

FULL SWING ***GOLF***



User Guide

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MULTIPLE USER AUTHENTICATION

The Full Swing Launcher application provides the user interface for launching games, managing user profiles, and managing simulator access. Multiple User Authentication allows for multiple Full Swing User Profiles to log into the FS Launcher player roster to participate in FS Golf game play. Use this guide to review all the Full Swing Launcher Multiple User Authentication application features.

1. In the **FS Launcher Games Library**, locate the **User Profile** icon on the upper right-hand corner of the screen tap/click on the icon.



2. After you have tapped the **User Profile** icon, the **Player Roster** dropdown menu appears. Click on the **Add Players** icon to open the **Add Players** menu.



3. In the **Add Player** menu, select either the **Guest** or **Member** tab to add your profile to the **Player Roster** list. Selecting the **Guest** option will allow you to sign into the **Player Roster** using only your First and Last name.

- **Note** - signing in as a **Guest User** will allow you to participate in **FS Golf** play, but your player default settings and scorecard data will not be saved after you exit **FS Golf**.

4. Select the **Guest** tab, enter in your first and last name, then click the **ADD** button to add your name to the **Player Roster**.



5. Your name now appears on the **Player Roster** list queue.

- **Note** - that next to your name the initials are circled in grey, indicating that user is logged in as **Guest** account. If you wish to remove yourself from the **Player Roster**, tap the “X” icon next to your name.



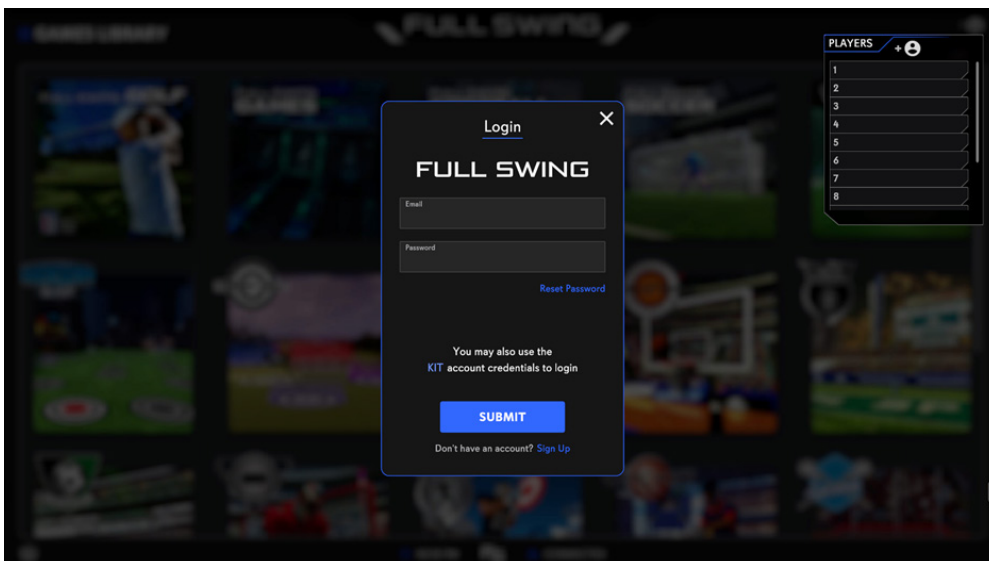
6. If you already have a **Full Swing User Profile** or if you would like to create a new **Full Swing User Profile**, select the **Member** tab in the Add Player menu and tap on the **LOGIN** button.



7. After tapping the **LOGIN** button, you are presented with the **Login** menu.

From here you can do the following :

- a. Enter in your **User Profile** login information if you already have a **Full Swing User Profile**.
- b. Recover your **Full Swing User Profile** information if you forgot your password by tapping the **Reset Password** link.
- c. Create a new **Full Swing User Profile** by clicking on the **Sign-Up** link.
- d. Once you sign in, click **Submit**.

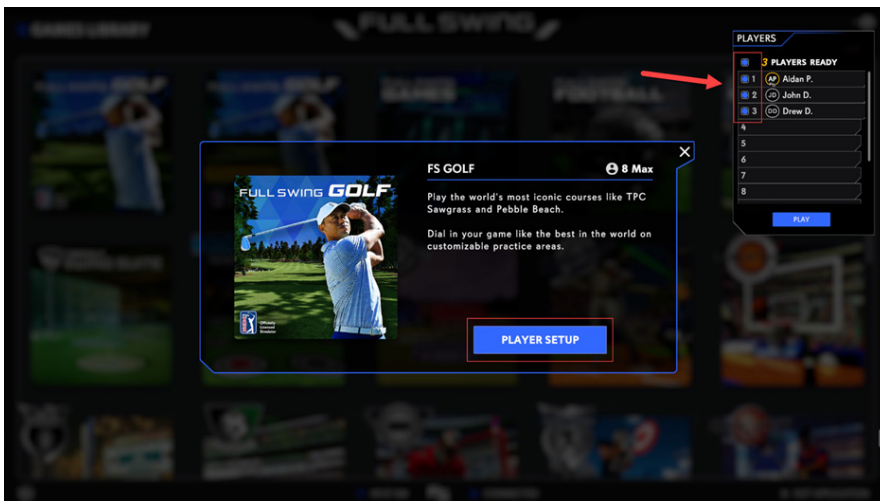


8. Your name will now appear in the **Player Roster** queue.

- **Note** - Next to your name, the initials are circled yellow indicating that user is logged in as a **Full Swing User Profile** account. If you wish to remove yourself from the **Player Roster**, tap the “X” icon next to your name.



9. Once all participating players have logged in, tap the **Full Swing Golf** game tile in the **Games Library** to enter the **PLAYER SETUP** menu. Notice that there is an **8-player Maximum** for user participation. Tap on **PLAYER SETUP** to select who will be participating in **FS Golf** game play.



10. After selecting the **PLAYER SETUP** option, the **Player Roster** menu on the upper right-hand corner of the screen will present check mark boxes next to all logged in users. Toggle the players who will be playing in **FS Golf**.

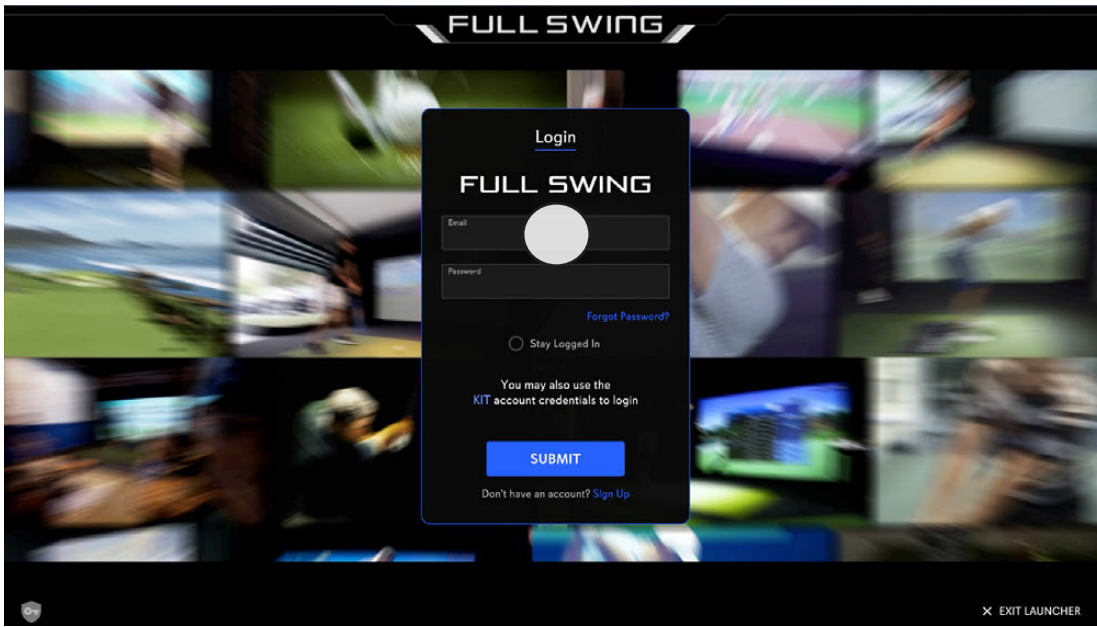
- **Note** - by default no users are selected and a message reads 0 PLAYERS READY.

11. Toggle on the top check mark box to select all users in the **Player Roster** queue to participate in **FS Golf** game play. If a user does not wish to participate in this round of **FS Golf**, then they leave the check mark box empty.

12. You must select **PLAY** when all users have either opted in or out for the **FS Golf** game play. The **FS Golf** game will now launch with all selected users logged in.

13. When done playing for the day, one must return to **FS Launcher** to add/delete any **Guest** or **Member Profiles**. This cannot be managed within the **FS Golf** game; it has to be managed on the **FS Launcher Games Library**.

LOGIN



- Login or Create a Full Swing account, if you already have a Full Swing KIT account, please use those account credentials.

LAUNCH FULLSWING GOLF



- Select the **FULLSWING GOLF** icon from the Launcher menu.

LOCALIZATION



- Localization for Japanese and Korean are located on the main menu
- Selecting the Globe icon will bring down the flags corresponding to the country of language
- After selecting the flag, the game will correctly change the game language to the chosen language





- Localization can also be changed during play by selecting the hamburger menu at the top right of the screen
- After selecting the hamburger menu, localization can be changed through buy selecting the globe icon

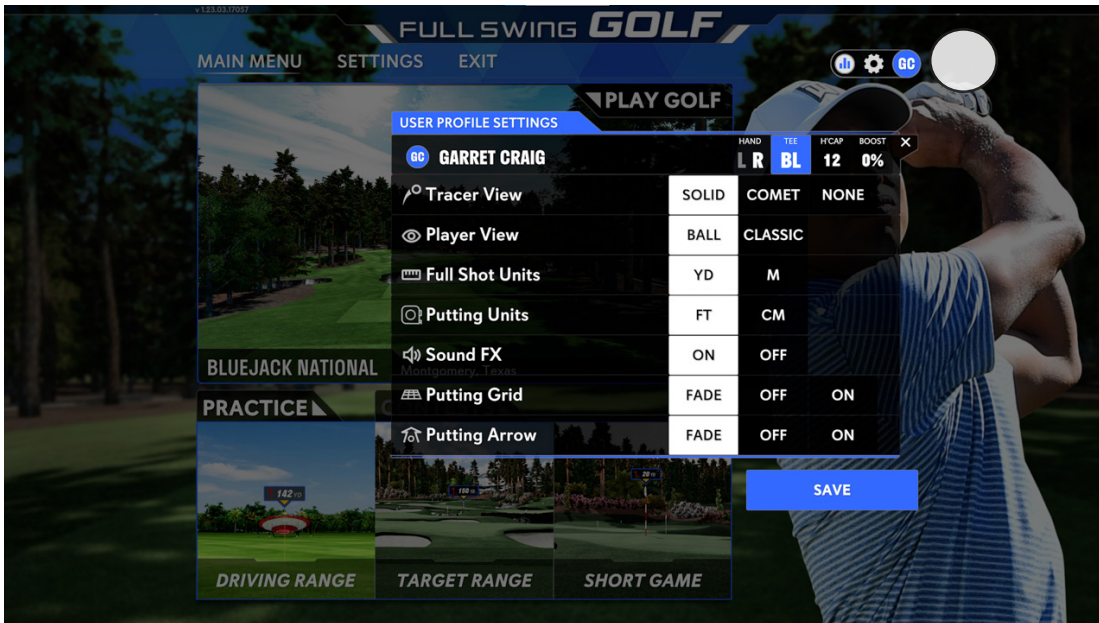
USER PROFILE

ATTENTION: USER PROFILES ARE APPLICABLE TO RESIDENTIAL CUSTOMERS ONLY AT THIS TIME. PROCEED TO PAGE 6 IF YOU ARE USING FULL SWING GOLF IN A COMMERCIAL ENVIRONMENT.



- User Profile icon will be shown when Launcher is present, and the simulator has an internet connection.

USER PROFILE SETTINGS



- Select the **USER INITIALS** to open the User Profile and Round Stats Menu.

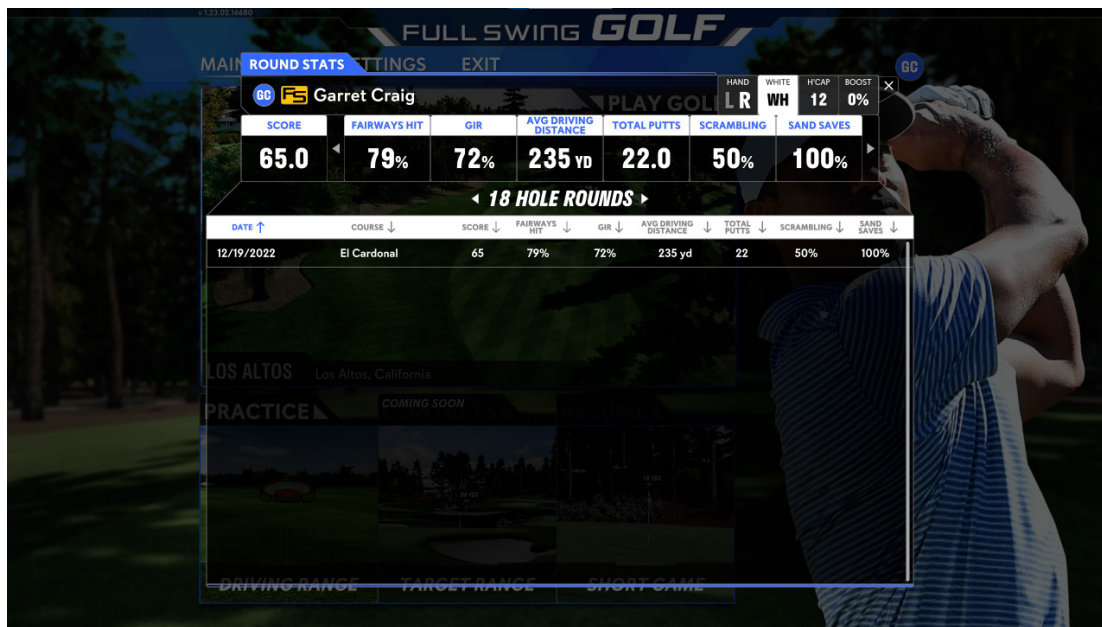
- Select the **GEAR** icon to open User Profile Settings.

- Settings will default to the leftmost column. Once changed and saved, they will be set until changed.

USER PROFILE ROUND STATS



- Select the **CHART** to access round stats.



- **ROUND STATS** are sorted into 18 hole rounds (completed rounds only), 9 hole rounds (completed 9 hole rounds only), and other rounds (all other combinations of rounds (e.g., Custom, 1, 2, 12 etc.) that are not 18 or 9 hole rounds.

- Select **X** to exit **ROUND STATS**.

STARTING A NEW ROUND

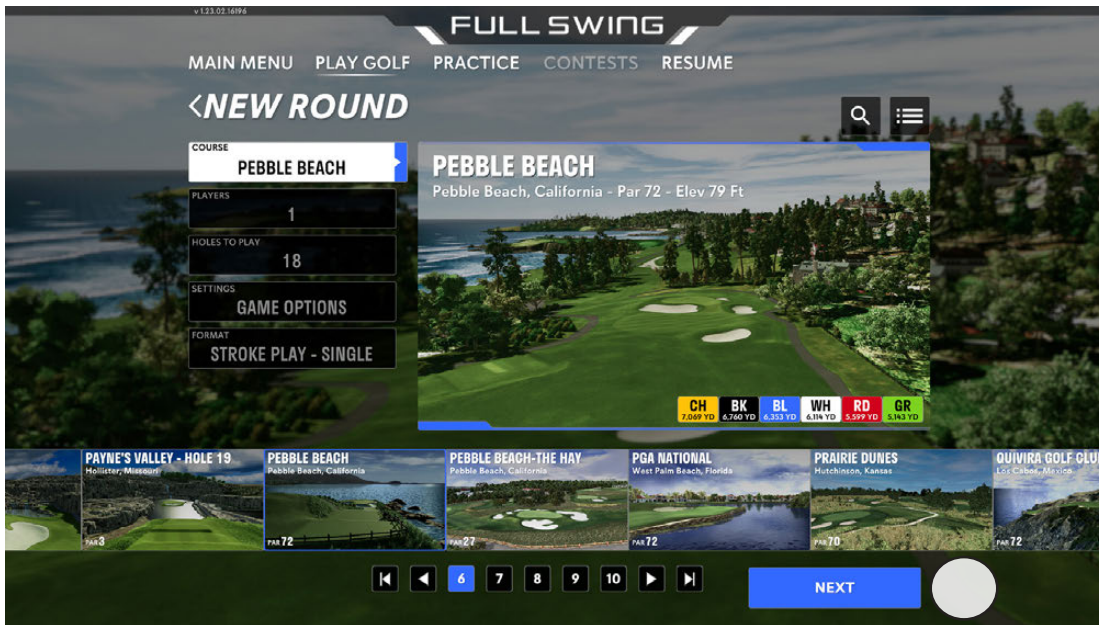


- Select the **PLAY GOLF** icon from the main menu.

RESUME A GAME

- Select the **RESUME** icon from the game type menu to resume the last incomplete game played.

COURSE SELECTION

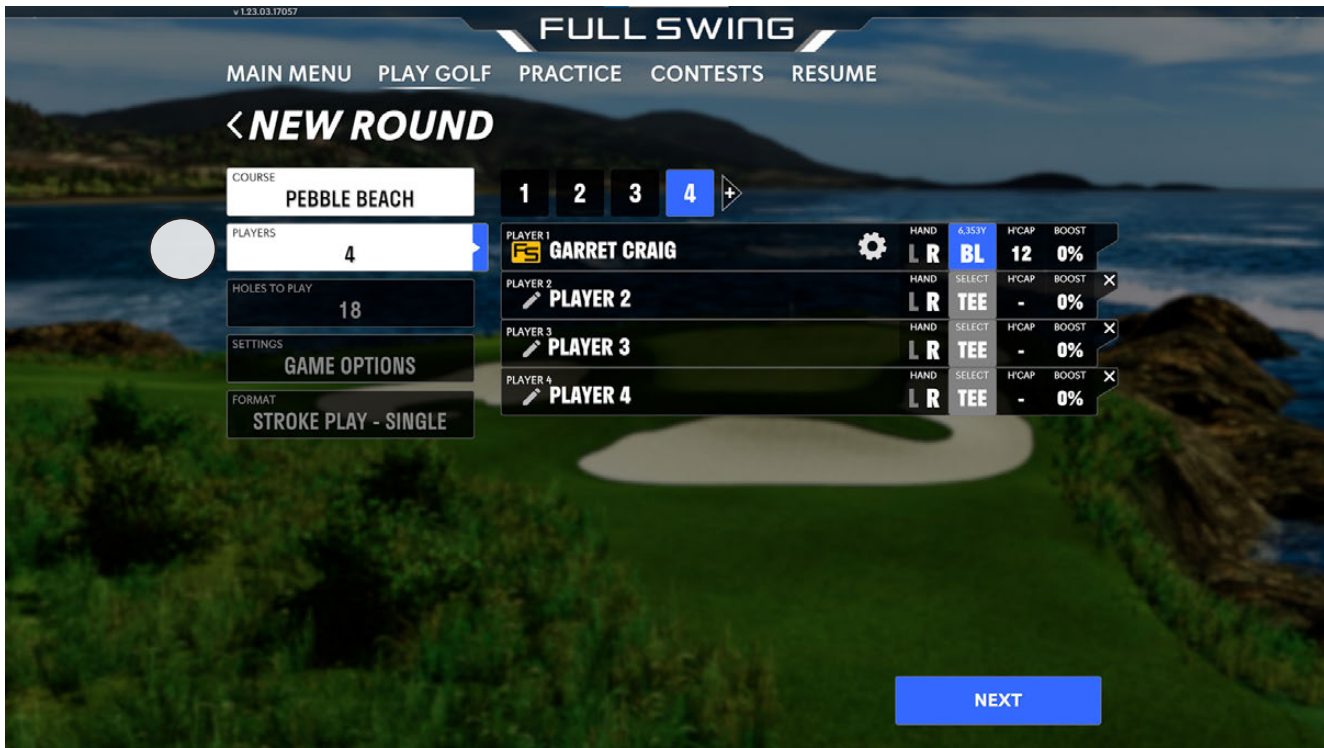


- Select the **COURSE** tab.

