



PlayStation

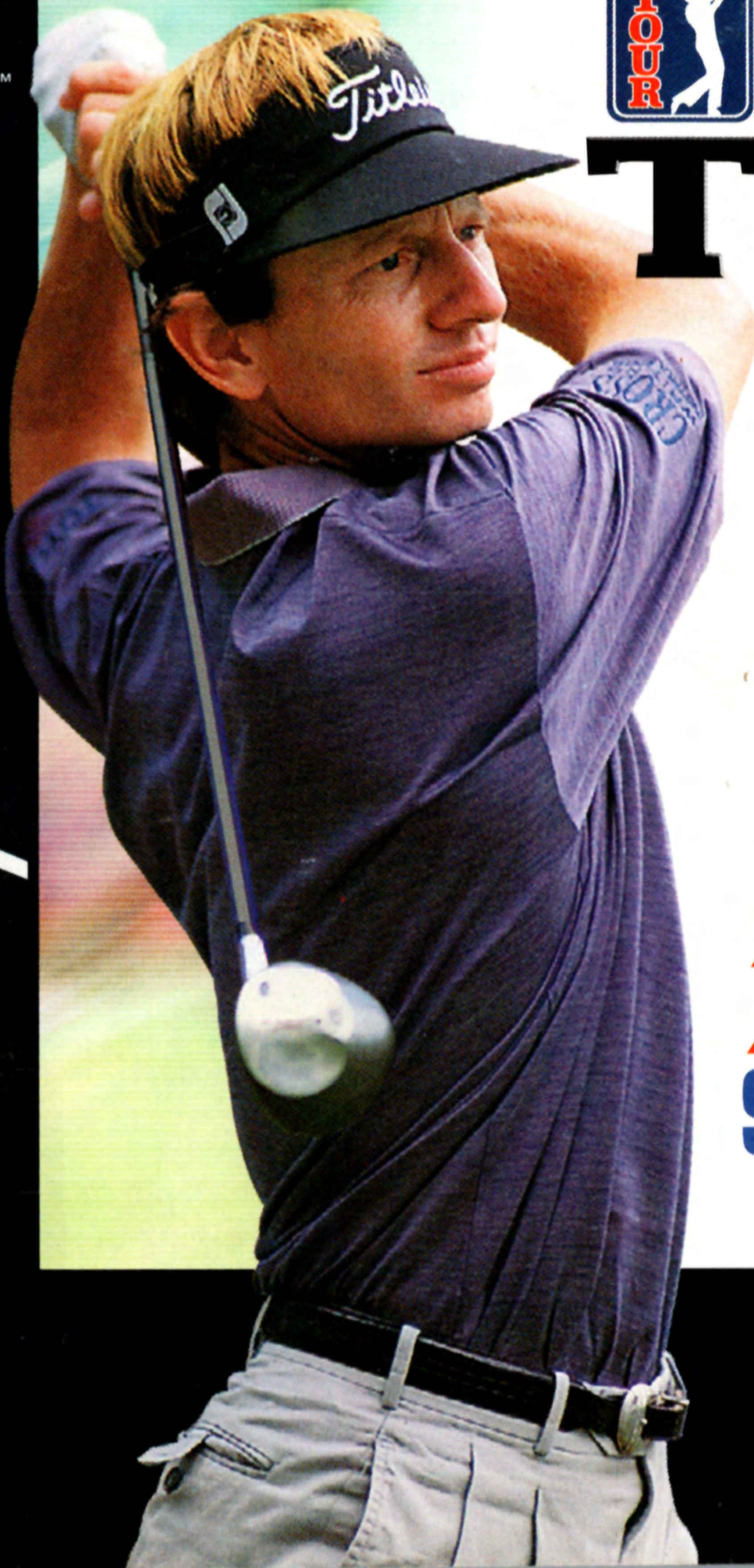
TM

NTSC U/C

PlayStation™



PGA TOUR 98



SLUS-00517



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:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.


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.

