

USER MANUAL

Creative Golf® and *Golfisimo*

ver. *Advanced*



Optimized for:



Introduction	5
Hardware Requirements	6
First start of Creative Golf / Golfisimo (Wizard)	7
Device Connection	8
A. MAIN MENU	10
Players	12
Selecting Players for the Game	12
Add Guest	13
Login	15
Create New Account	16
B. GOLF COURSE – PLAYING GOLF	18
Start Game on the course – Initial Dialog	18
GOLF COURSE	18
GAME TYPE	18
NUMBER OF HOLES	19
SELECT PLAYERS	20
GOLF COURSE – COURSE SELECTION	21
PLAYING SCENE	27
Icons at the Top of the Screen	27
Aid and Handling During the Game	31
Help with putting	36
Setting putt helping options	37
Using Slope Animation – „Floating Grid“	38
Terrain Influence	39
Menu and icons during playing	44
Postshot info window (Shot summary)	49
C. PRACTICE	51
Practice on Driving Ranges	52
Driving Ranges Setup (for all three driving modes):	52
Driving Range	54
Team Training	54
Club Fitting	55
Dispersion of shots (for all driving modes)	56
Chip & Putt Practice	61

Practice on Course	62
Putting	63
D. GAMES	64
Target Golf	65
Easy Golf	66
Mini Golf	67
Demolition Golf	68
E. ADDITIONAL GAMES – GOLFISIMO	69
Darts	70
CastAway	72
Shooting range	75
Biathlon	77
Bar	80
Bridges	81
Barrels	83
Battlefield	85
Grand Slam	87
Tic Tac Toe	91
Beach	93
F. TOURNAMENT COMPETITIONS	94
ONLINE GAME - peer to peer	94
Creating a new online game	95
Login to the existing game	98
LOCAL EVENTS	103
Target Challenge	104
Demolition Challenge	105
Longest Drive	106
Nearest to Pin	107
TOURNAMENTS	108
Play Tournaments	109
Resume (Tournaments)	112
My Results	112
World Ranking	113
Manage tournaments	114
Edit tournaments	114
Delete (tournament)	115
Create New Tournament	116
H. SETTINGS	119
Game Setup	120
Restore Default	120
Course Conditions	121
Game Option 1	123
Game Option 2	124
Sound	125

Graphics	126
PLAYING AREA	128
Simulátor	129
Without canvas	131
Device settings	132
Uneekor	132
Foresight devices	132
Flightscope devices	132
Software maintenance	133
UPDATE VERSION	133
ADD PRODUCT KEY	133
SHORTCUTS	133
PASSWORD SETTING	133
PROGRAM SETUP - WIZARD	133
ATTACHMENT.	135
When is an Internet Connection Necessary?	135

Introduction

The **Creative Golf** software, developed by Datacrea, is a golf game designed to provide a highly realistic golf simulation experience on world-class golf courses and various training facilities, including a driving range. It also features casual games like **Target Golf** or **Demolition Golf**, which are designed for the whole family.

An extension of these games is **Golfisimo**, which consists of several fun games aimed at improving your golf skills. Golfisimo can be purchased and used independently, or it can be integrated into the Creative Golf program.

The Creative Golf / Golfisimo program is **compatible with measuring devices from leading manufacturers**, with new compatibility options being added continuously. The **Advanced version** (3.2 and newer) supports the following devices:

Manufacturer	Supported Devices
UNEEKOR	QED, Eye XO, Eye XO2, Eye Mini, Eye Mini Lite
FlightScope	Xi, Xi+, Xi Tour, X2, X2 Elite, Range, X3, Mevo,
FORESIGHT Sports	GC2, GC2+HMT, GC3, GC Hawk, GCQuad
SWEETSPOT Golf	Sweetspot
GOLFJOY	GDS-Plus
GARMIN	Approach R10, R50
ProTee	ProTee VX

For the latest update on device compatibility, please visit: <https://creativegolf.com/devices/>

Notes on Device Connection

- To connect the measuring device to Creative Golf / Golfisimo, some manufacturers require a **software interface** or a **"3rd Party Software Connector."**
 - UNEEKOR:** The required connector software is included with the device's installation and measurement software.
 - ProTee:** You need to purchase the **"3rd Party Software Connector."** For purchase details, visit: <https://golfsimulatorstore.com/products/protee-labs-3rd-party-software-connector>
 - Garmin:** The connection is facilitated via a mobile/tablet application. The **"Creative Golf Garmin Connector"** app is available for free: <https://play.google.com/store/apps/details?id=com.datacrea.cggarmin&hl=sk>

Other devices have the connection integrated into the software, so no additional connector is required.

- To use **FORESIGHT Sports** devices, you must have a valid **FSX license** purchased from Foresight. Your FSX account (username and password) will be required when starting the Creative Golf / Golfisimo software.

Hardware Requirements

The software features many graphical enhancements, and the quality of their application depends on your PC's performance, especially the graphics card. It is recommended to have sufficient memory (**VRAM**) on the graphics card. We recommend using an **Nvidia GeForce** type graphics card.

Memory Requirements

Component	Minimum	Optimum
PC RAM (Operating Memory)	16 GB	32 GB
Graphics Card Memory (VRAM)	4 GB	8 GB

Note: The **Advanced** version includes a "**Memory Manager**" that maximizes the utilization of graphics card memory. Therefore, it is possible to use Creative Golf Advanced to a limited extent even with specifications below the minimum. Using a more powerful graphics card increases the quality of the display, especially nature details and camera movement smoothness.

- We recommend running a **performance test** to assess the game's suitability for your computer and set the optimal graphics mode (Low/Medium/High). The performance testing software can be downloaded from our website or is available in the **Settings** section after installation.
 - To verify the software's suitability for you in every aspect, it is advisable to download and install the **DEMO version**, which has all the features of the full version but with a limited gameplay scope.
 - It is recommended to have a computer with **internet access**; otherwise, installation will be more complicated and the program's use will be limited. See also **Appendix B, "When is an Internet Connection Required"**.
-

First start of Creative Golf / Golfisimo (Wizard)

When you first start the software, the "**Wizard**" program will start, which will guide you through the basic, optimal settings of the program according to its use (public/private) and your gaming space configuration.

Follow the Wizard's steps and you will have the optimal software settings for your use.



These items can be changed in the "Settings" section, or you can run the Wizard again from this section.

Special Instructions for Foresight Devices

In order to use the **Creative Golf /Golfisimo** program, you must have purchased an **FSX 2018/2020 or later license** from Foresight Sports Company. This license must be associated with your **FSX Live account** on the Foresight server. You can create an FSX Live account or check your attached FSX license here: <https://performance.foresightsports.com/>



FSX 2018/2020 license is required to run Creative Golf with GC launch monitor. Please sign in with your FSX Live account which has activated FSX 2018/2020 license.

Fsx live account

USERNAME

PASSWORD

☒ * Remember me

* By checking REMEMBER ME the game will remember your username and password and you don't need to sign in every time you run the game. Later you can unlink your FSX Live account from the game in the game SETTINGS.

At least when first using **Creative Golf**, or **Golfisimo**, please log in to the game using this FSX Live account to verify the FSX license.

The player may also have a “**Creative Golf**” account (more in the “Login” chapter). The player can log into the game using either the FSX Live account or the Creative Golf account, as these accounts are linked.

Device Connection

Individual measuring devices have various methods for **hardware connection**. This is usually done via a **USB cable**, a **Wi-Fi network**, or a direct **Ethernet cable**. Please consult your device supplier regarding the connection method that is enabled and recommended for your specific unit.

It is advisable to first connect the device to the **original software** provided by the manufacturer to verify the hardware link. Once this is confirmed, you can launch **Creative Golf / Golfisimo** and select the same connection method.

Once you select a preferred connection method, the software will attempt to connect using the same method upon every subsequent launch.

You can find more details about installation and connection options in the **Installation Guide**.

Device Status During Play

During the game, the software displays the **device status** and its readiness for a shot. This is indicated by icons below the "Top View" window on the right side of the screen:



Status	Meaning
Ready	A shot can be performed.
Not Ready	The software is busy (e.g., rotating the scene), and a shot cannot be performed.
Not Connected	Verify the connection between the PC and the measuring device, both in terms of hardware (cabling) and software (3rd Party connector, etc.).

Note: Some devices actively track the **ball's placement** to signal "**Ready**" for a shot, while others only verify the communication link. Furthermore, some devices may not report a "**Not Connected**" status, only displaying "**Not Ready**."

A. MAIN MENU

The **Creative Golf Advance®** software provides the following main features:

- **Golf Course** – The main golf game on a full course. *See Chapter [B.] for details.*
- **Golfisimo/Game** – Fun games not only for children and beginners. Training through play. *See Chapters [D. E.] for details.*
- **Practice** – Training on practice ranges for individuals and teams. *See Chapter [C.] for details.*
- **Online Game** – Multi-player game in different locations. *See Chapter [F.] for details.*
- **Local Events** – Competitions for a larger number of players, suitable for exhibitions and mass gatherings. *See Chapter [F.] for details.*
- **Tournaments** – Allows you to participate in worldwide competitions.



Icons in the main menu:



About us

Read information about the software developer and third parties used to develop it.



Resume game

Continue playing a saved game. The game can be saved in the cloud, or locally on your computer.



Settings

Default game settings, for more details see the Settings chapter.



Exit

Exit Creative Golf / Golfisimo



Players

Before playing golf or fun games, it is a good idea to create a list of potential players. This is also possible later when selecting a game.

Players

Selecting Players for the Game

Click the **Players** icon in the upper-right corner to select players for the **Active Players** list.



From this list, you can choose players for your current game.

- The order of players can be changed. They will be added to the game in this order unless the rules state otherwise.
- Players with a country flag are logged in with their account (**GC Members**). **Guests** (without account) do not have an assigned country.



Add player

Add player to active players list

It is advisable to have selected players before the game who can participate in the game. Players can be with an account created (**CG Members**), or as **Guests** whose profile will be created only for this one occasion.



Add Guest



If you only want to play on the local computer and do not want to use cloud services (saving games, online tournaments), you can log in as a **Guest**. You need to enter the name, handedness, preferred tee, and handicap.



The image shows a 'Guest' player setup screen. It has a dark blue background with a golf course scene at the bottom. The screen contains several input fields and buttons. At the top, the word 'Guest' is displayed in a stylized font. Below it, there are fields for 'NAME' (containing 'John'), 'DEXTERITY' (a dropdown menu showing 'Right-handed'), 'TEE' (a dropdown menu showing 'Gentlemen'), 'HCP' (containing '12.6'), and 'SEX' (a dropdown menu showing 'Male'). There is a 'Remember me' checkbox with a checkmark icon. At the bottom, there are two buttons: 'OK' with a checkmark icon and 'Cancel' with a red X icon.

- **NAME** - Enter the player's name for all subsequent games.
- **DEXTERITY** - Select whether the player is left- or right-handed.
- **TEE** - Select the preferred tee box you want to play from.
- **HCP** - Enter the player's exact handicap if you plan to play a **Net** game where handicaps are considered.
- **SEX** - Female/Male.
 - *Note:* If this field is not filled, the Playing HCP (for Net games - with HCP) for the "Ladies" tee will be calculated as for a female player, and as for a male player on all other tees.

If the "**Remember Players**" option (Settings / Game setup / Game Option 2) is set to **Enabled**, you can check the "**REMEMBER ME**" option, and the player will be automatically logged in after Creative Golf restarts.

Note: For **private use** of Creative Golf, it is recommended to allow the program to remember player names, but for **public use** (indoor golf center), this setting is not recommended. This item is set when running the "Wizard" setup program, depending on whether it is a public or private installation.

Login

Logging in with a **CG Member** Account



If you want to log in with a personal account, you must enter your **Nickname** and **Password**. Other data will be automatically added from the player's account.

- *Note:* Internet access is required. Otherwise, you can only play local games, similar to logging in as a "Guest." In this case, it is also not possible to play online tournaments and save open games to the cloud server.



If the "**Remember Players**" option (default setting / Game Option 2) is set to **Enabled**, you can check the "**STAY LOGGED IN**" option, and the player will be automatically logged in after Creative Golf restarts.



Send me New Password

If you forget your password, a new password will be sent to the email address provided in your account. **Nickname is mandatory.**

Create New Account



Create a new account as **GC Member**

When creating a new account, you must have internet access and enter at least the mandatory fields.

Create new account

NICKNAME	EMAIL
John	john25@gmail.com
PASSWORD	Confirm new password
*****	*****
HCP	DEXTERITY
12.5	Right-handed
PREFERRED TEE	
Gentlemen	
OPTIONAL	
FIRST NAME	LAST NAME
John	Smith
DATE OF BIRTH	COUNTRY
1 1 1972	--
SEX	☒ Keep my clubs statistics
Male	
☒ I agree with recording and processing of my personal data.	Read
<input checked="" type="button" value="OK"/> Cancel	

Mandatory Fields	Description
NICKNAME	Enter the player's name for all subsequent games and tournaments.
DEXTERITY	Select whether the player is left- or right-handed.
PREFERRED TEE	Select the preferred tee box you want to play from.
HCP	Enter the player's exact handicap in case you play a Net type game where handicaps are considered.

Optional Fields

From the optional fields, we recommend filling in at least **Country** and **SEX**. This data will also be displayed during the game or tournaments.

	Female/Male/Other.
SEX	<i>Note: If this field is not filled, the Playing HCP (for Net games - with HCP) for the "Ladies" tee will be calculated as for a female player, and as for a male player on all other tees.</i>

Personal data (First and Last Name, Date of Birth) will not be publicly displayed. We recommend reading the **GDPR rules**, which are under the "**Read**" item, and confirming your agreement.

Special Instructions for Foresight Devices

(Creating a New Player Account and log in)

In order to use the **Creative Golf / Golfisimo** you must have purchased an **FSX 2018/2020 or later license** from Foresight Sports Company. This license must be associated with your **FSX Live account** on the Foresight server. You can create an FSX Live account or check your attached FSX license here: <https://performance.foresightsports.com/>

To play Creative Golf 3D, you need a "**Creative Golf account**" (**CG account**) that will give you access to worldwide tournaments and cloud services on the Creative Golf server.

This account is always linked to an "**FSX live**" account maintained on a Foresight server.

Players can log in to the game with one or the second account (GC or FSX live) and your data will be recorded on both servers.

B. GOLF COURSE – Playing Golf



This section of the software is intended for playing standard golf games on an existing real golf course of your choice.

Start Game on the course – Initial Dialog

Select the golf course, game type, and other details, or you can play with the default parameters. (You can change the default course and other data in *SETTINGS -> GAME SETUP -> Game Options 2.*)

Play golf course

GOLF COURSE

Hammock Bay Golf & Country Club

GAME TYPE **NUMBER OF HOLES**

Stroke Gross **18 Holes**

Select players

NAME	HAND	TEE	HCP
Helen	Left-handed	4964 m L	35.6
John	Right-handed	5945 m G	18.0
Peter	Right-handed	6320 m Ch	12.5
Kate55#12	Right-handed	5489 m J	0.0

Back
 Game options
 Course conditions
 Rules
 Accept & play

GOLF COURSE

Select the golf course you want to play on. Click the **GOLF COURSE** button and select a course. See options below: *GOLF COURSE - Course Selection.*

GAME TYPE

Select the type of golf game. Creative Golf currently supports the following types of standard golf games:

- **Stroke** – Standard golf game where the score is counted by the number of strokes per hole. The player with the fewest strokes wins.
- **Stableford** – The score is calculated based on points. Points on each hole are derived from the number of strokes using the formula: *Points per hole* = $2 - (\text{Number of Strokes}) + (\text{Hole Par})$. The Hole Par for Net games is calculated for each hole from the golfer's "Playing HCP."
 - *Points per hole*: Bogey = 1 point, Par = 2 points, Birdie = 3 points, etc.
 - The player with the maximum number of points from the entire course wins.
- **Match Play** – A game strictly for 2 players. The score is calculated based on the number of holes won. The best player has the highest number of holes won.
- **Best Ball** – A team game where the score of the best player is assigned to the entire team at the end of each hole.
- **Texas Scramble** – A team game where the score calculation is the same as in the Stroke game, but all players from the team always play every shot on the course from one selected (best) position. Players from one team take turns on the tee box.
- **Sixes/Nines** – A game strictly for three players. Points on each hole are allocated according to the order of finish:
 - **Sixes** – 6 points divided: 1st player 4 points, 2nd player 2 points, 3rd player 0 points.
 - **Nines** – 9 points divided: 1st player 5 points, 2nd player 3 points, 3rd player 1 point.

