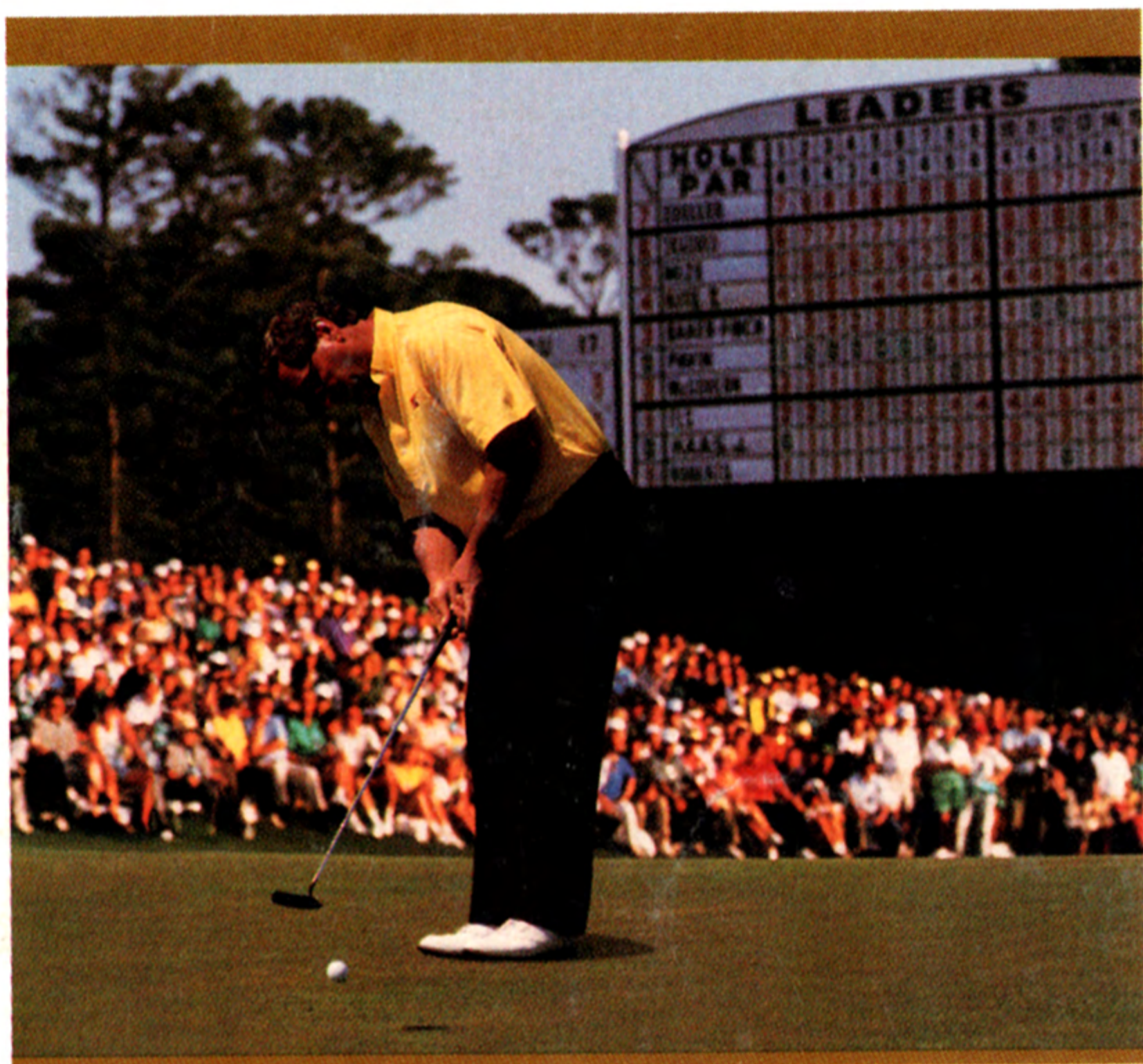




NTSC U/C

PlayStation™

# PGA TOUR 96



BY HITMEN PRODUCTIONS

KIDS TO ADULTS



SLUS-00016



**WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

**HANDLING YOUR PLAYSTATION DISC**

- The compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

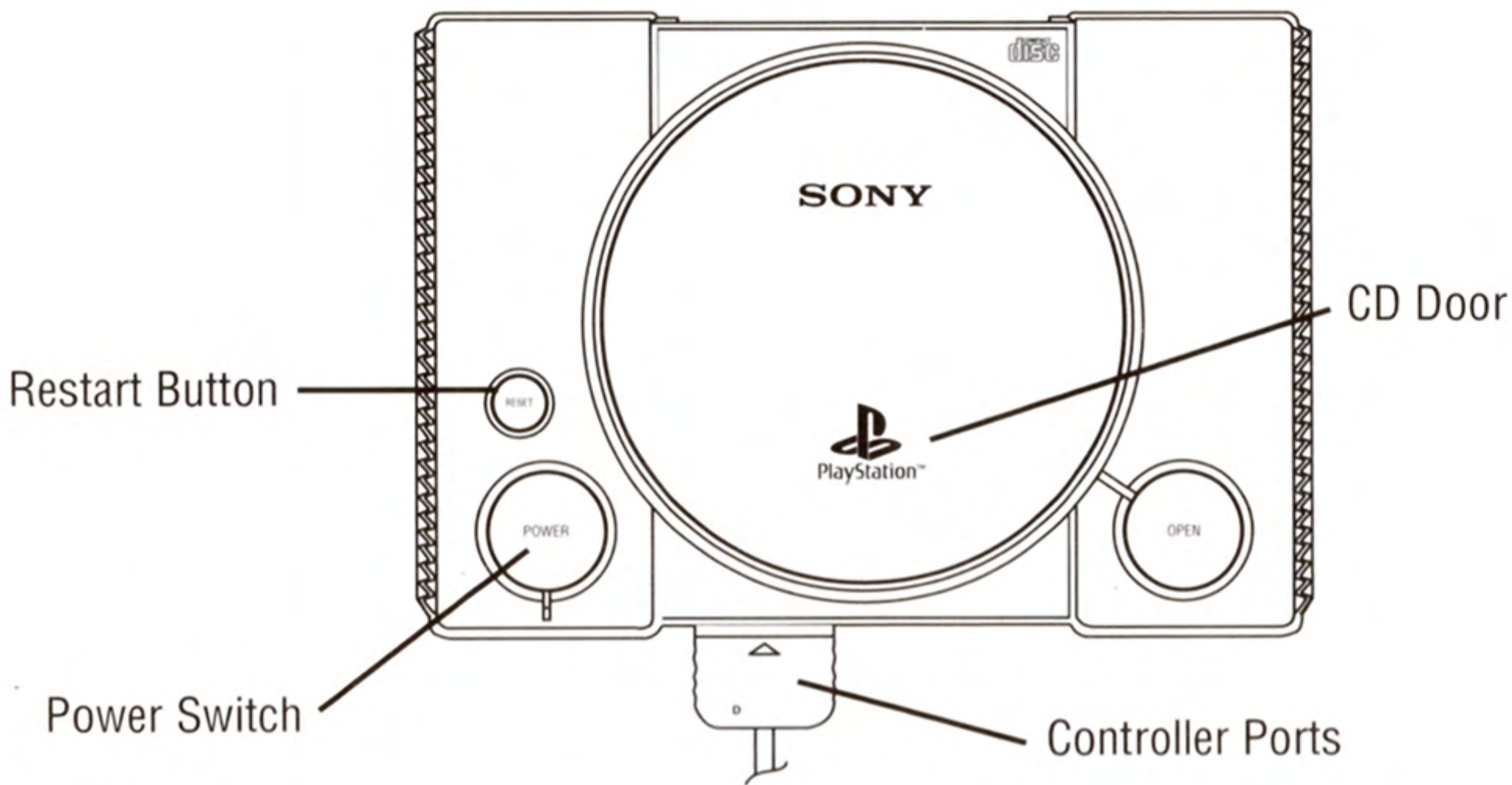
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