- Swipe left or right, or use the arrows to select the desired course.

- Select **NEXT** to change number of players.

ADDING PLAYERS



- Select the **NUMBER OF PLAYERS** tab.
- Select **1-4** or the **+** button to add additional players.
- Select the **Pencil Icon** to edit player name.
- Select **HAND** to choose between left and right handed golfers.
- Select **TEE** to change tee location.
- Select **H'CAP** to enter player handicap.
- Select **BOOST** to enter boost level.
- Select **X** to remove player.
- **NOTE:** Users with a Profile can change, and save their preferences by selecting the **GEAR** icon next to their name.

REPEAT FOR ALL PLAYERS

- Select **NEXT** to set holes to play.

HOLES TO PLAY



- Select the **HOLES TO PLAY** tab.

NOTE: The distances shown will be those of the primary or first user.

PLAY ALL 18

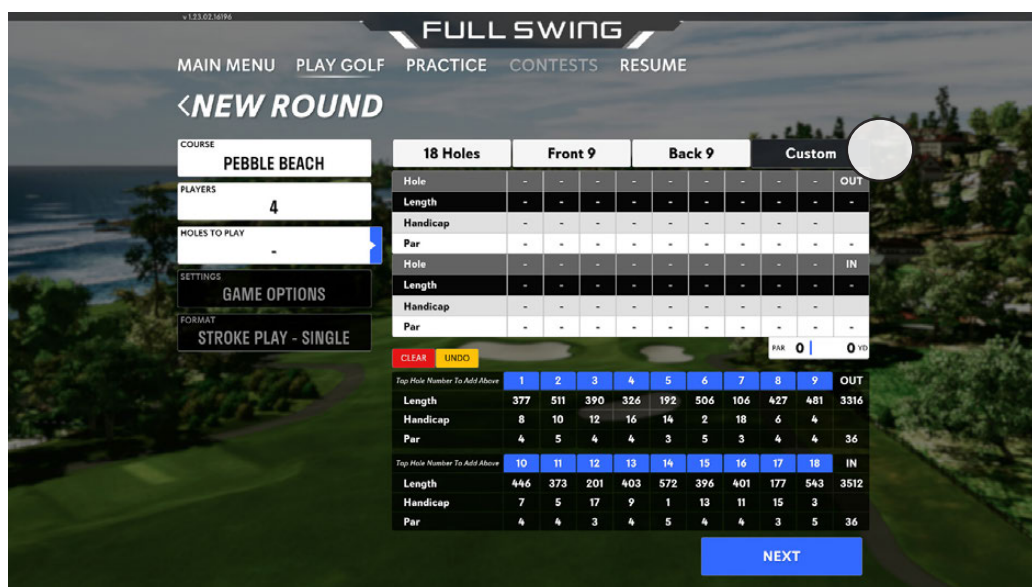
- Select **18 HOLES** to play each hole on the course.

PLAY FRONT 9

- Select **FRONT 9** to play the first 9 holes on the course.

PLAY BACK 9

- Select **BACK 9** to play the last 9 holes on the course.



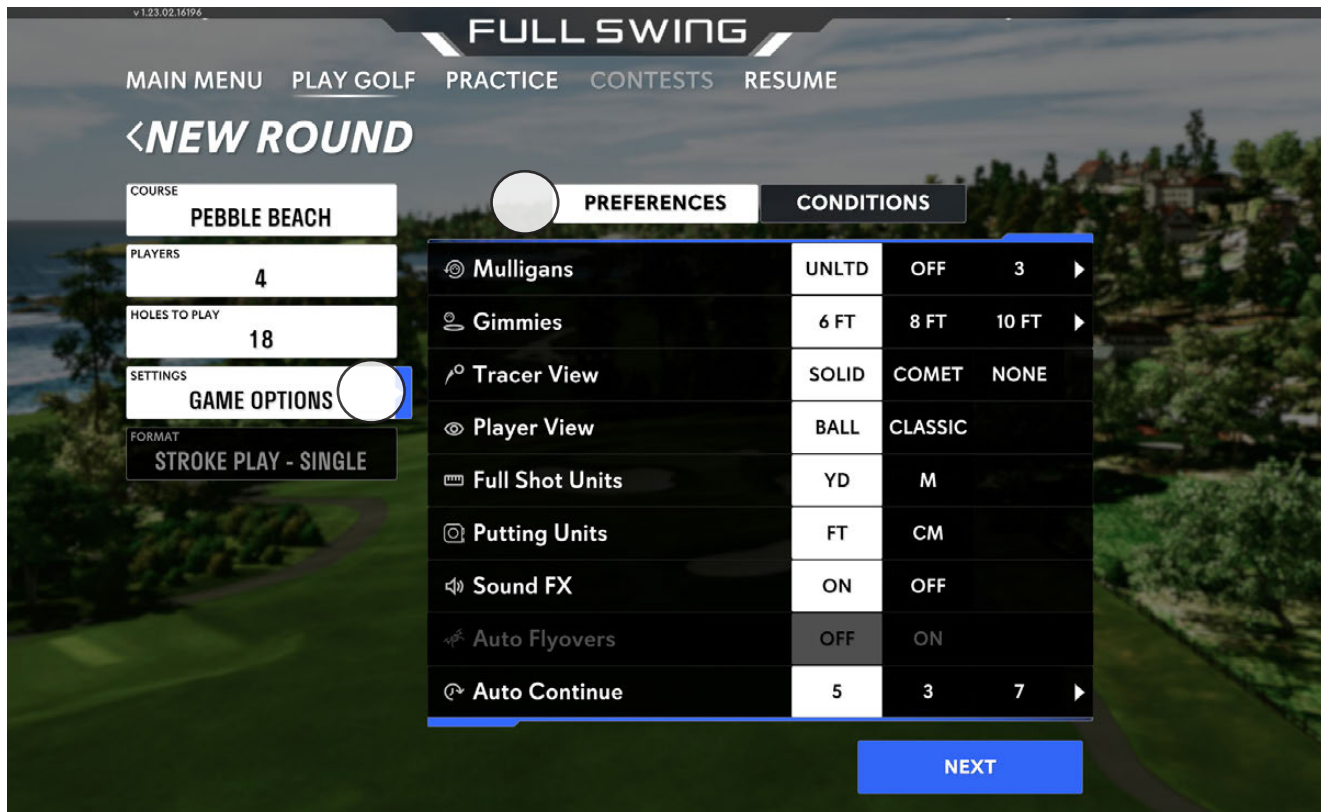
CUSTOM

- Select the **Custom** tab.

- Select each hole you would like to include in the round.

- Select **NEXT** to edit settings.

SETTINGS - PREFERENCES



MULLIGANS

Off/3/5/7/Unlimited

GIMMIES

6ft/8ft/10ft/Auto

TRACER VIEW

None

Comet (Tracer fades as ball travels)

Solid (Tracer remains solid throughout ball flight)

PLAYER VIEW

Classic (Camera remains at the tee as ball flies)

Ball (Camera follows the ball throughout ball flight)

TV (Camera switches from classic view to ball during ball flight)

FULL SHOT UNITS

Yards/Meters

SOUND FX

On/Off

AUTO FLYOVERS (Currently Not Available)

AUTO CONTINUE

Off/3/5/7/10

NOTE: Preferences are defaulted to those located in the leftmost column.

- Select **NEXT** to edit game format or select **Conditions** to change conditions

SETTINGS - CONDITIONS



PIN POSITION

Easy/Medium/Hard

GREEN SPEED

Slow/Medium/Fast

GREEN FIRMNESS

Soft/Normal/Firm

PUTTING GRID

Off/On/Fade

PUTTING ARROW

Off/On/Fade

FAIRWAYS

Soft/Normal/Firm

TERRAIN PENALTY (Currently Not Available)

WIND

Off/Breezy/Windy

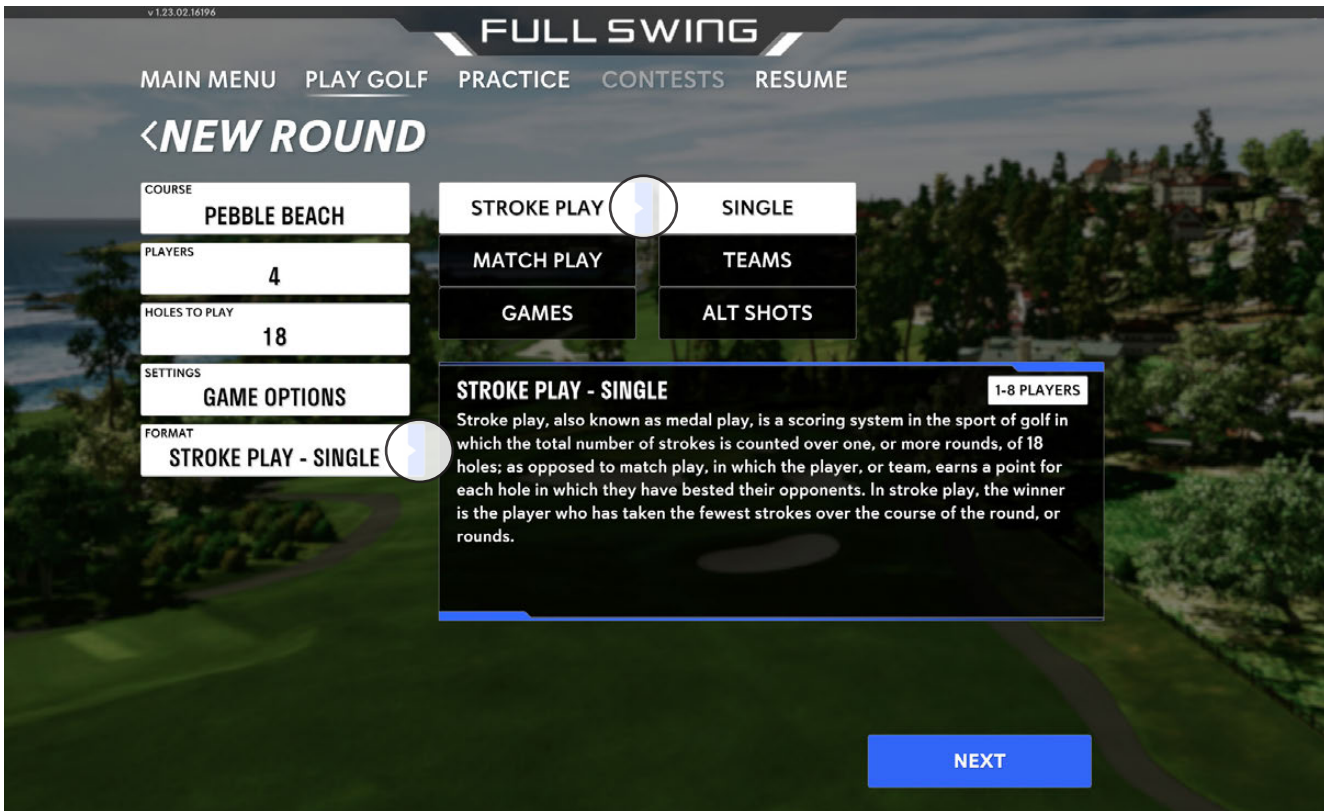
COURSE ELEVATION

Sea Level/Custom

NOTE: Preferences are defaulted to those located in the leftmost column.

- Select **NEXT** to edit game format

FORMAT



Select the **FORMAT** tab.

- Select **STROKE PLAY /MATCH PLAY /GAMES** to select format.

STROKE PLAY

Players record the number of strokes, with penalties, it took to complete each hole.

At the end of the round, each player adds up the scores for each hole.

The player with fewest shots to complete the round wins.

- Select **STROKE PLAY** for Stroke Play.

STROKE PLAY TEAMS

Select 2-4 teams with 2-8 players.

- Select **TEAMS** for Alt Shot Match Play Teams.

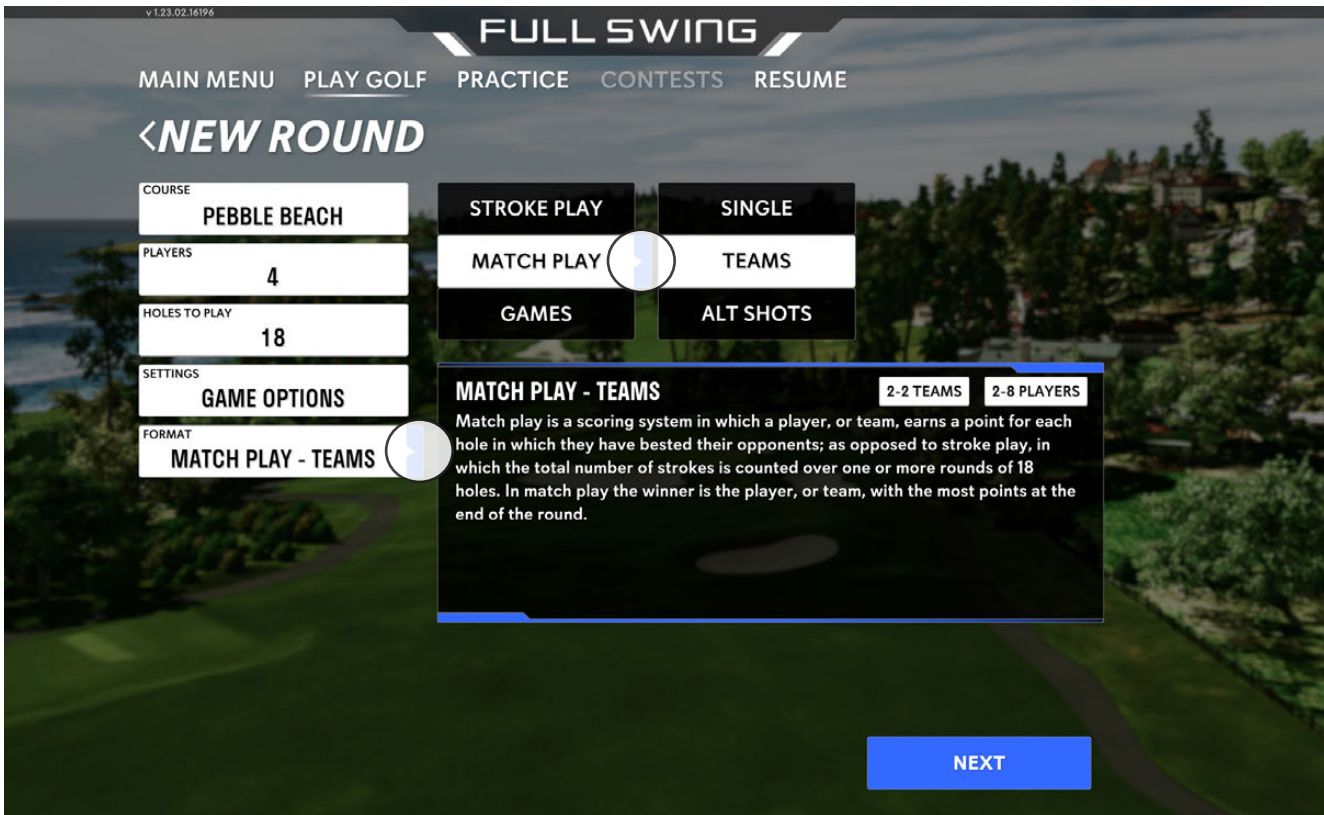
ALT. SHOT STROKE PLAY

Alternate shot play is a mode in which a team consists of two people who alternate hitting the same ball. The player who tees off also alternates each hole.

Teams compete for a better score on the course.

- Select **ALT SHOTS** for Alt Shot Stroke Play.

FORMAT



MATCH PLAY

Players play against each other with each player trying to score the lowest on individual holes. Players will either win, lose or tie each hole. The player with the most holes won wins the round.

- Select **MATCH PLAY** for Match Play.

MATCH PLAY TEAMS

Select 2-2 teams with 2-8 players.

- Select **TEAMS** for Alt Shot Match Play Teams.

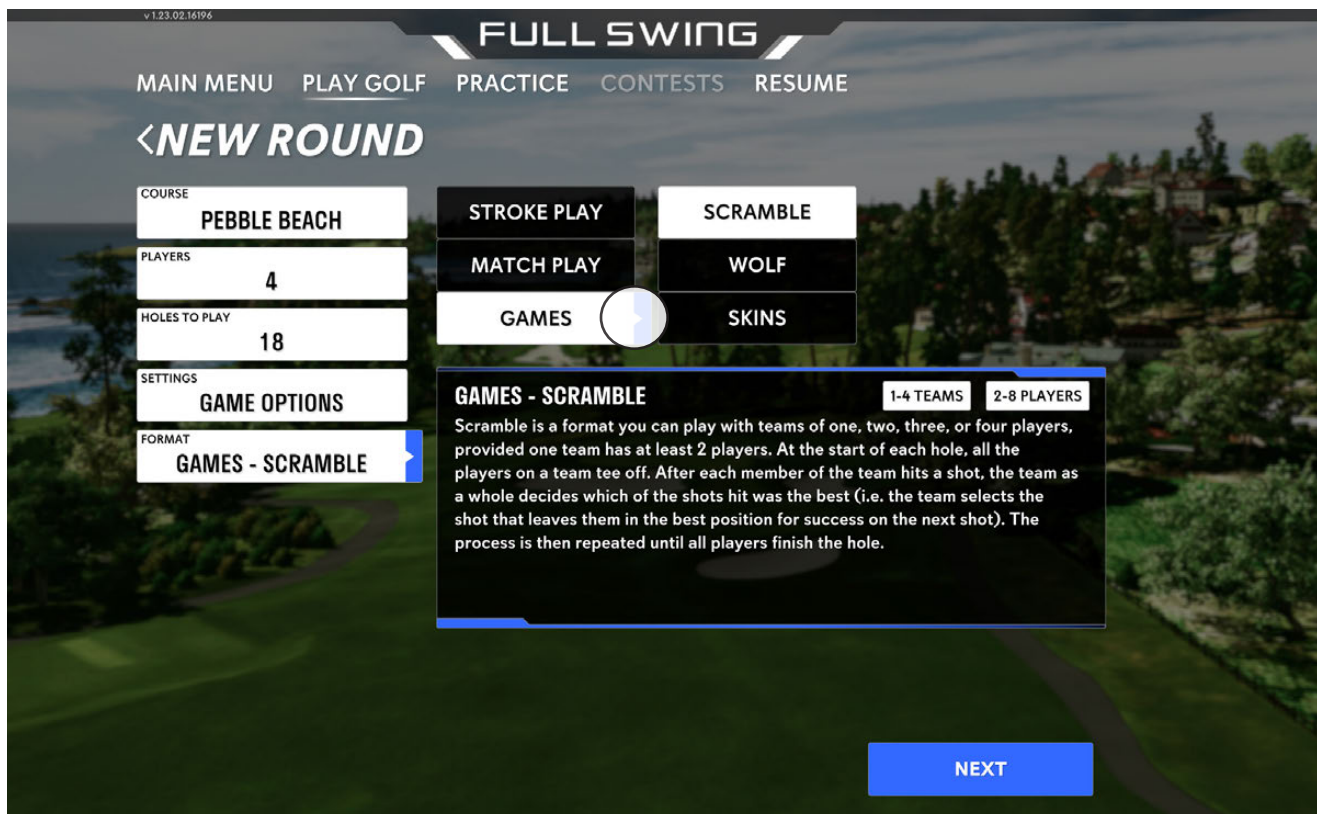
ALT SHOT MATCH PLAY

Alternate shot match play is a mode in which a team consists of two people who alternate hitting the same ball. The player who tees off also alternates each hole.

Teams compete to win the most holes.

- Select **ALT SHOTS** for Alt Shot Match Play.

FORMAT



GAMES

SCRAMBLE - TEAMS

The tournament involves teams of up to four players. The main purpose of this format is to allow golfers of all levels to participate in tournaments together and have fun due to the relaxed rules and lack of pressure to achieve individual scores.

