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Links
2004





ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety

Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Links 2004



Xbox Live

Subscribe to the Xbox Live™ service at www.xbox.com/connect and you'll be able to tee up *Links® 2004* (and other great games!) with and against real, live players from around the world! See page 27.



XSN Sports

After you subscribe to the Xbox Live service, you can join XSN Sports at www.xsnsports.com, where you'll meet other *Links 2004* players, enter tournaments or host your own, check your world ranking, view comprehensive stats, and more! See page 26.

Career Play

Compete in over 30 tournaments through five Tours with more than \$47,000,000 in virtual prize money at stake! See page 24.

Skill Events

Within Career Play, complete four levels of Skill Events for bonus cash and buy Skill Points to boost your player's abilities! See pages 11 and 25.

Challenges

Select **Challenges** from the Main Menu and put your skills to the test! As you win Challenges, you earn golf balls; earn enough and you'll get a whole bunch of cool golf ball skins *and* unlock up to four courses!

System Link

System Link is an option available when you select **Multplayer** from the Main Menu. You can physically connect two Xbox consoles using an Xbox System Link Cable (one player per system). Or, use Ethernet cables to connect up to four Xbox consoles into an Ethernet hub. Refer to the Xbox Manual for instructions and additional information.

Single Round

Play alone or with friends on your Xbox® from Microsoft. Playing well in single rounds will reward you with extra money to buy Skill Points! See pages 11–13.

Tutorial

After creating a new player profile, play through the Tutorial to learn the basics of *Links 2004* and also earn \$40,000 to buy additional Skill Points! To play the Tutorial any other time, select **Career** from the Main Menu, choose your Profile, select **Rookie Tour**, **Skill Events**, and then **Tutorial**.

WHAT'S NEW FOR *LINKS 2004*

For well over a decade, *Links* has set the standard for computer golf games, but this completely redesigned version—created for the Xbox—takes the game to a whole new level! Whether you're a veteran *Links* player or playing it for the first time, you're in for the ultimate golfing experience!

The Greatest *Links* Courses EVER...

transport you to the most beautiful and realistic golfing environments ever created! *Links* has long been known for the quality of its courses, but you've never seen anything like this!

Xbox Live...

opens up a literal world of possibilities, connecting you to Friends and other *Links* players around the globe!

XSN Sports...

provides an exciting new arena within Xbox Live, where you can join or create your own *Links 2004* tournaments, track statistics, view your world ranking, chat with other players, and more!

Multiplayer Stroke "Fast Play"...

offers an exciting new mode of play available on Xbox Live and System Link!

Thrilling New Career Play...

with over 30 tournaments on five different Tours! Successfully complete Career Play to unlock the ultimate prize!

Skill Points...

you can use to enhance your player's Power, Control, Putting, and Recovery skills. Earn money to buy Skill Points every time you play!

Skill Events...

within Career Play give you the opportunity to earn extra money to buy additional Skill Points and improve your player's abilities!

Tournament-Style Broadcast Commentary...

makes it feel as if you're the one playing on TV! Featuring analysis by the legendary Ken Venturi.

Name Recognition...

for over 1,500 proper names and nicknames, which are used by the commentators in the audio commentary.

An All-Star Pro Lineup...

including Annika Sörenstam, Mike Weir, Sergio Garcia, Jesper Parnevik, and six other realistically rendered character models.

Unique Challenges...

to test your skills and unlock up to four new courses!

Incredible New Weather F/X...

including fog...and rain!

Spin Control Mechanics...

to give you unparalleled control over draws, fades, and approach shots.

Downloadable Content...

will continually expand the *Links 2004* experience, giving you new courses to play! Available soon through Xbox Live.