# Contents

Starting the Game	2	Game Modes	12
Control Summary	2	Stroke	12
PGA TOUR 96!	4	Practice	12
Main Menu	4	Tournament	12
Today's Game	4	The Skins Game™	13
Playing A Practice Hole	5	Shoot-Out	14
Play Golf	5	Courses	14
The Information Bar	5	Golfers	14
The Swing	6	Creating a New Player	15
The Swing Meter	6	Golf Bag	16
Waggle	7	Settings	16
Club Selection	7	Saving, Deleting and Changing	
Draw and Fade	8	Players	17
Backspin	8	Playing with the PGA TOUR Pros	18
Ball Lie	8	Options	19
Wind Gauge	8	Conditions	19
Putting	8	Sounds	19
Views on the Course	9	Display	19
After Each Shot	9	Saved Games	20
The Settings Menu	10		
Scorecard	11		
Save Game	11		
Grid	11		
Overhead	11		
Fly-By	11		
Game Options	12		
Player Setup	12		
End Game	12		

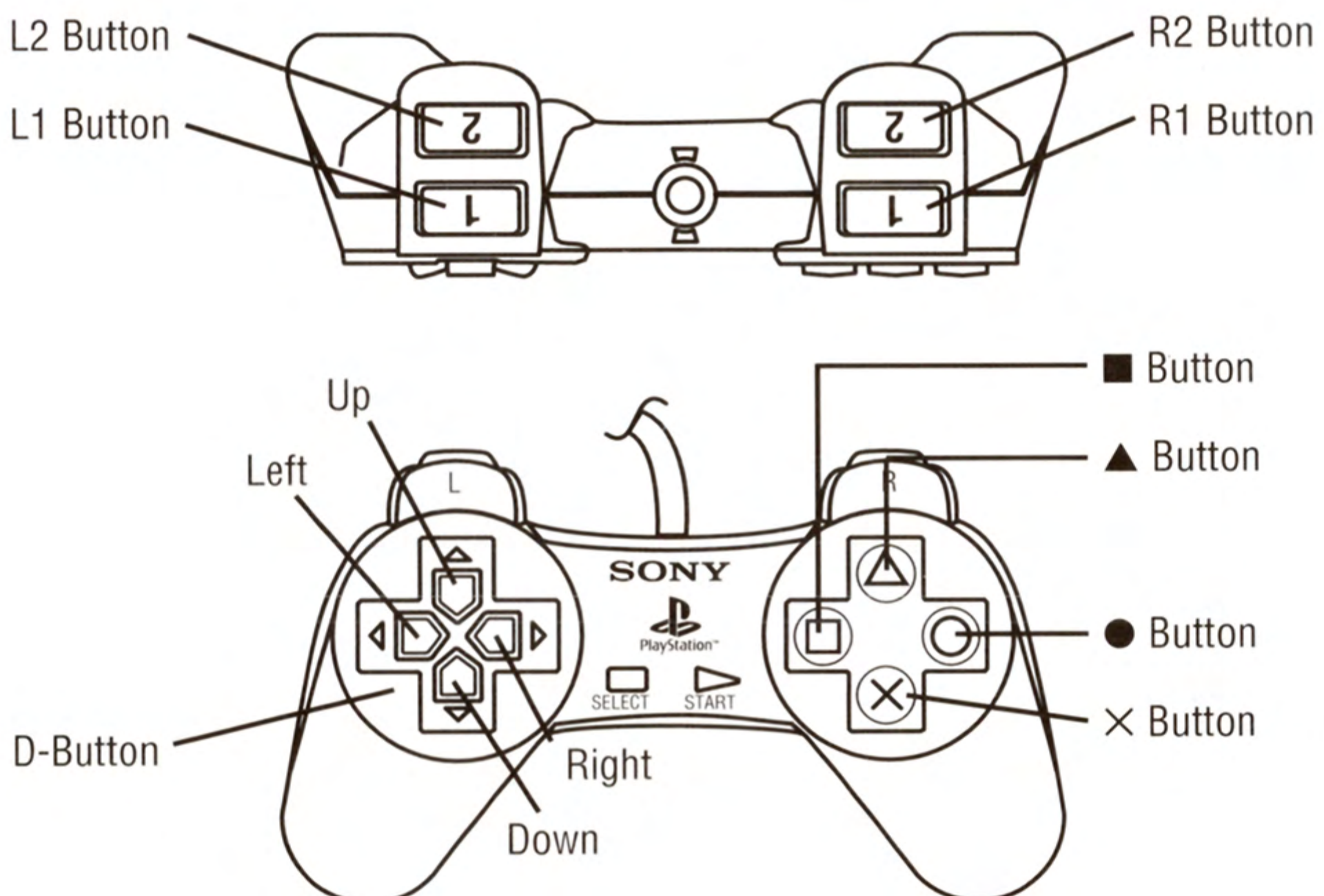


## Starting the Game



1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *PGA TOUR® 96* disc and close the CD door.
3. Insert game controllers and turn on the PlayStation game console.
4. Follow the on-screen instructions to start a game.

## Control Summary



### *IN THE MAIN MENU*

Highlight an option button	D-Button ↑
Activate an option button	■
Tee Off	<b>START</b>
Highlight list items	▲/×
Select list item	●

### *ON THE COURSE*

Swing and hit the ball	■
Display Target arc	<b>L1</b>
Display and move Target arc	D-Button ↔↑
Draw/Fade	<b>L1</b> + D-Button ↔
Backspin	<b>L1</b> + D-Button ↑
Display Settings Menu	<b>START</b>
Change view	<b>L2</b> + D-Button ↔
Change club	<b>R1</b> + D-Button ↑

### *AFTER A SHOT*

Select MULLIGAN	●
Select TAP-IN	▲
Replay	×
Select OKAY	■
Select DROP	▲
Select REHIT	■

### *IN THE OPTIONS MENU*

Highlight an option button	D-Button ↑
Activate an option button	Control buttons
Move highlight carat up/down	▲/×
Toggle or accept an option	■/●
Go to next screen	<b>START</b>

### *IN THE SETTINGS MENU*

Display the Settings menu	<b>START</b>
Highlight an option	D-Button ↑
Select an option	■
Return to the game	<b>START</b>

## PGA TOUR 96!

You're invited to join EA SPORTS™ and the PGA TOUR on the most realistic looking and playing golf game for the PlayStation game console. Key features include:

- Exclusive PGA TOUR license and film footage.
- Two Championship courses to choose from: TPC at River Highlands, and Spyglass Hill® Golf Course.
- Test your skill against 14 featured PGA TOUR pros.
- Multiple pin placements.
- Photo-realistic, digitized golf swings.
- Unique Target Arc System™ and NEW Waggle™ feature.
- Fly-By movies of each hole, rendered from tee to green, complete with music and audio commentary.
- Play AS or AGAINST actual PGA TOUR pros.

## Main Menu

The Main menu is the place where you select the type of game you want, the course, the number and type of golfers, and course conditions. You also determine the level of play at which you want to compete, and customize your game through sound and display options.



