



EA SPORTS™ PGA TOUR® GOLF Championship Edition III

System Documentation
040-0040-01 Rev. A

- Read this manual before use.
- Keep this manual with the machine at all times.



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Chapter 1 – Introduction

Safety



The following safety instructions apply to all game operators and service personnel. Specific warnings and cautions will be included throughout this manual.

Please read this page before preparing your arcade cabinet for game play.

Use the following safety guidelines to help protect the system from potential damage and to ensure your personal safety.

- To help avoid damage to the computer, the power supply on the computer automatically detects the voltage to match the AC power available at the location:
 - 115 volts / 60Hz in most of North and South America and some Far Eastern countries such as Japan, South Korea and Taiwan
 - 230 volts / 50Hz in most of Europe, the Middle East and the Far East
- To help prevent electric shock, plug the system into a properly grounded power source. These cables are equipped with 3-prong plugs to help ensure proper grounding. Do not use adapter plugs or remove the grounding prong from a cable. If you must use an extension cable, use a 3 wire cable with properly grounded plugs.
- To help protect your system from sudden increases and decreases in electrical power, use a surge suppressor, line conditioner or Uninterruptible Power Supply (UPS).
- Be sure nothing rests on the system's cables and that the cables are not located where they can be stepped on or tripped over.
- Do not spill food or liquid on the cabinet.
- Do not push any objects into the openings of the system. Doing so can cause fire or electric shock by shorting out interior components.
- Keep your computer far away from radiator and other heat sources.
- Do not block cooling vents.

Warnings

 <p>CAUTION</p>	<p>To avoid electrical shock, unplug the cabinet before performing the installation procedures.</p>
 <p>STOP</p>	<p>GLOBAL VR assumes no liability for any damages or injuries incurred while setting up the cabinet. Only qualified service personnel should perform this installation!</p>

Environmental Conditions

Cabinet is intended for indoor use only. Be sure to keep the cabinet dry and maintain operating temperatures of 10°-40°C (50°-104°F).

Regulatory Notices

FCC Notices (United States)

Electromagnetic Interference (EMI) is any signal or emission radiated in free space or conducted along power or signal leads, that endangers the functioning of radio navigation or other safety service or seriously degrades, obstructs, or repeatedly interrupts a licensed radio communications service. Radio communications services include, but are not limited to AM/FM commercial broadcast, television, cellular services, radar, air-traffic control, pager, and Personal Communication Services (PCS). These licensed services, along with unintentional radiators such as digital devices, including computer systems, contribute to the electromagnetic environment.

Electromagnetic Compatibility (EMC) is the ability of items of electronic equipment to function properly together in the electronic environment. While this computer system has been designed and determined to be compliant with regulatory agency limits for EMI, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference with radio communications services, which can be determined by turning the equipment off and on, you are encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the computer with respect to the receiver.
- Move the computer away from the receiver.
- Plug the computer into a different outlet so that the computer and the receiver are on different branch circuits.

If necessary, consult a Regulatory EMC representative of GLOBAL VR or an experienced radio/television technician for additional suggestions. You may find the [FCC Interference Handbook](#), to be helpful. It is available from the U.S. Government Print Office, Washington, DC 20402.

This device has been tested and complies with the limits for a Class A digital device pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses and can radiate radio frequency energy, and if not installed and used in accordance with the instruction manual, may cause harmful interference with radio communications. Operation of this equipment in a residential area is likely to cause harmful interference, in which case you will be required to correct the interference at your own expense. Operation is subject to the following conditions:

- This device may not cause harmful interference.
- This device must accept any interference received, including interference that may cause undesired operation.

Championship Edition III Description

The best gets even better with EA SPORTS™ PGA TOUR® GOLF Championship Edition III. The Championship Edition III software update adds the following new features:

- 4 new courses (2 real, 2 fantasy) for a total of 19
- World Tour mode
- International support
- Connectivity support for excluded states
- New primary/secondary phone dial-in
- Promotional video

The following table provides a summary of the courses:

Table 1 – Championship Edition III Course Summary

Course	Difficulty	Location
NEW! Kapalua Plantation	Semi-Pro	Hawaii
NEW! Coeur d'Alene	Semi-Pro	Idaho
Bay Hill	Amateur	Florida
Colonial CC	Semi-Pro	Texas
Pebble Beach	Semi-Pro	California Coast
Spyglass	Semi-Pro	California Coast
Poppy Hills	Semi-Pro	California Coast
TPC of Scottsdale	Amateur	Arizona
Sahalee CC	Semi-Pro	Washington
St Andrews	Beginner	Scotland
TPC at Sawgrass	Semi-Pro	Florida
Royal Birkdale	Beginner	UK
NEW! Red Mountain Creek Back 9	Amateur	Australia
NEW! Emerald Dragon Front 9	Semi-Pro	Japan
Black Rock Cove	Expert	Fantasy: Island / Volcanic
The Predator	Expert	Fantasy: Jungle / Mayan
The Highlands	Expert	Fantasy: Scotland / Castles
Scorpion Ridge II	Expert	Fantasy: Desert
Timber Hill II	Pro	Fantasy: Forest

Promotional Video

The Operator Menu includes an option to play a promotional video.

International Support

The table below shows the current minimum, maximum, and default settings by country.

- The monetary designation is: (minimum) / (default) / (maximum)
- An asterisk (*) denotes values that cannot be changed by the operator.
- For other territories and countries, contact your distributor.

Table 2 – Cabinet Currency and Default Values

	US (Dollar)	Canada (Dollar)
Coins per Region	4	*4
3-Stroke/Skins	1/3/50	1/3/50
9-Stroke/Skins	1/8/50	12/12/50
18-Hole Stroke/Skins	1/12/50	16/16/50
Shootout	1/3/50	1/3/50
Mulligan	1/1/50	1/2/50
9-Hole National Tournament	8/16/50	*12
18-Hole National Tournament	12/20/50	*16
Player Card Cost	8	8
World Tour (9 Hole Course)	8/6/50	*12
(18 Hole Course)	12/20/50	*16
Credit Display	Money	Money
Free Play	OFF	OFF
Skill Level	3	3
Delay of Game Timeout	0:30	0:30
Game Timeout Delay	Yes	Yes

Chapter 2 – Installing a New Cabinet

Basic Setup

Use the following procedure to install a new cabinet:

1. Carefully remove the cabinet from the shipping container. Give yourself plenty of space around the cabinet as you remove it from the shipping container. Inspect the exterior of the cabinet for any damage.
2. Locate the keys. The first set of keys are in the coin return slot shown by the arrow. The second set hang on the inside of the coin door shown in the circle below.



Figure 1 – Locating the Keys

3. Open the control panel door of cabinet by reaching in through the coin door and releasing the two latches (indicated by the arrows in the photo below). Inspect the interior for any signs of damage. Verify that all cables and major assemblies are securely mounted.



Figure 2 – Releasing the Latches Under the Control Panel

4. Remove the back door from the cabinet and inspect the computer system. Verify that all cables and wires are securely connected to the computer. Page 55 has a Computer Rear Panel Diagram to help verify the cable connections.
5. Connect the wall cord to a grounded (3-terminal) AC wall outlet.
6. Power ON the game using the On/Off switch located on the lower rear of the cabinet to verify proper operation.
7. Follow the instructions in [Chapter 4 – Game Setup](#), on page 3 to configure the game for play. Then follow the instructions in [Chapter 6 – Setting Up Tournament Play](#), on page 34 to configure the game for tournaments.
8. If your cabinet came with a software upgrade kit (for Championship Edition III) do not install it until after you register the cabinet. Refer to [Chapter 3 – Upgrading an Older Cabinet](#) on page 12.

Installing Tournament Play Hardware

The (optional) Tournament Play hardware is shipped in a separate kit that requires installation. The kit includes the following components:

- Tournament LED Marquee
- LED Marquee Serial Cable
- LED Marquee Power Supply
- Card Reader and Card Reader Graphics
- Telephone Cord and Phone Jack Splitter
- Installation Hardware
- Instruction Manual

The instruction manual included in the kit provides detailed instructions for installation of the Tournament Play hardware.

Volume Control Board

Use the following procedure to install and adjust the volume control board (see below):

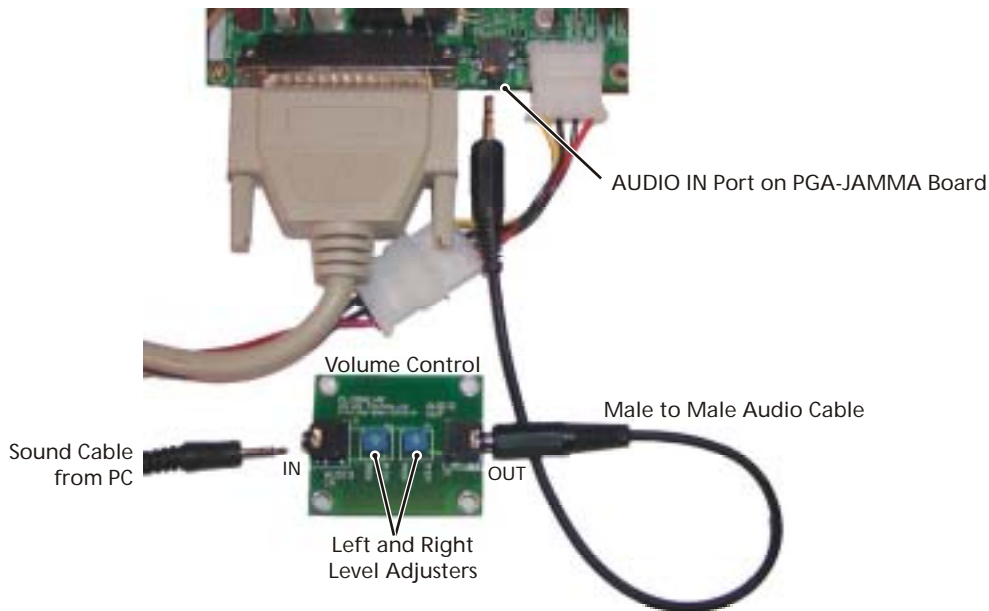


Figure 3 – Installing and Adjusting the Volume Control Board

1. Turn the power to the cabinet OFF.
2. Locate the PGA-JAMMA board. In most cabinets the board is under the game control panel. Open the control panel to get access to the board.
3. Disconnect the sound cable from the PGA-JAMMA board. Connect this cable to the port labeled AUDIO IN on the volume control board.
4. The volume control board includes a male to male audio cable. Plug one end of the cable into the AUDIO OUT port on the volume control board. Plug the other end into the AUDIO IN port on the PGA-JAMMA board.
5. Turn the cabinet power back on.
6. Use a small screwdriver to adjust the volume control board left and right level adjusters.

Installing an External Monitor

Use the following procedure to install an external monitor:

1. Locate the video card on the rear of the PC. The card provides an S-Video connection.
2. Connect an S-Video cable to the video card. Run the cable out the back of the cabinet, and connect it to the external monitor.
3. Plug the PS/2 keyboard into the purple-colored PS/2 port on the back of the computer.
4. With the cabinet powered ON, and the game running, press the Windows *Start* key on the keyboard (between the *Ctrl* and *Alt* keys). This will launch the Windows Start menu.
5. Use the cursor keys to select **My Computer**, and press *Enter*. This will launch Windows Explorer:

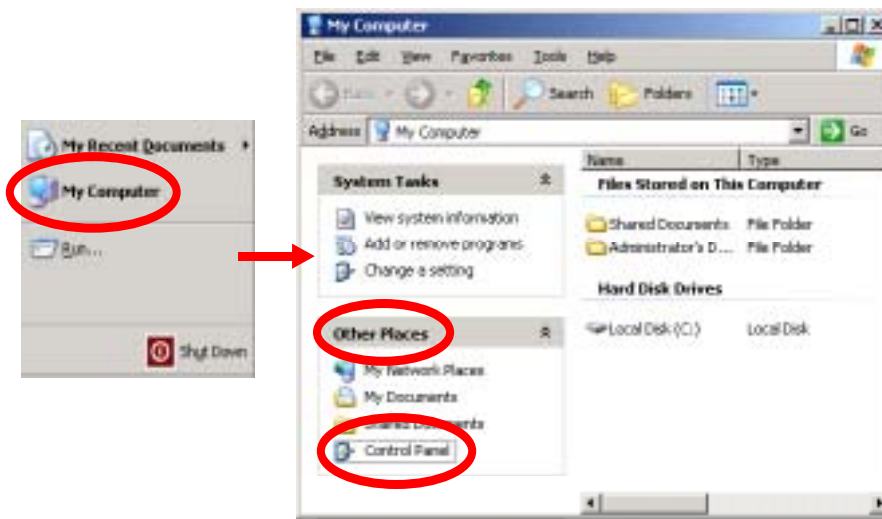


Figure 4 – Using the Start Menu and Windows Explorer to Launch Control Panel

6. Press the *Tab* key to move the highlight down to the box labeled **Other Places**.
7. When **Other Places** is highlighted, use the cursor keys to move the highlight to the item, **Control Panel**. The control panel will be displayed:

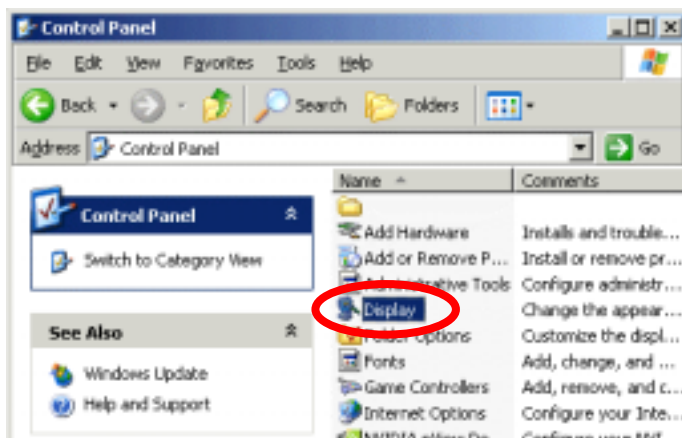


Figure 5 – Selecting the Display Control Panel

8. Move the highlight to the item **Display** and press *Enter*. This will show the Display control panel.

- Use the *Tab* and cursor keys to highlight the **Themes** tab, and then use the left/right cursor keys to move to the **Settings** tab.

