



PlayStation

TM

NTSC U/C

PlayStation™

KIDS TO ADULTS



CONTENT RATED BY
ESRB

SLUS-00261

TIP PGA TOUR 97



**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, including games played on the PlayStation™ game console, 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, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION DISC

- ⇒ This 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 rest break 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.

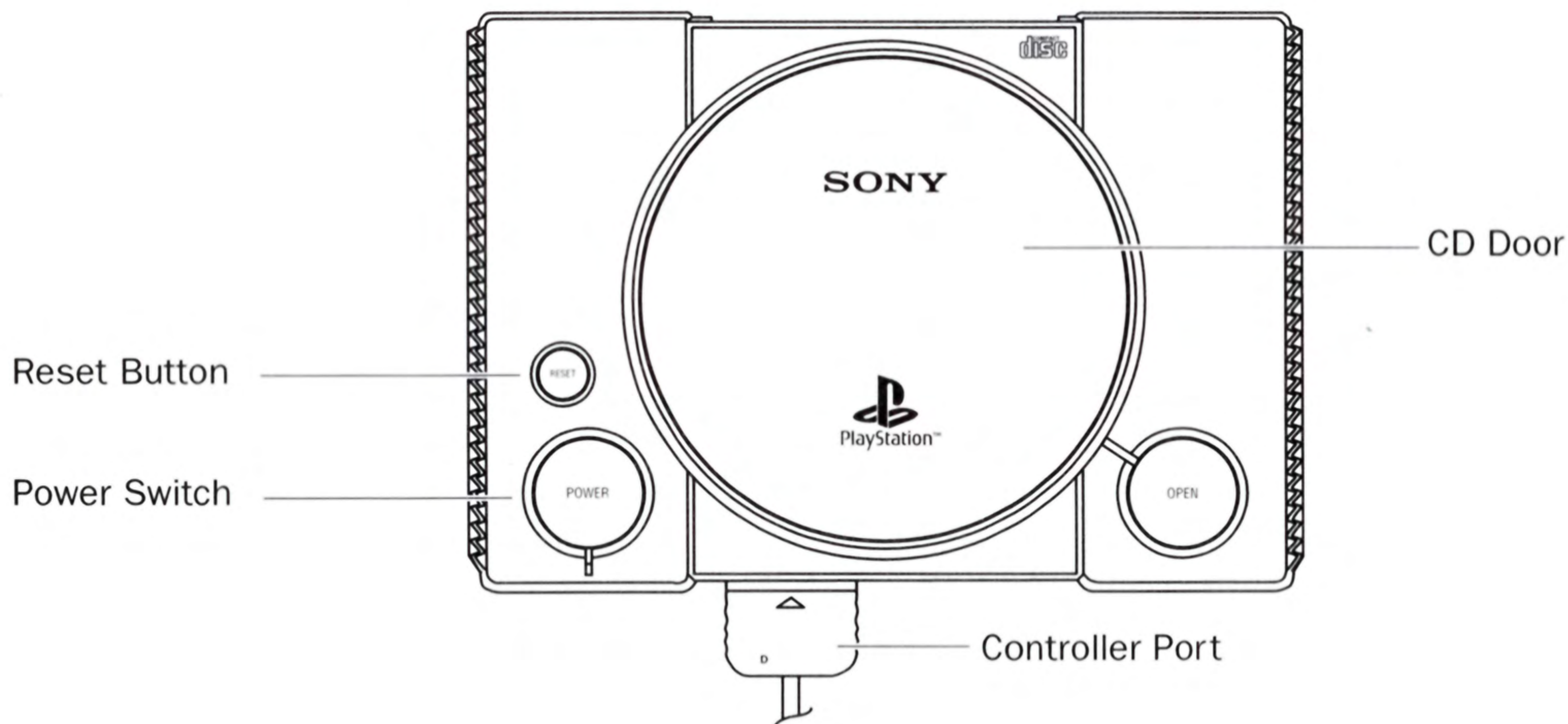
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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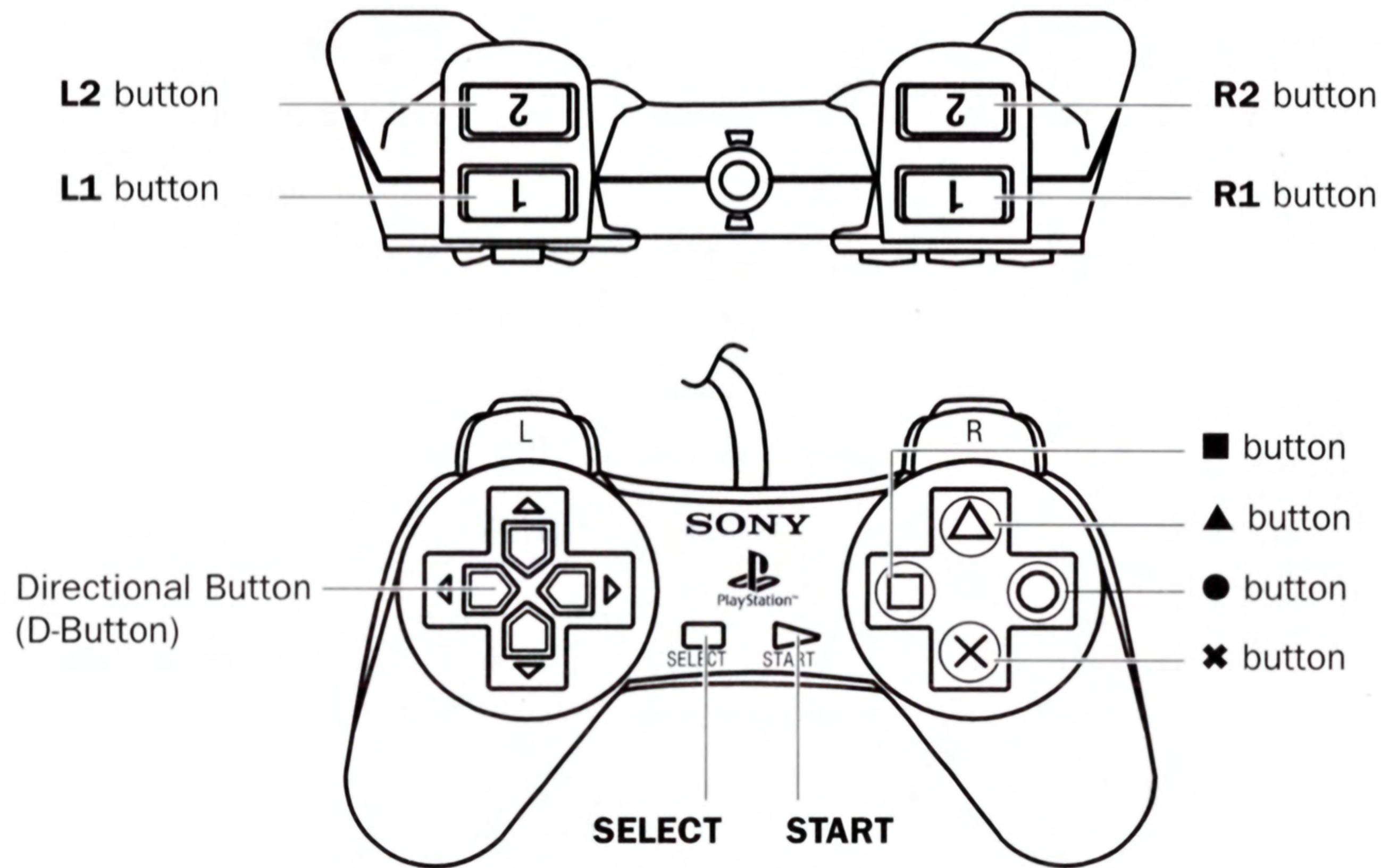
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STARTING THE GAME