Netto / Brutto (Net / Gross)

In general, the score is calculated from the number of strokes used on the hole to get the ball into the cup. A game that also takes the player's handicap into account is called **Net**. The Playing HCP for the current course is calculated from the player's "Exact HCP" and the course difficulty (CR, SR, and PAR) according to the golf HCP formula:

$$\text{Playing_HCP} = 113 \text{Exact_HCP} \times \text{SR} + \text{CR} - \text{PAR}$$

The player has a determined "Player Par" on each hole, i.e., a few extra strokes according to their Playing HCP.

If no handicap is taken into account, only the number of strokes achieved, the game is called **Gross**. The player with the fewest strokes is the winner.

NUMBER OF HOLES

Select the value from this field if you want to play all 18 holes, the front 9, the back 9, or select custom holes.

SELECT PLAYERS

Select players and their order from the **Active Players** list. See also Chapters „Players“.



Select players to game

	NAME	LOGOUT	ORDER
✓	 John		
✓	 Helen		 
✓	 Jaro50		 
✓	 Ivan		 
✓	 Peter		

Choose Players to game

Determine the order of players in the game

- **Order:** The winner of the hole starts first on the next tee box. During play on the hole, the order of players is based on the distance from the hole (the farthest player goes first). The order on the first tee box can be selected in the **ORDER** section.

TEAM

Select the team number and name for the player, or create your own name – for team games like Best Ball or Texas Scramble.

GOLF COURSE – COURSE SELECTION

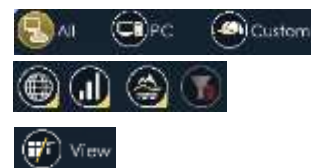
Select the course you want to play on.



When selecting, we recommend choosing the appropriate view or filtering the courses according to your requirements.

The list of displayed courses can be:

- Modified according to **availability**
- **Filtered** according to course parameters (**FILTER**)
- Selected according to the course display method (**VIEW**)
- Searched by **popularity** (Favorites courses) or by a text string in the **name**



ALL – All courses accessible on the Creative Golf server, regardless of installation.



PC – All courses installed on your computer.



CUSTOM – Courses created by you using the Creative Golf editor.

Installed courses with a purchased license are displayed in color. Courses that are not installed or do not have a valid license to play are gray.



If you have the necessary license, you can download the course by clicking the **Download**

Course icon. . Prípadne si môžete licenciu zakúpiť v e-shope alebo prostredníctvom predajcu Creative Golf.

Available courses can be downloaded **individually**  or **all**  in a given section (this takes longer).



If the **Update** icon  appears in the picture, a newer version of the course exists; we recommend updating.

FILTERS



COUNTRY – Select courses by country.



DIFFICULTY – Select courses by difficulty.



TYPE - Select by course type and appearance.



CLEAR FILTERS – Clear all filters.

SEARCH



SEARCH – Search by string in the name. At least 3 characters must be entered.



FAVORITES - Display only courses marked as favorites.

- Clicking the **Star** icon  in the image adds the course to your favorites .



DETAILS – This icon in the image displays the details of the given course.

VIEW



VIEW The course display can be switched to an itemized view, which provides more information about the course:



Other Icons on Course Selection

33_3.0.31880

VERSION – The installed version of the course.



HOLE VIEW – A video flyover of all the course holes.



DELETE COURSE – Deletes the course from the computer.



DETAILS – More course details, including lengths and **PAR, CR, SR**, from which the "Player Playing PAR" and Net PAR per hole are calculated for Net games.

Details

★ Golfclub Am Mondsee



The Am Mondsee Golf Club is one of the "Leading Golf Courses" in Austria. A very nice course, with an impressive backdrop of the Drachenwand and the Schafberg mountains.

It is also very interesting, but not easy to play.

A round at the Mondsee Golf Club is always recommended.

country: Austria
 holes: 18
 no. par3/4/5: 4/10/4
 difficulty: ●●●○○○
 type: parkland
 terrain: flat
 scenery: hills
 altitude: 485 m



TEE	LENGTH	Man			Woman			TEE LABELING
		PAR	CR	SR	PAR	CR	SR	
●	6228 m	72	73.3	131	-	-	-	Pro
●	5952 m	72	72.0	131	72	78.3	134	Gentlemen
●	5463 m	72	69.2	125	72	75.0	129	Junior
●	5125 m	-	-	-	72	73.0	128	Ladies
●	5125 m	72	67.5	117	-	-	-	Beginner

no. par3/4/5 is the number of PAR3, PAR4, and PAR5 holes on the course.

PAR, CR, SR are determined for each playable tee box on the course, according to the player's gender. These parameters are used to calculate the "**Playing HCP**" for Net play on this course.

TEE LABELING is the consolidated labeling of tee boxes in Creative Golf software for all courses, namely: **Champion, Pro, Gentleman, Junior, Lady, Beginner**, if the corresponding ones exist.

Note: Every player can play from any tee box. If the selected tee box is not available for play, the player will be assigned the next suitable tee box. If CR, SR is not assigned for a given gender and tee box, an appropriate CR, SR will be determined for Net play according to the difficulty.

ICONS in the "Playing Golf Course" Menu



Game options



Course conditions

Game options and **Course conditions** allow you to set some parameters only for the currently selected game. Default values for all games are defined in **Main Menu / Service / Game Setup dialog**. These will be re-selected when choosing a new game.



Rules - Game rules for the selected game (Game type).



Accept & play - The selected course is loaded, and the selected game starts.

PLAYING SCENE

Icons at the Top of the Screen



Icon display depends on the type of game. The playing scene for the stroke play game (default) – Stroke.

The icons on the screen have a **dual function**. Clicking an icon performs the corresponding function.

Icons - Meaning / Function on click



Current Player - Shows the current player whose turn it is / Displays a list of all players



Distance & Elevation - Shows the distance to the flag and elevation / in the scene.



Displays the flag



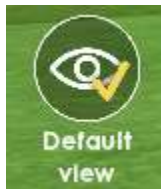
Total Score - Shows the total score and the number of strokes on the hole / Displays the scorecard.



Last shot Length of last shot total and carry / Last Postshot.

Note: Icons at top of screen in other types of fun games (Golfisimo) are explained in the respective game.

Other Icons of the Screen



Clicking on it will return the rotation of scene to the default direction. Temporary will also markers appear on the course or Grid and ball animation on the green.

See also next Chapter „Aid and Handling During the Game“.



The position of the ball on the mat in the playing area. In the case of multiple teeing points (Tee, Iron, Putt).

You can change the mat by clicking on the icon. Depending on the play area settings, the center line of the scene will also change according to the play area dimensions settings. *See also Chapter „E. SETTINGS/Playing area“.*



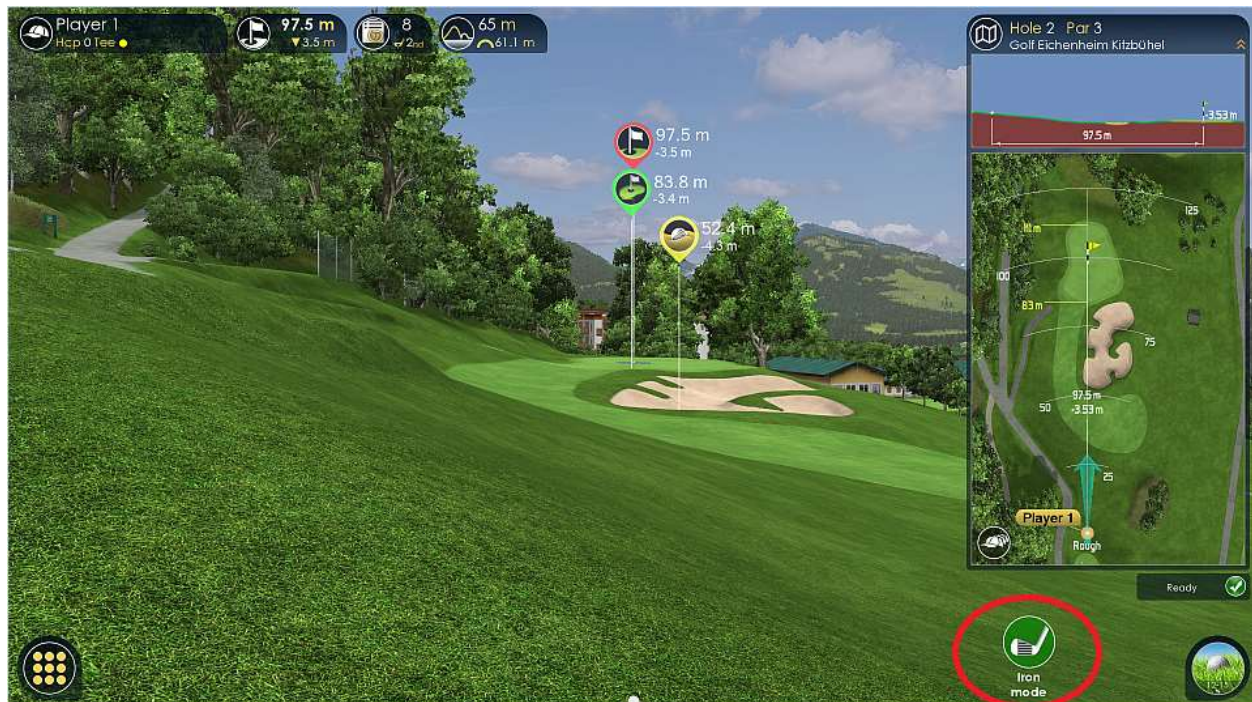
Ball position, sink and possible shot reduction due to terrain. See also the "Terrain influence" Chapter.

Special Icons of the Screen for radar measuring systems (FlightScope)

Some measuring devices (such as **FlightScope**) use **radar** to measure ball flight. Therefore, it is necessary to switch between the device's radar modes to ensure the ball flight is captured and targeted correctly. Creative Golf automatically sets the device mode based on the anticipated shot.

The software sets the "**Driver & Wood**" mode on the tee, but may switch to the "**Iron**" mode if the hole distance is shorter. On the green, it sets the "**Putting**" mode. Between the tee and the green, the mode is set according to the distance to the flag.

Therefore, always monitor the mode setting displayed at the bottom of the screen to ensure the correct mode is active, especially if you plan to play an atypical shot that does not correspond to the distance to the flag.



Software-switched Radar Modes

Mode	Automatic Activation	Imperial	Metric
Driver & Wood	On the tee and at distances greater than	220 yd	200 m
Iron	Everywhere off the tee and green at distances from - to	100 – 220 yd	90 – 200 m
Wedge	Everywhere off the tee and green at distances from - to	22 – 100 yd	20 – 90 m
Chipping	Everywhere off the tee and green at distances from - to	23-65 ft	7 -20 m
Putting	On the green		

Note: While Creative Golf switches modes based on the distance to the hole on the course, FlightScope recommends different settings based on the shot type (Full Swing, Chipping, Putting). Individual modes have overlaps, the radar operates in a wider range than in the table.

Aid and Handling During the Game

Top View



The panel in the upper-right corner of the scene provides information about the surface the current player is playing from, the distance to the hole, and the elevation between the current position and the hole. The beginning and end of the green are also marked.

Clicking anywhere in the **Top View** window allows you **to measure distances** in the scene and/or change the player's viewing direction. This is another way to change the view and the direction of play.

The window can be minimized by clicking on the top bar.

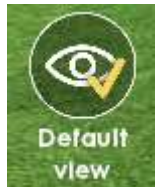


Display Player Position and Name.

Scene Rotation

The course direction on the first tee box for Par 4 and Par 5 is set to the **Optimal Shot** direction. For Par 3, the direction is towards the flag.

The direction can be changed by clicking on the desired direction in the scene or by clicking in the **Top View** window.



At that moment, the "**Default View**" icon will appear. Clicking on it will return the rotation to the default direction.

Temporary will also markers appear on the course.

Course Markers

Markers are temporarily displayed on the course to provide information about the situation. They show the object's direction, its position on the course, distance, and elevation.



Optimal shot - Displays the optimal shot on the tee box for Par 4 and Par 5 holes.



Lateral Water



Water Hazard (along)



Sand (Bunker)



Green Start



Flag



If the flag is outside the scene view, information about the flag will be displayed on the left/right edge of the scene.



Green End - Only displayed if the hole location on the green is close to the back edge of the green.



Out of Bounds

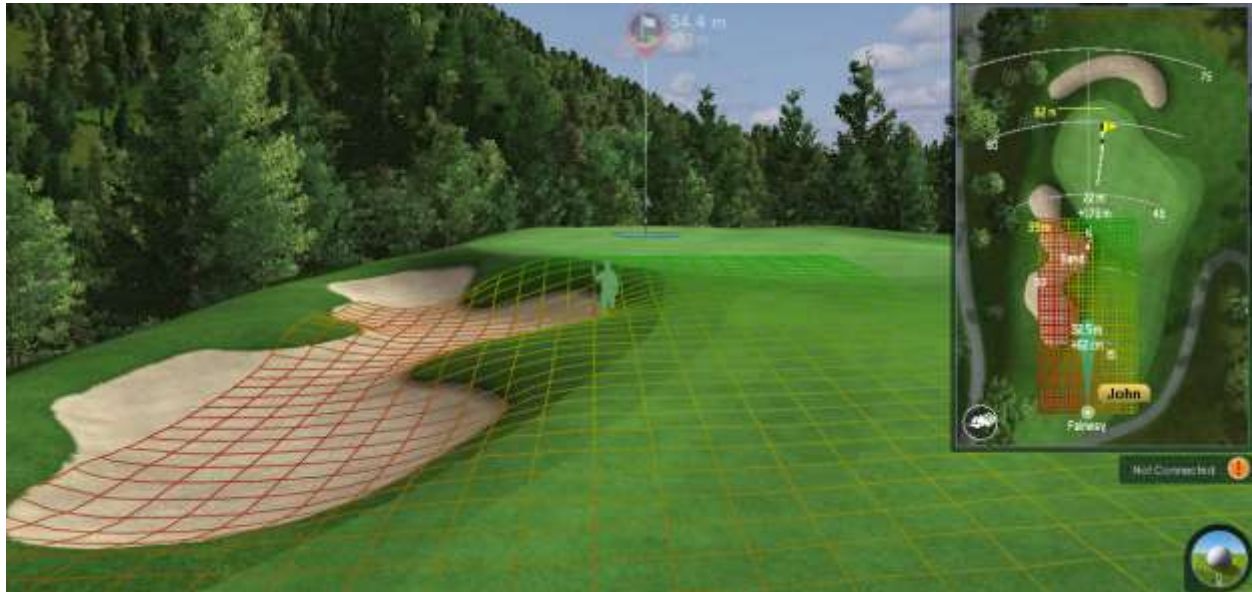


Biotop

Terrain Slope – Grid and Ball Animation on the Green

In **Game Options**, you can set the grid and ball rolling animation on the green. This can be set to display the grid either **Always** on the course, or only near the green.

Grid



If the display setting is "**Always**", you can move the square by clicking and holding in the scene. The grid has a dimension of 20x40m with a 1m step



The color gradient is used for 3D grid:



LOWEST

HIGHEST

Red hues are used for the lowest positions in the grid area, green hues are used for the highest positions.

Color gradient changing from red to green means uphill.

Color gradient changing from green to red means downhill.

The grid size changes dynamically as needed. In case of a smaller distance from the flag, the size is reduced for a better color representation of the highest and lowest points of the grid.

At the same time, if the distance from the flag is less than 8 m, the grid changes to **0.5 x 0.5 m**.

If the grid display is selected "ALWAYS", the maximum grid is displayed from the ball position. When the distance between the ball and the flag is **less than 30 m, the grid is already displayed on the green.**

If "On the green and near the green" is selected, the grid is displayed only if the ball is closer than 50 m from the flag.

Help with putting

A new feature improves putting: the possibility to rotate the scene view of the green to the direction of an ideal putt. This allows beginners to concentrate only on the strength of the putt. A direct shot increases the possibility of hitting the hole.

SHOW IDEAL PUTT – Without camera rotation:



You have to choose a suitable direction angle of putt.

SHOW IDEAL PUTT – Rotate camera to ideal putt direction:



You can play always straight. The terrain left/right break turns the path of the ball.

Note: Rotation in the direction of the ideal putt is manifested if the distance of the ball from the hole is less than 20m.

Setting putt helping options

Set “**SHOW IDEAL PUTT**” parameter in the Game setup, GAME OPTION 1 as default after start **each game**.