GAME CONTROLS

Change Club

Pre-Shot Pull **L** to change club (Up); pull **R** to change club (Down)

Swing

Pre-Shot Move **L** Down to start swing (backswing); move **L** Up to complete swing (follow through); click to display Grid (on green)

Disable Auto-Club Select

Pre-Shot Press **[BACK]** to disable automatic club selection (current shot only)

Display Pause Menu

Pre-Shot Press **[START]** to display Pause Menu

Move Aim Marker

Pre-Shot Press **[D-PAD]** to position Aim Marker

Display Spin Control Gizmo

Pre-Shot Move **R** to display spin control; click **[R]** to reset the ball spin to default



View Aim Marker / Speed Up / Continue

Pre-Shot Press **A** to display Aim Marker; press again to display Golfer

In-Flight Press **A** to speed up ball flight

Post-Shot Press **A** to continue

Change Shot Type / Take Mulligan

Pre-Shot Press and hold **B** + move **L** to change shot type

In-Flight Press **B** to take a Mulligan

Post-Shot Press **B** to take a Mulligan

Putting View / Top View / Replay

Pre-Shot Press **X** to display putting camera (putting only)

Pre-Shot Press **X** to display top view

Post-Shot Press **X** to show replay

Display Player Info / Re-hit

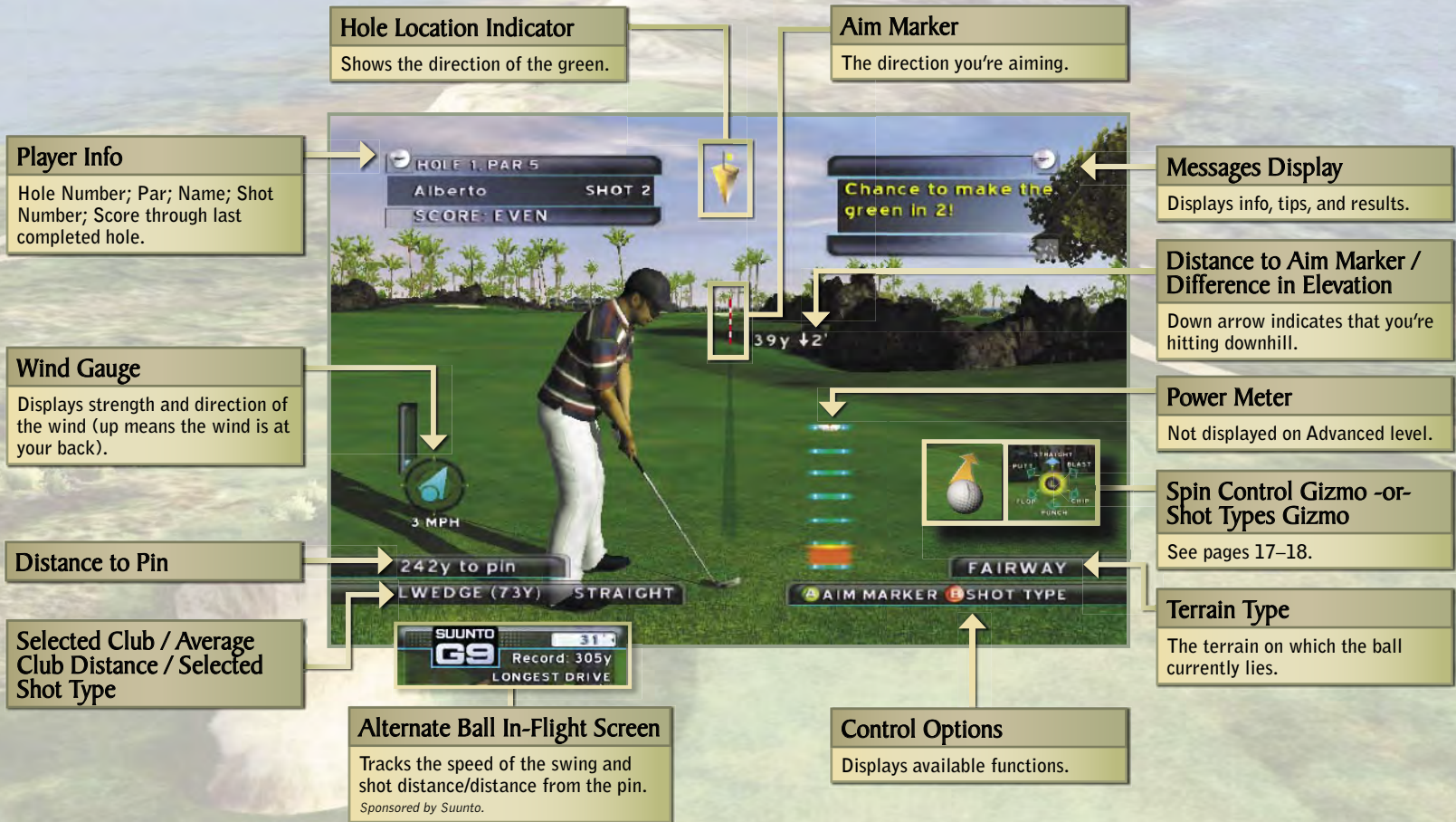
Pre-Shot Press **Y** to display player info