Common Rules:

1. Teams are selected with 2+ members.
2. All team members tee off on every hole.
3. Team members must select the most desirable shot and all team members hit their following shot from this ball position. This repeats on every shot until the hole is finished.
4. Team members must hit all shots from within one club length of the selected shot.
5. Once on the green, the selected shot must be marked before any put is taken.
6. All puts must be made from within 1 putter head length of the marked location.
7. Players may not use the club or putter head length to move closer to the hole.
8. Players moving their ball to the selected shot may place their ball for the best lie, however, they may not move the ball to improve the type of lie they have (cannot move the ball out of a hazard, out of the rough, or onto the green).
9. The player whose ball is selected may not improve their lie.
10. The score is recorded as if the team is a single player.

- Select **SCRAMBLE** for Scramble - Teams Play

WOLF

1. THE WOLF

- a. Wolf is a betting game where players take turns being “the wolf”—a player with the ability to partner with the player of his choice for a hole.
- b. The wolf always tees off first on a hole.
- c. The wolf may only partner with a player immediately after that player’s tee off.
- d. If the wolf does not partner with any players for a hole, the hole plays out in a wolf-versus rest scenario. If the wolf takes on a partner and there are four players in the game, the remaining two players are automatically on a team. Either scenario, teams are treated as they would be in matchplay—a team’s score for a hole is taken to be the best score among the players on the team.

2. TURN ORDER

- a. The order in which players tee off is fixed—excepting when they are the wolf, players tee off only after the player before them in the starting lineup.
- b. Each new hole, the player who was last wolf is moved to the end of the player order list, allowing the next player to be the wolf.
- c. Once the number of holes remaining is less than the number of players, the wolf for each hole is the (or a) player with the lowest score to allow for comeback opportunities.

3. SCORING

- a. Wolf is a betting game in which the losing players pay the winning players. As such, points subtracted each hole should equal points added each hole (net points awarded each hole should equal 0).
- b. For a 2v2 hole, each player either loses 1 point or wins 1 point.
- c. For a 2v1 hole, the losing team pays 2 points to the winning team.
- d. For a 3v1 hole, the wolf wins or loses 3 points and opponents of the wolf either win 1 point each or lose 1 point each.
- e. If a hole ends in a tie, no points are awarded, and the weight of the unclaimed points carries over to the next hole. This effect stacks.

4. CAVEATS

- a. Wolf entirely disables hamburger menu mulligans, as this is not an option we want players to have in this mode.

- Select **WOLF** for Wolf Play

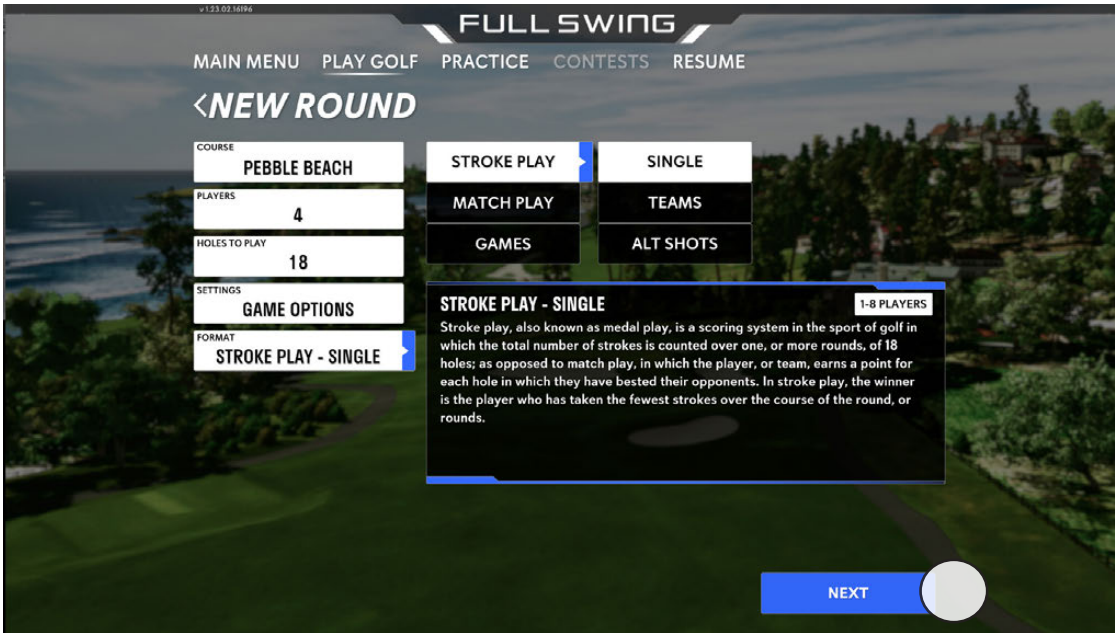
SKINS

Skins is a free-for-all play format in which players earn points by having the lowest score on a hole. Unawarded points are added to the next hole’s pot when the best scores tie, increasing the stakes.

- Select **SKINS** for Skins

- Select **NEXT** to manage teams or begin round.

MANAGE TEAMS



- Assign each player to a team.



- Select **NEXT** to review game settings and start round.

REVIEW GAME SETTINGS



- Review game settings.

All options set on this menu can be edited by clicking one of the pencil icons next to the setting, which will take you back to that menu to edit.

- Select **START** to begin your round.

IN-ROUND MENU



TAKE MULLIGAN

Select **MULLIGAN** to repeat the last shot without adding a stroke to your score.

FLYOVER

Select the **FLYOVER** tab to view a flyover of the current hole.

TARGET



Select the **TARGET** tab to adjust your target line.

GRID



Select the **GRID** tab to overlay a grid on the green to view undulations.

OVERHEAD VIEW

Can be moved to either side, by pressing the arrow icon in the top inside corner of the mini map, which will move the window to the opposite side of the screen. Can be minimized by pressing the arrow icon at the bottom inside corner of the overhead map, and maximized by pressing arrow again.

IN-ROUND MENU



REPLAYS

Select **REPLAYS** to view your last shot.

PICK UP BALL

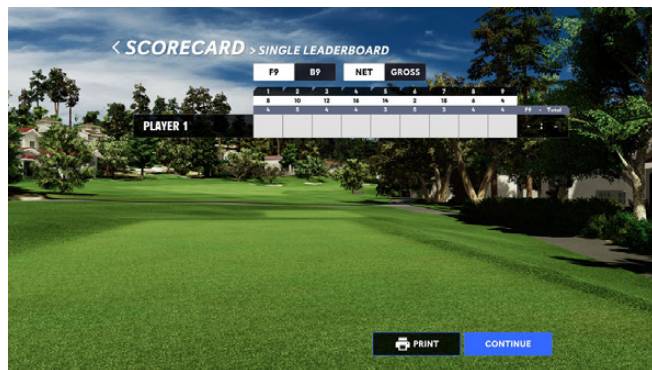
Select **PICK UP BALL** to end the hole. The maximum number of strokes for that hole will be added to your score.

ION



Select the **ION** to review club and shot data of your previous shot.

SCORE CARD



Select the **SCORECARD** tab to see the current leaderboard.

TRACER

Select **TRACER** to toggle between ball tracer types or to remove ball tracer.

TOP VIEW

Select **TOP VIEW** to display overhead map.

CAMERA

Select **CAMERA** to toggle between camera views

IN-ROUND PRACTICE



-Select **IN-ROUND PRACTICE**.

NOTE: Data tiles can be moved to the opposite side of the window using the Data button that is present there. This will particularly help the 4:3 sim users open up their view before hitting shots. The Data can also be minimized and maximized.



EXIT IN-ROUND PRACTICE

Select **MENU**.

Select **EXIT PRACTICE** to exit practice and return to current round.

SHOT DATA



Shot data is presented after each shot.

Shot data includes:

- Total Yards
- Yards to Hole
- Carry
- Club Speed
- Ball Speed
- Path
- Face
- Ball Direction
- Launch
- Apex
- Smash Factor
- Backspin
- Sidespin

CONTINUE

Select **CONTINUE** to exit.

EXIT ROUND

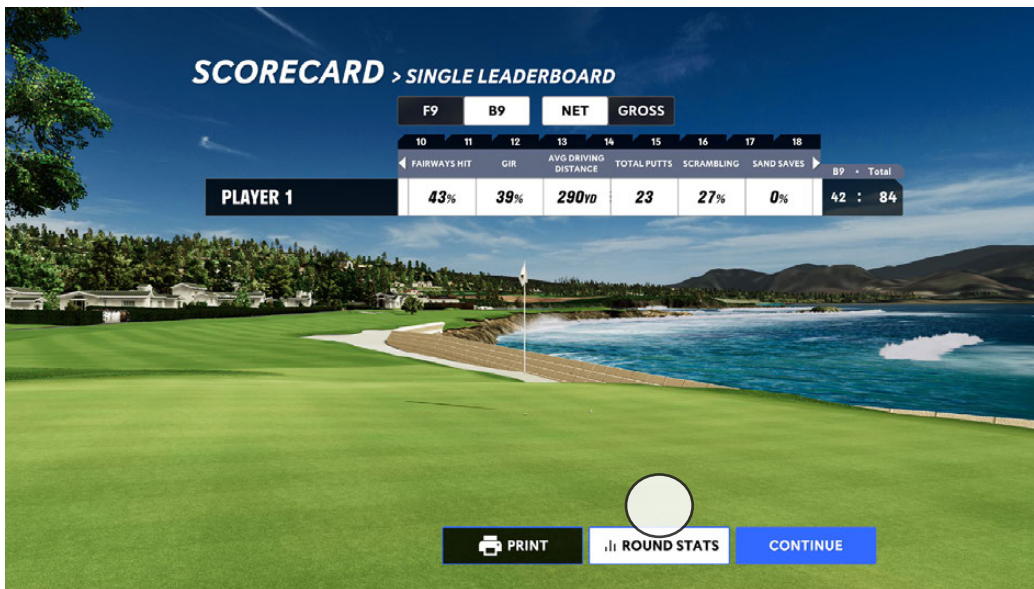


EXIT ROUND

Select **MENU**.

Select **EXIT ROUND** to exit the current round.

ROUND STATS



- Select the **ROUND STATS** tab.

ROUND STATS

SCRAMBLING

When you miss a green (in regulation), you have a chance to get up and down in two shots for par. So each time you fail to hit a green in regulation you have an attempt to succeed or fail at one 'scramble'. So 'scrambling' is the percentage of attempts where you succeed in getting up and down for par from off of the green.

SAND SAVES

Percentage is a statistic that shows the percent of sand shots that hit the green and were following by only one putt to hole out.

FAIRWAY'S HIT

Fairways hit on the drive. This statistic refers to the number of times during the round your drive landed in the fairway (the fairway, not the light rough). It is similar to the greens in regulation, except that the maximum number per round is less than 18. A statistical measurement of driving accuracy, a fairway is considered hit if any part of the ball is touching the fairway surface after the tee shot on a par 4 or 5.

GIR (GREENS IN REGULATION)

Number of shots to the green within the regulation par of the hole.....on a par 3 for example ...if you hit the green from the tee you have hit the green 'in regulation'..or in the expected number of shots. On a par 4 if you hit the green in 1 or 2 shots you get a green in regulation.

AVG DRIVING DISTANCE

The average number of yards per measured drive.

TOTAL PUTTS

Putts Per Round is a statistic that shows the average number of total putts per round. It is calculated by adding up the number of putts for every hole and dividing it by the number of included rounds. Lower numbers indicate better performance.

Select **CONTINUE** to exit the current round.

FULL SWING ***GOLF***

LEADERBOARD

1	TIGER WOODS	0.67 ft
2	JON RAHM	3.2 ft
3	PATRICK CANTLAY	5.99 ft
4	GARY WOODLAND	6.58 ft
5	STEPH CURRY	9.1 ft
6	BROOKE HENDERSON	11.11 ft
7	JORDAN SPIETH	11.12 ft
8	XANDER SCHAUFFELE	11.64 ft
9	JASON DAY	11.96 ft
10	BRANDT SNEDEKER	12.78 ft

CONTESTS

CONTESTS

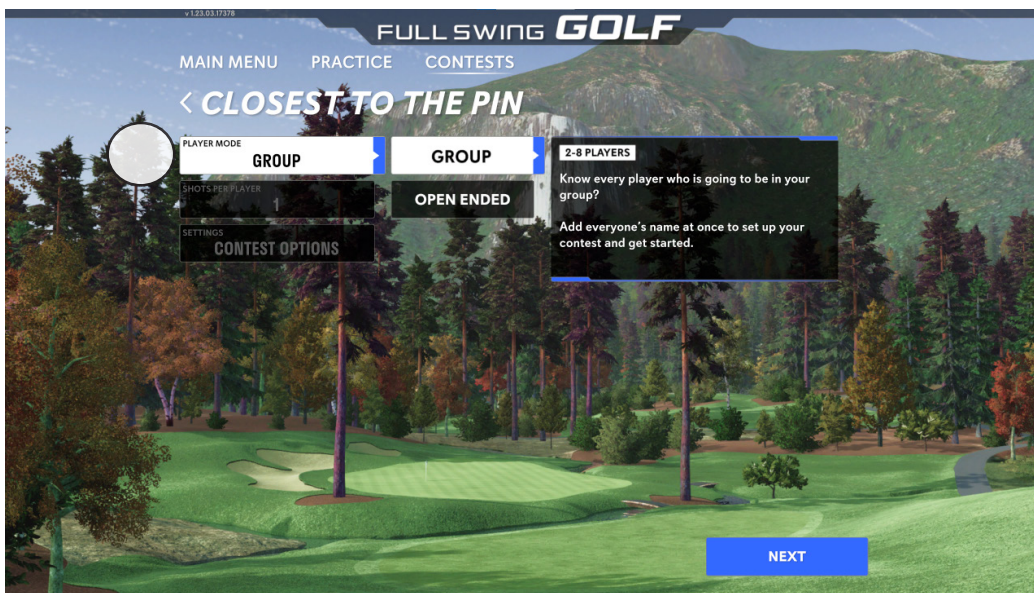


- Select the **CONTESTS** tab.

CLOSEST TO THE PIN

There are two game modes Group and Open Ended.

CLOSEST TO THE PIN GAME MODES



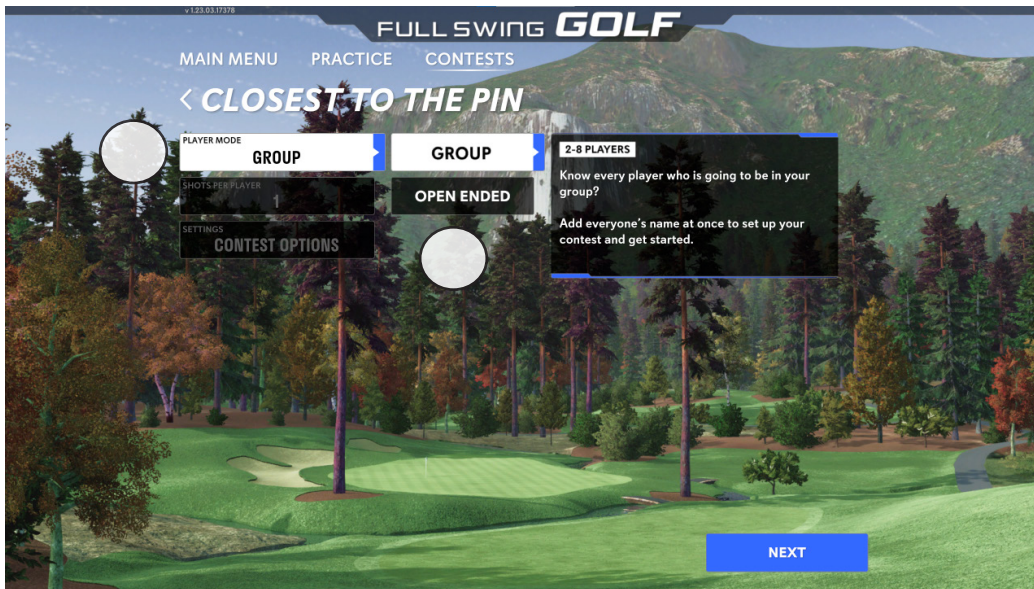
GROUP

Allows 2-8 players to select up to 5 shots each and up to 5 holes.

OPEN ENDED

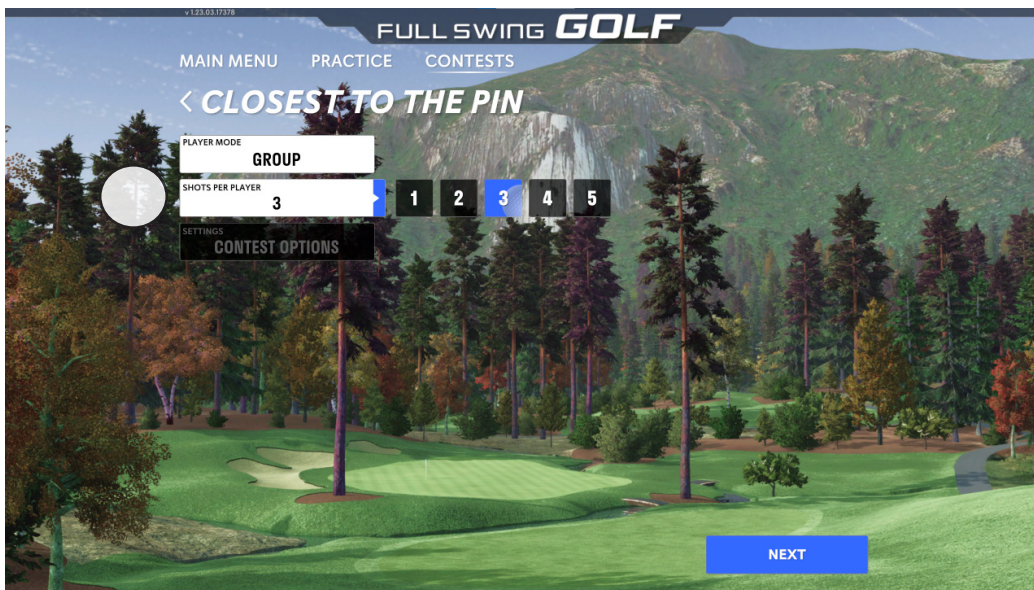
Allows for an unlimited number of players until it is decided to end the game.

CLOSEST TO THE PIN - GROUP PLAYER MODE



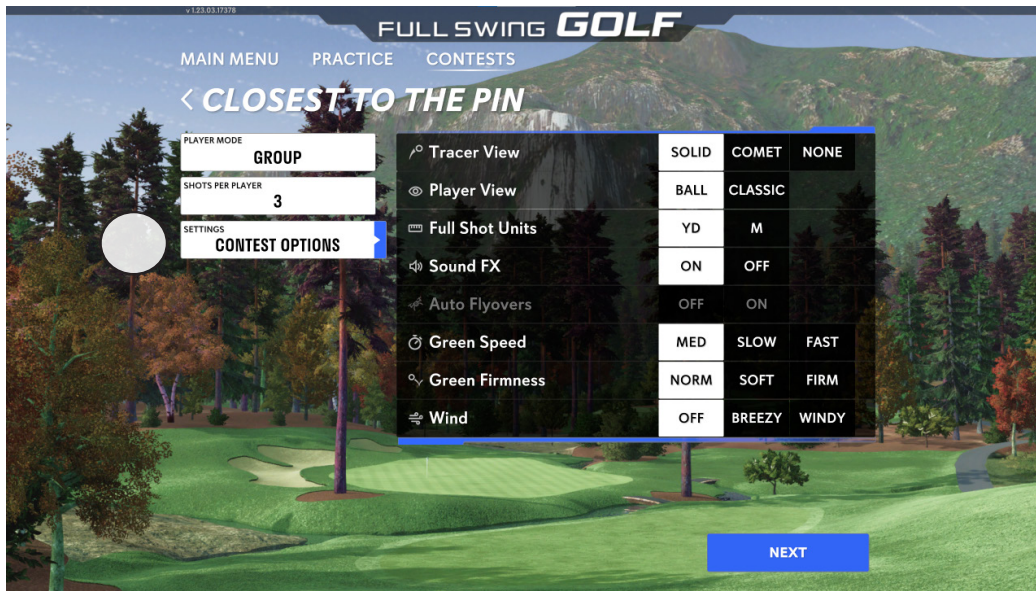
- Select the **GROUP** tab. 2-8 players to select up to 5 shots each and up to 5 holes.

CLOSEST TO THE PIN SHOTS PER PLAYER



- Select the **SHOTS PER PLAY** tab. Players can select up to 5 shots. The number of shots selected applies to all players in group. Each player must take the same number of shots.