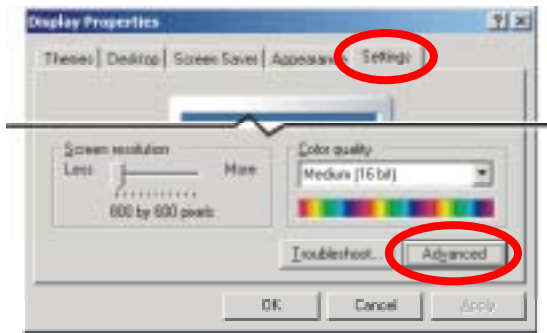


Figure 6 – Selecting the Settings Tab in the Display Control Panel

- Use the *Tab* key to move down to the **Advanced** button, then press *Enter*. The following window will be displayed:



Figure 7 – Selecting the Video Card Name Tab

- Use the *Tab* and cursor keys to move to the **GeForce4** tab. (The name of the video card will change depending on cabinet age and model). The following window will be displayed:

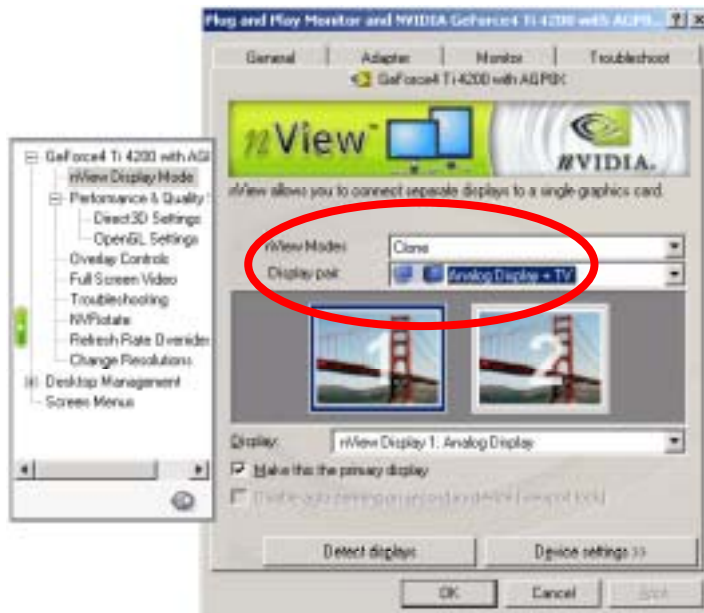


Figure 8 – Choosing a Display Pair with Cloning

- Use the *Tab* and cursor keys to change the **nView Modes** option to "Clone", and the **Display pair:** option to "Analog Display + TV". After making those changes, move down to the **OK** button and press *Enter*.

13. You should now see the video image displayed on the external monitor. You will also see the following dialog box displayed:

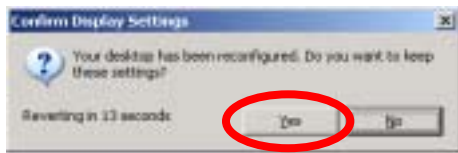


Figure 9 – Confirming Display Settings

14. Press the **Tab** key to select **Yes**, and then press *Enter*. This will save the setting.
15. If you do not see the image in the external monitor, check the S-Video cable, and check that the external monitor is set to receive video from the S-Video input.
16. Reboot the computer. The game can now be viewed on the external monitor.

Checking and Setting the Computer Clock

The game computer is shipped from the factory with the correct date set. If this date becomes lost or corrupted, you may be unable to install software upgrades, or participate in Tournament play. Perform this procedure only if you suspect that the computer clock is set incorrectly:

1. Plug the PS/2 keyboard into the purple-colored PS/2 port on the back of the computer.
2. With the cabinet powered ON, and the game running, press the Windows *Start* key on the keyboard (between the *Ctrl* and *Alt* keys). This will launch the Windows Start menu:

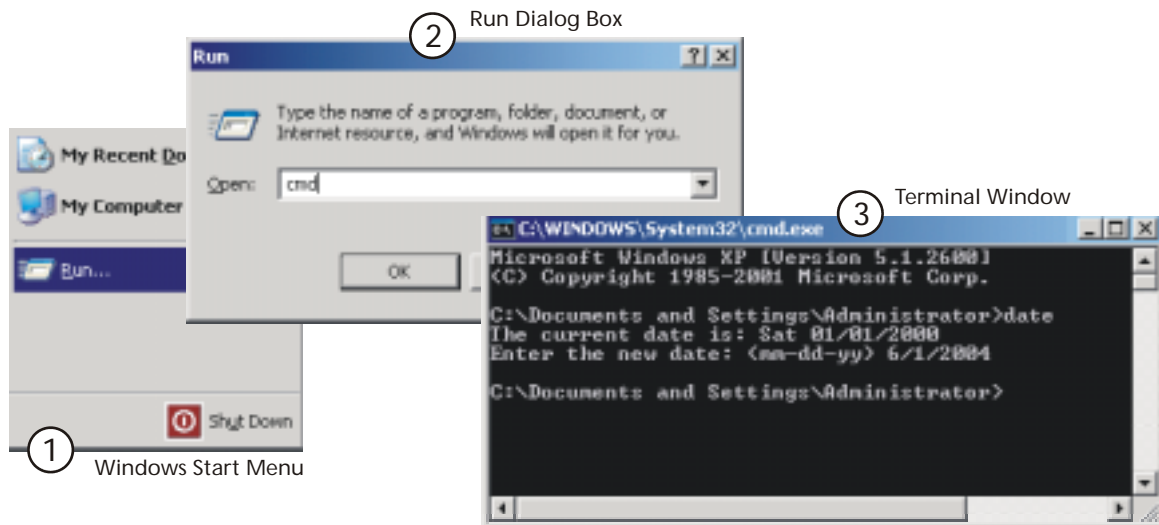


Figure 10 – Changing the Date on the Computer

3. Use the cursor keys to select **Run...**, and press *Enter*. This will launch the Run dialog box.
4. Type **cmd** into the dialog box and press *Enter*. This will launch a terminal window.
5. Type **date** and press *Enter*. The current date will display.
6. If the date is correct, type **exit** to close the window and return to the game.
7. If the date is not correct, type in a new date. The format is <month> / <day> / <year>. For example, you might type in **6/1/2004**, and then press *Enter*. The date is now set. Type **exit** to close the window and return to the game.

Chapter 3 – Upgrading an Older Cabinet

Upgrading a cabinet to Championship Edition III software requires the following steps:

- Upgrading the Game Dongle
- Installing the Software
- Installing the Cabinet Artwork

Upgrading the Game Dongle

If your upgrade kit includes a new game dongle, you should replace the game dongle that is currently on the back of the computer with the new dongle.

If you are upgrading a cabinet that is already Tournament-Enabled, then you do not need a new dongle. The software will work with either a USB or parallel port game dongle.

An LED inside the USB game dongle will illuminate when activated and recognized by the game software. See [Figure 11](#). The game dongle has been specially programmed and only works with Championship Edition III software and no other version. If you have any problems with the game dongle, please call GLOBAL VR technical support.



Figure 11 – Checking the Game Dongle

Upgrading the Software

This procedure upgrades the software of Tournament-Enabled cabinets (versions 2.0.x and higher) to the new Championship Edition III software (version 2.2).

This upgrade has the following restrictions:

- If you have a cabinet that is not Tournament-Enabled, or if the cabinet uses older software (version 1.2), this installation process will fail. Contact your distributor or GLOBAL VR to obtain a Tournament Play Hardware Kit.
- If you are upgrading a cabinet that has never been registered, you must register the cabinet using the old software before proceeding with the upgrade.
- YOU CANNOT UPGRADE THE SOFTWARE BEFORE MAY 28, 2004. INSTALLATION ATTEMPTS BEFORE THIS DATE WILL FAIL.
- If your computer clock is set incorrectly, you may not be able to install the software. Refer to the instructions on page 11 for checking and setting the computer clock.

You have three options for upgrading the software:

- **Express Installation** (1 Disk). Choose this option if the cabinet has Championship Edition II installed (version **2.1** or higher) and has Tournament Play enabled.
- **Full Installation** (2 Disks). Choose this option if the cabinet has older Championship Edition software installed (version **2.0.x** or higher) and has Tournament Play enabled.
- **Cabinet Restore** (3 Disks). Choose this option if you are experiencing problems with the software, and need to restore the cabinet to its factory default settings.

Note: When the instructions tell you to “reboot the computer,” this is the same as turning the cabinet off by unplugging the power cord, and then plugging it back in again.

Express Installation

Perform this upgrade procedure if the cabinet you are upgrading has Championship Edition II installed (version **2.1** or higher) and has Tournament Play enabled. Total install time is approximately 10 minutes.

1. The cabinet should be powered ON with the game running. Open the coin door and press the red operator button. This will launch the Operator Menu.
2. To preserve your tournament data for this cabinet, perform the following steps:
 - From the **Coin Collection** menu, perform a **Do Collection**.
 - From the **Registration Options** menu, perform a **Force Call**.
3. Open the rear of the cabinet to gain access to the computer.
4. Open the CD drive and insert the CD labeled **Championship Edition III Express Install Disk**. The installation procedure will start automatically, and will take approximately 10 minutes.
5. After the installation is complete, the “Championship Edition” screen will be displayed for while the computer optimizes the game software. Do not reboot the computer during this process as this will cause the game software to fail. The computer will automatically reboot itself again once the software optimization process is complete.
6. When the installation is complete, the game will start automatically.
7. Press the red operator button to launch the Operator Menu. See [Figure 12](#).



Figure 12 – Reconnecting with the GLOBAL VR Servers

8. Choose the **Registration & Edit Options** button, and then choose **Edit Phone Dial-In**.
9. On the LOCAL PHONE DIAL-IN SETUP screen, choose your primary and secondary dial-in phone numbers. Use the trackball to change values, the *Shot Type* button to move between fields, and the *Start* button to select. The numbers will be displayed on the bottom of the screen.

Note: If you choose "Broadband," you do not need to enter state and city names.

10. When you are finished, select the DONE button. The cabinet will dial-in and restore the tournament settings. When this process is complete, the cabinet will enter play mode. If there is an error during the connection process, follow the screen message to correct the problem. Then redo the dial-in setup.

The Express Installation process is now complete.

Full Installation

Perform this upgrade procedure if the cabinet you are upgrading has older Championship Edition software (version **2.0.x** or higher) and has Tournament Play enabled. Total install time is around 20 minutes.

1. The cabinet should be powered ON with the game running. Open the coin door and press the red operator button. This will launch the Operator Menu.
2. To preserve your tournament data for this cabinet, perform the following steps:
 - From the **Coin Collection** menu, perform a **Do Collection**.
 - From the **Registration Options** menu, perform a **Force Call**.
3. Open the rear of the cabinet to gain access to the computer.
4. Open the CD drive and insert **Game Disk 1 of 2**. The installer will automatically start (wait about 30 seconds). This install process will take approximately 10 minutes. You will see several different windows appear while game files copy to the hard drive.
5. When the first CD is complete, the computer will eject the CD. The screen will tell you to insert CD Disk 2. Remove CD Disk 1 of 2 and insert **Game Disk 2 of 2**.
6. The computer will copy the remaining files from Disk 2 and will reboot when finished.

7. After the installation is complete, the “Championship Edition” screen will be displayed while the computer optimizes the game software. Do not reboot the computer during this process as this will cause the game software to fail. The computer will automatically reboot itself again once the software optimization process is complete.
8. When the installation is complete, the game will start automatically.
9. Press the red operator button to launch the Operator Menu. See [Figure 12](#).
10. Choose the **Registration & Edit Options** button, and then choose **Edit Phone Dial-In**.
11. On the LOCAL PHONE DIAL-IN SETUP screen, choose your primary and secondary dial-in phone numbers. Use the trackball to change values, the *Shot Type* button to move between fields, and the *Start* button to select. The numbers will be displayed on the bottom of the screen.

Note: If you choose “Broadband,” you do not need to enter state and city names.

12. When you are finished, select the DONE button. The cabinet will dial-in and restore the tournament settings. When this process is complete, the cabinet will enter play mode. If there is an error during the connection process, follow the screen message to correct the problem. Then redo the dial-in setup.

The Full Installation process is now complete.

Cabinet Restore

Perform this procedure only if you are experiencing problems with the software, and need to restore the cabinet to its factory default settings. Please be aware that installation will erase all tournament data and cabinet settings. Tournament data can be uploaded to the GLOBAL VR servers, and then restored later. For information on using the Operator Menus, refer to the *Championship Edition Instruction Manual*.

1. The cabinet should be powered ON with the game running. Open the coin door and press the red operator button. This will launch the Operator Menu.
2. Use the Operator Menu to record custom cabinet settings. You may skip this step if the cabinet uses the default values for cabinet setup.
 - **Machine Menu:** Sound Effects Volume _____
Announcer Volume _____
Attract Mode Sound _____
 - **Game Mode Menu:** Credit Display _____
Coins per \$ _____
3-Stroke/Skins _____
9-Stroke/Skins _____
18-Stroke/Skins _____
Shootout _____
Mulligans _____
9-Hole National Tournament _____
18-Hole National Tournament _____
Skill Level _____
Delay of Game Timeout _____
Game Timeout Delay On _____
3. To preserve your tournament data for this cabinet, perform the following steps:
 - From the **Coin Collection** menu, perform a **Do Collection**.
 - From the **Registration Options** menu, perform a **Force Call**.
4. Open the rear of the cabinet to gain access to the computer.
5. Open the CD drive and insert the CD labeled **Emergency Recovery Disk**. Reboot the computer.

6. After reboot, the CD will automatically begin the installation process. After about 30 seconds, the monitor will display a status window labeled “Image Center 5.0 – Scripting Progress”.
7. When the process finishes, you will see the message, “Please remove the CD and power cycle your PGA Tour system”. Remove the Emergency Recovery Disk from the drive. **DO NOT PUT THE GAME CD IN THE DRIVE YET.**
8. Reboot the computer. Wait for the OS software to finalize the installation. When reboot is complete, you will see a blue screen with the Windows Start menu and taskbar. Wait at least 2 minutes from this point for any additional processes to complete. You will see a dialog box with the following message:

System Settings Change

Windows has finished installing new devices. The software that supports your device requires that you restart your computer. You must restart your computer before the new settings will take effect.

Do you want to restart your computer now? Yes/No

Reboot the computer when you see this dialog box.

9. When reboot is complete, you will see a blue screen with the Windows Start menu and taskbar.
10. Open the CD drive and insert **Game Disk 1 of 2**. The installer will automatically start (wait about 30 seconds). This install process will take approximately 10 minutes. You will see several different windows appear while game files copy to the hard drive.
11. When the first CD is complete, the computer will eject the CD. The screen will tell you to insert CD Disk 2. Remove CD Disk 1 of 2 and insert **Game Disk 2 of 2**.
12. The computer will copy the remaining files from Disk 2 and will reboot when finished.
13. After the installation is complete the “Championship Edition” screen will be displayed while the computer optimizes the game software. Do not reboot the computer during this process as this will cause the game software to fail. The computer will automatically reboot itself again once the software optimization process is complete.
14. When the installation is complete, the game will start automatically.
15. Press the red operator button to launch the Operator Menu.
16. Choose the **Registration & Edit Options** button, and then choose **Restore Cabinet**. See [Figure 13](#).

