

PGA TOUR GOLF



The Manual

PLEASE ! PAY TO PLAY, OR EVERYONE LOSES

Whenever you play at a private club or public links, part of the fee you pay for the privilege goes toward maintaining and improving the course. If everyone climbed over the fence to play without paying, the grounds and facilities of our beautiful courses would eventually grow untended and become unpleasant. Some clubs might be able to survive by raising their prices (to more than most of us can afford). But most courses would be driven out of business. That's a depressing thought!

A developer of computer simulations, like a country club or public course, uses the money it makes from its products to stay in business. If potential customers steal its goods and services, the developer must raise prices to compensate for the losses. Soon legitimate customers can't afford to pay the higher prices; the company closes, and everyone loses.

PGA TOUR® Golf was produced for your enjoyment through the combined efforts of a dedicated team at Electronic Arts. We—designers, artists, programmers, and other committed workers—depend on you to pay a fair price for our software so we can earn the money required to create and develop new and better entertainment products. We encourage you to play and enjoy PGA TOUR Golf with your friends, but please don't make illegal copies of the program for them.

As a member of the Software Publishers Association (SPA), Electronic Arts supports the fight against the illegal copying of personal computer software. Thank you for helping us in our effort to control software costs by eliminating software theft. And please remember, copying computer software without permission is a violation of federal law.





CONTENTS

PGA TOUR® Golf: From Tee to Green with the Greatest Players in the World	3
INSTALLING AND STARTING PGA TOUR® GOLF	
Hard Disk Users	4
Floppy Disk Users	5
Special Loading Features	8
FUNDAMENTALS	
The Pro Shop—Making Selections	9
Driving Range	10
Fore! Hitting the Ball with the Stroke Bar	10
Putting Green	13
Grid View	13
How to Putt	13
Practice Round	14
TOURNAMENT PLAY	
Play PGA TOUR Golf like a Pro — Take Your Best Shot	17
STRATEGY GUIDE	
Play like a Pro	18
MENUS	
The Pro Shop & The PGA TOUR Tent	23
On The Golf Course	27
PGA TOUR® Golf GUIDE	
Brief History of the PGA TOUR PGA	32
PGA Facts and Figures	34
“10 of the Best” in PGA TOUR Golf	36
Tournament Players Clubs [TPC]	46
Courses and Tournaments in PGA TOUR Golf	48
Credits and Acknowledgements	52
Technical Support	53

PGA TOUR® GOLF: FROM TEE TO GREEN WITH THE GREATEST PLAYERS IN THE WORLD

Welcome to PGA TOUR® Golf, a close-up, inside look at what's been called "the greatest sport man has ever devised." PGA TOUR Golf lets you play like a pro against the TOUR's most competitive players on some of the finest golf courses in the world. It's you against a choice field of 60 PGA TOUR professionals. And, on any given day, you could win it all.

PGA TOUR Golf will stretch your skills and psychological strength to the limit. Just like your favorite TOUR players, you'll need to size up and execute special shots from a variety of lies, rise above the exhausting pressure of a win-it-all putt from the fringe, and defend your hard-earned reputation as a master of coordination, timing, deftness of touch, and sheer power. The game consistently demands your finest effort: only when you give your best will you make it to the top of the Leader Board.

It's THE PLAYERS CHAMPIONSHIP at the Tournament Players Club (TPC) at Sawgrass. Pick the right club, make the perfect swing and experience the thrill of making a birdie on the famous 17th hole. Later you can blend your skill and discipline to tame the mountainous bunkers and undulating swales of PGA West Stadium Course (TPC at La Quinta). Or try to reach the notorious tiered green of the 13th at the TPC at Avenel with a middle iron, shooting through a driving cross-wind.

These are just a sampling of the exciting challenges you'll face in PGA TOUR Golf. You're about to experience everything offered by the real game except the dirt from a divot and an unexpected cloudburst. If you're ready for great action and realistic play, let's install the game, and get right down to the Pro Shop.



LEADER BOARD					
	Pos	Score	Pos	Score	
1	Steve Jones	-4	11	Bob Lohr	-1
2	Mike Hubbert	-4	14	Jan Halset	-1
3	Kenny Knox	-3	8	Mark McCumber	-1
4	Lowell Roberts	-3	12	Larry Nelson	-1
5	Larry Mize	-3	15	Gene Sasser	-1
6	Robert Warren	-2	3	Dan Foltz	-1
7	Mike Donald	-2	6	Dwight Dignie	-1
8	Brod Faxon	-2	8	Andrew Magee	-1
9	Mike Sullivan	-2	12	Hal Sutton	-1
10	Lance Ten Brock	-2	15p	Bruce Lietzke	-1
11	Paul Runge	-2	16	Craig Stadler	-1
12	J. C. Snead	-1	3	Roger Maltbie	E

Leader Board



INSTALLING AND STARTING PGA TOUR® GOLF

Boot your computer with DOS (any version between 2.11 and 3.3) *before* installing or starting PGA TOUR Golf. If you don't have a hard disk, skip the next section, **HARD DISK USERS**, and turn to page 5, for instructions on how to install PGA TOUR Golf on a floppy system.

Hard Disk Users

To install PGA TOUR Golf you need to copy both of your game disks onto your hard disk:

1. Type **C:** and press **Enter**. (If your hard disk isn't drive **C**, type in the appropriate drive letter.)
2. Type **MD\GOLF** and press **Enter**.
3. Type **CD\GOLF** and press **Enter**.
4. Insert the PGA TOUR Golf Program Disk into floppy drive A or B.
5. Type **COPY A:*.*** and press **Enter**. (If you inserted the Program Disk into a different floppy drive, replace A with the correct letter.)
6. After the Program Disk is copied, remove it from the drive, insert the PGA TOUR Golf Course Disk and repeat step 5. Note: If you're using a 3.5 inch disk, you need to only copy one disk.
7. When the copy is complete, remove the Course Disk from the drive and store the original floppy disks in a safe place, away from heat, moisture, magnets, sand bunkers, and water hazards.

Starting the Game

Note: You can play PGA TOUR Golf with a mouse, a joystick, or directly from the keyboard.

Tandy Users: If you have two joysticks plugged into your computer, use Joystick #2 to play PGA TOUR Golf. If you only have one joystick, plug it into Port #1.