Post-Shot Press **Y** to re-hit (with penalty)

Free Roam Camera

Pre-Shot Press **[D-PAD]**, and then move **L** and **R** to steer and pull **L** or **R** to move up/down

GAME SCREEN



Creating Your Player

The first time you play *Links 2004*, you'll need to create your player. If you ever want to make changes to your player, or create a new player, select **My Player** from the Main Menu.

To create your player

1. Enter a name for your player, and then press **A**.
2. Select a character style and create your player's look. Don't press **A** until you've selected all the options!
3. Choose your weapons! (Note that some of the Pro Golfers can only use their real-life brands.) When you're finished, press **A**.
4. Pick a nickname to be used by the in-game commentators, and then select a difficulty level. When you're finished, press **A**.

tip—A player's difficulty level cannot be changed once the profile is saved.

5. Assign Skill Points; you start with \$30,000 (see next page).

tip—Shaft and Ball Bonuses are equipment upgrades earned by winning Skill Events in Career Play (see page 25).

6. Press **A** to save your Profile and your player is ready to go!

Difficulty Levels

- **Beginner:** Power Meter displayed with *recommended power line* (see page 16); full putting assistance; forgiving on errant swings.
- **Intermediate:** Power Meter displayed without recommended power line; less putting assistance; less forgiving on errant swings.
- **Advanced:** No Power Meter displayed; little putting assistance; errant swings fully penalized; wind realistically affects ball flight.

Skill Points

Skill Points are bought with cash earned by playing well in single rounds, Career Play tournaments, and Skill Events. Up to 20 Skill Points can be applied to each of four attributes:

- **Power:** Hit shots farther.
- **Control:** Get more spin control (see page 17).
- **Putting:** Extend and narrow the Putting Assistant (see page 20).
- **Recovery:** Hit better chip, flop, and punch shots (see page 19).

To buy Skill Points

1. From the Main Menu, select **My Player**, select a Profile, and then select **Buy Skill Points**.
2. If you have enough money, press **Up/Down** to select an attribute and **Right/Left** to apply a Skill Point.

Tutorial

After creating a player, continue on to the Tutorial; learn to play *Links 2004* and earn an extra \$40,000 to buy more Skill Points!

My Player Options

To change a player's attire or equipment, or view stats, Skill Points, and saved shots, select **My Player** from the Main Menu.



SINGLE ROUND

Except for preestablished rounds (such as Career Play tournaments) you'll need to select rules, player count, a course, and conditions.

Rules (Modes of Play)

- **Stroke:** Standard rules; players compete individually to complete a round in the fewest number of strokes.
- **Match:** Two players compete to win a majority of individual holes.
- **Nassau:** A Stroke Play variation; players compete for the lowest score on the Front 9, Back 9, and Overall—each worth one point.
- **Skins:** Players compete to win individual holes—each worth a *skin*.
- **Stableford:** A Stroke Play variation; instead of counting total strokes, *points* are awarded: double eagles are worth 8, eagles 5, birdies 2, pars 0, bogeys -1, and double bogeys or worse -3.
- **Best Ball:** Two-player teams compete, with the teammates playing individually and using the better score on each hole.
- **Alternate Shot:** Two-player teams compete, with the teammates taking every other shot.

Player Count and CPU Players

Some modes of play require an exact player count; others let you decide how many Human Players (you and friends) and CPU Players (Annika Sörenstam, Mike Weir, Sergio Garcia, Jesper Parnevik, and others) will play the round.

To select players for the round

1. Set the Player Count, and then press **A**.
2. Highlight your Profile, and then press **A**. If you're playing alone, you're done!
3. Select your opponent's Profile (if applicable), and then press **A**.
4. Select a Profile and press **A** for each CPU Player (when highlighted, difficulty levels and skill ratings [1–20] are displayed).