Choose this button from the Operator Menu.

Registration & Edit Options

Choose Restore Cabinet.

Restore Cabinet

When prompted, swipe the Operator Card that was used to register this



Enter your phone setup on this screen. Use the trackball to change values, the *Shot Type* button to move between fields, and the *Start* button to select.

When finished, select the DONE button. The cabinet will dial-in and connect



Figure 13 – Restoring the Cabinet After Operating System Reinstall

17. You will be asked to swipe the Operator Card. You must use the same card that you used to register the cabinet originally.
18. On the LOCAL PHONE DIAL-IN SETUP screen, choose your primary and secondary dial-in phone numbers. See [Figure 13](#). Use the trackball to change values, the *Shot Type* button to move between fields, and the *Start* button to select. The numbers will be displayed on the bottom of the screen.

Note: If you choose "Broadband," you do not need to enter state and city names.

19. When you are finished, select the DONE button. The cabinet will dial-in and restore the tournament settings. When this process is complete, the cabinet will enter play mode. If there is an error during the connection process, follow the screen message to correct the problem, then redo the dial-in setup.
20. You will need to re-enter the information you recorded in Step 2 (if you have custom values). Refer to the *Championship Edition System Documentation* for more information.

The Cabinet Restore process is now complete.

Installing Cabinet Artwork

Note: Artwork upgrades are only included in full upgrade kits. If your kit or new cabinet does not include new artwork, a set will be sent to you when you register the cabinet for Tournament Play.

Marquee Artwork

The upgrade kit includes a new marquee that notifies players of the new cabinet software. Use the following procedure to install the new marquee (see [Figure 14](#)):

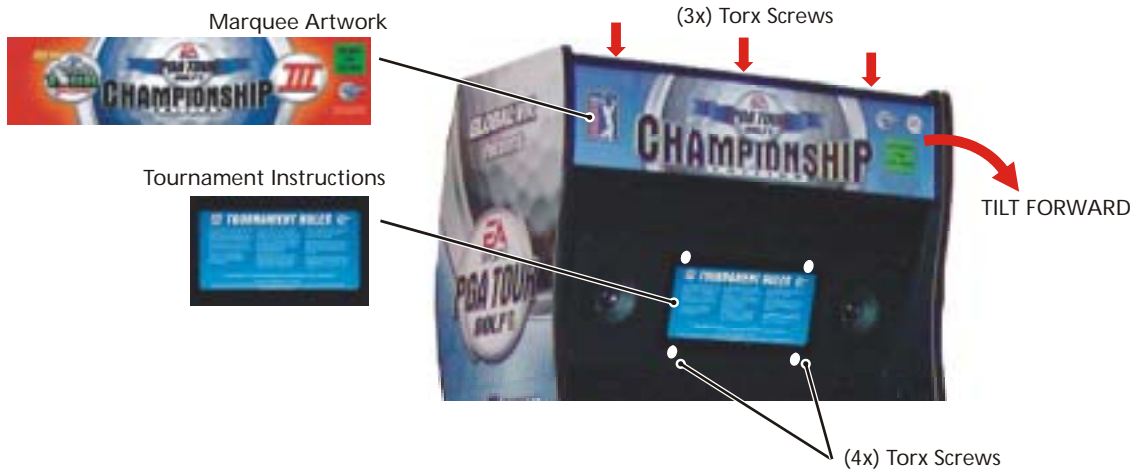


Figure 14 – Installing New Cabinet Artwork

1. Using a 10H Security Torx bit (screw size may vary between cabinet styles), remove the (3) screws holding the top marquee retainer in place.
2. Remove the top marquee retainer.
3. Tilt the marquee glass forward and remove the old artwork.
4. Insert the new marquee artwork. Ensure the artwork is flush with the bottom of the marquee, and evenly centered between the sides.

Note: The marquee may curl when you try to install it. You may use clear plastic tape to hold the marquee in place while you mount the glass on the cabinet.

5. Replace the top marquee retainer, and reinstall the (3) screws holding it in place.

Tournament Instructions Artwork

The upgrade kit includes a new set of tournament instructions. These instructions are located between the two speakers, below the marquee. The instructions explain the change in the tournament rules (“only **three** winners per cabinet qualify” changes to “only **two** winners per cabinet qualify”). Use the following procedure to install the new tournament instructions:

1. Using a 20H Security Torx bit (screw size may vary between cabinet styles), remove the (4) screws holding the tournament instructions in place.
2. Remove the old instruction artwork and replace with the new instruction artwork.
3. Replace the (4) screws.

Chapter 4 – Game Setup

This chapter describes how to use the Game Operator menu to perform basic cabinet set up. All game audits, game adjustments, and control diagnostics are options of the Game Operator menu. To activate the Game Operator menu, press the operator button located behind the coin door as shown in the figure below:



Figure 15 – Launching the Game Operator Menu

After you press the operator button, the Game Operator menu will appear on the left side of the screen. The right side of the screen displays the current selection. When the Game Operator menu first appears, the Machine menu displays. Use the trackball and *Start* button to navigate the menus.

Using the Trackball to Navigate

The Game Operator menu does not use a mouse pointer. When an item is selected, the item will change color. For example, buttons turn yellow and options turn red when selected. Use the trackball to navigate and scroll, and the *Start* button to select and confirm.

In the following examples, the operator uses the Trackball to set the sound effects volume and reset the credits:

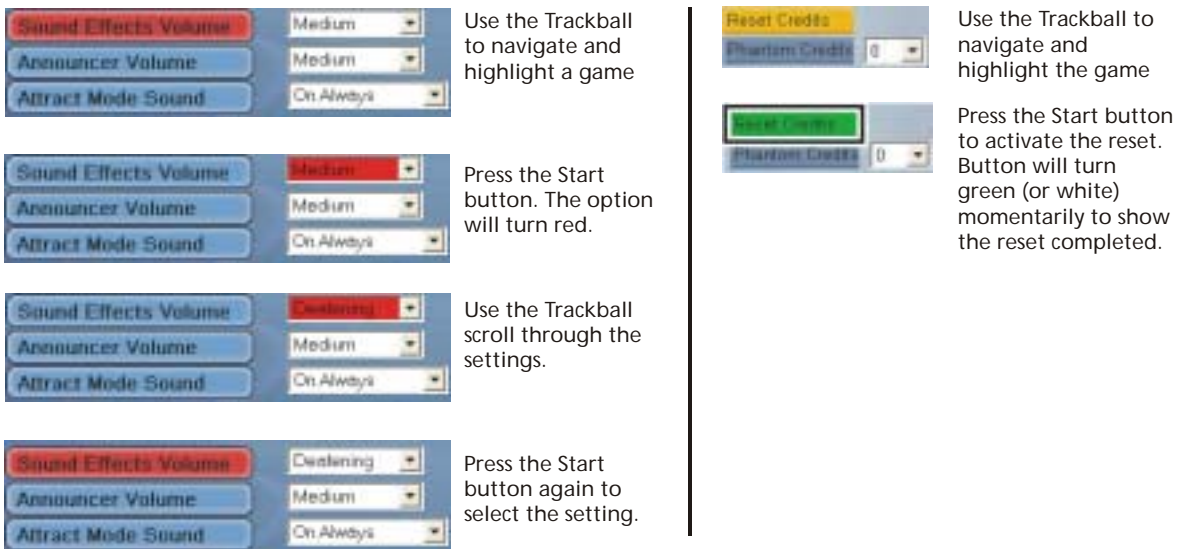


Figure 16 – Setting Sound Effects Volume and Resetting Credits

Operator Menus

Machine Menu

The Machine menu is the default screen displayed when you press the Operator Button. See below.



Figure 17 – Machine Menu

Following are the functions of the Machine Menu:

- **Cabinet ID.** Displays the software ID number for Tournament Play on this cabinet. This number is randomly generated when you register your cabinet.
- **Cabinet Status.** Displays *Registered* if the Tournament software has been installed.
- **Serial Number.** Displays the cabinet serial number. When you register your cabinet for Tournament Play, enter the serial number off the cabinet back.
- **Game Version.** Displays the current game software version. If you have just installed a newer version of the software, you must play a game before the Game Version updates.
- **Dongle Version.** Displays the localized version of the software, as read from the game dongle.
- **Inserted Credits.** Displays the number of credits/coins played on this cabinet.
- **Reset Credits.** Resets the Inserted Credits number on this screen.
- **Phantom Credits.** Allows you to enter credits to play and test your PGA cabinet. Phantom Credits do not affect the coin count on the Coin Stats menu.
- **Sound Effects Volume.** Sets the sound effects volume during game play. Options are: *OFF, Low, Medium Low, Medium, Medium High, High, and Deafening.*
- **Announcer Volume.** Sets the volume for the announcer's voice during game play. Options are: *OFF, Low, Medium Low, Medium, Medium High, High, and Deafening.*
- **Attract Mode Sound.** Sets the sound during attract mode. Options are: *OFF, Occasionally ON, and Always ON.* The *Occasionally ON* mode only removes the sound for the attract mode movie.

Game Mode Menu

The Game Mode menu sets the type of money used at your location, the amount of coins needed to start a game, game difficulty, and game timeout delays.



Figure 18 – Game Mode Menu

- **Credit Display.** Sets whether *Money* or *Credits* are used to play this cabinet.
- **Coins Per \$.** Sets how many coin drops it takes to reach a dollar. In the USA this would be 4.
- **Free Play.** Turns free play *ON* or *OFF*.
- **3 Stroke Skins.** Sets how many credits for a 3-Stroke Game.
- **9 Stroke Skins.** Sets how many credits for a 9-Stroke Game.
- **18 Stroke Skins.** Sets how many credits for an 18-Stroke Game.
- **Shootout.** Sets how many credits it for a Shootout Game.
- **Mulligans.** Sets how many credits for a Mulligan (allows a replay of the last shot).
- **9 Hole Tournament.** Sets how many credits for a 9-Hole Tournament Game.
- **18 Hole Tournament.** Sets how many credits for an 18-Hole Tournament Game.
- **9 Hole World Tour.** Sets how many credits for a 9-Hole World Tour Game.
- **18 Hole World Tour.** Sets how many credits for an 18-Hole World Tour Game.
- **Skill Level.** Sets how hard it is for a player to sink the ball. Each level (from 1 to 5) sets the size of the hole and the magnetic attraction (which pulls the ball into the hole when it gets near). *Skill Level 1* has the largest hole and the most magnetic attraction. *Skill Level 5* has the smallest hole and almost no magnetic attraction.
- **Delay of Game Timeout.** Sets time before a "delay of game" (player has not touched controls). To continue, the player must hit the *Start* button within 10 to 15 seconds. If the player does not press the *Start* button, the game is forfeited and the cabinet returns to attract mode to start a new game. Settings are 15 seconds to 2 minutes in 5-second intervals.
- **Game Timeout Delay ON.** When *NO*, there will be no timeout delay. Players will have an indefinite amount of time to play each shot. Options are *YES* and *NO*.

Game Resets Menu

The Game Resets menu allows the operator to reset selected game counters. See below.



Figure 19 – Game Resets Menu

- **Factory Settings.** Sets the Game Mode settings to the default factory settings. For a table of these settings, see [International Support](#) on page 6.
- **All Course Records.** Resets the eagles, birdies, longest drive and putt, Great Shot Point, and best score records for all of the golf courses listed, including the tournament records. This reset does not affect the lifetime records held by the game.
- **Selected Course Records Only.** Resets the eagles, birdies, longest drive and putt, Great Shot Point, and best score records for the Selected Course only. This reset does not affect the lifetime records held by the game. Use the Select Course button to choose the golf course
- **Select Course.** Use the *Start* button and trackball to select a golf course. Once a golf course is selected, you can then use the Selected Course Records Only button to reset the stats for the selected golf course.
- **All Coin Collections.** This resets all Coin Stats menus and coin collection information held for the cabinet. This reset does not affect the lifetime records held by the game.
- **All Game Stats.** This resets the Game Stats menu for the cabinet. This reset does not affect the lifetime records held by the game.
- **All Player Number Stats.** This resets the Player Stats menu for the cabinet. This reset does not affect the lifetime records held by the game.

- **Current Coin Collection.** The Coin Collection page shows the total amount of money collected by the cabinet, broken down by each game category and the debits/fees associated with running the cabinet in an operator-run location. The Total Net Income deducts the cabinet fees from the coin collection totals to show the total net profit for the cabinet. This page has the following buttons:
 - View Location Split. Changes the view to the Location Split page (described below).
 - View Last Collection. Changes the view to the Last Collection page (described below).
 - Do Collection. (Described below).
 - View Local Tournament Details. Changes the view to Local Tournament Drop Detail (described below).
- **Do Collection.** This button will reset the coin collection data and store the previously held coin collection data on the Last Coin Collection page to help you track the earning for this cabinet.
- **Location Split.** This page shows the same information as the Coin Collection page, dividing the coin collection totals between the operator and location. The operator who runs the cabinet can then see an adjusted net profit for themselves and the location. This page has the following buttons:
 - Return to Operator Settings. Changes the view back to the Current Coin Collection page.
- **Last Collection.** This page shows the data recorded from the last collection. This page has the following buttons:
 - View Current Collection. Changes the view back to the Current Coin Collection page.
 - Do Collection.
 - View Local Tournament Details. Changes the view to Local Tournament Drop Detail.
- **Local Tournament Drop Detail.** This page shows the total amount of money collected by each local tournament and the debits/fees associated with running the local tournament. The Total Net Income deducts the cabinet fees from the coin collection totals to show the net profit for the cabinet. Each local tournament will be listed by its name in the chart above. This page has the following buttons:
 - Back to Last Coin Collection. Changes the view back to the Current Coin Collection page.
 - Page Forward. Changes the view to the next page of data.
 - Page Back. Changes the view to the previous page of data.

Stats Summary

The Stats Summary page allows the operator to view the game play statistics collected by the cabinet. The page also allows the operator to store and reset the data, and view details by course and player. See below.