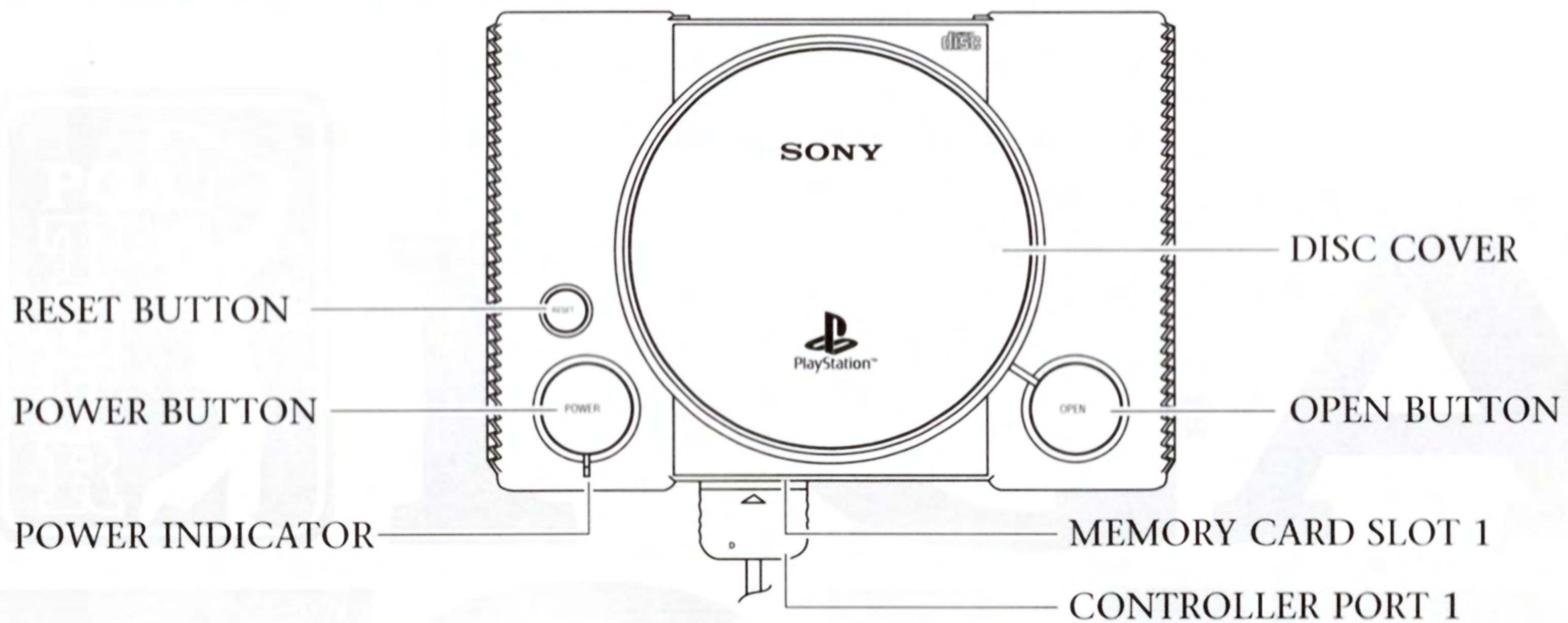
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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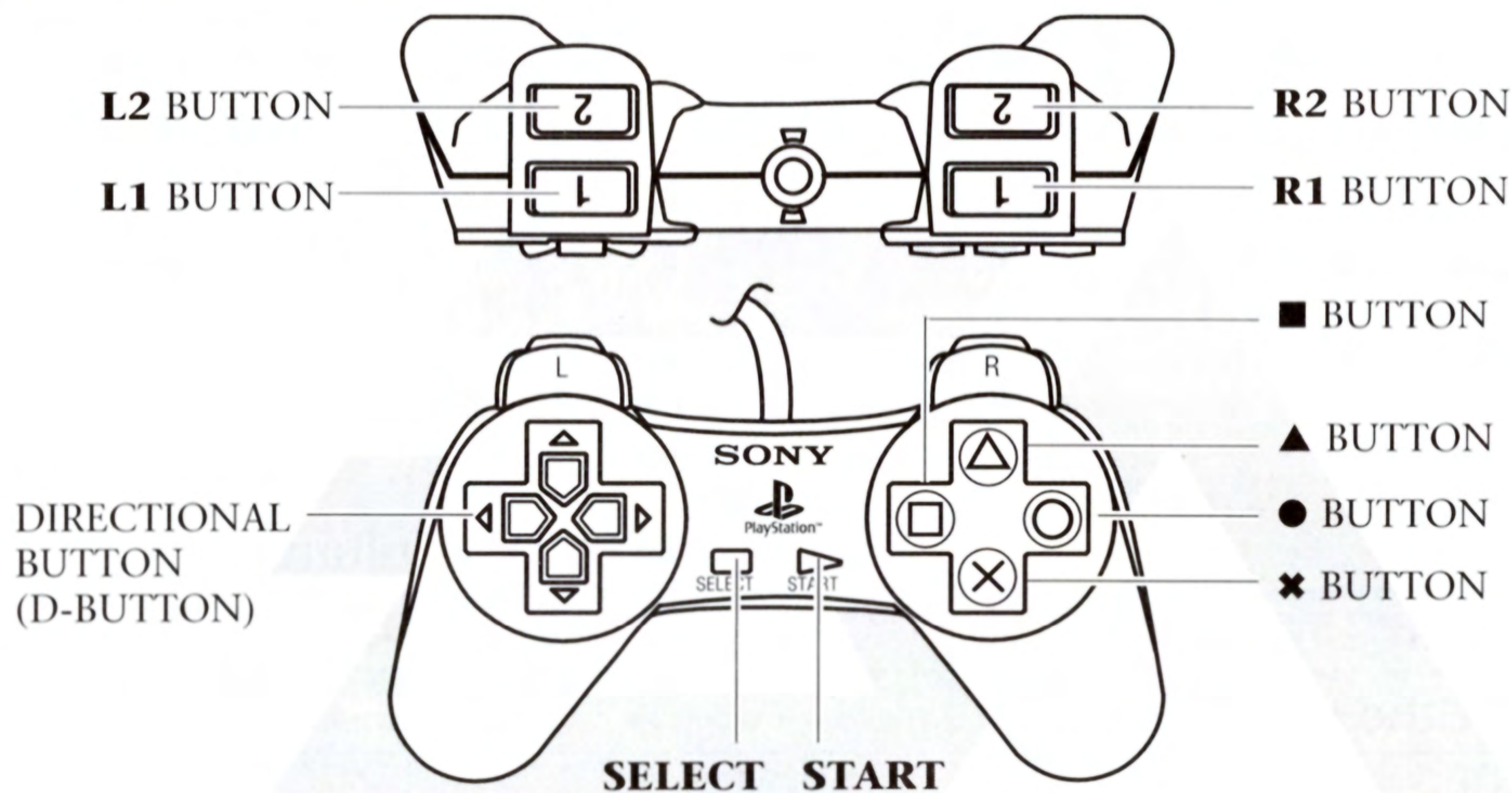
 **FOR MORE INFO** about this and other titles, check out EA SPORTS™ on the web at **www.easports.com**.

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® 98* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation™ game console.
4. To skip through the introductory screens and video, press **START** at each screen. The Game Setup menu appears (▶ p. 4).

CONTROL SUMMARY



Game Setup and Option Menus

Highlight menu item	D-Button ↑
Change highlighted option (when arrows appear on either side of the option)	D-Button ↔
Activate highlighted Option /Go to submenu	✕
View information for selected option	● (where available)
Activate interface control Help text	Hold ▲
Confirm /Continue to next screen	START
Cancel /Return to previous screen	SELECT

On The Course

Toggle shot/club and pin/lie information	●
View Leaderboard /Scorecard	▲
Rotate Golfer view left/right	R2 + D-Button ↔
Reset Golfer view and Target Arc™ to default	R2 + ●
Display and move Target Arc™	D-Button ✦
Club up/down	L1/L2
Adjust shot type	■, then select from menu
Adjust draw/fade	R1 + D-Button ↔
Adjust backspin	R1 + D-Button ↑↓
Swing and hit the ball	✕