Courses

When you first play *Links 2004*, you have four courses to choose from:

- **Aviara:** A gorgeous seaside course in sunny Southern California.
- **Greywolf:** A mountainous, heavily forested course with treacherous greens and drastic elevation changes.
- **Mauna Lani:** An island course, featuring lush terrain and lava beds.
- **Superstition Mountain:** An oasis in the heart of the Arizona desert.

Locked Courses

Four other courses are unlocked in Challenges; one in Career Play.

- **New South Wales:** One of Australia's finest; a classic links course.
- **Oakmont:** A legendary North American course with extensive bunkering.
- **Loch Lomond:** 18 holes nestled on ancient Scottish shores.
- **St Andrews:** Perhaps the most renowned course in the world of golf...where it all began.
- **Ocean Mill:** Experience the ultimate fictional course, available only by successfully completing Career Play.

Round Options

- **Mulligans:** Choose from None to Unlimited. A Mulligan is a re-hit taken without a penalty.
- **Holes:** Select Front 9, Back 9, or all 18.
- **Tees:** Select Championship (hardest), Back, Middle, or Forward; this determines which tee box you'll hit from.
- **Pin Positions:** Select Difficult, Medium, or Easy; this determines the difficulty of the hole location on each green.
- **Conditions:** Select Clear, Cloudy, Rainy, or Foggy; moisture will affect ball flight, roll, green speed, and so on.
- **Wind:** Select Calm, Breezy, or Windy; ball flight will be affected depending on the velocity and direction of the wind.

Automatic Club Selection

Before each shot, a club is automatically selected for you (displayed in the lower-left corner of the Game Screen), but you're free to select a different club...and probably *should* in certain situations (below).

To change clubs

Pull **L** or **R** until the club you want is selected.

tip—A lower-numbered club hits the ball with less arc (loft), so it goes further. Changing to a lower-numbered club is called “clubbing down” or “taking an extra (or longer) club.”

- **Terrain:** You'll usually need to take at least one extra club when hitting from the rough.
- **Wind:** With wind in your face, take more club; take less club if it's at your back. Strong winds can make club selection very tricky!
- **Uphill Lie:** If the ball lies on an up-slope, your usual club will hit the ball like a more lofted club, so you may need a less lofted club.
- **Downhill Lie:** To negate the effects of a steep downhill lie, use a more lofted club than usual.
- **Hitting from the Fringe:** The Putter is automatically selected only when you're on the green; to putt from anywhere off the green, you'll need to change to the Putter.
- **Obstacles:** A club with more or less loft may help you hit over or under obstacles (such as trees).
- **Elevation:** Hitting downhill or uphill often requires a club change.

tip—Elevation change and direction is displayed near the Aim Marker (see next page). In general, go up or down one club for every 30- to 40-foot change in elevation.

Aiming Your Shot

An Aim Marker is automatically aligned to the center of the fairway or pin at the expected length of the selected club.



To move the Aim Marker

1. Press **X** for an elevated (top) view of the Aim Marker's position.
-or-
Press **A** for a close-up of the Aim Marker.
2. Press **+** to move the Aim Marker.
3. When the Aim Marker is where you want it, press **A**.

IMPORTANT! Moving the Aim Marker closer or further away changes the selected club; to disable this function (for the current shot only), press **⏪** [BACK]. Changing clubs always repositions the Aim Marker.

Several situations may require moving the Aim Marker:

- **Sidehill Lie:** If the ball is above a (right-handed) golfer's feet, the shot will tend to go left of the Aim Marker; a ball below the golfer's feet will tend to go right.
- **Wind:** A strong crosswind could move the ball drastically; aim *into* the crosswind to compensate.
- **Angled Landing Area:** The ball may roll right or left on tilted surfaces; aim to allow for the roll.
- **Obstacle:** Aim slightly left or right to avoid trees, hazards, and so on.
- **Dogleg:** A dogleg is a hole with a sharply bent fairway. Often, you can place the Aim Marker to cut the corner and have the hole play much shorter.

HITTING THE BALL

Real Time Swing

For Beginner and Intermediate players, a Power Meter is displayed to help gauge the swing. For Beginners only, there is also a yellow recommended power line for each shot. There is no Power Meter for Advanced players. The instructions below are for the Beginner difficulty level.