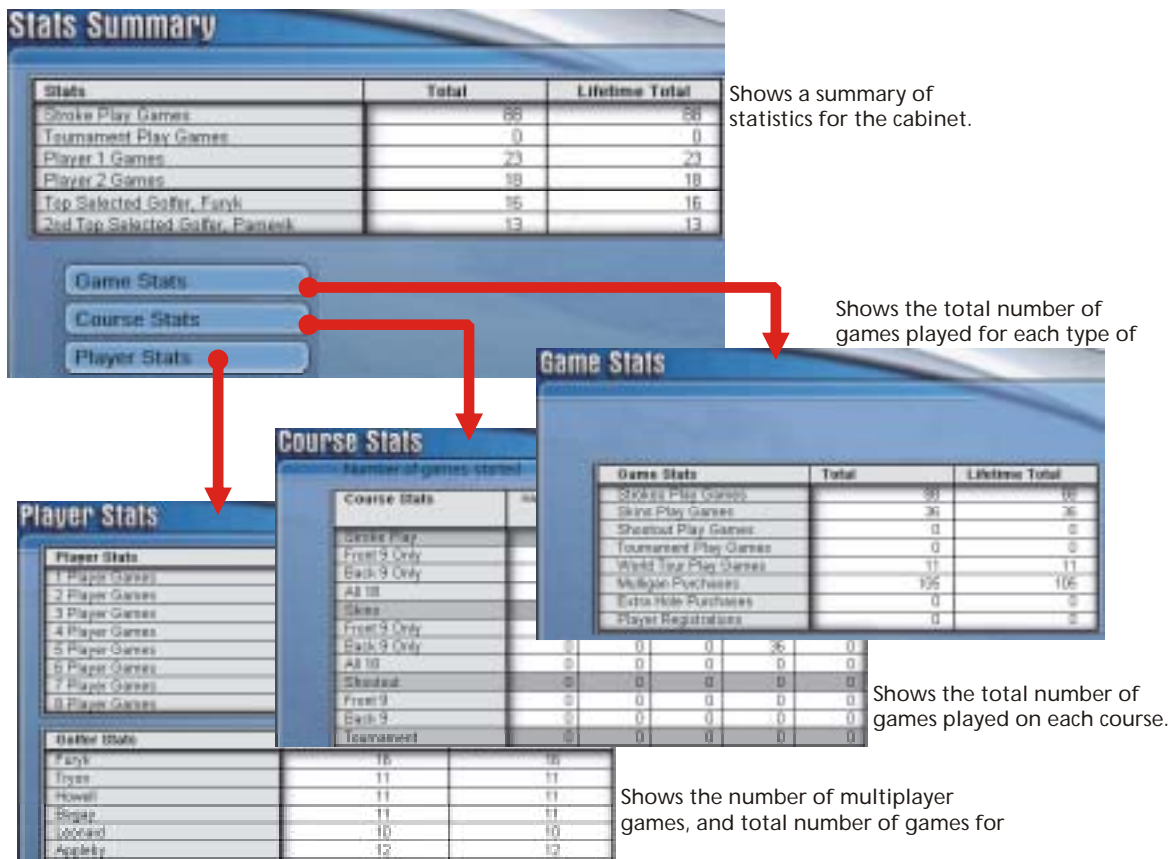


Figure 21 – Viewing Cabinet Statistics

- **Stats Summary.** The Stats Summary page shows the total amount of golf and tournament golf games played, the number of players, the top selected golfer used to play the game, and the average play time per course. The lifetime totals are never reset and show the total number of plays for each category by the cabinet.
- **Game Stats.** The Game Stats menu shows the total number of coins played on Strokes, Skins, Tournament, Mulligans, Extra Hole purchases, and Player Registration by the cabinet. The Lifetime Totals are never reset and show the total number of coins collected for each category by the cabinet.
- **Course Stats.** The Course Stats menu shows the total number of plays for each Golf course broken down by the type of golf game played, and Tournament Play. Use the Page Forward or Back to move through the available Course Stats pages.
- **Player Stats.** The Player Stats menu shows how many multiplayer games have been played and which golfer was used during game play. The lifetime totals are never reset and show the total number of plays collected for each player category by the cabinet.

Operator Settings

These screens help the operator define the accounting terms for the cabinet. See below:

Operator Settings

National Tournament Fees	R 0
Terms	Monthly
Local Tournament Fees	R 0
Terms	Monthly
World Tour Fees	R 0
Terms	Monthly
Software Update Fees	R 0
Terms	Monthly
Local Promotion Fees	R 0
Terms	No Charge
Other	R 0
Type	No Charge
Terms	Credit
View Location Split	

Sets the debits and fees associated with running the cabinet.

Defines the percentage of the coin collection split with the location.

Location Split

Credits Split:	
Non Tournament	50
National Tournament	50
Local Tournament	50
World Tour	50
Player Registrations	50
Mulligans	50
Unspent Monies	50
Others	50
Cost Split:	
National Tournament	50
Local Tournament	50
World Tour	50
Software Update Fees	50
Local Promo Fees	50
Others	50
Show Splits	Yes
Back to Operator Settings	

Figure 22 – Defining Cabinet Accounting Settings

- **Operator Settings.** Allows you to set the debits and fees associated with running the cabinet. You can set the price and the billing cycle for each category and these prices will show up in the debit section of the Coin Collection Stats. The Location Split Settings button will define what percentage of the coin collection will be split with the location.
- **Location Split.** Allows you to define the percentage of the coin collection that is split with the location and shown on the Location Split page. You can define the coin collection split percentage for each category and set whether the coin collection split percentage should be shown on the Coin Collection page. The default split percentage setting for each category listed is 50%. If you change the split percentage in any category, you will need to perform a Do Collection to reset the coin collection data and start using the newly defined location split percentage.

Play Control Test

The Player Control Test allows the operator to test the cabinet controls. See [Figure 23](#). When you press a button, a red arrow appears on the screen, showing correct operation. When you spin the trackball in any direction, a yellow arrow shows the spinning direction for correct operation.

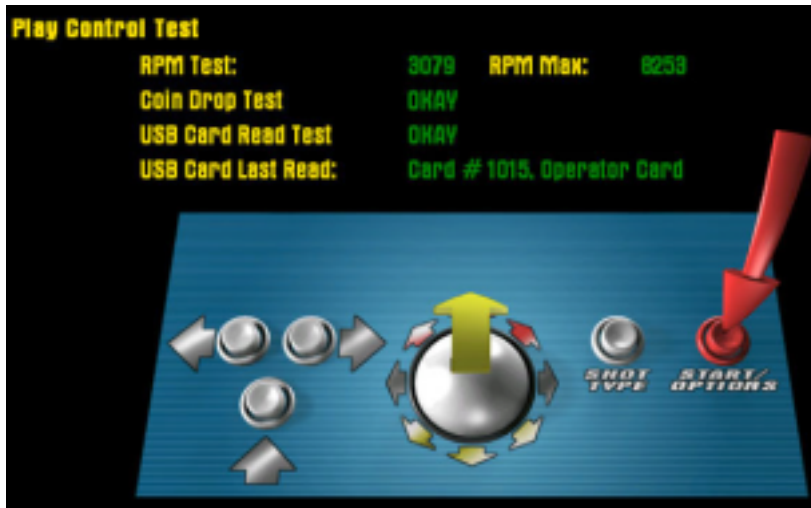


Figure 23 – Testing the Game Play Controls

- **RPM Test/ RPM Max.** Tests the trackball sensors and ball bearings. The average RPM Max should be between 9,000 RPM and 15,000 RPM. If you are getting readings lower than 9,000 RPM, it might be time to repair or replace the trackball.
- **Coin Drop Test.** Tests the coin inputs on both the coin door and the USB I/O card. When a coin is inserted, an OKAY will display on screen.
- **USB Card Read Test.** Tests the USB Card Reader. When a card is read, the screen displays OKAY.
- **USB Card Last Read.** Displays the information on the card used for the USB Card Read Test.

When you are finished testing the player controls, press the Operator Button to exit back to the main Operator menu.

Monitor Calibration Test

When you begin the Monitor Calibration Test, use the trackball or *Start* Button to scroll through each monitor screen test. To exit the Monitor Calibration Test, press the Operator button behind the coin door. See [Figure 24](#).

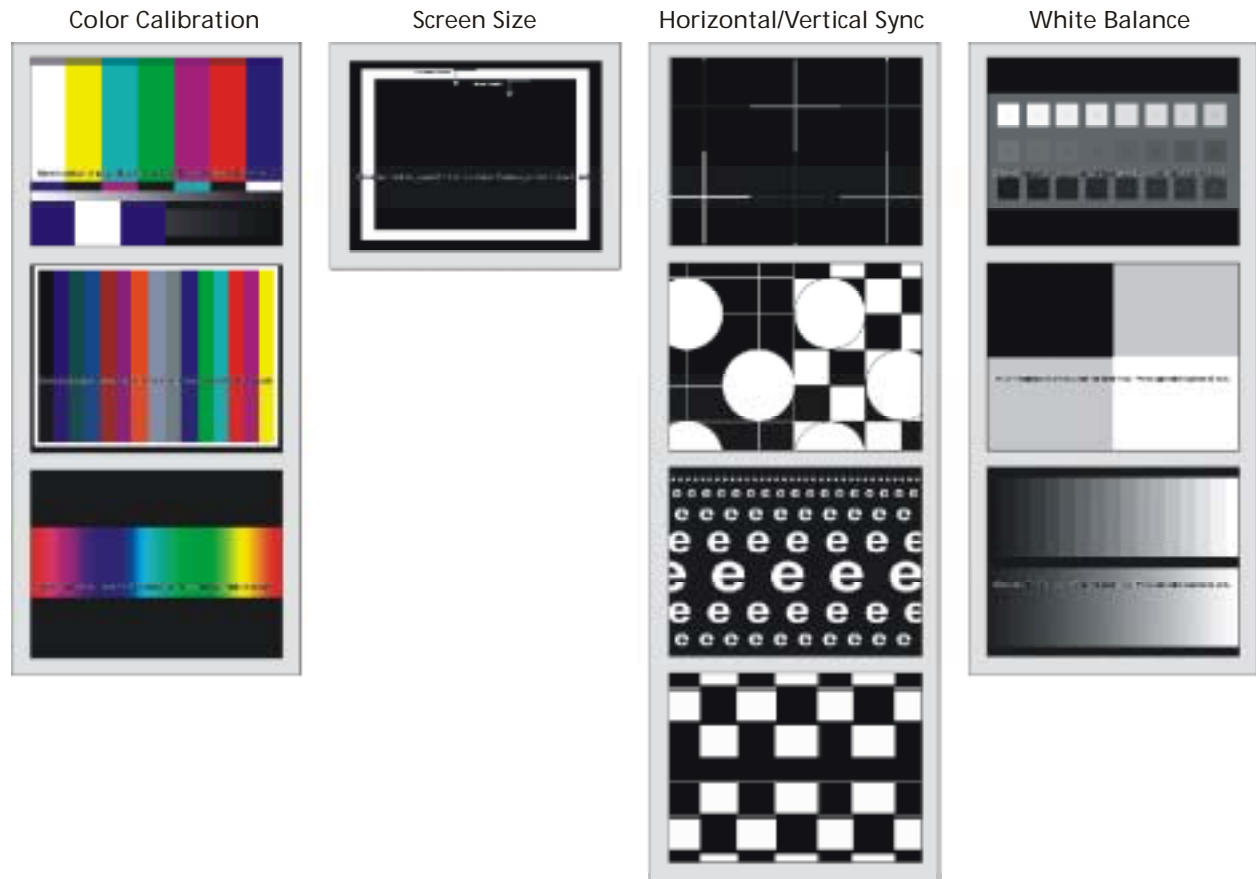


Figure 24 – Performing Monitor Calibration Tests

Use the monitor calibration screens to evaluate monitor performance. Each screen is designed to help you align the horizontal and vertical sync, or adjust the white balance and color hues.

Use the monitor control panel buttons to adjust the monitor. The monitor control panel is located under the cabinet game controls. Use the buttons on the monitor control panel to select, adjust, and set the available options. If you notice a color distortion on the monitor, press the degausser button fix the color distortion.



Figure 25 – Monitor Control Panel

System Tests

The System Hardware Test will validate that certain hardware components on the cabinet are setup and working correctly. Use the trackball to highlight a hardware test and press the start button to activate the test. When the test is finished, you will get a Status message informing you about the results of the hardware test.



Figure 26 – System Hardware Tests

- **Perform Sound Test.** Validates that the sound card is working on the computer, and that the speakers are wired correctly for left and right sounds. When you perform a Sound Test, you will hear the left speaker first, then the right speaker, followed by both speakers working together in Stereo. There is no status message displayed for this test.
- **Perform Modem Test.** Performs a Modem Dial Out Test. The test will verify that the modem can dial out and reach our Tournament Servers. A status message is displayed when finished.
- **Perform LED Display Test.** Validates that all the LEDs are working in the LED display. When you press this button, the LEDs should turn red, orange, and then green. You will need to visually verify that all LEDs in the display are working correctly. The LED will return to normal operation after 10 seconds.
- **Set Monitor Gamma.** Use this setting to adjust the monitor's screen brightness through a software setting. The higher the Gamma value, the brighter the picture becomes. The default setting is 1. This setting does not affect the hardware brightness or contrast settings on the monitor.

Chapter 5 – Playing a Golf Game

This chapter describes how to play a game. The game has been designed to be as intuitive as possible for beginners, yet flexible enough to challenge advanced players.

Screen Layout

The outer edge of the screen has information bars that explain the course (see figure below):



Figure 27 – Basic Screen Layout

- A. **Information Bar.** Tells you course name, hole distance, and strokes for par.
- B. **Wind Direction and Speed.**
- C. **Overhead Map.** Shows hole layout and the average distance for the current club.
- D. **Player Information Bar.** Indicates player, strokes for the hole, and the player's total GSP (Great Shot Points) for the game.
- E. **Shot Type Bar.** Shows how the ball will be hit. Press the *Shot Type* Button to change shot type:
 - **Full** – A normal golf swing is used.
 - **Top-spin** – A golf swing that adds top-spin to the ball so that, at the end of the shot, the ball will roll forward once it hits the green.
 - **Back-spin** – A golf swing that adds back-spin to the ball so that, at the end of the shot, the ball will roll backward once it hits the green.
- F. **Club Selection.** This shows the current club. Each club has an average distance. A yellow line on the overhead map shows the direction and potential distance (in yards) of the current club. Roll the trackball side-to-side to choose an available club.

Using the Controls

Now that you're familiar with the information at the edge of the screen, you are ready to take your first shot.

Begin by using the trackball to scroll from side-to-side to choose the correct club. Be sure not to scroll the trackball up and down, as this will begin the upswing. You can use the *Shot Type* button to define the type of shot used with your swing.



Figure 28 – Using the Trackball to Choose a Club

Use the *Rotate Left* or *Rotate Right* buttons to change shot direction by rotating the player.



Figure 29 – Rotating the Position of the Player

If you would like to get an overhead shot of the hole, hit the *Fly Over* button at any time before taking your swing. The camera will start from your position on the hole and fly over to the green.

Begin your shot by first scrolling down on the trackball (1) to start the back swing. Then spin the trackball forward forcefully (2) to complete the shot. See the figure below.



Figure 30 – Swinging the Club

The distance of your shot depends on how much back swing was given and the amount of force used on the forward roll of the trackball.

Shot Shaping

Use shot shaping to refine your golf shot. In the picture below, there are the 9 different types of shot shaping. You control the degree of shot shaping by the amount of directional input placed on the trackball. The blue arrow represents the backstroke, and the red arrow represents the forward stroke of your swing.