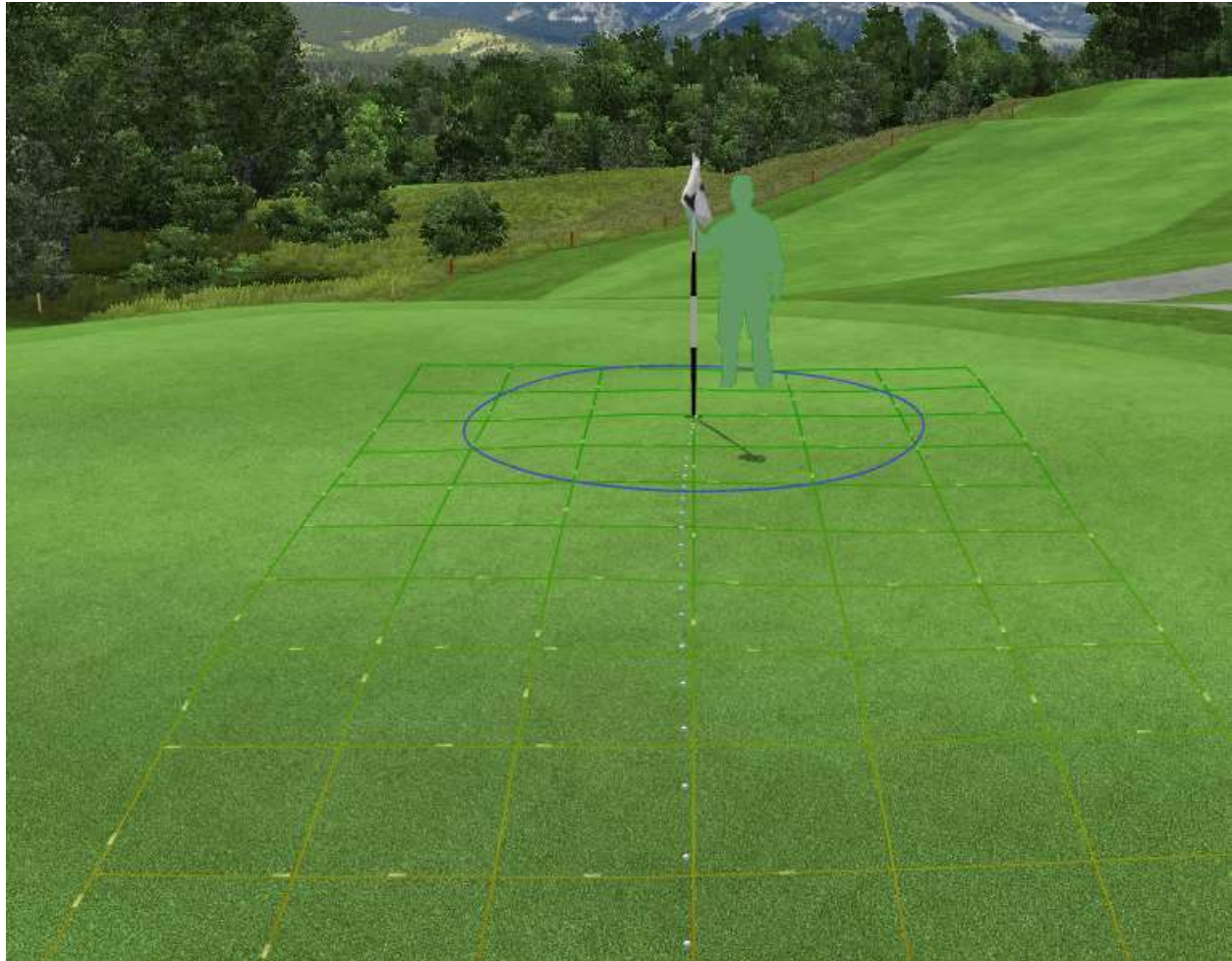
Set “**SHOW IDEAL PUTT**” only temporally - **only for current game** in MENU, CURRENT GAME OPTION.



Item “**Force straight...**” is designed for children and beginners, the putt will be straightened, the side angle of the ball path will not be considered.

Using Slope Animation – „Floating Grid“

When the distance ball to the hole is less than 22m, moving objects along the grid will be displayed, which will better represent the direction and size of the slope of the green.

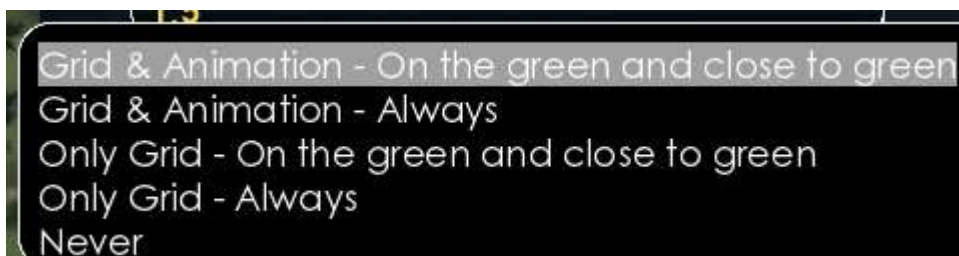


In addition to the color display of the grid, the direction and speed of moving objects tell about the slope.

It takes 7 seconds to display the objects. If you click on the scene or the Default View icon, the animation starts again.

For grid and slope animation setting see also SETTINGS / GAME SETUP / GAME OPTION 1

3D GRIDS & GREEN SLOPE ANIMATION:



Terrain Influence

Using the "Terrain Influence" function leads to players not acquiring bad habits while playing on the simulator which could affect their performance playing in nature. It motivates players to avoid water, tall grass, sand and other hazards on the course.

When the ball sits on a course surface other than the fairway or green, it is possible that the ball can be buried in the terrain. The subsequent stroke will be affected by the position of the ball, as well as the type of stroke, especially the launch angle of shot.



The behaviour of the ball on impact is influenced by the surface on which the ball lands. The parameters of a ball in flight (speed and descent angle) will affect the position where the ball will eventually come to a stop and how far it is buried in the surface. It can land in a normal position, be buried, or even land in a beneficial position such as on top of the grass (fluffy, firm).

The surface material, the level at which the ball is buried in the surface as well as the type of subsequent strike affect how much the strike is reduced. The type of terrain also affects the reduction of the ball speed.



The heavier the terrain and the deeper the ball is buried, the more important it is for the strike to be high (higher Launch Angle) to minimize the influence of the terrain.

The player is informed about surface, the location of the ball, the position the ball lies, as well as a range of influences (reduction) by the icon in the bottom right corner (providing this display and influences have been enabled in the Game Setup).



Terrain Influence - Setup settings.



The player can enable or disable the influence of the terrain in the section SETTINGS / GAME SETUP / GAME OPTION 2 -> TERRAIN INFLUENCE.

Alternatively, the player can leave the terrain icon displayed on the scene, but the terrain effect will not be applied, gameplay will proceed without damping.



Terrain options, ball position and their influence on the flight of the ball:

1. Tee, fairway, forgreen and green do not affect the stroke and the flight of the ball.



On TEE



Fairway (normal)



Fairway (fluffy)



Forgreen



Green

2. **High grass** (Rough, Heavy Rough). It affects the shot from 8% (fluffy) to 40% (buried).

The damping in a given range depends on the vertical launch angle of shot.



Buried (30%-40%)



Normal (12%-15%)



Fluffy (8%-10%)



Heavy Rough (12%-15%)

3. **Deep grass**. It affects the shot from 20% (fluffy) to 45% (buried).

The damping in a given range depends on the vertical launch angle of shot.



Buried (35%-45%)



Normal (20%-30%)

4. Sand. It affects the shot from 6% (fluffy) to 40% (buried).

The damping in a given range depends on the vertical launch angle of shot.



Buried (30%-40%)



Normal (25%-35%)



Fluffy (23%-30%)



Firm (6%-10%)

5. Other possible materials (asphalt, concrete, gravel on pathways) dampen the shot minimally or not at all.



Asphalt



Concrete



Foot Path

Menu and icons during playing



Menu contains all other icons:



Scorecard

Display dialog with scorecard to see current score of players.



Remove Player

Remove player who does not want to continue the game from the flight



Skip Player

The player on his turn can be skipped if he is not ready to shoot. It causes no penalty; the skipped player will be on his turn later.



Player to Next Hole

Click this icon if current player wants to pick up ball and finish the current hole.

Penalty strokes will be added to the score: (PAR of Hole) +2 or (Playing PAR of Hole +3 for Net game).



All to Next Hole

Click this icon if all players want to give up playing of the current hole.

Penalty strokes will be added to the score: (PAR of Hole) +2 or (Playing PAR of Hole +3 for Net game).



Practice

Practice your shots from current position any time during playing. Continue with the game after finishing the practice mode.



Restart Hole

Play hole from the beginning again.



Drop / Finish Drop

Drop the ball to define new position you want to play from.

This function is used after hit into water or area bounded by red/yellow sticks. You can move back to find a better position. Click Finish Drop if you are satisfied with your new position. One penalty is added to the score after hitting water or dropping the ball.



Replay and Replay Reverse

Replay your last shot to see it again. Replay Reverse gives you the opportunity to see the shot from the recent position of golf ball.



Game Options

You can override Game Options for the next play. Default values are defined in Main Menu \ Settings \ Game Setup\ Game Option1,2 dialog.



Course Conditions

You can override Game Conditions for the next play. Default values are defined in Main Menu \ Settings \ Game Setup\ Course Conditions dialog.



Mulligan

Cancel your last shot. It is possible to cancel only one last shot.

Use this for cases when you think the measurement system did not measure your shot correctly, or if you were disturbed by something during the shot.



Rehit

Repeat your shot from the previous position. Use if you shot into forest, hazard or any other place where it is impossible to continue playing from.

One penalty stroke is added to your score.



Hole View

Run flyby to explore the hole.



Explore

Explore the hole by walking on the course.



Save Game

Save your game in any state to current PC or on the cloud.

You can continue playing the game using the Resume Game icon in main Menu.



Game Statistics

Display dialog with statistics of players' shots during the game.

Game statistic details

Player stats

Achensee Golf Club

Players's Name	Peter	Denis	Monica
Holes Played	9	9	9
Holes in One	0	0	0
Longest Drive (F)	186 m	232 m	166 m
Ave. Drive (F)	163 m	204 m	136 m
Total Drives (F)	6	7	7
% Drives (F)	75	88	88
Greens in Reg.	5	4	5
% Greens in Reg.	56	44	56
% Par Saves	0	0	0
% Sand Saves	-	0	-
Total Putts	20	21	23
Putts / Hole	2.2	2.3	2.6
Putts / Hole (GIR)	2.0	1.8	2.2
Chip-ins	0	0	0
Par 3 Dist. to PIN	10.4 m	14.7 m	7.87 m
Ave. on Par 3s	3.5	4.5	4.0
Ave. on Par 4s	5.0	5.4	5.2
Ave. on Par 5s	5.0	4.5	6.0
HCP	23.8	2.6	34.2
Playing HCP	22	5	39

Player's (Team's) Name – name of the player or name of the team in team game (e.g. Texas Scramble)

Holes Played – number of finished holes

Holes in One – number of holes finished by single stroke

Longest Drive (F) – longest distance between start stroke (Tee) and stop position of ball, only in case of drive to Fairway – defined as **Drive (F)**. Drives ended in Rough, Water, Hazards, are not counted in in this parameter.

Drive (F) is the first shot from tee on PAR4 and PAR5 holes which finished on Fairway (or Green, Forgreen) or Hole in One.

Ave. Drive (F) – average length of Drive (F)/total drives (F)

Total Drives (F) – number of Drives (F)

% Drive (F) – percentage of Drives (F)/All Drives (on finished holes PAR4, PAR5)

Greens in Regulation (GIR) – Number of holes where player achieved green according to the rule:

- for par 3, ball is on green by 1st stroke

- for par 4, ball is on green by 1st or 2nd stroke
- for par 5, ball is on green by 1st, 2nd or 3rd stroke

Note: The GIR is registered only if the ball ended on green, regardless where it landed.

% Greens in Reg. – percentage of GIR holes count/all finished holes

% Par Saves – percentage of Par Save count/all ‘no GIR’ finished holes

Par Save – number of holes where player did not reach GIR but finished hole with PAR or better. Count of Par Saves is compared to all finished holes without reaching green in regulation.

% Sand Saves – percentage of Sand Save count/all ‘In Sand’ finished holes

Sand Save – number of holes where player did at least one stroke into sand but finished hole with PAR or better. Count of Sand Saves is compared to all finished holes where ball lay in sand.

Total Putts – number of putts on all finished holes

Putts/Hole – average number of putts on all finished holes (Total Putts/All Finished Holes)

Putts/Hole (GIR) – average number of putts on all finished holes with GIR only
(Total Putts on GIR Holes/All Finished GIR Holes)

Chip-ins – number of strokes played outside of green which finished in hole

Ave. on Par 3s – average number of strokes played on all finished PAR3 holes

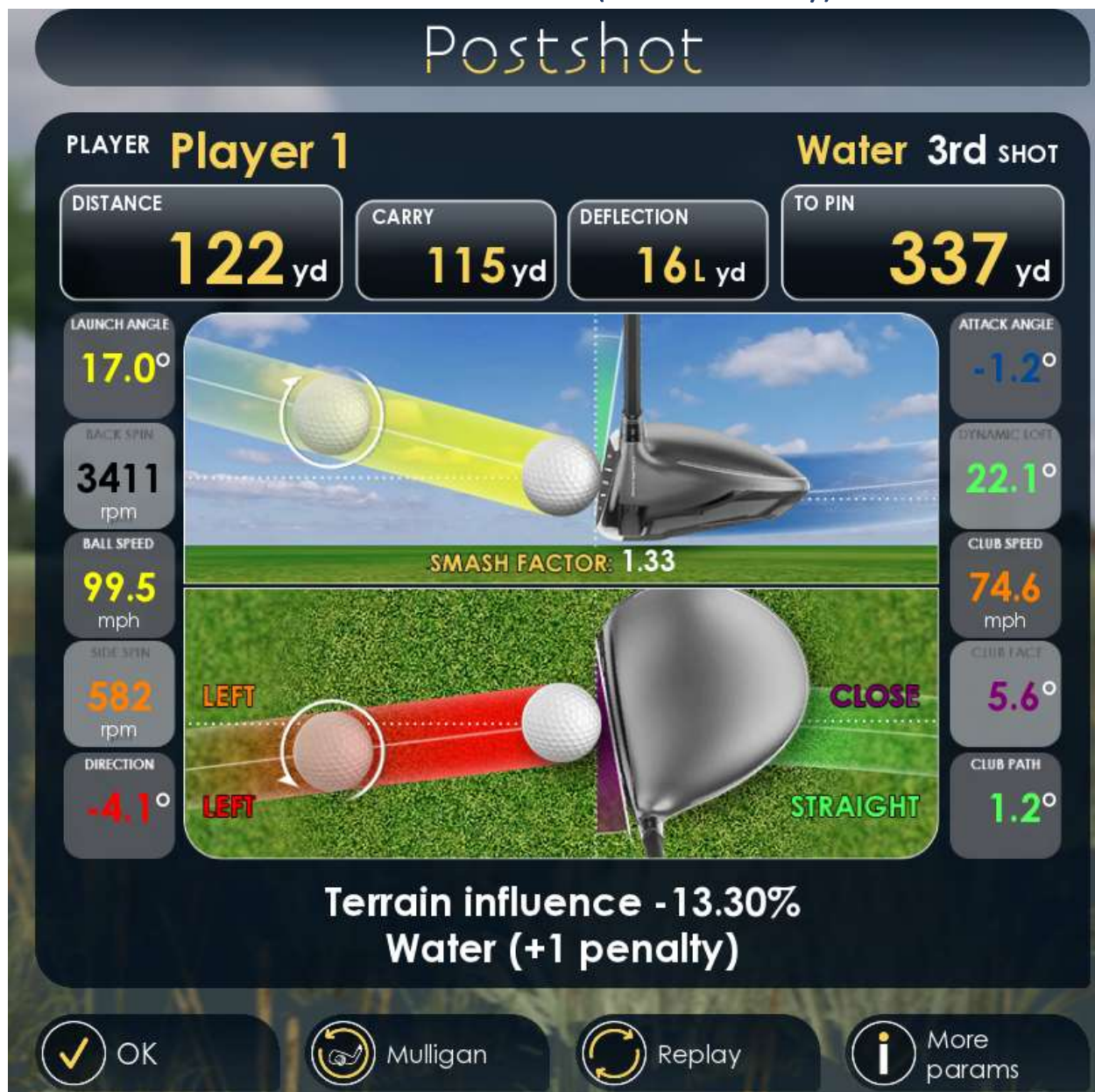
Ave. on Par 4s – average number of strokes played on all finished PAR4 holes

Ave. on Par 5s – average number of strokes played on all finished PAR5 holes

HCP – Players handicap (WHS Handicap) - defined by user before the game

Playing HCP – playing handicap for Player (Team) on current course. It is modified player’s HCP according to the difficulty of golf course. (Calculated from PAR, CR and SR rating of golf course.)