To make a full swing

1. Move **⬇️** Down (toward you) in a straight line to start the backswing.
2. When the yellow *power bar* reaches the yellow recommended power line, move **⬆️** Up (away from you) in a straight line to follow through and hit the ball.

tip—The recommended power line is only an estimate; shot distance is determined by many factors, including club selection, lie, wind, swing speed, and tempo.

Overswing

For maximum power, pause at the height of the backswing; the controller starts to vibrate and the clubhead glows. Don't pause too long; the overswing power will drop quickly. And be warned: the added power could make a poor shot even worse.

Power

The longer the backswing and the faster the follow-through, the harder you'll hit the ball, but accuracy *and* distance also depend on the smoothness of the stroke (tempo) and how squarely you hit the ball (accuracy).

Tempo

Good tempo—a smooth backswing, and a firm (but not rushed) follow-through, executed with consistent speed and without stopping the motion—will help you make accurate shots without sacrificing power.

Accuracy

Hooks and slices are caused by getting out of alignment during the swing. Try to move **⬇️** straight Down and then straight Up.

tip—A hook—a shot pulled left (by a right-handed golfer)—leaves a yellow trail (called a tracer). A slice—a shot pushed right—has a blue tracer. Straight shots have a white tracer.

Spin Control

The Spin Control Gizmo gives you control over how the ball spins, allowing you to hit draws and fades, stop the ball quickly, get extra roll upon landing, or spin your approach shot back toward the hole.



To use Spin Control

1. Before you swing, move **Ⓢ** to display the Spin Control Gizmo.
2. Move **Ⓢ** in the direction you want the ball to spin—Left to curve left, Right to curve right, Up to decrease the spin; Down to increase the spin.
3. While still holding **Ⓢ** in place, execute your swing.

tip—By adding Skill Points to the Control attribute, you'll get more spin and have more control over it!

Draws and Fades

For a right-handed golfer, a draw is a shot that curves slightly to the left; a fade curves to the right. Hooks and slices are, respectively, extreme draws and fades. Intentional draws and fades can be achieved by using the Spin Control Gizmo to spin the ball in the direction you want the shot to go.

Using the Shot Types Gizmo

There are six Shot Types; each one is used in specific situations. As with clubs, a recommended Shot Type is automatically selected before each shot.

Straight—The standard full swing; also used for partial swings and picks (sand shots in which the ball is picked cleanly off the sand surface).

Putt—A shot made with the Putter, usually on or near the green.

Flop—A short, hard swing with the club face open, used to hit the ball a very short distance with an extremely high trajectory so the ball sticks when it lands.



Punch—Also known as a *knock-down* shot, used to keep the ball trajectory low (to hit under a tree, roll longer, and/or stay out of the wind).

Blast—A sand shot in which the club hits into the sand behind the ball, causing an explosion of sand and hitting the ball a relatively short distance.

Chip—A short, controlled swing, used to hit the ball a short distance, usually near the green.

To change the Shot Type

1. Before a shot, press and hold **B** to display the Shot Types Gizmo.
2. Move **L** while holding **B** to change the selected Shot Type.
3. When you're done, release **B**.

Partial Swings

Some shots require a *partial* swing to get the right distance. Known as *soft* shots (for example, a soft 6 iron), these are executed by either shortening the backswing or slowing the follow-through slightly.

Chipping

A chip is a short shot with a lofted club, usually used near the green. For Beginner and Intermediate players, the Power Meter functions much like it does with a full swing, but the swing is shorter and more controlled. There are two basic ways to use the Chip Shot Type:

- **Standard Chip:** Hit the ball with the usual trajectory; the ball will roll toward the hole.
- **Bump-and-Run:** Use a less lofted club and shorten the swing; the ball will have a lower trajectory, land early, and roll longer.

Other Short Shot Types

- **Flop:** A flop shot is used when there is very little green between your ball and the pin. It's a tricky shot with little margin of error, but sometimes it's your best and only option.
- **Putt:** A putt may be the best strategy if you're on the fringe or on the fairway just off the green and have a clear path to the hole.

tip—To maximize the effectiveness of chip, punch, and flop shots, apply Skill Points to your player's Recovery attribute.