Figure 31 – Shot-Shaping Techniques

Putting

Once you make it onto the putting green, the overhead map turns into a smaller map showing the directional slope of the putting green and distance to the hole.



Figure 32 – Putting Screen Layout

While you are on the putting green, you can use the *Shot Type* button to turn a helpful grid on and off. See the picture below.



Figure 33 – Turning the Grid On and Off

Mulligans and Pausing the Game

At any time, a player can hit the *Start* button to pause the game. If no buttons are pressed, the paused game screen will only remain for 20 seconds then it will automatically return to the game.

When the game is paused, you have the options of purchasing a “Mulligan” (redo) shot for your last shot played, or you can quit playing the match. Use the trackball to scroll up or down through the options and press the *Start* button to confirm.



Figure 34 Pausing the Game

Chapter 6 – Setting Up Tournament Play

Why You Should Set Up Tournament Play

Tournament Play golf games are the best way to help your EA SPORTS™ PGA TOUR® GOLF cabinet increase its revenue. National Tournaments commence every 2 weeks. Players compete across the nation for grand prizes of up to \$2,500. New Local Tournaments can be set up and started at anytime by an Operator or Location. The length of the tournament, and the prizes awarded to players, are up to the operator or location running the Local Tournament. Frequent players can sign up for a Players' Card that allows them to receive player points redeemable for merchandise. For more information about Tournament or Local Tournament Play, please visit our web site at <https://www.globalvr.com/GVRNET/>

Getting Started

You can upgrade your cabinet to Tournament Play at any time. Championship Edition II (and higher) of the EA SPORTS™ PGA TOUR® GOLF game software already supports Tournament Play golf games. You will need to fill out the Operator Account Setup form to receive your Operator Card. If your cabinet is not Tournament Play-ready you will need to order the Tournament Play System Hardware and install it on your cabinet to enable the Tournament Register Options in the game software. Once you have received your Operator Card, you can then register your cabinet for Tournament and Local Tournament Play. All of the forms needed to setup and join in Tournament Play golf games are available in the *Tournament Operator* manual. Please contact your local distributor to order the Tournament Play System Hardware upgrade kit.

How to get your machine online and playing tournaments:

- Fill out an Operator Account Setup Form.
- Prepare your machine for Tournament Play.
 - Install Tournament Play System hardware on your cabinet.
 - Connect your cabinet to a working analog phone line.
 - Once you receive your Operator Card, register your cabinet via Dial-Up or Broadband connection.

Local Restrictions

Please be aware that certain states and provinces do not allow National Coin-Op competition in which prizes or money are awarded to players. Cabinets running in non-tournament states will not be able to register their cabinets because no dial-in phone numbers have been entered into the game software for those states. These states include: Alaska, Arizona, Louisiana, Montana, New Jersey, North Dakota, and South Dakota. The Canadian provinces include: Quebec and New Brunswick. GLOBAL VR accepts no responsibility for cabinets being run illegally, and the responsibility is placed solely on the operator/owner.

Tournament Rules

GLOBAL VR 2004 NORTH AMERICA Tournament Rules for EA SPORTS™ PGA TOUR® Golf

On-line tournaments are sponsored by GLOBAL VR and are held frequently. Check the display on top of any tournament-connected EA SPORTS™ PGA TOUR® Golf game or go to the GLOBAL VR website at www.globalvr.com for more information about current tournaments.

Tournament-connected games are easy to identify. All tournament-connected EA SPORTS™ PGA TOUR® Golf games include a large LED or LCD sign with colored text messages about the game and the tournaments. The LED or LCD sign is typically mounted on top the cabinet or placed very near the game. In addition to these signs, tournament-connected games provide details promoting the fact that they are connected to the tournaments system via on-screen messages that are frequently shown during the game's attract mode. Ask the location staff for assistance in identifying whether the game is connected to the tournament system.

Players must be 18 years or older to enter a tournament and claim a prize. Final score must be better than Par to qualify for a prize. A player can win only ONE PRIZE per tournament. *TWO WINNERS qualify to win prizes PER MACHINE, PER TOURNAMENT. Player rankings are available on tournament-connected EA SPORTS™ PGA TOUR® Golf games and these rankings should be considered tentative. Final rankings will be determined based on the scores received by the GLOBAL VR server within seven days of the tournament's end date. Scores received after this date are invalid.

A player's score is usually determined by his best stroke during the tournament. Ties are broken by comparing Great Shot Points. If the players are still tied, longest drives are compared. Some tournaments may use alternative scoring systems. Please refer to the descriptions posted for the specific tournaments for complete information. Players can enter the tournament by simply selecting and paying for TOURNAMENT PLAY on a tournament-connected game during a valid tournament period. Players can enter the tournament as many times as they like. Enter your real legal name (as printed on your social security card) when ordering a Player's Card on a game machine or the GLOBAL VR website. You will not be asked to provide GLOBAL VR with your social security number until such time as you are making a prize claim. Use only your real name and number or your scores may be invalidated.

GLOBAL VR reserves the right to skill test any player suspected of cheating. If a player is found to have cheated, they will be banned from Tournament Play as well as other GLOBAL VR online modes of play for six months for their first offense. If there is a second offense, the player will be banned for life. Failure to appear for skill testing automatically counts as failure.

Typical tournaments consist of play on either the front or back nine of a GLOBAL VR EA SPORTS™ PGA TOUR® Golf course. The name of the course and the specific set of holes to be played are announced prior to the start of each on-line tournament. Tournaments are run for a period of two weeks in length, unless otherwise stated in the announcements promoting the tournament and/or the rules posted on the GLOBAL VR website detailing the tournament in question. Players will only have 100 game starts per player ID, per cabinet, per tournament.

Tournament game play conditions will change on a frequent basis—especially wind speeds and wind direction, pin and tee placements. If conditions seem difficult one day, try again on a subsequent day to see if conditions are better. Tournament Play on a home machine is prohibited.

Tournament prizes, play format, and rules are subject to change. Tournaments are subject to rules, regulations, and procedures as established by GLOBAL VR tournament officials, tournament location, federal, state and local laws. Void where prohibited by law. Specific applicable rules and information and special events will be announced as each tournament start date nears. Check your favorite EA SPORTS™ PGA TOUR® Golf tournament location and the GLOBAL VR web site (www.globalvr.com) for more details on these and other exciting GLOBAL VR national tournament events. Read the scrolling LED sign for additional tournament rules and information. Malfunction voids all plays. In case of any dispute regarding on-line national tournament play or prize awards, decisions made by GLOBAL VR tournament Officials will be final.

Players have 90 days from the date final rankings are posted for each tournament to submit a prize claim form to GLOBAL VR and claim their prize. Please allow 4 to 6 weeks for prizes to be mailed. Prizes claimed

after 90 days will not be awarded. Employees of GLOBAL VR and their immediate families are ineligible. Many thousands of players are expected to compete in each tournament. Accordingly, it is important that accurate, complete and verifiable information be provided upon Player's Card(s) sign-up, tournament play, and prize claims. Use of nicknames, "handles", or other pseudonyms may put prize claims at risk of being invalidated. Incomplete information also invalidates any claim.

Tournaments are not sponsored or administered by Electronic Arts™ or the PGA TOUR®.

TO CLAIM PRIZES:

Prize forms are available for download on the website, or may be requested by mail from GLOBAL VR at the address below. Previous winners of prizes may be able to file additional claim forms electronically. Please refer to the current claim form for additional information. Players must submit CLEAR copies of photo ID and SSN.

Send claims via postal service to:

GLOBAL VR
Attn: Tournament Claim Department
2350 Zanker Road
San Jose, CA 95131

*UK Tournaments: ONE WINNER qualified to win one prize PER MACHINE PER TOURNAMENT.

Register the Cabinet for Tournament Play

Use the following procedure to register your cabinet for Tournament Play:

1. Be sure the Tournament Play System hardware has been installed, and verify that the phone line is connected.
2. Press the Operator button located inside the coin-mech door on the front of the cabinet.
3. Using the trackball, highlight **Registration Options** from the Game Operators Options menu on the left hand side of the screen and press the Start button.

Registration Options

4. Next, highlight **Cabinet Registration** and press the Start Button to begin the tournament registration process.

Cabinet Registration

Note: Cabinets running in non-tournament states and provinces will not be able to register their cabinets because no dial-up phone numbers have been entered into the game software for those states. The non-tournament US states are: Alaska, Arizona, Louisiana, Montana, New Jersey, North Dakota, and South Dakota. The non-tournament Canadian provinces are: Quebec and New Brunswick.

5. Swipe the Operator Card (included your Tournament Play Registration paperwork) in the card reader when prompted at the next screen.
6. Enter the cabinet location using the following instructions (see the following figure):

GLOBAL VR CABINET REGISTRATION

Location Name: GLOBAL VR TEST

Location Type:

Address Line 1: 2350 ZANKER ROAD

Address Line 2: SUITE 112

ZIP CODE: 95131 CITY: SAN JOSE

PHONE: 408-597-3400

STATE: CA COUNTRY SERIAL #: 000

Keyboard: A B C D E F G H I J
K L M N O P Q R S T
U V W X Y Z @ - _ .
1 2 3 4 5 6 7 8 9 0

Buttons: START, BACKSPACE, ENTER, CANCEL, OK

Figure 35 – Entering Registration Information

- Starting at the Location Name field, use the trackball to highlight letters, and the *Start* button to select them. Press the *Shot Type* button to move to the next field.
 - Repeat this process for all of the fields on the form. The Serial Number is located on the back of the cabinet.
 - Review the entered information. If any information needs to be corrected, press the *Shot Type* button to move to the desired field to correct it. When all information is correct, highlight and select **OK**, and press the *Start* Button to confirm.
7. After this process is complete, you will set up the local phone dial-in. Refer to the next section.

Setting Dial-In Information

Choose this button from the Operator Menu.

Registration & Edit Options

Choose Edit Phone Dial-In.

Edit Phone Dial-In

Enter your phone setup on this screen. Use the trackball to change values, the *Shot Type* button to move between fields, and the *Start* button to select.

When finished, select the DONE button. The cabinet will dial-in and connect



Figure 36 – Setting Location for Local Dial-In

1. On the Local Phone Dial-In Setup page, use the trackball to choose the type of Internet connection used to connect the cabinet for Tournament Play. Select **Dial-up** if the cabinet will be using a standard phone line, or select **Broadband** if the cabinet has a high-speed Internet connection. When you are finished, press the *Start* Button to move to the next field.
2. Select your state (or province) with the trackball and press the *Start* button to move to the next field.
3. Select the city closest to you with the trackball and press the *Start* button to move to the next field.
4. Select the phone number (PRIMARY) closest to you with the trackball and press the *Start* button to move to the next field. Please be aware that you will be responsible for all long distance telephone charges when the game dials out.
5. Select whether to skip the area code (choosing **No** will dial the area code). Press the *Start* button to move to the next field.
6. Enter a Dialing Prefix if you need to dial a " 1 " before the area code, or a special number (for example, a " 9 " or a comma) to dial out. Use the trackball to highlight the numbers on the right and press the *Start* button to select.
7. Select the phone number (SECONDARY) closest to you with the trackball and press the *Start* button to move to the next field.
8. Select whether to skip the area code (choosing **No** will dial the area code). Press the *Start* button to move to the next field.
9. Enter a Dialing Prefix.
10. The final phone numbers will be shown on the bottom of the screen. Review the entered information. If you need to make corrections, press the *Shot Type* button to move to the desired field. When all information is correct, select **DONE**, then press the START Button to start the dial up process.
11. After the Registration Successful message is received, the cabinet will display the following message:



Figure 37 – Successful Dial-In Message

12. After registration, the current information and tournament scores will download to the cabinet.
13. You can return to the Registration and Edit Options menu to set the **Update Call Time** and the **Time Zone** for the cabinet. See the arrows in the figure below. You must cycle the power on the cabinet for the new Time Zone setting to work.



Figure 38 – Changing Call Time and Time Zone

Last Call Not Complete Message

After the Tournament Registration process is completed, you should see the words TOURNAMENT ENABLED and CONNECTED across the bottom of the screen during the Game Attract mode. The cabinet will continue to display these confirmation messages as it successfully dials up and connects to the GLOBAL VR Tournament Servers each day.

If your cabinet fails to connect you will see the LAST CALL NOT COMPLETE message displayed, but your cabinet will still be TOURNAMENT ENABLED. If your cabinet fails to connect within 72 hours you will see the full message TOURNAMENT DISABLED and LAST CALL NOT COMPLETE. You will need to resolve these connection problems for you cabinet to continue in the tournaments. Please see the full error message in the Registration and Edit Options tab in the Operator Menu to resolve the connection problem.

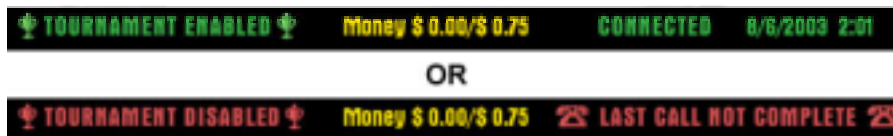


Figure 39 – Checking Tournament-Enabled Status

Changing Cabinet Location

If you change the location of the cabinet that is registered for Tournament Play, please inform GLOBAL VR by using the *Tournament Cabinet Location Change Form*. It is important for GLOBAL VR to have the correct location address for any cabinet registered in a tournament to award prizes to winning players. A *Tournament Cabinet Change Location Form* is included with the *Tournament Operator Manual*.

Performing a Force Call

You can force the cabinet to dial-out and synchronize with the GLOBAL VR Tournament Play System servers at any time. When the cabinet synchronizes with the servers, it will download new tournament information, players' scores, and players' card ID numbers.

To perform a force call, press the Operator Button located behind the coin door on the front of the cabinet. Use the trackball to highlight **Registration and Edit Options** from the Game Operators menu on the left-hand side of the screen and press the *Start* Button.



Figure 40 – Performing a Force Call

On the Registration Options Menu, highlight **Force Call** and press the *Start* button to begin the dial-in process. Once the dial-in process has completed successfully, the cabinet will now hold current tournament information, and players' scores for the leader board.

Un-Registering a Cabinet

You will need to un-register a cabinet only when you want to remove the cabinet from Tournament Play.

1. Press the Operator Button located inside the coin door on the front of the cabinet. Use the trackball to highlight **Registration and Edit Options** from the Game Operators menu on the left-hand side of the screen and press the *Start* button.



