

e6 golf



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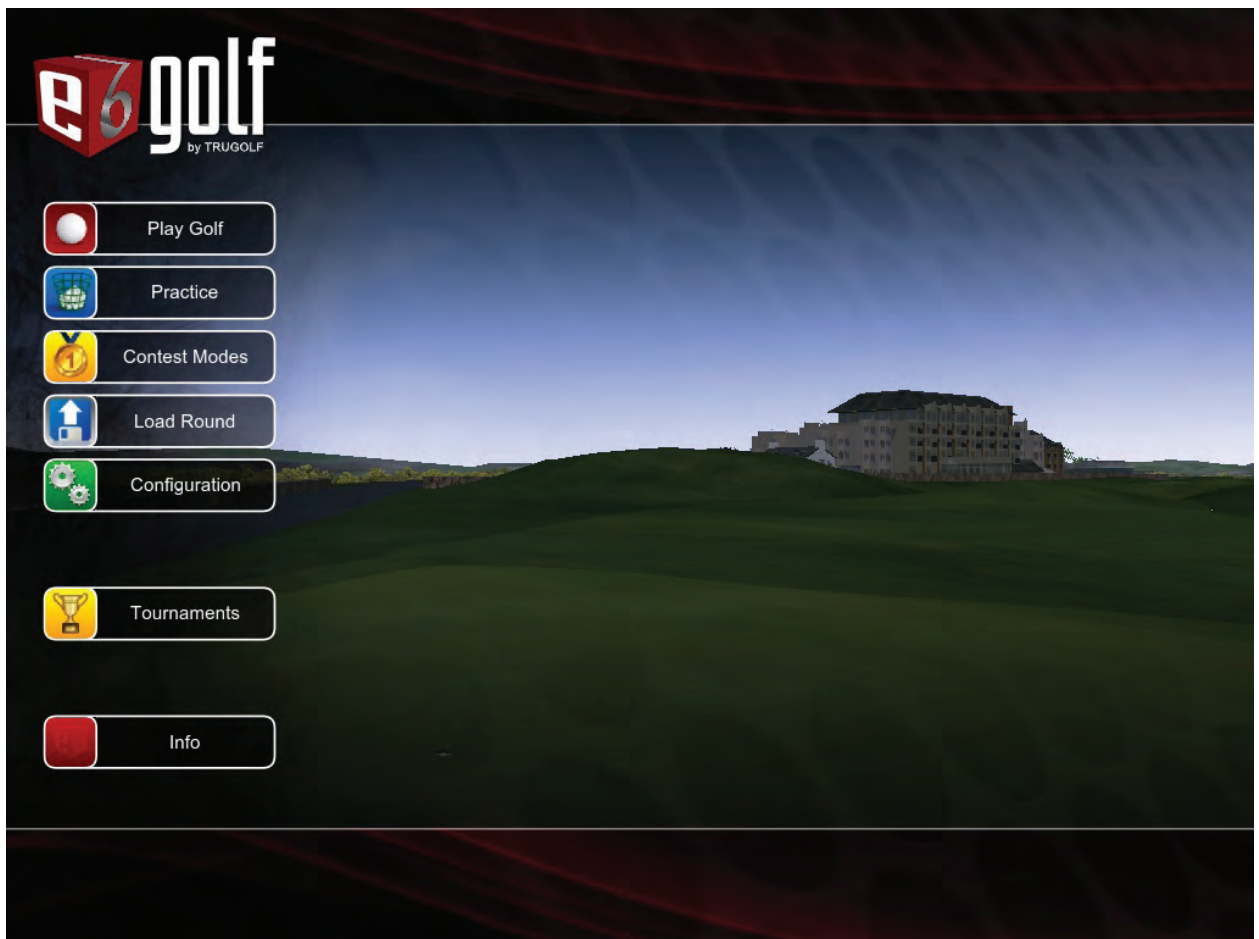
GETTING STARTED

MAIN MENU

When starting E6, the Main Menu screen displays the following buttons:

- **Play Golf:** Start a round of golf
- **Practice:** Go to the practice green, driving range or scoring zone
- **Contest Modes:** Set up Longest Drive and Closest to Pin contests
- **Load Round:** Resume a Saved Round
- **Configuration:** Select **Configuration** to display the Options, Settings and Conditions menu buttons
- **Tournaments:** Join an Online Tournament
- **Info:** View E6 current software version

MAIN MENU SCREEN:



If you need to exit out of E6 and return to the Windows desktop, tap the bottom left of your touchscreen and then the top left of your touchscreen as indicated below.

EXIT TO WINDOWS SCREEN:



Select **Exit** to return to the Launch Menu.

Tap the bottom left of your touchscreen and then the top left of your touchscreen to exit. On the next screen tap **Exit to Windows** to exit the E6 software and return to Windows.

PLAY GOLF



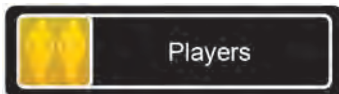
PLAY GOLF SCREEN:

When you tap the Play Golf button, you will see this screen.



You have complete control over your game. Set the weather conditions, the speed of the greens, the pin position and more. Play a scramble on the front nine, back nine, or all 18. Drive, chip and putt your way through world championship golf courses. These options are at your fingertips and are described below:

PLAYERS




IMPORTANT: The order of the players you set in this screen is the order in which the players will play through the round. You cannot change the order of players once you begin play.


1. Select the **-/+** buttons in the lower-right corner to change the number of golfers playing in the round.
2. Tap **Player 1** to bring up the qwerty keyboard.
3. Enter a name for Player 1, and then select **OK**.
4. Toggle the **TEE** button to hit off the tee box of your choice.

NOTE: The tee boxes, from most difficult to easiest, are: **Championship, Pro, Amateur, Junior** and **Ladies**.

5. Select **Boost** if you want to adjust the average club distance for Player 1. Drag the white arrow slider to the right to increase or to the left to decrease the power boost.

NOTE: Select the **✓** button to save the change, the **X** button to cancel, or the  button to reset.

6. Select **Handicap** to enter your handicap and factor it into the scoring for the round.

NOTE: Select the **✓** button to save the change, the **X** button to cancel, or the  button to reset.

IMPORTANT: DO NOT enter a handicap if you don't want to factor it into the scoring!

7. Select **Handed** to switch between right and left-handed modes.
8. Repeat steps 3-7 for each Player.

COURSES



Select **Courses** to display a list of all available golf courses.

NOTE: Select **Scorecard** to see the course's official scorecard.

- Scroll through the list to highlight the course you want to play

HOLES



Select **Holes** to choose which holes to play during the round. You can select to play all **18 holes**, the **front 9**, **back 9**, or select any individual hole(s) on the course. Select **Remove** to individually de-select any hole or select **Clear** to clear all holes selected.

NOTE: To customize the order of holes you want to play, use the **Clear** button to remove current holes. Then select **Holes Available** to populate **Holes Currently Selected**. Holes can be selected in any order.

