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File menu commands

The File menu offers the following commands:

<u>New Game</u>	Deals a new game.
<u>Undo</u>	Reverse previous game step.
<u>Save Game</u>	Saves the current game.
<u>Open Game</u>	Opens a previously saved game.
<u>Restart Game</u>	Restarts the current game from the original deal.
<u>Clear Score Card</u>	Clears current score card and begins new round.
<u>Exit</u>	Exits Golf.

Options menu commands

The Options menu offers the following commands:

Sound Effects	Toggles Sound Effects on or off.	
Large Pips	Places larger card markings in the upper left corner for better visibility.	
<u>MIDI Options</u>	Allows user to set preferences for MIDI music playback.	
<u>CD Options</u>	Allows user to control their CD drive's audio playback features.	
Choose Card	Allows user to choose a built-in card deck or load one from disk or CD. downloaded from www.wyvern.com .)	(NOTE: You may also use external decks

Window menu commands

The Window menu offers the following commands:

Minimize	Allows you to minimize the window.
Shortcuts	
Keys:	CTRL+M

Register menu commands

The Register menu item allows a user to register.

Help menu commands

The Help menu offers the following commands, which provide you assistance with this application:

<u>Help</u>	Offers you an index to topics on which you can get help.
<u>Topics</u>	
<u>About</u>	Displays the version number and credits for Golf.
<u>License</u>	Displays the License Agreement for Golf.
<u>Agreement</u>	
<u>t</u>	
<u>Catalog</u>	Displays the Wyvern Studios catalog.

New Game command (File menu)

Use this command to deal a new game.

You can open a previously saved game with the [Open Game command](#).

Shortcuts

Keys: CTRL+N
 F2

Open Game command (File menu)

Use this command to open a previously saved game

You can deal a new game with the New Game command.

Shortcuts

Keys: CTRL+O

Restart Game command (File menu)

Use this command to play the current game from the beginning again. We suggest that you save your current game before you restart it because restarting will erase what you have done.

Shortcuts

Keys: CTRL+R

Save Game command (File menu)

Use this command to save the current game. When you save a game, Golf allows you to designate a file to save it to. Saved files are required to have a .wsg extension on the filename.

Shortcuts

Keys: CTRL+S

Undo command (File menu)

Use this command to reverse the last game step. There are a limited number of moves that can be undone.

Shortcuts

Keys: CTRL+Z
Backspace

Exit command (File menu)

Use this command to end your Golf session. You can also use the Close command on the application Control menu. You must manually save your game before quitting, if desired.

Shortcuts

Mouse: Double-click the application's Control menu button.



Keys: ALT+F4

MIDI options command (Options menu)

Use this dialog box to set your preferences for MIDI music playback.

Current MIDI Selection	Shows the current song selection. Use the drop down list to select a new song. The current selection will loop through the play list one by one as each song finishes.
Default Play List	Selecting this option will use the built-in play list included with the game.
User Play List	Selecting this option will use the user-defined play list created with the play list buttons.
New Play List	Discards the current user-defined play list and opens a browse dialog to allow a new list to be defined. Use CTRL and/or SHIFT with the mouse to select multiple song choices at once.
Add to Play List	Appends new selections to the user-defined play list. This feature is useful for selecting songs from different directories.
Play MIDI Music	Starts playback of MIDI music.
Stop MIDI Music	Stops playback of MIDI music.
Ok	Exits the MIDI Options dialog.

(NOTE: User-defined play lists are not available in the shareware version of Golf.)

CD Options command (Options menu)

You may use this dialog box to control your CD drive's audio playback functions.

Total Time	Shows the total length of the current CD.
Current Track	Shows the current track number that the CD is queued to play or is playing.
Current Time	Shows the time index of the track that is queued to play or is playing.
Stop	Stops the CD playback and resets to the start of the first track.
Play	Starts the CD playback from the currently queued position.
Pause	Stops the CD playback without changing the playback position.
Resume	Resumes playback from the last queued position.
Previous	Advances to the next track on the CD.
Next	Returns to the previous track on the CD.
Ok	Exits the CD Options dialog.

(NOTE: The CD Option is not available in the shareware version of Golf.)

Help Topics command (Help menu)

Use this command to display the opening screen of Help. From the opening screen, you can jump to step-by-step instructions for using Golf and various types of reference information.

Once you open Help, you can click the Contents button whenever you want to return to the opening screen.

About command (Help menu)

Use this command to display the copyright notice and version number of your copy of Golf.

License Agreement command (Help menu)

Use this command to display the License Agreement for your copy of Golf.

Scoring Method

The SCORE is determined by subtracting the number of cards in the STOCK from the number of cards in the TABLEAU. When you can't move any more cards, in sequence, to the DISCARD pile from the TABLEAU, you must draw a card from the STOCK. Every card that you play from the STOCK is a stroke. When there are no more possible moves, the game is over and you take the SCORE (number of strokes) and draw again (F2) for the next hole.

Rules (HowTo)

The Game Area

A game consists of three areas of cards:

- **TABLAEU:** Located across the middle of the window is the seven stacks of 5 cards each are dealt face up. Only the top card of each pile is available. Use these cards to build a sequence either up or down regardless of suit by clicking on the cards that is in sequence with the one on top of the DISCARD pile. The card sequence does not "wrap around." You can only place a 2 on an ace, and nothing can be placed on a king.
- **STOCK:** Located in the lower left portion of the window. These are the cards you have not played. When there are no remaining moves click on the STOCK pile. A card will be turned over each time you click on the undealt cards. This will help in the removal of cards from the TABLAEU.
- **DISCARD:** Located to the right of the STOCK pile. This is where you want all the cards to be at the end of the game. The card(s) in this pile can not be moved once placed, unless you use the Undo option.

Object

Move all cards from the TABLAEU to the DISCARD pile with the greatest amount of cards remaining in the STOCK.