Figure 41 – Un-Registering a Cabinet

2. On the Registration Options Menu, highlight **Un-register Cabinet** and press the *Start* button to begin the Un-Register process.
3. You will need to swipe the Operator Card that registered the cabinet to un-register it now. The game software will not allow a different Operator Card to un-register the cabinet. You will see the following message:
Warning, you are about to un-register your cabinet, turning off the Tournament Play feature. However, your account is still setup for automatic billing. If you wish to cancel your billing for this cabinet, you must contact GLOBAL VR Accounting Department at 408-597-3400 and request cancellation of your automatic billing cycle.
4. On the final confirmation screen, use the trackball to scroll across and select **CONTINUE**, then press the *Start* button to un-register the cabinet. You must have the cabinet connected to a phone line in order to complete the un-register process.
5. Once you press the *Start* button the dial-up procedure to un-register your cabinet will begin. When the un-registration process has completed successfully, you will briefly see the screen below, and then return to the Game Operators main menu.



Figure 42 – Confirming Un-Registration

Setting Tournament Pricing

Use the following procedure to set tournament pricing: (see figure below)



Figure 43 – Setting Tournament Pricing

1. From the Game Operators menu, use the trackball to highlight **GAME MODE** and press the *Start* button to select.
2. Use the trackball to scroll down the list and select the **9 Hole Tournament** and **18 Hole Tournament** settings. Press the *Start* button to edit the amount of coins used to start each game.
3. Use the trackball to scroll up and down through the available numbers. Change the credits to the appropriate price for your location, and then press the *Start* button to select.
4. When you have finished editing the tournament prices, select **Play** from the Game Operator's menu and press the *Start* button to launch the game.

Starting a Local Tournament

Once your cabinet is setup for Tournament Play, and has connected and registered with the GLOBAL VR tournament servers, you will be able to set up and start your own local tournaments on each cabinet that you own, or just a group of cabinets at a certain location. There are 2 ways to set up a local tournament on a cabinet:

- **On the Web.** Go to the GLOBAL VR web page and log-in with your Operator Account information. Follow the onscreen instructions to setup and start a local tournament.
- **On the Cabinet.** On your cabinet, go to the Create Tournament page in the Operator Menu. Use the instructions in the next section to help you create a local tournament.

Once you create your local tournament, you will see it listed under Current Tournaments as shown in the picture below. Please be aware that new local tournaments require a setup period of **7 days** before the tournament start date can begin.

Once the local tournament has been submitted to GLOBAL VR, you will see a status icon next to your local tournament name. The status icons are described in detail below.



Figure 44 – Checking the Status of Your Local Tournament

Table 3 – Local Tournament Status Key

	Running	Local Tournament has been approved and is currently running on specified cabinets.
	Approved	Local Tournament has been approved and is waiting to be run on specified cabinets, on the specified run date.
	Pending	Local Tournament has been submitted to GLOBAL VR and is awaiting the approval from the Tournament Department.
	Deleted	Local Tournament has been completed and will be deleted from the Current Tournament list within 2 days.
	Not Submitted	Local Tournament has been setup on the cabinet and is waiting to dial out and submit the information to the GLOBAL VR Tournament Servers for approval.
	Disapproved	Local Tournament has been disapproved by the GLOBAL VR Tournament Department. Please call or log-in to GLOBAL VR for details.

Creating a Local Tournament from the Cabinet

Follow the instructions below to set up a local tournament from the cabinet. The cabinet must be connected with the GLOBAL VR tournament servers to transmit the local tournament information.

Local Tournament Name and Promotion

1. Press the Operator Button located inside the coin door on the front of the cabinet. Use the trackball to scroll down and highlight **Create Tournament** and press the Start Button.



Figure 45 – Selecting “Create New Local Tournament”

2. Use the trackball to scroll over and highlight **Create New Local Tournament** and press the start button to begin.
3. The next two screens will ask you to agree with the Local Tournament User Agreement and Guidelines. Use the trackball to highlight “Agree” or “Disagree,” and the *Start* button to select. You will need to select “Agree” on both screens to be able to set up and run a local tournament.
4. On the next page, start by entering in the name of your local tournament. Enter a website URL (optional) that will advertise this local tournament, and will explain the prizes or any other information. See figure below.



Figure 46 – Entering Tournament Name and Promotional Text

5. You can enter in 2 lines of promotional text that will appear on your cabinet's game attract loop. This text will advertise your local tournament start times for 4 days before the start date of your local tournament. Once you have the promotional text entered, press the *Shot Type* button to scroll down to the next field.
6. You can then enter another 2 lines of promotional text that will appear while the local tournament is actively running on your cabinets. Once you have the promotional text entered, press the *Shot Type* button to scroll down to the next field.
7. When you are finished entering promotional text, press the *Shot Type* button to scroll down to the **Next** button and press the *Start* button to move to the Tournament Dates screen.

Local Tournament Dates

Now you will set the local tournament start and end dates. You must allow 7 days before the start date of your new local tournament for the GLOBAL VR tournament department to approve and set up the local tournament.

1. Change the calendar month forward or backwards by highlighting the arrows next to the month name and pressing the *Start* button.



Figure 47 – Selecting Start and End Dates for the Local Tournament

2. Begin with the tournament start date calendar to set the start date. Once you have the correct start date selected, press the *Start* button to select the date, and then press the *Shot Type* button to move to the start time settings. The 4 days in yellow show you when the promotional text will be displayed in the attract loop of the cabinets running the local tournament.
3. Use the trackball to scroll through the available start time settings and press the *Start* button to select. You will automatically move to the next field in the time settings.
4. Once the tournament start time is set, you will automatically move to the tournament end date calendar. Use the trackball to set the end date. The duration of the tournament is shown by the green highlighted dates on the calendar. A local tournament can be run for as little as 15 minutes, or as long as 1 year. Once you have the correct end date selected, press the *Start* button and then press the *Shot Type* button to move to the end time settings.

5. Use the trackball to scroll through the available end time settings and press the *Start* button to select. You will automatically move to the next field in the time settings.
6. Once you have the start and end dates and times set, press the *Shot Type* button to scroll down to the **Next** button and press the *Start* button to move onto the next setup screen.

Local Tournament Details

On this setup screen, you will enter the details of the local tournament. See the figure below.



Figure 48 – Setting the Local Tournament Details

1. Set the **Tournament Course** you would like for the local tournament. You can choose from any cabinet courses.
2. Set the **Tournament Length** in the number of holes played on the course. You can choose 3-, 6-, 9-, or 18-hole golf games. This selection will determine what golf holes can be played on the course in next selection.
3. Set the **Holes** you would like to play. Your choices will be restricted based on the tournament length. For example, in a 6-hole tournament, you can only play the Front 6 (holes 1–6) or the Back 6 (holes 10–15). You cannot choose to play holes 7–9 or 16–19.
4. The **Tournament Difficulty** defines the wind conditions and how hard it is for a player to sink the ball. Each skill level defines the size of the hole and the magnetic attraction placed on the ball. The Magnetic attraction works by pulling the ball into the hole when the ball gets within a certain distance of the hole. Very Easy has a larger hole and the most magnetic attraction placed on the ball. Very Hard has the smallest hole with almost no magnetic attraction. The options to choose from are Very Easy, Easy, Medium, Hard, and Very Hard. The default setting for GLOBAL VR tournaments is **Hard**.
5. The **Cabinets in Tournament** will define which cabinets you own will be in the local tournament. The only options to choose from are **All Cabinets** or **This Cabinet Only**. You can define a group of cabinets only through the Local Tournament web setup.
6. Next, set the reporting options you would like to see for your local tournament. You can choose from daily or weekly reporting sent to either your fax machine or e-mail address setup under the contact information page explained on page 47.

- Once you have your Local Tournament golf settings set up correctly, press the *Shot Type* button to scroll down to the **Next** button and press the *Start* button to move onto the next setup screen.

Local Tournament Pricing and Confirmation

On this setup screen, you will enter the local tournament pricing, and then you will confirm your local tournament settings. See the figure below.

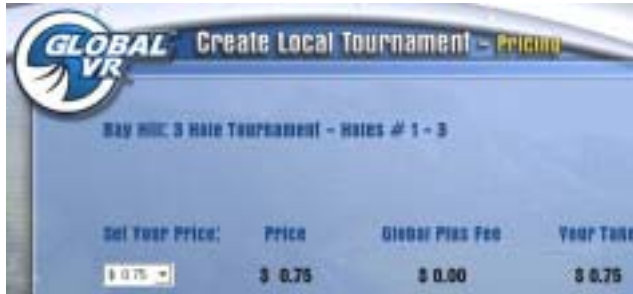


Figure 49 – Setting Local Tournament Pricing

- Set the Local Tournament price. This price will be displayed with your local tournament information when a player is selecting a game. The GLOBAL VR Plus Fee will only display if you have selected the Pay Per Play Tournament Account (where you are charged a fee for each time a player participates in your Local Tournament). Please read the *Tournament Operator Manual* for more specific information about Pay Per Play Tournament Accounts.
- After setting the pricing, you will see the Local Tournament Confirmation page. Please read each item on this page and check for correct spelling and dates. See the figure below. If you find any mistakes, highlight the **Back** button and press the *Start* button to go back to the data-entry screen.

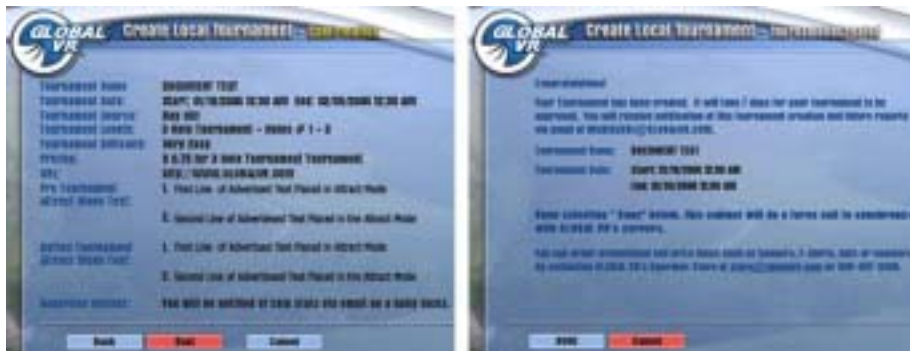


Figure 50 – Confirming the Local Tournament

- If the information on the Confirmation page looks correct, highlight the **Next** button and press the *Start* button to go to the final confirmation screen.
- Your Local Tournament has now been created and is ready to transmit to the GLOBAL VR tournament servers. Highlight the **Done** button and press the *Start* button to confirm the created Local Tournament and send the information to the GLOBAL VR tournament servers. Pressing the **Done** button will begin a Force Call to the GLOBAL VR Tournament servers to submit your Local Tournament information.

Local Tournament Contact Information

The Tournament Contact Information will be entered automatically from the setup information you provided for your GLOBAL VR tournament account. You should only change this information if your contact information has changed. Please be aware that changing the Tournament Contact Information on any cabinet will affect the contact information for your entire account. Use the following procedure to make corrections. See the following figure.



Figure 51 – Entering Contact Information

1. Use the trackball to highlight numbers, and the *Start* button to select them to enter the phone number of your location. When finished, press the *Shot Type* button to move to the next field.
2. Use the trackball to highlight numbers and the *Start* button to select them to enter the fax number of your location. When finished, press the *Shot Type* button to move to the next field.
3. Use the trackball to highlight numbers/letters and the *Start* button to select them to enter your e-mail address. When you are finished, press the *Shot Type* button to move down to the **Next** button, and press the *Start* button to move back to the Tournament Detail page.

Local Tournament has Ended

Once your Local Tournament has ended, the Local Tournament Icon and Local Tournament Promotional text will be removed from play on all cabinets, and the player's scores will be finalized. You will not be able to view or receive the final scores until all cabinets participating in the tournament have uploaded their scores to the GLOBAL VR tournament servers.

You can immediately view who won your Local Tournament by doing a force call on all cabinets running the Local Tournament and uploading the latest player scores to the GLOBAL VR tournament servers. Once the Local Tournament information has been uploaded to the tournament server, the leaderboard will display the players' scores for your Local Tournament. The Local Tournament promotional data will be removed from the cabinet 4 days after the Local Tournament has ended. All Coin Collection data for the Local Tournament will remain viewable on the cabinets until a Coin Collection reset is done.

Getting Tournament Status Updates

At any time during the Local Tournament, you can login with your Operator User ID and password to view the Local Tournament leaderboard stats, cabinet earnings, and access other tools that make managing your local tournaments easier. Your User ID and Password were given to you when you signed up for the GLOBAL VR Tournament Account. If you have lost this information, please contact the Tournament Department at GLOBAL VR by calling 408-597-3400.

The screenshot shows the GLOBAL VR website interface. On the left, there is a 'Tournament Login' section with fields for 'User ID' and 'Password', and a 'Login' button. Below this is a message: 'Login with your Operator User ID and Password that came when you setup your Tournament Operator Account with GLOBAL VR'. On the right, there is a 'Local Tournament Leaderboard' section. It displays tournament details: 'Tournament: Operator Golf Special', 'Course Name: TPC Of Scottsdale', 'Course Holes: 6 (Holes #10-15)', 'Difficulty Level: Very Easy', 'Hosted By: US Test Operator', 'Days: 1/11/2004 12:00 AM - 1/13/2004 12:00 AM', and 'Status: Closed'. Below this is a 'LEADERBOARDS' section with a 'Tournament Leaderboard' table. The table has columns for Position, Name, Location, Long Drive, Great Shot Points, and Score. The data is as follows:

Position	Name	Location	Long Drive	Great Shot Points	Score
1	SAGAT SUPER	AAA,AL	11840	20907	-9
2	VEGA FOG	AAA,AL	11794	20763	-9
3	BOOCHIE	AAA,AL	11831	24415	-9
4	AYURMA FOG	AAA,AL	11869	23200	-8

Figure 52 – Viewing Tournament Status on the Web

With your web browser, go to: <https://www.globalvr.com/GVRNET/> for the GLOBAL VR Tournament Login page. Log in with your Operator User ID and Password to view your cabinet's earnings and Tournament Play status.

Players' Cards for Tournaments

The Players' Card allows players to easily register for tournaments. Players' Cards can only be used for Tournament Play Golf games. They work on any EA SPORTS™ PGA TOUR® GOLF cabinet that is running a National or Local Tournament Play game. The Players' Card holds the necessary registration information for the GLOBAL VR Tournament Play System. Each time players enter a tournament, they will only need to swipe their card at the cabinet and the Players information is automatically logged into the tournament.

Information held on a Players' Card:

- Players' First and Last Name
- Players' Card ID number

The information held on the Players' card will only be used for GLOBAL VR Tournaments. We do not sell or distribute any personal information gathered by the GLOBAL VR Tournament Play System registration process.

A Players' Card costs \$2.00 and will be mailed to the address the player provided during the registration process. Please allow 7-10 working days for the player to receive the card. During this waiting period, a player can still login for tournaments by using the 6-digit player card number assigned to them when they registered for their Players' Card.

To get a Players' Card, the player has two options:

- Go to GLOBAL VR's website at www.globalvr.com and register for a Players' Card there. A tournament competition does not have to be running in order to register for a Players' Card. This option requires paying with a credit card.
- A player can register at any EA SPORTS™ PGA TOUR® GOLF cabinet that is running the Tournament Play software.