CLOSEST TO THE PIN SETTINGS



TRACER VIEW

Solid/Comet/None

PLAYER VIEW

Ball/Classic

FULL SHOT UNITS

Yards/Meters

SOUND FX

On/Off

AUTO FLYOVERS

Not Currently Available

GREEN SPEED

Medium/Slow/Fast

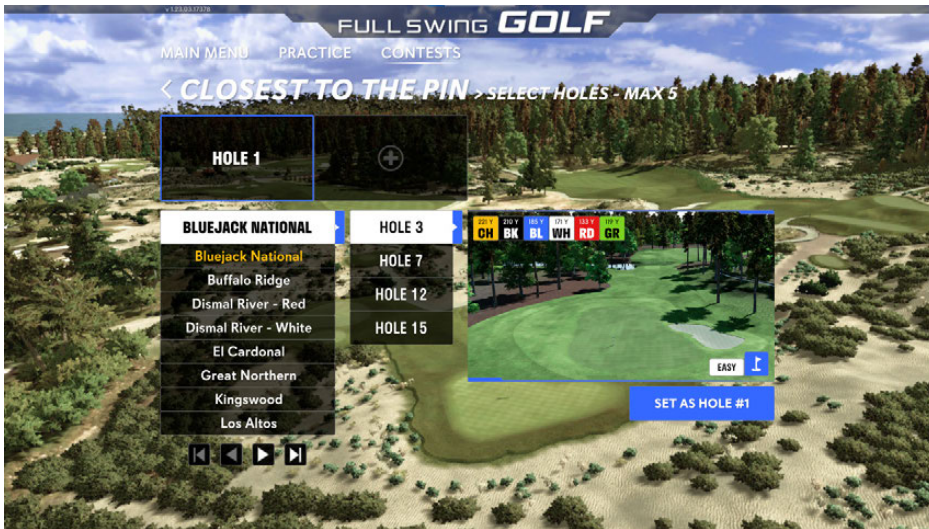
GREEN FIRMNESS

Normal/Soft/Firm

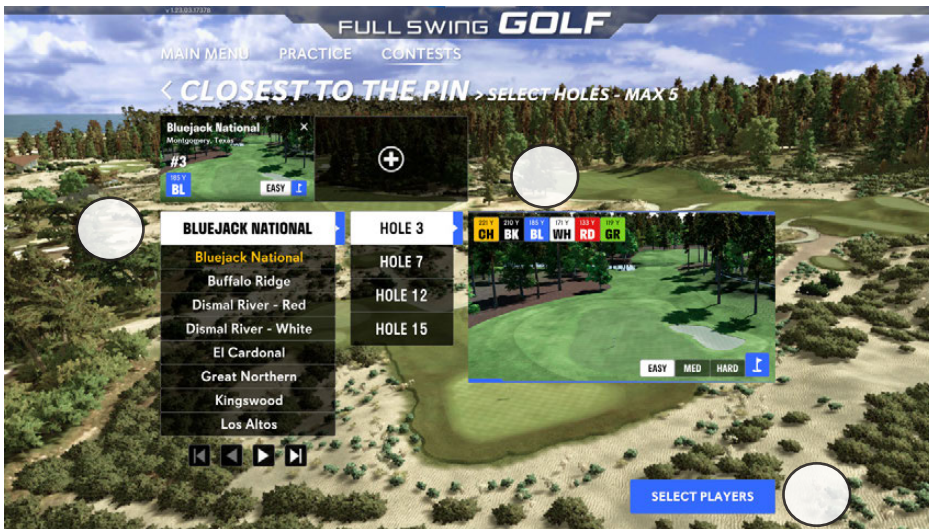
WIND

Off/Breezy/Windy

CLOSEST TO THE PIN SELECT HOLES



Select the desired course and holes to play. Up to 5 holes can be selected for each round, from every PAR 3 in the FS Golf library.



SELECT COURSE

Select desired course.

SELECT HOLE

Select desired holes from selected course.

SELECT TEE

Select Tee position.

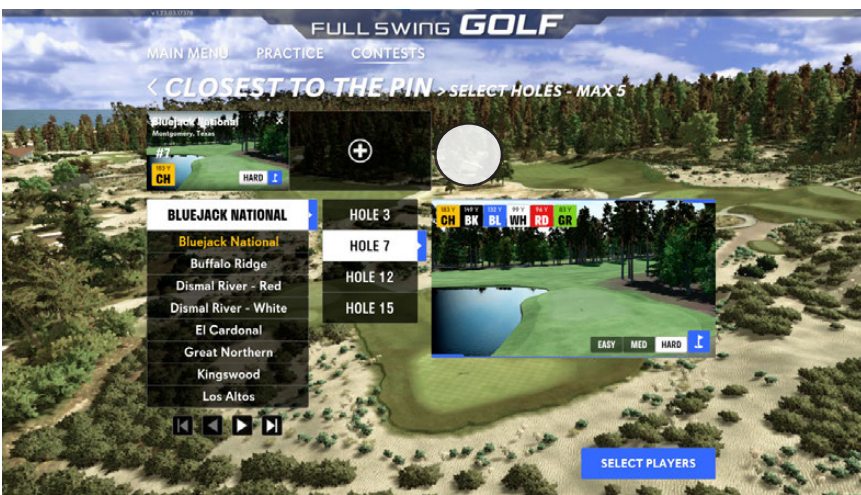
SELECT PIN

Select pin position.

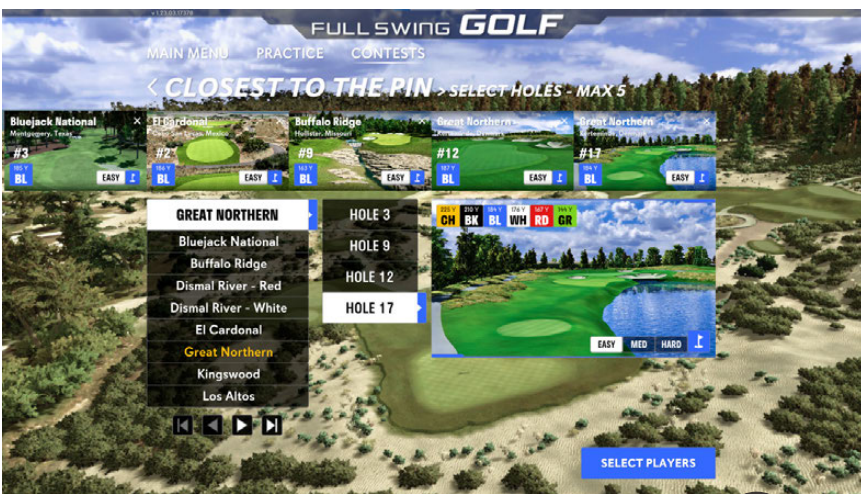
- Select **SELECT PLAYERS** to continue.



Once a course, hole, tee and pin position are selected, select **SET AS HOLE** to set it as a hole.



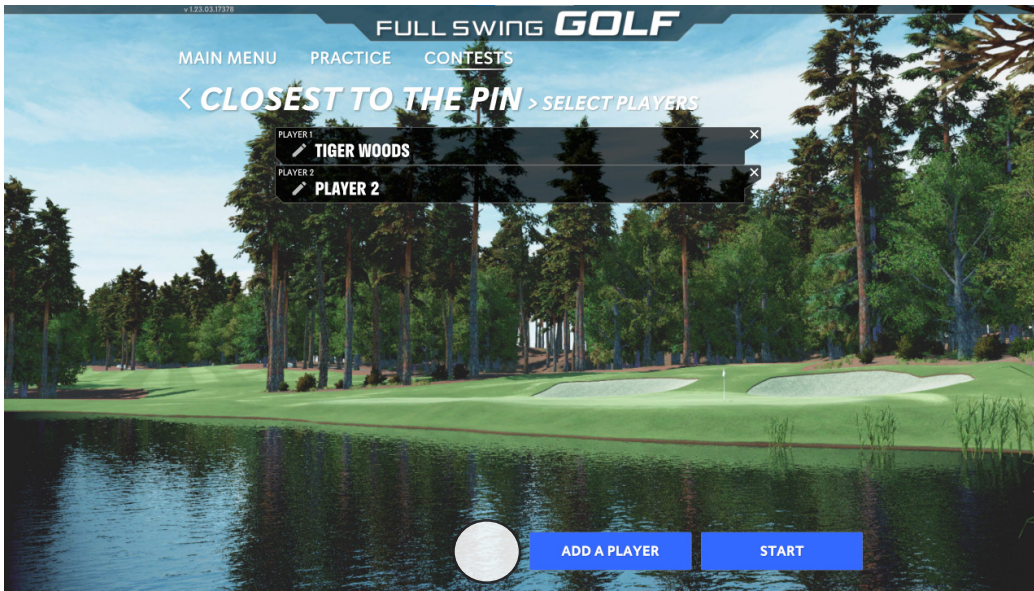
Once a hole has been set, it will appear in the hole list above the selection menus, along with the option (+) to add another.



Up to 5 holes can be selected. Holes can also be removed by pressing the "X" at the top right of each selected hole.

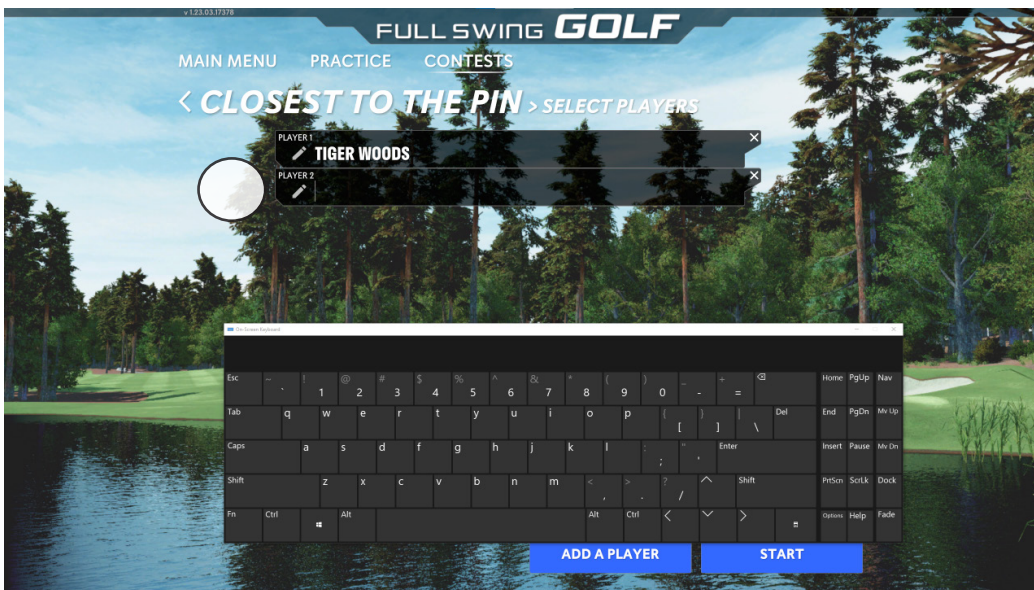
- Select **SELECT PLAYERS** to continue.

CLOSEST TO THE PIN SELECT PLAYERS



ADD A PLAYER

- Select ADD A PLAYER to add golfers. The Group game mode defaults with 2 players to start. A total of 8 players can be added.



EDIT PLAYER NAMES

Players can edit their names by pressing the pencil icon next to their name.

- Select **SELECT START** to continue.

CLOSEST TO THE PIN IN-GAME



Once players have been selected and added to game, the game begins. The number of shots selected will be highlighted below the player names, in the upper left hand corner of the screen.



Each golfer plays all shots before moving to the next player's turn. Distances are recorded for each shot. Only shots that come to rest on the green count and missed greens will display a red X.



Player distances are added to a Leaderboard and will display each player's closest distance to the hole.

CLOSEST TO THE PIN SUMMARY SCREEN



HOLE SUMMARY

After all shots have been taken for a hole, a winner is decided, displaying their best shot distances.

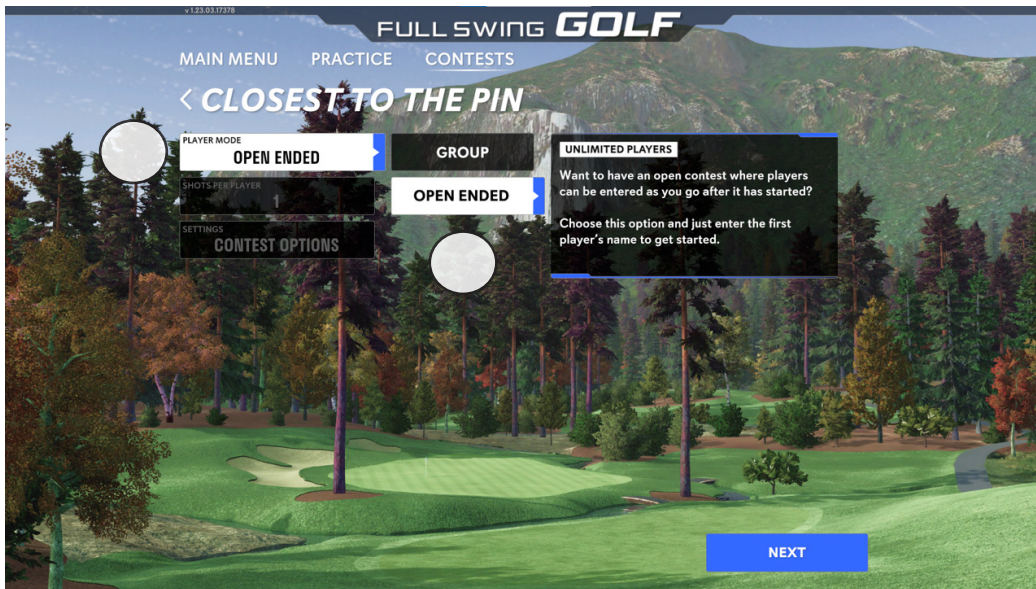


CONTEST SUMMARY

After all shots have been taken for all holes, the distances for each hole are displayed and a winner can be decided.

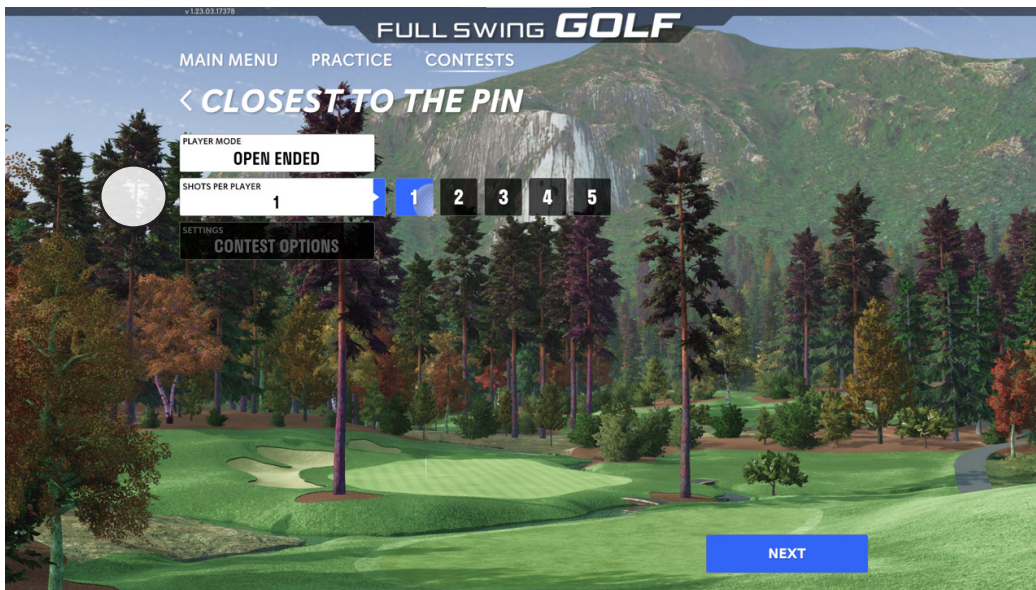
- Select **CONTINUE** to exit the game and return to the Main Menu.

CLOSEST TO THE PIN - OPEN ENDED PLAYER MODE



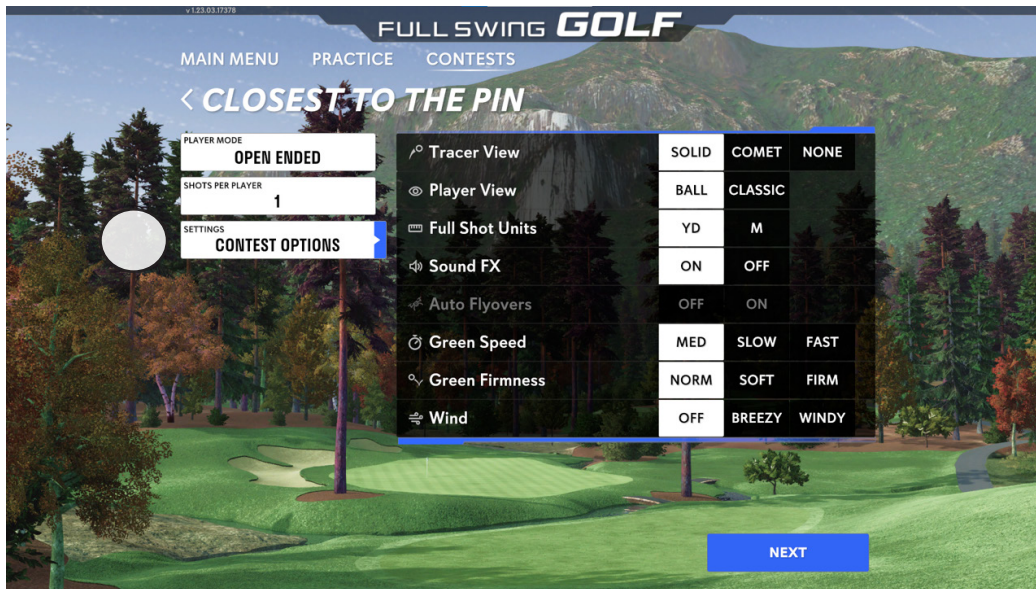
- Select the **OPEN ENDED** tab. Unlimited number of players until it is decided to end the game.

SHOTS PER PLAYER - OPEN ENDED



- Select the number of shots desired.

CLOSEST TO THE PIN SETTINGS - OPEN ENDED



TRACER VIEW

Solid/Comet/None

PLAYER VIEW

Ball/Classic

FULL SHOT UNITS

Yards/Meters

SOUND FX

On/Off

AUTO FLYOVERS

Not Currently Available

GREEN SPEED

Medium/Slow/Fast

GREEN FIRMNESS

Normal/Soft/Firm

WIND

Off/Breezy/Windy

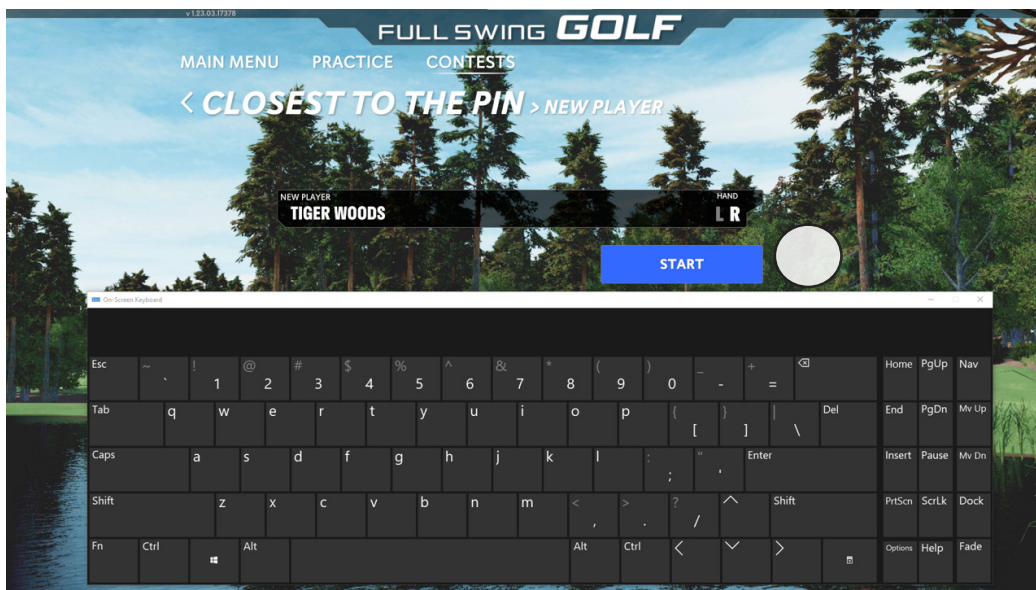
SELECT HOLE - OPEN ENDED



Select desired course, tee and pin positions.