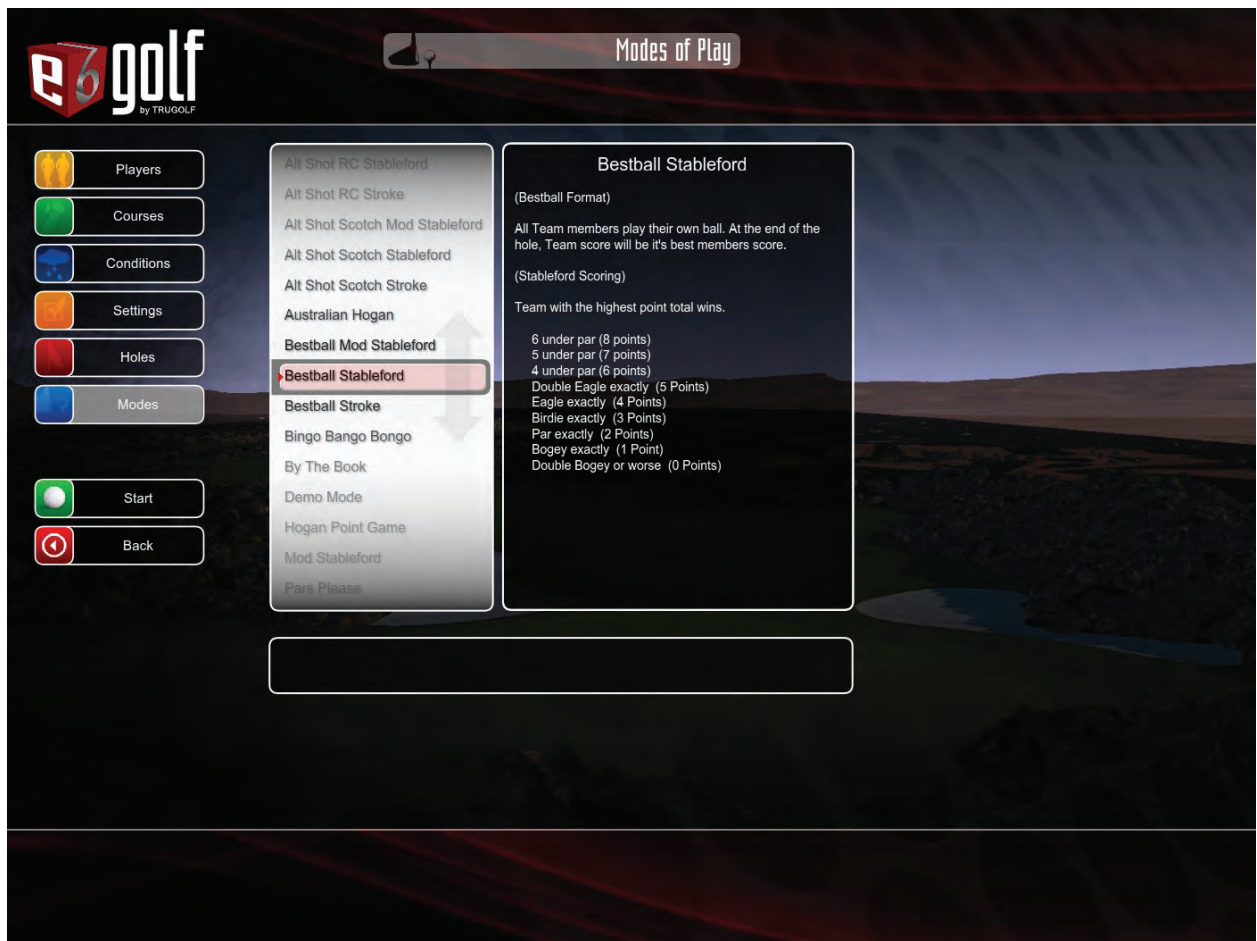
MODES



Select **Modes** to choose the Mode of Play (MOP) for the round. There are 36 different Modes of Play (see table below). You can set up teams to play a scramble, or have a friendly game of skins among friends.

NOTE: Stroke is the standard Mode of Play. Scroll through the list to select a different MOP. Each MOP lists the rules of each game as well as team configurations.

MODE OF PLAY EXAMPLE:



The following is a list of available Modes of Play:

- Alt Shot RC Match
- Alt Shot RC Mod Stableford
- Alt Shot RC Skins
- Alt Shot RC Stableford
- Alt Shot RC Stroke
- Alt Shot Scotch Match
- Alt Shot Scotch Mod Stableford
- Alt Shot Scotch Skins
- Alt Shot Scotch Stableford
- Alt Shot Scotch Stroke
- Australian Hogan
- Bestball Match
- Bestball Mod Stableford
- Bestball Skins
- Bestball Stableford
- Bestball Stroke
- Bingo, Bango, Bongo
- By the Book
- Demo Mode
- High Stake Skins
- Hogan Point Game
- Match Play
- Mod Stableford
- Nassau Match
- Nassau Stroke
- Pars Please
- Recovery
- Scramble Match
- Scramble Mod Stableford
- Scramble Skins
- Scramble Stableford
- Scramble Stroke
- Skins
- Stableford
- Stroke
- Wolf

CONFIGURATION



Select **Configuration** to display the Options, Settings and Conditions menu buttons. It is through the Configuration button that you can make changes to Options, Settings and Conditions.

- **Options:** Make changes to Camera, Sound, Auto Continue, Main View and Top View tracers, Auto Flyby, Measurement System, and Session Timer. (See Options for more information.)
- **Settings:** Make changes to Mulligans, Gimmie Range, Putting Arrow, Putting Arrow Fade, Grid, Ball Size, and Elevation. (See Settings for more information.)
- **Conditions:** Make changes to Penalty, Pins, Time of Day, Weather, Wind, Green Hardness, Green Speed, and Fairways. (See Conditions for more information.)

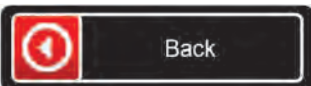
Select **Back** to return to the previous screen.

START



When you tap the **Start** button, you will enter **Play Mode** where the game takes place.

BACK



Select **Back** to return to the Main Menu.
End of Play Golf screen description.

PLAYING A ROUND

Play Mode

When you tap the **START** button, you will enter Play Mode where the game takes place.

There are four interface items displayed on screen during Play Mode:

- **Information Box** (upper left corner)
- **Top View Window** (upper right corner)
- **Wind Gauge** (lower right corner)
- **E6 Menu** (lower left corner)

PLAY MODE SCREEN:



The Information Box displays the following:

- **Course Name**
- **Hole Number & Par**
- **Current Player**
 - Select to display the order in which the Players will hit on the current hole
- **Shot Number / Score**
- **Distance from the ball to the pin**
- **Difference in Elevation between the ball and the pin**

Top View Window

You are automatically aimed at either the center of the fairway or the pin, whichever is appropriate. To adjust the direction you are aimed:

- Tap the terrain either on the course or in the **Top View** window to display the red and white striped **Aim Marker**
- Drag the **Aim Marker** to where you want to aim
- Select the **✓** button to save the change

IMPORTANT: You are aimed in the direction you are facing, regardless of where the Aim Marker is.

Tap inside the Top View Window



A window pops up that gives you a visual reference to elevation, distance to the pin, and distance to a marker position that you have selected. The marker position allows you to inspect the topography and surrounding growth of the area to which you will hit. You can manipulate this marker position by dragging your finger around the inside of the top view window or dragging your finger on the terrain on the main screen.