Tournament Play Frequently Asked Questions

Q: Does my phone line have to be connected to play tournaments?

A: Your machine must dial in (typically once per day) in order to:

- be notified that a tournament has started
- download/update the leaderboard with new scores.

Once the cabinet has a tournament running, a phone line is not required during game play, but it is required for periodic update calls to the GLOBAL VR Tournament Servers. If you only have one phone line and need it for regular calls during business hours, please use the telephone line splitter provided in the Tournament Upgrade Kit. This will allow you to keep the cabinet connected to a phone line and still receive regular business calls.

Q: How many Tournaments will be run?

A: GLOBAL VR will run tournaments every 2 weeks.

Q: How can I tell if my cabinet is registered for Tournament Play?

A: During the attract mode of the game, look at the bottom right hand corner of the screen; the word REGISTERED should be visible. The word UN-REGISTERED will be visible if your cabinet is un-registered.

Q: How often does the cabinet update?

A: The Leaderboard updates tournament scores daily—usually at nighttime. During attract mode, you can look at the bottom left-hand corner of the screen to see the last date and time the cabinet updated the Tournament Play information. You can force the cabinet to update at any time by using the Force Call button from the Game Operator menu.

Q: What if my cabinet was off during the update time?

A: The next time the cabinet is powered on, it will automatically perform a tournament update to get the current information from the GLOBAL VR Tournament Servers.

Chapter 7 – NEW! World Tour Mode

World Tour mode gives players another way to qualify for the Global VR North American Championship (allowed only in the United States and Canada). Players must complete all 19 courses to qualify. The top 30 scores around the nation qualify for the North American Championship.

Following are the features of World Tour mode:

- Players must complete all 19 courses to qualify for the World Tour Leaderboard. The best score per course is summed for a total score.
- Players cannot play the same course more than 80 times when qualifying. After 80 starts, players can still play to maintain their handicap and compete against other players.
- Up to four-player multiplayer is allowed in World Tour mode.
- Official qualifying scores for World Tour mode will last until the qualifiers are completed at the end of September.
- Any statistics tabulated after September 26th, 2004 will not count towards World Tour.
- The same player card will be used for both Tournament Play and World Tour.
- No mulligans allowed.
- Tournament difficulty will be level 4.
- There will be four unique courses for World Tour Mode:
 - Timber Hill II
 - Scorpion Ridge II
 - Royal Birkdale
 - Spyglass
- Scores posted in Arizona, Louisiana, Montana, New Jersey, North Dakota, South Dakota, Alaska, Quebec, and New Brunswick will not count towards a qualifying score for the North American Championship.
- World Tour Mode will be advertised during the game attract mode with the following banner:

Place in the top 30 to qualify for the North American Championship in Las Vegas!

Keep playing World Tour to improve your score and post your handicap!

All 19 courses must be completed to be included in the handicap and skill rankings.

Only the best score per course is used for handicap ratings and the National tournament qualifier.

Only the initial 80 games started on each course will count towards qualifying for the National Tournament. Any games completed after 80 will count toward the players overall handicap.

Playing World Tour Mode

The following sequence describes how to play a game in World Tour Mode: (see figure below)



Figure 53 – Playing World Tour Mode

1. Press the *Start* button to choose the type of play. Use the trackball to select **World Tour**, and presses the *Start* button.
2. The game asks how many players. Use the trackball to select, and press the *Start* button.
3. The game asks you to swipe your card, log-in using your player name, or register as a new competitor. This process repeats for every player in a multiplayer game.
4. When registration is complete, each competitor chooses a player.
5. After players are chosen, the game displays the course-selection screen. See the following figure.



Figure 54 – Choosing a World Tour Course, and Viewing Statistics

6. From the course selection screen, you use the trackball to scroll the list of available courses. This is what the colors and symbols mean:
 - **Black Circles and name entries.** This means that the course and/or player has reached their limit of 80 games started on a given course. The player will be allowed to play the course, but their scores will not count toward World Tour Mode qualification.
 - **Green Circles.** This means that the course has not been started. **Green Text** for a player means that they have not started the given course.
 - **Red Circles.** This means that the course has been started by at least one player (not to the limit of 80 plays) and that it can be selected. **Red Text** for a player shows the player's current best score for the course.
7. From the course selection screen, pressing the *Shot Type* button displays the rules screens.
8. To start the game, press the *Start* button.

Handicapping Feature

A scratch golfer or “Par” is -27 for an 18-hole course, or -14 for 9 holes. If the player scores better than a -27, there would be no handicap value assigned. A player’s ranking changes as his scores improve, and his handicap gets lower. Following are the rules regarding handicapping:

- To calculate the handicap, the game uses only the best score from completed games to average handicap. All scores are added, and then divided by 18 to get total score. Scores are averaged up or down to whole numbers.
- Player leaderboard “ties” use GSP (Great Shot Points) to determine winner.
- Player handicaps may only be generated after completion of ALL 19 courses. After a handicap has been set, it may be improved upon by posting better scores on the courses.

Table 4 – Handicapping Categories

Ranking	Scoring Average
Champion	-27 to -21
Professional	-20 to -15
Semi – Pro	- 14 to -7
Amateur	- 6 to Par +

Chapter 8 – Technical Information

Cabinet Specifications



Figure 55 – Cabinet Dimensions

Physical Specifications

- Weight = 400lbs
- Height = 90"
- Width = 30"
- Depth = 46"

Hardware Features

- Pentium 4 computer
- Nvidia GeForce 4 graphics
- 512 megabytes RAM
- 32-bit color
- 800 x 600 Super VGA monitor
- Dollar bill acceptor

Parts List

This parts list applies to tournament and non-tournament cabinets. If your cabinet is damaged, or you need support, please reference these part numbers when contacting GLOBAL VR technical support.

Table 5 – Cabinet Parts List

Description	Qty	Part Number
DFI Golf Computer	1	DFI-NB32-SL
DFI Computer Mounts	2	V2-0183-00
Nvidia G4 Ti 4200 Video Card	1	AS42128XAR
WG Monitor 27" SVGA 800x600	1	WGM2792-U0TS42A
Monitor Bezel 27"	1	49-0106-00
Tournament Folding Marquee	1	PGA-6010-00
LED Display	1	1036-3001A
LED Power Supply	1	4025-1203
LED Serial Cable	1	GLO-D9-R6
LED Extender Cable	1	GLO-DC-PH-EXT
Card Reader	1	7101USB
USB Cable A to B, 6ft	2	USB-AB06MM
Trackball, 3" with TTL Sensors	1	56-0100-HLWB
GLOBAL VR Game Card	1	USBIO
USB I/O Wire Harness	1	GLO-01111-01
PGA Game Dongle	1	H4-MEMOHASP
Coin Door Assembly	1	40-3000-30
Coin Door Converter Cable	1	GLO-COIN-CONV
Software, PGA OS CD	1 Disc	050-0024-01
Software, PGA Champ III - Full Install	2 Discs	050-0048-01
Software, PGA Champ III - Express Install	1 Disc	050-0049-01
Phone Jack Splitter	1	T-6008
Telephone Cord (25ft)	1	T-1025
PGA Cabinet Artwork		
PGA Left Side Graphics	1	PGA-AW-01-L
PGA Right Side Graphics	1	PGA-AW-01-R
PGA Marquee	1	PGA-AW-03
PGA Control Panel Overlay	1	PGA-AW-04
PGA Card Reader Graphics	1	PGA-AW-05
Tournament Marquee	1	PGA-AW-08
Tournament Marquee Left	1	PGA-AW-09-L
Tournament Marquee Right	1	PGA-AW-10-R
Tournament Instructions Sticker	1	PGA-AW-07
Instruction Manual	1	040-0040-01
Tournament Operator Manual	1	040-0020-01
PS/2 Keyboard	1	PS2-Keyboard
Keys, Rear Access Door	2	
Keys, Coin-mech	2	
Keys, Coin Door	2	