To start PGA TOUR Golf from a hard disk:

1. Type **C:** (or whatever letter designates your hard drive) and press **Enter**.
2. Type **CD \GOLF** and press **Enter**.
- * If you want to run PGA TOUR Golf in a particular graphics mode, see *Special Loading Features*, on page 8. After you've completed the instructions in that section, come back here and continue the start-up routine beginning with step number 4. *If you don't want to issue any special loading instructions at this time, but would just like to begin the game:*



3. Type **GOLF** and press **Enter**.
4. Once the game loads, the title screen appears followed by a credit screen. Press the **spacebar**, **mouse button**, or **joystick button** to continue.

Answer a Question, Please.

A grid with yardage markers has appeared on the screen. To get to the Pro Shop so you can begin to play PGA TOUR Golf, you need to answer one quick question. You do that by selecting the correct yardage for the hole listed at the bottom of the screen.

1. Turn to the middle of this manual. You'll find scorecards with yardage markers for three Tournament Players Club (TPC) courses. Note the number that corresponds to the course, hole, and tees (TPC, Blue, White, or Red) listed at the bottom of your screen.
2. You need to highlight the matching number on the grid so you can move on to the Pro Shop. If you're using a:

Mouse: Move the cursor arrow to the appropriate number and click a mouse button to highlight the number. Then click OK (or press Enter).

Joystick: Use Up/Down, Left/Right on the joystick to move the highlight to the appropriate number. When the number is highlighted, press either joystick button.

Keyboard: Use the directional arrows on the keypad to move the highlight to the appropriate number. When the number is highlighted, press Enter.

In a moment you'll be at the Pro Shop. From there you can go out to practice your strokes or begin a tournament round.

If you're playing PGA TOUR Golf from a hard disk, you can move directly to the section called **Fundamentals**, on page 9.

Floppy Disk Users

Before playing the game, you need to copy the PGA TOUR Golf disk(s) onto your own floppy disk(s). Copies prevent your original disk(s) from being accidentally damaged while in use, and guarantee that you'll be able to make future copies of the game.

One Drive Systems

To copy PGA TOUR Golf with a one drive system, you'll need a blank, formatted floppy disk (or



two if you're using 5.25 inch disks).

1. Put your DOS disk in drive A. Type **A:** and press **Enter**.
 2. Type **DISKCOPY** and press **Enter**.
 3. When you're asked to enter the source disk, insert the PGA TOUR Golf Program Disk into the drive and press **Enter**. The computer will tell you when to insert the destination disk (the blank disk) and when to reinsert the source disk (Program Disk).
- * DO NOT WRITE PROTECT YOUR COPY OF THE PROGRAM DISK. SAVED PLAYERS AND SAVED GAMES WILL BE STORED ON THE PROGRAM DISK.

Note to 5.25 Inch Disk Users Only:

4. Repeat steps 2 and 3 to copy the PGA TOUR Golf Course Disk.

Two Drive Systems

Follow this procedure if both of your drives are the same size. If your drives are not the same size, follow the instructions for one drive systems, above. To copy PGA TOUR Golf with a two drive system, you'll need a blank, initialized floppy disk (or two if you're using 5.25 inch disks).

1. Put your DOS disk in drive A. Type **A:** and press **Enter**.
 2. Type **DISKCOPY A: B:** and press **Enter**.
 3. You're prompted to insert the source disk in drive A and the destination disk in drive B. Insert the PGA TOUR Golf Program Disk in drive A and the blank disk in drive B; press **Enter**.
- * DO NOT WRITE PROTECT YOUR COPY OF THE PROGRAM DISK. SAVED PLAYERS AND SAVED GAMES WILL BE STORED ON THE PROGRAM DISK.

Note to 5.25 Inch Disk Users Only:

4. Repeat steps 2 and 3 to copy the PGA TOUR Golf Course Disk
- * DOS commands may vary. If you have any difficulties with this disk copying routine, refer to your DOS manual for specific information on copying disks.

Starting the Game

Note: You can play PGA TOUR Golf with a mouse, a joystick, or directly from the keyboard. If you want to use your mouse, make sure your mouse driver software [not provided by Electronic Arts] is installed before you start the game. Check the documentation

FUNDAMENTALS

that came with your mouse for more information. If you're playing with a joystick, make sure it's plugged into port #1 of your computer.

Tandy Users: If you have two joysticks plugged into your computer, use Joystick #2 to play PGA TOUR Golf. If you only have one joystick, plug it into Port #1.

To start PGA TOUR Golf from a floppy disk:

1. Insert your *copy* of the PGA TOUR Golf Program Disk into drive A or B.
2. Type **A:** or **B:** (whichever drive you put the disk in) and press **Enter**.
- * If you want to run PGA TOUR Golf in a particular graphics mode, see *Special Loading Features*, on page 8. After you've completed the instructions in that section, come back here and continue the start-up routine beginning with step number 4. *If you don't want to issue any special loading instructions at this time, but would just like to begin the game:*
3. Type **GOLF** and press **Enter**.
4. Once the game loads, the title screen appears followed by a credit screen. Press the **spacebar**, **mouse button**, or **joystick button** to continue.

Answer a Question, Please

A grid with yardage markers has appeared on the screen. To get to the Pro Shop so you can begin to play PGA TOUR Golf, you need to answer one quick question. You do that by selecting the correct yardage for the hole listed at the bottom of the screen.

1. Turn to the middle of this manual. You'll find scorecards with yardage markers for three Tournament Players Club (TPC) courses. Note the number that corresponds to the course, hole, and tees (TPC, Blue, White, or Red) listed at the bottom of your screen.
2. You need to highlight the matching number on the grid so you can move on to the Pro Shop. If you're using a:

Mouse: Move the cursor arrow to the appropriate number and click a mouse button to highlight the number. Then click OK (or press Enter).

Joystick: Use Up/Down, Left/Right on the joystick to move the highlight to the appropriate number. When the number is highlighted, press either joystick button.

Keyboard: Use the directional arrows on the keypad to move the highlight to the appropriate number. When the number is highlighted, press Enter.





In a moment you'll be at the Pro Shop. From here you can go out to practice your strokes or begin a tournament round.

Special Loading Features

PGA TOUR Golf automatically detects and selects the best graphics mode for your computer. There might be times, however, when you'll want to change the graphics mode, to give the game a different "look." For example, maybe your computer is capable of handling EGA mode, but you'd rather view the game in CGA mode.

To change the graphics mode of PGA TOUR Golf, you need to type an *argument* after the loading command, GOLF. The arguments you can use are:

- V Run the game in VGA mode
- E Run the game in EGA mode
- T Run the game in Tandy graphics mode
- C Run the game in CGA mode
- H Run the game in Hercules mode

Add a space between the loading command and any argument

Let's say you want to load the game in CGA graphics mode. You'd type **Golf C** and press **Enter**.

