


Preparing to Play



Starting VISION PREMIUM

1. Turn on the T1 Console by pressing the power button.
2. Double-click the VISION Launcher icon  on the desktop. A dialog box appears showing software update.
3. Wait for the software update to complete, and then click **START** to launch VISION PREMIUM.
4. Click anywhere on the home screen to start.



Preparing a game is as follows:

1. Add players.
2. Select a play mode.
3. Select a golf course.
4. Set game options, including environmental conditions.

Use the **Previous** and **Next** buttons, or the left arrow  and right arrow  buttons to navigate to the previous or next step.



NOTE

You can use the driving range feature for practice by clicking the **D. Range** button at any point before starting a game. See **Driving Range** for details.

Step 1: Adding Players

Up to 6 players can join a game.



Follow these steps to add players and to set player options for each one.

1. Add players as either a GOLFZON user or a guest.
2. Set options for each player.
3. Click **Next** to go to the next step. See the following sections for details on each step.

Adding Players

Use one of three methods to add a player:

- If you have a GOLFZON account, click **Login** and enter your ID and the password into the dialog box that appears.
- If you do not have a GOLFZON account, click **Guest Login**. A player entry is added with a preset name. Click the player name to edit it and type a name into the dialog box that appears.

To remove a player, click **Logout** for a GOLFZON user, or click **Delete** for a guest player.

Setting Player Options

Set the following options appropriately for each player:

Tee box	Choose a tee marker suitable for the player. For example, the white tee marker denotes the teeing ground used by players who have a middle or high handicap. (Black/Blue/White/Yellow/Red/Junior A/Junior B)
Difficulty	Specify the player's level of skill.
Tee Height	Choose a tee height for the player.
Right/Left	Specify whether the player is right-handed or left-handed.

Viewing Player Records

A GOLFZON user can view their game records, including the number of rounds that they have played.



Click **Check level** in the information box of a player who logged on with a GOLFZON account. A dialog box appears showing the total number of rounds, average score, average driving distance, and so on.

Step 2: Choosing a Play Mode

Choose one from among several play modes, and then click **Next**.

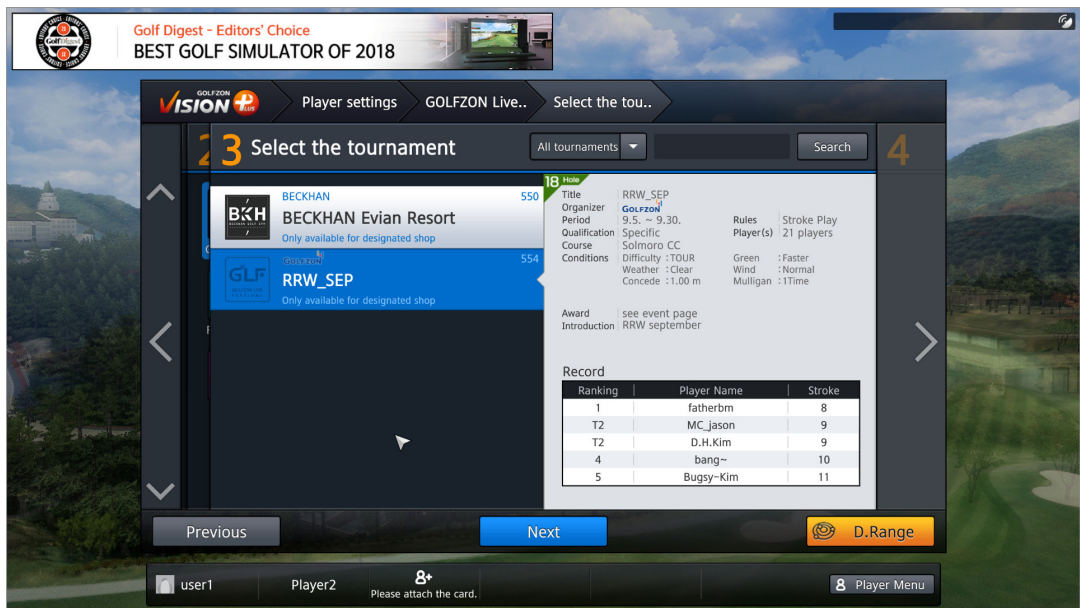


See the following sections for detailed descriptions of each play mode.

GOLFZON Live Festival

GOLFZON users can participate in a tournament game that is hosted by an individual or a community. A tournament game goes on for several days with the competition rules and conditions set by the host. Hosts can determine the details of their games such as:

- Lengths of tournament
- Eligible participants
- Golf course
- Competition rules and conditions



Scroll through the list of tournament games to select one.

Stroke

The player with the lowest number of strokes wins the round.