Postshot info window (Shot summary)



The standard type of Postshot is displayed when playing on a golf course or during training (Practice).

Fun games can have different Postshot that depends on a particular game.

Ball Flight Results (Center Section)

Distance – Total distance of shot

Carry - The distance the ball travels through the air, from launch to impact on the ground.

Deflection (Side deviation) - The left or right distance from where the ball landed to the straight target line.

To Pin – The remaining distance to hole

Ball Launch Parameters (Left Side for Right-Handed Players)

The following ball flight parameters are displayed on the left side (for right-handed players):

Launch Angle – The vertical Angle of ball's flight at launch.

Back Spin – The vertical reverse rotation of a ball

Ball Speed – The velocity of the ball immediately after impact

Side Spin – The horizontal spin. A "+" value indicates spin to the **Right**, and a "-" to the **Left**.

Direction – The horizontal angle of ball's flight. A "+" value indicates a **Right** direction, a "-" value indicates a **Left** direction.

Club Head Parameters (Right Side for Right-Handed Players)

The following club parameters are displayed on the right side (for right-handed players):

Attack Angle – The vertical angle of the club head's path just before impact.

Dynamic Loft – The effective loft of the club face in the moment of impact immediately after ball leaves the club head.

Club Speed – Speed of Club head just before ball impact.

Club Face – The angle between the club face and the vertical line relative to the shot direction line at the moment of impact. A "+" value means the face is **OPEN**, and a "-" value means it is **CLOSED**.

Club Path – The angle between the club head's path and the direction line at the moment of impact. A "+" value means **IN to OUT**, and a "-" value means **OUT to IN**.

For left-handed players, the parameters are opposite, the right and left sides of table are switched.

The bottom section of the window displays information regarding any **penalties** and the applied **terrain dampening** effect (see the chapter "Terrain Influence" for more details).

***Note:** The image of the club (**Driver, Iron, Wedge**) is displayed based on the estimate derived from the received launch monitor data. A shot that significantly deviates from standard values may be cause incorrect club type identification.*

The displayed parameters depend on the data provided by the launch monitor device.



For additional data, if any, use “**More Params**” icon.

C.PRACTICE

Improve your swing in training in three modes on the driving range (Driving Range / Team Training / Club Fitting), practice chipping and putting (Chip & Putt, Putting), or practice shots from any position on a selected golf course.



Practice on Driving Ranges

Driving Range, Team Training, Club Fitting

In all three driving range modes, you can choose from various areas for practice: Driving classic, Competition long drive or special Range Academy (default, recommended).



Driving Ranges Setup (for all three driving modes):



This driving range setup is common for all driving modes: **Driving Range**, **Club Fitting** and **Team Training**. The dialog allows you to define:



DRIVING RANGE - choose preferred type of driving range.

PIN DISTANCE - Choose from pin distances predefined on driving range. You can also click on any position in the Define Position window to change the position of player and thus change the pin distance. Selecting the appropriate green distance to be trained is important for correct evaluation of the dispersion, statistics, and training results.

FLAG DISPLAY - Yes/No to show flag on selected green or not

TARGET CIRCLE - Display aiming circle with defined diameter around the pin.

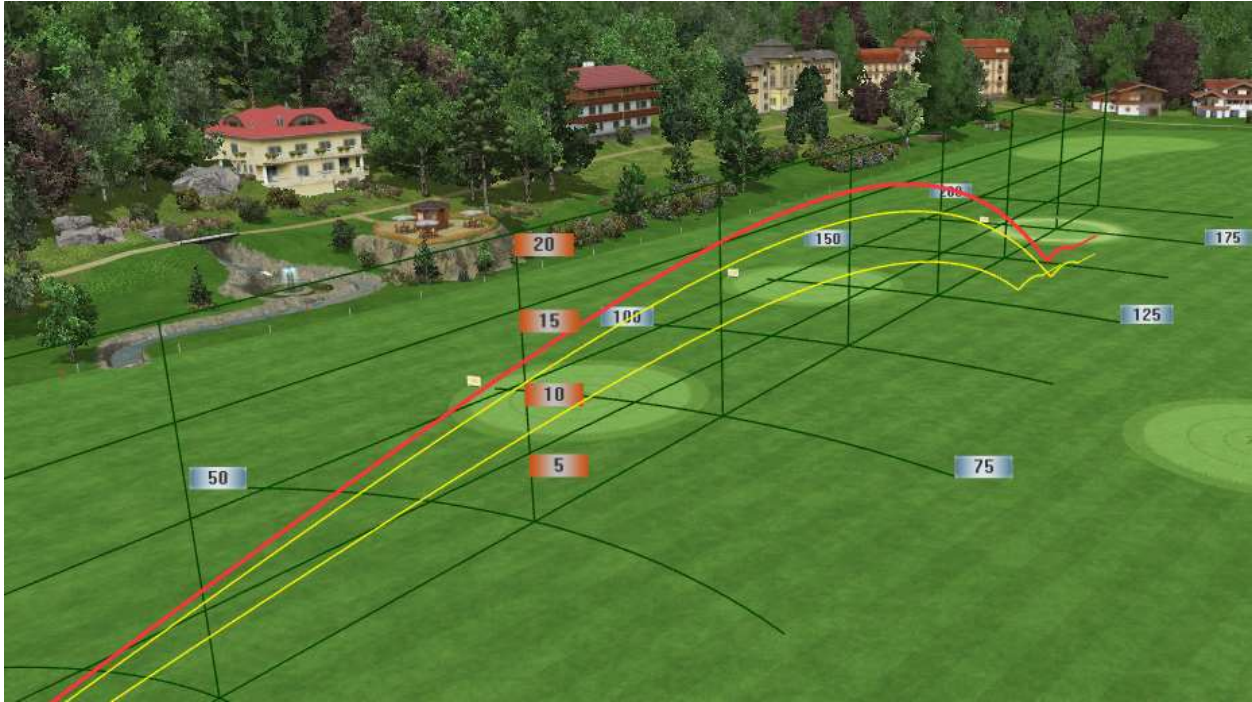
GRID

Elevation Spacing, Distance Spacing - Setup spacing parameters of grid used in FlyBy function.

Distance Grid in 3D - Allow grid (Yes/No) in 3D View



Use FlyBy icon from Menu to see all trajectories in 3D flight around, including 3D net:



Driving Range



Driving Range section is suitable for single player practice, you can choose from several driving areas and training conditions.

In "2D View & Dispersion" part, you can see side and top view, but also statistics and dispersion of your shots and more.

Team Training



The Team Training is suitable for common training of a small group with a trainer, where players can be compared according to their results, including smallest scatter (dispersion) and average values.

It is possible to use this option for a 2-4 Players competition in these parameters, too.

Statistics and results are displayed according to individual players.

Needed settings: number of players, number of shots of each player (changing after), names of players, and preferred color of ball flight trajectory.

In "**2D View & Dispersion**", it is possible to see Dispersion of each player and comparison of total and average parameters.

"**Results**" - viewing results according to players and evaluation of the best one and the second best.

Club Fitting



Club Fitting option is useful when choosing the most suitable club, for example when shopping. You can try out various clubs, by different brands, and the software evaluates the best club according to various parameters (carry, total, backspin, dispersion), even by average values.

Shots in statistic are collected according to clubs used.

Needed settings: names of tested clubs (Brand name), preferred color of ball flight trajectory of clubs.

In "**2D View & Dispersion**", it is possible to see Dispersion of each club and comparison of total and average parameters.

"**Results**" - viewing results according to clubs, and recommendation of the most (and second most) suitable club.

Dispersion of shots (for all driving modes)



Choose appropriate distance to green for better evaluation of shots.

In Standard View (3D), use the "2D View & Dispersion" icon to see 2D View, Dispersion, statistics and evaluation of your shots.



In **Club (Player) Statistics**, you can delete unsuccessful shot to correct dispersion and results.



In the top left corner, you can check the Clubs (Players) options to display (or hide) selected trajectories.

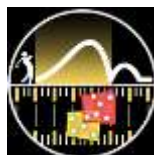
Additional Icons in Practice Modes

Most of the features known from playing Golf Course are available also in practice mode, but there are also other functions you can set to improve your training.



Driving Range Setup:

Access the dialog to change driving range setup. The Driving Range Setup dialog appears also at the beginning of playing on Driving Range.



2D View & Dispersion

Switch scene to larger 2D view, where top and side view are combined next to each other.

In 2D View:



Show/hide Dispersion

Show Dispersion and Statistic table on top



Show carry/total

Show Dispersion for Carry/Total Distance



Team Training (Player comparison)

Club test results (Clubs comparison)

Team Training results

Choose "Team Training" icon to see training results and player comparison.

Team training results

Players: 3

DATE: 23. 9. 2025

FLAG POSITION: 175 m

Maximum
(from all shots)

Discipline	Best result			Second best			
	Name	Shots	Value	Name	Shots	Value	Percentage of best
Longest drive - Total	Peter	3	200 m	John	3	188 m	94%
Longest drive - Carry	Peter	3	180 m	John	3	155 m	86%
Highest Backspin	Helen	3	3616 rpm	John	3	3326 rpm	92%
Nearest to PIN	John	3	12 m	Helen	3	14 m	86%

Average values
(for each player)

Discipline	Best result			Second best			
	Name	Shots	Value	Name	Shots	Value	Percentage of best
Longest drive - Total	Peter	3	184 m	John	3	172 m	93%
Longest drive - Carry	Peter	3	161 m	John	3	149 m	93%
Highest Backspin	Helen	3	3479 rpm	John	3	3264 rpm	94%
Nearest to PIN	John	3	13 m	Helen	3	23 m	57%
Best Dispersion - Total	John	3	383 m ²	Helen	3	401 m ²	96%
Best Dispersion - Carry	John	3	117 m ²	Helen	3	315 m ²	37%

OK

Print

Club Test results

Choose "Club Test Results" icon to see Club recommendation:

Club test results

PLAYER: Jaro

DATE: 23. 9. 2025

FLAG POSITION: 200 m

Maximum
(from all shots)

Discipline	Best club			Second best			
	Name	Shots	Value	Name	Shots	Value	Percentage of best
Longest drive - Total	Noname Iron7	3	223 m	Mizu i7	3	206 m	92%
Longest drive - Carry	Noname Iron7	3	180 m	Mizu i7	3	175 m	97%
Highest Backspin	Noname Iron7	3	3193 rpm	Mizu i7	3	3073 rpm	96%
Nearest to PIN	Mizu i7	3	7 m	Noname Iron7	3	13 m	54%

Average values
(for each club)

Discipline	Best club			Second best			
	Name	Shots	Value	Name	Shots	Value	Percentage of best
Longest drive - Total	Mizu i7	3	200 m	Noname Iron7	3	194 m	97%
Longest drive - Carry	Mizu i7	3	173 m	Noname Iron7	3	168 m	97%
Highest Backspin	Noname Iron7	3	3108 rpm	Mizu i7	3	3064 rpm	99%
Nearest to PIN	Mizu i7	3	9 m	Noname Iron7	3	23 m	39%
Best Dispersion - Total	Mizu i7	3	168 m ²	Noname Iron7	3	1118 m ²	15%
Best Dispersion - Carry	Mizu i7	3	51 m ²	Noname Iron7	3	488 m ²	10%

OK

Print



3D View

Return to driving range standard 3D View



Player Stats (for Individual Training on Driving Range and Team Training)

The sheet allows you to see shots sorted according to Players.



Club Statistics (for Individual Training on Driving Range and Club Fitting)

The sheet allows you to see shots sorted according to clubs.

STATISTIC:

For Club Fitting player decides how shots are categorized - according to type, brand name, etc.

Player stats

Shot	Club speed m/s	Ball speed m/s	Distance (m) m	Distance (m) m	Launch angle °	Ball direction °	Direction (m/s)	Direction (m/s)	In PM (m/s)	Direction (m/s) m
NAME	Peter									
1.	0.0	115.3	152.6	188.3	13.1	3.6 L	3166	977 R	13.3	0.7 L
2.	0.0	90.7	127.2	141.6	18.1	2.5 L	4028	0	33.7	3.7 R
3.	0.0	100.0	127.2	142.7	16.4	0.0	3643	739 L	32.6	3.4 R
4.	0.0	116.0	161.0	178.5	14.9	2.1 L	3590	0	14.7	14.4 L
5.	0.0	108.0	144.8	181.3	15.7	1.2 L	3528	310 R	17.0	9.2 L
6.	0.0	100.3	129.9	144.7	17.5	3.0 R	3679	0	30.3	1.4 R
7.	0.0	101.0	132.2	146.4	18.8	1.0 L	4197	100 R	29.4	5.9 R
8.	0.0	120.0	163.4	189.0	11.9	2.0 R	3082	100 L	18.9	13.2 R
BEST	0.0	120.0	163.4	189.0	18.8	0.0	4197	977 R	13.3	0.7 L
AVG	0.0	107.4	142.3	161.6	15.8	0.7 L	3614	48 R	23.7	0.4 R

Back

Delete all shots

Delete selected shots

Shot Info

Print

In the Statistics, you can



- delete all shots, or a selected shot that you are not satisfied with, thereby excluding it from the statistics.



- view Shot Info for the selected shot.



- print your shot statistics.



Change Club In the Club Fitting - assign next shots to a new club, and thus to a new group of data.

Change color In Driving Range change of ball flight trajectory



You can also change the color in one group of shots in Club Fitting for better distinction.



Delete All Shots to empty the sheet including trajectories and shots data.

Chip & Putt Practice



Train your short shots and putting on a practice green.

The first dialog allows you to choose a player and flag positions. Choose one circle and one cross to practice your shots.



Chip & Putt Option, Conditions

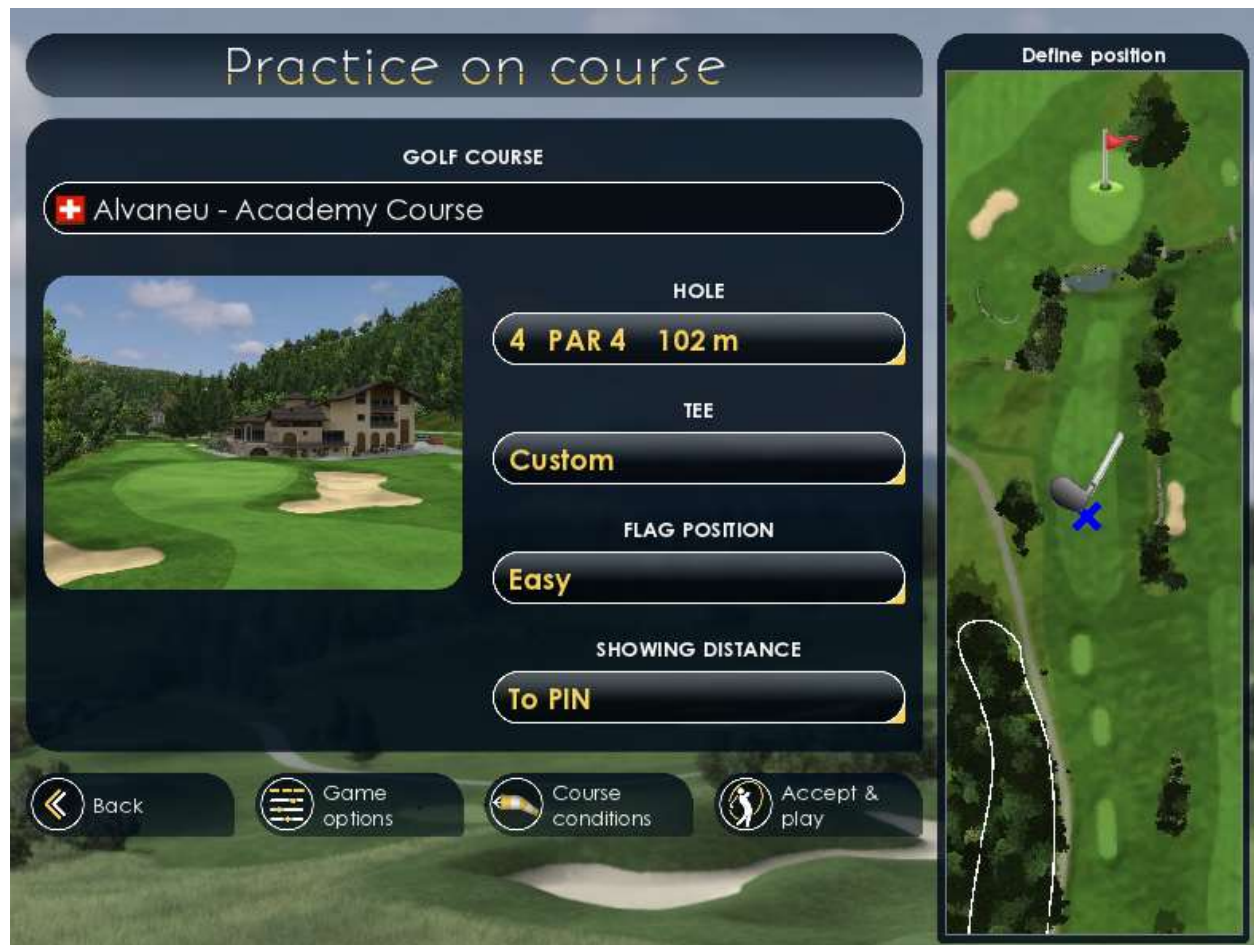
In this setting you can set Course conditions or Game options (only for current session).