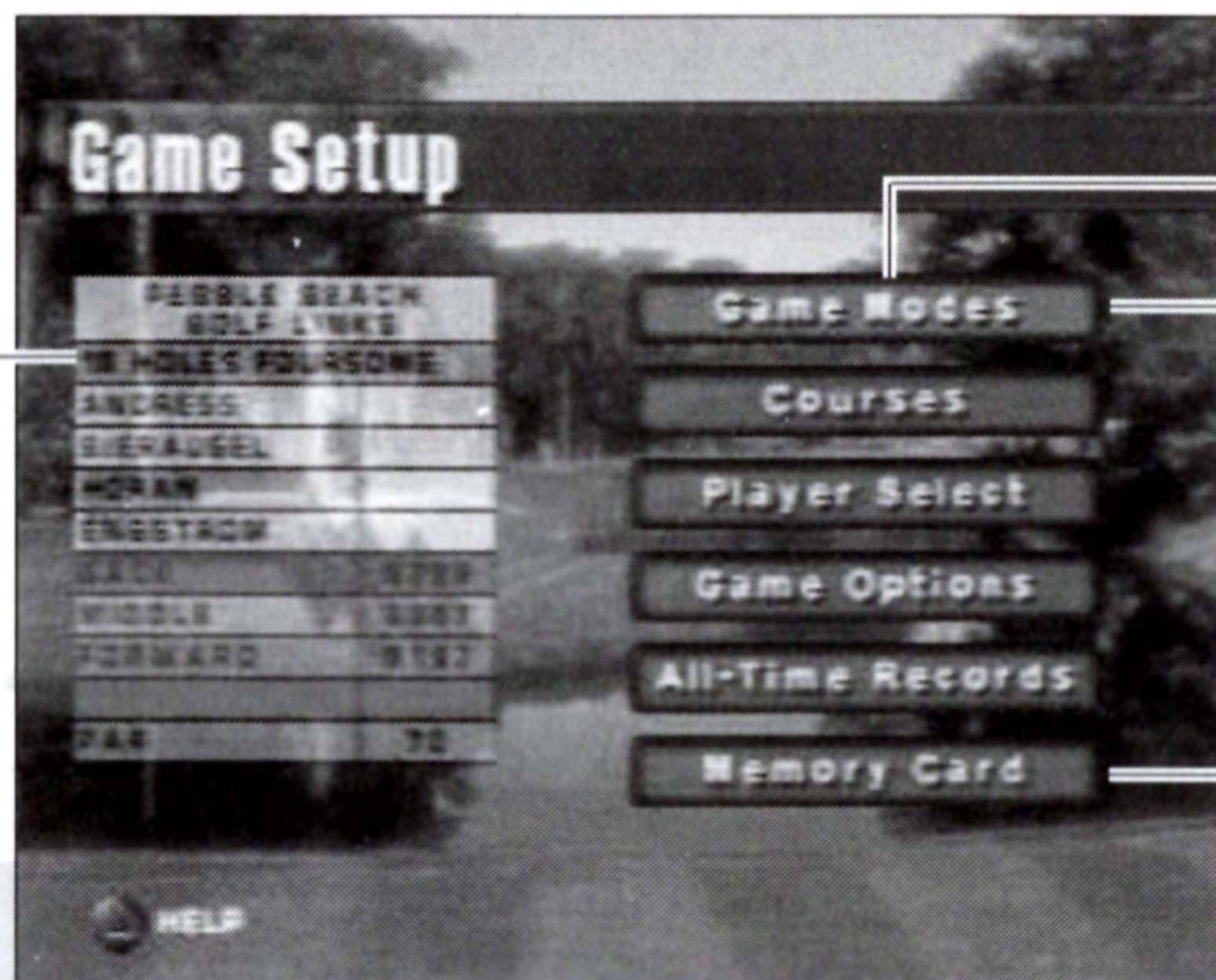
SETTING UP THE GAME

The following sections detail all the options you can set before heading out to the links.

Game Setup Menu

Before you tee off, make sure you've got the gear you need and the options you want. Select a game mode, golf course, and golfer, or customize your game through a variety of options from the Game Setup menu. See the sections below for descriptions of each of the submenus.

THE GAME SUMMARY BOX DISPLAYS YOUR CURRENT CHOICES



TO HIGHLIGHT AN OPTION, D-BUTTON \updownarrow

TO ACTIVATE THE SUBMENU FOR THE SELECTED OPTION, PRESS \times

To view Help text, press and hold \blacktriangle .

To view information for the highlighted option, press \bullet (where available).

To accept changes and continue, press **START**.

The Controller Setup screen appears (\blacktriangleright p. 13).

EA TIP To go directly to the Controller Setup screen from the Game Setup menu or any of its submenus (e.g., Game Modes, Courses, etc.), press \blacksquare .

Game Modes

Choose your game mode by selecting one of eight different types of play. Also, select the number of holes to play, and toggle Mulligans, Tap-Ins, and Handicaps ON/OFF.

\blacktriangleright **NOTE:** Default options are listed in **bold** in this manual.

MODE

Select from eight types of play: **PRACTICE**, **STROKE PLAY**, **SHOOT-OUT**, **SKINS Game™**, **FOURSOMES MATCH**, **FOUR-BALL MATCH**, **SKILLS CHALLENGE**, or **TOURNAMENT**. (For complete descriptions of each mode, ► *Game Modes* on p. 25.)

TIP When **MODE** is highlighted, press ● to get a brief description of the selected mode.

HOLES

Select **18 HOLES**, **FRONT 9**, or **BACK 9**.

► **NOTE:** This option isn't available in **PRACTICE** and **SHOOT-OUT** modes. When options aren't available, they are grayed out and may not be selected.

- In **SKILLS CHALLENGE** mode, you select **1**, **2**, or **3 SHOTS** rather than the number of holes.
- In **TOURNAMENT** mode, select **18**, **36**, or **72 HOLES**.

MULLIGANS

Cycle **ON**, **OFF**, **1 PER 9**, or **1 PER 18**. 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 Skills Challenge or Shoot-out play.

HANDICAPS

Toggle player handicap strokes **ON/OFF** for all players. When **ON**, players can set a handicap from the Controller Setup menu to compensate for varying degrees of skill—give less experienced players a higher handicap. Handicaps are not available in Practice, Shoot-out, Skills Challenge, or Tournament modes.

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 (this is a great way to speed up play). Tap-Ins are not allowed during Skills Challenge or Shoot-out play.

Courses

Select one of the five world-class courses included with *PGA TOUR 98*, then set the course conditions under which you want to play.

COURSE

Select **PEBBLE BEACH™**, **TPC AT SAWGRASS™**, **COLONIAL COUNTRY CLUB™**, **BAY HILL CLUB™**, or **TPC OF SCOTTSDALE™**.

- To view a video for the selected course, press ●.

FAIRWAY

Cycle fairway conditions to **NORMAL**, **SOFT**, or **HARD**. The harder the ground, the faster and farther the ball rolls.

GREENS

Set the greens speed to **NORMAL**, **SLOW**, or **FAST**.

WIND

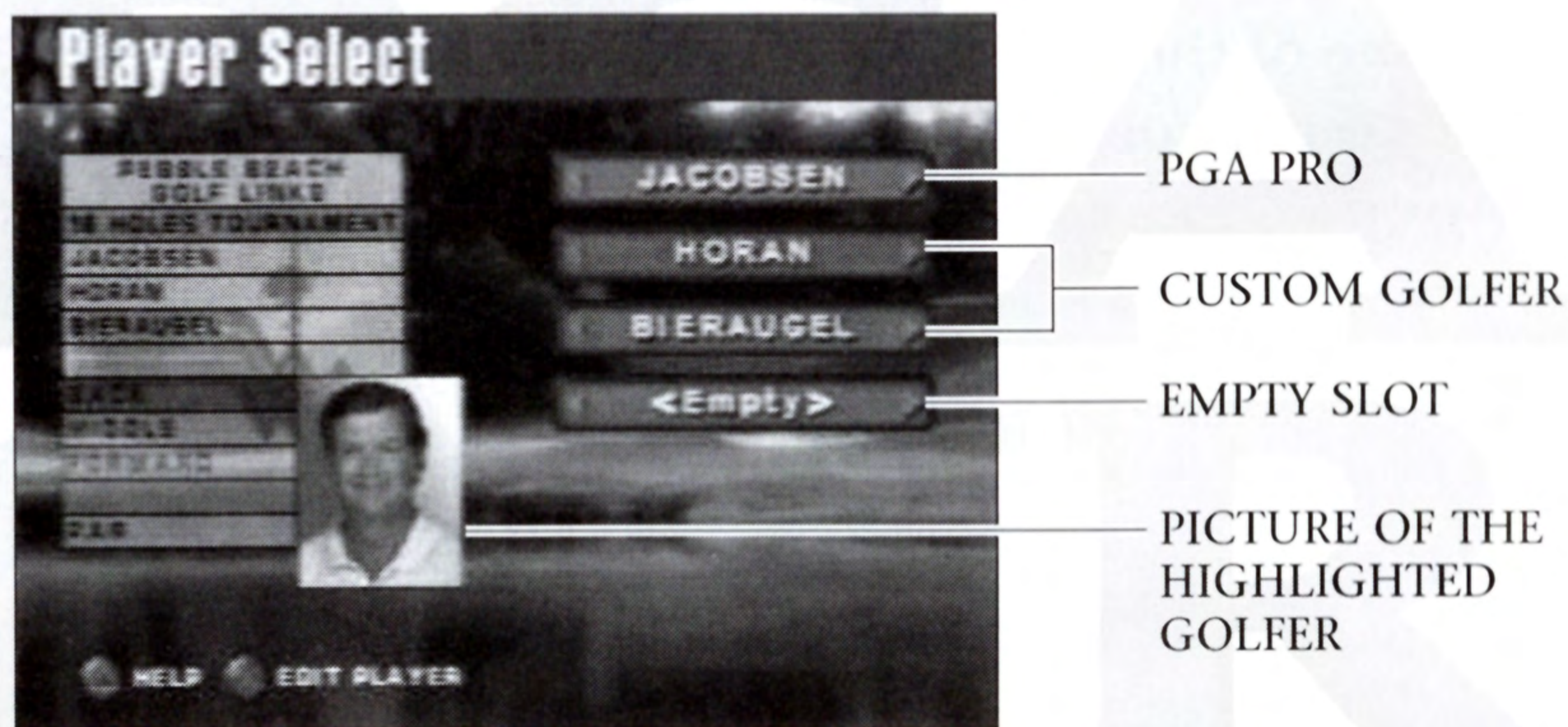
Determine the strength of the wind on the course. Cycle between **CALM**, **BREEZY**, or **STRONG**.