Top View Window options:



- **Elevation in Distances Window:** Visual reference to elevation



- **Center the Pin Button:** Aligns your view so the pin shows up directly in front of you



- **Zoom In to Marker Position:** Forwards your view to the designated marker position so you can see the surrounding terrain



- **Reverse Angle Button:** View the marker position from a reverse angle



- **Zoom Out from Marker Position**



- **Zoom Slider:** Further adjust your view of the marker position



- Revert back without saving new view



- Select the ✓ button to use the new view you have chosen

E6 Cube Menu for Play Mode



Tap the E6 Cube to display the E6 Menu, which contains the following options:

- Round Menu
- Player Menu
- Options Menu
- Settings Menu
- Conditions Menu



Round Menu

Make changes to the Round settings

- **Mulligan:** After a shot is hit, this option undoes the last shot and places the ball back to it's pre-hit position
- **Replays:** Show a replay of the last shot and select from different camera modes:
 - **TV Replay:** Show a replay of the last shot from several different views
 - **Ball Camera Replay:** Show a replay following the ball flight
 - **Forward Replay:** Show a replay from the golfer's perspective
 - **Reverse Replay:** Show a replay from where the ball came to rest
 - **Back:** Return to the E6 Menu

- **Score Card:** Display or print the scorecard for the current round, other modes of play and event rounds
- **Fly By:** Show a fly-by of the current hole
- **Next Hole:** Advance all players to the next hole; all players receive a set score based on the mode of play
- **Grid:** On or Off
- **Spot Pin:** Close-up view of pin position
- **More...:** More Round Settings (See below)
 - **Mode of Play Rules:** View Mode of Play Rules
 - **In-round Practice:** Enter Practice Mode while in-round
 - **Save Round:** Save Game
 - **Exit Current Round:** Tap the E6 cube, select More, tap on **"Exit Current Round?"** and select Yes
 - **Back:** Return to the previous screen



Player Menu

Make changes to the Player Settings

- **Drop:** **Drop the ball, Rehit** or select **Cancel** to return to the previous screen
- **Pick Up:** Advance the current player to the next hole and receive a set score based on the mode of play
- **Concede:** Concede the hole
 - NOTE:** This option is only available in certain modes of play, such as Match Play.
- **Boost:** Boost your hitting power
- **Skip Options:** See Skip Options Menu in the next section below
- **More...:** More Player Menu Settings
 - **Stats:** (Grayed out. Not available in this version yet.)
 - **Add:** Add a new Player to the group
 - **Remove:** Remove a Player from the group
 - **Replace:** Change one of the Players (Name and/or Settings)
 - **Back:** Return to the previous screen

Skip Options Menu (only available with multiple players)

Make changes to the Skip Options

- **Skip Player Once:** Skip the current Player one time
- **Skip Player Till End of Hole:** Allow all other Players to finish the hole before the current Player hits again
- **Skip Player Till End of Order:** Allow all other Players to hit before the current Player
- **Skip Team Once:** Same as Skip Player Once (above) in a Team mode of play
- **Skip Team Till End of Hole:** Same as Skip Player Till End of Hole (above) in a Team mode of play
- **Back:** Return to the E6 Menu



Options Menu

Make other changes

- **Camera Modes:** Select from the following three options:
 - **Classic Mode:** Camera does not follow the ball
 - **Ball Mode:** Camera follows the ball
 - **TV Mode:** Camera shows different views
- **Sound:** On or Off
- **Auto Continue:** The length of time before the game automatically continues after a shot (**3** seconds, **5**, **7**, **10** or **Off**)
- **Mainview Tracers:** Solid, Comet or Off
- **Topview Tracers:** Solid or Off
- **Auto Flyby:** These are aerial previews of each new hole. Select **Auto Flyby On** or **Auto Flyby Off**
- **Measurement System:** Imperial or Metric



Settings Menu

Make changes to Settings

- **Gimmies (Gimmie Range):** Select the number of gimmies. Set the Gimmie Range to **6 feet**, **8**, **10**, **Player Enters Number of Putts** or **Computer Enters Number of Putts**
- **Putt Arrow:** Select **Play Break**, **Align Break** or **Off**
- **Putt Arrow Fade:** This is the length of time the Putting Arrow is on screen (**3** seconds, **5**, **7**, **10** or **Off**)
- **Grid:** Select **Near Green**, **Always On**, or **Always Off**
- **Ball Size:** Select **Small**, **Medium** or **Large**
- **Elevation:** Set the Course Elevation. Choose **Course Elevation** to play the course at its actual elevation or choose **Select Elevation** and drag the slider to set a different elevation



Conditions Menu

Make changes to the Conditions

- **Green Hardness:** Select **Soft**, **Moderate** or **Hard**
- **Green Speed:** Select **Slow**, **Medium** or **Fast**
- **Fairway Hardness:** Select **Soft**, **Moderate** or **Hard**

- **Terrain Penalty:** Select **Enabled** or **Disabled**
NOTE: When the Terrain Penalty is enabled, the software will reduce the spin on the ball when hitting out of the rough, deep grass or undergrowth. This will typically increase the ball's distance and make it more difficult to stop on the greens.
- **Weather:** Select **Clear, Partly Cloudy, Cloudy, Overcast** or **Rainy**
- **Wind:** Select **No Wind, Breezy, Windy** or **Strong Wind**
NOTE: Wind Speed and Wind Direction can both be specified in more detail in Practice.
- **Time of Day:** Change the time of day. Select **Morning, Midday, Afternoon** or **Evening**. This will dramatically change the lighting on the course



Close Button

Select Close to return to the round

Shot Stats & Options Screen

STATS & OPTIONS SCREEN:

Player 1		E		In the Rough	
SHOT	DISTANCE	CARRY	LAUNCH	BALL SPEED	TO PIN
2	88 yards	63 yards	11 degrees	81 mph	187 yards

On the right side of the screen, there are five buttons: CONTINUE (with a play icon), Mulligan (with a green flag icon), Rehit (with a blue flag icon), Pickup (with a red flag icon), and Drop (with a blue flag icon).

At the bottom of the screen, there are four buttons: TV (with a TV icon), Ball Cam (with a ball icon), Forward (with a forward arrow icon), and Reverse (with a reverse arrow icon).

After a shot has been made, a variety of options are displayed:

CONTINUE: Accept the shot and continue.

NOTE: By default, if the ball is in play, **CONTINUE** is automatically displayed after five seconds.

To change this setting to **3** seconds, **7**, **10** or **Off** tap the **E6 Cube** and select the **Options** button to reset Auto Continue.

- **Mulligan:** If available, select Mulligan to rehit without penalty
- **Rehit:** If available, select Rehit to rehit with a penalty
 - NOTE:** This is available only after the ball is hit out of play. The errant shot counts for one stroke and there is a one-stroke penalty.
- **Pickup:** Advance to the next hole and receive a set score dependent on the mode of play
- **Drop:** If available, drop the ball in the best allowable location
 - NOTE:** This is available only after the ball is hit out of play and only if there is an acceptable drop location. The errant shot counts for one stroke and there is a one-stroke penalty.
- **TV:** Show a replay of the shot from several different views
- **Ball Cam:** Show a replay following the ball flight
- **Forward:** Show a replay from the golfer's perspective
- **Reverse:** Show a replay from where the ball came to rest

IMPORTANT: SAVE YOUR OPTIONS AS DEFAULTS - To save your options as defaults: During Play Mode, tap the **E6 Cube**, select **More**, tap "**Exit Current Round**" and select **Yes**, then tap lower left corner and upper left corner of the touchscreen, tap "**Save Defaults**" to save your defaults.

PRACTICE



PRACTICE



From the Main Menu, select **Practice** to go directly to the **Chip & Putt, Driving Range, and Scoring Zone** selection page

PRACTICE SELECTION SCREEN:



Chip & Putt



To practice Chipping or Putting:

1. From the Main Menu screen, select **Practice**, and then **Chip & Putt**.
2. Select the **Flag** button in the top right corner.
3. Move the **Flag** icon by tapping and dragging it to the desired destination.
4. Select the **Ball** button in the top right corner.
5. Move the **Ball** icon by tapping and dragging it to the desired destination.
NOTE: The distance and difference in elevation between the ball and the pin are displayed in the upper left corner.
6. Tap the **✓** button to accept the settings and start Practice.
7. Tap the **X** button to return to the last setting.