- Select **CONTINUE** to continue.

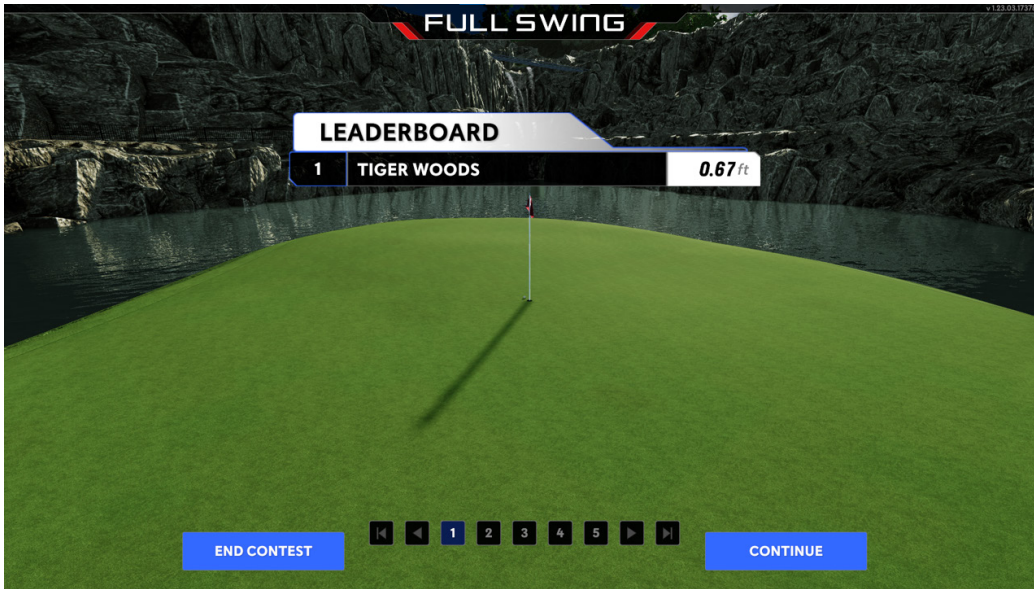
PLAYER NAME - OPEN ENDED



Enter player name.

- Select **START** to begin contest.

IN-GAME - OPEN ENDED

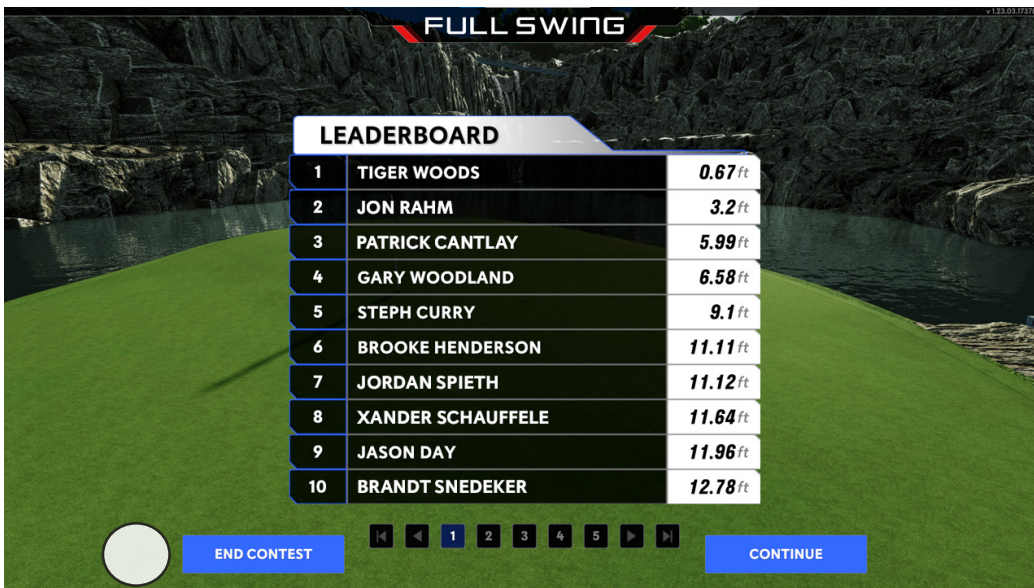


Take your shot!

Select **CONTINUE** to add another player and End Contest when finished.

Selecting **CONTINUE** after each player will allow another player to be added

SUMMARY- OPEN ENDED



Player scores will be added to leaderboard until game is ended.

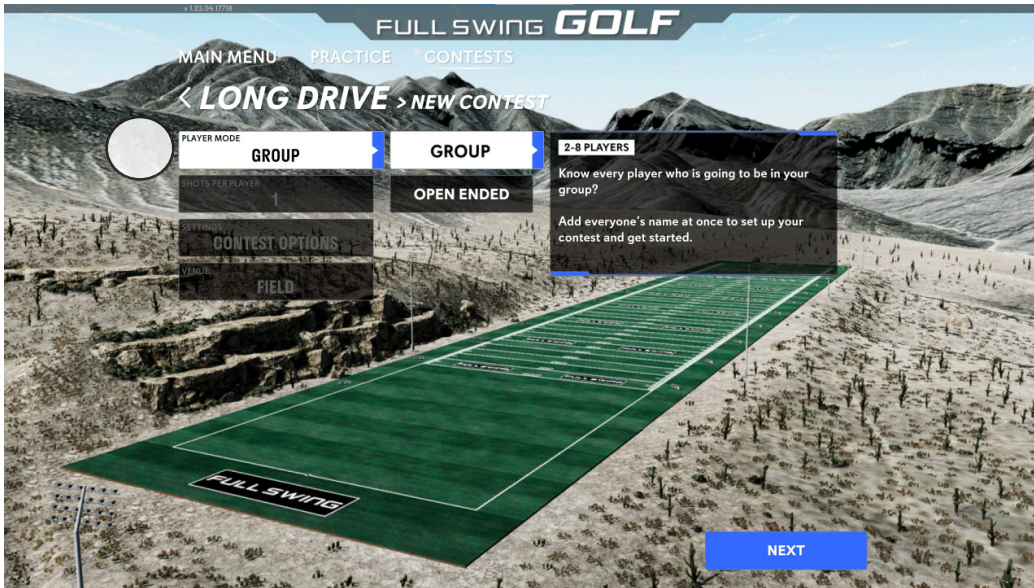
- Select **END CONTEST** to Exit.

LONG DRIVE CONTEST



There are two game modes Group and Open Ended.

LONG DRIVE GAME MODES



GROUP

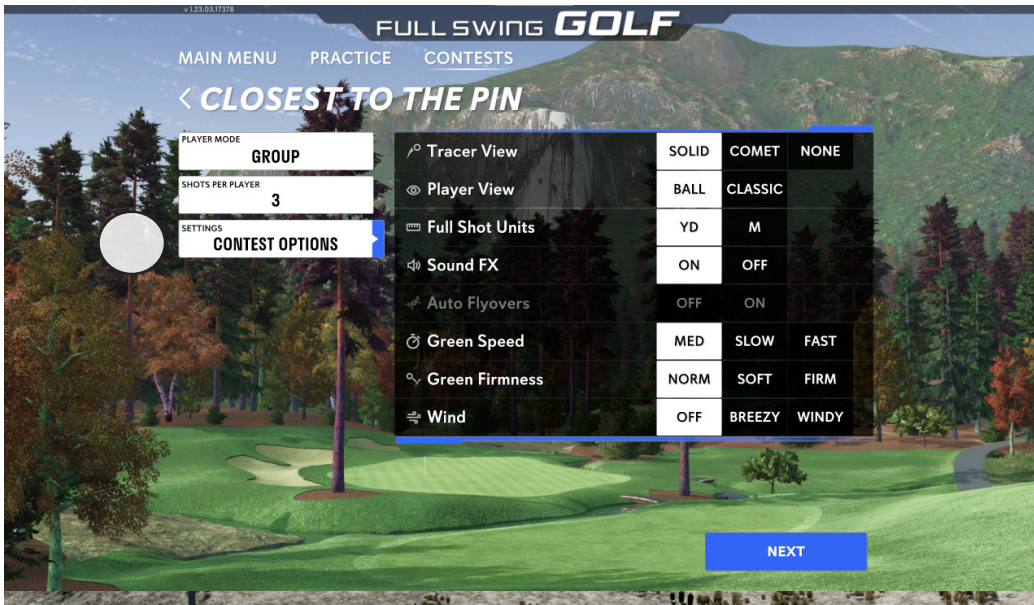
Allows 2-8 players to select up to 5 shots each and up to 5 holes.

OPEN ENDED

Allows for an unlimited number of players until it is decided to end the game. One player at a time.

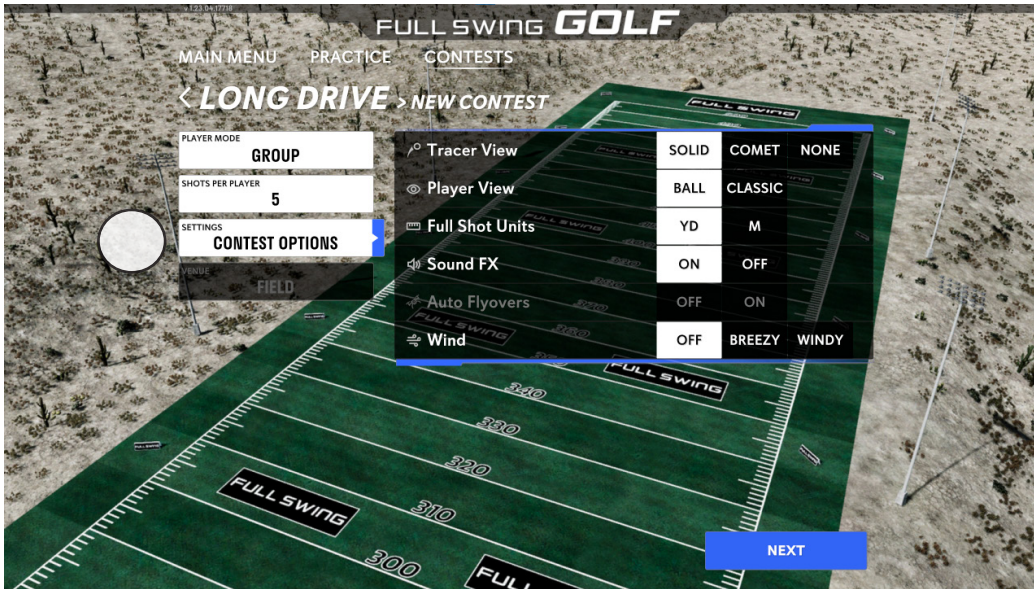
LONG DRIVE GROUP MODE

LONG DRIVE SHOTS PER PLAYER - GROUP MODE



- Select the **SHOTS PER PLAY** tab. Players can select up to 5 shots. The number of shots selected applies to all players in group. Each player must take the same number of shots.

LONG DRIVE SETTINGS - GROUP MODE



TRACER VIEW

Solid/Comet/None

PLAYER VIEW

Ball/Classic

FULL SHOT UNITS

Yards/Meters

SOUND FX

On/Off

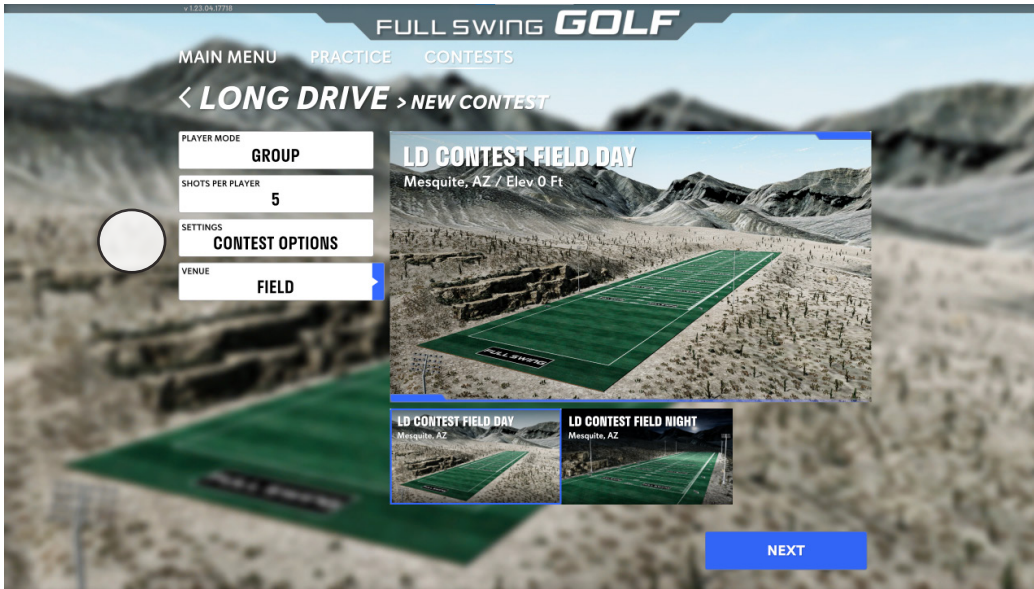
AUTO FLYOVERS

Not Currently Available

WIND

Off/Breezy/Windy

LONG DRIVE VENUE- GROUP MODE



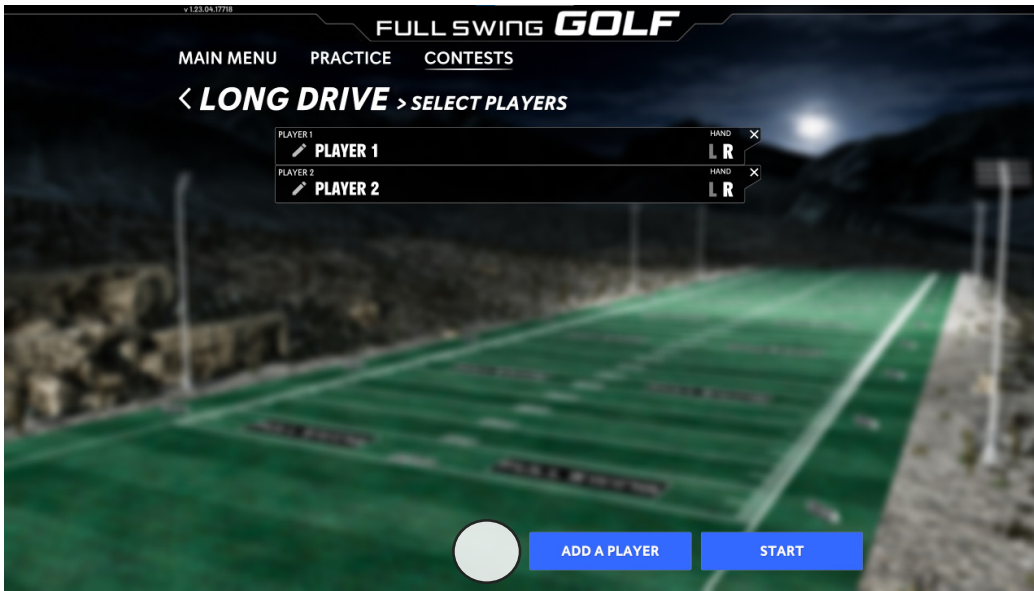
FIELD OPTIONS

2 Options currently available.

Day/Night

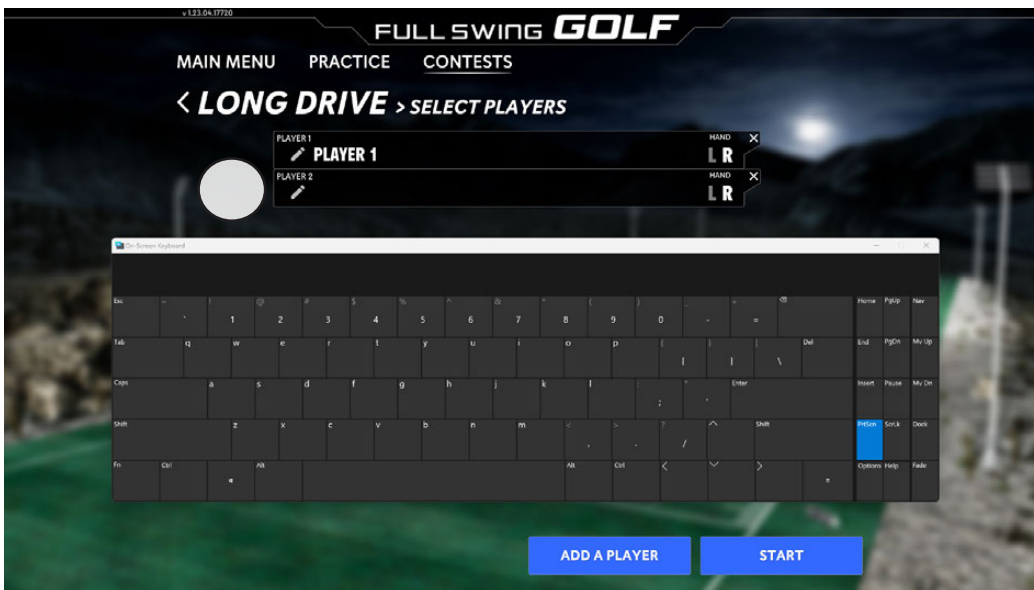
NOTE: This field is not a recreation of Mesquite Nevada Long Drive field, but is inspired by it.

LONG DRIVE SELECT PLAYERS - GROUP MODE



ADD A PLAYER

- Select ADD A PLAYER to add golfers. The Group game mode defaults with 2 players to start. A total of 8 players can be added.



EDIT PLAYER NAMES

Players can edit their names by pressing the pencil icon next to their name.

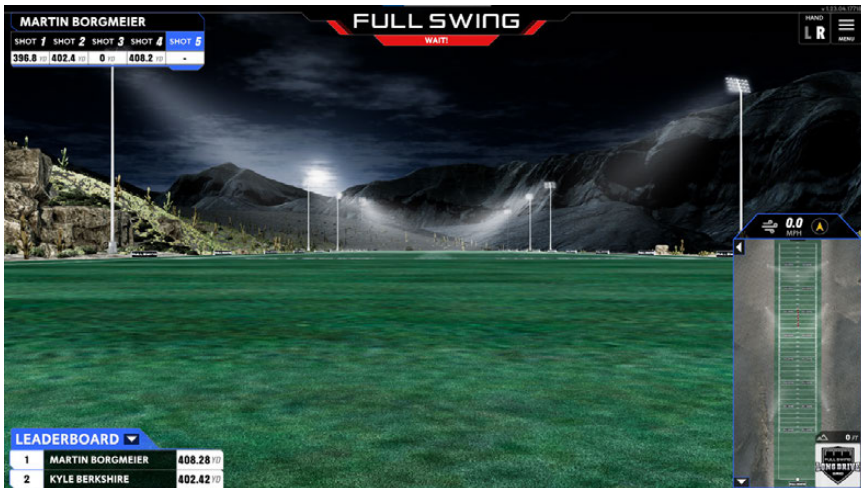
- Select **SELECT START** to continue.

LONG DRIVE IN-GAME - GROUP MODE



IN-GAME

- Number of shots selected, highlighted in white in upper left corner
 - Shots that come to rest outside of field boundaries do not count.
- Out of bounds shots represented as 0 YD
- Each player hits all shots before the next players turn.



- The player's longest shot gets recorded on the Leaderboard.