Sand Shots

There are two strategies for hitting from the sand:

- **Blast:** Use this Shot Type to hit a short shot, such as when hitting out of a greenside bunker.
- **Pick:** If you're in a fairway bunker and need to hit a longer shot, select the Straight Shot Type and make a normal swing—the club will *pick* the ball off the sand surface.

CHIPPING AND PUTTING

Putting

To make a putt, you'll need to read the green, use the Putting Assistant to find your line, set the Aim Marker, and putt with good tempo and just the right power...putting is not easy! You can use the Putter anytime, but it's automatically selected only if you're on the green.



To select the Putter

1. Pull **L** or **R** until the Putter is selected.
-or-
1. Press and hold **B** to display the Shot Types Gizmo.
2. Move **L** while holding **B** to select **Putt**, and then release **B**.

Reading the Green

There are three tools to help you line up your putts:

Grid: Click **L** to display a grid, making the terrain contours easier to read.

Putting Camera: Press **X** to get a ground-level view of the putting surface between the ball and the hole.

Putting Assistant: The Putting Assistant is a blue line that automatically displays the direction your putt will roll (depending on speed). For Beginner players, the line is very narrow and extends up to 30 feet; for Intermediate and Advanced players, the line is shorter and wider.

tip—By applying Skill Points to your player's Putting attribute, you can add length and focus to the Putting Assistant for every difficulty level.

Aiming Your Putt

When putting, the Aim Marker always starts out near the hole. Unless the green is perfectly flat (leaving you with a straight putt), you will need to reposition the Aim Marker!

To aim your putt

1. Press **+** to move the Aim Marker.
2. When the Putting Assistant is in line with the hole, press **A**.

tip—Press **A**, and then move the Aim Marker to get a top view of the Putting Assistant.

The Putting Stroke

When using the Putting Power Meter, the longer the backswing, the harder it is to control your putt. Smooth tempo is especially important when putting and even more so with short putts!

Automatic Gimmes

Very short putts (1 foot or less; 2 feet or less for Beginners) are automatic *Gimmes*, meaning you get to sit back and watch as your player steps up to the ball and taps it into the hole. This Gimme feature cannot be disabled or customized.




IN-GAME OPTIONS

This section covers options available through the Pause Menu (below). Information on other types of options is available elsewhere:

- **Pre-Shot/Post-Shot Options**—See pages 6–7.
- **Round Options**—See page 13.
- **Shot Types**—See page 18.

The Pause Menu

Press  [START] at any time during a round to display the Pause Menu.

Resume Game	Return to the current round.
Scorecard	Display the scorecard and/or Career Play leaderboard for the current round.
Preview	Show a preview of the current hole.
Pick Up Ball/ Concede Hole	Depending on the mode of play, quit the current hole and score a 12, or concede the hole to your opponent(s).
Drop	Move the ball from an unplayable lie.
Save/Restart	Save game/shot, or restart the round.
Options	Select Game, Sound, and Graphics options, or view Credits.
Multiplayer	Xbox <i>Live</i> options (see pages 26-30).
Quit	End the current round.

Scorecard

- **Holes:** Each Hole column displays par for the hole, score made on the hole (if completed), yardage, and handicap.
- **Handicap:** The ranking of the holes: 1 is the most difficult and 18 is the easiest.
- **Out/In/Total:** Out refers to the Front 9; In refers to the Back 9 (holes 10-18); Total is the overall score.
- **Mul:** Total number of Mulligans taken during the current round.

Dropping

After you hit into a hazard, your ball is automatically dropped to a playable spot. You can choose to drop at any other time (unless you're on a tee box), but there is always a one-stroke penalty, with the exception of dropping from a cart path or other man-made structure.







Options

- **Game:** Set distances to display in yards or meters; turn the Xbox controller vibration on/off; turn Hole Previews on/off.
- **Sound:** Set the volume or turn on/off all voices, sound, and music; set up and play User Soundtracks.
- **Graphics:** Adjust the brightness.
- **Credits:** See who made the *Links 2004* experience possible!