Wiring Diagrams

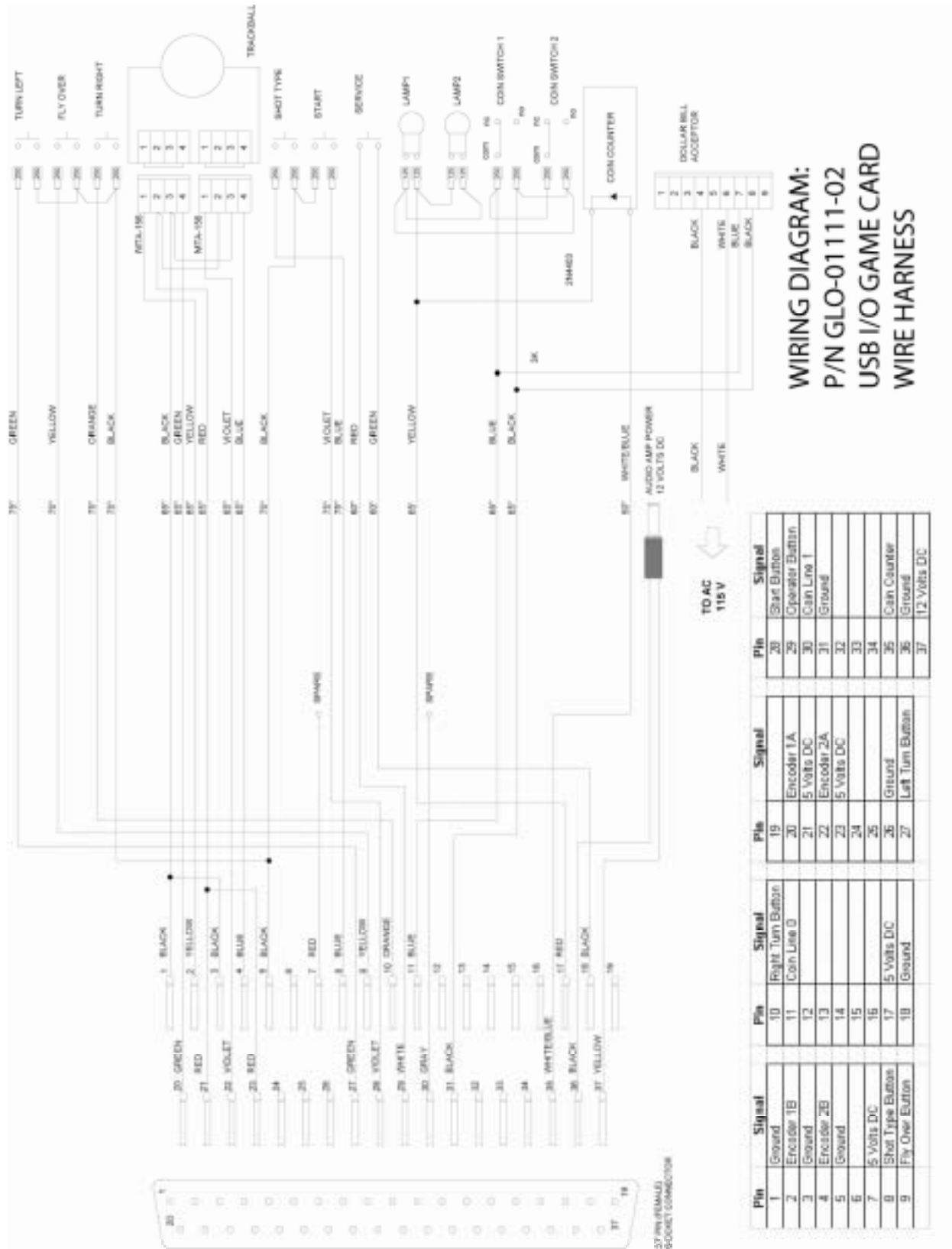


Figure 56 – USB I/O Wire Harness Diagram

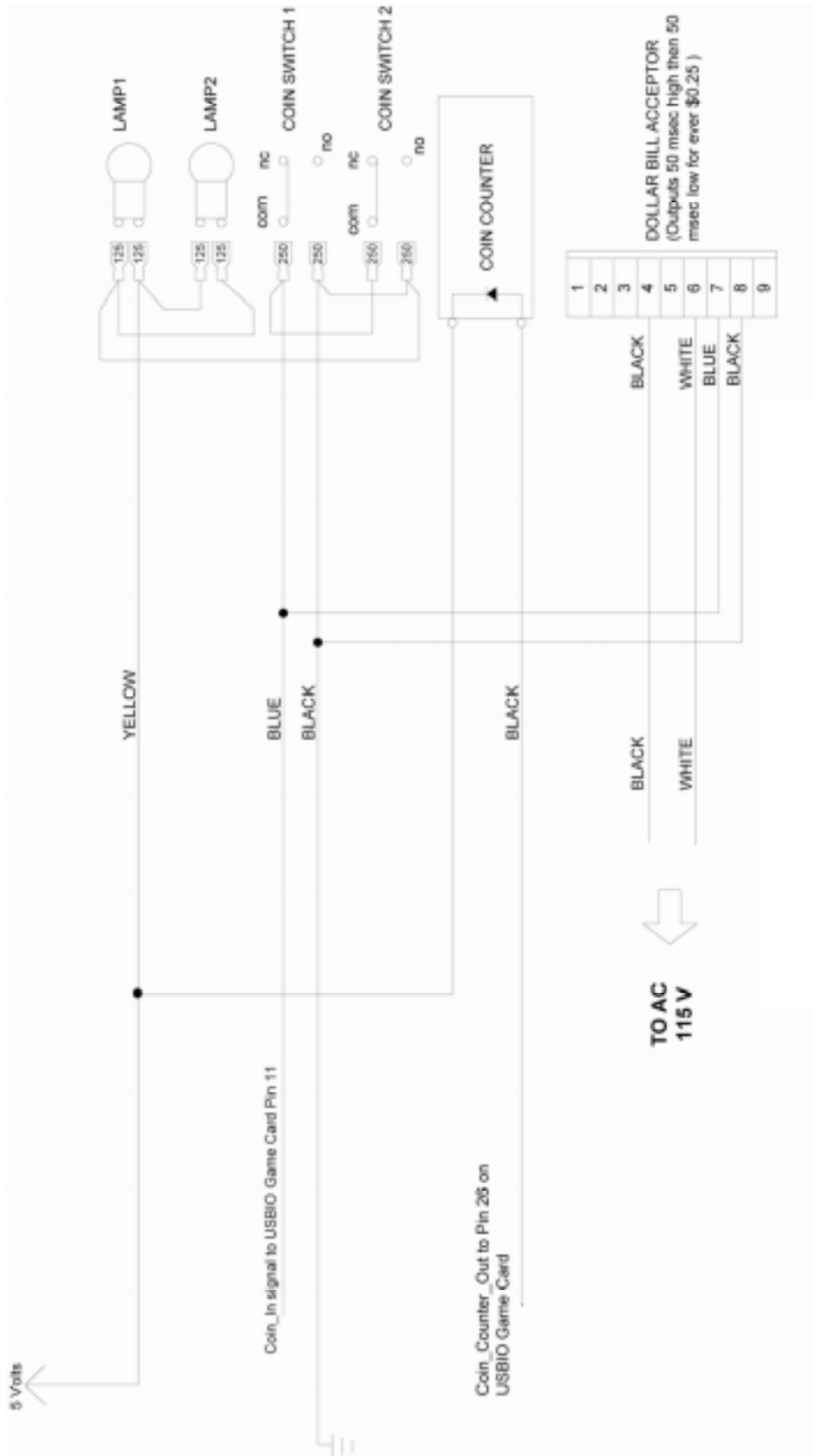


Figure 57 – Coin Door Wiring Diagram

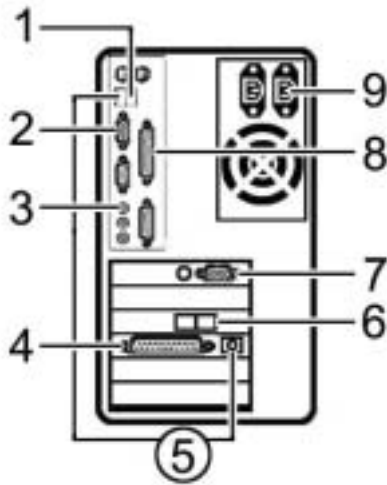


Figure 58 – Computer Rear Panel Diagram

Table 6 – Description of Computer Ports

Port	Description
USB 1	USB Port 1 on the computer connects to the USB Card Reader. Used only for Tournament Play.
COM 1	Serial / COM Port 1 on the computer connects to the Tournament LED Marquee. Used only for Tournament Play.
Audio Out	The Green Audio Out Port on the computer connects to the PGA-JAMMA board.
DB-37	USB I/O card connects to the Trackball, Buttons, and Coin Door Mech through the USB I/O wiring harness.
USB 0 to USB I/O card	The USB Port on the USB I/O card connects to USB Port 0 on the computer.
Modem Line Out	The right side plug is the Modem Line port that connects to the analog phone line. Used only for Tournament Play.
Video Out	The 15-pin video port connects to the Super VGA Monitor cable inside the cabinet.
Printer Port	The GLOBAL VR Game Dongle is plugged into the printer port on the computer. The game software will not run if the dongle is not plugged in.
AC Power	AC Power input must use an IEC 14 connector.

Troubleshooting

Video Troubleshooting

Problem	Cause	Possible Solution
No picture on monitor	Power problem	Verify the AC power connection to the monitor. You can verify that the monitor has power by looking for a small glow in the neck of the CRT.
	Bad video cable	Verify that the video cable is firmly connected from the monitor to the video card on the computer. While the monitor is powered ON, unplug the video cable from the monitor. You should see a message on screen saying <i>No Signal</i> to verify the monitor is working.
	Bad chassis PCB	Verify that the fuses on the chassis PCB are good.
Picture is out of color or misaligned	Picture is dim or faded	Use the monitor control panel to adjust the brightness and contrast settings. Adjust the monitor gamma setting (see page 29).
	Picture is out of color	Use the monitor control panel to adjust the red, green, and blue color settings.
	Picture geometry is misaligned	Use the monitor control panel to adjust the height and width as well as other geometric adjustments to see if this corrects the problem.
	Distorted colors on screen	Use a degaussing coil on the monitor to see if this corrects the color problem.

Audio Troubleshooting

Problem	Cause	Possible Solution
No audio	Volume setting	Enter the Operator Menu and adjust volume the volume setting for the cabinet. Verify that the attract volume is ON. Verify the adjustable volume setting on the audio amp is not turned off.
	Bad wiring	Turn off the cabinet. Verify that all the wires are firmly connected to each speaker. Verify that no wires are frayed or improperly shorting to ground.
	Blown speakers	Remove the speaker's grill covers, and visually inspect each speaker is in working order. Run the Sound Test from the Operator Menu to verify each speaker is working.
	Bad audio amp	You can verify the audio amp next to the Operator button is working by installing it into another working cabinet. If that is unavailable to you, plug a simple computer speaker into the audio ports on the computer and verify that sound is working from the computer.
Audio is distorted or muffled	Blown speakers	Remove the speaker's grill covers, and visually inspect each speaker is in working order. Run the Sound Test from the Operator Menu to verify each speaker is working.
	Faulty wiring	A weak or low muffled sound is a sign of reversed speaker wires. Check for reversed wires on each speaker.
Bad sound channel	Bad audio amp	You can verify the audio amp next to the Operator Button is working by installing it into another working cabinet. If that is unavailable to you, plug a simple computer speaker into the audio ports on the computer and verify that sound is working from the computer.
	Blown Speakers	Remove the Speaker grill covers and visually inspect each speaker is in working order. Run the Sound Test from the Operator Menu to verify each speaker is working.
	Bad Wiring	Turn off the cabinet. Verify that all the wires are firmly connected to each speaker. Verify that no wires are frayed or improperly shorting to ground.

Computer Troubleshooting

Problem	Cause	Possible Solution
No video	Loose or bad video card	Verify the video card is firmly plugged into the AGP slot on the computer. When the computer is ON verify the fan on the video card is spinning and working properly. When the computer boots up, it performs a PC self-diagnostic test. If there is a problem with the video card, you will hear 3 beeps from the computer.
	Loose or bad video cable	Verify that the video cable is firmly connected to the computer 15-pin video port and the 15-pin video port on the monitor. Check the video cable and make sure it is not pinched or frayed.
No video, no audio	Faulty hard drive	If you are getting no audio and no video, and the computer is powered on, you might have a faulty hard drive or corrupted software on the hard drive. Reload the software from the System Restore CDs to see if this solves the problem. If you continue to have hard drive problems after you reload the software, you may have a faulty hard drive.
	No power to computer	Verify the line voltage is set to the correct voltage for your area: 115V or 230V. Unplug the AC power cord from the computer and re-plug it back in to power on the computer.
No control panel or button functions	No power to the USB I/O card	If the USB I/O card is bad, all buttons and controls on the cabinet will not work. Make sure that the USB I/O card has power plugged into it from inside the computer.
	Bad wiring	Verify that the DB-37 connector is firmly connected to the USB I/O card. Verify that no wires are frayed or improperly shorting to ground in the wire harness.

Control Troubleshooting

Problem	Cause	Possible Solution
Buttons do not work	Bad micro switch	Replace the micro switch on the button and re-test. Verify that the wires are connected to the correct spades on the micro switch.
	Bad wiring	Turn off the cabinet. Verify that all the wires are firmly connected to each button. Verify that no wires are frayed or improperly shorting to ground.
	Bad USB I/O Card	If the USB I/O card is bad, all buttons and controls on the cabinet will not work. Make sure that the USB I/O card has power plugged into it from inside the computer.
Trackball does not work	Bad wiring	Verify that no wires are frayed or are improperly shorting to ground.
Sloppy or bad trackball response	Bad TTL sensors	Go into the Operator Menu and run the Player Control test. Spin the trackball in all directions and verify that you are getting a good response. Check the RPM speed on the trackball when you hit the trackball as hard as you can. You should get a reading over 9000 RPM if your trackball is in good condition.

Miscellaneous Troubleshooting

Problem	Cause	Possible Solution
USB game dongle not found	Game dongle not plugged in	Plug the game dongle into the computer. Power the cabinet off then on to see if this resolves the problem.
	Faulty USB game dongle	If you have a USB game dongle that does not illuminate, it is not recognized by the computer. Replace the game dongle with a working one.
Cabinet gets very warm	Faulty ventilation fan	Verify that the exhaust fan is working. It is located near the vents at the top of the cabinet. Replace the fan if worn or spinning slow.
	Ventilation holes on cabinet are blocked	Make sure you have proper clearance between the cabinet rear and the wall. Make sure the vent's holes are clear of dust and that air can flow freely.
Marquee lamp is bad or Intermittent	Faulty fluorescent tube	Check the fluorescent tube for darkened or cracked end. Replace the fluorescent tube if it looks worn.
	Faulty fluorescent fixture	Verify the fluorescent tube pins make a good connection with the lamp fixture. Check the ballast for proper operation.
Improper amount of credits given when coins or bills are inserted	Incorrect setting in operator menu	Go in the Operator Menu and verify the coin settings, and adjust them as necessary.
	Faulty wiring	Turn off the cabinet. Verify that all the wires are firmly connected to the coin mech and bill validator. Verify that no wires are frayed or improperly shorting to ground.
Game will not accept coins or bills	Faulty coin mech	Verify the coin mech is not jammed. Make sure the coin mech is properly aligned and latched to the coin door.
	Faulty bill validator	Verify the bill validator is powered on and working. If the bill validator is faulty it will usually blink an error code on the inside of the coin door.

Modem Troubleshooting

- **Modem Errors “No Dial Tone”**

If you get the message “no dial tone” when trying to register the cabinet, but you can hear the phone go off the hook, it is most likely that you have the phone line attached to the wrong port on the modem. Make sure the phone line is plugged into the right side of the modem and retry the registration process.

- **Modem Error Codes**

These errors occur when the system fails to connect with the tournament server. In order to fix these problems, be sure you have a working analog phone line plugged into the LINE port on the modem of the computer, then try to register the cabinet again. You will need to follow the registration process steps again, but all the information you entered in from the previous registration attempt will still be there. If the problem continues, please try again later, or try a different phone number to dial into. If you need to contact technical support, please have the modem error code, dial-up phone number the computer is using, and the game serial number ready for the GLOBAL VR technical support representative to help you diagnose your problem faster.

Table 7 – Common Modem Error Codes

1	The dial-up network phone book has been corrupted. Please re-install the game software to correct this problem.	691	The ISP is rejecting your dial-up account because the user name and/or password are invalid. Contact GLOBAL VR technical support.
3	The connection to the GLOBAL VR tournament database failed to sync with the cabinet. Please try your call again later.	718	The ISP timed out waiting for a valid response from the remote computer. This may be caused by poor phone line quality.
668	The connection was terminated. Try again later or try a different dial-up number.	777	The ISP is busy or is having problems. Try again later or try a different dial-up number.
676	The phone line is busy; another device is using the phone line. Try again later.	10001	Cabinet registration failed. Try again. If problem persists, call GLOBAL VR to verify the Operator Card is in good standing.
678	The ISP phone number is not answering. Try again later or try a different dial-up phone number.	10002	Cabinet registration failed. Try again. If problem persists, call GLOBAL VR to verify the Cabinet ID or Operator account is in good standing.
680	There is no dial tone. Check if a phone line is connected to the modem.	10010	Cabinet is in hibernation mode and will not connect with the GLOBAL VR tournament servers. Call GLOBAL VR to reactivate the cabinet.

- **No Registration Button in the Operators Menu**

If the serial cable from the LED display is not plugged into COM Port 1 on the computer, the Registration Option menu will not be displayed in the Game Operators menu. The LED display must be working correctly to enable Tournament Play in the game software.

Technical Support

Free telephone, e-mail and online support are provided for systems during the warranty period. In addition to helping with troubleshooting and diagnosing defective parts, GLOBAL VR technical support is prepared to help you with questions about the operation of your game.

When you contact technical support, please provide the following background information to aid our technical support process:

- Cabinet's Game Serial Number (found in the Machine Menu page of the Operator Menu, and on the back of the cabinet).
- Your mailing address and telephone number.
- A summary of the question or a detailed description of the problem with your cabinet.

Technical support is available from 9:00AM to 5:00PM, Pacific Standard Time, Monday–Friday.

Call 408-597-3400 to reach a Technical Support staff member.

E-mail support is available at this address: support@globalvr.com

Tournament E-mail Support is available at this address: tournament@globalvr.com

Warranty Service

If at some point you require warranty service, contact your distributor. If technical support staff determines that your game is defective, a Return Merchandise Authorization (RMA) number will be issued.

Warranty Information

LIMITED WARRANTY

GLOBAL VR warrants that its computer circuit boards, hard drives, power supplies, monitors, displays, controls, sensors, and mechanical structures are free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of shipment.

All software and accompanying documentation furnished with, or as part of the Product, is supplied "AS IS" with no warranty of any kind except where expressly provided otherwise in any documentation or license agreement furnished with the Product.

During the warranty period, GLOBAL VR will, at no charge, repair the Product, provided:

- Purchaser believes that the Product is defective in material or workmanship and promptly notifies GLOBAL VR in writing with an explanation of the claim;
- All claims for warranty service are made within the warranty period;
- Products are returned adequately packed and freight prepaid to GLOBAL VR's designated service center;
- GLOBAL VR's inspection or test of the Product verifies to GLOBAL VR's satisfaction that the alleged defect(s) existed and were not caused by accident, misuse, neglect, unauthorized or attempted repair or testing, unauthorized modification, incorrect installation, vandalism, failure to follow the maintenance schedule or procedures; or operation in out-of-specification environmental conditions.

GLOBAL VR will return the repaired Product freight prepaid to the Purchaser. All freight costs associated with replacement of warranty parts after expiration of the original warranty period are the responsibility of the Purchaser. GLOBAL VR is not obligated to provide the Purchaser with a substitute unit or on-site service during the warranty period or at any time. If after investigation GLOBAL VR determines that the reported problem was not covered by the warranty, Purchaser shall pay GLOBAL VR for the cost of investigating the problem at its then prevailing per incident billing rate. No repair or replacement of any Product or part therein shall extend the warranty period as to the entire Product. The warranty on the repaired part only shall be in effect for a period of ninety (90) days following the repair or replacement of that part or the remaining period of the Product parts warranty, whichever is greater.

Purchaser's exclusive remedy and GLOBAL VR's sole obligation is to supply or pay for all labor necessary to repair any Product found to be defective within the warranty period and to supply, at no extra charge, new or rebuilt replacements for defective parts. If repair or replacement fails to remedy the defect, then, and only in such event, shall GLOBAL VR refund to Purchaser the purchase price for said Product. Purchaser's failure to make a claim as provided above or continued use of the Product shall constitute an unqualified acceptance of said Product and a waiver by Purchaser of all claims thereto.

IN NO EVENT SHALL GLOBAL VR BE LIABLE FOR LOSS OF PROFITS, LOSS OF USE, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM OPERATION OF THE GAME IN ANY CONDITION. GLOBAL VR SHALL NOT BE RESPONSIBLE FOR THE SUITABILITY, PERFORMANCE, OR SAFETY OF ANY NON-GLOBAL VR PART OR ANY MODIFICATION PERFORMED BY ANY PRODUCT DISTRIBUTOR UNLESS SUCH WORK IS EXPRESSLY AUTHORIZED IN ADVANCE BY GLOBAL VR.

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