LONG DRIVE END OF GAME -GROUP MODE

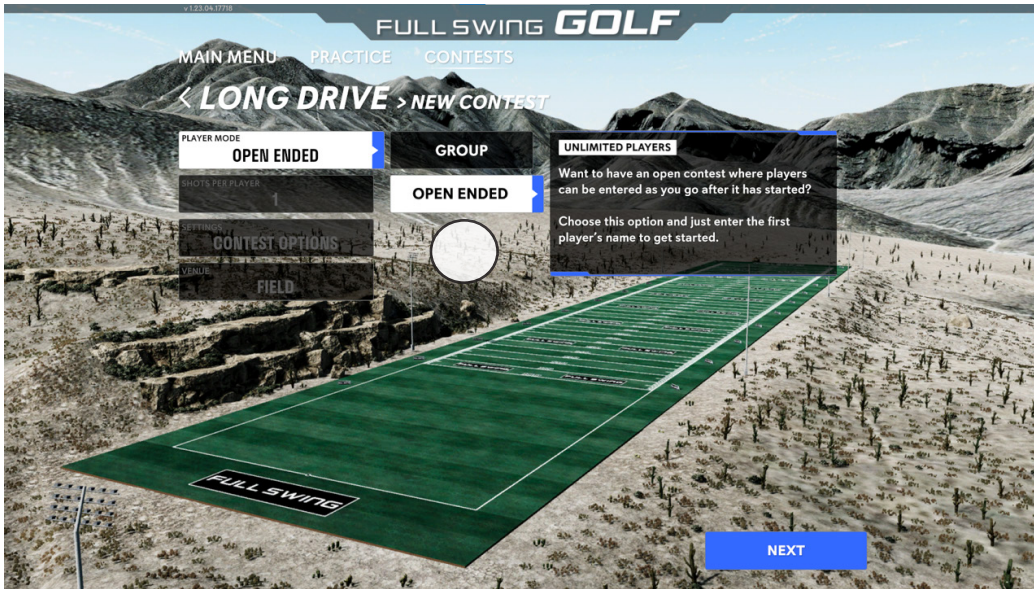
	Shot 1 ↓	Shot 2 ↓	Shot 3 ↓	Shot 4 ↓	Shot 5 ↓	Longest	
1	MARTIN BORGMEIER	396.8	402.4	0	408.2	0	408.2 YD
2	KYLE BERKSHIRE	396.8	0	402.4	393.6	0	402.4 YD

CONTINUE

END OF GAME - GROUP MODE

- Select ADD A PLAYER to add golfers. The Group game mode defaults with 2 players to start. A total of 8 players can be added.

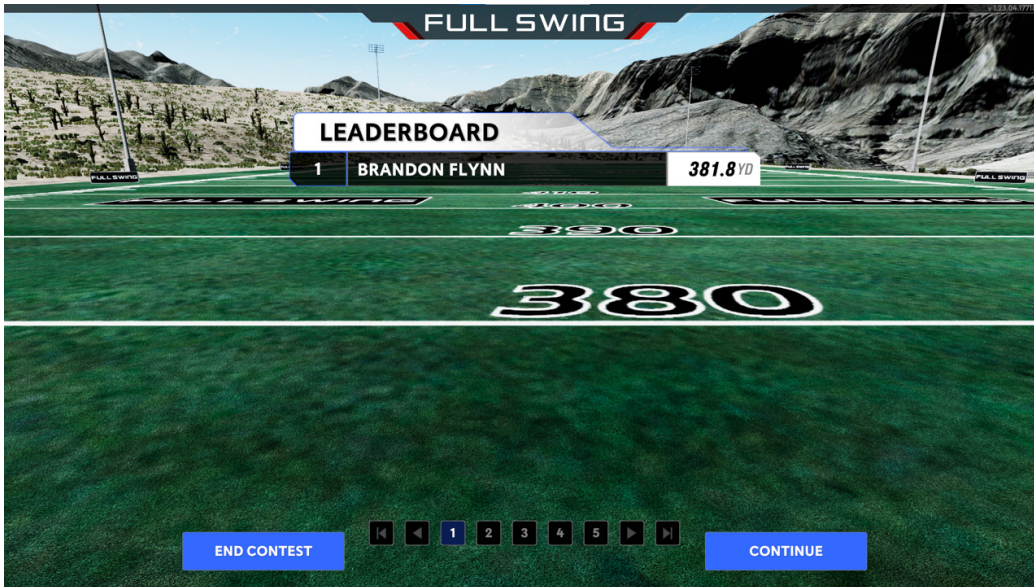
LONG DRIVE OPEN ENDED MODE



OPEN ENDED GAME

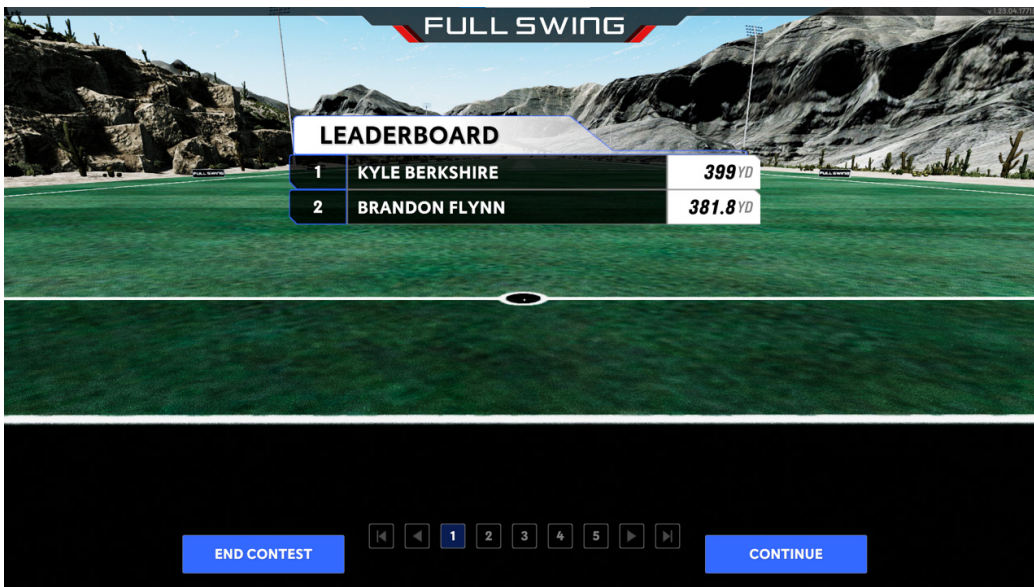
- Unlimited players.
- Game continues until ended.
- Shot selected the same as in Group Mode.
- Contest Options the same as in Group Mode.
- Field Options same as in Group Mode.

LONG DRIVE IN-GAME - OPEN ENDED MODE



OPEN ENDED GAME IN-GAME

- After all shots are taken, the longest shot for each is posted to the leaderboard.
- Contest can continue by selecting the **CONTINUE** button and then adding another player. Play continues until game is ended.
- Contest can be ended by selecting the **END CONTEST** button.



- The player with the longest drive wins.

PINSEEKER



PinSeeker is a new game mode available now within Full Swing Golf. PinSeeker runs online closest-to-the-pin tournaments for cash and swag. Compete with players from around the world in virtual golf for real prizes.

HOW TO PLAY

DOWNLOAD THE PINSEEKER GAME MOBILE APP AND SIGN UP.

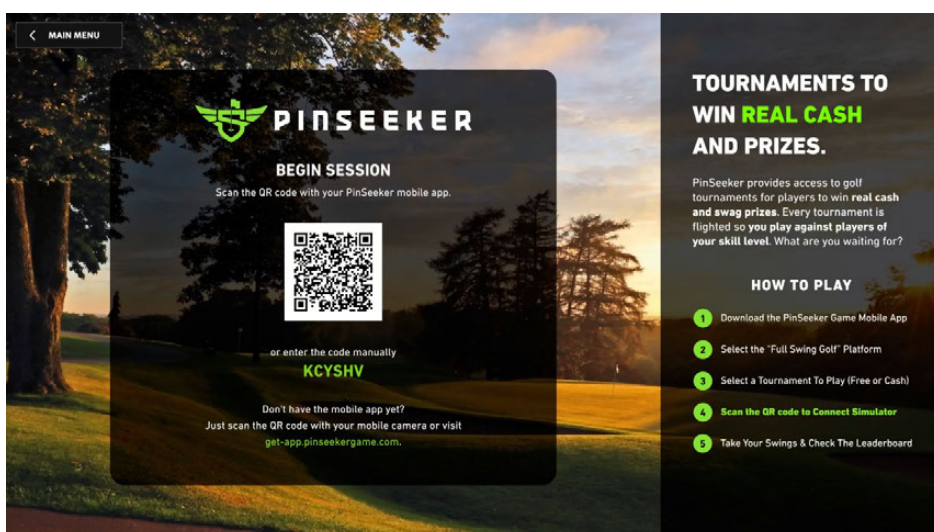
Available on iOS and Android devices. Be sure to select “Full Swing Golf” when prompted to pick your simulator platform.

PICK TOURNAMENTS FROM THE APP

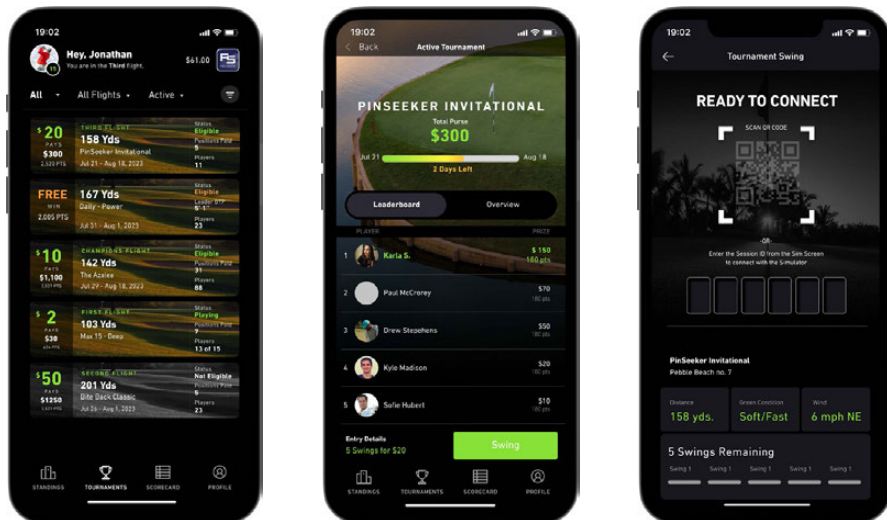
PinSeeker always has multiple Cash tournaments running, with new tournaments added all the time. Choose from smaller tournaments with fewer competitors, or opt for big events with stiffer competition and bigger prizes. Everything you need to know about tournaments is right there in the app. PinSeeker also offers plenty of Free events if that’s more your style. There’s no money on the line, but the pressure is still on! The competition is fierce - try to fight your way to the top of the leaderboards. Some free events also offer real merch prizes.

CONNECT TO FULL SWING GOLF

From Full Swing Golf, select Contests, then PinSeeker. If PinSeeker is available, you’ll see a large QR code on screen, ready for scanning.



From the PinSeeker app, select the tournament you want to play in, then tap “Swing”. Using the app, scan the QR code on the simulator screen. This will connect you to the simulator.



TAKE YOUR SWINGS

As soon as you scan the QR code, the game will begin and you can take your swings! You can track how you’re doing in the upper-left corner of the screen.



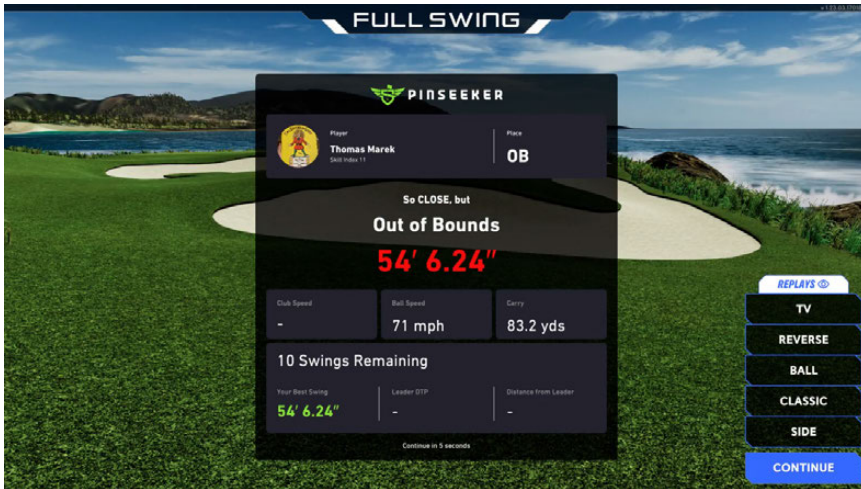
Once you’ve taken all your swings, the game will end and bring you back to the PinSeeker menu, where a new QR code will appear again. You can scan-in for a different tournament or other players can scan and take their turn.

TRACK THE LEADERBOARDS

Use the PinSeeker app to keep track of leaderboards and find more tournaments. If you’re not happy with your position and think you can improve, many cash events allow you to Rebuy. Rebuying gives you a few additional shots at a reduced entry fee. If you’re top of the leaderboard

These are the basics. The PinSeeker app has more to love - monthly cup standings, livestreamed swing videos, special promotional competitions, charity tournaments and more. Download the app, follow PinSeeker on social or check out PinSeekerGame.com to stay in the loop.

SCORING



Greens missed in PinSeeker do not count and are marked in the UI with red.



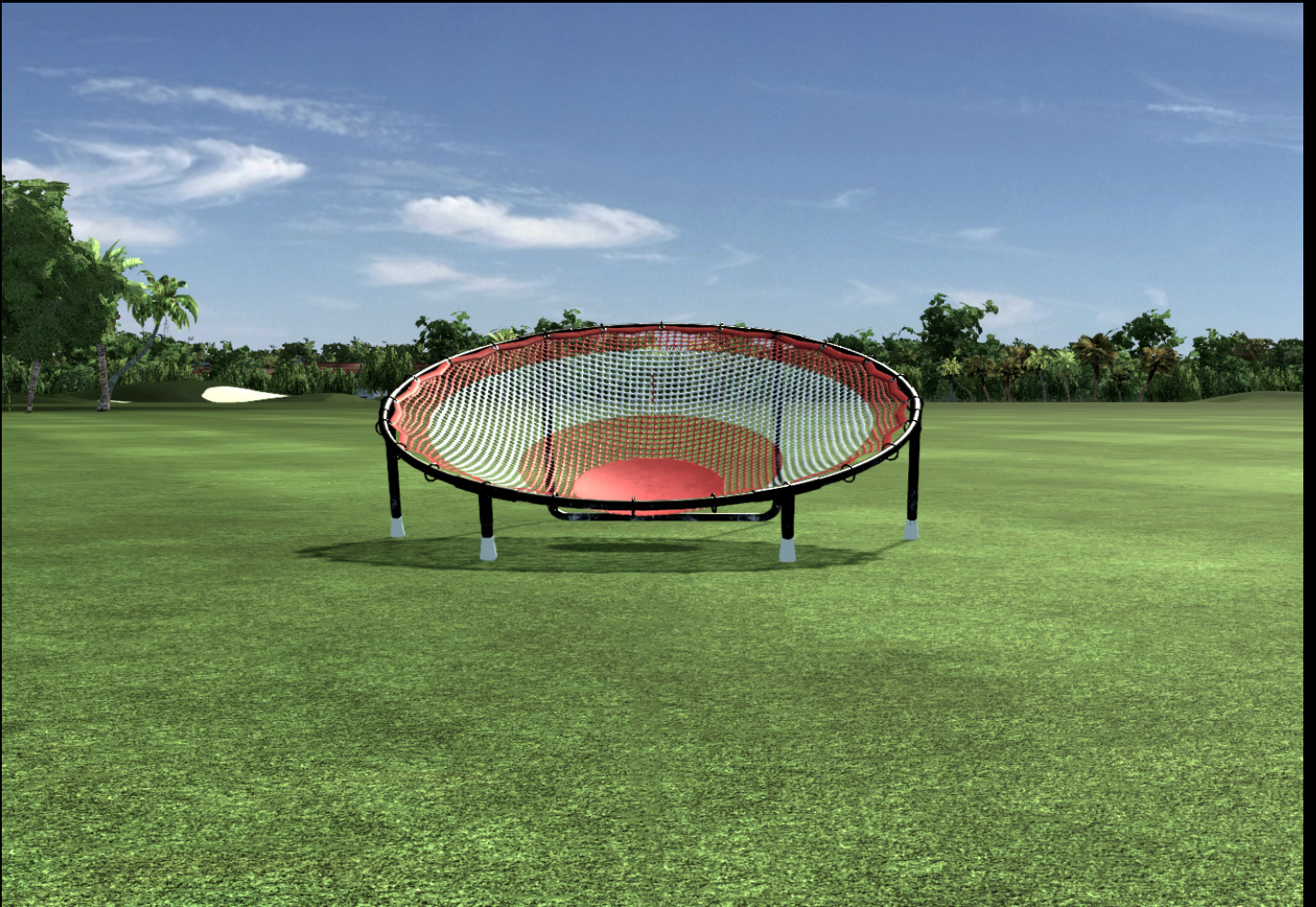
Shots that resolve on the green are counted and noted in green.



Each shot shows if it counts toward the score in green (on green) or in red (missed green). The player's best shot is counted in the game leaderboard.

Game returns to FS Golf Main Menu when the game is completed.

FULL SWING ***GOLF***



DRIVING RANGE

STARTING THE DRIVING RANGE



- Select the **DRIVING RANGE** tab.

DRIVING RANGE MENU



DRIVING RANGE DATA

- Toggle data window location or collapse.



DRIVING ION3 VIEWER

- Select the **ION3** tab to display the ION3 video analysis window.

DRIVING RANGE MENU



DRIVING RANGE MENU

- Select **MENU** to expand menu option.

HAND

Select **HAND** to choose between Left/Right handed golfers.

TRACER

Select **TRACER** to toggle between ball tracer types or to remove ball tracer.

CAMERA

Select **CAMERA** to toggle between camera views

DISTANCE UNIT

Select **DISTANCE UNIT** to toggle between Yards and Meters.

SPEED UNIT

Select **SPEED UNIT** to toggle between MPH and KPH.

ION 3 VIDEO

Select **ION3 VIDEO** to change the amount of time the ION3 Club analysis video remains on screen after each shot.

ELEVATION

Select **ELEVATION** to change elevation from sea level to a custom elevation.

TARGET TYPE

Select **TARGET TYPE** to toggle between the different on range targets.

EXIT PRACTICE

Select **EXIT PRACTICE** to exit practice.



- Select the **EYE ICON** to hide and reveal individual data points.
- Select the **GREEN CHECK MARK** to confirm selections.
- Select the **BLUE RESET** button to reset all data points back to visible.
- Once the green check mark is selected, to add or remove additional data, press the blue eye button again.

DRIVING RANGE CLUB MANAGER



EDIT COLOR GROUP

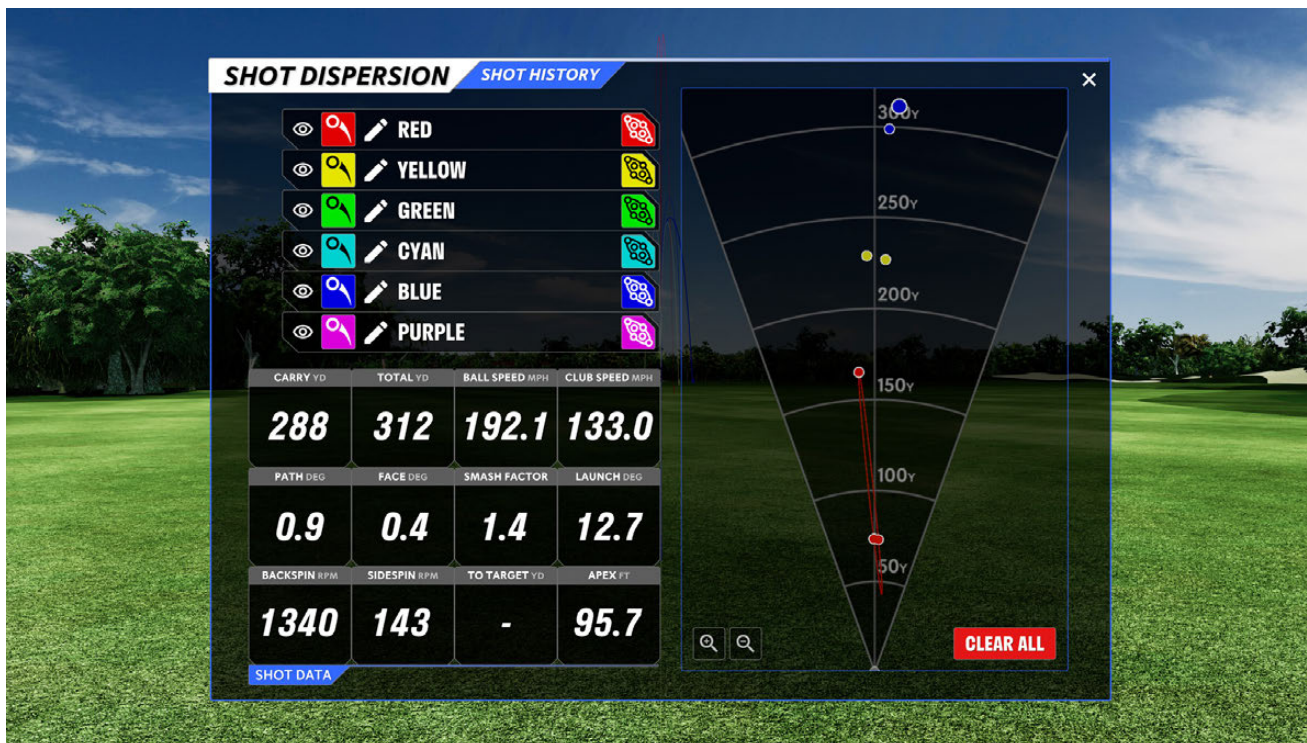
- Select EDIT COLOR GROUP icon.
- Select the desired color for shots on the range.