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™ 97* disc and close the CD door.
3. Insert game controllers and turn on the PlayStation game console.
4. After the introductory title screens, you are taken to the Clubhouse to make your game selections. Press **START** to skip the title screens and go directly to the Clubhouse.

CONTROL SUMMARY



IN THE CLUBHOUSE AND THE OPTION MENUS

Highlight an option

D-Button \updownarrow

Select an option

✕ or **START**

Toggle options

D-Button \leftrightarrow or ✕

Return to previous screen
with current selections

▲

Accept choices and continue

✕ or **START**

ON THE COURSE

Swing and hit the ball	✕
See preview of shot	■
Display and move Target arc	D-Button any direction
Return target to the default aim	●
Adjust draw/fade	R1 + D-Button ↔
Adjust backspin	R1 + D-Button ↕
Pause/resume game	START
Display Settings menu	SELECT
Rotate Golfer's view left/right	R2 + D-Button ↔
Change camera position	▲
Club up/down	L1/L2

AFTER A SHOT/SHORTCUT BUTTONS

Take a Mulligan (if available)	●
Show a replay of a shot	■
Take a Drop (after shooting into the water)	▲

JOIN THE TOUR!

The interactive golf champion is back to defend its status with a bold new attitude. Check out the eye-popping graphics, new music, and killer gameplay as you try to tame championship courses, including the world-famous TPC™ at Sawgrass™ and The Links at Spanish Bay.™