User Soundtracks

Play your own music in *Links 2004* by importing audio tracks (refer to the Xbox manual), selecting **Options** from the Main Menu or Pause Menu, and then **Sound**. Set User Soundtracks to **Linear** or **Shuffle**.

Free Roam Camera

You can explore every square inch of every course using the Free Roam feature. Press , and then move  and  to steer and pull  or  to move up/down. Press  to return to your ball.





Career Play in *Links 2004* is a golf odyssey that begins with two 9-hole tournaments on the Rookie Tour and culminates—should you survive the journey—in an epic 72-hole battle for the Legend Tour crown! There are five Tours, over 30 tournaments, and more than \$47,000,000 up for grabs (\$10,000,000 in 1st Place purses)!

Career Mode Tours

- **Rookie Tour:** You get two chances to show your stuff and earn an invitation to the Rookie Tour Match Play Championship!
- **Pro Tour:** Play well over three tournaments and you're off to Aviara for a chance to win the Tour Title!
- **Champion Tour:** Your quest for the Champion Cup takes you from Ohio to Hawaii and into four events against the toughest competition yet!
- **Medal Tour:** A stellar field of players battles six times to earn a trip to the legendary Old Course for the St Andrews Links Trophy Championship!
- **Legend Tour:** Can you take on the full gamut of world-class courses, earn the title of Legend Tour Champion, and unlock Ocean Mill—the coveted fictional course? You'll also earn a signature golf ball skin—which will display when you're online with Xbox Live—to show that you've successfully completed Career Play!

Tour Skins Games

If you finish a Tour as one of the highest-ranked players, you'll get to play in an invitation-only Skins Game against other top Tour players for bonus cash!

Skill Events

Skill Events are special challenges within Career Play designed to test your abilities in various facets of the game. With each successfully completed Skill Event, you'll earn new equipment and/or money to buy Skill Points. Each time you advance to a new Tour in Career Play, a new level of Skill Events will become available.

To play Skill Events

1. From the Main Menu, select **Career**, and then select your Profile.
2. Select an unlocked **Tour**, and then select **Skill Events**. All available Skill Events are displayed.
3. Select any Skill Event to begin.

New Equipment

After completing some Skill Events in Career Play, you'll be notified that you've earned an equipment upgrade, such as a new club shaft type or special spin or distance golf ball. To use the new equipment, select **My Player** from the Main Menu, select your Profile, and then change your equipment settings. A blue or red Bonus Point will then appear on the Skill Points screen.

Skill Points

As you buy more Skill Points, you'll keep pushing your player's Power, Control, Putting, and Recovery skills to the next level! But experience comes at a cost: Skill Points start out costing \$10,000, but may cost as much as *forty times more* later in your career! For more information on Skill Points and how to buy them, see page 11.



Xbox Live



Take *Links 2004* Beyond the Box

Xbox *Live* is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real time as you play. You'll also be able to play all nine *Links 2004* courses and download new courses as they become available!

Connecting

Before you can play *Links 2004* online with Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To find out if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see www.xbox.com/connect and select your country.

To sign in to Xbox *Live*

1. From the Main Menu, select **Multplayer**. The Online Menu appears.

note—When courses are available for download, access them by selecting **Content Download**.

2. Select **Xbox Live** to view the Xbox *Live* login screen.
3. Select a Profile and an Xbox *Live* account for each player signing in. Two players can participate per Xbox console, and at least one player must select a valid account with Xbox *Live*; the other player can log in as a Guest.
4. When all players have selected a Profile and an account, press **A** to sign in and go to the Xbox *Live* Menu.

XSN Sports

XSN Sports combines the power of Xbox *Live* with the connectivity of the Internet to bring you a whole new gaming experience. Create your own league, make the tournament draw sheets, and become a golfing legend! XSN Sports makes it all possible!

To get started with XSN Sports

1. Subscribe to Xbox *Live* (see next page).
2. From any computer, log on to the Internet and go to www.xsnsports.com.
3. Join a tournament. You'll get a Tournament Name, Tournament Password, and Condition Code(s).

note—A Condition Code identifies the settings to be used in an online round. A single tournament may have multiple Condition Codes (for example, one for each round of a four-round tournament).

4. Take this information back to your Xbox console, start *Links 2004*, and then select **Multplayer** from the Main Menu.
5. Select **Xbox Live**, sign in, and then select **XSN Sports**.
6. Follow the instructions to compete in a tournament over Xbox *Live*.