DRIVING RANGE CLUB MANAGER



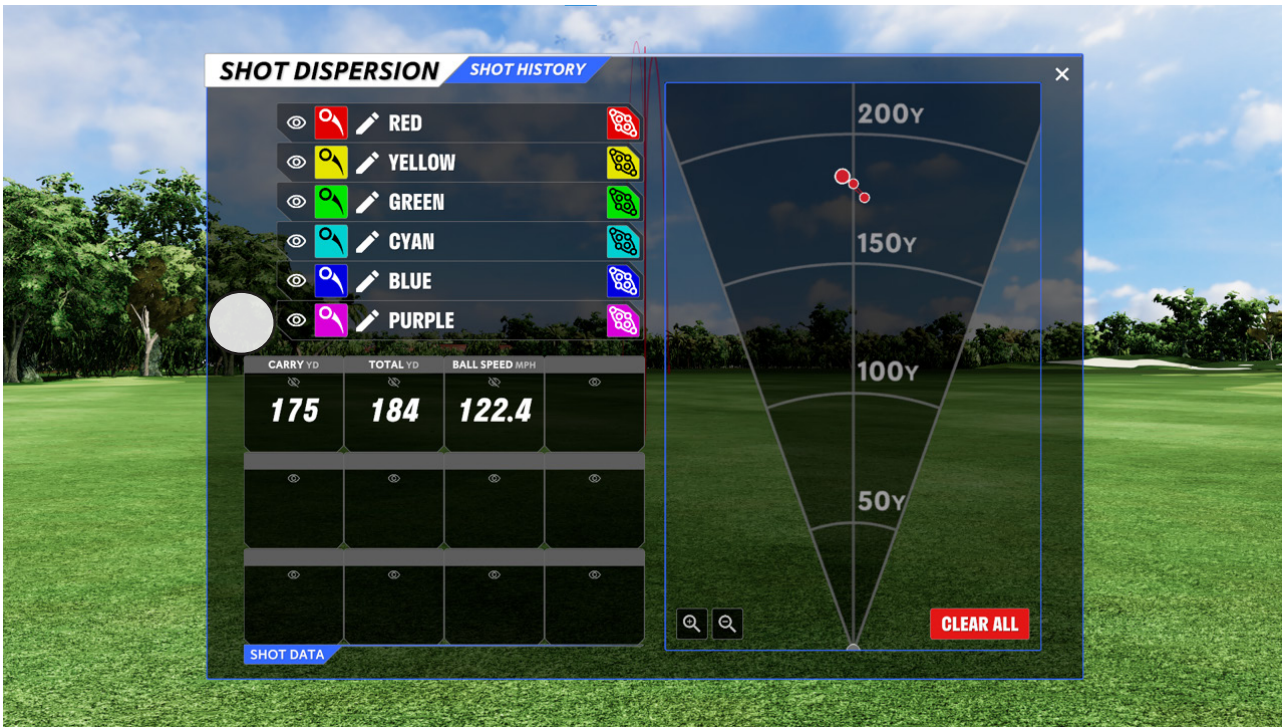
VIEW SHOT DISPERSION

- Select the **EXPAND** icon to open shot dispersion window.



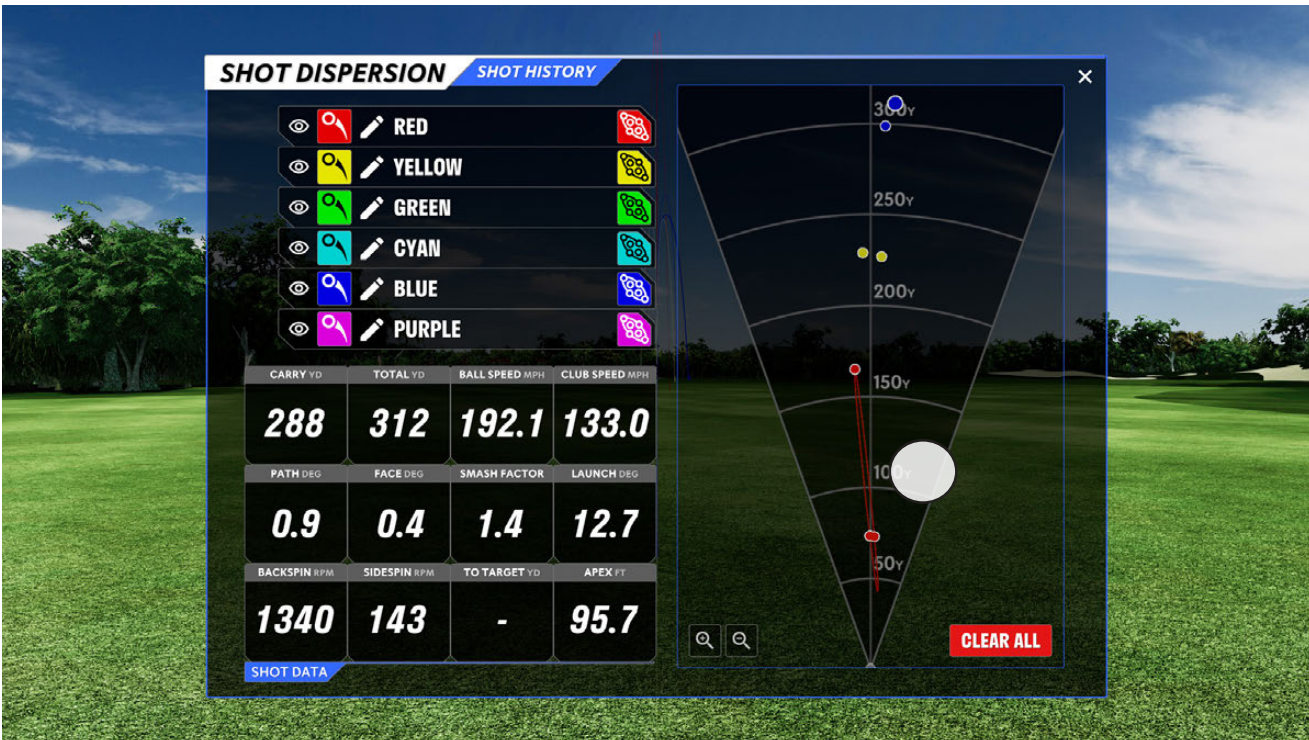
EDIT COLOR NAMES

- Select the **PENCIL** to edit the name of each group color.



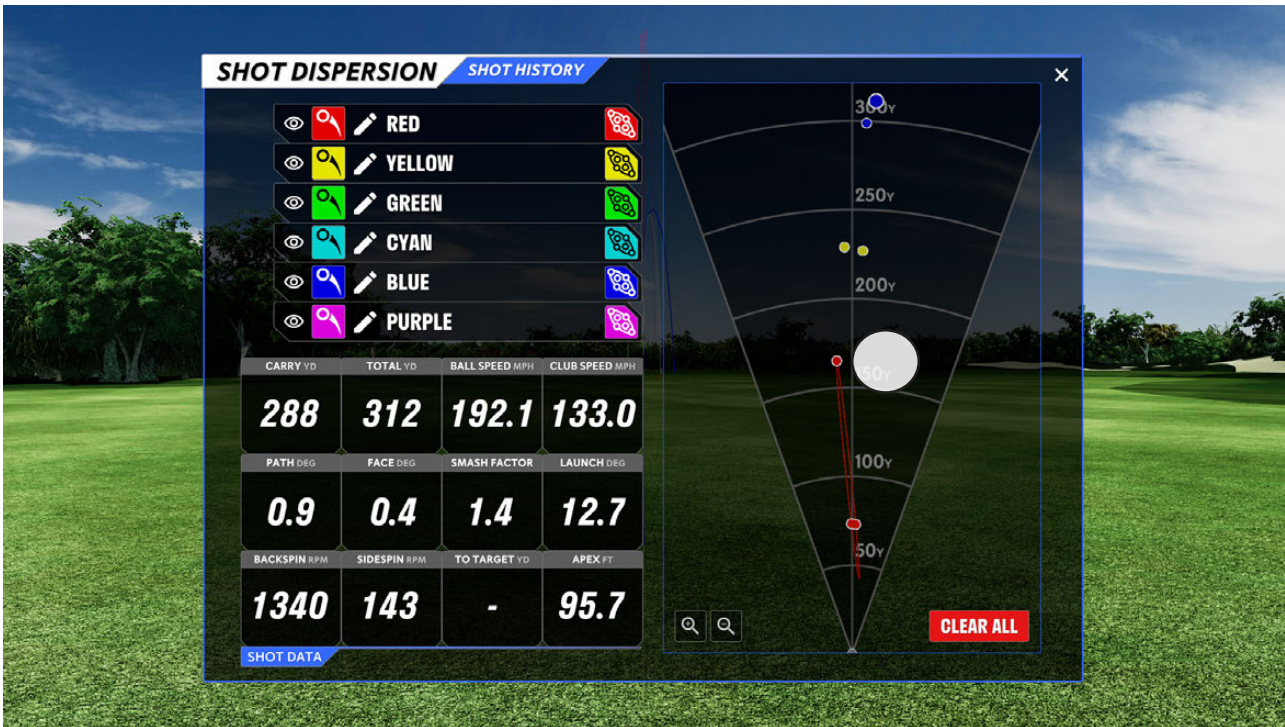
HIDE SHOTS FROM THE DISPERSION CHART

- Select the **EYE** icon to hide shots from the dispersion chart.
- Shots can also be reselected by pressing the **EYE** icon on any tile.



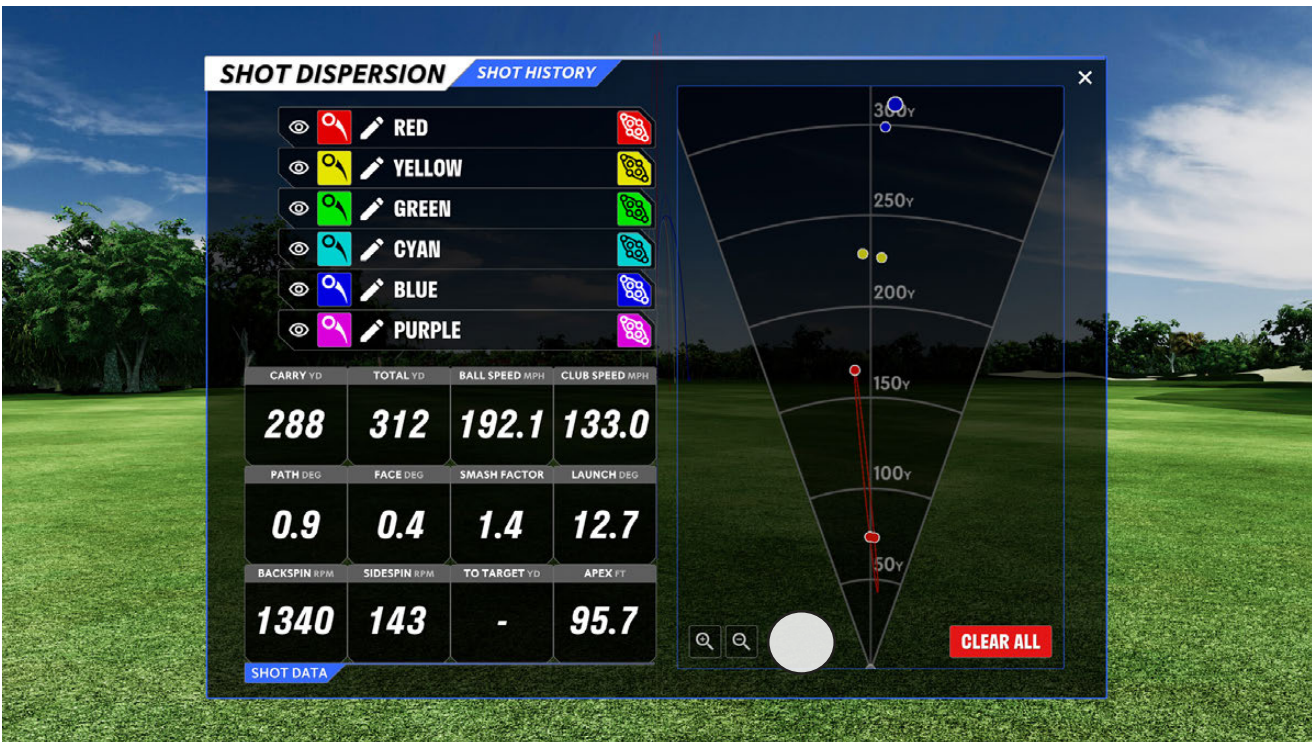
VIEW SPREAD OF SHOTS

- Select the **SPREAD** icon to isolate one group of shots.



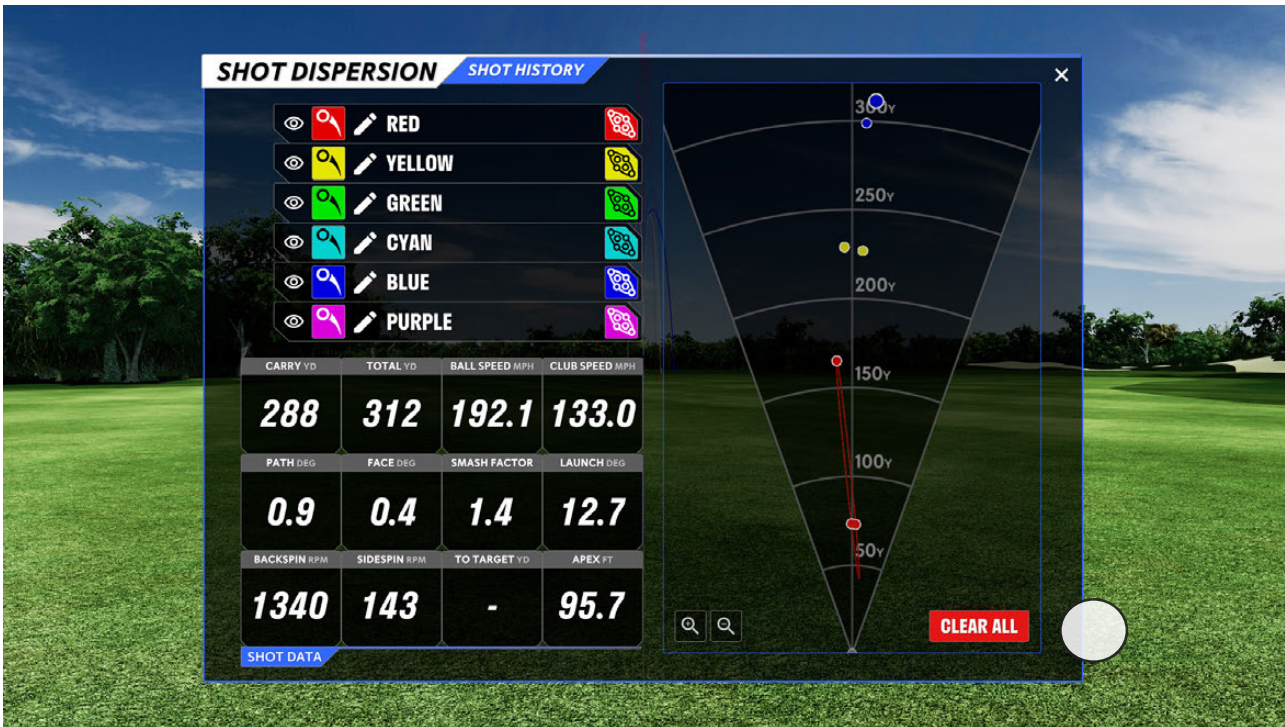
VIEW SPECIFIC SHOT DATA

- Select **ANY COLORED DOT** on the dispersion chart.



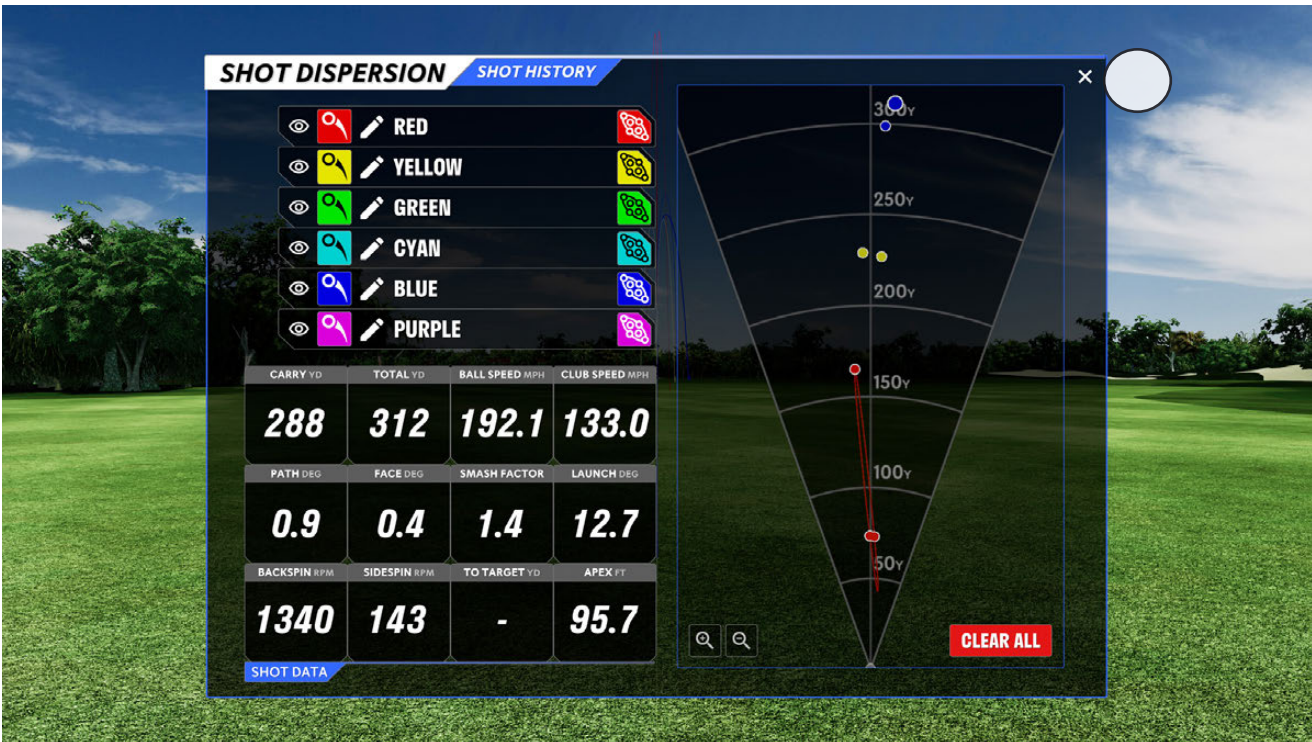
ZOOM IN/OUT ON THE DISPERSION CHART

- Select the +/- buttons.



CLEARING ALL SHOTS

- Select the **CLEAR ALL** button.



EXIT SHOT DISPERSION

- Select the **X** to close the shot dispersion window.