Match

Two players play one on one. A winner is determined for each hole and the player who wins more holes wins the round.

Scramble

This mode features as follows:

- 4-men scramble format for 2 vs 2.
- Each golfer on the team hits a drive.
- The results of the drives are compared. The best ball is selected automatically by calculating remain distance and ball position.
- The other golfers on the team pick up their golf balls and move them to that location.
- The second strokes are played, and the process repeats: Select the best ball, move the other balls to that spot and play the third strokes.
- And so on, until the ball is holed for one team score.

Foursome

Four players play two against two in an alternate shot competition.

Skins

A winner is determined for each hole. Each hole is given a specific value. A hole's winner takes the hole's value as their score. If there is a tie, the score is carried over to the next hole.

Stableford

Individual points system against par. Double Bogey = 0, Bogey = 1, Par = 2, Birdie = 3, Eagle = 4, Albatross = 5.

New Perio

With 6 random holes excluded, each player's handicap is determined based on the score of the remaining 12 holes in a round. The winner is determined after the handicaps are applied to the scores.

Las Vegas

Four players play against one another in two teams. Teams are composed of different players for each hole. A winning team is determined for each hole. The team with the lowest number of strokes in total wins the hole.

Chip & Putt

Every hole is a par 3. The ball must be holed out (no gimmies).

Putting

Holes are played from the putting surfaces only. No tee shots or approaches.

Step 3: Choosing a Golf Course



NOTE

This step may be skipped, depending on the play mode selected. Even when the VISION PREMIUM is not connected to the Internet, a few golf courses will still be available to play.



The more stars appear, the more difficult the holes and greens are to play on. Some courses are tagged with “PLUS”. Plus courses present better picture quality and additional effects, including virtual caddy guidance.

Find and choose a golf course using the methods described below, and then click **Next**.

View specific courses.	Click All C.C and select a course category, such as Popular C.C .
Sort the list of courses.	Click Plus name and select a course criterion, such as Green Difficulty . Clicking again alters the sorting order to either ascending or descending.
View specific courses.	Click All C.C and select a course category, such as Popular C.C .
View non-specific courses.	Click Random .
Find a specific course.	Click the search box and type a course name.

Step 4: Setting Game Options



This step may be skipped, depending on the play mode selected.

Competition settings may be unavailable or preset depending on the play mode (All settings available for stroke mode).



Refer to below description to set each option. To have them preset automatically, click **Random**. To finish setup and start the play, click **Start round**

Pin Position	Choose the pin location on the green.
Green Location	Two greens are available per hole. One is on the left and the other is on the right. Choose which one to use.
Green Condition	Choose a severity level of undulation and speed for the green.
Concede	When the ball is within a specific distance from the hole on a green, the putt is counted in without having to be stroke into the hole. Specify a distance for concession.
Mulligan	Option to redo without penalty. Specify how many mulligans to allow. Each player has only one mulligan to use in a hole.

Swing Plate	Choose severity of tilting for the Moving Swing Plate.
Winning point rule	<p>Choose which betting method to use for each hole.</p> <ul style="list-style-type: none"> • Scratch: No handicap is applied. • Double bet scratch: No handicap is applied, and the bet amount is doubled. • Draw: Teams are automatically composed of different players for each hole. • Double bet draw: Teams are automatically composed of different players for each hole, and the bet amount is doubled.
Rotating the bomb	Use this feature as an extra event. With this option on, virtual bombs are randomly laid in bunkers or water hazards. When the round ends, the bombs explode with the players who have triggered them.
Putting Grid	Choose the thickness of the grid lines on the screen.
Selecting hole	Choose which hole to start from or select which holes to play.
Tee off Time	Choose the time of the day to start the game. This setting determines delicate weather effects in accordance with the time of the day, such as sunlight strength and fog thickness.
Time Lapse	Decide whether to keep using the same weather effects or to use different ones over time.
Weather	Choose a weather type.
Wind	Choose a wind strength.
Distance	Choose which unit to use to measure distance.
Distance on the Green	Choose which unit to use to measure distance on the greens.
Speed	Choose which unit to use to measure speed.
D. Range	Specify how much time to spend practicing before starting the game. To start immediately, set this option to Off . See Driving Range for details on how to use the driving range feature.

Playing Games

Follow the audio prompts to play the game when it starts. The general rules governing the order of play are as follows:

- At the first hole, players hit a tee shot in the order they appear in the list of players.
- From the second shot, the order of play is determined according to the distances between the balls and the pin. The player whose ball is furthest from the pin hits first.
- From the second hole, the order of play is established based on the score from the previous hole. The lowest goes first and the highest goes last.



Make sure that other people are at a safe distance from you before taking your stroke.

GOLFZON **VISION** **PREMIUM**

User Guide