**Note:** The buttons ▲, ■, ×, and ● are referred to as the Control buttons in this manual.

- To highlight options in the Main menu, D-Button ↑.
- To select an option, press any Control button.
- To tee off from the Main menu, press **START**.

**Note:** Throughout this manual, default options are listed in **bold**.

### Today's Game

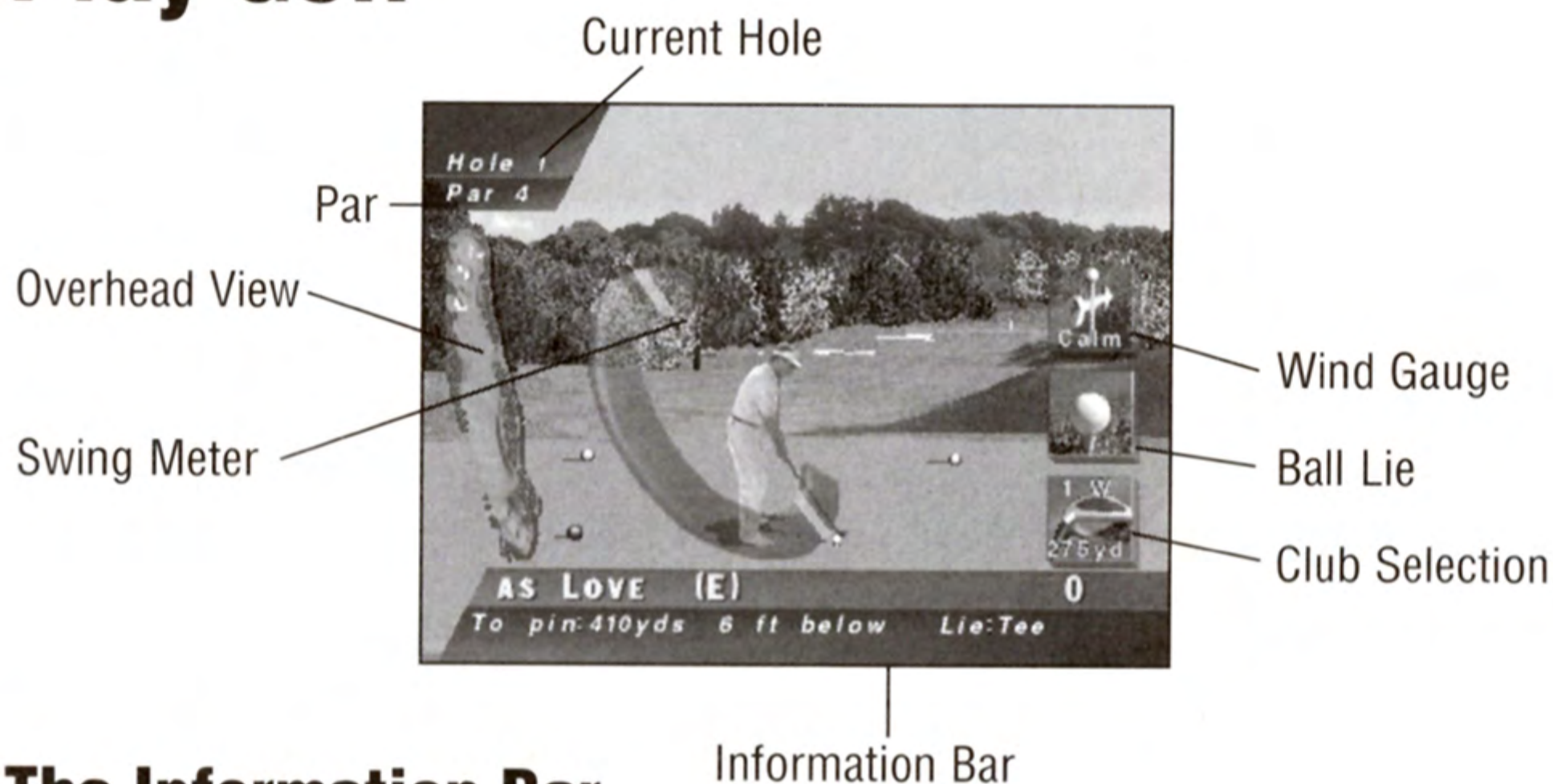
To the right of the Main menu is a text window entitled "Today's Game." This window shows the option choices you've made so you can change them if you want.

# Playing A Practice Hole

## To Play a Practice Hole:

1. Select game modes from the Main menu. The Game Modes screen appears (see *Game Modes* on p. 12).
2. D-Button  $\updownarrow$  to select PRACTICE from the Game Modes screen, and push any Control button. An overview of the default course appears.
3. D-Button in any direction to highlight a hole. Press  $\blacksquare$  to select the hole. You can select as many holes to play as you want.
  - To select a different course to play on, select NEXT COURSE. The new course overview appears.
4. Press **START** to return to the Game Modes screen. Press **START** to tee off. You are taken to the first selected hole's tee.

## Play Golf



## The Information Bar



The Information Bar at the bottom of the game screen gives you the following information before and after each shot: golfer name, total score, strokes played on current hole, the distance to the pin, the height of the pin relative to your ball (if no height is displayed, the ball and pin are level), and your ball lie.

You can get similar information for your prospective target.

- To display the target information, press **L1**.

After your shot, the Information Bar displays the distance of your shot and your new ball lie.