Game options and **Course conditions** allow you to set some parameters only for the currently selected game. Default values for all games are defined in **Main Menu / Service / Game Setup dialog**. These will be re-selected when choosing a new game.

Practice on Course



Practice your shots from any position on golf courses to improve your skills in special situation or place on real golf course.



Putting



Improve your skills by playing a putting game only on real golf course greens.



D.GAMES



Enjoy this set of **amusing golf games** designed for the whole family.

You can expand the number of games in this section by purchasing the **Golfisimo** game package. These will be installed into this same section.

(See also Chapter *Additional GAMES – GOLFISIMO* - page 69).



Target Golf



This fun game improves the **precision** of your shots. The course features islands of different sizes and distances. The player has a defined number of strokes to reach an island and obtain points, the amount of which depends on the distance to the pin. Players collect points on multiple islands

using a defined number of shots.



Icons at the top of screen - Meaning / Function on click



Remaining shots on a given island



Total score (all islands) / Show Scorecard.



Total points on the given island and points gained from the last shot.
/ Postshot information



Easy Golf



Easy Golf offers short golf courses, such as **Pitch & Putt** (P&P) and **PAR3** courses, designed for beginners and children. The **Fairytale** course, with many themed objects, follows the same rules as a standard golf game, but the holes are substantially shorter, allowing results comparable to adult players.



Rules and Icons on the scene are the same as on full course.

Mini Golf



Play on mini-golf courses using only a **putter** to deliver the ball into the hole in as few strokes as possible.



Set Switch Player:

- **After end of Hole:** Each player plays continuously one hole to end.
- **By the golf Rules:** Players alternate according distance to hole, similarly as in the Stroke game.



Rules and Icons on the scene are the same as on full course.

Demolition Golf



Try this entertaining game aimed primarily at teenagers. Courses contain a set of ramshackle old buildings or greenhouses. Players obtain points by breaking windowpanes. They collect points across multiple scenes using a defined number of strokes for each one and try to achieve the highest score.



Icons at the top of screen - Meaning / Function on click



Remaining shots on a given scene



Total score – all and at this scene / click - Show Scorecard

E. Additional GAMES – GOLFISIMO

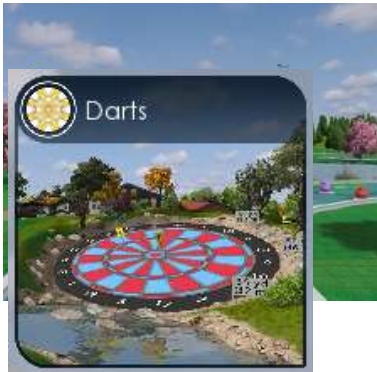
With the purchase and installation of the **Golfisimo** package, you gain more courses in the Games section, as well as new types of golf games. These fun games help to improve your golf skills, accuracy, shot consistency, short game, and overall strategy.

Golfisimo can also be used as a **standalone program**. The installation is done in the same way as the installation of Creative Golf. If Creative Golf is already installed, Golfisimo will be integrated into the existing Games section, which will be renamed **Golfisimo**, allowing you to manage all the games from one interface.



The second set of games are **Head-to-head** games, designed for two players or teams playing directly against each other.

In addition to new games at the bottom, the Golfisimo package also includes new playgrounds in the original Games section, notably new **Target** courses, **Chip & Putt** and **Par3** courses, impressive **Mini-Golf** courses, and more.



Darts

The Darts game is designed for one or more players.

Players can choose from standard darts games: **High Score** (6 or 9 rounds), **301 Single Out**, and **501 Single Out**. These are displayed on three large targets in a natural environment from different distances, plus a vertical target.





maximum
given
rounds.

Gameplay:

In the **High Score** games, the aim is to achieve points in a number of

In the **301 or 501 game**, the aim is to be the first to reduce a fixed score to zero. Points are subtracted from player's total after every three strokes.

The value of each section of the dartboard is displayed on the target.

Values on the Dartboard:



Hitting the **Inner Ring** scores triple the points value of the section.



Hitting the **Outer Ring** scores double the points value of the section.



Hitting the **Outer Bullseye** scores 25 points

Hitting the **Inner Bullseye** scores 50 points



Icons at the top of screen - Meaning / Function on click



Round number



Total score / show scorecard



Number of points, shot 1 / 2 / 3 and click - Last shot info

CastAway



The **CastAway** game is designed for one to eight players.

The aim of the game is to get from a desert island to the mainland by progressing from island to island with as few strokes as possible.



MAINLAND DISTANCE

Middle (10-15 Islands)

Near (4-7 Islands)

Middle (10-15 Islands)

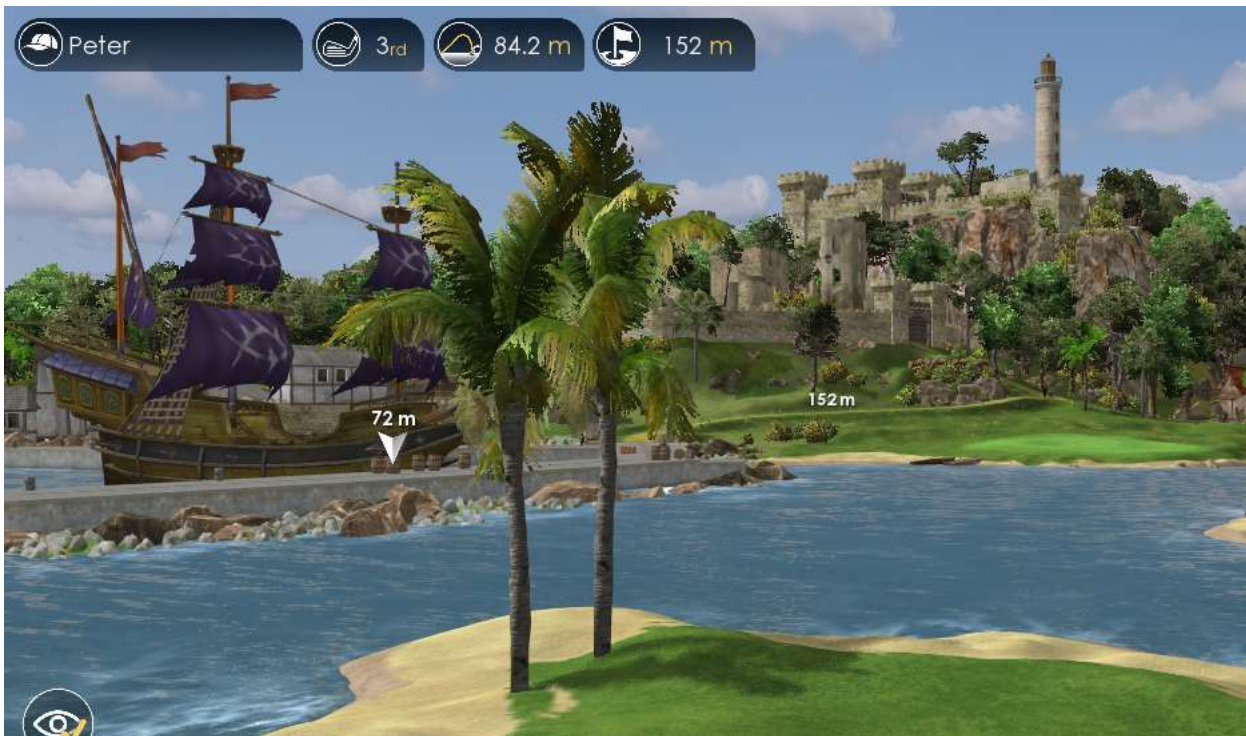
Far (20-25 Islands)

Choose the distance to the mainland and the nearest island according to your skill level.

On some islands, you may receive a **bonus** that moves you one island closer to the mainland, or a **penalty** that cancels your latest stroke.



Watch out for sharks!



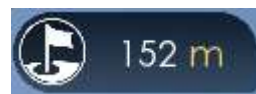
Icons at the top of screen - Meaning / Function on click



Shot number.



Distance of last shot (carry) /



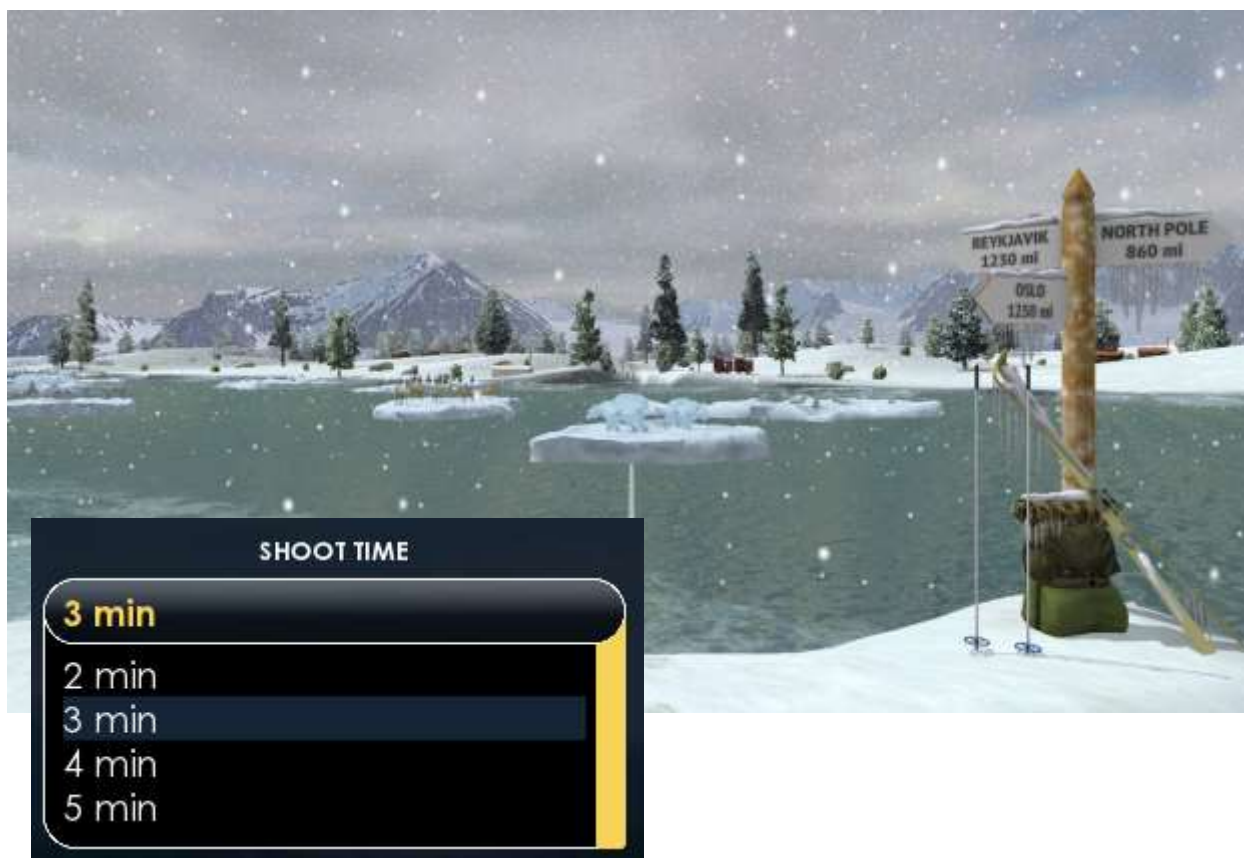
Distance to the flag on the mainland.

Shooting range



This game for 1 to 8 players is designed to refine one's promptness, situation assessment, decision-making, and correct golf stroke **under time stress**.

Players shoot at floating ice blocks during a selected time interval to earn as many points as possible.



They are awarded **100 points** when they hit a floating ice block, and a bonus of **300 points** if they hit the statue in the middle of the block.



Icons at the top of screen - Meaning / Function on click



Total score / Scorecard



Number of ice cubes /animals hit (bonus)



Time remaining

Biathlon



The game is designed for 1 to 8 players to practice **consistency of strokes**, maintaining an accurate launch angle, and executing precise **pitch shots** under the stress of a time limit. Each hole is played for the best time result.

The aim of the game is to complete the entire course in the shortest time. The player with the shortest total game time wins.



The course consists of six tracks (holes). Select the holes you wish to play according to your skill and ability. Each hole and target on the green are designed to be played with the **same club**.

The game on each hole consists of:



1. **Reaching the green** - ideally in three strokes using the same club.
2. **Trying to hit five targets** in five strokes; one stroke per target. Missing a target is penalized with a **30 second penalty**.

Time starts running from the player's first shot on each hole.
It is interrupted during rotation or when entering the Menu.



The targets are designed to take into consideration the launch angle of the selected club at a full shot.





Icons at the top of screen - Meaning / Function on click



Total player time (for all holes played) / Show scorecard



Current player time on the given track (hole)



At the shooting range: Status of targets hit and penalty points

Bar



This fun game is designed for 1 to 8 players where you use a golf ball to **break bottles and other objects** in a bar setting.

Set the number of strokes for each player.



Icons at the top of screen - Meaning / Function on click



Remaining shots



Your score (bill) / Scorecard

Don't forget to pay the bill at the end. 😊



Bridges

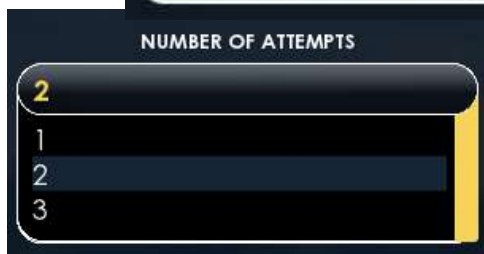


The game is designed for two players or two teams (red and yellow).

Players try to connect three parts of a city by creating bridges between individual islands using a single path. They need to hit neighboring islands to build a bridge.

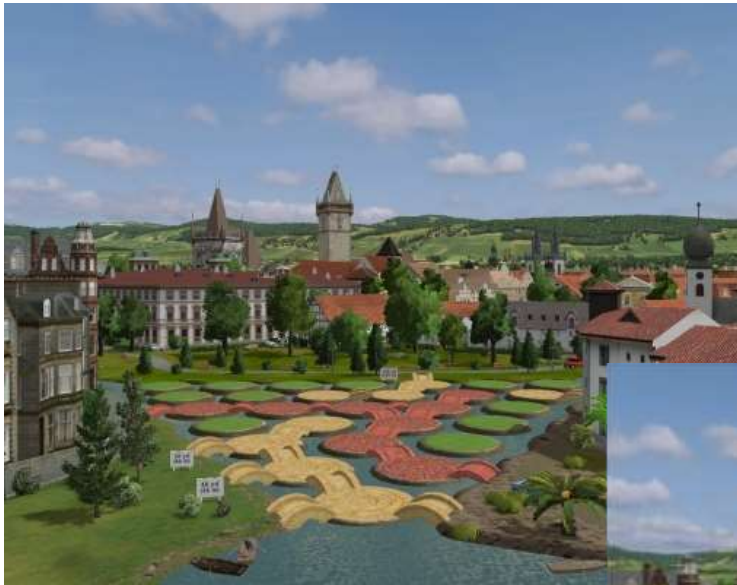


You can choose from two areas: 35 to 100m (40-110yd), or a shorter pitching course up to 64m (70yd).