LIE EFFECTS

When ON (**OFF** is the default), your ball lie affects the distance and accuracy of your shot. Shots from sand traps and the rough are treacherous and unpredictable.

Player Select

You can play as or against a PGA TOUR pro, or create your own Custom golfer. For Custom golfers, you can determine your difficulty level and the amount of assistance you receive from your caddie. You can also choose any of the Custom golfer animations or the likeness of one of 14 PGA TOUR pros to represent your Custom golfer.



1. To select a golfer, highlight one of the four scorecard slots and D-Button \leftrightarrow . The slot reads \langle EMPTY \rangle for an empty slot, CUSTOM for one of the Custom golfer animations, and the last name of the PGA pro if a PGA TOUR golfer is selected.

TIP To quickly reset a scorecard slot to \langle EMPTY \rangle , press R2.

- To view a profile of the highlighted PGA TOUR pro, press ●.

2. To edit the selected golfer, press ✕. If you selected a Custom Golfer, the Custom Edit screen appears (► next page).
 - If you selected a PGA TOUR pro, the Pro Edit menu appears (► p. 10).

Custom Edit Screen

The Custom Edit screen gives you complete control over your Custom golfer.

Edit Name

Edit the Custom player's name.

- To move the cursor left/right, highlight </> and press ✕.
- To enter the highlighted character in the current space, press ✕.

CLUB SELECT

You can carry up to 14 clubs in your bag.

- To move the highlighted club in or out of your bag, press ✕.
- To change the distance down/up for the highlighted club, press L1/R1.

DIFFICULTY LEVEL Go to the Difficulty Level screen. Select BEGINNER (all settings are EASY), AMATEUR (all settings are MED), PRO (all settings are HARD), or CUSTOM (each setting is customizable). If you change any individual setting (e.g., WOODS difficulty), the overall level automatically changes to CUSTOM.

- The three basic skill levels affect the size of the contact areas on the Swing Meter.

PLAYER OPTIONS ➤ next page.

CAREER STATS

View gameplay records for the selected Custom golfer.

ANIMATION

Select any of the custom player or featured PGA TOUR pro animations to represent your Custom player.

Player Options/Pro Edit Menu

CADDIE OPTIONS Go to a submenu to set the following options:

POWER CADDIE

When ON, the Swing Meter shows a recommended power indicator for the current shot (taking into account the current club). When OFF, the Swing Meter is based on a full-power shot with the current club.

FLIGHT CADDIE

When ON, the Target Arc™ shows the ball's flight for a perfectly struck ball for the current shot. When OFF, the Target Arc is not displayed; only the target stick is visible.

PUTTING CADDIE

When ON, an indicator on the green shows the path of the ball from lie to cup based on the break of the green.

LIE CADDIE

When ON, the effect of the current lie is included when calculating club, power, and flight caddie recommendations.

TIP Caddie recommendations don't take into account the wind, so adjust accordingly.

TEES

(Custom players only.) *PGA TOUR 98* uses the authentic tees from each course. All courses have at least three sets of tees, and the TPC and Bay Hill courses have four sets. Choose closer (e.g., RED) for lower difficulty, and intermediate (e.g., WHITE), pro (e.g., BLUE), or even TPC or Championship tees for added challenge or for Tournament play.

SWING

Select **CLASSIC SWING** meter for the traditional PGA TOUR Golf swing meter, or **ARCADE** for a vertical swing meter. Both bars function in the same manner; only the appearance is different.

- To see a sample view of the current swing meter, press ●.

SWING METHOD

Select **TRIPLE PRESS** for the traditional PGA TOUR Golf triple button press swing, or **DOUBLE PRESS** to press and hold to start Swing Meter, release for power, then press again for accuracy.

CAMERA

The default camera is **CENTER** (relative to your golfer); you can select other camera distance and orientation settings.

- To see a sample view of the current camera angle, press ●.

Game Options

The Game Options menu lets you customize the sounds of your game and select Hole Analysis and Score display options.

MUSIC

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

SOUND F/X

Toggle gameplay sound effects on the course **ON/OFF**.

AMBIENT F/X

Toggle course background sounds such as waves and wind **ON/OFF**.

COMMENTARY

Turn Commentary **ON** to get information on your ball lie, tips on putting, and updates on your score during the round.


- HOLE ANALYSIS** Select **ON** to get a telestrator analysis before each hole.
- SCORE DISPLAY** Toggle automatic display of the Scoreboard/Leaderboard during gameplay **ON/OFF**.

All-Time Records


View your all-time *PGA TOUR 98* gameplay records in a variety of categories. A memory card is required to save records.


Memory Card

Select this option to access saved games and amateur golfer characteristics and statistics. You can save up to 5 games on a memory card.

 **NOTE:** You must have a memory card inserted in Memory Card Slot 1 or 2 to access saved games or existing Custom players. The first time you attempt to **READ** or **SAVE** from/to an uninitialized memory card, you are prompted to allow saving a *PGA TOUR 98* image to the card.

Never insert or remove a memory card when loading or saving files.

 **NOTE:** When you activate the Memory Card screen, *PGA 98* automatically reads and loads any Custom players saved on the currently selected memory card.

 **NOTE:** Custom players and settings can only be saved using the **SAVE** option from gameplay.

READ CARD

Select the memory card to which you want to read or write data, then press **✕** to load data from card.

LOAD GAME

Select the Game (1–5) you want to load from the current memory card, then press **✕**. You return to the point in the game where you saved.

- SAVE GAME** Select the game slot (1–5) on the current memory card you want to save to, then press **X**.
- CLEAR RECORDS** Delete all Game Records from the currently selected memory card. You are prompted for confirmation before the files are erased.

Controller Setup Screen

Depending on your game mode and player selections from the Player Select screen, this screen allows you to assign control of 1–4 golfers.

- To assign control for the highlighted golfer, D-Button \leftrightarrow . The choices are COMPUTER control, DISABLE (removes the player from the upcoming round), or CONTROLLER 1, 2, etc. (assigns user control to the controller you are currently using).
- Multiple players can be assigned to the same controller if desired.
- If Handicaps are enabled for the upcoming round, you can adjust each player's handicap up/down by pressing L1/R1.
- To continue and play a round, press **START**.