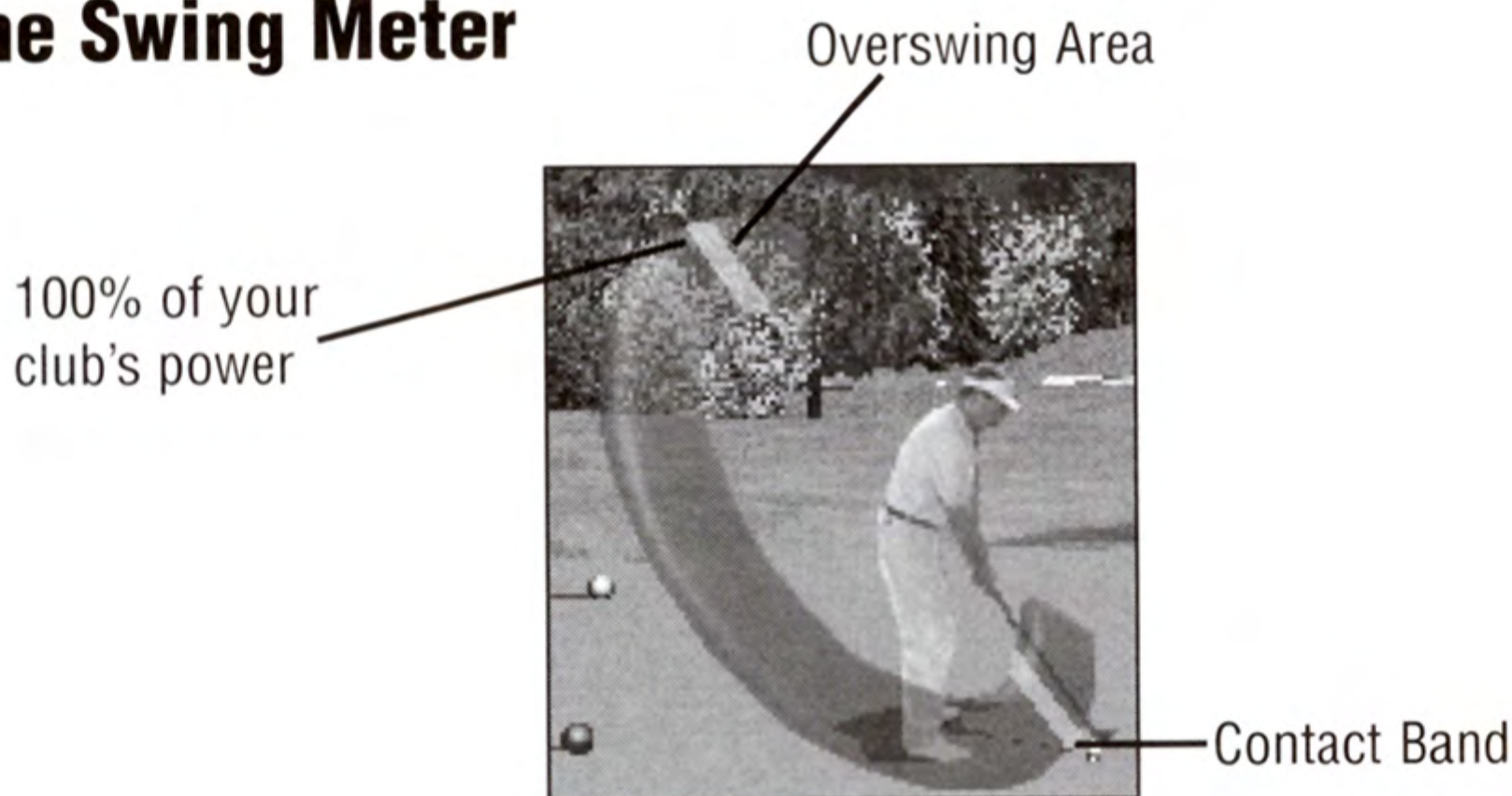
## The Swing

The swing is divided into three separate parts: the backswing, the downswing, and the contact. Each step is initiated by pressing the ■ button.

1. Press ■ to begin the backswing.
2. Press ■ again to stop the backswing and determine your shot power (distance of the shot).
3. Press ■ a third time to strike the ball and determine the accuracy of the shot.

The power and accuracy of the swing are determined by and tracked on the Swing meter.

## The Swing Meter



You need to understand the Swing meter before you can make accurate shots consistently. When you start your swing, a dark blue Power bar begins traveling up the Swing arc. When you stop your backswing, the Power bar leaves a mark to indicate where it stopped and begins traveling back down the Swing arc. The farther up the arc the Power bar moves, the greater distance you can get on your shot.

With the Caddie option set to DISTANCE or LIE, (see *Settings* on p. 16), a yellow band at or near the top of the Swing arc marks the distance required to reach your target. Beyond the band is a red area which indicates the “Overswing” area. On shots where you’re too far away to reach the green, you might want to venture into the overswing area to increase your distance, but on shots aimed at the pin you should always choose a club that can get you there without overswing.

**TIP** If you venture into the Overswing area, beware. Your shots are more erratic and the Power bar moves faster on the downswing.

The center of the yellow band at the bottom of the Swing arc indicates a hit with no hook or slice on the ball. You want to stop your downswing in the center of that band. The Power bar leaves a mark where the club makes contact with the ball. If the mark appears to the right of the band, the ball will slice to the right. If the mark appears to the left, the ball will hook to the left. The further the mark is from the center, the more the ball will hook or slice.



## Waggle

The Waggle feature provides another level of difficulty and strategy; you can end up either topping or undercutting the ball. When this feature is turned on, a dark blue bar sweeps back and forth along the bottom portion of the Swing meter. You must time your initial click, or start of the backswing, so that the sweeping dark bar stops in the center of the yellow band. This bottom yellow band represents the “sweet spot” of the club. Stopping the waggle too early (to the left of the center of the yellow band) is analogous to hitting “fat”, or behind the ball. Stopping too late (to the right of the center of the yellow band) recreates the effects of hitting thin, or topping the ball.

**TIP** You can use the Waggle to your advantage. Hitting thin can produce low and fast shots to get your ball under a tree’s canopy. Hitting fat gives you extra height but shorter distance. This can get you over tall obstacles, and increases backspin.

## Aiming Your Shot

The game automatically selects a target at the beginning of every shot, but you can change that target if you have a different strategy. It’s often helpful to use the Overhead view to map out your target.

- To display and select a new target, press **L1** or D-Button in any direction.

The yellow Targeting arc appears, showing the flight of the ball. The pointer at the end of the Targeting arc shows approximately where the ball will land if you hit with 100% power in a straight line with no wind.

When you’re re-targeting the shot, the Overhead view (highly recommended) represents the Targeting arc with a straight yellow line.

When the Targeting arc enters an Out of Bounds area or passes through an object, the portion of the arc in the Out of Bounds area changes from yellow to red on the game screen.

While you’re repositioning the target, the Information bar shows the target information.

## Club Selection



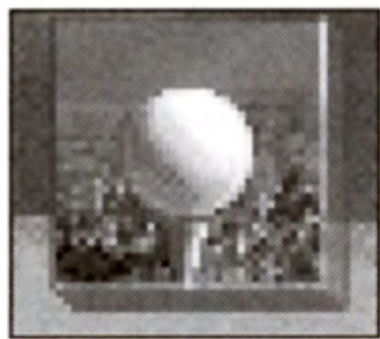
The computer caddie selects a club for you before every shot, but you can change the club. The Club box at the lower right hand corner of the screen shows the current club and its distance potential.

**TIP** The distance potential of a club does not take into account the wind, fairway conditions, or ball lie. Measure your shots accordingly.

- To select a longer/shorter distance club, press **R1** + D-Button  $\updownarrow$ .

**Note:** The skill level you select from the Settings menu (see *Settings* on p. 16) determines the maximum distance potential of a given club. At Pro level, the clubs have their longest range. At Novice level, the clubs have their shortest range. The putter is the only club available on the green.

## Draw and Fade



You can play a draw or a fade with any wood or iron from the fairway or tee. Draw curves the ball from right to left, while fade curves the ball from left to right. Draw and fade are useful when trying to avoid hazards or negotiate doglegs.

- To play a draw or fade, press **L1** + D-Button  $\leftrightarrow$ .

The Ball Lie window indicates the degree of draw or fade imparted to the ball, and the yellow Targeting arc shows you the trajectory of the ball.

**Note:** When you change the degree of draw/fade on your shot, you'll notice the yellow contact band changes its position on the Swing meter.

## Backspin

To improve your control, you can increase the amount of backspin on the ball. The short irons impart more backspin than the long irons, and the woods impart no backspin. The Ball Lie window displays the degree of backspin.

- To raise/lower the amount of backspin on the ball, press **L1** + D-Button  $\updownarrow$ .

## Ball Lie

Your ball lie affects the distance and accuracy of your shot. Shots from sand traps and the rough are less reliable. When playing from undesirable lies, it's important to be very accurate on your backswing and contact. The Information bar and the Ball Lie window display the lie of the ball.

**TIP** With the Caddie option set to LIE, your caddie takes into account the ball lie's affect on your shot before suggesting a club or determining a distance potential.

## Wind Gauge

The wind gauge appears above the Ball Lie window. Wind affects shot distance and accuracy. Make sure you take note of the wind's force and direction before each shot.

## Putting

Your caddie automatically selects the putter when your ball lies on the green or on the fringe.

**TIP** To increase your chance of making putts (particularly long putts) it's wise to consult the grid for any significant breaks in the green.

**TIP** Note that a ball usually breaks more at the end of the putt as the ball slows down. On uphill putts, make sure you give the ball enough power to reach the cup.