What else can you do with XSN Sports?

- Play XSN Sports tournaments, including Match Play single elimination and Stroke Play with a big field of players.
- Check schedules and stats.
- Send messages to other XSN Sports members.
- Use e-mail to receive game invitations, schedule updates, league notifications, and personal messages.



Xbox Live Menu

The Xbox Live Menu is where you set up games, find out if your Friends are online, view world rankings, and so on.

Quick Match	Get matched with an opponent with no specific game settings. (Note that Quick Match games are not ranked.)
OptiMatch™	Specify game settings and get matched with an opponent with similar settings.
Create Match	Create and host a round with specific game settings.
Friends	View your current Friends List, see the online status of Friends, and invite Friends to play.
Recent Players	View players you have recently competed against in <i>Links 2004</i> .
Scoreboards	Check your world ranking and view your and other players' stats.
Multiplayer Options	Select your Online Status and Voice options.

Scoreboards

The scoreboards track rank, record, disconnects, and stats for you and all other players on Xbox Live. Move **Left** to scroll through the names, or press **Right** to skip directly to your own name. Note that stats are recorded for *official* rounds only (2-player Stroke, Skins, and Match).

Voice Capabilities

Using an Xbox Communicator, you can chat with your opponent(s) while you play online. See the instructions that came with your Xbox Communicator for more information.

Stroke “Fast Play”

This exciting new mode of play is available on Xbox Live and System Link. All golfers play simultaneously (not turned based), tracers appear to show all players' shots, and a full round can be completed in a fraction of the normal time!

Friends List

You can add up to 100 other gamers to your Friends List, and then send and receive invitations, check if they're signed in, see which tournament they're playing in, and more.

To add a player to your Friends List

1. From the Xbox Live Menu, select **Friends**.
2. Press **X**, and then enter the player's Gamertag.
3. Select **Done** and the name is added to your Friends List.

To delete a player from your Friends List

1. From the Xbox Live Menu, select **Friends**.
2. From the Friends List, select the name of the player you want to delete, and then press **A**.
3. Select **Delete Friend**, and then press **A** again to delete the player from your Friends List.

To join a Friend

1. From the Xbox Live Menu, select **Friends**.
2. From the Friends List, select the name of the player you want to join, and then press **A**.
3. Select **Join Game**, and then press **A**. If Join Game is not an option, your Friend is not available.

To invite a Friend to join a round/tournament

1. Create or join a game.
2. From the Xbox Live Menu, press **Y**.
3. Select your Friend's name from your Friends List.
4. Press **Y** to invite your Friend.











To appear offline to other players

1. From the Xbox Live Menu, select **Multiplayer Options**.
2. Set the Online Status to **Appear Offline**.





Xbox Live Icons

	Voice On
	Talking
	Voice Muted
	Game Invitation Sent
	Game Invitation Received
	Friend Is Online
	Friend Request Sent
	Friend Request Received
	Voice Through TV
	In XSN Sports Game

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For questions regarding this warranty contact your retailer or Microsoft at:
Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users:
1-866-740-XBOX.

GET AN EDGE ON THE GAME!

Xbox Game Tips (Automated): Available 7 days a week including holidays, 24 hours a day.

- In the U.S., call 1-900-933-TIPS. \$.95 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

Xbox Game Tips (Support Representative): Available 7 days a week including holidays.

- In the U.S., call 1-900-933-TIPS. \$1.40 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

Important: Individuals under 18 years of age need a parent's or guardian's permission to call a pay-per-call number. Local and long distance telephone toll charges may apply. It is the customer's responsibility to check with their telephone company to determine if additional telephone charges will apply. Permission required from the telephone bill payer. Prices subject to change without notice. May not be available in all areas. Requires a touch-tone telephone. Call length is determined by user. Messages subject to change without notice.

Games Technical Support: Available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12. TTY users: 001-866-251-26-21.

Note: Xbox game tips are not available from 1-800-4MY-XBOX. You must call Xbox Game Tips (Automated) or Xbox Game Tips (Support Representative) for tips, hints, or codes.

For more information, visit us on the Web at www.xbox.com

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