P G A T O U R TM 9 7

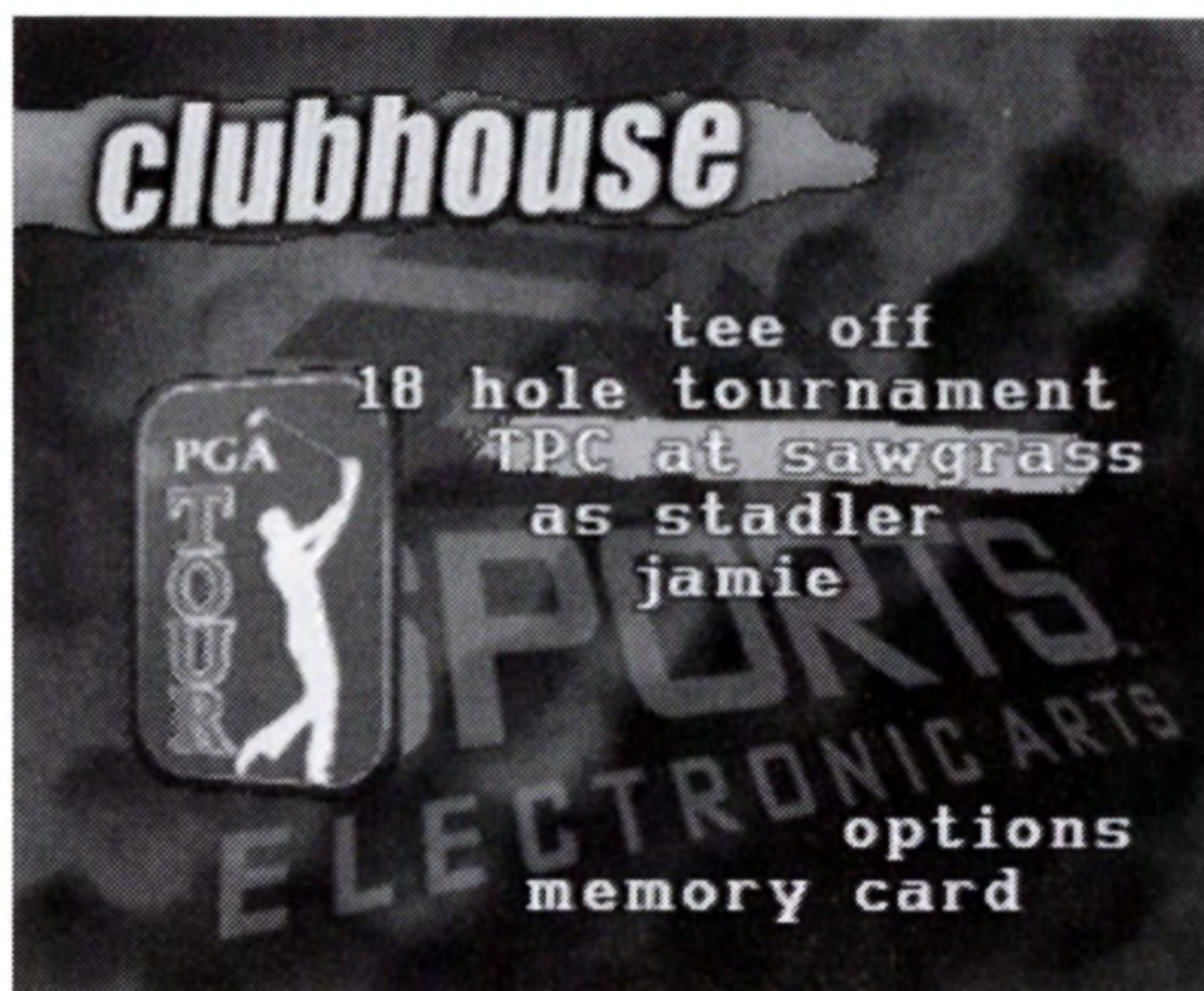


Play a round, a tourney, shoot-out, or Skins Game.TM But play to win because this isn't just golf: This is the PGA TOUR.

- Contemporary look and feel.
- Enhanced gameplay, including a risk/reward feature to tempt the bravest golfers.
- Two championship courses: TPC at Sawgrass and The Links at Spanish Bay.
- TV-style presentation includes new selectable golfer positions, picture-in-picture views, and real-time shot preview.
- Live analysis and commentary.
- All-new Simulation skill level lets you play like a pro.

IN THE CLUBHOUSE

Hey, before you tee off, make sure you've got the gear and the goods you need to play the game you want. The Clubhouse is the place to go to select a game mode, golf course, and golfer, or customize your game through a variety of options.



► **NOTE:** In this manual, all default options are listed in **bold**.

- To highlight an option, D-Button \updownarrow .
- To select the highlighted option, press **X** or **START**.
- The Clubhouse screen displays your choices, once you've made them.
- To exit from an option screen and return to the Clubhouse, press **▲**.

TEE-OFF

This takes you right to the course, so if you're ready to whack the little white ball around, select this option.

GAME MODE

Select from five different types of play: Practice, Stroke, Shoot-out, Skins, and Tournament. See *Game Modes* on p. 25 for more information on each mode.

COURSE

Try stadium golf at its best at the TPC at Sawgrass, or go for something completely different with authentic links style golf on the stunning Links at Spanish Bay. See *Courses* on p. 28.

- To toggle between the two courses, press **X** or D-Button in any direction.
- To select a course and return to the Clubhouse, press **START/▲**.

GOLFER

You can play "as" or "against" a PGA TOUR pro, or create your own amateur golfer. Select this option to choose from 14 featured pros, or enter up to 8 amateur players. You can select the clubs you carry, determine the controller for each golfer and the way you look on the course. See *Golfers* on p. 22 for complete information.



OPTIONS

The Options menu lets you customize your game in a variety of ways.

- To toggle a highlighted option ON/OFF, D-Button \leftrightarrow or press \times .
- To exit and return to the Clubhouse, press **START/▲**.

MUSIC Toggle the music that plays during the menu screens **ON/OFF**.

SOUND F/X Toggle the sound effects on the course **ON/OFF**.

AMBIENT F/X Does the sound of the waves and gulls distract you? Toggle **ON/OFF** those background sounds that add a little character to the course.

COMMENTARY With Commentary **ON**, you'll get feedback on your shot and tips to play a certain shot.

WIND Determine the strength of the wind on the course. As any seasoned golfer knows, this can make a big difference on your final score. Cycle between **CALM**, **BREEZY**, or **STRONG**. You can turn the wind off from the Settings menu. (See p. 19.)

CREDITS View credits for the game.



MEMORY CARD

Select this option to access saved games and amateur golfer characteristics and statistics. Up to 7 games can be saved with each Memory card (*PGA Tour 97* uses 2 blocks).

► **NOTE:** You must have a Memory card inserted in Slot 1 or 2 to access saved games or existing amateur players.

Select **SAVE DATA** to save games in progress to the Memory card and to save created amateur golfer characteristics.