## Aiming the Putt



Bull's-Eye

On putts that look as if they're going to break, use the Bull's-Eye to aim the putt. When Commentary is ON (see *Sounds* on p. 19), you hear important advice about the break.

- To reposition the Bull's-Eye, D-Button in any direction.

## Views on the Course

### Overhead View

The Overhead view appears to the left of the golfer. It gives you an overhead view of the current hole. A yellow line appears on the Overhead view, showing the Targeting arc. Golfers look like blinking dots, color-coded by player number:

Player 1: Yellow

Player 3: Blue

Player 2: Red

Player 4: White

You can see the flight of the ball in the Overhead view after you hit it.

### View Perspective

Before each shot the golfer automatically faces the pin, unless the golfer is at the tee on a hole where the pin cannot be reached in one shot. In that case, the golfer faces the middle of the fairway. You can rotate the golfer's perspective by 18 degrees in either direction.

- To change the golfer's perspective, press **L2** + D-Button  $\leftrightarrow$ .

### After Each Shot

After each shot, a window appears on the game screen with several options. OK and REPLAY appear after every shot, while MULLIGAN and TAP-INS appear only when those options are active (see *Mulligans* on p. 17, and *Tap-Ins* on p. 17). If you hit out of bounds, the rehit button appears. If you land in the water, you can also select drop.

- To continue to the next shot or hole, press **■**.
- To take a mulligan, press **●**.
- To take a Tap-In, press **▲**.

## Replay

- To view a replay of your shot, **X**.

## Rehit/Drop

The rules of golf penalize players one stroke for hitting the ball into a water hazard or out of bounds.

## Water Hazards

When the ball lands in a water hazard, you have one of the following two options:

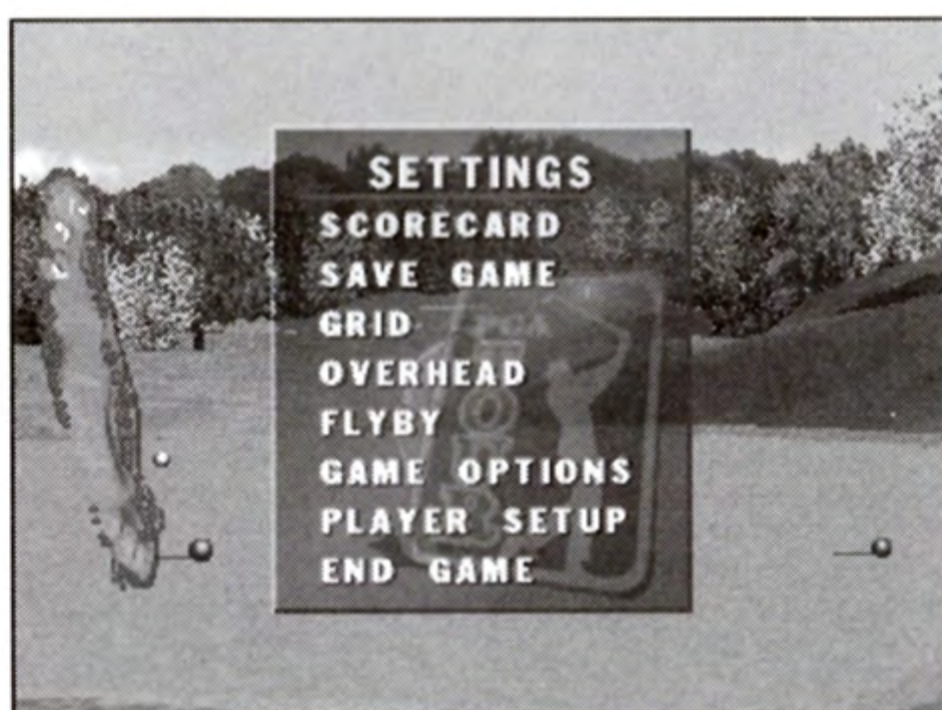
- You can **REHIT** the ball from its original spot and take a one stroke penalty. To rehit, press **■**.
- You can **DROP** the ball where it crossed the water, then hit from there with a one stroke penalty. To drop the ball, press **▲**.

## Out of Bounds

When the ball lands out of bounds, you must rehit your shot from its original spot, adding one stroke for the misplayed shot and one stroke for the penalty. For example, If your tee shot lands out of bounds, you'll be hitting three from the tee on your next shot.

## The Settings Menu

The Settings menu gives you a variety of options to select from at any time before a shot. During Tournament play, you can't change the conditions on the course, but you can make modifications to your player, view, etc.



- To display the Settings menu, press **START**.
- To highlight an option, D-Button **↑↓**.
- To select an option from the Settings menu, press **■**.
- To return to the game screen from the menu, press **START**.

## Scorecard

Select this option to see the current game's scorecard. Only nine holes appear at a time, so if you're on the front nine, the scorecard for holes 1–9 appears. If you're on the back nine, the scorecard for holes 10–18 appears.

- To return to play, press ■.

## Back/Front Nine

- To bring up the scorecard for the other nine holes, press ▲.

## Putts/Score

- To see how many putts you've taken on each hole, press ●.
- To return to the scorecard, press ● again.

## Stats

- To see your current stats, press ✕.

## Save Game

Select this option to save your game in progress. Make sure a Memory card is inserted in one of the memory slots. Please consult your PlayStation game console documentation for information on the Memory card.

### To save a game:

1. Select SAVE GAME from the Settings menu. If you have already saved a game, you are prompted to "UPDATE LAST SAVED GAME?"
2. Press ■ for YES, and ▲ for NO. (If you select NO, you add a new game to the memory.) The game is now saved and can be retrieved from the SAVED GAMES option at the Main menu.

## Grid

Select this option to toggle **ON/OFF** a grid on the putting green or fairway. The grid is most useful on the green, where the contours of the putting surface are difficult to distinguish with the naked eye. The contour of the grid shows how the putt will break.

**Note:** If AUTO GRID is turned ON, you can't toggle the grid ON/OFF with this option. See *Options* on p. 19.

## Overhead

Select this option to toggle **ON/OFF** the Overhead view on the course.

## Fly-By

Select this option to see a Fly-By of the current hole. This feature displays, in the center of the game screen, a Fly-By movie of the current hole. The movie shows the hole from the perspective of a camera 8 feet above the ground that flies from behind the blue tee along a path to the green. Audio commentary and music are provided. If AUTO FLY-BY is ON, this view appears automatically before each hole (see *Auto Fly-By* on p. 19).



## Game Options

Change course conditions, sound options, and views of the course. See *Options* on p. 19.

- To highlight an option in this menu, D-Button  $\updownarrow$ .
- To cycle through the choices available under an option, D-Button  $\leftrightarrow$ .
- To exit the Option menu, press **START**.

## Player Setup

Change some of your player's characteristics. See *Golfers* on p. 14.

- To highlight an option in this menu, D-Button  $\updownarrow$ .
- To cycle through the choices available under an option, D-Button  $\leftrightarrow$ .
- To confirm an option, press **■**. To exit the Player Setup menu, press **START**.

## End Game

Select this option to end the game and return to the Main menu.

## Game Modes

Choose this option from the Main menu to select the game mode you want.

- To select GAME MODES from the Main menu, highlight the option with the D-Button and press any Control button.
- To return to the Main menu from the Game Modes screen, press **START**.

## Stroke

The goal in Stroke play is to complete a round in the fewest strokes. Whether you're one player or in a group, you're competing against par. This is your basic round of golf. In Stroke play, players can choose to play from the red, white, blue, or black tees, and mulligans and Tap-Ins are allowed. First tee-off honors are awarded to the player with the lowest score on the previous hole.