CHIP & PUTT SCREEN:



To read the chip or putt:

1. Tap anywhere on the terrain to display the **Aim Marker & Grid**.
2. Move the **Aim Marker & Grid** to highlight the undulations of the terrain.
NOTE: Red indicates a downhill break, green uphill.
3. Tap the second button from the top (on the right side of the screen) to toggle between an elevated and ground-level view.
4. In the elevated view, tap the top (Flag) button to toggle between a view from behind the pin and a view from behind the ball.
NOTE: Also, while in the elevated view, drag the slider to zoom in or out.
5. To set up a direction other than at the pin, you must be at ground level. Tap anywhere on the terrain to display the **Aim Marker & Grid**, move it to where you want to face, and then select the ✓ button.
NOTE: To reset to face the pin, tap the terrain (to display the **Aim Marker & Grid**) and then tap the **Flag** button (top button on the right).

To change the wind settings:

Wind Gauge



1. Tap the **Wind** button (White arrow icon) in the lower right corner.
2. Tap the perimeter of the Wind Gauge to change the wind direction.
3. Drag the slider on the right up or down to change the wind speed.
4. Select the ✓ button to accept the new settings; select the X button to cancel.

To clear shots from the practice area:

1. Tap the arrow at the bottom of the Shot Statistics box in the upper left corner to open the drop-down menu.
2. Select **Reset** to clear all shots -OR- select **Remove** to clear only the last shot.

To change the ball and/or pin position:

1. Tap the arrow at the bottom of the Shot Statistics box in the upper left corner to open the drop-down menu.
2. Select **Change**.

To exit or switch practice areas:

1. Tap the E6 Cube.
2. Select **Exit Practice** to exit or **Choose Practice Area** to switch **Practice Areas**.

E6 Cube Menu for Chip & Putt Mode



Tap the E6 Cube to display the E6 Menu, which contains the following options:

- Practice Menu
- Options Menu
- Settings Menu
- Conditions Menu



Practice Menu

Make changes to the Practice settings

- **Replays:** Show a replay of the last shot and select from different camera modes
- **Boost:** Select Boost if you want to adjust the chipping and putting distance. Drag the white arrow slider to the right to increase or to the left to decrease the power boost
NOTE: Select the ✓ button to save the change, the X button to cancel, or the ↻ button to reset.
- **Change to Left Handed or Right Handed:** Switch between left and right-handed modes
- **Change Ball/Pin Positions:** Select **Change Ball/Pin Position** button to move either the ball or pin to desired destination
NOTE: This can also be done with one click from the drop down menu in the Shots Statistics Menu.
- **Choose Practice area:** Select **Choose Practice Area** to switch from Chip & Putt to Driving Range or Scoring Zone
- **Exit Practice:** End your practice session and return to the Main Menu



Options Menu

Make other changes

- **Camera Modes:** Select from the following three options:
 - **Classic Mode:** Camera does not follow the ball
 - **Ball Mode:** Camera follows the ball
 - **TV Mode:** Camera shows different views
- **Sound:** On or Off
- **Auto Continue:** The length of time before the game automatically continues after a shot (3 seconds, 5, 7, 10 or Off)
- **Mainview Tracers:** Solid, Comet or Off
- **Topview Tracers:** Solid or Off
- **Auto Flyby:** These are aerial previews of each new hole. Select **Auto Flyby On** or **Auto Flyby Off**
- **Measurement System:** Imperial or Metric



Settings Menu

Make changes to Settings

- **Gimmies (Gimmie Range):** (Not available in Chip & Putt Mode.)
- **Putt Arrow:** Select **Play Break**, **Align Break** or **Off**
- **Putt Arrow Fade:** This is the length of time the Putting Arrow is on screen (**3** seconds, **5**, **7**, **10** or **Off**)
- **Grid:** Select **Near Green**, **Always On**, or **Always Off**
- **Ball Size:** Select **Small**, **Medium** or **Large**
- **Elevation:** Set the Course Elevation. Choose **Course Elevation** to play the course at its actual elevation or choose **Select Elevation** and drag the slider to set a different elevation



Conditions Menu

Make changes to the Conditions

- **Green Hardness:** Select **Soft**, **Moderate** or **Hard**
- **Green Speed:** Select **Slow**, **Medium** or **Fast**
- **Fairway Hardness:** Select **Soft**, **Moderate** or **Hard**
- **Terrain Penalty:** Select **Enabled** or **Disabled**
NOTE: When the Terrain Penalty is enabled, the software will reduce the spin on the ball when hitting out of the rough, deep grass or undergrowth. This will typically increase the ball's distance and make it more difficult to stop on the greens.
- **Weather:** Select **Clear**, **Partly Cloudy**, **Cloudy**, **Overcast** or **Rainy**
- **Practice Wind:** Set Wind Speed and Wind Direction with the Wind Gauge (see page 22)
- **Time of Day:** Change the time of day. Select **Morning**, **Midday**, **Afternoon** or **Evening**. This will dramatically change the lighting on the course



Close Button

Select Close to return to Chipping & Putting

Driving Range



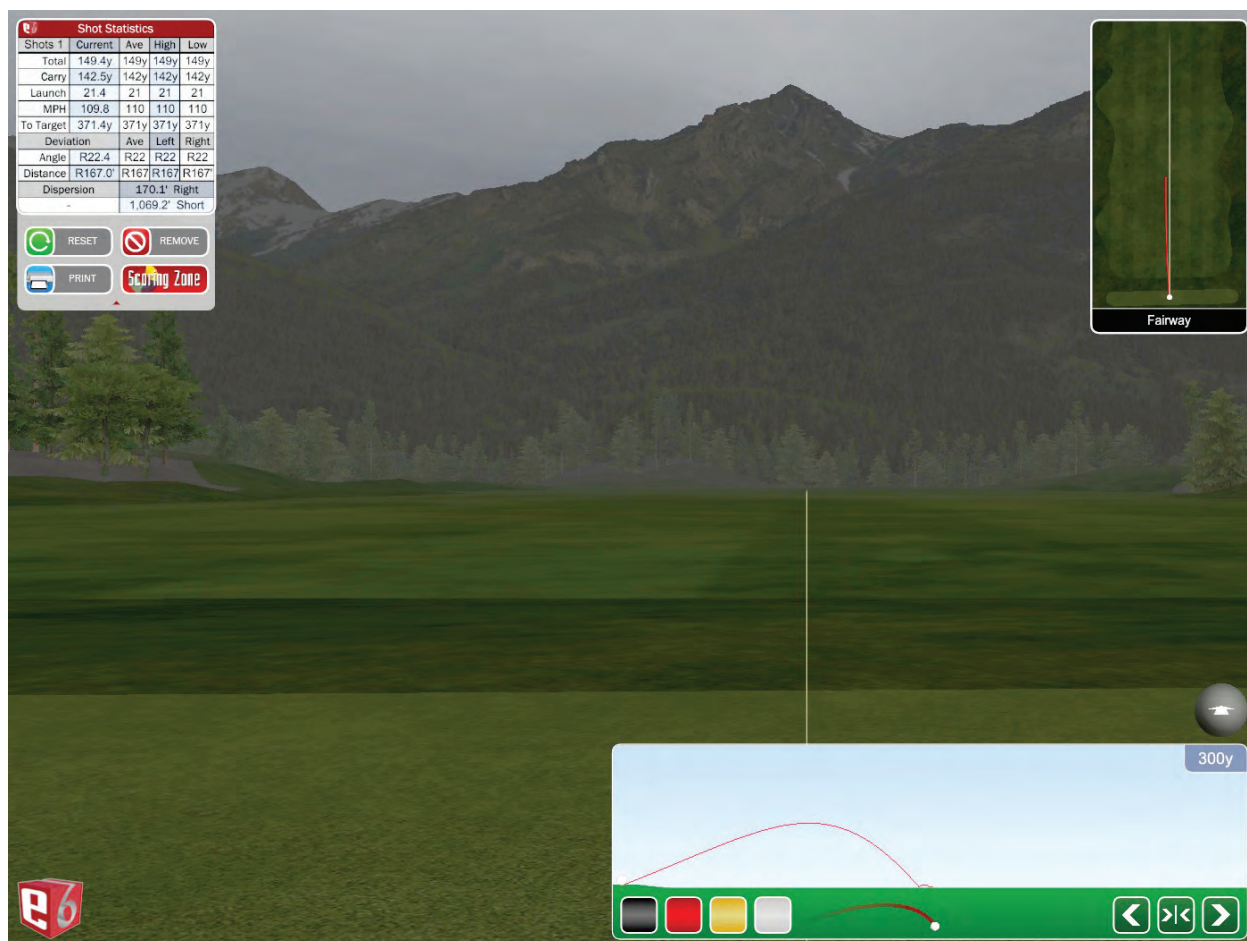
To Practice on the Driving Range:

From the Main Menu screen, select **Practice** and then **Driving Range**.

There are five interface items displayed on screen at the Driving Range:

- **Shot Statistics box** (upper left corner)
- **Top View window** (upper right corner)
- **Wind button** (middle right)
- **Side View window** (lower right corner)
- **E6 Menu** (lower left corner)

DRIVING RANGE SCREEN:



The Shot Statistics Box displays the following:

- **Total:** Total distance of shot(s)
- **Carry:** Distance of shot(s) in air
- **Launch:** Shot angle
- **MPH:** Ball Speed
- **To Target:** Distance from target
- **Angle/Distance:** Consistency of shots
- **Dispersion:** Tracks the spread of multiple shots

IMPORTANT: The Shot Statistics Box also has a drop-down menu which is opened by tapping on the red arrow at the bottom of the box.

The Side View Window displays the following:

- The trajectory of your shots
- Color coated tracers to distinguish individual shots

To change the wind settings:

Wind Gauge



1. Tap the **Wind** button (White arrow icon) in the lower right corner.
2. Tap the perimeter of the Wind Gauge to change the wind direction.
3. Drag the slider on the right up or down to change the wind speed.
4. Select the **✓** button to accept the new settings; select the **X** button to cancel.

To show a replay of a shot:

1. Tap the **E6 Cube**.
2. Select **Replays**:
 - **Replays:** Show a replay of the last shot and select from different camera modes:
 - **TV Replay:** Show a replay of the last shot from several different views
 - **Ball Camera Replay:** Show a replay following the ball flight
 - **Forward Replay:** Show a replay from the golfer's perspective
 - **Reverse Replay:** Show a replay from where the ball came to rest
 - **Back:** Return to the E6 Menu

To clear shots from the driving range:

1. Tap the arrow at the bottom of the Shot Statistics box in the upper left corner to open the drop-down menu.
2. Select **Reset** to clear all shots -OR- select **Remove** to clear only the last shot.

To exit or switch practice areas:

1. Tap the E6 Cube.
2. Select **Exit Practice** to exit or **Choose Practice Area** to switch **Practice Areas**.

NOTE: To exit the Driving Range and switch to the Scoring Zone open the drop-down menu from the Shot Statistics Box and select **Scoring Zone**.

E6 Cube Menu for Driving Range





Tap the E6 Cube to display the E6 Menu, which contains the following options:

- Practice Menu
- Options Menu
- Settings Menu
- Conditions Menu



Practice Menu

Make changes to the Practice settings

- **Replays:** Show a replay of the last shot and select from different camera modes 
- **Boost:** Select Boost if you want to adjust the chipping and putting distance. Drag the white arrow slider to the right to increase or to the left to decrease the power boost.
NOTE: Select the button to save the change, the **X** button to cancel, or the  button to reset.
- **Change to Left Handed or Right Handed:** Switch between left and right-handed modes
- **Scoring Zone:** Select **Scoring Zone** to increase or decrease width and/or center your target
- **Choose Practice Area:** Select **Choose Practice Area** to switch from Driving Range to Chip & Putt or Scoring Zone
- **Exit Practice:** End your practice session and return to the Main Menu



Options Menu

Make other changes

- **Camera Modes:** Select from the following three options:
 - **Classic Mode:** Camera does not follow the ball
 - **Ball Mode:** Camera follows the ball
 - **TV Mode:** Camera shows different views
- **Sound:** On or Off

- **Auto Continue:** The length of time before the game automatically continues after a shot (**3 seconds, 5, 7, 10 or Off**)
- **Mainview Tracers:** Solid, Comet or Off
- **Topview Tracers:** Solid or Off
- **Auto Flyby:** These are aerial previews of each new hole. Select **Auto Flyby On** or **Auto Flyby Off**
- **Measurement System:** Imperial or Metric



Settings Menu

Make changes to Settings

- **Gimmies (Gimmie Range):** (Not available in Driving Range Mode.)
- **Putt Arrow:** Select **Play Break, Align Break** or **Off**
- **Putt Arrow Fade:** This is the length of time the Putting Arrow is on screen (**3 seconds, 5, 7, 10 or Off**)
- **Grid:** Select **Near Green, Always On** or **Always Off**
- **Ball Size:** Select **Small, Medium** or **Large**
- **Elevation:** Set the Course Elevation. Choose **Course Elevation** to play the course at its actual elevation or choose **Select Elevation** and drag the slider to set a different elevation



Conditions Menu

Make changes to the Conditions

- **Green Hardness:** Select **Soft, Moderate** or **Hard**
- **Green Speed:** Select **Slow, Medium** or **Fast**
- **Fairway Hardness:** Select **Soft, Moderate** or **Hard**
- **Terrain Penalty:** Select **Enabled** or **Disabled**
NOTE: When the Terrain Penalty is enabled, the software will reduce the spin on the ball when hitting out of the rough, deep grass or undergrowth. This will typically increase the ball's distance and make it more difficult to stop on the greens.
- **Weather:** Select **Clear, Partly Cloudy, Cloudy, Overcast** or **Rainy**
- **Practice Wind:** Set Wind Speed and Wind Direction with the Wind Gauge
- **Time of Day:** Change the time of day. Select **Morning, Midday, Afternoon** or **Evening**. This will dramatically change the lighting on the course