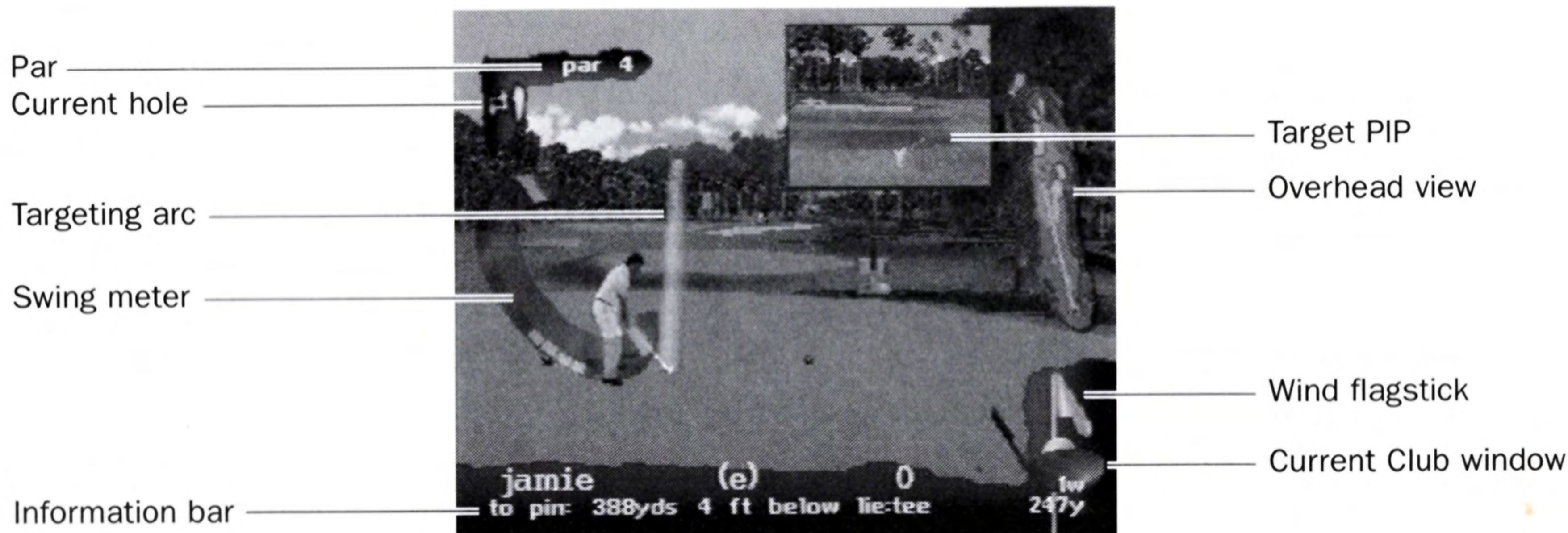


- To cycle through the different saved games, D-Button . Press  to select the saved game you want.
- After you have saved a game, the option DELETE A SAVED GAME appears on the Memory card. Select this option to delete a game if your game list is full.
- Select GET DATA to retrieve saved games, amateur golfers, and statistics. This option comes in handy if you want to use someone else's game console, but want to continue updating statistics for an amateur golfer you've created.
- You can also use GET DATA to retrieve an existing amateur golfer if you start the game console without the Memory card inserted. The amateur golfer appears automatically at the Golfers screen if the card is inserted when you turn on your system, but can only be retrieved by selecting GET DATA if you insert the card after you start the game console.

PLAYING A ROUND OF GOLF

As many a weary hacker knows, *hitting* the ball isn't difficult, it's hitting it well that takes some talent. Read on to learn the basics of playing a round of *PGA TOUR 97*.

- To pause the game, press **START**. Press **START** again to resume the game.
- ▶ **NOTE:** On the course, you can access an on-screen control summary by selecting CONTROLS from the Settings menu.
- ▶ **EA TIP** Try using backspin on the ball to get out of deep bunkers or from behind bushes. (See p. 14.).



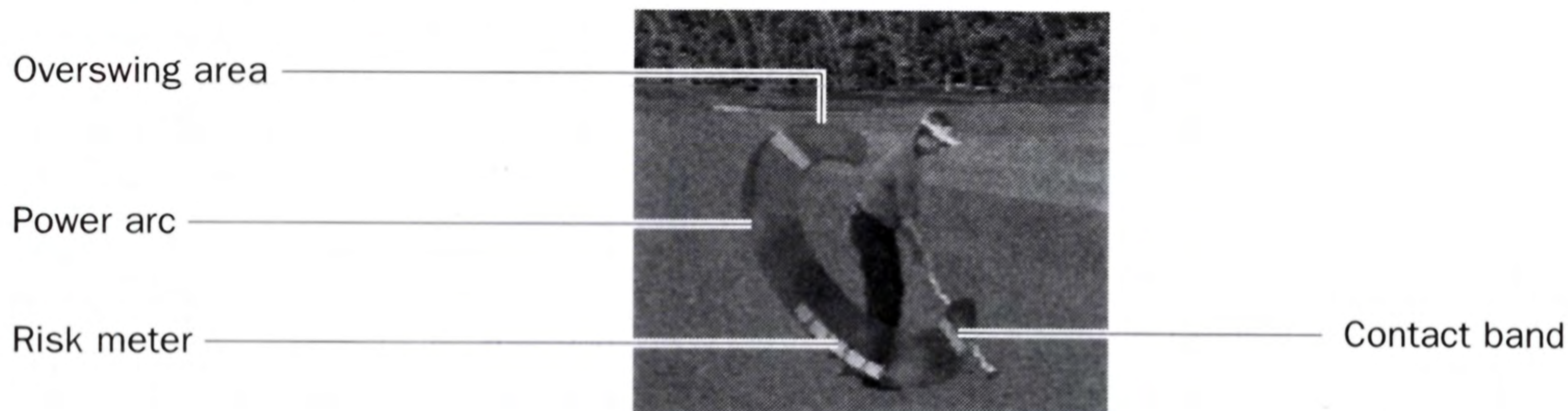
THE SWING

The swing is divided into three parts: backswing, downswing, and contact. Each step is initiated by pressing **X**.

1. Press **X** to begin the backswing.
2. Press **X** again to stop the backswing and determine your shot power (distance of the shot).
3. Press **X** 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 Power arc begins traveling up the Swing meter. When you stop your backswing, the Power arc leaves a black mark to indicate where it stopped and begins traveling back down the Swing meter. The farther up the Swing meter the Power arc moves, the greater distance you can get on your shot.

With the Caddie option ON (See *The Settings Menu* on p. 19.), a yellow band at or near the top of the Swing meter marks the distance required to reach your target. Beyond this 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.

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

The center of the yellow Contact 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 arc leaves a black 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.

► **NOTE:** The different skill levels affect the size of the contact band at the bottom of the Swing arc. (See *The Settings Menu* on p. 19.) The smaller the contact area, the more difficult it is to strike the ball squarely.

RISK METER

Did you bogie that last hole? Are you on the 16th and need to make up a few strokes to stay in the running? Depending upon the answers to those questions, and the tell-tale signs on the Risk meter, you can determine whether you should try a shot. The Risk meter, set inside the Swing meter, lets you know how risky a potential shot can be. The meter moves from green for safe to red for risky.