When you select STROKE as your Game Mode, an option gem appears with the following selections: front 9, back 9, or all 18.

- To select the number of holes to play, highlight STROKE with the D-Button and press any Control button to cycle through the different choices.

## Practice

Select this mode to play a practice hole on any course. See *Playing A Practice Hole* on p. 5.

## Tournament

Once you've mastered the basics and perfected your skills you need to put it all together and play a Tournament. Fifty-six PGA TOUR professionals, plus 1–4 players in your party, compete for thousands of dollars. You start from black tees, and

mulligans are not allowed. When you select TOURNAMENT, an option gem appears with the following selections: 18, 36, or 72 hole Tournament round.

- To select the number of holes to play, highlight TOURNAMENT with the D-Button and press any Control button to toggle through the different choices.

## **Making the Cut**

No players get cut after round one. After the second round, the top forty players move on to the third round. If more than one player ties for 40th, those players also make the cut and move on to the third round.

After the third round, the players with the top 40 scores move on to the fourth round. As with the third round cut, those tying for 40th also survive. Cuts only occur in a full 72 hole Tournament.

## **The Leaderboard**

The Leaderboard screen appears automatically before the competition begins and at the completion of every hole. The Leaderboard screen displays the top ten players in the tournament.

The players are ranked in order of total score, with a “T” indicating “Tied”. Also listed is the hole they just completed.

- To see the rest of the field’s scores, press ▲.

You cannot access the Leaderboard during play.

## **Sudden Death Playoff**

If two or more players are tied for first place after the end of the fourth round, the tied players begin a sudden death playoff to determine the winner.

## **The Skins Game™**

For 2–4 players, the goal of Skins is to win as many holes as possible against the other players. Each hole is assigned a monetary value called a “skin.” When you select SKINS, an option gem appears with the following selections: FRONT 9, BACK 9, or ALL 18.

- To select the number of holes to play, highlight skins with the D-Button and press any Control button to cycle through the different choices.
- To win a skin you must win the hole outright. If two or more players tie (“halve”) a hole, then the skin for that hole is carried over to the next hole. Theoretically, all the skins can carry over to a single hole.
- If two or more players “halve” the last hole, all the players begin a hole-by-hole playoff to determine the winner of the remaining skin(s).
- All players start on the black tees, and mulligans are not allowed.
- The winner is the player with the most money.

## Shoot-Out

In EA SPORTS Shoot-Out play, four players line up to play three holes of golf. At each hole, the player with the highest score is eliminated and the players with the lowest scores continue to the final hole where only two players are left to compete for the final prize. Money is awarded for first and second place.

After you select a course, the program randomly selects a starting hole. You play the next three holes in sequence.

If two or more players tie, a one-shot tie-breaker is played. The referee places the ball randomly in a position close to the green. The shot can be a chip or a putt, and each tying player takes the same shot. The player farthest from the hole is eliminated. After each of these tie-breaker sessions, a Summary Box appears displaying the distance of each player's ball (in inches) from the cup. If players are still tied, then a second tie-breaker is played, and so on.

## Courses

There are two courses to play: Spyglass Hill Golf Course, and TPC at River Highlands.

### To select a course to play:

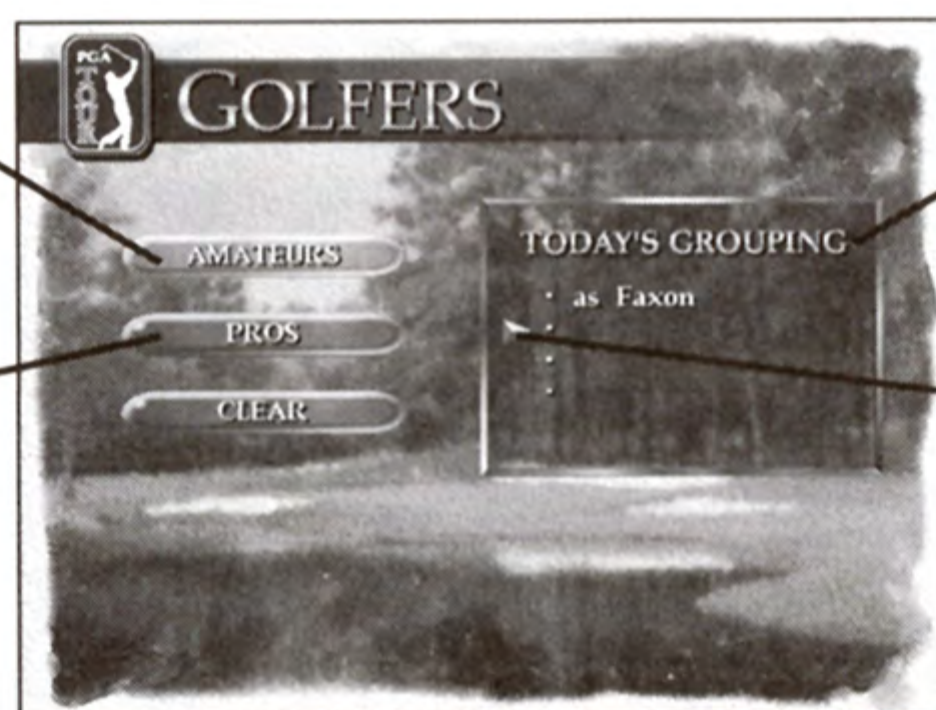
1. Highlight COURSES at the Main menu and press any Control button. The Course Selection screen appears.
2. The Course Selection screen contains a brief description of each course and two option buttons: VIDEO and NEXT COURSE.
  - Select VIDEO to see a video and hear a description of the course. The controls for the Course videos are the same as for the FLY-BY. See *Fly-By* on p. 11.
  - Select NEXT COURSE to go to the next Course Selection screen.
3. Press **START** to return to the Main menu. The course you choose appears in the "Today's Game" text window.

## Golfers

Select this option to create a new player, play AS or AGAINST a PGA TOUR pro, get statistical information about a golfer, and make up your foursome.

To create a new golfer, select AMATEUR

To Play As or Against a PGA TOUR PRO, Select PROS



Today's grouping displays the golfers chosen for today's game

Highlight carat



### To select golfers:

1. Select GOLFERS from the Main menu. The Golfer Selection screen appears. The Golfer Selection screen has three option buttons and a display window entitled "Today's Grouping".
  - To move the highlight carat up/down within the Today's Grouping window, press ▲/×.
2. The three option buttons are: AMATEURS, PROS, and CLEAR. D-Button ↑ to highlight an option button, and press ■ to select the highlighted option.

**Note:** To select amateurs or pros, you must first move the highlight carat in the grouping window next to an empty slot.

### To clear an existing player from today's grouping:

1. Move the highlight carat to the player's name you wish to clear.
2. Use the D-Button to select clear from the Option buttons, and press ■. The name is removed from the list.

