currently selected player from the player list.

5.5.2. Player Setup

This screen allows the selected player to be configured as required. The character will be saved when exiting the screen by pressing the tick, pressing the cross will cancel the changes made.

Name – Click on the name entry box and type the name of the character.

Character – Select the required character from the eight available.

Input – Choose the input method from mouse (recommended).

Orientation – Select left-handed or right-handed control (affects professional and Ultimate control methods only). This determines the horizontal direction of movement when performing a swing during a game.

Club Bag – Click on this to go to the Club Setup screen (see 5.5.3) to set up the club the player will use.

Control Method – Choose from Amateur, Professional and Ultimate control methods for operating the club swing in the game. (See 6. for further explanation of these methods).

Ball – Pick from the four available balls (See 5.5.4).

Character Clothes – Each character has three different sets of clothes that they can wear and clicking on these three buttons will pick one of the sets.

5.5.3. Club Setup

Each player can have up to fourteen clubs in their club bag. The user will be warned if they select more than this. The shaft and club-head can be changed for each club. A putter is always carried.

Club – Clicking on a club will toggle between selecting/deselecting a club.

Ball – There are three different types of ball that the player can choose from offering different characteristics to suit different players.

EasyBall <i>Hard 2-piece Surlyn</i>	Beginners ball. Easier than the others to hit in a straight line but at the expense of distance.
ControlMaster <i>Hard 3-piece Surlyn</i>	This ball can be controlled more accurately than the other types.
ProBall <i>Medium 2-piece Tour</i>	Difficult to hit straight but has a distance advantage due to its construction.

5.6. COURSE SETUP

A round can be played on any of three available courses. Choose from Forest (England), Canyon (Arizona) and Island (Hawaii). The courses do vary in difficulty ranging from the relatively easy Forest course to the trickier Island course.

5.6.1. Course Select

Course Selection – Clicking the left and right arrows will allow you to pick the required course.

Wind Strength – Moving the slider will vary the wind between being very light and being at full strength.

Weather Buttons – Click a weather button to set the desired weather condition, or select random for a realistic effect.

5.6.2. Course Info

This screen gives more information about each of the holes on the three courses giving an overhead map of each hole as well as their par and distance. Clicking on the arrow buttons will change the currently selected course and hole. In Practice mode, use this screen to select the desired practice hole.

5.7. OPTIONS

All the game options can be accessed through these option screens. Extra care must be taken with the advanced graphic options as selecting certain options depending upon the graphic card being used may degrade performance.

5.7.1. Audio Setup

Sound Driver – Use this to select an alternate sound driver if needed.

Music Volume – Use the slider to change the music volume.

Sound Effects Volume – Use the slider to change the volume of the sound effects.

Off Buttons – Will toggle sound effects or music on/off.

Test Buttons – Will play a sample to test the volume levels.

5.7.2. Video Setup

Screen Mode – Allows the selection of a specific screen resolution and bit depth from those available.

Gamma – Use the slider to alter the relative brightness of the screen.

Windowed – Toggles between windowed mode and full-screen modes.

Advanced Graphic Options – Setup more advanced options.

5.7.3. Advanced Video Setup

Fog – Distance fogging and weather fog effects.

Mip mapping – Can give better results when viewing objects closely.

Reflections – Reflections of the player and course objects.

Shadows – Player shadows.

5.7.4. Mouse Setup

Input Driver – Use this to change the input driver if necessary.

Mouse Sensitivity – Changes the sensitivity of the swing.

5.8. RECORDS

These screens give access to all the records and player statistics that are stored. The left and right arrows at the top of the screen allow navigation between each of the screens. Other arrows are available to change the selected player where necessary.

5.8.1. Trophies

Will display all the trophies that the selected player has won.

5.8.2. Personal Records

Gives all the relevant statistics that are stored for each player including rounds played, lowest score, average score.

5.8.3. Course Records (Best Scorecard)

Shows the lowest scores achieved on each of the courses from each tee, and the players that managed them.

5.8.4. Hole Records

Gives details on the last round played, detailing the players involved and the scores achieved.

5.9. MULTIPLAYER

A networked multiplayer game can be set up from these menus. Games will be played over IPX networks with up to a maximum of four players. The network game is restricted to one human player per machine.

5.9.1. Connection

Player Entry – Adding local players can be done using the same method as with a non-networked game. At least one player must be selected in order to continue.

5.9.2. Game Select

Create Game – Select this to be the host of a new game. Only the host can set the network game options, and if the host cancels the game while in these screens, the game will be cancelled.

Join Game – Click this to join an open game hosted by someone else. The game joined will be the one selected from the list of available network games at the bottom of the screen.