Close Button

Select Close to return to the Driving Range

Scoring Zone



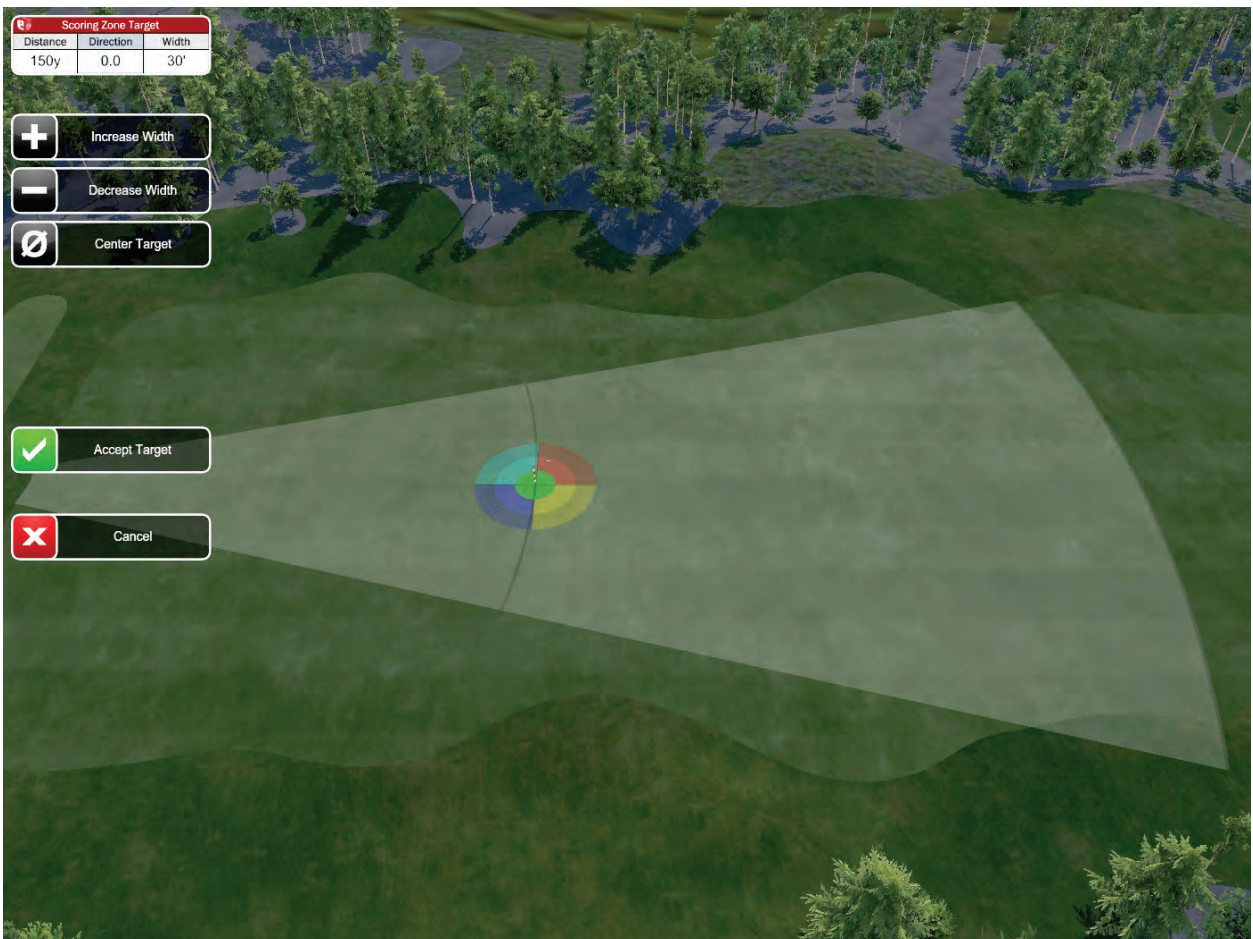
A special feature of E6 Driving Range is the **Scoring Zone**, which allows you to practice getting consistent distance and accuracy for any particular shot.

From the Main Menu screen, select **Practice** and then **Scoring Zone**.

The Shot Statistics Box displays the following:

- **Total:** Total distance of shot(s)
- **Carry:** Distance of shot(s) in air
- **Launch:** Shot angle
- **MPH:** Ball Speed
- **To Target:** Distance from target

SCORING ZONE SET UP SCREEN:



To display the Scoring Zone:

1. On the **Driving Range**, open the drop-down menu by tapping the arrow at the bottom of the **Shot Statistics** box. (See page 25.)
2. Select **Scoring Zone**. The Scoring Zone target is displayed on the driving range and in the Top View window.
NOTE: For information on other options in the drop-down menu, see “**To Clear Shots from the Driving Range**”, on page 26.

To move or resize the Scoring Zone:

1. Open the **drop-down menu**.
2. Select **Change**. The following options are now available:
 - **Increase Width:** Expand the target
 - **Decrease Width:** Shrink the target
 - **Center Target:** Move the target to the center of the fairway
3. To move the Target, tap and drag it.
4. When finished, select **Accept Target**.

To view shot results in the Scoring Zone:

1. Open the **drop-down menu**.
2. Select **View**.
NOTE: The shadowed area shows the Dispersion of shots taken; the crosshairs show the Dispersion midpoint.
3. Drag the slider to zoom in and out.
4. Tap **Remove** to delete whichever shot is highlighted.
5. The Shot Statistics box displays the number of shots taken. Tap **Next** or **Prev** to cycle through the individual shots.
6. Tap **Return** to resume hitting.

To exit the Scoring Zone (and return to the Driving Range):

1. Open the **drop-down menu**.
2. Select the **Driving Range**.

To exit or switch practice areas:

1. Tap the **E6 Cube**.
2. Select **Exit Practice** to exit or **Choose Practice Area** to switch **Practice Areas**.

E6 Cube Menu for Scoring Zone



Tap the E6 Cube to display the E6 Menu, which contains the following options:

- Practice Menu
- Options Menu
- Settings Menu
- Conditions Menu



Practice Menu

Make changes to the Practice settings

- **Replays:** Show a replay of the last shot and select from different camera modes
- **Boost:** Select Boost if you want to adjust the chipping and putting distance. Drag the white arrow slider to the right to increase or to the left to decrease the power boost.
NOTE: Select the ✓ button to save the change, the X button to cancel, or the ↻ button to reset.
- **Change to Left Handed or Right Handed:** Switch between left and right-handed modes
- **Change Target:** Move target to desired destination
- **View Target:** View shot results in the scoring zone
- **Driving Range:** Switch between Scoring Zone and Driving Range
- **Choose Practice Area:** Select **Choose Practice Area** to switch from Scoring Zone to Chip & Putt or Driving Range
- **Exit Practice:** End your practice session and return to the Main Menu



Options Menu

Make other changes

- **Camera Modes:** Select from the following three options:
 - **Classic Mode:** Camera does not follow the ball
 - **Ball Mode:** Camera follows the ball
 - **TV Mode:** Camera shows different views
- **Sound:** On or Off
- **Auto Continue:** The length of time before the game automatically continues after a shot (3 seconds, 5, 7, 10 or Off)
- **Mainview Tracers:** Solid, Comet or Off
- **Topview Tracers:** Solid or Off
- **Auto Flyby:** These are aerial previews of each new hole. Select **Auto Flyby On** or **Auto Flyby Off**
- **Measurement System:** Imperial or Metric



Settings Menu

Make changes to Settings

- **Gimmies (Gimmie Range):** (Not available in Scoring Zone.)
- **Putt Arrow:** Select **Play Break**, **Align Break** or **Off**
- **Putt Arrow Fade:** This is the length of time the Putting Arrow is on screen (**3** seconds, **5**, **7**, **10** or **Off**)
- **Grid:** Select **Near Green**, **Always On** or **Always Off**
- **Ball Size:** Select **Small**, **Medium** or **Large**
- **Elevation:** Set the Course Elevation. Choose **Course Elevation** to play the course at its actual elevation or choose **Select Elevation** and drag the slider to set a different elevation



Conditions Menu

Make changes to the Conditions

- **Green Hardness:** Select **Soft**, **Moderate** or **Hard**
- **Green Speed:** Select **Slow**, **Medium** or **Fast**
- **Fairway Hardness:** Select **Soft**, **Moderate** or **Hard**
- **Terrain Penalty:** Select **Enabled** or **Disabled**
NOTE: When the Terrain Penalty is enabled, the software will reduce the spin on the ball when hitting out of the rough, deep grass or undergrowth. This will typically increase the ball's distance and make it more difficult to stop on the greens.
- **Weather:** Select **Clear**, **Partly Cloudy**, **Cloudy**, **Overcast** or **Rainy**
- **Practice Wind:** Set Wind Speed and Wind Direction with the Wind Gauge
- **Time of Day:** Change the time of day. Select **Morning**, **Midday**, **Afternoon** or **Evening**. This will dramatically change the lighting on the course