PLAYING A ROUND

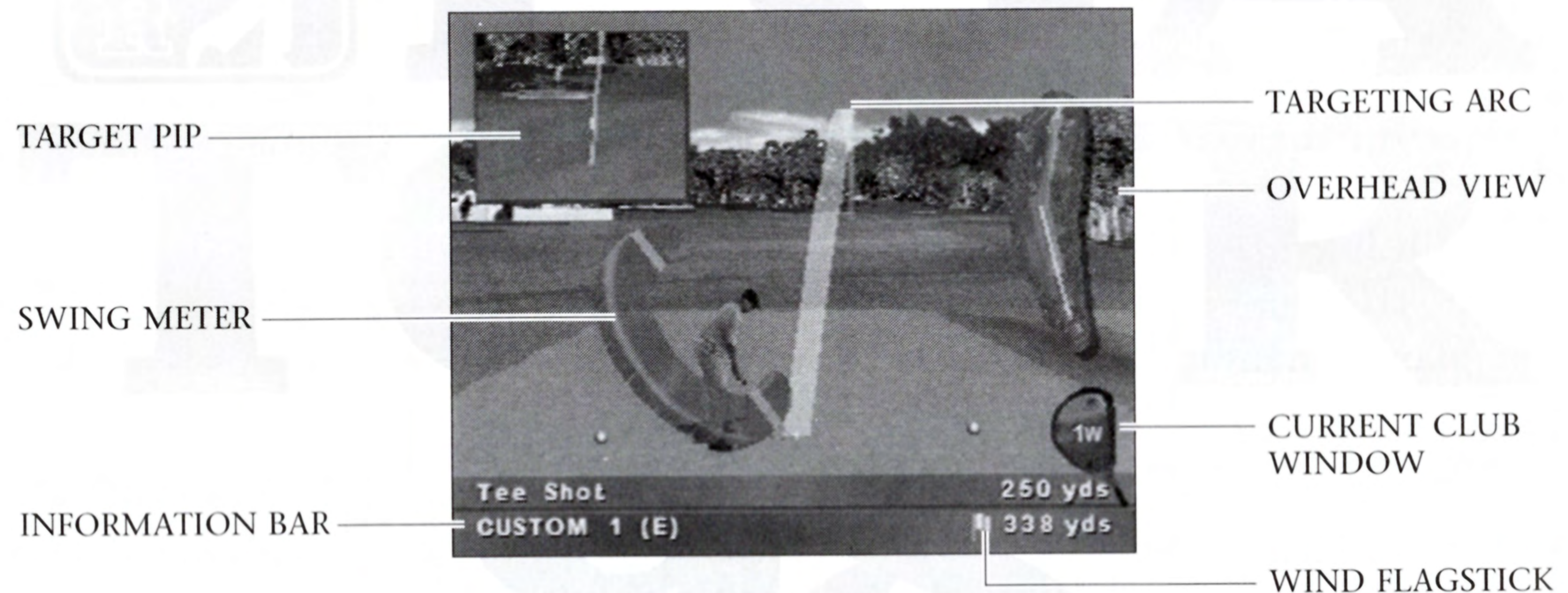
As every hacker knows, *hitting* the ball isn't difficult. It's hitting it well that takes some talent. Read on to learn the basics of playing a round of *PGA TOUR 98*.

- To pause/resume the game, press **START**. (To exit the game while paused, press **SELECT**.)
- To access the Pause menu, press **SELECT**. (► *The Pause Menu* on p. 23.)

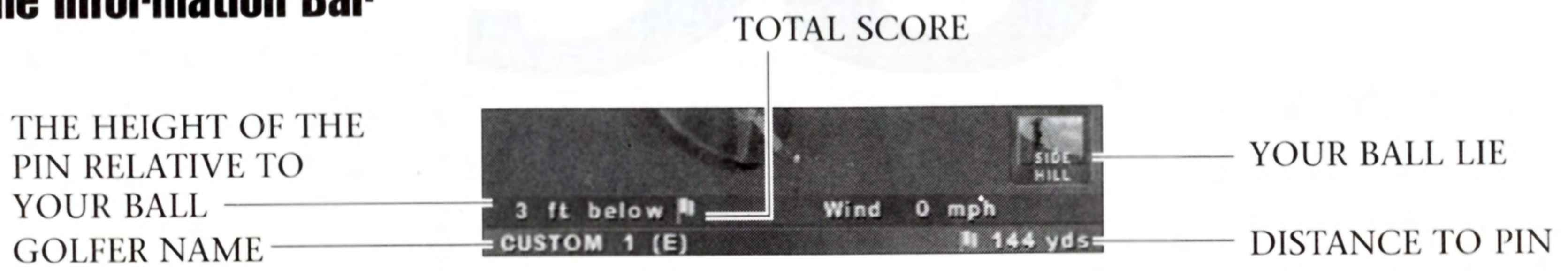
Setting up a Shot

Many conditions affect your performance. From lie to wind and distance, consider every factor before the club face meets the ball.

NOTE: At the beginning of every shot, the computer caddie automatically selects a shot, target, and club. Proceed with the caddie's selections or develop your own strategy using the shot, target, and club of your choice. (To accept your caddie's selections and take your shot, *▶ Taking a Shot* on p. 18.)



The Information Bar



Look to the Information bar before developing your strategy.

- Following your shot, the Information bar displays the distance of your shot and your new ball lie.
- To toggle shot/club and pin/lie information, press ●.