Game List – This area lists all of the games currently running on the specified network. Select a game to view the players already joined (unless the game has already been closed). Before joining a game, select it here first then click on the Join Game button. This will only work if the game is open and does not already have the maximum amount of players.

5.9.3. Setup Game

Only the host (the player that choose to create the game) can setup a multiplayer game, and can do this by selecting the course as with a normal game (see 5.6). Control will then pass to the Wait For Connection screen (see 5.9.4) where the other players will be waiting for the host to start the game.

5.9.4. Wait for connection

Start Game – (for the host only) Selecting this when all the players are ready will start the network game with the players currently joined to the game. The joined players will wait at this screen until the host has set the game options and clicked this button.

5.9.5 Game Service Client

To play on the Ubi-soft game service client you must have installed the game service client option. See the trouble shooting section on networking for more information on installation. If you haven't already created a game service client player do so now by clicking on the new user item. Further help can be brought up at anytime by clicking on 'help'.

To start Ultimate Golf, run the Game Service Client. Ensure your connection to the Internet is active before launching the Game Service Client. Enter your name and password to login to the service. After logging in you will be presented with a list of game options. The player hosting the game should select U-Golf and then click “new game”. Other players should then see the host’s game appear in their game service client windows at which point they can highlight the game and select “join game”. The host selects “start game” upon which Ultimate golf should load and run.

Further information is available from the game service client by clicking on “help”.

5.9.6 Player Characters

There are eight pre-defined characters that players can play against, each with different capabilities and skills. Players also pick one of these characters when setting up their player.

Beginners to Ultimate Golf should perhaps try with players such as Chan or Tisha as their control on the swing is more forgiving making them more reliable. More experienced players may wish to use Bud or Lei with their improved distances, although they do come at a price requiring better swing action from the controller. A player such as Martin may be useful for courses where hazards are a problem due to his increased special ability (makes playing from hazards or bad weather conditions easier) for where safe shots may be more important than distance. Each player has strengths and shortcomings, and different characters may be more useful in certain situations than others. Experimentation is the key to discovering each player’s strengths and weaknesses.

6 - TROUBLE SHOOTING

6.1 GENERAL INSTALLATION NOTES

Ultimate Golf requires a 3D accelerated video card to run. The cards listed on the side of the box should all work, as should cards made by other manufacturers which contain the same hardware as one of those cards (e.g. a Righteous Orchid Voodoo Graphics card is the same as any other Voodoo Graphics / Voodoo 1 card).

Ultimate Golf requires a minimum of 32 Meg of RAM in your machine to run.

Ultimate Golf requires 150 Meg of free hard drive space to install.

Ultimate Golf requires a CD-ROM so that you can install from the game CD and play music during the game.

Ultimate Golf does not need a sound card to work, but it is recommended.

A minimum Pentium 200MMX or equivalent processor is recommended for Ultimate Golf.

On lower end processors, the frame rate may be lower than ideal for playing the game.

Windows 95, 98 or some later "9X" version of Windows is required to install and play Ultimate Golf.

If you have not previously installed the game, the game installer should start automatically when you put the CD in your drive. If it does not start, please double click on "setup.exe" in the root of the CD.

The first time you install the game, you need to select the "Install / Update Hardware Drivers" option from the first menu in the installer after the language selection, as well as the "Install Game Files and FMV Player" option. You only need to install the "Ubisoft Game Service Client" if you wish to play Ultimate Golf on the Internet.

If you ever change any of your installed hardware (e.g. video card, sound card etc) please run the game installer (by double clicking on "setup.exe" in the root of the game CD) and select "Install / Update Hardware Drivers" only. This will ensure that the correct drivers are installed for your hardware without reinstalling the actual game, overwriting saved games etc.

If you wish to check the performance of your video card without running the game, you can use the "Test Video Card Performance" shortcut that should appear in your start menu after you have installed the game, under "Ubisoft Games / Ultimate Golf".

6.2 Installing OpenGL Drivers

Ultimate Golf requires an OpenGL 1.1 compatible video card driver to run. Instructions for how to make sure you have such a driver are given below. Please note: a "Quake mini driver" will not work. If you do not know what a Quake mini driver is, please ignore this comment.