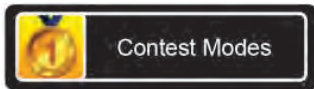
Close Button

Select Close to return to the Scoring Zone

CONTEST MODES



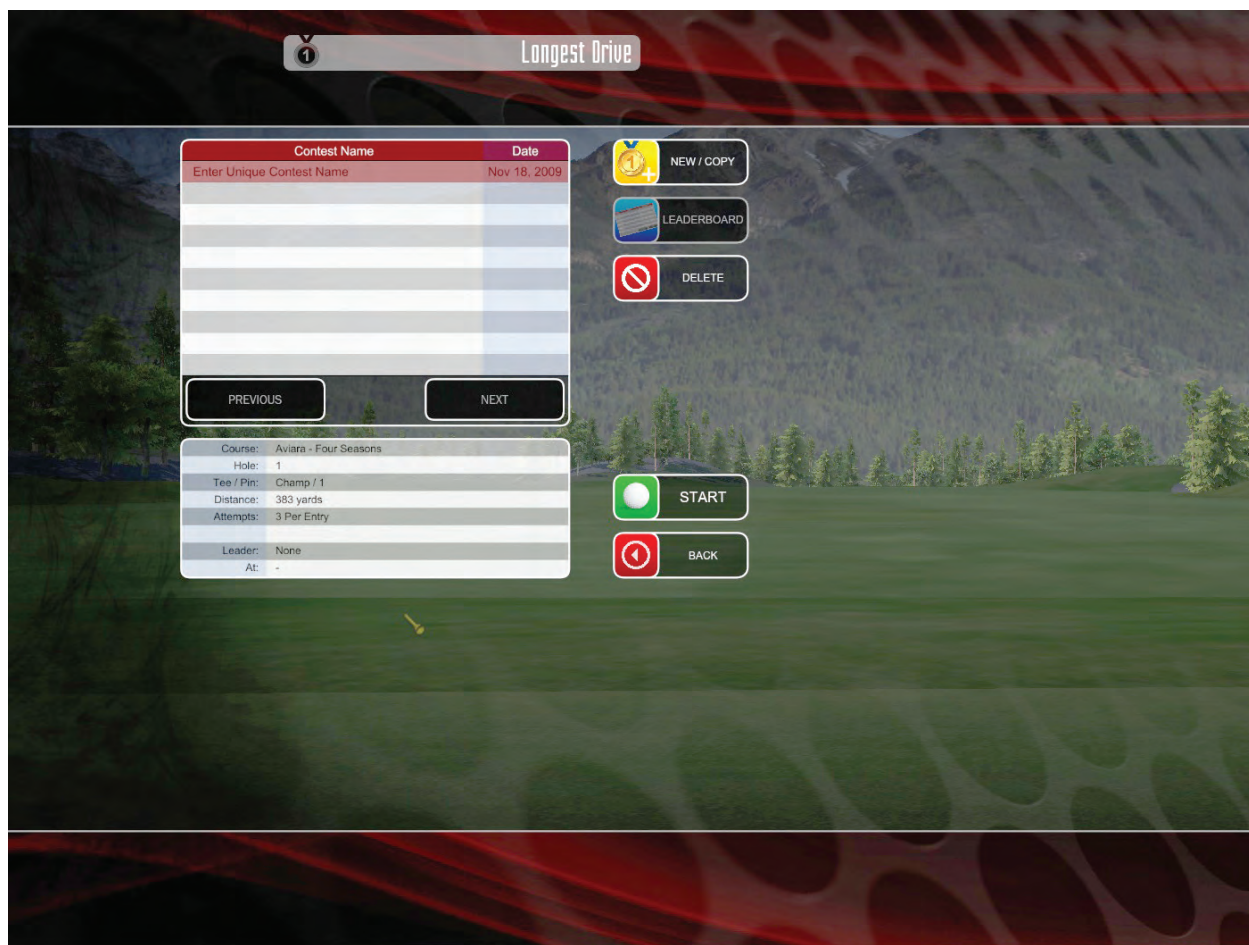
CONTEST MODES



There are two different types of contests available for play: **Longest Drive** and **Closest to Pin**. Multiple contests can easily be created and saved for use in store promotions, parties, or corporate events. Run one contest all day, or create several contests and switch between them. There is no limit to the number of participants or the duration of the contests.

- **Longest Drive:** Challenge your friends to see who can hit the longest drive in the fairway on a specific par four or par five hole
- **Closest to Pin:** See who can get the ball closest to the hole on a specific par three hole

LONGEST DRIVE SCREEN:



To set up a Longest Drive or Closest to Pin Contest:

1. Select **Longest Drive** or **Closest to Pin**.

2. Select **New/Copy**.
3. Select **New Contest** or **Copy Current** to create additional contests.
4. Select a **Course**, and then **Next**.
5. Specify the **Course Conditions**, and then **Next**.
6. Select the **Hole**, **Tee**, and **Pin Position**, and then **Next**.
7. Specify the **Number of Attempts** (which each player will get in the contest), and then **Next**.
8. Enter a **Name for the contest**, and then select **OK**.
9. Select **Start**.
10. Select **New Player**.
11. Enter a **Name for the first player** and then select **OK**.
12. Select **Left Handed** or **Right Handed**.
13. Hit away!
14. Repeat for all the players in the contest.
NOTE: Select **Next Shot** to have a player hit consecutive shots.
15. After all the players have attempted all their shots, a winner is named.

E6 Cube Menu for Contest Mode



Tap the E6 Cube to display the E6 Menu, which contains the following options:

- Contest Menu
- Options Menu
- Settings Menu
- Conditions Menu



Contest Menu

Make changes to the Contest settings

- **Leaderboard:** View your results
- **New Contestant:** Add new player to the contest
- **Replays:** (Not available in Contest Mode.)
- **Fly By:** Show a fly-by of the current hole
- **Spot Pin:** Close up view of pin position
- **Exit Contest:** End your contest and return to the Main Menu



Options Menu

Make other changes

- **Camera Modes:** Select from the following three options:
 - **Classic Mode:** Camera does not follow the ball

- **Ball Mode:** Camera follows the ball
- **TV Mode:** Camera shows different views
- **Sound:** On or Off
- **Auto Continue:** The length of time before the game automatically continues after a shot (**3** seconds, **5**, **7**, **10** or **Off**)
- **Mainview Tracers:** Solid, Comet or Off
- **Topview Tracers:** Solid or Off
- **Auto Flyby:** (Not available in Contest Mode.)
- **Measurement System:** Imperial or Metric



Settings Menu

Make changes to Settings

- **Gimmies (Gimmie Range):** (Not available in Contest Mode.)
- **Putt Arrow:** (Not available in Contest Mode.)
- **Putt Arrow Fade:** (Not available in Contest Mode.)
- **Grid:** (Not available in Contest Mode.)
- **Ball Size:** Select **Small**, **Medium** or **Large**
- **Elevation:** Set during contest creation



Conditions Menu

Make changes to the Conditions

- **Green Hardness:** (Not available in Contest Mode.)
- **Green Speed:** (Not available in Contest Mode.)
- **Fairway Hardness:** (Not available in Contest Mode.)
- **Terrain Penalty:** (Not available in Contest Mode.)
- **Weather:** Select **Clear**, **Partly Cloudy**, **Cloudy**, **Overcast** or **Rainy**
- **Wind:** Select **No Wind**, **Breezy**, **Windy** or **Strong Wind**
- **Time of Day:** Change the time of day. Select **Morning**, **Midday**, **Afternoon** or **Evening**. This will dramatically change the lighting on the course



Close Button

Select Close to return to the Contest

LOAD ROUND



LOAD ROUND



Load Saved Round: Resume a round you have previously saved.