DRIVING RANGE SHOT HISTORY



VIEW SHOT HISTORY

- Select the **SHOTS** button.

SHOT HISTORY													SHOT DISPERSION		CLEAR ALL	
RED																
CARRY YD	TOTAL YD	CLUB SPD MPH	BALL SPD MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YD					
AVG	183	204	86.7	122.0	0.1	0.5	1.41	15.0	3050	173	67.7	0.0				
	183	204	86.8	122.0	0.9	0.5	1.40	15.0	3050	258	68.3	-				
	183	205	86.7	122.0	0.7	0.5	1.41	15.0	3050	88	67.1	-				
YELLOW																
CARRY YD	TOTAL YD	CLUB SPD MPH	BALL SPD MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YD					
AVG	281	298	117.7	167.0	0.4	0.5	1.42	12.4	2470	203	110.4	0.0				
	280	298	116.0	167.0	0.9	0.3	1.44	12.4	2470	365	109.1	-				
	282	299	119.4	167.0	0.1	0.6	1.40	12.4	2470	42	111.7	-				
CYAN																
CARRY YD	TOTAL YD	CLUB SPD MPH	BALL SPD MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YD					
AVG	187	215	93.6	132.0	0.2	0.8	1.41	12.1	3430	209	53.0	0.0				
	187	215	94.4	132.0	0.2	0.9	1.40	12.1	3430	199	53.3	-				
	187	215	92.9	132.0	0.6	0.7	1.42	12.1	3430	220	52.6	-				

SHOT HISTORY SHOT DISPERSION													CLEAR ALL X		
RED															
CARRY YD	TOTAL YD	CLUB SPD MPH	BALL SPD MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YD				
AVG	183	204	86.7	122.0	0.1 IO	C 0.5	1.41	15.0	3050	D 173 F	67.7	0.0			
	183	204	86.8	122.0	0.9 IO	C 0.5	1.40	15.0	3050	D 258 F	68.3	-	X		
	183	205	86.7	122.0	0.7 IO	C 0.5	1.41	15.0	3050	D 88 F	67.1	-	X		
YELLOW															
CARRY YD	TOTAL YD	CLUB SPD MPH	BALL SPD MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YD				
AVG	281	298	117.7	167.0	0.4 IO	C 0.5	1.42	12.4	2470	D 203 F	110.4	0.0			
	280	298	116.0	167.0	0.9 IO	C 0.3	1.44	12.4	2470	D 365 F	109.1	-	X		
	282	299	119.4	167.0	0.1 IO	C 0.4	1.40	12.4	2470	D 42 F	111.7	-	X		
CYAN															
CARRY YD	TOTAL YD	CLUB SPD MPH	BALL SPD MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YD				
AVG	187	215	93.6	132.0	0.2 IO	C 0.8	1.41	12.1	3430	D 209 F	53.0	0.0			
	187	215	94.4	132.0	0.2 IO	C 0.9	1.40	12.1	3430	D 199 F	53.3	-	X		
	187	215	92.9	132.0	0.6 IO	C 0.7	1.42	12.1	3430	D 220 F	52.6	-	X		

EXPAND/CONTRACT SHOTS

- Select the UP/DOWN arrows (far right of color charts).

SHOT HISTORY SHOT DISPERSION													CLEAR ALL X		
RED															
CARRY YD	TOTAL YD	CLUB SPD MPH	BALL SPD MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YD				
AVG	183	204	86.7	122.0	0.1 IO	C 0.5	1.41	15.0	3050	D 173 F	67.7	0.0			
	183	204	86.8	122.0	0.9 IO	C 0.5	1.40	15.0	3050	D 258 F	68.3	-	X		
	183	205	86.7	122.0	0.7 IO	C 0.5	1.41	15.0	3050	D 88 F	67.1	-	X		
YELLOW															
CARRY YD	TOTAL YD	CLUB SPD MPH	BALL SPD MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YD				
AVG	281	298	117.7	167.0	0.4 IO	C 0.5	1.42	12.4	2470	D 203 F	110.4	0.0			
	280	298	116.0	167.0	0.9 IO	C 0.3	1.44	12.4	2470	D 365 F	109.1	-	X		
	282	299	119.4	167.0	0.1 IO	C 0.4	1.40	12.4	2470	D 42 F	111.7	-	X		
CYAN															
CARRY YD	TOTAL YD	CLUB SPD MPH	BALL SPD MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YD				
AVG	187	215	93.6	132.0	0.2 IO	C 0.8	1.41	12.1	3430	D 209 F	53.0	0.0			
	187	215	94.4	132.0	0.2 IO	C 0.9	1.40	12.1	3430	D 199 F	53.3	-	X		
	187	215	92.9	132.0	0.6 IO	C 0.7	1.42	12.1	3430	D 220 F	52.6	-	X		

DELETING INDIVIDUAL SHOTS

- Select X to delete individual shots.

SHOT HISTORY SHOT DISPERSION CLEAR ALL ✕

RED	CARRY YD	TOTAL YD	CLUB SPD MPH	BALL SPD MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YD
AVG	183	204	86.7	122.0	0.1	0.5	1.41	15.0	3050	173	67.7	0.0
	183	204	86.8	122.0	0.9	0.5	1.40	15.0	3050	258	68.3	-
	183	205	86.7	122.0	0.7	0.5	1.41	15.0	3050	88	67.1	-

YELLOW	CARRY YD	TOTAL YD	CLUB SPD MPH	BALL SPD MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YD
AVG	281	298	117.7	167.0	0.4	0.5	1.42	12.4	2470	203	110.4	0.0
	280	298	116.0	167.0	0.9	0.3	1.44	12.4	2470	365	109.1	-
	282	299	119.4	167.0	0.1	0.6	1.40	12.4	2470	42	111.7	-

CYAN	CARRY YD	TOTAL YD	CLUB SPD MPH	BALL SPD MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YD
AVG	187	215	93.6	132.0	0.2	0.8	1.41	12.1	3430	209	53.0	0.0
	187	215	94.4	132.0	0.2	0.9	1.40	12.1	3430	199	53.3	-
	187	215	92.9	132.0	0.6	0.7	1.42	12.1	3430	220	52.6	-

CHANGING A SHOT TO A DIFFERENT COLOR

- Select the **PENCIL** icon to edit shot color.

SHOT HISTORY SHOT DISPERSION CLEAR ALL ✕

RED	CARRY YD	TOTAL YD	CLUB SPD MPH	BALL SPD MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YD
AVG	183	204	86.7	122.0	0.1	0.5	1.41	15.0	3050	173	67.7	0.0
	183	204	86.8	122.0	0.9	0.5	1.40	15.0	3050	258	68.3	-
	183	205	86.7	122.0	0.7	0.5	1.41	15.0	3050	88	67.1	-

YELLOW	CARRY YD	TOTAL YD	CLUB SPD MPH	BALL SPD MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YD
AVG	281	298	117.7	167.0	0.4	0.5	1.42	12.4	2470	203	110.4	0.0
	280	298	116.0	167.0	0.9	0.3	1.44	12.4	2470	365	109.1	-
	282	299	119.4	167.0	0.1	0.6	1.40	12.4	2470	42	111.7	-

CYAN	CARRY YD	TOTAL YD	CLUB SPD MPH	BALL SPD MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YD
AVG	187	215	93.6	132.0	0.2	0.8	1.41	12.1	3430	209	53.0	0.0
	187	215	94.4	132.0	0.2	0.9	1.40	12.1	3430	199	53.3	-
	187	215	92.9	132.0	0.6	0.7	1.42	12.1	3430	220	52.6	-

CLEARING ALL SHOTS

- Select the **CLEAR ALL** button.

SHOT HISTORY SHOT DISPERSION													CLEAR ALL X		
RED															
CARRY YD	TOTAL YD	CLUB SPD MPH	BALL SPD MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YD				
AVG	183	204	86.7	122.0	0.1	0.5	1.41	15.0	3050	173	67.7	0.0			
	183	204	86.8	122.0	0.9	0.5	1.40	15.0	3050	258	68.3	-	X		
	183	205	86.7	122.0	0.7	0.5	1.41	15.0	3050	88	67.1	-	X		
YELLOW															
CARRY YD	TOTAL YD	CLUB SPD MPH	BALL SPD MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YD				
AVG	281	298	117.7	167.0	0.4	0.5	1.42	12.4	2470	203	110.4	0.0			
	280	298	116.0	167.0	0.9	0.3	1.44	12.4	2470	365	109.1	-	X		
	282	299	119.4	167.0	0.1	0.4	1.40	12.4	2470	42	111.7	-	X		
CYAN															
CARRY YD	TOTAL YD	CLUB SPD MPH	BALL SPD MPH	PATH DEG	FACE DEG	SMASH	LAUNCH DEG	BACKSPIN RPM	SIDESPIN RPM	APEX FT	TO TARGET YD				
AVG	187	215	93.6	132.0	0.2	0.8	1.41	12.1	3430	209	53.0	0.0			
	187	215	94.4	132.0	0.2	0.9	1.40	12.1	3430	199	53.3	-	X		
	187	215	92.9	132.0	0.6	0.7	1.42	12.1	3430	220	52.6	-	X		

EXIT SHOT HISTORY

- Select the **X** to close shot history window.

DRIVING RANGE TARGET OPTIONS



TARGET TYPE

- Select **TARGET TYPE** to open the Target option window and select target type.



TARGET DISTANCE

- Enter the desired target distance then press **OK**.

DRIVING RANGE TARGET OPTIONS



Ranged Saved Data can be found on the target range when viewing your Shot History



On your Shot History tab, there are three options (**EXPORT, SAVE, CLEAR ALL**)

- **SAVE** will save the current shot history into a file that will be labeled with the [Date, Time]
- **EXPORT** will create a PDF version of your shot history
- **CLEAR ALL** will delete all shots from your current **SHOT HISTORY** tab

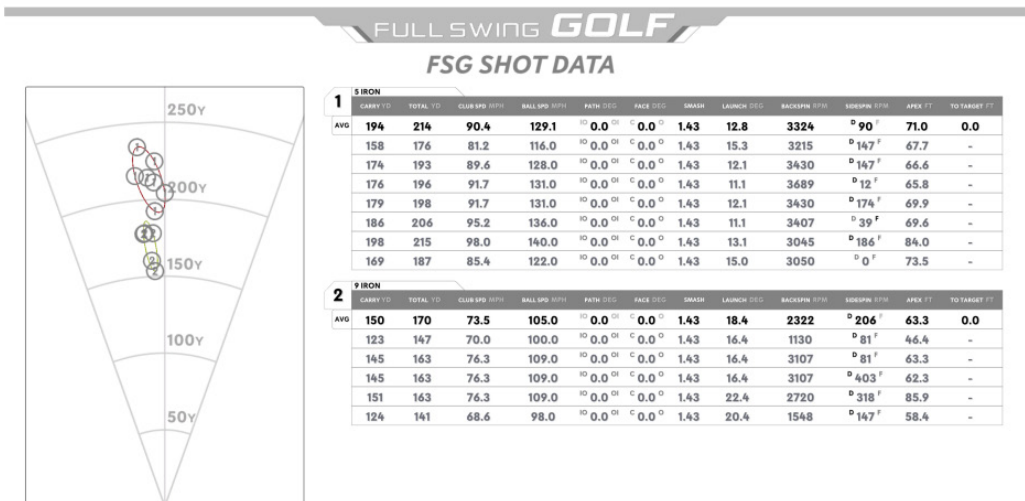
There is a **SESSIONS** tab located next to the SHOT DISPERSION tab. Saved sessions that can be loaded back into will be located on this tab



Users will be able to load back into their previously saved sessions by clicking on the corresponding session button

Using the **EXPORT** button on the SHOT HISTORY tab will create a PDF of the currently loaded session

This PDF will be located (by default) to the following address: Documents\Fs Golf\DrivingRangeSessionData



EXIT DRIVING RANGE



- Select the **MENU** icon.
- Select the **EXIT PRACTICE**.



- Select **YES**.

FULL SWING *GOLF*



TARGET RANGE

TARGET RANGE MAIN MENU

From the Main Menu Screen, select the **TARGET RANGE**.

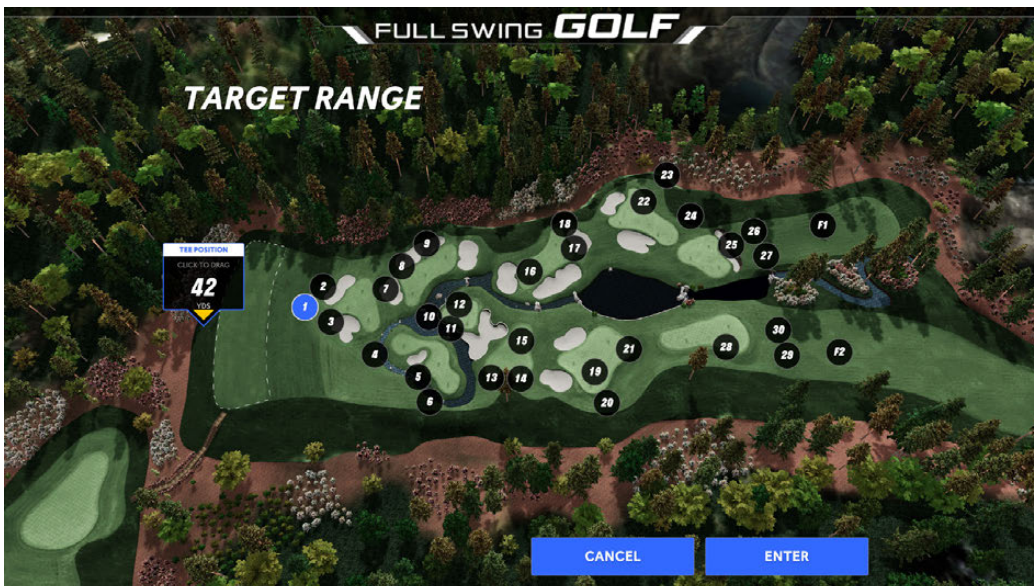


TARGET RANGE

Move your cursor by placing your finger on the yellow that indicated your tee position to wherever you'd prefer left to right, forward or backwards within the dashed area.

Select your pin of choice by tapping on the number indicated by the pin, you will see the distance highlighted, if you'd like to move that number, you can adjust your tee position.

- Once you have selected your tee position and your pin, tap "ENTER".



You will see the pin you have selected is highlighted, move your ball under the ION3 Camera Lights and when you see your green check mark, swing.

After each shot you will see your data tiles filled

- Select **REMOVE LAST** to remove data from the last shot
- Select **CLEAR ALL** to clear all short data
- To change what pin you are aiming at, tap **TARGET** on the left side of the screen and pick again



FULL SWING ***GOLF***



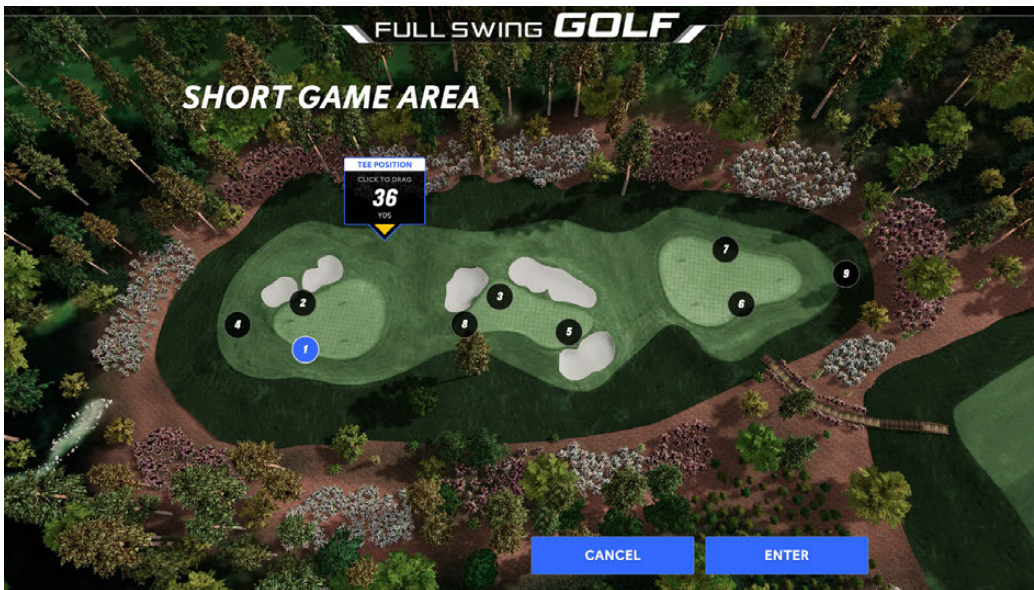
SHORT GAME AREA

SHORT GAME AREA

Move your cursor by placing your finger on the yellow that indicated where you will be hitting from to wherever you'd prefer all around the greens visible.

Select your pin of choice by tapping on the number indicated by the pin, you will see the distance highlighted, if you'd like to move that number, you can adjust your tee position.

- Once you have selected your tee position and your pin, tap "ENTER".



You will see the pin you have selected is highlighted, move your ball under the ION3 Camera Lights and when you see your green check mark, swing.

After each shot you will see your data tiles filled

- Select **REMOVE LAST** to remove data from the last shot

- Select **CLEAR ALL** to clear all short data

- To change what pin you are aiming at, select **TARGET** on the left side of the screen and pick again



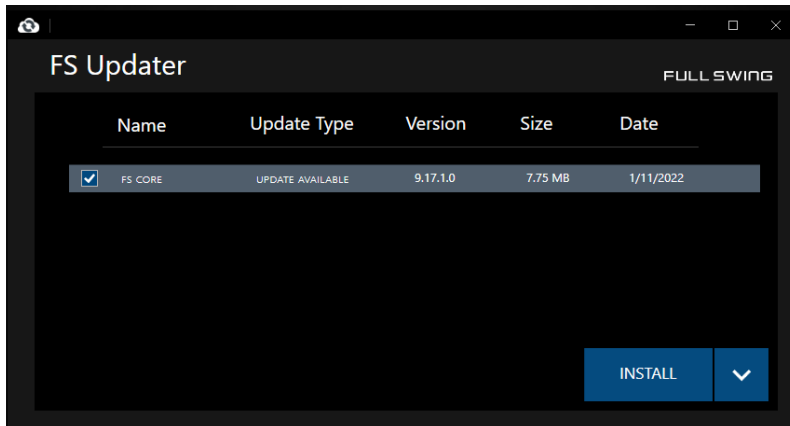
FULL SWING ***GOLF***

**SOFTWARE
UPDATES**

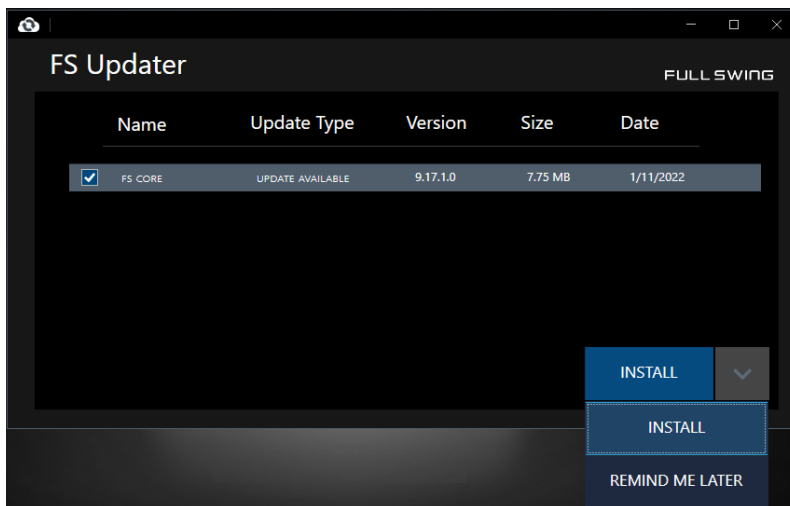
SOFTWARE UPDATES

When Full Swing has an update release, you will receive an e-mail to let you know.

You will be prompted after you exit the Full Swing Operating System to update with the window below, if you'd like to update at that moment, tap INSTALL.



If you would like to install later, tap the ARROW to the right and tap REMIND ME LATER.



If you do not see the update prompt, please restart your computer and once Full Swing OS opens, please exit it and you will be prompted then.

If you do not see this please reach out to tech support.