If you already have a working OpenGL 1.1 driver installed for your card, which you are sure is up to date and completely debugged, you do not need to install any video drivers (i.e. you

can select the “Do not install Video Drivers at this time” option from the list of OpenGL driver options).If you are not sure whether your OpenGL driver is fully working or not, or you are not sure what OpenGL is, please follow the procedure below: When you reach the “OpenGL Options” installation menu (during any installation for which you have selected “Install / Update Hardware Drivers” from the first menu after the languages one, select the “OpenGL drivers for your hardware” option, **unless** you have a 3dfx card (3dfx Voodoo 1, 2, Rush, 3 or Banshee). In this case (if you have a 3dfx card) you can choose either the “OpenGL driver” option or the “Glide driver” option (the “Glide driver” is also an OpenGL 1.1 compatible driver, but is specially supplied for use with Ultimate Golf on 3dfx cards ONLY).

Note: if you choose to install the “Glide” driver on a 3dfx card, you will be warned that a version of Glide suitable for your video card must already be installed. Normally this will have happened when you (or your PC supplier) first installed the drivers for the card. In that case, please just click on the warning to proceed. If you are concerned about this, please contact your PC or video card manufacturer for further information.

The installer should then guide you through installing an OpenGL driver with which the game works and which is appropriate for your hardware.

Important: If at any stage you are asked whether to keep an existing file because it is newer than the one being installed or overwrite it, **always choose to overwrite the existing file, not to keep the newer one you already have.**

If the installer does not find a driver for your card, and you have access to the Internet, please go to the glsetup web site (<http://www.glsetup.com>) and follow the instructions there to download the driver you need.

If the installer does not find a driver for your card, and you do not have access to the Internet, please contact the manufacturer of your video card and / or PC to check on how to obtain the driver you need.

Please note: drivers for almost all common 3d cards should be either on the game CD (and installable via the “OpenGL drivers for your hardware” option, or (for cards which came on to the market after the game was released) on the glsetup web site. Drivers for all the cards listed on the side of the box should be on the game CD, and installable through the “OpenGL drivers for your hardware” option.

If, during driver installation, you are told that the “glsetup” package is out of date and has expired, please go on to the web to the glsetup web site (<http://www.glsetup.com>) to download a newer version if you have Internet access. This should not take a very long time; you can download a small version of glsetup from the web site which then downloads the actual drivers as it needs them.

If you get this message that “glsetup” has expired and you do not have an Internet connection, do not be concerned: the installer will still work and install working drivers for

you. The only reason to download a new version if the version on the game CD says it has expired is to get more recent drivers, since the drivers on your game CD are liable to be obsolete at this point (i.e. they should still work, but some game features may not be available).

Please ignore any warning messages about checking for the presence of DirectX6 or 7 or the use of 3dfx drivers which may appear during OpenGL driver installation. DirectX7 will be installed for you by the game, and the game has been modified to work with the new 3dfx OpenGL drivers as mentioned in the warning message.

If your PC contains two 3d accelerator cards (a 3dfx Voodoo 1 or 2 plus another card), you will only be able to install the OpenGL driver for one of these cards during one run of the game installer. Please select the card on which you want to play the game and install drivers for that card. If you want to have the choice of running the game on either, select one card and install the drivers for that card. After the PC has rebooted and normal game installation has finished, ensure that the game CD is in the drive and double click on "setup.exe" in the CD root. Select "Install / Update Hardware Drivers" only from the first menu after the language menu select "Install OpenGL Drivers for your hardware" from the OpenGL driver options menu and select the other card. Once this installation has finished, the PC should reboot again and you will be ready to play the game on either card, selecting whether to use the 3dfx card or the other one when you start the game.

Note: this option (selecting whether to play the game on a 3dfx Voodoo 1 or 2 or another 3d card when the game starts up) is only available if you select the "OpenGL drivers for your hardware" option for both video cards. If you select the "Glide driver" option, the game will always run on the 3dfx card, although you can rerun the game installer later, selecting "Install / Update Hardware Drivers" only, and change from the "Glide driver" to the "OpenGL drivers for your hardware" option for the 3dfx card.

If you think you might have made a mistake at any stage in this process, you can always put the game CD back in the drive, double click on setup.exe, select "Install / Update Hardware Drivers" only from the first menu after the language selection and repeat the driver installation.

6.3 USING THE OPENGL DRIVER YOU HAVE INSTALLED

Once you have completed the process above, you can try running the game. At the time of release of Ultimate Golf, it seems that, although most available 3d cards will have fully working OpenGL drivers, some manufacturer's drivers might not be completely bug free. Details comments will be on your game CD, in the root, in the text file called "readme.txt".

For video cards released before the release of Ultimate Golf and recommended on the box, you should be warned by the game if you attempt to select an option in the frontend which will not work with your card, e.g. a very high screen resolution or an unsupported special effect such as dense fog.