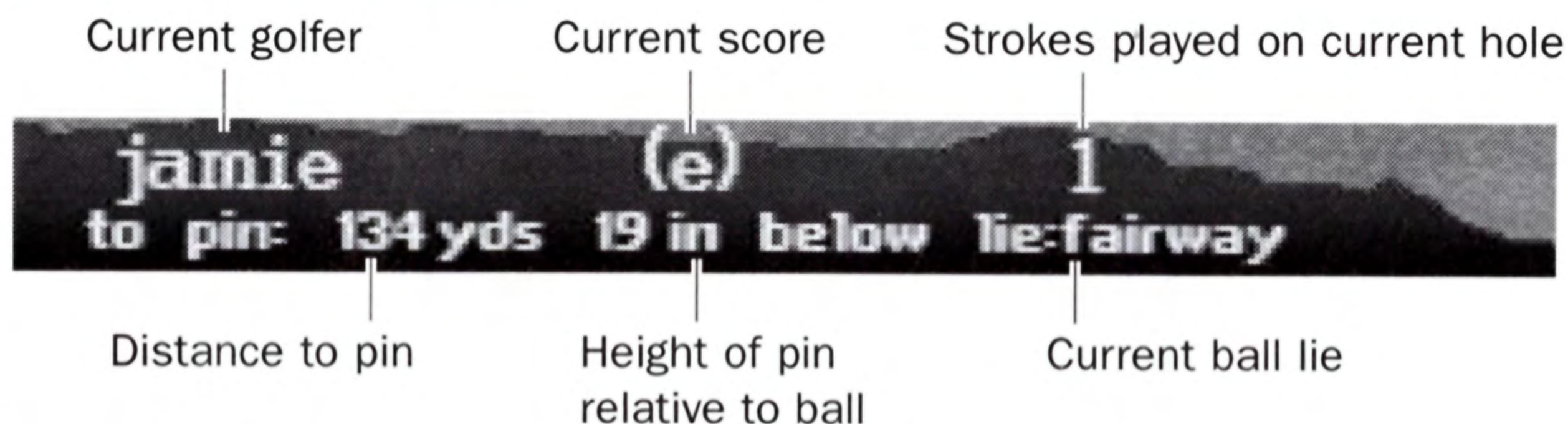
Risk meter



► **EA TIP** If the Risk meter indicates that a shot is very risky, use the Shot preview command to see your shot's potential trajectory. Press ■ for a Shot preview before you swing.



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, and your ball lie.

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

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, D-Button in any direction. If you are changing the target with regards to distance, Your current club changes to accommodate the new target.
- To reset the aim and return to the default target, press ●.
- To see a preview of your shot, press ■. Shot preview is not available during Tournament, Skins, or Shoot-out play.

The yellow Targeting arc appears, showing the flight of the ball. 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. If you have the Target PIP ON (See *Views on the Course*, p. 16.), a small picture-in-picture window shows you your potential target lie.



- As you re-target 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.

CURRENT CLUB WINDOW



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, its distance potential, the Wind flagstick, and when applicable, backspin and the amount of draw or fade placed on the ball.

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

- To club up/down, press **L1/L2**. When you club “up,” you are changing to a higher numbered club, e.g., changing from a 5 iron to a 6 iron, and vice versa.
- If you are moving the Targeting arc forward or backward, your Current club will change automatically to fit the new distance.



- **NOTE:** The skill level you select from the Settings menu (See p. 19.) 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, from any lie except a bunker. 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 **R1** + D-Button \leftrightarrow . Notice that your club face opens and closes according to how much draw or fade you put on the ball. The Targeting arc also changes to show the change in trajectory.
- **NOTE:** When you change the degree of draw/fade on your shot, you'll notice the yellow contact band changes its position on the bottom of 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. When you change the backspin, your club head raises and/or lowers in the Current club window to show the degree of change.

- To increase/decrease the amount of backspin on the ball, press **R1** + D-Button \updownarrow .

BALL LIE

Your ball lie affects the distance and accuracy of your shot. Shots from sand traps and the rough are more treacherous and unpredictable. When playing from undesirable lies, it's important to be very accurate on your backswing and contact. The Information bar displays the lie of the ball.



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

GAUGING THE WIND

The flagstick flying over your current club gives a graphic display of the current wind conditions. Wind affects shot distance and accuracy. Make sure you take note of the wind's force and direction before each shot.