Sound Board

The game automatically detects the presence of a sound board in your computer. If you have more than one sound board, the game will choose the first one it finds, based on the following order:

- Roland MT-32™
- AdLib™ board
- CMS™ board
- Tandy®
- PC Speaker

If you do not wish to enter any special instructions at this time, simply type GOLF and press Enter. If you're loading PGA TOUR Golf for the first time, return to step 4 in the start-up routine on page 4 or 7 for more information.

FUNDAMENTALS

Every pro who qualifies for the PGA TOUR knows that golf is a game of fundamentals. The elegant simplicity of the game accounts for its enormous popularity and for the frustration most of us feel when we don't keep our heads down. But we shouldn't feel too badly; even the greatest pros return repeatedly to their teachers for reminders about watching the ball, proper swing mechanics, and body rotation.

Golf begins and ends with fundamentals; without them the occasional great shot, the superb sand save, the hole-in-one, are just accidents. As it is on the real PGA TOUR, so it is in PGA TOUR Golf. You've got to master the fundamentals to play with the big boys. They've been practicing and perfecting their games for years and now it's your turn.

The game offers a number of options to help you learn and practice the fundamentals of playing on the PGA TOUR. To learn how to hit the ball properly, using a variety of clubs, you can go to the Driving Range. To practice putting, go to the Putting Green. Or you can try a Practice Round when you're ready to put it all together.

All of the action begins in the Pro Shop.

The Pro Shop—Making Selections

You start PGA TOUR Golf in the Pro Shop. From here you'll select most of your play options. Notice the menu titles at the top of the screen. You can select options from any of these menus using the keyboard, the mouse or joystick.

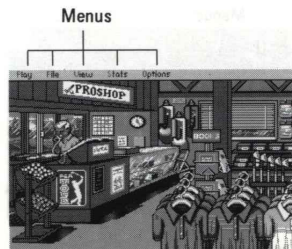
For a list of the menu options and details on how to use them, see **The Pro Shop and the PGA Tour Tent**, page 23.

Making Selections with the Keyboard

You can select menus and play options from the keyboard simply by pressing the corresponding highlighted letter. You can look at the options in any menu simply by pressing the first letter in the menu's name. Or, when a menu is showing, you can expose a different menu by pressing the left- or right-arrow keys. Menus and menu options which share the same keyboard command (for example, Play menu and **Practice Round** can both be accessed by pressing P) are never available for selection at the same time.

Making Selections with the Mouse

Point the cursor arrow at the menu title (Play, File, View etc.) you want to use. When it's highlighted, click a mouse button. Then point the cursor arrow at the menu option you want

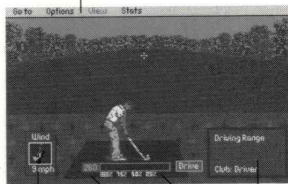


Menu Bar

The Pro Shop



Menus

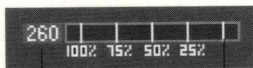


Wind Gauge

Distance Potential

Stroke Bar

Info Box



Distance Potential

Stroke Bar

Accuracy Point

to choose, so the option is highlighted, and click a mouse button again.

Making Selections with the Joystick

Use joystick button 2 to access the menus of PGA TOUR Golf. Move the joystick left or right to display different menus. Move the joystick up and down to highlight different options on the displayed menu. Press joystick button 1 to make the selection. Make subsequent selections by moving the joystick, which moves the highlight. Press joystick button 1 to accept the option, button 2 to cancel.

Escape Key

All users can press the Escape Key to move back one "layer" in the game. If, for example, you want to go to the immediately previous screen, press Escape, and you'll return to it. Multiple presses are allowed. Pressing Escape in the Pro Shop or the PGA TOUR Tent exits you to DOS. You'll be prompted to save your game.

Driving Range

To prepare for your upcoming tournaments, you've got to do more than buy a new pair of shoes (although that wouldn't hurt). A little practice seems in order. Put your new clubs to work by heading off to the Driving Range. Be sure to experiment with your woods and your irons. And keep your eye on the wind gauge; you're not playing under a dome, you know. When you're ready to start, move the highlight to Driving Range on the Play menu and click a mouse (or use the joystick or keyboard).

All three professional courses and your home course, Sterling Shores, have Driving Ranges. Select the course of your choice and click OK.

- * If you're not using a mouse, you can use the up- and down-arrow keys (\uparrow and \downarrow) on your keyboard to move through the list of courses. Press O or Enter to confirm your choice.

Fore! Hitting the Ball with the Stroke Bar

The Stroke Bar displays the distance potential of your selected club, and it lets you control the power and accuracy of your swing.

To hit the ball, you need to press the Stroke Button (**spacebar**, **left mouse button**, or **joystick button 1**) three times in succession. The first press (1) starts your backswing; the second (2) ends your backswing and determines the power of your stroke; the third (3) hits the ball and determines whether the shot will hook, slice, or travel straight.



1. **Press the Stroke Button to start your backswing.** The Power Bar quickly extends left from the Accuracy Point, indicating the growing strength of your backswing.
2. **Press the Stroke Button to stop your backswing.** Each club has a distance potential, which appears in a box to the left of the Stroke Bar. The percentages below the Bar indicate the percent of the total distance potential you want to use. When the Power Bar reaches the strength you want, press the Stroke Button to stop it. The Bar begins to shrink back toward the Accuracy Point, leaving a small line that marks the spot where you stopped it.
3. **Press the Stroke Button to hit the ball.** To hit the ball straight, press the Stroke Button when the Power Bar returns to the Accuracy Point. If you stop the Bar exactly on the Accuracy point, you'll hit the ball straight. If you press the Stroke Button before the Bar reaches the Accuracy Point, the ball hooks to the left. If you press the Stroke Button after the Bar has moved beyond (to the right of) the Accuracy Point, the ball slices to the right.

For example, let's say you're at the tee and are ready to use your driver whose distance potential is 260 yards. If you press the Stroke Button (the second press) when the Power Bar is at 80%, your shot's calculated distance will be 208 yards ($260 \times 0.80 = 208$). The actual distance of your stroke varies from the calculated distance depending on the wind, the type of terrain on which your ball lands, the lie of the ball, and your accuracy.

You can also let the Power Bar extend beyond 100% to give the stroke more power than you can accurately control. If you hook or slice the ball with more than 100% power, any errors you make when you hit the ball (the third press) will be exaggerated.

Info Box

The Info Box at the Driving Range displays the club you're practicing with.

To select a different club:

Mouse: Move the cursor into the Info Box, and click either mouse button.