Designate a Shot

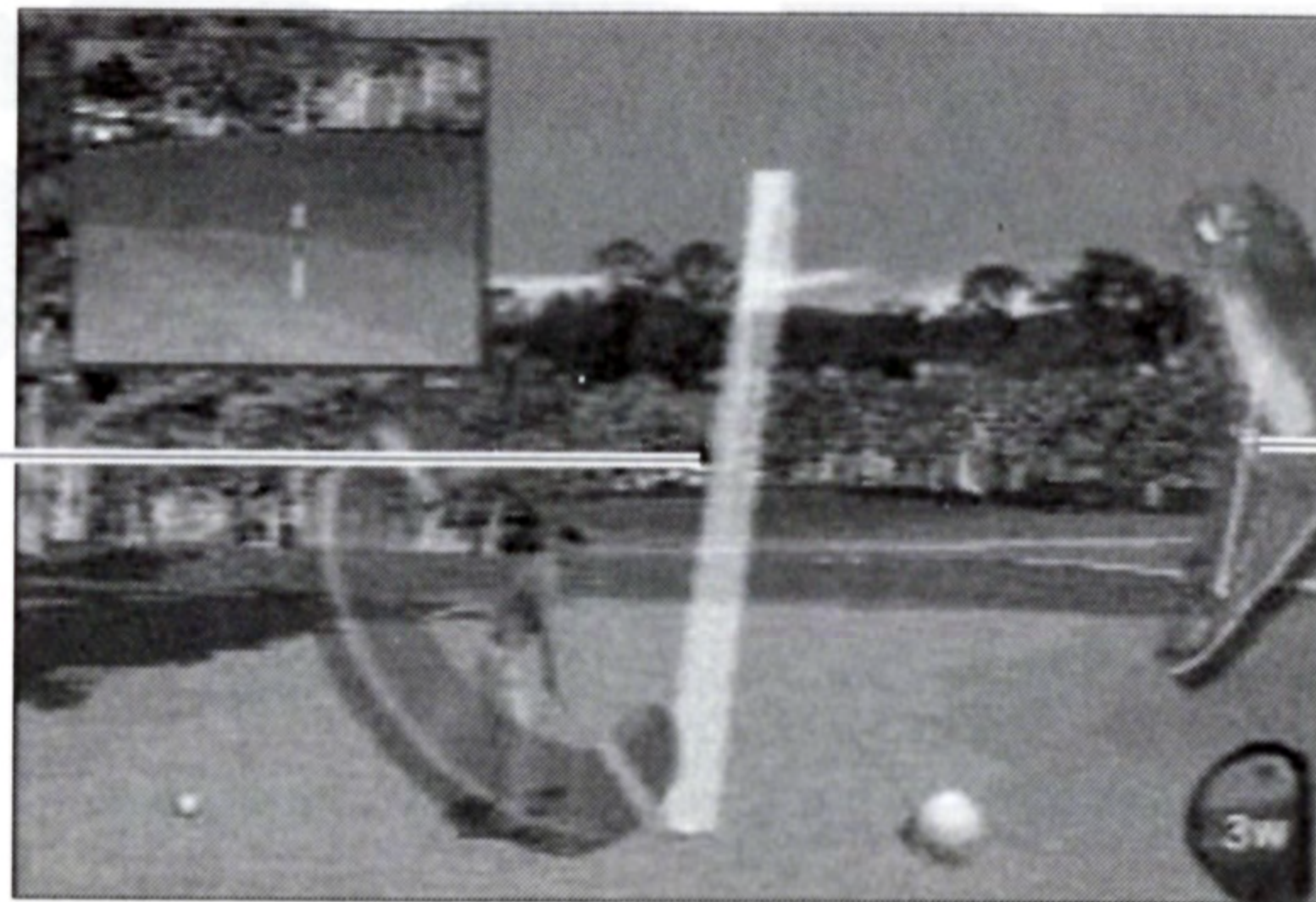
There are times—such as when hitting from the rough or pitching onto the green—when you need to select a specific shot.

▶ **NOTE:** If you do not have the necessary club for the designated approach shot, the caddie selects the next best club from your bag.

- To designate a shot, press ■. The available shots appear above the Information Bar. Highlight the shot you want to hit, then press ✕ to select it.

Set Your Target

THE END OF THE ARC MARKS APPROXIMATELY WHERE THE BALL WILL LAND IF YOU HIT THE BALL IN A STRAIGHT LINE WITH NO WIND.

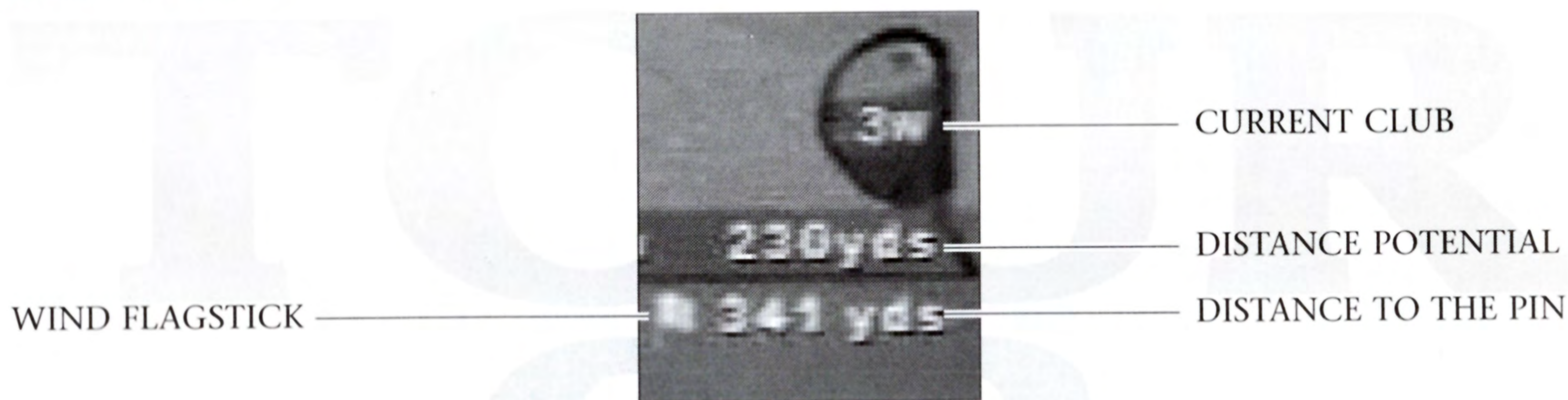


YOU CAN RE-TARGET A SHOT USING THE OVERHEAD VIEW—THE TARGET ARC IS DISPLAYED AS A STRAIGHT WHITE LINE.

Visualize your target, then illustrate it onscreen using the Target Arc. The Target Arc displays the estimated flight of the ball. When the Target Arc passes through an obstacle such as a tree, that portion of the arc changes from white to red.

- ▶ **NOTE:** If you are targeting with regard to distance, your current club changes to accommodate the new range—your target cannot exceed the distance potential of the designated club.
 - To select a new target, D-Button \clubsuit . The Target Arc moves in the specified direction.

Select a Club



The computer caddie selects a club for you before every shot, but you can change the club.

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 move the Target Arc forward or backward, your Current club automatically changes to fit the new distance.

Play a Draw or 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 (left) or fade (right), press R1 + D-Button ↔. A golf ball icon with a rotating blue arrow illustrates the draw or fade you put on the ball. The Target Arc shows the change in trajectory.

🚩 **NOTE:** When you change the degree of draw/fade on your shot, the yellow contact band changes its position on the Swing Meter.

Set 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 select backspin, a golf ball icon with a red arrow showing the spin direction appears.

- To toggle backspin ON/OFF, press R1 + D-Button ↑.

Taking a Shot

PGA TOUR 98 provides two ways to take a swing: **TRIPLE PRESS** and **DOUBLE PRESS**. With the default Triple Press swing, you press ✖ three times to set your swing parameters. With Double Press, you press and hold ✖ to start the Swing Meter, release ✖ to set swing power, then tap ✖ to set accuracy.



Triple Press Swing

The swing is divided into three parts: backswing, downswing, and contact.

1. *Press* ✖ to begin the backswing. A blue Power arc begins traveling up the Swing meter.
2. *Press* ✖ *again* to stop the backswing and determine shot power and distance.

- With the POWER CADDIE ON (► *Player Options/Pro Edit Menu* on p. 10.), a yellow line (the Power Guide) at or near the top of the Swing meter marks the distance required to reach your target. The farther up the Swing Meter the Power arc moves, the greater distance you get on your shot. When you press ✕ to begin your downswing, the Power arc leaves a mark to indicate where it stopped and begins traveling back down the meter.
- Beyond the Power Guide 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. You can hit the ball farther, but the margin of error is greater and the Power arc moves faster on the downswing.

3. **Press ✕ a third time** to strike the ball and determine the left/right accuracy of the shot.
 - The Contact line at the bottom of the Swing meter designates a hit with no hook (left) or slice (right) on the ball. You want to stop your downswing directly on that line. If you stop the Power arc to the right of the line, the ball slices to the right. If the mark appears to the left, the ball hooks to the left. The further the mark is from the line, the more the ball hooks or slices.