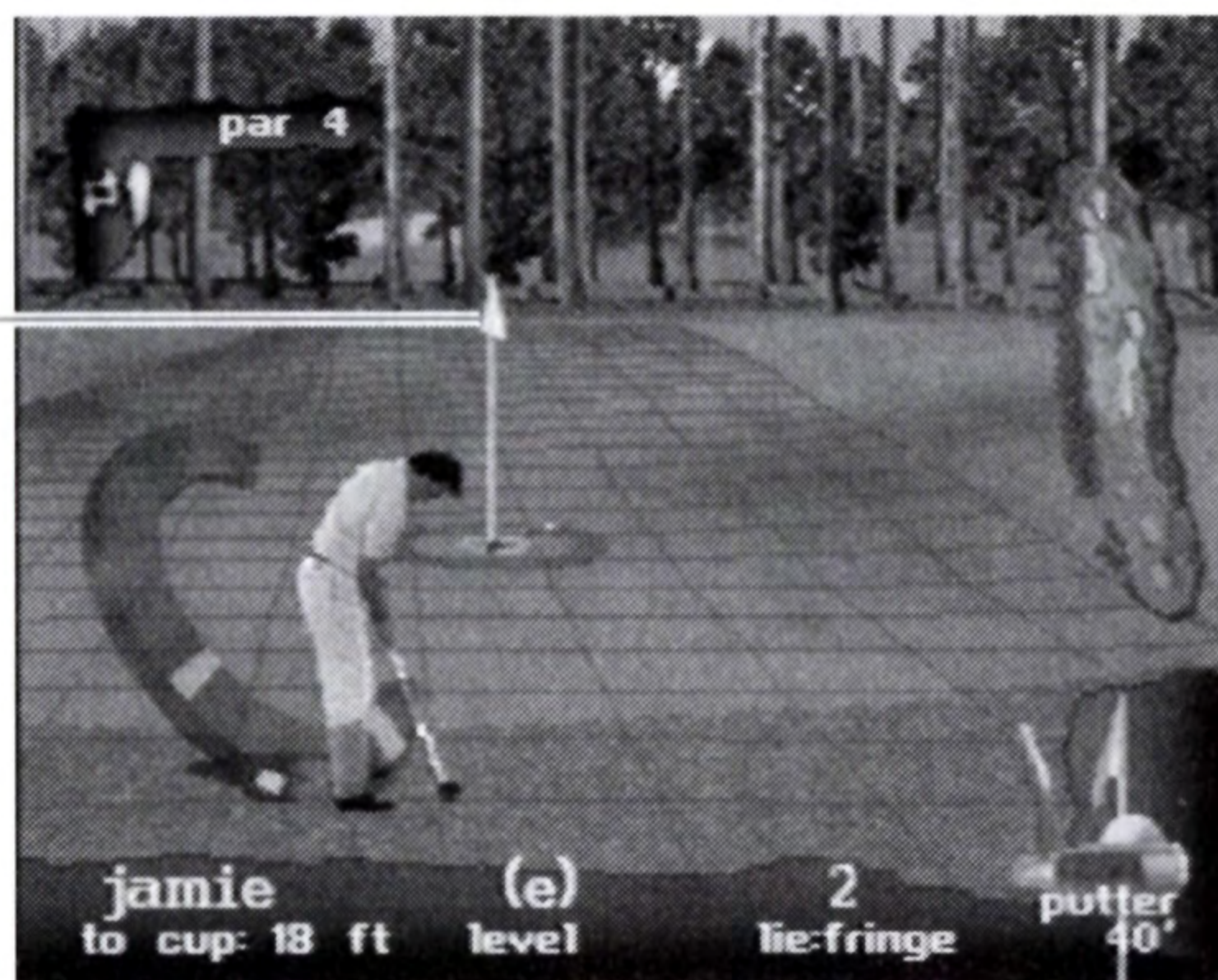
PUTTING

Your caddie automatically selects the putter when your ball lies on the green or on the fringe. With Auto Grid ON (See *The Settings Menu* on p. 19.), a grid automatically appears whenever you land on the green. This grid shows you the breaks in the green.

- **EA 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 *Options* on p. 7.), you hear important advice about the break.

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

VIEWS ON THE COURSE



Main View

The Main view (the main game screen view) can be changed from the Settings menu (p. 19) to show a SNAP AROUND, TO PIN, and FROM GOLFER. With the Snap Around perspective, the camera switches to a reverse angle mid-flight. To Pin follows the ball from the Golfer, then switches to show the ball in relationship to the pin. From Golfer shows the shot from the golfer's perspective for the duration of the shot.

Overhead View

The Overhead view for the current hole appears to the side of the screen. 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 2: RED

Player 3: BLUE

Player 4: WHITE

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

Picture-in-Picture Views

There are several different picture-in-picture views that you can use to get a complete view of the course. You can modify the perspective of the PIP views from the Viewing Options in the *Settings Menu*. (See p. 21.)

PIP VIEW

Every time you take a shot, a picture-in-picture view follows the flight of the ball. You can turn this OFF, or change the perspective to SNAP AROUND or TO PIN.

GREEN PIP

This PIP appears when you approach the green. Use it to determine where the pin lies in relation to your approach shot.

TARGET PIP

The Target PIP displays the area that you are aiming for with the Targeting arc if the Caddie option is ON.

Golfer View Perspective

There are eight different course camera angles that you can use before every shot. These angles differ in their proximity to the golfer; for example, three are closer to the golfer and to the left, right and center. Three are further back, with the same angle, while the remaining two are further back still.

- To cycle through the eight views, press ▲. A window appears listing the different views available. D-Button ↓ to select the view you want, and press ✕. You can also select RANDOM, which selects a different view randomly before each shot.

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 up to 360 degrees in either direction.

- To rotate the golfer's perspective left/right, press R2 + D-Button ↔.



AFTER EACH SHOT

After each shot, a window appears on the game screen with several options. OK and REPLAY appear after every shot (except when you're out of bounds or in the water), while MULLIGAN and TAP-INS appear only when those options are active. A Mulligan is a "do over": you take your last shot as though you'd never hit it.

If you hit out of bounds, the rehit button appears. If you land in the water, you can also select drop.

If you are playing a Skins game, you can elect to CONCEDE the hole. By conceding, you waive the right to take any more shots. You then go to the next hole.

- To continue to the next shot or hole, select OK and press ✕.
- To view a replay of your shot, select REPLAY and press ✕.

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.
- You can **DROP** the ball where it crossed the water, then hit from there with a one stroke penalty.

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.

- ▶ **NOTE:** There are some special rules that apply to the Links at Spanish Bay. Please see *Courses* on p. 28 for specific information.



THE SETTINGS MENU

You can view the score, your stats, or change some of the settings available for your golfer or the course. When you press **SELECT**, the Settings menu appears.

● To display the Settings menu, press **SELECT**.

SCORECARD This option accesses the current scorecard.

CONTROLS Select Controls to view a Controller overlay, detailing the controls when on the course. Press any button to get information on its function. To exit the Controller Layout, press **SELECT**.

STATISTICS To view your statistics for the current round, select this option. See *Player Statistics* on p. 29.

GOLFER SETTINGS Select the level of skill at which your golfer plays, the tees, and toggle WIND, CADDIE, TAP-INS, or MULLIGANS ON/OFF.

LEVEL: Cycle between NOVICE, **AMATEUR**, PRO or SIMULATION.

The three basic skill levels affect the size of the contact area at the bottom of the swing arc, the speed of the Power arc, and your club's distance potential. The skill level also affects the default setting for the TEE, WIND, and CADDIE options, but you can elect to change these.

At NOVICE level, the contact bands are widest, making it easier to shoot straight, and the Power arc 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. The default is the WHITE Tees, Wind is turned OFF, and the Caddie option is ON.



At AMATEUR level, the contact bands are thinner, the Power arc moves more quickly, and hooks and slices are more pronounced. Also, the maximum club distances are in the midrange. You tee off from the WHITE Tees, Wind is ON, and Caddie is ON.

At PRO level, the contact bands are very thin, the Power arc 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. You play from the Blue tees, Wind is ON, and the Mulligan option defaults to OFF.

SIMULATION for an opportunity to really walk the course and plan every shot. With this mode, you don't have to worry about judging your distances, stopping the Power arc, or hitting the Contact band squarely. All you need to do is move the Targeting arc to the spot you want, then press **X** once to begin your swing.