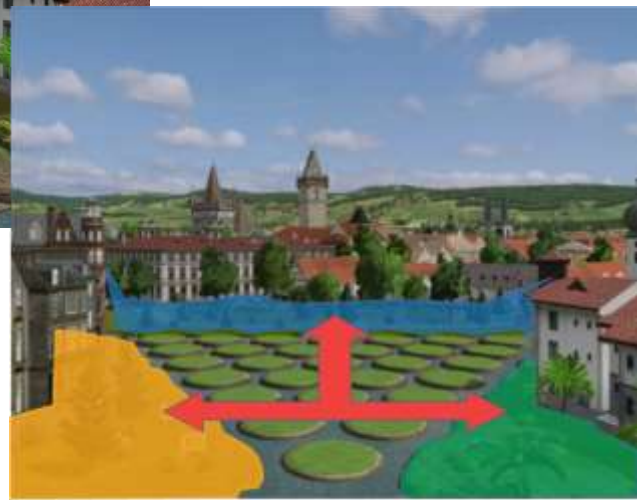


Players have one, two, or three attempts, according to their game settings.

The Red player builds footbridges from red bricks, and the Yellow player builds footbridges from yellow stone. If the ball hits water, or an occupied island, and the player is out of attempts, the opponent continues.



Players try to **connect three parts of a city** by creating bridges between individual islands by one path.



The player (or team) who connects three parts of a city first, **wins.**

Icons at the top of screen - Meaning / Function on click



Remaining shots



Number of bridges built (not significant)

Barrels



The **Barrels** game is designed for two players or teams (Red and Yellow) for training **short distance chipping**.

Players try to hit the ball into their barrels with the red or yellow edge to sink them under water.



Players have one to three attempts, depending on the selection before the game.



If a player fails to sink their barrel or hits the opponent's barrel, they lose their turn.



When the player (or team) sinks all of their barrels, they must confirm their victory by hitting a **mine**. If, however, they hit the mine earlier during the game, they lose, and the game is over.



Icons at the top of screen - Meaning / Function on click



Remaining shots.



Number of barrels sunk.

Battlefield



In this game, inspired by the historic War of the Roses in England, two players or two teams (**York** and **Lancaster**) fight against each other.

The aim is to get to the opponent's command field beneath the castle by gradually occupying the fields.



You can choose from two battlefields: **100 yds. (92m)** and **158 yds. (144m)**.





Players can only move forward to an adjacent field but can hit any of the opponent's occupied fields. By hitting an already occupied field, it becomes free and can be occupied again.

Players (or teams) take turns after two strokes. If players hit a combat unit in the center of the field, they gain **2 extra strokes**.



The player who reaches the opponent's command field first wins.

Icons at the top of screen - Meaning / Function on click



Remaining shots.



Number of occupied fields

Grand Slam



The **Grand Slam** game is designed for two or four players.

The rules of the game, scoring, and displaying of results are similar to those of a tennis match.

The match consists of only one set.



Before the game, players can choose one or more courts of various sizes for their match.



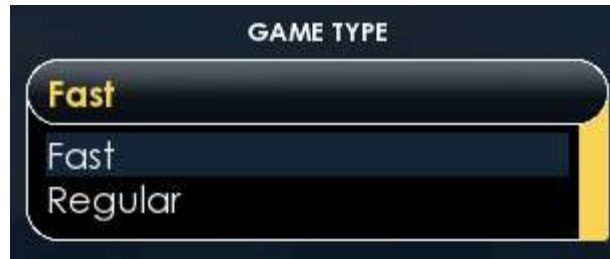
Courts change after every two games.

You can to select Fast game type or Regular (see “Return” below):

Service:

First player serves with two shots.

The first stroke determines the **Pin placement**, and second one sets the **green size**.



If the player misses the court with either of these two strokes, the opponent gains 'fifteen'.

Return: Depends on the game type chosen before the game – **Regular** or **Fast**.

Return in Regular game type:

The second player has one, two, or three attempts, depending on game settings, to hit the green.



If they miss, their opponent gains 'fifteen'.

SCORE			
PLAYERS		Games	Points
Peter		0	30
John		1	15
CARRY	PIN DISTANCE	GREEN DIAMETER	DISTANCE TO PIN
31.1 m	30.1 m	10.2 m	6.3 m
You missed Green!			

If they **hit the green, they successfully return**, and simultaneously determine a new pin placement. With their next stroke, they set a new green (First step of service).

Return in **Fast game type** (default):

If the returned player hits the green, they get "fifteen"; otherwise, the serving player gets "fifteen".

Rotation

The first player serves throughout the first game, and the second player serves throughout the second game on same court. This rotation continues until the end of the match.

Icons at the top of screen - Meaning / Function on click



STATUS of Game
Service: 1. **set Pin** 2. **set GREEN**,
Return: **hit GREEN**



Remaining shots (Return)

Games	Points
0	30
1	15

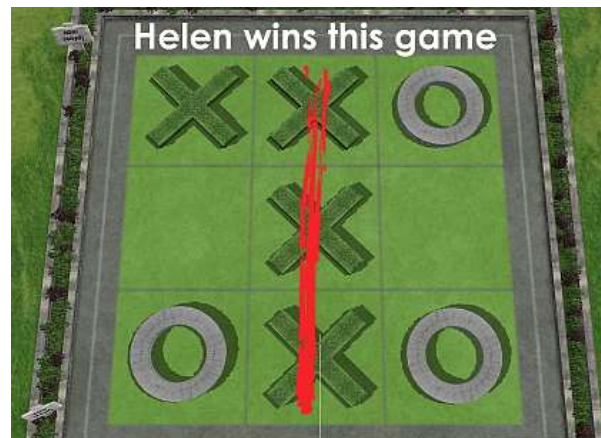
Score

Tic Tac Toe



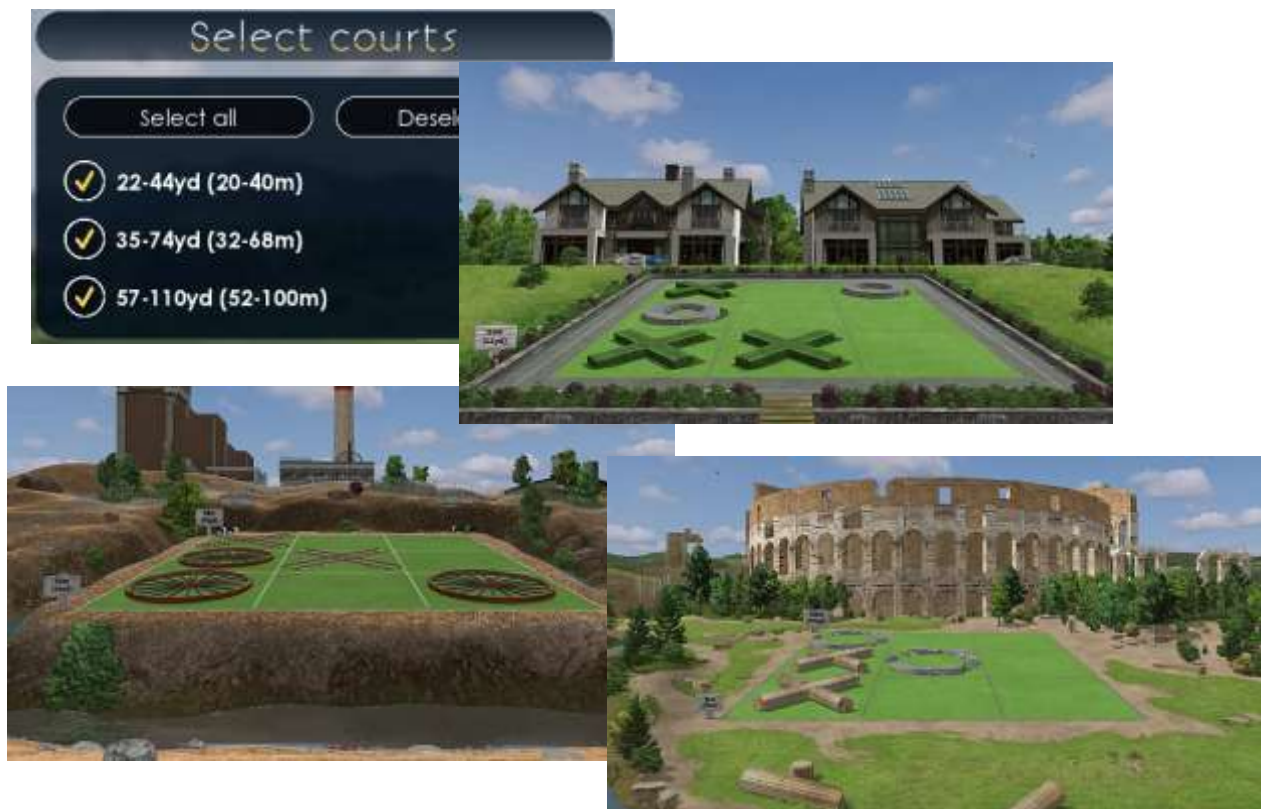
The **Tic Tac Toe** game is intended for two players.

The rules are simple: The player who occupies **3 spaces in a straight line** wins one game. A draw is possible.



They have a chosen number of attempts (1,2,3) to do so.

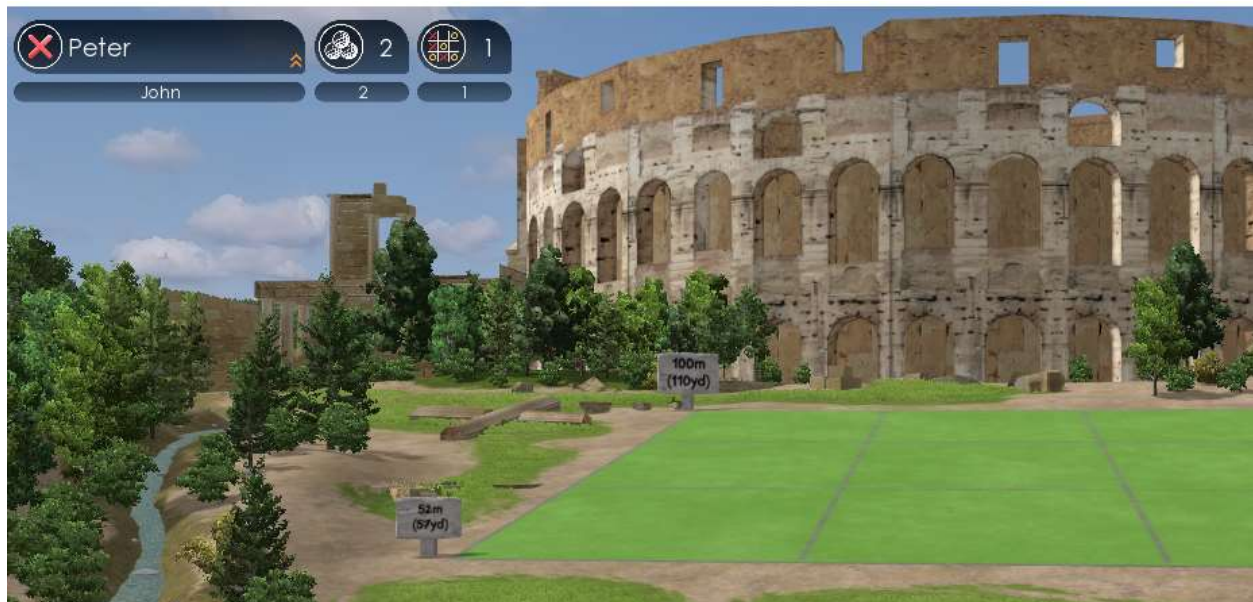
The game is played on three different boards.



The player who wins more fields - wins the TIC TAC TOE tournament.



Icons at the top of screen - Meaning / Function on click



Remaining shots



Games won

Beach



This fun game is designed for 1 to 8 players where you use a golf ball to **break various objects on the beach**. Try this fun game designed especially for children and teenagers.

The number of points earned depends on the difficulty of the object. But everyone gets something...

The game is of the "demolition" type, and the setup is the same as in other games of this type. The game is played on six scenes on the beach, which alternate after a preset number of shots.



Icons at the top of screen - Meaning / Function on click



Remaining shots on a given scene



Total score – all and at this scene / click - Show Scorecard

F. TOURNAMENT



COMPETITIONS

The **ONLINE GAME** is a way to play with anyone in the world in the same flight and at the same time. Sometimes this game is also called peer-to-peer.

You can play **LOCAL EVENTS** only on your local computer, they are created for all **Creative Golf** users. **Local Events** are suitable for events with several people interested in the game. The best attempt is recorded on the leaderboard.

TOURNAMENTS are created on cloud server for all **Creative Golf** users with personal account on cloud (further on as "**CG Members**".)

ONLINE GAME - peer to peer



The **Online Game** is a way to play simultaneously with anyone in the world in the same flight. This is sometimes referred to as **peer-to-peer** play.

You can join an existing game that someone else has created, or you can create your own game and wait for others to join your flight.

You can also use the **Discord** network to find teammates or suitable tournaments; access is available directly from the game.

You also have the option to create a **private game** for your friends and provide them with the game name and password.

Then, simply wait for the players to log in to the game. Every player's shots will be displayed to all teammates.

Creating a new online game

In the "Play online game" section, click the "**Create**" icon.



Create the game in the same two steps as a regular tournament, defining all game parameters.

In the **first step**, define the name and game type. Specify whether it is a **public** or **private** game. For a private game, you must enter a password and share it with your playing partner(s).



Create online game 1/2

NAME
Challenge for a friend

GAME TYPE
Stroke Gross

HCP RANGE
0.0 TO 36.0

MAX PLAYERS
4

TRACKING
All

☒ PRIVATE
PASSWORD

OWNER
Albert

In the second step, enter all other game parameters:

Create online game 2/2

NAME
Challenge for a friend

GOLF COURSE
 Golfclub Eichenheim Kitzbühel

NUMBER OF HOLES
18 Holes

TEE MEN
 5663 m G

TEE WOMEN
 4912 m L

Game conditions

MULLIGANS PER ROUND
0

FLAG POSITION
Easy

TERRAIN INFLUENCE
Enabled

PUTTING
Standard

GREEN HARDNESS
Medium

GIMMIE
No Gimmie

GREEN SPEED
Medium (USGA 6.5 ft)

WEATHER
Sunny

HOLE SIZE
1.5

PUTT HELPER
Rotate camera and show idea

WIND
Calm

 Back  Continue

After confirming (**Continue - Create**), your game will appear in the online space:

Play online game

SEARCH BY NAME
 

GAME TYPE
All

TRACKING
All

Create a new or select an available game you would like to play below and press JOIN.

Game	Golf course	Game type	Owner	Number of players	Access
Challenge for a friend	Golf Eichenheim Kitzbühel	Stroke Gross	Albert	1/4	Private

Now, wait for someone from the public space to join your game, or, for private games, wait for your invited friends who know the password to log in.



Once a player logs in and confirms they are ready, you can start the game (**Start (ready)**).



Note: You can refuse a logged-in player by clicking the **X**. Once you are satisfied with the registered players, you can start the joint game. The online game will begin in 10 seconds.

Login to the existing game

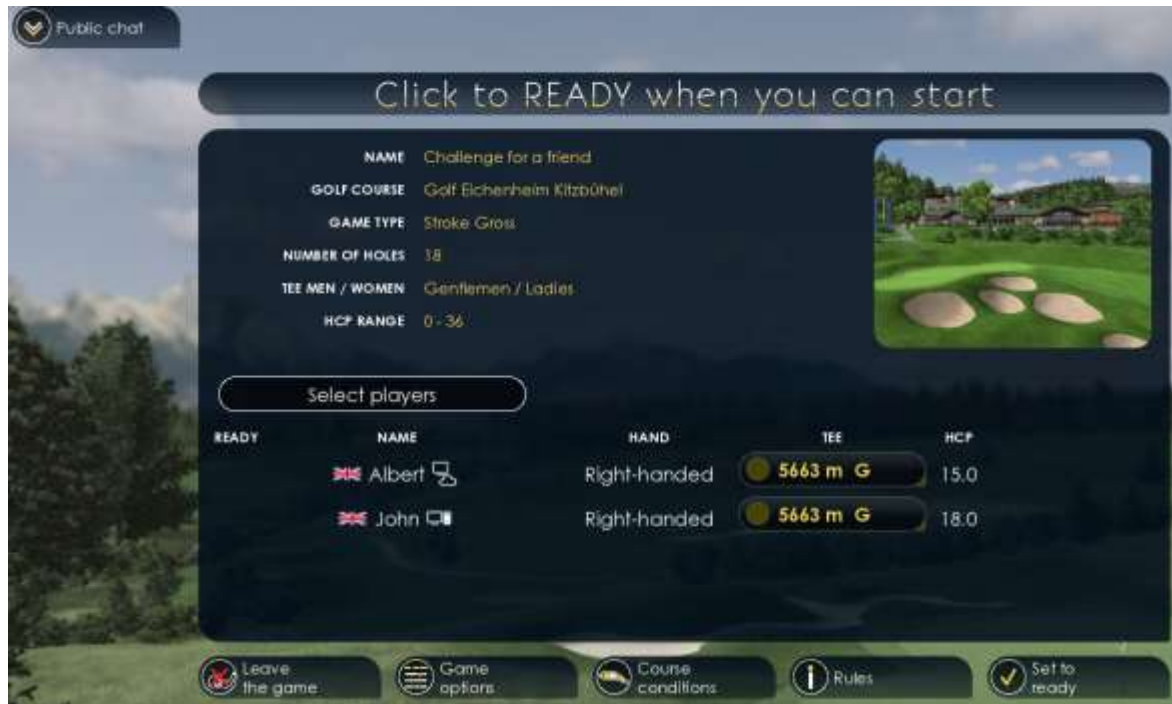
Start the **Online Game** to view the list of games that have just been created, where the hosts are waiting for others to join the flight.