Joystick: Move the joystick up to increase the number of the club or down to decrease it.

Keyboard: Press the up or down arrows on the keypad to change the number of the club.



Overswing Area Power Bar Accuracy Point

Stroke Bar with Power Bar at 80%



Club Type	Range (Yards)
Driver	260
2 Wood	248
3 Wood	236
4 Wood	224
5 Wood	212
1 Iron	227
2 Iron	215
3 Iron	203
4 Iron	191
5 Iron	179
6 Iron	167
7 Iron	155
8 Iron	143
9 Iron	131
Pitching Wedge	119
Sand Wedge	100
Putter	*

Club Distance Potentials

* You can adjust the putter's distance potential between 5 and 120 feet, in 5 foot increments



Wind Gauge

Notice how the distance potential in the Stroke Bar changes as you change your club. When you're playing a tournament round, your "caddy" will give you the club he thinks is appropriate for the shot, but the final choice is yours. If possible, choose a club with a distance potential that exceeds the distance to the pin, so you can maintain control of your stroke, particularly if you plan to intentionally hook or slice your shot.

Note: These are total distances, not aerial distances. If you try to carry a 4 wood (distance potential, 224 yards) over a water hazard 200 yards away, you probably ought to teach your ball how to swim. Remember, that these distance potentials assume a perfect lie, no wind, and a flat spot for the ball to land on so it can bounce and roll.

Aiming Your Shot

The aiming cross hair (flashing in the middle of your screen) indicates the direction the ball will travel if it is well-hit. To change the position of the cross hair:

Mouse: Move the mouse cursor to the direction you want, and click the right mouse button to fix the cross hair in the intended target area.

Joystick: Move the joystick left or right.

Keyboard: Press the left or right arrows (← or →) on the keypad.

Wind

The rotating arrow indicates the wind speed and direction. Watch out for occasional wind gusts!

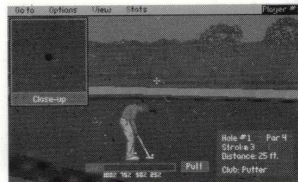
Adjust the direction and strength of your strokes to compensate for the wind.

Go to a Different Driving Range

You can go to the Driving Range of any other course by selecting **New Course** from the Go To menu. Then make your selection. If you want to return to the Pro Shop select **Pro Shop** from the Go To menu or press Escape.

Putting Green

We all know solid players who are long off the tee, with strong middle irons, and sweet short games, whose concentration completely falls apart once their ball hits the so-called "putting surface." [The very mention of the word "green" gives them the yips.] PGA TOUR Golf can help you avoid the dreaded y-word. You can practice putting on different greens, and learn how to really "read" them. If you want to practice your stroke now, select **Putting Green** from the Play menu.

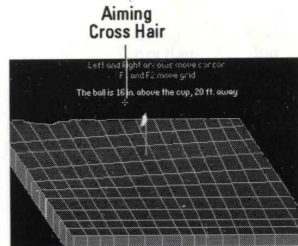


Putting Green

Grid View

When you select **Putting Green**, a grid showing the topography of the first practice hole's putting surface appears on the screen. A message above the contour grid reports the distance to the cup, and how far your ball is above or below the pin. To get a better view of how the topography of the green will affect the roll of the ball as you putt, use the F1 and F2 keys to move the grid, so the ball and the cursor are in alignment. Use the grid and the message to determine the appropriate direction and speed of your putt. As it says on the screen, you can use the left and right arrows to move the aiming cursor.

Click the left mouse button, joystick button 1, or press the spacebar to move to the putting green. The aiming cross hair on the green reflects any aiming adjustments you made on the grid. There's no need to re-aim. If you wish to see the grid again, choose **Green** from the View menu (or press G after pulling down the View menu).



Contour Grid of the green

How to Putt

The Stroke Bar on the Putting Green works exactly like the Stroke Bar at the Driving Range. See the "Driving Range" section for a description of the Stroke Bar.

When on the green, you always use a putter. Sorry, no trick clubs allowed! The distance potential of your putter can be adjusted in increments of 5 feet over a range of 5 to 120 feet. To change the distance potential with a:

Mouse: Move the cursor into the Info Box, and click either mouse button.

Joystick: Move the joystick up or down.

Keyboard: Press the up or down arrows on the keypad.



Putting Green

Distance: 27 ft.

Club: Putter

Info Box (Putting Green)

Info Box

The Info Box on the putting green displays your club type and the distance to the pin.

Aiming Your Putt

The flashing cross hair indicates the direction the ball will travel, if you hit it squarely. As with any ball you hit in PGA TOUR Golf, you'll pull the ball to the left if you hit too early, or push it to the right if you hit it late. To change the position of the cross hair with a:

Mouse: Move the mouse cursor to the direction you want, and click the right mouse button to fix the cross hair in the intended target area.

Joystick: Move the joystick left or right.

Keyboard: Press the left or right arrows (← or →) on the keypad.

- * Changing the position of the cross hair on this screen has the same effect as changing its position on the grid.

Short Putts

You'll sink short putts with ease if you play them like the pros do (and avoid the yips). For putts of 5 feet or less, go straight for the hole and make sure you don't baby the ball. As it is on the PGA TOUR, so it is in PGA TOUR Golf: No guts, no glory!

Go to a Different Hole

To go to a different hole on the course, select **Hole** from the Go To menu. Select the hole you want, and then select Ok.

Go to a Different Course

To go to a different course, select **New Course** from the Go To menu. Select the course you want, and then select Ok. To leave the Putting Green and return to the **Pro Shop**, select Pro Shop from the Go To menu, or press Escape.

Practice Round

Rather than just hanging around the Pro Shop swapping stories with the caddy master, you might think about shooting a practice round. To play a practice round on any course, choose **Practice Round** from the Play menu.



You'll be asked to make a few selections from the dialog boxes that will appear automatically.

First the game asks how many players are practicing this round [Select Number of Players]; second it asks who is playing [Human or Computer Players]; then you're asked whether you wish to register as a New player or load a previously Saved (Old) Player; if you choose New Player, type in your name on the replica of a PGA TOUR Player's Card; select Professional or Amateur Tees, choose the clubs you want to bring on your round. PGA rules require that you have no more than 14 clubs in your bag. If you hit the long ball well, take some long irons and an extra wood on your round. If your short game needs some work, make sure you have a full complement of short irons. Finally, select any one of the four golf courses.