- TEE:** There are four tee areas from which you can tee off. The RED tees are closest to the hole. The **WHITE** tees are farther back; the BLUE tees are farther still, while the TPC tees are the farthest back.
- WIND:** **ON/OFF.** You can change the force of the wind at the Options menu. Select OFF here to negate the effect of the wind on your ball independently from other players.
- CADDIE:** **ON/OFF.** Your caddie gives you advice on club selection and distance potential. With Caddie OFF, the Target PIP isn't available, and you should double-check your club selection.
- TAP-INS:** Toggle **ON/OFF.** A "Tap-In" is a short putt. When you take a Tap-In, a stroke is added to your score and that hole is completed. Tap-Ins are not allowed during Tournament, Skins, or Shoot-out play.



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. Mulligans are not allowed during Tournament, Skins, or Shoot-out play.

VIEWING OPTIONS

Select and change a variety of viewing options. See *Views on the Course* on p. 16.

OVERHEAD: Toggle **ON**/OFF.

MAIN VIEW: Select **TO PIN**, SNAP AROUND, or FROM GOLFER as your main game screen view.

PIP VIEW: Select OFF, TO PIN, or **SNAP AROUND** for the PIP view. Every time you take a shot, a picture in picture view follows the flight of the ball. You can turn this OFF, or change the view.

GREEN PIP: Toggle **ON**/OFF. This PIP appears when you approach the green. Use it to determine pin placement in relation to your approach shot.

TARGET PIP: Toggle **ON**/OFF. The Target PIP appears before you take a shot to display the area where you are aiming with the Targeting arc. The Caddie option must be ON.

CAMERA LENS: Toggle between **NORMAL** and ZOOM. This alters the view of the entire course. With NORMAL, your viewing angle is wider.

GRID: Toggle ON/**OFF** the grid that appears on all parts of the course.

AUTO GRID: Toggle **ON**/OFF the grid that automatically appears whenever your ball lands on the green.

GAME OPTIONS These options are the same as are found under Options in the Clubhouse, with the exception of credits and two additional course settings: Fairway and Greens.

Cycle Fairway and Greens between **NORMAL**, SLOW, or FAST.

**END GAME**

Select this option to end the game and return to the Clubhouse. You are prompted to “Save game after quitting?” Follow the on-screen instructions to save, quit, or cancel. See *Saving and Loading A Game* on p. 30 for more information.

PICK UP

If you’ve hit into the water one too many times and figure you might as well give it up, select this option. During a Skins game, select this to pick up for the hole. If you are playing with several other players, select this option to end the game just for your golfer.

SHOW FLY-BY

Select this option to see a swooping bird’s-eye view of the hole.

GOLFERS

From the Golfers screen, choose to play AS or AGAINST a PGA TOUR pro, or create an amateur golfer. When you create and name an amateur golfer, you can track statistics under that name by saving the information to the Memory card.

Golfers you have
already selected



Golfers you
can select



- To highlight a golfer, D-Button \updownarrow . There are 14 pros and 8 amateurs from which to select. The amateurs are designated 1–8, but you can enter a name for each amateur to track stats.
- To select the highlighted golfer, press \times . The name appears in the Selected Golfer window.
- To accept your selections and return to the Clubhouse, press **START**/ \blacktriangle .

If you selected a PGA TOUR pro:

- Press \times to cycle through the available options. You can play AS that pro, or you can compete AGAINST him.
- If you selected to play AS the pro, you also determine who controls that pro. Press **SELECT** to display the Edit Golfer screen. Choose the controller you want and press **START**/ \blacktriangle to return to the Golfers screen
- To de-select a pro, press \times until the Selected Golfer window clears.

If you selected an amateur:

- Edit a name
- Select a portrait
- Select the clubs you carry on the course
- Select the controller for this particular amateur





1. Press **✕** to toggle to EDIT GOLFER. You can edit the amateur to enter a name, select a portrait (the image that appears on the course game screen), choose specific clubs, and determine which controller controls each amateur.
2. Press **SELECT** to edit the selected amateur. The Edit Golfer screen appears.
 - D-Button **↑** to highlight options on the Edit Golfer screen.
3. The first option you can change is the amateur's name. The highlight defaults to this option. Press **✕** to display the Character window.
4. D-Button **↑** **↔** to highlight a character; press **✕** to select. Continue entering up to 10 characters, including blank spaces. Highlight DONE and press **✕** when you're finished.
5. Highlight PORTRAIT to select an image for your created amateur. There are four portraits to choose from, including a woman golfer. D-Button **↔** or press **✕** to cycle through the portraits available.
6. Select CLUBS to choose 14 clubs, including a putter. You start with 12 clubs but you can vary your golf bag to fit the course you're playing.
7. Highlight CONTROLLER and press **✕** or D-Button **↔** to toggle between Controller 1 and 2 for this amateur.

Saving Amateur Golfer Information:

You can choose to save your newly created amateur golfer's characteristics and statistics to the Memory card. If you save a game in progress, the statistics and characteristics for all golfers playing in the game are automatically saved as well. (See *Saving and Loading a Game* on p. 30.)

Whenever you end a game or round of golf, you are prompted to "Go to Memory Card to Save New Statistics?":

1. Select YES if you wish to keep updating the statistics you're accumulating for an existing amateur, or to save the characteristics and statistics of a newly created amateur. The Memory Card screen appears.



2. Select SAVE DATA and press **X**. The information is saved to the Memory card and can be retrieved by selecting GET DATA.

► **NOTE:** Whenever you change an amateur player's name, the statistics for that golfer are reset.

THE GAME MODES

Choose from five different game modes: Practice, Stroke, Tournament, Skins, or Shoot-Out.

- To highlight a game mode, D-Button **↓**.
- To cycle through the different options available for each game mode, D-Button **←** or press **X**.
- To select a mode and return to the Clubhouse, press **START** or **▲**.

► **NOTE:** If you select a game mode that requires more than one player and you have only selected one player, the program automatically chooses the necessary PGA TOUR pros.

PRACTICE

Select this mode to play a practice hole on any course. You select one hole to play at a time. This is a good mode to use for a particularly nasty hole, like the 17TH at Sawgrass.