Double Press Swing

The Double Press swing works the same way as the Triple Press swing, except that you press and hold **X** to set swing power.

1. *Press and hold X* to begin the backswing.
2. *Release X* to stop the backswing and determine your shot power (distance of the shot).
3. *Press X* a second time to strike the ball and determine the left/right accuracy of the shot.

Driving

The long game is about power, accuracy, and consistency. Your goal should be to reach the green at least two strokes under par.

- Use a draw or fade to maneuver around obstacles, such as a tree. To manually impart a draw or fade press **R1 + D-Button** \leftrightarrow . Be careful—a draw or fade adds a degree of risk to your drive.
- Attempt to hit the center of the fairway.
- Although accuracy is more important than distance, you can venture into the Overswing area or impart a draw on your drive to acquire a few yards.

The Approach

Mistakes in your long game can be overcome with a good approach—golf is a game of recovery.

- Set up your approach so you don't have to venture into the Overswing area to gain necessary distance.

- When setting up short iron shots to the green, take into account the amount of backspin each club provides. More backspin causes the ball to stop dead rather than roll a great distance.
- The key to an excellent approach is to be exact. Greenside bunkers are designed to punish a short or off-target approach.

Putting

If putting is your least favorite element of golf, it probably shows on your scorecard. Learn to read the breaks and speed of the green and turn your bogies into birdies.

- Use a Green grid (► *Viewing Options* on p. 23) to view breaks in the green.
- Turn Commentary on (► *Game Options* on p. 11) to hear important advice about the break and speed—or learn if your next putt will win the competition.
- On putts that look as if they're going to break, move the Bull's Eye to compensate for the expected break.
- 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.

After a Shot

After each shot, a pop-up menu bar 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.

- 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, and your opponent wins the hole. You then go to the next hole.
- To continue to the next shot or hole, select **OK**.
- To view a replay of your shot, select **REPLAY**.

Water Hazards

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

- **REHIT** the ball from its original spot and take a one stroke penalty.
- Take a drop, and the ball is placed on the nearest dry ground on the line where the ball crossed the water. You 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, counting the stroke for the misplayed shot and adding 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.

Saving a Game

When you choose **SAVE/END Game** from the Pause menu, you have the option to go to the Memory Card screen to save your current game/stats.

- To save your game, select **SAVE GAME**. The Memory Card screen appears.
- Select **SAVE GAME 1–5** to save to a game slot of your choice. If you already have a saved game in that slot, you are warned that saving the current game will overwrite old *PGA TOUR 98* files. Select **YES** to continue, or **NO** to quit the process. Wait while the system saves the information to the memory card.

THE PAUSE MENU

From here, you can exit; change player, viewing, course, and game options; or change your controller settings.

PLAYER OPTIONS ➤ *Player Options* on p. 10.

VIEWING OPTIONS Set display options:

- | | |
|--------------------|---------------------------------------------------------------------------------------------------------------------------------------------|
| OVERHEAD | Toggle the Overhead hole display ON/OFF . |
| CAMERA | Select a camera location relative to your golfer. |
| LENS EFFECT | Toggle between NORMAL and ZOOM . This alters the view of the entire course. With NORMAL , your viewing angle is wider. |
| MAIN VIEW | Select your main game screen view. The default is TO PIN . |

TARGET PIP

Toggle ON/OFF. The Target PIP appears before you take a shot to display the spot where you are aiming with the Target Arc.

GRID

Cycle a grid that appears on the course to AUTO (appears only on greens), ON (appears everywhere), or completely OFF.

COURSE OPTIONS

With the exception of the ability to select a course, the options in this menu are the same as *Courses* on p. 7.

GAME OPTIONS

► *Game Options* on p. 11.

STATISTICS

(Tournament, Four-ball, and Strokes, and Skins modes only.) View stats for the competition in progress.

**CONTROLLER
SETUP**

► *Controller Setup Screen* on p. 13.

CONCEDE HOLE

(Skins, Four-Ball, and Foursomes modes only.) Elect to concede current hole to your opponent(s).

NEXT HOLE


(Practice mode only) Continue to the next hole during a multi-hole practice round.

SAVE/END GAME

Exit from the current game and return to the Game Setup menu.

GAME MODES


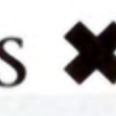
This section describes the eight game modes accessible from the Game Modes menu.

 **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 any practice hole on any course. This is a good mode to use for a particularly challenging hole such as the 17th at TPC at Sawgrass.

When you TEE OFF, you go to the Course Overview screen to select the hole to play.

- To highlight a hole to play, D-Button .
- To select multiple holes, highlight a hole and press . The selected hole is highlighted yellow. Select as many holes as you want in this manner.
- To go to the selected hole, press **START**. (To exit and return to the Game Setup menu, press **SELECT**.)
- During gameplay, to exit Practice and return to the Game Setup screen, select **END GAME** from the Pause menu.
- To return to the Course Overview screen to choose another hole (or advance to the next hole if you selected multiple holes), select **NEXT HOLE** from the Pause menu.

Stroke Play

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, 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 **18 HOLES**, Front 9, or Back 9 Stroke Play.

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.

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 tiebreaker 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 tiebreaker takes the same shot. The player farthest from the hole is eliminated. If players are still tied, then a second tie-breaker is played, and so on.

The Skins Game™

In this mode, 2–4 players attempt 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 **18 HOLES**, 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 these players begin a hole-by-hole playoff to determine the winner of the remaining skin(s).
- All players start on the back tees, and mulligans are optional.
- The winner is the player with the most money.

Foursomes Match

In this mode, two 2-player teams compete against each other. Teammates alternate shots using one ball, and the team with the lowest score wins the hole. The team that wins the most holes wins the match.

Four-Ball Match

Four players divide into two teams. Each team plays their best ball against the other team’s best ball. The team with the lowest score wins the hole, and the team that wins the most holes wins the match.

Skills Challenge

The Skills Challenge is composed of seven different events, each requiring 1–3 consecutive shots. Money is awarded in each event; the player with the most money wins the Challenge.

- In the LONG DRIVE event, your tee drive must land in the fairway to count.
- In all other modes, the ball must land on the green to count.

Tournament

Once you've perfected your skills, put it all together and play a Tournament. Fifty-eight PGA TOUR professionals, plus 1–4 players in your group, compete for the title of Champion and prize money. You start from blue tees, and mulligans are optional.

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 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.

The Leaderboard: The Leaderboard screen appears at the completion of each hole (assuming SCORE DISPLAY from the Game Options menu is set to ON), and displays the user scores and the top five players in the Tournament. You can cycle through additional players ranked in order of total score, with a "T" indicating "Tied".

- To see the rest of the field's scores, D-Button ↑.
- To return to the course, press ✕.