In a moment an overview of the course you chose appears on the screen. The next thing you see is an expanding fly-by view of the first hole on your course. If you chose a TPC course, this fly-by will be accompanied by a brief commentary from one of the ten professional golfers featured in PGA TOUR Golf. Ignore this advice at your peril! The fly-by is followed automatically by an overhead view of the hole. A flashing dot marks the tee and a dark dot opposite to it marks the pin placement on the green. To return to the tee, press the spacebar, a mouse button, or a joystick button.

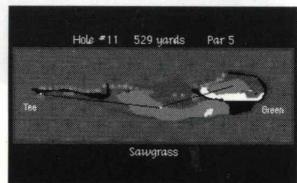
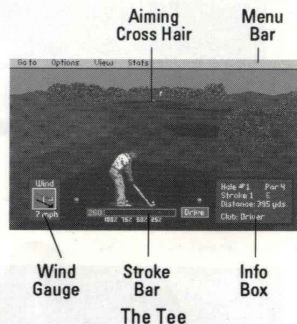
Note: In general, you can speed up any screen transition, as from the fly-by view to the overhead, by pressing the left mouse button, joystick button 1, or the spacebar.

The Tee

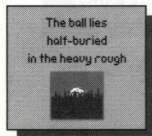
Hitting the ball from the tee works just like hitting at the Driving Range or Putting Green. The Info Box displays useful additional information. It now tells you what hole you're on, the number of strokes you've taken, the current distance to the pin, par for the hole, and your status compared to par so far this round (E means Even Par). The current player's name appears in the upper right corner of the screen. You face the target fairway from each tee, or you face the pin when it's within range. Plan your shot accordingly.

OVERHEAD VIEW (F5)


Any time you want to look at an overhead view of the hole, select **Overhead** from the View menu (or press O on the keyboard, after you've pulled down the View menu). This view displays the path (called vectors) traveled by your previous shot(s). From this view you can easily see how much trouble you're in, or, to keep a good thought, how much trouble you narrowly avoided. To return to the course, press the spacebar, either mouse button, or a joystick button.



Overhead View



The ball lies in a sand trap



Ball Lie

If you want to try a stroke again, just for practice you understand, select **Take a Mulligan** from the Options menu, and you can take the shot over. You can take multiple mulligans and even "mulligan" your way back to the tee, if you wish.

Choose Ball Lie from the View menu to see how your ball is sitting on the grass or in the sand. Every PGA TOUR pro knows that ball lie will affect your choice of a club and the stroke you use. If you land in the rough, for example, your irons will have a lower distance potential and less accuracy than if you were hitting from the fairway. For more information on Ball Lie and club selection, see the **Strategy Guide**, pages 18-22.

PGA TOUR Golf lets you hit three types of unique shots on the course. If we hit all the greens in regulation, we probably wouldn't need this flexibility. But sometimes, the ball doesn't go exactly where you want it to. Sometimes you have to make a special shot. When that happens, choose **Special Shots** from the Options menu. From there you can choose to Chip, Punch, or Putt from the Fringe. For tips on how to use these useful shots, see the **Strategy Guide** on pages 18-22.

Choose Instant Replay to see your last shot again. Spectacular shots are automatically replayed.

TOURNAMENT PLAY

Playing a Tournament and learning to drive a car have one thing in common: you don't know how it feels to do it until you do it. You can hone your strokes on the practice tee, or work all the controls while the car is in the garage, but until you tee it up for money or pull out into 5:00 o'clock rush hour, you really don't know how you'll perform.

PGA TOUR events put a premium on preparation, mental toughness, coordination, and the will to win. If you think you're ready for the exhilarating challenge of tournament play, say goodbye to your buddies in the Pro Shop and choose **Tournament** from the Play menu.

HOW TO PLAY

When you choose Tournament, you'll be asked a series of questions. You just can't walk into a PGA TOUR Golf event unannounced, you know. For now, just press **Enter** in response to each question to accept the default choice. When you're asked to enter your name, type it and press **Enter**. When you're done, an overhead shot of the entire course appears, followed by a fly-by of the first hole and then you arrive on the tee.

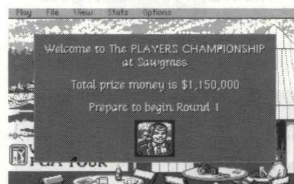
After you make all your usual selections, you are introduced to the tournament and the total prize money being offered.

Then you see the Leader Board which shows the current ranking for all tournament participants.

Following each ranking is the player's name, score, and the hole he is currently playing.

During tournament play, you cannot change courses or holes, and no Mulligans are allowed (so keep your head down).

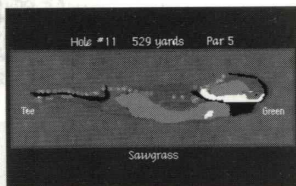
If you score among the top 48 players after Round 1, you make the cut and move on to Round 2. You have to place in the top 32 to get to Rounds 3 and 4.



Tournament Board

LEADERBOARD					
	Pl	Sc	Hole	Pl	Sc
1 Steve Jones	-4	11	13 Bob Lohr	-1	3
2 Mike Hulbert	-4	14	14 Jim Halset	-1	5
3 Kenny Baker	-3	4	15. Chuck McCumber	-1	6
4 Loren Roberts	-3	12	16. Larry Nelson	-1	6
5 Larry Rike	-3	15	17. Gene Sauer	-1	6
6 Robert Walters	-2	2	18. Don Pate	-1	11
7 Mike Dooley	-2	8	19. David Fagan	-1	11
8 Brad Foush	-2	9	20. Andreu Magana	-1	13
9 Mike Sullivan	-2	12	21. Hal Sutton	-1	14
10 Lance Ten Brook	-2	15	22. Bruce Lietzke	-1	15
11 Paul Runge	-2	16	23. Craig Stadler	-1	17
12 J. C. Snead	-1	3	24. Roger Maltbie	E	3

Leader Board



The 11th at TPC at Sawgrass

STRATEGY GUIDE

PLAY PGA TOUR Golf like a Pro—Take Your Best Shot!

In this Strategy Guide we outline how to play through most of the situations you'll confront while you play the challenging courses in PGA TOUR Golf. We chose the nasty 529 yard par-5 11th hole from the Tournament Players Club at Sawgrass as a representative hole because it includes every element that a TOUR pro must consider during a complete tournament round. In THE PLAYERS CHAMPIONSHIP, which is played every year at Sawgrass, the daunting and treacherous 11th has demolished the dreams of more than one tournament hopeful. With practice, skill, and judgement you can avoid this fate.