## Creating a New Player

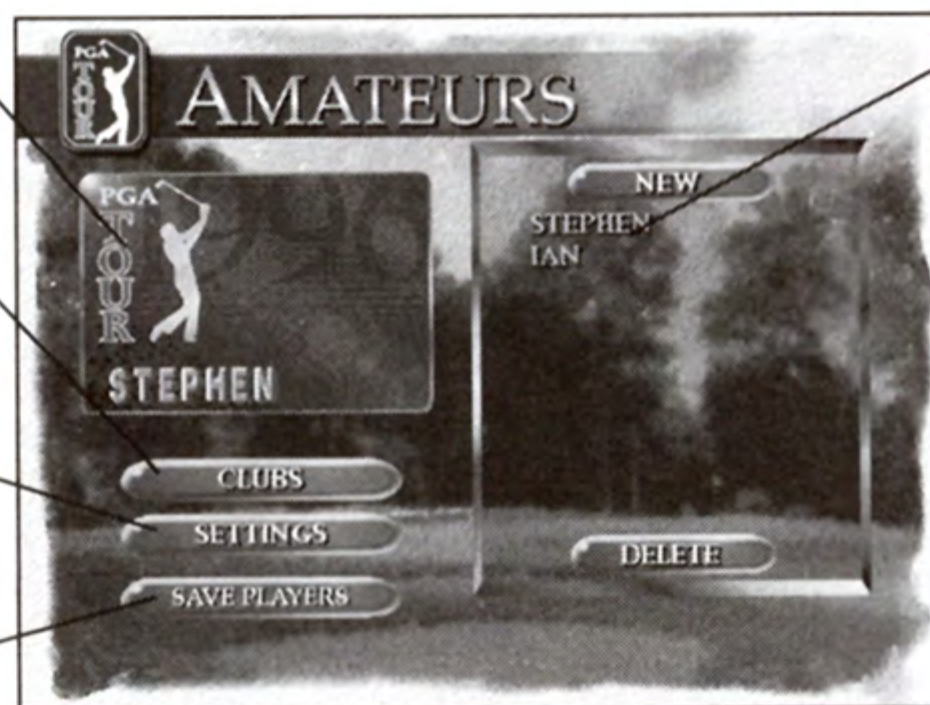
When you select amateur at the Golfer Selection screen, the Amateur Setup screen appears. Here you can create a new player, or select and modify existing amateur players.

Player's card—  
Enter a name

Select clubs for  
a player

Determine a player's  
characteristics

Select to save a  
player's name and  
statistics.



Existing  
amateurs

### To create a new amateur player:

1. Select AMATEUR from the Golfers Selection screen. The Amateurs Setup screen appears.
  - If it isn't already highlighted, use the D-Button to highlight NEW.
2. Press ■. The cursor jumps to the Players Card where you can enter a name.
3. D-Button ↑ to cycle through characters; D-Button ↔ to move to the previous/next character. The name can be up to ten characters long.
4. Press ■ to confirm the name. The name appears in the list to the right of the Players card.



## Golf Bag

After you enter the player's name, you can select the clubs.

### To select clubs for an amateur:

1. Use the ▲/× buttons to highlight the name of the amateur for whom you want to select clubs.
2. Press ● to select the amateur. The name appears on the Players card.
3. Use the D-Button to select CLUBS and press any Control button. The Golf bag appears.

**Note:** You can't select clubs for a pro, even if you are playing AS the pro.

See *Playing With the PGA TOUR Pros* on p. 18.

Sixteen clubs (and two putters) are available at the Golf Bag screen, with twelve already selected. When you select a club, the club head appears in the box. You may carry a maximum of fourteen clubs, including a putter.

- To add a club to the bag, D-Button in any direction, to highlight the club you want. Press any Control button to select the club. The club head appears if there's enough room in the bag.
- To remove a club from the bag, D-Button in any direction, to highlight the club you want to remove. Press any Control button to remove the club. The club disappears, opening up an empty slot in your bag.
- To toggle between the two available putters, highlight the putter icon and press any Control button.
- Press **START** to return to the Golfers screen.

## Settings

Select this option to define the type of player and level of game you'll play. When you select SETTINGS from the Amateur Setup screen, a Settings menu appears with several options.

### To make selections from the Settings menu:

1. Press ▲/× to highlight one of the options.
2. Press ● to cycle through the choices available under an option.
3. When you're done making choices, press **START** to return to the Amateur Setup screen.
4. Press **START** again to return to the Golfers Selection screen.

The player characteristics you can determine are:

**LEVEL:** Cycle between NOV., **AMATEUR**, or PRO. The different play levels affect the size of the contact area at the bottom of the Swing arc, and your club's distance potential. The smaller the contact area, the more difficult it is to strike the ball squarely and send it on a straight trajectory.

- ❑ At **NOVICE** level, the contact bands are widest, making it easier to shoot straight, and the meter moves at its slowest rate. When you miss the center of the contact area, the resulting hook or slice is not very pronounced. The maximum club distances are at their shortest.
- ❑ At **AMATEUR** level, the contact bands are thinner, the meter moves more quickly, and hooks and slices are more pronounced. Also, the maximum club distances are in the midrange.
- ❑ At **PRO** level, the contact bands are very thin, the meter moves fast, and hooks and slices are greatly exaggerated. Also, the maximum club distances are at their longest. Great skill is required to place shots accurately.

**CADDIE:** Cycle between **LIE**, **DISTANCE**, or **OFF**. Your caddie not only carries your bag, but assists in your club and shot selection. You don't have to take your caddie's advice, but it's a good place to start your decision process. Below are descriptions of the different caddie levels.

- ❑ The **LIE** caddie gives you the most assistance. He recommends the swing arc backswing distance and selects the appropriate club, taking into account the ball lie.
- ❑ The **DISTANCE** caddie recommends the swing arc backswing distance and selects a club without taking into account the ball lie.
- ❑ With the caddie **OFF**, you receive the least assistance. He does not recommend the backswing distance and selects a club without taking into account the ball lie. Also, little or no aiming advice is given before a shot.

**TAP-INS:** Toggle **ON/OFF**. A Tap-In is a putt so short that most players don't require their opponents to actually putt the ball into the hole. When you take a Tap-In, a stroke is added to your score and that hole is completed.

**MULLIGANS:** Toggle **ON/OFF**. Simply put, a mulligan is a "take back." When you take a mulligan, you get to replay your last ball as though you'd never hit it.

**Note:** Mulligans are not available during any type of competitive play.

**TEE:** There are four different tee areas from which you can begin a hole. The **RED** tees are closest to the hole. The **WHITE** tees are farther back, the **BLUE** tees are farther still, while the black tees are the farthest back. Black tees are used for Tournament play.

**WAGGLE:** Toggle **ON/OFF**. See *Waggle* on p. 7.

**CONTROLLER:** Select Controller 1 or 2 for this particular player.

## **Saving, Deleting, and Changing Players**

Once you've created a player, you can save their settings and their statistics. If you turn off the PlayStation game console without saving, the player's settings and statistics are erased. Whenever you save a game (see *Save Game* on p. 11), all the information for those players who participated in the game will be saved, but you might want to save player information without saving specific games.



### To save player(s) statistics and settings:

1. From the Amateur Setup screen, select SAVE PLAYER. Be sure a Memory card is inserted in one of the memory slots.
2. A window appears informing you that the information is being saved. Wait for the process to be completed. Once done, follow the onscreen prompts to return to the Amateur Setup screen. Information for all existing amateurs is saved

Each time you delete or change a player, select SAVE PLAYER to confirm the changes or the deletion.

### To delete an amateur player:

1. Use the ▲/× buttons to highlight the amateur's name you want to delete. Press ● to select the highlighted name. The name appears on the Players card.
2. D-Button to DELETE and press any Control button. You are prompted "ARE YOU SURE?"
3. D-Button ↔ to select YES or CANCEL, and press ■.