- **To Resume a Round:** To resume a round you have previously saved, select the round and then **Start**
- **To Restore Your Last Round:** Select **Emergency Restart** to restore your last game played due to power failure, or computer malfunction
- **To Delete Your Round or Rounds:** Select **Delete** to delete a round or **Delete All** to delete all rounds

Select **Back** to return to the Main Menu.

LOAD SAVED ROUND SCREEN:



CONFIGURATION



CONFIGURATION

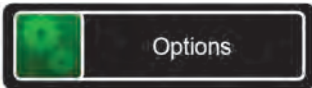


Select **Configuration** to display the Options, Settings and Conditions menu buttons. It is through the Configuration button that you can make changes to Options, Settings and Conditions.

- **Options:** Make changes to Camera, Sound, Auto Continue, Main View and Top View tracers, Auto Flyby, Measurement System, and Session Timer. (See Options for more information.)
- **Settings:** Make changes to Mulligans, Gimmie Range, Putting Arrow, Putting Arrow Fade, Grid, Ball Size, and Elevation. (See Settings for more information.)
- **Conditions:** Make changes to Penalty, Pins, Time of Day, Weather, Wind, Green Hardness, Green Speed, and Fairways. (See Conditions for more information.)

Select **Back** to return to the previous screen.

OPTIONS



IMPORTANT: SAVE YOUR OPTIONS AS DEFAULTS - To save your options as defaults after you have made changes to your **Options** in the **Configurations Menu**, go back to the Main Menu and tap the lower left corner and upper left corner of the touchscreen, tap "**Save Defaults**" to save your defaults.

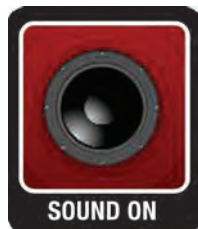
The following game settings are accessible under **Options**. Tap any button to cycle through its settings:

CAMERA MODES



- **CLASSIC MODE** (camera does not follow the ball)
 - Forward View
 - Reverse View
- **BALL MODE** (camera follows the ball)
- **TV MODE** (camera shows different views)

SOUND



- **On or Off**

AUTO CONTINUE



- **3 seconds, 5, 7, 10** or **Off**

NOTE: This is the length of time before the game automatically continues after a shot.

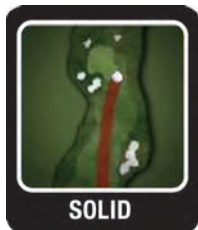
MAINVIEW TRACERS



- **Solid** (tracers stay permanently visible)
- **Comet** (tracers fade away)
- **No Tracer** (tracers off)

NOTE: A tracer is a colored line that shows the flight of the ball.

TOPVIEW TRACERS



- **Solid** (tracers stay permanently visible)
- **No Tracer** (tracers off)

AUTO FLYBYS

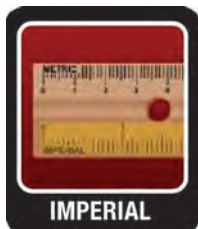


- **Auto Flyby On**
- **Auto Flyby Off**

NOTE: These are aerial previews of each new hole.

IMPORTANT: Be sure to set this to **Auto Flyby OFF** if you do not want an aerial preview of each hole before each shot. You have the option during play mode to turn it **ON** for individual hole(s) of your choice.

MEASUREMENT SYSTEM



- **Imperial** (yards, feet, inches)
- **Metric** (meters, centimeters)

SESSION TIMER



Session Timer: Set a time limit for the session.

- Use +/- buttons to set hours and minutes for the session
 - Select the ✓ button to accept the new settings; select the X button to cancel
- NOTE:** The Session Timer sets in five-minute increments. As the Session Timer nears its limit a warning message will display, "Your time will expire in X minutes and in X seconds." When the Session Timer reaches its limit a warning message will display, "Sorry! Your time has expired." Your game will end and your scorecard will appear. After a few seconds, the system will bring you back to the Main Menu.

SETTINGS



Select **Settings** to specify play options for the round.

NOTE: Select any button to change its default setting.

- **Mulligans:** Set Mulligans (top left button) to **Unlimited, 1, 2, 5, 10** or **No Mulligans**
NOTE: Mulligans are "do-overs" - rehits without penalty. Mulligans are not allowed on "official" rounds.
- **Gimmie Range:** Set the Gimmie Range to **6 feet, 8, 10, Player Enters Number** or **Computer Enters Number**
NOTE: If your ball lands within this range, your next shot is an automatic gimmie. With the "**Player Enters Number**", once the Player's ball is on the green, player can manually enter the estimated number of putts s/he would need to finish the hole; with "**Computer Enters Number**", the computer estimates the number of putts required to finish the hole.
- **Putting Arrow:** Set the Putting Arrow (middle left button) to **Align Break, No Putting Arrow** or **Play Break**
NOTE: The Putting Arrow shows the break and elevation changes between the ball and the hole. **Play Break** aligns the Player to the hole, regardless of break; **Align Break** aligns the Player in the direction of the break.
- **Putting Arrow Fade:** Set the Putting Arrow Fade to **3 seconds, 5, 7, 10** or **Off**
NOTE: This specifies how long the Putting Arrow will be displayed before fading away. Select **Off** to always display the Putting Arrow.
- **Grid:** Set the Grid to **Near Green, Always On** or **Off**
NOTE: The Grid overlays the terrain to highlight undulations and elevation changes.
- **Ball Size:** Set the Ball Size to **Small, Medium** or **Large**
NOTE: Ball Size is for display purposes only and does not affect play.
- **Elevation:** Set the Course Elevation. Choose **Course Elevation** to play the course at its actual elevation or choose **Select Elevation** and drag the slider to set a different elevation

CONDITIONS



Select **Conditions** to specify the course conditions.

NOTE: Select any button to change its default setting.

- **Penalty:** Set the Penalty to **Enabled** or **Disabled**
NOTE: When the terrain penalty is enabled, the software will reduce the spin on the ball when hitting on to the rough, deep grass or undergrowth. This will typically increase the ball's distance and make it more difficult to stop on the greens.
- **Pins:** Set the Pin Position to **Easy, Medium, or Hard**
- **Time of Day:** Set the Time of Day to **Morning, Midday, Afternoon** or **Evening**
- **Weather:** Set the Weather to **Clear, Partly Cloudy, Overcast, Rainy** or **Random**
- **Wind:** Set the Wind to **No Wind, Breezy, Windy** or **Strong Wind**
- **Green Hardness:** Set the Green Hardness to **Soft, Moderate, or Hard**
- **Green Speed:** Set the Green Speed to **Slow, Medium, or Fast**
- **Fairways:** Set the Fairways to **Soft, Moderate, or Hard**

TOURNAMENTS



The Online Tournaments (OT) feature allows you to play competitive indoor golf with other participants across the globe. Join tournaments hosted by Full Swing Golf, your golf simulator location, or other indoor golf centers around the world. You can create an online profile that updates each time you play, view a live leaderboard, your tournament schedule and access your golf statistics history through the Online Tournaments website at www.fullswinggolftour.com.

From the Main Menu, select **Tournaments** to register and play an Online Tournament.

NOTE: At installation, your Simulator should already be registered for Online Tournaments play. If not, please contact Full Swing Golf Technical Support for assistance.

(See Online Tournaments Manual for detailed information.)