Off the Tee

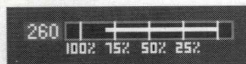
Like all the great pros, you should strive for consistency and good placement off the tee. If you hit like a gorilla but can't control the ball, you'll find yourself in trouble on most of your second shots. Keep in mind that all the TPC courses are designed to penalize risky shots that turn out badly. Watch the aerial fly-bys for important club selection and ball-location comments from our 10 featured PGA TOUR pros. They have already learned the rule that it is better to be 20 yards shorter and in the fairway than to be long and in the rough (or worse).

How Far Can You Hit It—Club Distance Potential

It is important to understand that the distance potential listed to the left of the Stroke Bar defines an AVERAGE shot hit at 100% power with no wind, and includes the ball's flight in the air PLUS roll. Remember this when you're about to hit over a sand trap or water hazard: When you have a choice between two clubs—always choose the longer one. You'll land where you wanted to be more often if you use this rule throughout your play.

Overswing—Risk vs. Reward

The area to the left of the 100% Power mark on the Stroke Bar is reserved for what we call "overswing." The farther you let the Power Bar go into this area the farther you will be able to hit the ball. But, as with all good things, there's a price to pay. If you don't hit the shot perfectly, that is, smack the ball precisely at the Accuracy Point, the ball can, and most likely will react erratically because you aren't in total control of your swing. Remember: The greater the deviation at the top or bottom of the swing, the more unpredictable the outcome of the shot. Usually, you will not appreciate that outcome.



Stroke Bar



A word for the prudent player

Do not stray into the Overswing area if you're trying to hook (draw), or slice (fade) your shot. Overswing, by definition, eliminates reliability even when you're playing the ball straight. It will make your intended hook or slice wildly unpredictable.

Toys with by the Elements

While your ball is traveling through the air, it will be battered around by the wind. Adjust your aim to compensate for the direction and strength of the wind. **CHECK THE WIND GAUGE!** It's more informative than throwing a clod of grass in the air. The stronger the wind, the more of an adjustment you should make. The Driving Range is an excellent place to test your ability to adjust for the wind.

Playing Your Second Shot

Horrible Lies

No, we're not talking about your IRS returns. We mean ball lies. Let's say you hit your drive on the money. Terrific, but where did it land? You've got to check your ball lie. Other than distance to the hole (which PGA TOUR Golf's automated club selection helps you with), a TOUR pro worries the most about his ball lie. That is, how is the ball sitting on the grass or in the sand? Ball Lie is so important because it affects the amount of backspin you can impart to the ball, how far each club can hit the ball, and how the ball reacts to an imperfect swing (overswing, hook, and slice). The worse your ball lie, the more these factors affect your shot. The following is a list, from best to worst, of all possible ball lies in the game:

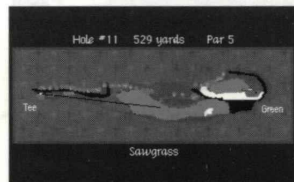
1. Teed Up
2. Fairway/On Fringe (of green)
3. In Divot in Fairway
4. In Light Rough
5. In Sand Trap
6. Half-Buried in Light Rough
7. Buried in Sand Trap
8. In Heavy Rough
9. Half-Buried in Heavy Rough

On the Beach—How To Play Out Of A Fairway Sand Trap

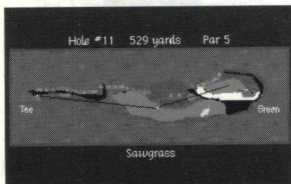
If your ball isn't buried in the trap you can hit all of your irons between 50 and 90 percent of their distance potential. When you're in trouble, resist the temptation to try a spectacular saving shot and concentrate on getting your ball back into play (on the fairway or green). Play conservatively out of the sand and you'll save a lot of pars. If your ball is *buried* in the sand,



Wind Gauge



Shot vector after Tee shot



Vectors after 2nd shot

it's risky to hit any club longer than a 4 iron. The danger of flubbing a shot out of that lie is too great to risk the few extra yards you might get with a longer club.

The Punch Shot (F8)

When you're half-buried in the rough, or buried in the sand, select **Special Shots** from the Options menu and choose Punch Shot. Use the punch shot to just get the ball back to the fairway from whatever trouble your ball may have found. The distance the ball will travel is shorter than if you took a full swing at the ball, but you're not likely to flub or whiff the shot or shank it and have it sail wildly off your clubface.

Go For The Green In Two?—Only for the Brave

On this hole you would have to hit a very big drive (300 yards or more) and then cross an ocean of sand to have a reasonable chance of reaching the green in two. Remember that the distance potential listed next to the Stroke Bar is the amount the current club will go in the air PLUS roll. If you are 240 yards away from the pin and try to hit a 3-wood to the green, your ball will skip off the back of the green (IF, repeat IF, you are able to hit the green on the fly with this club). A better strategy would be to either: a) take less than a full swing with the 3-wood and try to bounce it onto the green; or b) hit a long iron with overswing and try to fly the ball to the green (via the overswing). The safest play on this hole is to lay-up short of the green and get set up for your third shot, the approach.

Approaching the Green

Check Your Ball Lie—The importance of your Ball Lie cannot be overemphasized. You should check it out before almost every shot you hit!

The Chip Shot (F7)

If you are close to the green, or on the fringe, this is the perfect time to use your Chip Shot (select **Special Shots** from the Options menu and choose Chip Shot). This shot will not fly very far in the air. The strategy of the shot is to fly the ball just on to the green and hope it rolls the rest of the way to the hole. If you choose to use the Chip Shot you should look at the Grid View of the green to read the contours of the green between you and the hole. The moment your ball hits the green it will react to these contours. IMPORTANT! It is not advisable to use the Chip Shot out of the following lies:



Half-Buried in Light Rough
In Sand Trap
Buried in Sand Trap

In Heavy Rough
Half-Buried in Heavy Rough

Warning: A ball hit as a Chip Shot will stop dead in its tracks if it lands on the fringe.

Playing To The Green From A Bunker

Ball lie in the bunker is critical. If your ball is "sitting up" (that is, not buried) it will not roll as far when it hits green as it would if it had been buried. Remember this when you're thinking about how hard to swing at a sand shot. If you are playing your shot out of a trap beside the green, look at the Grid View of the green to see its contours. The ball will be affected by these contours the moment your ball hits the green.

Backspin—How To Use It

The ability to control the ball with backspin is one of the skills that separates the pros from most of the rest of us. Still, it's never too late to learn, and if you want to play on the TOUR, it's a necessity. So take a lesson in hitting with backspin.

