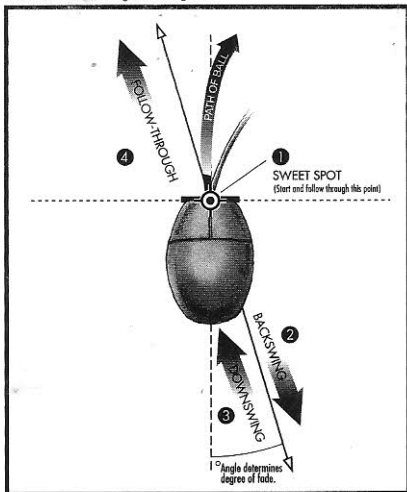


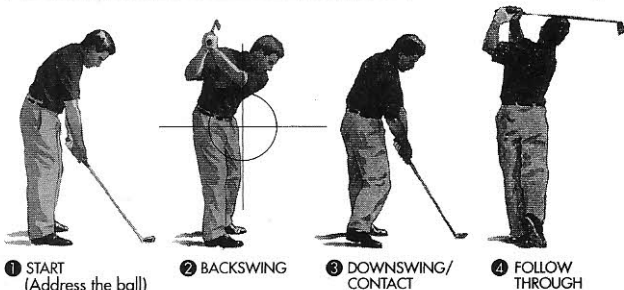
VERTICAL TRUESWING™ REFERENCE CARD

All illustrations are for right-handed golfers.*



Interactive TrueSwing™

When using TrueSwing™ think of your mouse as a "club." The "face" of the "club" is the side of the mouse with the cord. The club velocity is the speed at which you move the mouse. When the face of the club strikes the ball with any kind of left-to-right or right-to-left motion, you impart spin on the ball. The more fluid and evenly paced your backswing and downswing (pace and tempo), the better the distance and accuracy

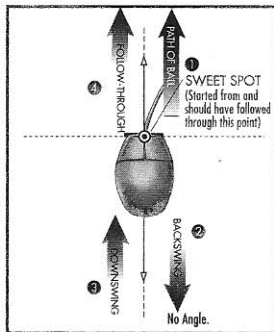


Vertical and Horizontal TrueSwing

There are two types of TrueSwing, vertical and horizontal. This reference card demonstrates the vertical swing. Pulling the mouse back in vertical TrueSwing, is equivalent to moving the mouse right in horizontal TrueSwing. Likewise, pushing the mouse forward (vertical) is equivalent to moving the mouse left (horizontal).

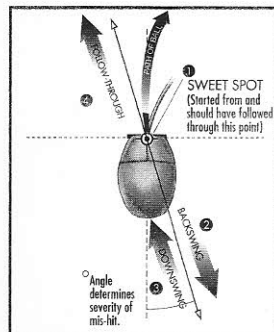
STRAIGHT

The most difficult and elusive shot in the game.



FADE

Curves slightly to the right. Also useful for angling the ball around hazards.



TrueSwing™ allows you to produce actual golf swings such as draws and fades (and in extreme cases even hooks and slices) by changing the path in which you move your mouse.

Keep in mind that Ability Level affects swing sensitivity. The more advanced the player settings, the more impact off-centered mouse movement will have on the shot.

MOUSE OPERATIONS

Right Click On Course Displays distance and elevation information on that position

Right Click On Golfer Displays name and score of golfer

Shift Left Click On Course Move golfer to that position (Press spacebar to redraw scene.)

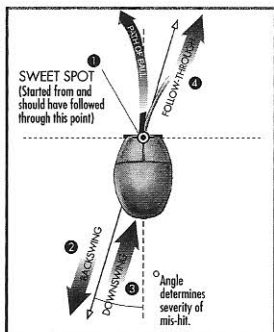
Left Click On Ball Move golfer to ball and prepare to swing

Shift Left Click On Tee Box Move golfer and ball to that position (Press spacebar to redraw scene)

Left Click On Golfer Initiate golfer swing

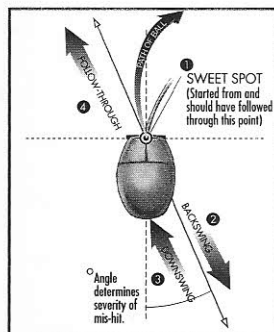
DRAW

Curves slightly to the left. Useful for angling the ball around hazards.



SLICE

Curves extremely to the right. This is good for right doglegs and for taking the ball around obstacles.



KEYBOARD HOT KEYS

Space Bar Redraws the scene from the golfer's position and direction

Enter Move golfer and camera to ball

0-9 Move Swing View camera to default positions

ESC Leave current mode; Including the swing

Left Arrow Aim golfer slightly left

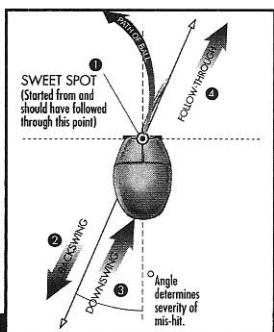
Right Arrow Aim golfer slightly right

F5-F12 Initiate preset remote message

Shift F1 Get context-sensitive help

HOOK

Curves extremely to the left. This is good for left doglegs and for taking the ball around obstacles.



*For left-handed golfers, these shots move in the opposite direction. Fades and slices move left, draws and hooks move right.

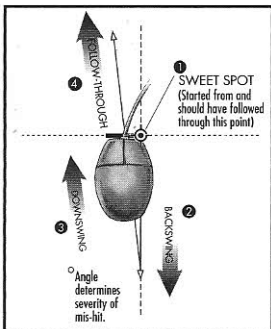
5 MAIN SHOTS



All illustrations are for right-handed golfers.*

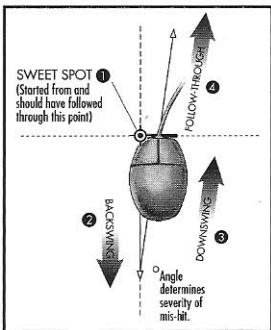
TOE SHOT

The club starts out centered on the ball. The mouse moves back, but moves off to the left of center upon impact.



HEEL SHOT

The club starts out centered on the ball. The mouse moves back, but moves off to the right of center upon impact.



TrueSwing™ also allows you to produce heels, toes, shanks and mis-hits if your club is not centered on the ball during impact.

INCORRECT SHOTS

For detailed information on using TrueSwing™, please visit the PGA Championship Golf™ Web site at www.sierrasports.com/golfce/.