If Practice is your game mode, when you TEE OFF, you are taken to an overview of the course. From this overview, select the hole to play.

- To highlight a hole to play, D-Button **↓** **←**.
- To see a Fly-By of the hole, press **SELECT**.
- To go to the selected hole, press **START/X**.
- To exit and return to the Clubhouse, press **▲**.



After you finish the selected hole, the scorecard for that hole appears. Press **✕** to return to the course overview. Select another hole to play, or press **▲** to return to the Clubhouse.

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 TPC 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. Select from **All 18**, Front 9, or Back 9 Stroke Play.

TOURNAMENT

Once you've mastered the basics and perfected your skills you need to put it all together and play a Tournament. Fifty-eight PGA TOUR professionals, plus 1–4 players in your party, compete for the title of Champion and prize money. You start from TPC tees, and mulligans are not allowed.

From the Game Mode screen, you can elect to play an **18**, 36, or 72 hole Tournament round.

Making the Cut

Cuts only occur in a full 72 hole Tournament. 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 and fourth round.

The Leaderboard

The Leaderboard screen appears automatically before the competition begins and at the completion of every hole. The Leaderboard screen displays the top 8 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, D-Button \updownarrow .
- Press \times to continue. A stat screen appears, listing the top tournament statistics for the hole you're about to play. Press \times again to continue to the course.

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 final round, the tied players begin a sudden death playoff to determine the winner.

THE SKINS GAMETM

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." You can elect to play **All 18**, front 9, or back 9 Skins.

- 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 could carry over to the final 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 TPC 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 game 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 ball is placed randomly in a position close to the green. The shot can be a chip or a putt, and each player involved in the tie-breaker 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

TPC AT SAWGRASS

When the PGA TOUR wanted to establish a "home club" for the members of the TOUR, and a permanent site for THE PLAYERS Championship, TOUR officials saw beauty and greatness in a lush tropical setting near Ponte Vedra, Florida. The *Tournament Players Club (TPC) at Sawgrass* became the first Stadium Golf course to be constructed, and it was destined to be special. Pete Dye was chosen as designer, and his mission was to build a course that would challenge players, while giving the spectators plenty of amenities, including unobstructed views of the golfing action. Dye succeeded admirably! No detail was overlooked at Sawgrass. The course is beautifully integrated into the natural terrain rather than being imposed upon it. With a challenging combination of narrow fairways, extensive water hazards, and wide sand bunkers, this course is the perfect location for THE PLAYERS Championship.

THE LINKS AT SPANISH BAY

The Links at Spanish Bay is a unique course in many ways, including the out of play rule. Normally, if you hit your ball into the rough or off course, you must play it where it lies. In an effort to preserve the natural beauty and reduce damage to the local flora



and fauna, Spanish Bay has instituted a slightly different, local “drop” rule. There are three different ball lies on this course that reflect this environmental sensitivity.

Dune Scrub Similar to rough, you play out of this area, if you can!

E.S.H. An acronym for “environmentally sensitive habitat”, these areas have been established to protect endangered plant species. You are allowed an “unpenalized drop” because retrieving your ball is forbidden. Your ball returns to the last playable area traversed.

Riparian Defined as “of or relating to or located on the bank of a watercourse or a lake,” this lie is usually found along a river or water hazard. It looks and acts exactly like the E.S.H. lie, except you are charged a penalty stroke for the water hazard when you take the drop.

Out of Bounds Take a rehit, with one penalty stroke added to your score.

PLAYER STATISTICS

The program keeps a wealth of statistics about every facet of the game.

Longest Drive—The player’s single longest shot off the tee with the ball landing in the fairway.

Driving Average—The player’s average distance off the tee.

Driving Accuracy—The percentage of the player’s tee shots that land and stop in the fairway.

Greens in Regulation—The percentage of times the player reaches the green at least two strokes under par. For example, on a par 4, you must reach the green in two shots to be considered as having reached the green in regulation.

Scoring Average—A player’s average score over an 18 hole round.

Best Round—A player’s lowest score over an 18 hole round.

Skins Earnings—Total amount of money won in Skins games.



Tournament Wins—The total number of tournaments won.

Tournament Earnings—Total amount of money won in Tournaments.

Birdies—The total number of times a player has finished a hole one stroke under par.

Eagles—The total number of times a player has finished a hole two strokes under par.

Holes-in-One—The total number of holes-in-one. If your tee shot makes it in the hole on the first stroke, it's a hole-in-one!

TIPS FROM THE TOUR

- Use PRO skill level off the tee and select the red tees to get a nice long drive, then change to NOVICE for your approach shot to get a large contact band width.
- Use the Risk meter on the green to determine the accuracy and power of your shot. Move the Bull's-Eye around the green until the Risk meter shows the least amount of green; that's your safest and best shot.
- When approaching the green, use backspin to stop the ball dead rather than rolling a great distance.
- Use the Shot preview, especially when putting, to learn how to read the green.

SAVING AND LOADING A GAME

To Save a Game to a Memory Card:

1. Select END GAME from the Settings menu. When prompted to "Save game after quitting?," select YES. You are taken to the Memory Card screen.
2. Select SAVE GAME to the Memory card of your choice. If you are using some golfers that you already have saved statistics for, you will be prompted that saving the current game will overwrite old PGA TOUR files. Select YES to continue, and CANCEL to quit the process. Wait while the system saves the information to the Memory card.



3. The saved game appears listed in the Memory Card option at the Clubhouse.

To Load a Saved Game from a Memory Card:

1. Be sure that a Memory card is inserted in the slot.
2. From the Clubhouse, select MEMORY CARD. The Memory Card screen appears.
3. Select the saved game you want. The game is identified by a brief description of the game mode, the course, and the golfers.
4. You return to the Clubhouse and the RESUME GAME option is now available as a game mode: select to go to the saved game.

► **NOTE:** If the Memory card was not inserted when you started the PlayStation game console, the list of saved games does not automatically appear. You must insert the Memory card, then choose GET DATA to retrieve the game list.

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