6.4 INSTALLING ALTERNATIVE DRIVERS

If you have a video card released after Ultimate Golf, or not recommended on the side of the box the game came in, and you experience problems with your video driver, e.g. when running at high resolutions or using some special effects, you can rerun the installer (by double clicking on “setup.exe” in the root of the game CD), select “Install / Update Hardware Drivers” only from the first menu after the language menu, and install the “D3D driver” from the “OpenGL Driver Options” menu. This will make Direct3D drivers for your video card look like OpenGL 1.1 compatible drivers to Ultimate Golf, allowing it to run on them instead. Performance may be lower than with the “normal” OpenGL driver, and visual quality may be degraded. To change back to your OpenGL driver, simply rerun the installer (selecting “Install / Update Hardware Drivers” only) and select “OpenGL drivers for your hardware” from the “video options” menu.

Note: you must have Direct3D drivers for your card installed before running the game installer if you want to use the “D3D driver” option from the “OpenGL Driver Options” menu. You will be warned about this during installation; please just click on the warning to proceed. Any 3d accelerator card you have should automatically have such drivers. If you are concerned about this, please contact your PC or video card manufacturer.

Note: as for the Glide driver above, if you install the D3D driver you will not have the option of running on a 3dfx card or another 3d video card when you start the game, but will instead run automatically on the 3dfx card.

If you do not wish to use either OpenGL 1.1 / Glide drivers or the Direct3D driver, repeat the installation procedure as above for the Direct3D driver, but select “Software rendering drivers” from the “OpenGL driver options” menu. This will make Ultimate Golf run in software, i.e. without using any 3d acceleration on your video card. Please note that this may be slower than is convenient for good gameplay unless you have a fast PC (Pentium II minimum). Also, visual quality will be lower than if you are using a 3d accelerator.

Note: if you install the software rendering drivers, a message about the location of the driver license file and original “SDK” will be displayed. This is a legal requirement; please just click on the warning to proceed.

If you are not satisfied with the visual quality of Ultimate Golf using either the OpenGL drivers for your card or the Direct3D wrapper, you may wish to try GLDirect (go to the Scitech website at <http://www.scitechsoft.com> for more information). GLDirect 1.0 works with Ultimate Golf, and any future releases should be tested with it.

6.5 OTHER INSTALLATION NOTES

If you want to play Ultimate Golf on the Internet, please make sure you select the “Ubisoft Game Service” client option when you install the game, from the first installer menu after the language selection one. If you change your mind about Internet play later, you can rerun the installer (by double clicking on “setup.exe” in the root of the game CD) and select the “Ubisoft Game Service” option only to install the Internet client.

If you select the “Ubisoft Game Service” as an installation option, you may need to click on an “exit” button once it has finished installing before installation of the game can continue. Please do not do this until the Ubisoft Game Service has finished installing.

For your information, DirectX7 (unless a later version of DirectX is already present) and Microsoft ActiveMovie will be installed when you install the game. You do not need to do anything about this.

You will need Windows 95/98 drivers for any joysticks or other peripherals (e.g. steering wheels...) which you wish to use with the game. These should come with your joystick or other hardware and be installed automatically when you set up the new hardware.

6.6 UNINSTALLING THE GAME

To uninstall the game, please use the “Ubisoft Games / Ultimate Golf / Uninstall Ultimate Golf” shortcut in your start menus. Please note that this will not uninstall any OpenGL drivers you may have installed; this can be done separately. It will also not uninstall the Ubisoft Game Service client, if you have installed that. It will, however, uninstall the “Glide”, “D3D” and “Software Rendering” video drivers, if you have installed them.

To uninstall any OpenGL drivers you may have installed, use the “OpenGL Driver Setup / Uninstall OpenGL Drivers” shortcut in your menus. This can be done entirely separately to uninstalling the game.

To uninstall the Ubisoft Game Service Client, use the “Ubisoft Games / To Uninstall a Ubisoft Product” shortcut in your start menus. This can be done entirely separately to uninstalling the game. Note that this shortcut can NOT be used to uninstall the game itself, although it is a Ubisoft game.

6.7 RUNNING THE GAME

You can start the game from the menu shortcut (“Ultimate Golf \ Run Ultimate Golf”). If you start the game from the menu shortcut and see parts of a video being run, but the game does not start properly, there may be a problem with ActiveMovie (the player used for video files) on your PC, although none have appeared during testing. To check this, you can browse to the directory into which you installed the game and double click on the “golf.exe” file, which will start up the game normally, but without running the video player. If you do this (start the game by double clicking on “golf.exe” directly) please set your Windows display settings (accessible from the control panel / display area) to a colour depth of 16 bit (65536 colours) before starting the game.

If you wish to play music tracks during the game, the Ultimate Golf CD should be in your CD drive.