Select the game and click **JOIN** to log in to the game.

Press **SET O READY** to indicate that you are ready to play.

The game launch must be initiated by the game creator (the challenger) after they confirm they are **also ready to play**.



The game will start after 10 seconds.



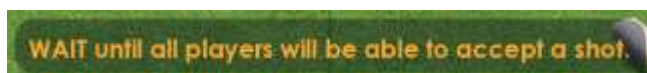
Note: The host may refuse your participation in the flight. If they do so, you will not be able to log in to this game again. Every shot will be processed and displayed on all connected computers.

During the game, the system will inform you of whose turn it is

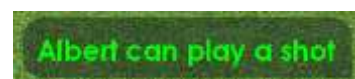
- **Red:** You are waiting for another player on a different computer to shoot; you cannot shoot yet.



- **Orange:** It is your turn, but your teammate is currently not ready to take a shot (e.g., rotating the scene or performing other operations within the program).



- **Green:** Your teammates are waiting for you to shoot; it is your turn.



Note: If there is a short-term internet outage, the system will attempt to restore the connection and continue the game. If a player's disconnection time exceeds a tolerable limit, the player will be disconnected from the flight, and the other players can continue the game without them.

Remark: You can use the direct in-game **chat** feature during the game.



LOCAL EVENTS

These tournaments are played on a single computer without the necessity of an internet connection; results are saved only on that computer.



Local Events are suitable for various occasions, particularly events involving multiple people interested in the game. An unlimited number of players try to achieve the highest score with a few shots under the same conditions. The best attempt is recorded on the leaderboard.



Target Challenge



Compete for shot precision on a special course where the ball is driven toward target islands located at chosen distances from the tee.



The initial dialog window allows you to define the **target distance and the number of shots** for each player. Summarized points from target hits are recorded on a score sheet, which is accessible from the menu or after one of the players finishes their shots.



#	Player name	Distance	Number of shots	Score	Date
1	Peter	160 m	5	262	1. 10. 2025
2	John	160 m	5	196	1. 10. 2025
3	Mary	160 m	5	100	1. 10. 2025

Demolition Challenge



A fun competition for shot precision over a short distance on one scene featuring old, ramshackle buildings. Competitors try to achieve the highest score by breaking windowpanes.



The initial dialog window allows you to define the **competition scene and the number of shots** for each player. Points from broken windowpanes are recorded on a score sheet, which is accessible from the menu or after one of the players finishes their shots.



Demolition golf table							
#	Golf course	Object	Difficulty	Player name	Shots	Score	Date
1	Burned Houses	Burned 2	Medium	Mary	3	90	1. 10. 2025
2	Burned Houses	Burned 2	Medium	Peter	3	30	1. 10. 2025

Longest Drive

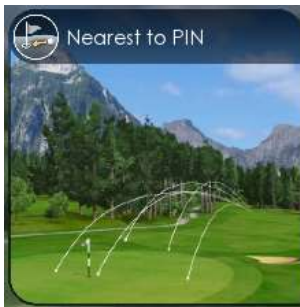


Compete for the longest drive from a selected tee position on a chosen PAR4 or PAR5 hole. The best attempt is recorded on the score sheet.

In the initial dialog you can set the game type. Depending on this, the best shot or the sum of all shots will be taken into account.



Nearest to Pin



Compete for shot precision in the **Nearest to Pin** challenge. Choose a PAR3 hole and a tee position for this popular event competition. The best attempt is recorded on the score sheet.

Nearest to pin

GOLF COURSE

Golfclub Zell am See - Kitzsteinhorn

HOLE

12 PAR 3 181 m

TEE

Gentlemen

NUMBER OF SHOTS

3

FLAG POSITION

Easy

GAME TYPE

Best shot

Back

Game options

Course conditions

Accept & play

Top view

Nearest to pin table								
#	Golf course	Hole	Tee	Flag	Player name	Shot	To PIN	Ball position
1	GC Zell am See - Kitzsteinhorn	12	Gentlemen	Easy	Peter	2	1.13 m	Green
2	GC Zell am See - Kitzsteinhorn	12	Gentlemen	Easy	Peter	3	5.75 m	Green
3	GC Zell am See - Kitzsteinhorn	12	Gentlemen	Easy	Mary	1	15 m	Rough

TOURNAMENTS

For online tournaments, an internet connection is mandatory, and only logged-in "**CG Members**" (players with an Creative Golf account) can play.

These tournaments allow anyone with Creative Golf or Golfisimo software to compete against others worldwide.

Tournaments can be created for all Creative Golf owners regardless of their measurement device, or specifically for owners of the one system. You can also create **private tournaments** for your friends, indoor center, or club.



Play Tournaments



Play Online tournaments. Tournaments are accessible for "**CG Members**" with a personal account on the Creative Golf Server.

You can play **Public tournaments** or **Private tournaments** created for a specified group of users.



Public Tournaments

These tournaments can be played by all players with the Creative Golf or Golfisimo program worldwide. Public tournaments are created only by authorized CG creators. If you wish to create public tournaments, you need to apply for permission at support@creativegolf.com.

Your results will be recorded in the Tournament leaderboard.

Play public tournament

SEARCH BY NAME OR ID Del

STATE: **All** GAME TYPE: **All** TRACKING: **All** Reset filters

Select a tournament you would like to play below and press PLAY.

ID	Tournaments	Golf course	Game type	Creator	Number of players	Start at	End
111 6	Short 12 Holes	Portstewart - Riverside Course	Stroke Gross	DataCrea	0	1. 10. 2025	30. 11. 2025
111 5	New Zealand Drive	Millbrook GC Remarkable/Coronet	Longest drive	DataCrea	0	1. 10. 2025	30. 11. 2025
111 4	Closest tP 149yd (136m)	Golfclub Kitzbühel-Schwarzsee-Reith	Nearest to PIN	DataCrea	0	1. 10. 2025	30. 11. 2025
111 3	Closest tP 184yd (168m)	Golfclub Kitzbühel-Schwarzsee-Reith	Nearest to PIN	DataCrea	0	1. 10. 2025	30. 11. 2025
111 2	Stableford Harvest	Windlesham Golf Club	Stableford Gross	DataCrea	0	1. 10. 2025	30. 11. 2025
111 1	End of Season	Golfclub Montfort Rankwei	Stroke Gross	DataCrea	0	1. 10. 2025	30. 11. 2025
111 0	12 Holes Par3	Eichenheim Kitzbühel Par 3	Stroke Gross	Creative Golf 3D	7	1. 8. 2025	30. 9. 2025
110 9	Austrian Pains	GC Zell am See - Kitzsteinhorn	Stableford Gross	Creative Golf 3D	9	1. 8. 2025	30. 9. 2025
110 8	Alpine tournament	Golfclub Zugspitze	Stroke Gross	Creative Golf 3D	7	1. 8. 2025	30. 9. 2025

< Previous page **1/50** Next page >

<< Back i Info Leaderboard Play

The filter at the top allows you to select listings:

- **STATE:** Tournament time validity (Running / Finished / Oncoming).
- **GAME TYPE:** You can play different types of games and select a list of tournaments:
 - **Standard games:** Stroke (Gross/Net), Stableford (Gross/Net).
 - **Online event tournaments:** Longest Drive, Nearest to Pin, Target Challenge, Demolition Challenge.
 - **Special Fun Golf:** Target Golf, Demolition Course, Mini Golf.
 - **Team tournaments:** Best Ball (Gross/Net), Texas Scramble (Gross/Net).
- **TRACKING:** You can choose tournaments created for:
 - **Only for my device type:** Tournament exclusively for your type of golf measuring equipment.
 - **All:** This tournament can be played by all Creative Golf / Golfisimo owners, regardless of their launch monitor type.

If you choose **Only for my device type**, you will only see tournaments for your specific measuring system.



If you choose **Only for my device type**, you will only see tournaments for your specific measuring system

Private Tournaments



Private tournaments are created by any CG Member with an account for their friends, club, or indoor party.

You can play a Private tournament if you know the **Tournament Name** or **ID number** and **Password**. This data must be provided to you by the tournament creator.



Private tournaments **are hidden** in the tournament listing; you need to enter **at least 3 characters** of the tournament name, or the ID number and password. Please ask the tournament creator for this information.

A screenshot of a mobile application interface for entering tournament information. At the top, a dark blue header contains the text 'Enter tournament name or id' in a light-colored font. Below the header is a dark blue input area. On the left side of this area is a red circular button with the text 'Del'. To its right is a long, empty white text input field. Below the input field, the text 'Enter at least 3 chars from tournament name or exact' is displayed in a small, light-colored font. Below this text is a virtual keyboard with white circular buttons containing letters and symbols. The keyboard is organized into rows: the first row has numbers 1-0 and a back arrow; the second row has letters Q-P; the third row has letters A-L; the fourth row has a yellow arrow button, letters Z-M, and a hyphen/underscore button; the fifth row has 'éü', '@', a 'SPACE' button, and left/right arrow buttons. At the bottom of the screen, there are two buttons: a green 'OK' button with a white checkmark and a red 'Cancel' button with a white 'X'.

Resume (Tournaments)



Any open tournament you play can be saved before finishing and resumed at any time and anywhere. The unfinished tournament can only be saved at the end of the game (**Save & Exit**), and the game cannot be exited without saving.

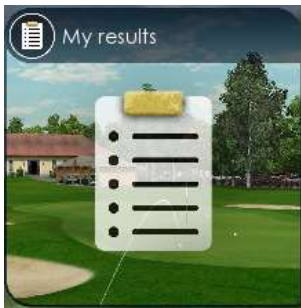
This preserves the **fairness of the competition**, ensuring players cannot start an open tournament multiple times from the same position to achieve better results.

In the Tournaments listing, you can only see your saved tournaments.



Check whether you are logged in by viewing the list of Active Players.

My Results



In this section, you can see all your finished tournaments and your results.



Only a logged-in player can see their results in the list. Check whether you are logged in by viewing the list of Active Players.

World Ranking



Each tournament is awarded a number of points, which are distributed among the winners and all participating players. The point value of each tournament is determined automatically according to its difficulty.

Tournament details

TOURNAMENT NAME **Closest TP 184yd (168m)**

GAME TYPE **Nearest to PIN**

NUMBER OF PLAYERS **0**

SCORE -

LEADER -

GOLF COURSE **Golfclub Kitzbühel-Schwarzsee-Reith**

NUMBER OF SHOTS **5**

TEE **● Gentlemen**

HOLE **PAR 3 168 m**

AWARD

- 250 points
- 175 points
- 100 points
- Others

Award

Position	Points
1.	250
2.	175
3.	100
4.	75
5.	63
6.	50
7.	38
8.	25
9.	18
10.	13
Others	1

Back Additional info Game

A player who finishes a tournament will receive a point gain, which will be included in the World Rankings for the current year.

Note: To be included in the World Ranking table, the tournament must have **at least 5 players**).

The evaluation and entry into the World Ranking table are concluded after the end of each tournament.

World ranking

YEAR **All**

#	Player name	Finished tournaments				Points
248	tjacko	2	0	0	0	113
248	PeteP	2	0	0	0	113
250	EAGOLFVN	1	0	0	0	112
250	Cavy34	2	0	0	0	112
250	Jonas Müller1018	1	0	0	0	112
250	DanL89	1	0	0	0	112
254	Albert	2	0	0	0	106
255	Mattylce	1	0	0	0	105
255	Engelhardt1Golf	1	0	0	0	105
255	Megan	1	0	0	0	105
258	skmcdoonoid	2	0	0	1	101
259	Jo Pat	1	0	0	0	100

OK Show profile



You also earn points just for participating in the tournament. You simply need to finish it.



Manage tournaments

This section is for tournament creators to set up, edit, or delete tournaments. Only creators can manage their tournaments.



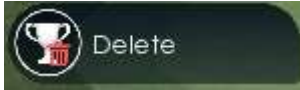
Only the Creator can see their tournaments in the list. Check whether you are logged in by viewing the list of Active Players.



Edit tournaments

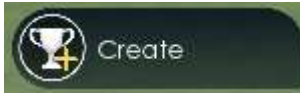
Edit the selected tournament

If the tournament is **Oncoming**, you can edit all of its parameters. If the tournament is **Running**, you can only edit its **ending time** or delete it.



Delete (tournament)

Delete selected tournament.



Create a New tournament

(See below)

All **CG Members** can create **Private** Tournaments, authorized partners or members can also create **Public** tournaments; see next Chapter.

Create New Tournament

To create a new tournament, you must be logged in with your account. You can set up a tournament with any type of game and set conditions, select a golf course, and so on.

All **CG Members** (with an account on the Creative Golf server) are allowed to create **Private** tournaments. These tournaments can be joined and played by all logged-in players who know the tournament name (at least 3 characters) and its password.



Therefore, as a creator, remember the **Name** and **Password** of your created tournament. If you receive this password by email, provide it to your friends for playing your tournament.

For the creation of **Public tournaments**, it is necessary to have the "**Authorized Tournament Creator**" status. Requests for this status should be sent by email to support@creativegolf.com.



The screenshot shows the 'Create tournament' interface. At the top, the title 'Create tournament' is displayed. Below it, the 'NAME' field contains 'Your Name of tournament'. The 'GAME TYPE' is set to 'Stroke Gross'. The 'HCP RANGE' is set from '0.0' to '36.0'. The 'START AT' section shows '1' for the hole, '10' for the tee, and '2025' for the year. The 'END' section shows '31' for the hole, '10' for the tee, and '2025' for the year. The 'NOTE' field contains 'Notice for tournament players'. The 'TRACKING' is set to 'All'. The 'PRIVATE' checkbox is checked. The 'PASSWORD' field is masked with '*****'. The 'CREATOR' field contains 'Albert'. At the bottom right, there are 'Continue' and 'Cancel' buttons.

NAME		
Your Name of tournament		

GAME TYPE		HCP RANGE	
Stroke Gross		0.0	TO 36.0

START AT			END		
1	10	2025	31	10	2025

NOTE	TRACKING
Notice for tournament players	All

PRIVATE	PASSWORD	CREATOR
☒	*****	Albert

Continue Cancel

- **GAME TYPE:** You can choose from different types of games:
 - **Standard games:** Stroke (Gross/Net), Stableford (Gross/Net).
 - **Online event tournaments:** Longest Drive, Nearest to Pin, Target Challenge, Demolition Challenge.
 - **Special Fun Golf:** Target Golf, Demolition Course, Mini Golf.
 - **Team tournaments:** Best Ball (Gross/Net), Texas Scramble (Gross/Net).

Note: Public tournaments cannot be Net (with HCP).

- **HCP RANGE:** Defines who is allowed to play in this tournament.
- **TRACKING:** You can choose tournaments created for:
 - **Only for my device type:** Tournament exclusively for your type of golf measuring equipment.
 - **All:** This tournament can be played by all Creative Golf / Golfisimo owners, regardless of their launch monitor type.



If you choose **Only for my device type**, you will see only tournaments **for your measuring system**.

In the next window (depending on the type of game), fill in all the tournament parameters.

Create tournament 2

TOURNAMENT NAME

GOLF COURSE

NUMBER OF HOLES

18 Holes

TEE MEN

5945 m G

TEE WOMEN

4964 m L

Game conditions

MULLIGANS PER ROUND

0

FLAG POSITION

Easy

TERRAIN INFLUENCE

Enabled

PUTTING

Standard

GREEN HARDNESS

Medium

GIMMIE

No Gimmie

GREEN SPEED

Medium (USGA 6.5 ft)

WEATHER

Sunny

HOLE SIZE

1.5

PUTT HELPER

Rotate camera and show idea

WIND

Calm

After confirming the summary information in the next window, your tournament will be published on the server. **Play can begin in 5 minutes.**

Edit and Delete Tournament

Only the creator (owner) can edit or delete his tournament.