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

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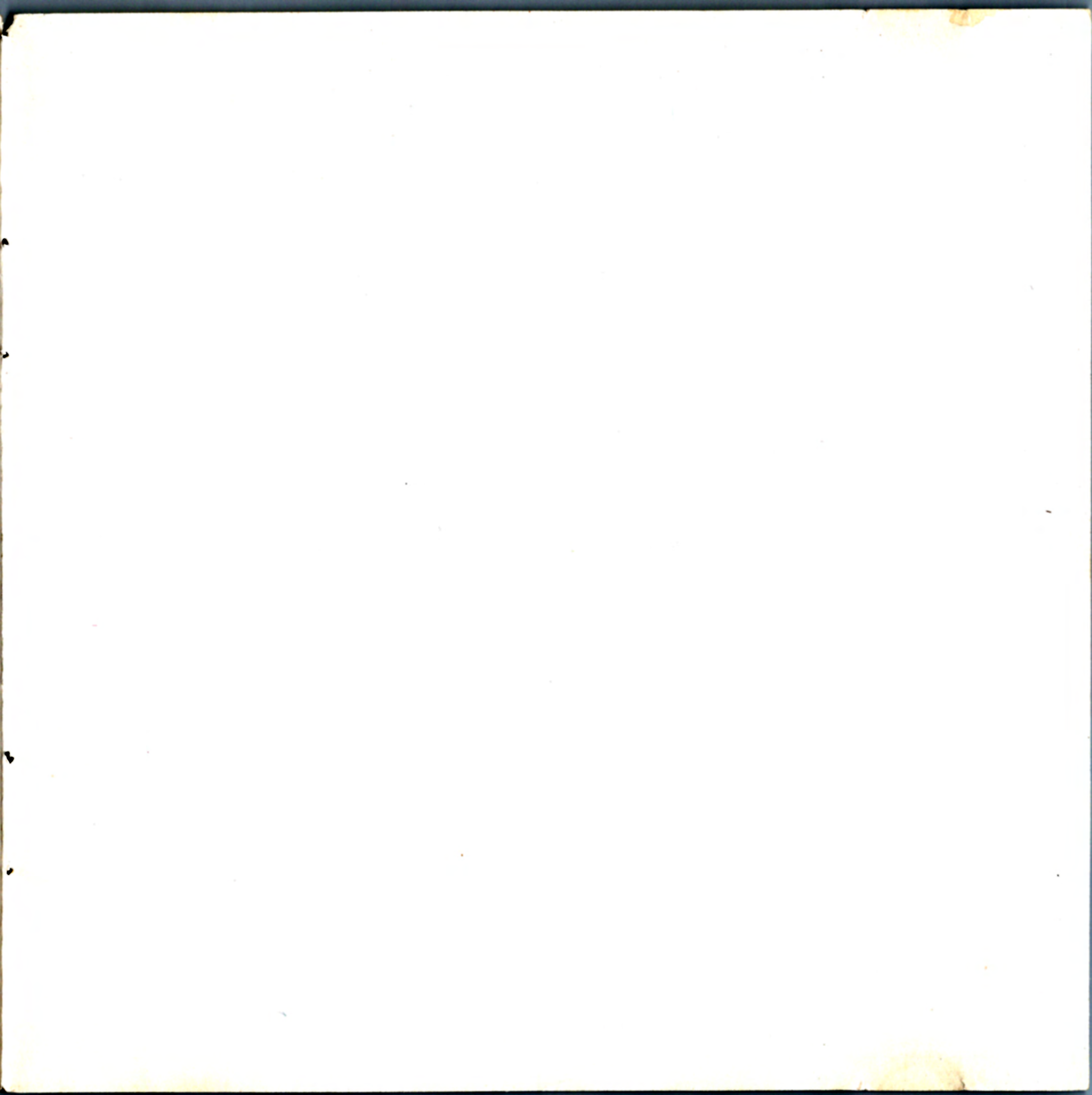
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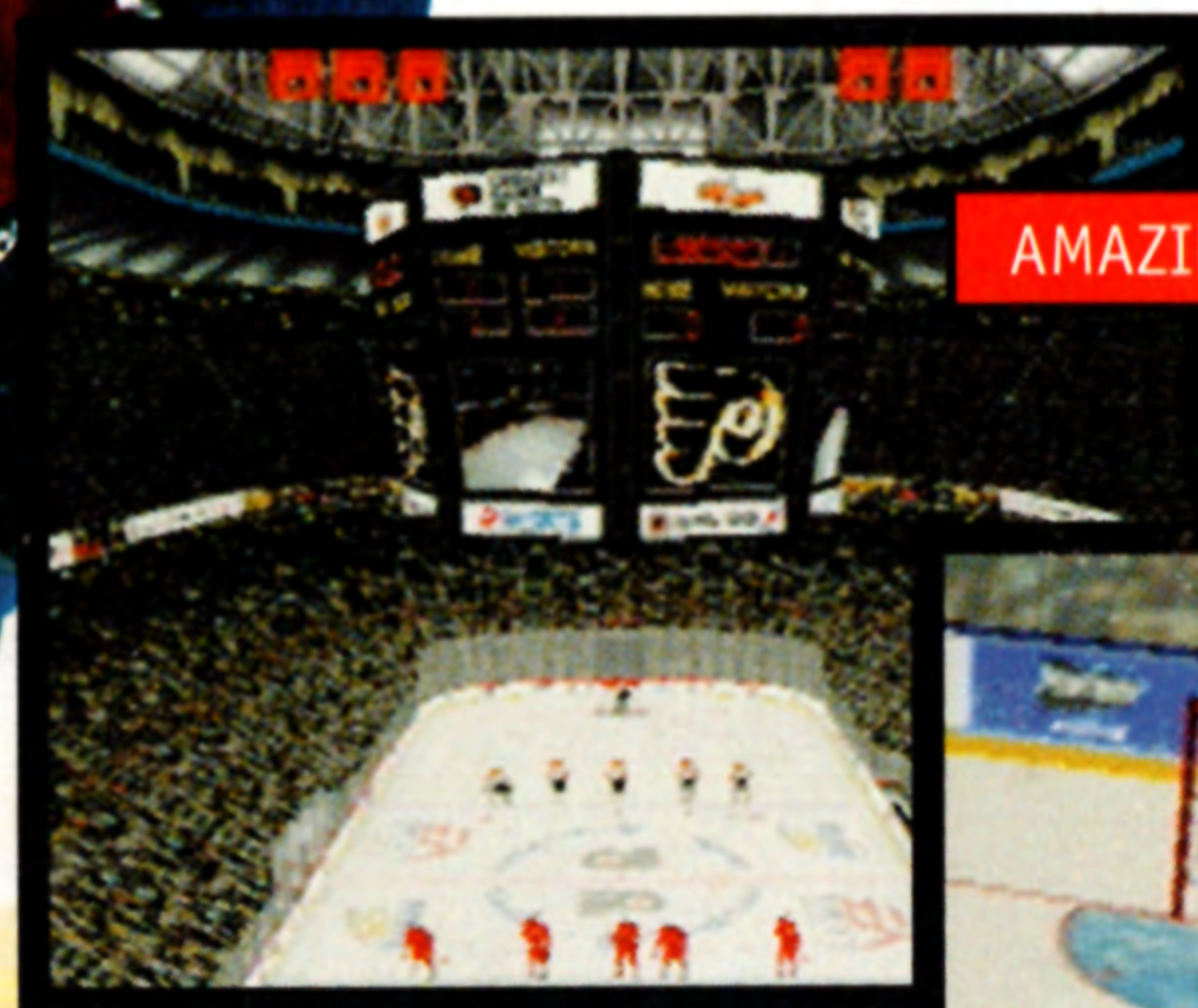
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NHL 98



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