If you have a 3dfx Voodoo 1 or 2 card along with another 3d video card (such as a Riva TNT) installed in your PC, or a Voodoo Rush card, and you have chosen the “OpenGL drivers for

your hardware” option from the “OpenGL Driver Options” menu when installing, the game should ask you whether you want to run on a 3dfx card when it starts up. Select “Yes” to run on the 3dfx Voodoo 1, 2 or Rush, and No to run on any non 3dfx 3d video card which may be installed.

Ultimate Golf should work on any supported video card if the Windows colour depth (set from the control panel / display area) is 16 bit (65536 colours) when it starts up. If the Windows colour depth is 8 bit (256 colours), the frontend menus may not display properly. If the colour depth is 24 or 32 bit (true colour) the game should start, but may not be able to run properly, depending on your video card (e.g. 3dfx cards cannot make a game run adequately fast in 24 or 32 bit). Consult your PC or video card manufacturer, and the “readme.txt” file on the game CD, for more information.

The game should warn you about starting in a colour depth other than 16 bit when it starts up, as long as you start from the menu shortcut. If you choose to continue on e.g. 32 bit colour, the game should check whether it can run fast enough to let you play the game properly, and exit with a warning message if gameplay would be unfairly slow in this colour depth. If you find that the game shuts down in this way, or has started but is running extremely slowly, you can go to the Windows control panel / display area and reset your colour depth to 16 bit (65536 colours) and then run the game again.

Advanced Users Only: On some video cards and Windows versions, some options may only be available if you start with a desktop colour depth of 24 or 32 bit. For example, you may not be able to select a higher depth of z buffer than the default 16 bit from the “Video Options” screen (although you may be able to move the slider, the game may give you a lower depth of z buffer anyway because it is unable to supply the higher depth with a 16 bit desktop). (Higher depths of z buffer, if supported by your 3d accelerator, can give you slightly smoother rendering in the game).

In addition, selecting “Stencil” from the “Advanced Graphics Options” screen (which would normally make shadows, if they are turned on, appear translucent rather than opaque), may not work on some cards unless your desktop is in the correct colour depth, e.g. on a Riva TNT under Windows 95 you should set your desktop colour depth to 32 bit (true colour) and your z buffer depth (from the “Video Options” screen) to 24 bit before turning on “Stencil” from the “Advanced Graphics Options” screen. If you select “Stencil Buffer” and true translucent shadows cannot be supplied, the game will use stippled shadows rather than opaque, if available.

Consult your video card manufacturer, and the “readme.txt” file on the game CD, for more information on these issues.

If the game is displayed on your screen so that it looks very bright or very dark, and your monitor settings are what you prefer to use, try adjusting the “Gamma factor” of the game from the slider in the “Video Options” screen in the frontend.

6.8 EXITING THE GAME

Due to issues with the OpenGL drivers supplied by a small number of card manufacturers, your desktop resolution may not be reset to the settings you had before starting the game on a few systems. It can be reset from the Windows display or control panels as normal.

6.9 NETWORKING

To run the game using the Ubisoft Game Service, you must have selected the “Ubisoft Game Service” option during your initial installation, or during a later installation to add this feature. You must also have a working Internet connection on your computer, which must be running and connected to an ISP (Internet Service Provider) when you try to start the Game Service Client.

To actually run the game on the Ubisoft Game Service, start the Game Service Client (there will be an icon on your desktop for this after installation), connect to the game service, and then start a session of “U-GOLF”, which should appear in the drop down box of available games. If you do not want to use the Ubisoft Game Service, IPX networking is available from the “multiplayer” menus. To use this, start the game normally, but select multiplayer. To run in this mode, you must be connected to a Local Area Network (LAN), such as an office network, and that network must have a working IPX protocol installed.

6.10 SOUND

If you have a problem with the game sound (e.g. the sound quality is not very good) you may wish to try a different sound driver from the ones available on your system for your sound card, using the “Sound Options” screen in the frontend.

6.11 WEB SITES AND PHONE SUPPORT

Web Sites

For questions about installing OpenGL drivers, acquiring updated drivers, and so on: <http://www.glsetup.com>

Advanced Users Only:

Source code modified as part of the Ultimate Golf project and which is covered by L-GPL, GPL or similar licenses is available from <http://www.pseudonymz.demon.co.uk>

as well as being on the game CD, accessible via the “Custom” install option. The contents of this web site and install option satisfy the licensing requirements for our use of the code.

Support

For localization:

To be put here the hot line phone / address email of the subsidiary concerned by the language

See also the readme.txt file in the root of your game CD for information which arrived too late to be put in the manual.

7- CREDITS

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