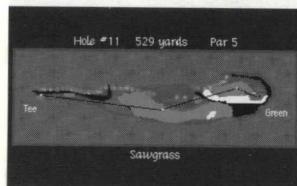
Since any ball you hit with the shorter irons will roll backwards after bouncing on the green (if your shot hits the green on the fly) it's important to know how far you should try to hit shots with these clubs into the green. Instead of trying to go exactly to the pin, it's probably better to hit the ball just past the hole and rely on the backspin to roll the ball back close to the hole.

IMPORTANT: Be very careful in using this strategy if the pin is placed at the back of the green (check the pin placement with the Overhead View if you can't remember where the pin is). Your shot might fly exactly the distance you wanted, but land on the fringe (or worse). If it does land off the green it will NOT roll back toward the hole (the other surfaces remove the backspin from the ball).

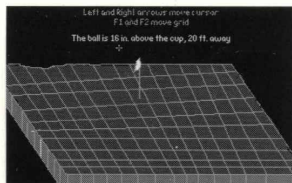
Fringe Putting (F9)

If you land on the fringe of the green, PGA TOUR Golf assumes that you want to putt from the fringe and auto-selects your putter. Sometimes the hole will be too far away to putt and you might want to chip the ball. If you choose a different club for this shot, and then change your mind, select Fringe Putt from **Special Shots** in the Options menu to get your putter back.

Make sure you take a look at the Grid View of the green prior to making your Fringe Putt. The fringe is not as low-cut or smooth as the green so you'll have to putt the ball a little harder. The more fringe between you and the green — the more over the listed distance you'll need to hit your putt. Don't short-arm your putt.



Vectors after 3rd shot



Putting grid

Tips On Putting

Okay, you made it the green in good shape. Unfortunately, for a lot of us, this is when the headache begins. The number of things that can go wrong in such a small place is almost beyond belief. But, as experienced hackers, we believe!

Using the Putting Grid

The pros spend years learning to "read" greens. PGA TOUR Golf gives you a hand by providing a grid view of the green that will help read its contours. Once the grid is displayed, use the F1 and F2 keys to rotate the grid. Press the F1 key 4 times and you'll be right behind your ball with a straight look at the hole. Note the elevation (above or below) between the ball and the cup as well as the distance. This information is printed above the Grid View. You may find that the grid is the best place to aim your putt. Use the arrow keys to align your ball with the aiming cursor. All aiming you do on the grid will be carried back to the normal view when you return to the green.

Putting and the Stroke Bar

Make sure that the distance your ball needs to travel to get to the hole (shown in the Info Box) is encompassed by the distance at the end of the Stroke Bar. Change the distance potential so that you can hit most of your putts near the 100% mark. You can change the distance potential of your putter with the mouse (click the left mouse button in the Info Box), or with the up- and down- arrows from your keyboard.

The Notorious 5-foot putt is not a Gimme—even to the Pros!

If the computer selects the 5-foot distance potential for your putt, the contours on Grid View should not come in to play unless the slope is very severe. Hit your putt as close to the 100% mark as possible regardless of the distance between you and the hole. You'll make more short putts this way (and perhaps decrease the level of your frustration).

Practice Makes Perfect

No one can just walk out on the PGA TOUR and putt as well as the best in the World. Use the Putting Green(s) on all the courses to familiarize yourself with how to read the Grid View as well as how hard to hit your putts given their distance and topography.

Good luck, and good golfing!



MENUS

THE PRO SHOP & THE PGA TOUR TENT

Here's where you make most of your selections. (Keyboard commands are shown in parentheses.) Whenever you start PGA TOUR Golf, you begin each play session at the Pro Shop. During Tournament play, you'll return to the hospitality tent (rather than the Pro Shop) when you leave the course.

PLAY MENU (P)

The Play menu lists all the game play modes.

Practice Round (P)

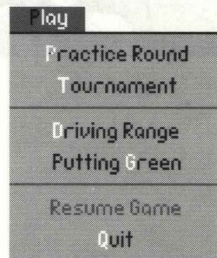
Lets you practice a round of golf on any of the PGA TOUR Golf courses. You'll be prompted to make the following selections.

1. Select Number of Players.
2. Specify Human or Computer Players.

The rest of these selections are repeated for each human player.

3. New or Old Player — Enter a new name or select a player you've previously saved to disk.
4. Professional or Amateur Tees — Pro tees are farther from the pin than amateur tees. In Tournament play professional tees are selected automatically.
5. Select Clubs — PGA rules strictly enforce a 14 club rule, so play to your strengths. If you really want to take that 5-wood, one of your irons will have to stay at the Pro Shop. The clubs your caddy has loaded into your bag are marked with an asterisk. If you want to make some changes, highlight a club you can do without and click Remove (or press R on the keyboard). Then highlight a club you want in your bag and click Take (or press T). An asterisk will appear next to that club to show that it's clean, in your bag, and ready to perform miracles.
6. Select the course you want to play.

During a practice round, you can select any option except those associated with tournament play, like the Leader Board and Tournament Results.



PLAY MENU



File

Save Game
Restore Game
Delete Player

FILE MENU

Tournament (T)

Starts a PGA TOUR tournament. You make the same selections as for a practice round, except you must play from the professional tees.

During a tournament, you can select any menu option except those associated with practice. You must play the holes in sequential order, and no mulligans are allowed.

Driving Range (D)

Takes you to the driving range of the current golf course. To go to a different course, choose **New Course** from the Go To menu. [The Go To menu title appears only when you are on the Driving Range, Putting Green, or playing one of the courses].

Putting Green (G)

Takes you to a random spot on the green of a random hole on the current course. As you sink putts, you're taken to random places on the green of that hole. To go to a different hole, select **Hole** from the Go To menu and make your choice. To go to a different course, choose **New Course** from the Go To menu. [The Go To menu title appears only when you are on the Driving Range, Putting Green, or playing one of the courses].

Resume Game (R)

Takes you back to whatever you were doing before you returned to the Pro Shop or the TOUR Tent from any of the other Play modes.

Quit (Q)

Exits to DOS. You'll be asked if you want to save your game before exiting. You can only save one game at a time.

FILE MENU (F)

The File menu lists all the disk options.

Save Game (S)

Saves your current status in a tournament or a practice round. You can only have one saved game at a time. Please note that the game will attempt to save to your copy of the Program Disk.

Restore Game (R)

Loads your last saved game, either a tournament or practice round.



Delete Player (D)

Deletes a saved player from the disk.

VIEW MENU (V)

The View menu lists all your score displays.

Scorecard (S)

Your scorecard for the current game. Press the **spacebar (mouse button, or joystick button)** to return to the golf course.

Leader Board (L)

Displays the leader board for the current tournament. Press Enter to advance through the pages of the board more quickly than the game presents them. Press the **spacebar (mouse button, or joystick button)** to return to the golf course.