To make changes to an existing player (pro or amateur):

1. From the Golfers Selection screen, press ▲/× to highlight the name of the golfer you want to change.
2. Press ● to select the golfer. You are taken to the Pro or Amateur Setup screen. The golfer's name appears on the Players card.
3. Use the D-Button to select the option button you want: CLUBS, SETTINGS, and DELETE.
  - From the Setup screen, you can select any player to change by pressing ▲/× to move the highlight carat, and pressing ● to select that player.
4. Select SAVE PLAYER to confirm the deletion of the existing player.

## Playing with the PGA TOUR Pros

There are 14 PGA TOUR pros you can meet on the course. You can choose to play as or against them. If you play as a pro, you can change the player settings on the pro (see *Settings* on p. xxx) as you would with an Amateur.

### To select a pro:

1. Select pros from the Golfers screen. The Pro Setup screen appears with a list of the 14 pros.
2. Press ▲/× to move the highlight carat to the name of the pro you want.
3. Press ● to select the pro. The pro's name appears on the Player's card, with the words "as", or "against" above the name.
4. Use the D-Button to highlight the play as/against button, and press ■ to toggle between the two selections.
5. Press **START** when you've made your choice. You return to the Golfers screen with the name(s) appearing in the "Today's Grouping" window.
  - You can change a pro's Settings if you are playing as a pro. See *Settings* on p. 16.
  - To see a profile of the selected pro, highlight PROFILE with the D-Button and

press any Control button. A screen appears with a picture of the pro and his vital statistics. Select VIDEO to see highlight footage from the pro's career. The controls for the Pro videos are the same as for FLY-BY. See *Fly-By* on p. 11.

- To return to the Golfers Selection screen after choosing your golfers, press **START**.

## Options

Select options to customize your game and select the conditions in which you want to golf.

### To change options:

1. Select **OPTIONS** from the Main menu. The Options menu appears. It contains three option buttons and a corresponding submenu window.
2. The option buttons are: **CONDITIONS**, **SOUNDS**, and **DISPLAY**. D-Button  $\updownarrow$  then press  $\blacksquare$  to select the highlighted option button. The submenu window changes to reflect the option you chose.
  - To move the highlight carat up/down within the submenu, press  $\blacktriangle/\times$ .
  - To cycle through the choices available under a highlighted option, press  $\bullet$ .
3. Press the D-Button to return the highlight to the options buttons.
4. Press **START** to return to the Main menu.

## Conditions

### FAIRWAY

Fairway conditions affect the roll of the ball after it lands. Cycle between **NORMAL** (perfect fairway conditions), **DAMP** (ball rolls slower and not as far), or **DRY** (ball rolls faster and farther).

### GREENS

Greens conditions affect the roll of the ball after you putt, with the same effects as the **FAIRWAY** condition.

### WIND

Cycle between **CALM** (no wind), **BREEZY** (10 mph wind), or **WINDY** (20 mph wind). Wind affects the flight of the ball, both by increasing or decreasing the distance in the air and by pushing it to the left or right. Check the Wind gauge to determine the direction and speed of the wind.

## Sounds

### ANNOUNCER

Toggle Commentary **ON/OFF**. The commentary offers advice about putting and updates on a player's score.

### MUSIC

Toggle Music **ON/OFF**.

### SOUND

Toggle the Sound effects in the game **ON/OFF**.

## Display

The Display settings let you customize the following display views.

### AUTO GRID:

Toggle automatic grid display on greens **ON/OFF**. See *Grid* on p. 11.

### AUTO FLYBY:

Toggle Fly-By videos that appear before each hole **ON/OFF**. See *Fly-By* on p. 11.



## Saved Games

Select this option to retrieve a saved game. See Save Game on p. 11.

A list of the games you've saved appears. Also displayed is the scorecard of the saved games for easy identification. Five option buttons appear: DELETE, CANCEL, PRIOR, NEXT, and PLAY.

### To retrieve a game:

1. Use the D-Button to select the game you want, then highlight the option button you want.
2. Press **■/●** to activate the highlighted option button.

## CREDITS

**Executive Producer:** Sam Nelson

**Producer/Designer:** Steve Cartwright

**Associate Producer/Designer:** Tony Iuppa

**Assistant Producer:** Jeff Hasson

**Programming:** Dana Tom, Clarence Co, Tom Loughry

**Artists:** Roseann Mitchell, Josh Book, Greg Allen, Catherine Benante, Lance Alameda, Arthur Koch, Eric DeSantis

**Course Design:** Tony Iuppa, Lance Alameda, Jeff Hasson, Eric DeSantis, Steve Cartwright

**Video Production:** Mark Day, Jeni Day, Mary Ann Fabian, Jim Rolin

**Video Editing:** Tony Iuppa

**Other Golf Animations:** Jack Baker, Richard Edmonds, Tim Rouillard, Jennie Janes

**Announcer:** John Shrader

**Audio:** Keith Orr, Marc Farley

**Music:** Marc Farley, Rob Hubbard, Lieblich Sound Design

**Lead Tester:** Brian Reed, Tony Lam, Doug Hollinrake

**Testers:** Eric Johnson, Anthony Solis, Mike Graben, Kevin Wooley, Cary Chao, Martin McQueen, Fred Hirschfield

**Documentation Layout:** David Mauro

**Quality Assurance:** Kurt Hsu, Jon Bruce, Michael Gong

**Product Manager:** Glenn Chin

**Administration:** Pam Seawell

**Special Thanks:** Darren Freeman, Matt Webster, Nick Channon, Jerry Newton, Joss Elliot, Mike Smith, Water Stein, Carolyn Wales

### ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

## **LIMITATIONS**

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts software product. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

## **NOTICE**

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts, P. O. Box 7578, San Mateo, California 94403-7578, Attn: Customer Support.

## **RETURNS AFTER WARRANTY**

To replace defective media after the ninety (90) day warranty period has expired, send the original CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.00. Electronic Arts, Customer Warranty, P.O. Box 7578, San Mateo, California 94403-7578

## **TECHNICAL SUPPORT**

If you need technical assistance with this product, call us at (415) 572-2787  
Monday through Friday between 8:30 AM and 4:30 PM, Pacific Time.  
EA Tech Support Fax: (415) 286-5080

## **HOW TO REACH US ONLINE**

**CompuServe:** Game Publishers A Forum (GO GAMAPUB) Or send e-mail to 76004,237

**America OnLine:** Send e-mail to ELECARTS

**Internet E-mail:** support1@ea.com

Or send e-mail to elecarts@aol.com or 76004.237@compuserve.com

**World Wide Web:** Access our Web Site at <http://www.ea.com>

**FTP:** Access our FTP Site at <ftp://ea.com>

If you live outside of the United States, you can contact one of our other offices.

In Australia, contact:

Electronic Arts Pty. Limited

P.O. Box 432

Southport Qld 4215, Australia

Phone (753) 546465

In the United Kingdom, contact:

Electronic Arts Ltd.

P.O. Box 835

Slough SL3 8XU, UK

In Australia: Game Play, Hints, and Tips Line Phone: 1 902 262 062

(1.00 per min.) ITMS

Technical Support Phone: 1 902 263 163 (2.00 per min.) ITMS

7 days a week 8:30 AM—10:30 PM.

If you are under 18 years of age parental consent required.

PGA TOUR is a registered trademark, and is used by permission. Spyglass Hill is a registered trademark, and is used by permission. Footage provided by PGA TOUR Productions. All rights reserved. © 1995. EA SPORTS and the EA SPORTS logo are trademarks of Electronic Arts. Software and documentation © 1995 Electronic Arts. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

COMING SOON  
FOR THE  
SONY PLAYSTATION

# MADDEN



PLAYERS INC

# 96



751005