If the tournament has not yet begun (the start date has not yet occurred), it is possible to change all tournament items. If the tournament is already running, it is only possible to extend its duration (i.e., change the end date).

The creator can delete the tournament at any time.



Be aware that if you delete a running tournament, all data will be lost. Check the Leaderboard to see if anyone has already played this tournament.

H. SETTINGS

Configure or activate your game, set up your playing area dimensions, or update the software to the newest version.



Game Setup



Change the game setup, defining default settings and options for all types of games across five tabs:

- **Course Conditions**
- **Game Options 1**
- **Game Options 2**
- **Graphics**
- **Sound**

Each new game starts with these parameters.



These parameters (across all tabs) are reset to the predefined values at the beginning of every game. Some items can be changed during play, but only temporarily for the current game.



Restore Default

Set all items to the default factory setting.

Course Conditions



The **Course Conditions** tab allows you to change **green hardness and speed, flag position, wind speed, and cloudiness.**

Setting	Description
GREEN HARDNESS	This green parameter defines the influence on the ball's bounce and jump upon landing. Custom: You can fine-tune how the ball reflects off the green. <i>Note: A harder green does not automatically mean the landing ball will roll more. A harder green may result in more bounces, absorbing more of the ball's energy, and paradoxically causing it to roll less. Adjust this setting together with GREEN SPEED and BACKSPIN INFLUENCE.</i>
GREEN SPEED	This green parameter determines the speed of the ball rolling, according to a stimp meter standard. Adjust this to match the speed of your putting mat, but be aware that speeds above 8 ft make it difficult to play on undulating greens with breaks. Custom: You can fine-tune the speed of the green.
BACKSPIN INFLUENCE	This green parameter affects how much backspin reduces the ball's roll or causes back-rolling after landing on the green. Adjust according to your experience. The backspin effect depends on the type of green grass, your clubs (wedges), your skills, and the backspin measurement capabilities of your launch monitor device. Custom: You can fine-tune the green's backspin influence.
WIND SPEED	Sets the wind speed on the course.
WIND INFLUENCE	Adjusts the overall effect of the wind on ball flight.
WEATHER	Sets the weather conditions (e.g., cloudy, sunny).

GREEN HARDNESS



Custom:



GREEN SPEED



Custom:



BACKSPIN INFLUENCE



Custom:

Game Option 1

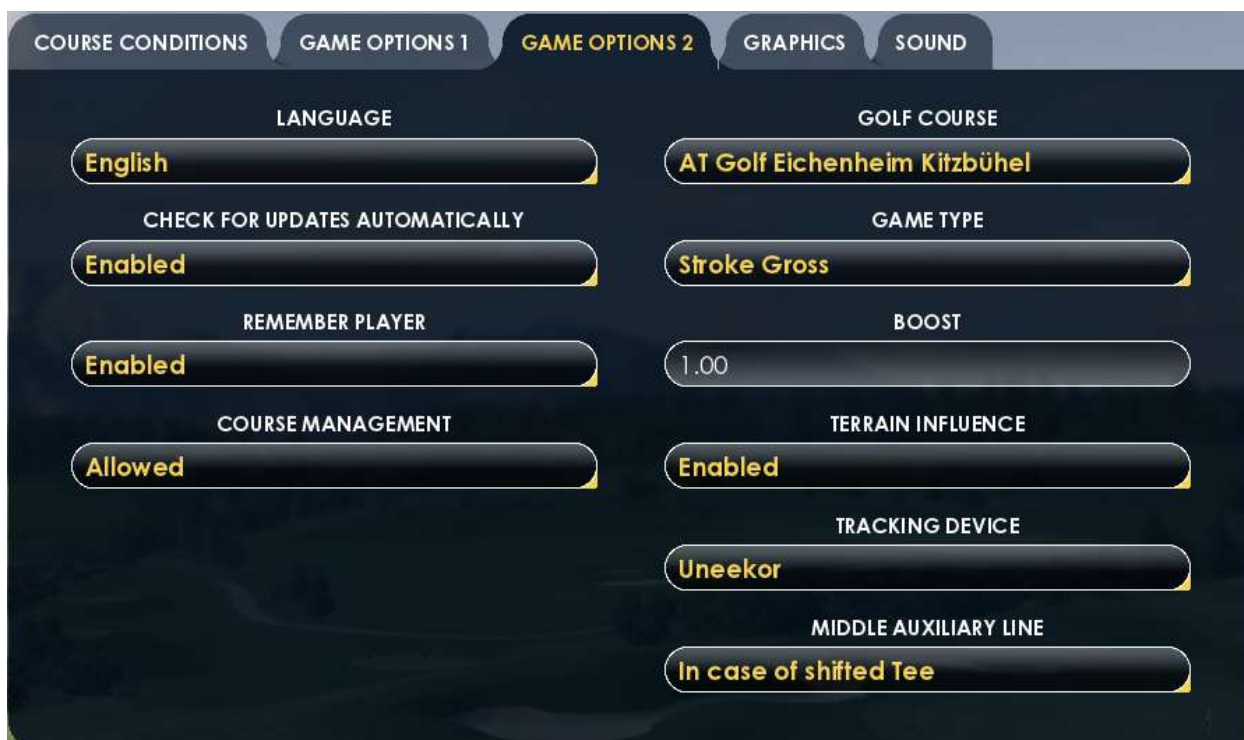
In the **Game Option 1** tab, you can change golf game settings, such as which units to display, whether the computer should putt for you, whether and what distance to use for a **gimmie**, where to display the 3D grid, camera movement during shots, and many others.



Setting	Description
GOLF COURSE	The program always starts in the GOLF COURSE section with this selected course.
BOOST	Increases (or weakens) the ball flight and the distance achieved. For example, a value of 1.12 will extend the flight by 12%.
MIDDLE AUXILIARY LINE	This setting displays a black center line—the straight direction from the ball position to the scene. See also the Playing Area section.
TERRAIN INFLUENCE	Adjusts how much the terrain (rough, sand) affects the ball's speed and distance.
TRACKING DEVICE	Selects the connected launch monitor or tracking system.

Game Option 2

The **Game Option 2** tab allows you to predefine values for the play game dialog, and default language.



Setting	Description
GOLF COURSE	The program always starts in the GOLF COURSE section with this selected course.
BOOST	Increases (or weakens) the ball flight and the distance achieved. For example, a value of 1.12 will extend the flight by 12%.

Setting	Description
MIDDLE AUXILIARY LINE	This setting displays a black center line—the straight direction from the ball position to the scene. See also the Playing Area section.
TERRAIN INFLUENCE	Adjusts how much the terrain (rough, sand) affects the ball's speed and distance.
TRACKING DEVICE	Selects the connected launch monitor or tracking system.

Sound

The **Sound** tab allows you to turn sounds, shout sounds, and applause sounds **on/off**.



Graphics

The **Graphics** tab allows you to change the **graphics details mode**, **graphics card settings**, and the display of elements like balloons and birds.



Setting	Description
RESOLUTION	Set the appropriate resolution according to your projector or screen. It is important to set the native resolution of your display unit (monitor, projector). Crucially, the height/width aspect ratio must be preserved; otherwise, the displayed scene will be distorted. Ensure this setting aligns with the Playing Area section.
WINDOW MODE	By default, it is best to cover the entire screen (Full screen). If you use another measuring program in parallel, it is advisable to use the " Borderless Window " setting. This prevents the window from minimizing when switching between programs. If you use a lower resolution than your monitor's native resolution, select " Windowed " mode. The image will be displayed at the set resolution in the center of the screen and can be moved. We do not recommend using a resolution lower than the monitor's native resolution in " Full screen " mode, except in the case of a very large resolution (4K) which would overload the graphics card and thus slow down scene movement.

Setting	Description
FONT SIZE OF TOP VIEW	For low resolutions or poor readability (e.g., on a TV), you can enlarge the font in the Top View .
ANTI-ALIASING, V-SYNC	Advanced graphics settings. The goal is to achieve smooth camera movement (during ball flight or Hole View) without disruptive camera stuttering. If this is not achieved, consider a more powerful graphics card. The software contains a sophisticated "graphic memory management" system which, when the graphics card memory is overloaded, reduces the number of details displayed in the scene to eliminate image stuttering during camera movement. However, this reduces display quality and your gaming experience.

Advanced graphics settings – more information

V-sync: Sets the limit of **FPS** (frames per second). Vertical synchronization synchronizes the rendering on the graphics card with the refresh rate on the display. Two scenarios are possible:

1. **Graphics card renders faster (higher FPS)** than the display refresh rate. In this case, set **V-sync** to **Interval 1** to limit the FPS to the display refresh rate. This prevents screen tearing.
2. **Graphics card renders with lower FPS** than the display refresh rate. In this case, switch **V-sync** (Disabled) off to minimize display lag (the time measured between a user action and the visible reaction on screen).

To decide if your computer is powerful enough to use **V-sync Interval 1**, run the **Performance test**..



Steps are:

1. Set V-sync to **Disabled**.
2. Run the **Performance test**.
3. Get the result on **High** details. If the average **FPS on High details is higher than your monitor refresh rate** (commonly 60 FPS/Hz), then use **Interval 1**. In all other cases, use **Disabled**.

In case you get FPS under 25-30, it is advisable to switch off **Anti-aliasing**. If that does not help, it is recommended to use **Medium** or **Low** details.

Note: There is a possibility that **V-sync Interval = 1** will not work on some notebooks and all-in-one computers. In such a case, go to the Creative Golf installation folder (default: ProgramData), the '**bin**' subfolder, and delete the `ogre_release.cfg` file. When you start Creative Golf again, the first configuration dialog appears, and you must set the V-sync to '**Disabled**'.

PLAYING AREA



Define your space and area dimensions for playing golf. This ensures that the ball flight and its display are calculated correctly.

Also, correctly enter the dimensions of the display unit (or the screen dimensions in the case of a projector) so that the scene is not distorted. The aspect ratio must correspond to the resolution.

There are two basic display options: using a **projector and screen** or displaying on another device (monitor, TV, etc.).





Simulátor

If you built your simulator using a projection screen and projector, it is better to show the ball flight only from the moment the ball hits the screen (except for putting).

Dimension of the Picture Please set the dimensions of your playing area. The size of the canvas is not as important as the size and dimensions of the projected image. We recommend using dimensions with ratios of **16:10, 16:9, or 4:3** for narrow spaces. The dimension recommendations accept the resolution you set in the "**Graphics**" section, especially the aspect ratio. Please specify this according to your setup.

Distance ball – canvas Most simulators have only one hitting area (tee). Enter the exact dimension—the distance from the tee to the canvas.

A screenshot of a software interface titled "Playing area" in a yellow font. Below the title is a dark blue panel with the instruction "Set the dimensions of the picture and the position of the golf ball." in white. The panel contains several input fields and buttons. On the left, "PICTURE WIDTH" is set to "450 cm" and "PICTURE HEIGHT" is set to "253 cm". Below these are "ADDITIONAL MAT POSITIONS" with buttons for "Tee", "Putt", and "L/R". Further down is "ALL PLAYERS" with a "Distance" field set to "315 cm". On the right, there is a diagram of a golf course with a yellow arrow labeled "Distance" pointing from a golf ball to a screen, and a double-headed arrow labeled "Offset" below it. At the bottom of the screen are three buttons: "Back" with a left arrow, "Restore default" with a circular arrow, and "Finish" with a checkmark.

Additional Mats positions If you use different mats for different types of shots (drive, putt, standard shot—Iron), select the correct parameter and distances for all these hitting locations. If a left-handed and a right-handed player have separate hitting spots, this can be accommodated and set here.

This setting is especially suitable for:

- Individual settings of the playing area, where the drive is hit from the tee, the putt from the putting pad, and other shots (Iron, Wedge) from other positions (such as fairway, rough, etc.).
- Measuring devices that require a different launch point for a putt and another for a normal shot.
- Narrow playing areas, where it is necessary to move the player and shot placement for the driver shot more towards the center of the playing space.

It is possible to set the launch point for:

- **Drive (Wood)** – Set the position of the Tee.
- **Putt** – Set the ball position on the putting pad.
- **Basic (All other)** – Set the position for Iron shots and all other shots.

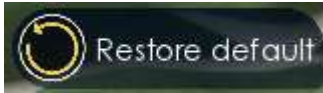


If you set these values (different for left- and right-handed players), the **HITTING POSITION** icon will be displayed during the game to make it easier to determine the ball's position before the shot, and to change this location by clicking the icon.

At the same time, a centerline of the scene can be displayed on the course during the game. This must be activated in the settings under **SETTINGS -> GAME OPTION 2 -> MIDDLE AUXILIARY LINE**.



This icon displays the position of the ball and the selected mat. Click on this icon in the scene to select a different place to hit.



Restore default

Upon first setup, the parameters recommended by your device manufacturer will be set. You can, of course, refine these. In subsequent setups, these values will be taken as default.

Without canvas



Normally, the ball is always displayed in the scene before the shot. This is the common behavior if you use a PC monitor or TV to display the scene.

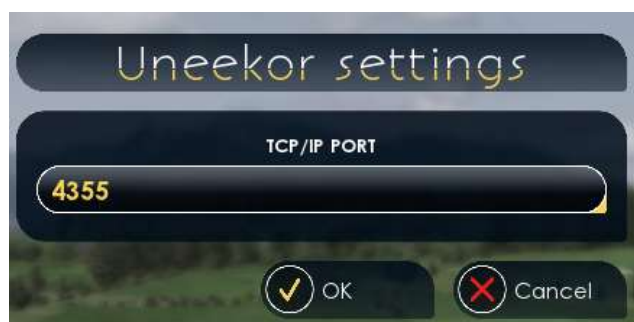


Device settings



This setting has various items and configurations, depending on the device you are using. Each manufacturer allows different parameters to be changed within the device.

Please consult the supplier of your measuring device for the meaning of individual items.



Uneekor The standard port is **4355**. In some cases, it is suitable to use port **3355**. The TCP/IP port is the gate for communication between the measuring device (via interface software) and the Creative Golf software. The setting of the port number depends on the version of the interface (Pod.exe, Infinite.exe, View.exe, Launcher).



Foresight devices Foresight devices require you to log into your "**Foresight FSX**" account before the game. Here, you can log out of the account or cancel the automatic login for the next startup.

You can also choose the ball flight model from Foresight or the Creative Golf model (recommended). We recommend leaving the measurement setting as "**Precise**".



Flightscope devices

We recommend the default setting highlighted in yellow in the image.

Software maintenance



UPDATE VERSION

Check, download, and install the latest version from the server (internet connection is necessary).

If you do not have an internet connection, Creative Golf software scans for updates on any plugged-in USB flash drive. (The update file `Setup...update` must be saved in the root directory of the removable drive).



ADD PRODUCT KEY

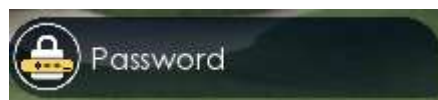
KEY If you purchase a new product (Creative Golf Advanced, Golfisimo, or a paid Upgrade), you can enter the acquired **Product Key** here to activate it. Internet access is required.

Note: After installation of the purchased product, the Product Key and its activation will be automatically requested, and it is not necessary to enter it again here.



SHORTCUTS

A list of shortcuts used in the program. For example: **F** - Show Flag, **M** - Mulligan, **X** - Skip player.



PASSWORD SETTING

Setting a password prevents changing program settings, deleting games, and results. This is useful for public installations as a precaution against unwanted setting changes. You can clear the password by repeatedly setting a blank password.



PROGRAM SETUP - WIZARD

This program always runs on the first startup of the program and easily sets the optimal parameters for your software. The description is at the beginning of the manual in the chapter **First start of Creative Golf / Golfisimo (Wizard**

Have a nice play

Attachment.

When is an Internet Connection Necessary?

Internet access is required for the following:

During Installation and Activation

1. To **download the Setup installation file**. This can also be done on another computer.
2. The **Product Key** can be activated (online) after starting the Creative Golf (Golfisimo) program. Activation can be done on another computer (offline), and the license is transferable. The procedure can be sent upon request to support@creativegolf.com.

During Play

1. To **create a player's account** and **log in** with a player's account. Otherwise, you can only play as a "Guest."
 2. To play **online tournaments**. Otherwise, you can only play local tournaments.
 3. To **save and restore unfinished games** and tournaments to/from the cloud (Creative Golf server). Otherwise, you can only save played games on your PC.
 4. To **check the validity of the license**. The PC must be connected to the Internet at least once every 14 days while running the Creative Golf (or Golfisimo) program. Dongle owners do not require internet access for this check.
 5. To check that the **golf courses are up-to-date**, to check for new course releases, and to download new courses if needed.
 6. To **receive information** about new versions and possible updates.
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