Tourney Results (T)

Displays the results of a tournament as soon as the last player holes his putt on 18. Each page is shown for a few seconds before the next is displayed. Press Enter to advance through the pages of the board more quickly than the game presents them. Press the **spacebar (mouse button, or joystick button)** to return to the Pro Shop.

STATS MENU (S)

The Stats menu lists all the performance statistics available in PGA TOUR Golf.

Current Players

This shows the lifetime statistics for any player playing the current tournament or practice round.

Longest Drive (yards).

Driving Accuracy (%) in fairway.

Greens in Regulation (%)—the percentage of greens reached at least two strokes under par.

Putts/G.I.R. (#)—putting average based on the number of putts hit on greens reached in regulation.

Par Breakers (%)—the percentage of holes where the player beat par.

Tournaments Won (#)

View

Scorecard

Leader Board

Tourney Results

VIEW MENU

Stats

Current Players

Saved Players

Tournament

Reset Pros

STATS MENU



ptions

- ✓ Overhead (auto-view)
- ✓ Ball Lie (auto-view)
- ✓ Greens (auto-view)
- ✓ Fly-by Hole Preview
- Music
- Sound Effects
- Save Setup

OPTIONS MENU

Earnings (\$)
Average Score (#)
Best 18 holes (#)

Saved Players (S)

Shows the lifetime statistics for any player saved on disk, as listed above in Current Players.

Tournament (T)

Shows the tournament earnings for all players. Press **Enter** [or the left mouse button or button 1 on your joystick] to page ahead to see the Leading Scorers. Press **spacebar** [or the right mouse button or button two on your joystick] to return to the course.

Leading Money Winners

Earnings (\$) — total money won.

Won (#) — tournaments won.

Top 10 (#) — tournaments finished in the top 10.

In the Money (#) — tournaments in which the player made the cut into rounds 3 and 4.

Leading Scorers

Average (#) — average lifetime score.

Best 18 (#) — best 18-hole score.

Best 72 (#) — best four-round score.

Reset Pros (R)

Resets the accumulated stats of the pros to zero.

OPTIONS MENU (O)

When you're at the Pro Shop or in the Tournament Tent, the Options menu displays the views and sound options that are available for use during your round. Activate (or deactivate) any option by clicking on it (or by pressing the appropriate highlighted letter). An active option has a check mark in front of it. Auto-views that are activated automatically, can also be deactivated by a keyboard command.

Overhead (auto-view) (O)

After you hit the ball, an aerial view of the current hole, showing the vectors of your shots, automatically appears.



Ball Lie (auto-view) (B)

Automatically displays the lie of the ball after every shot you take (except on the green).

Greens (auto-view) (G)

When you land on the green, a contour grid of that green appears automatically. *You must be near or on the green to use keyboard command G to see this grid.*

Fly-by-Hole Preview (F)

Offers a bird's-eye view of the current hole, which shows everything from the pin placement to the fairway hazards to the tee. Each fly-by on a TPC hole is accompanied by instructive commentary or helpful advice from one of PGA TOUR Golf's featured professionals. Only the fool-hardy will ignore their remarks.

Music (M)

Play music during the fly-by and the introduction.

Sound Effects (E)

Toggle the game's sound effects on and off. Effects include the sound of the club hitting the ball, the ball's bounce, and the ball bottoming out in the cup.

Save Setup (S)

Saves your Options configuration to disk. This setup will be loaded every time you start PGA TOUR Golf.

ON THE GOLF COURSE

When you're out on the course, the menus of PGA TOUR Golf are different than when you're at the Pro Shop. You'll use these new menus to make special selections on the courses, the driving ranges, and the putting greens. Not all options are available in all places.

GO TO MENU (G)

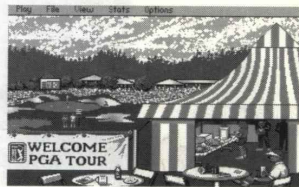
The Go To menu lists all the places you can go to as you play PGA TOUR Golf.

Hole (H) [Not available in Tournament Mode]

Takes you to any hole on the current course.

New Course (N) [Not available in Tournament Mode]

Takes you to any of the four golf courses for a practice round.



TOUR Tent

Go to

Hole

New Course

Pro Shop

GO TO MENU



HOLE	1	2	3	4	5	6	7	8	9	OUT
THRESHOLD	375	584	185	408	340	447	422	489	150	3321
WHITE 70.0	362	553	182	342	328	410	386	394	136	3083
HANDICAP	11	1	15	7	13	5	3	9	17	
PAR	4	5	3	4	4	5	4	4	3	36
SCORE										
TPC 74.0	393	622	239	435	359	479	481	424	166	3578
DATE	SCORER:									

HOLE	10	11	12	13	14	15	16	17	18	IN	TOT	HCP	NET
THRESHOLD	349	136	413	583	275	458	481	181	425	3141	6482		
WHITE 70.0	314	125	403	481	239	410	391	156	400	2927	6010		
HANDICAP	12	18	4	2	14	8	10	16	8				
PAR	4	3	4	5	4	4	4	3	4	35	71		
SCORE													
TPC 74.0	374	147	472	524	381	467	415	185	444	3339	6917		
DATE	SCORER:												

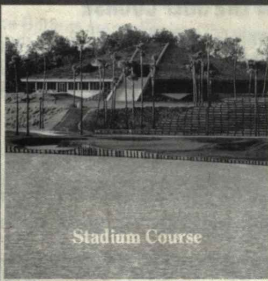
Tournament
Players Club
TPC
AVENEL



HOLE	1	2	3	4	5	6	7	8	9	OUT
THRESHOLD	389	511	182	388	454	381	439	215	582	3492
BLUE 70.0	364	456	139	339	409	351	483	281	554	3216
WHITE 70.0	331	441	121	295	367	328	376	162	514	2935
HANDICAP										
PAR	4	5	3	4	4	4	4	3	5	36
SCORE										
TPC 74.0										
DATE	SCORER									

HOLE	10	11	12	13	14	15	16	17	18	IN	TOT	HCP	NET
THRESHOLD	386	329	336	172	438	426	487	132	440	3305	6857		
BLUE 70.0	358	509	299	159	418	413	491	121	429	3179	6304		
WHITE 70.0	335	464	280	132	370	359	438	97	351	2825	5761		
HANDICAP													
PAR	4	5	4	3	4	4	5	3	4	36	72		
SCORE													
TPC 74.0													
DATE	SCORER												

Tournament
Players Club
TPC
SAWGRASS, PONTE VEDRA, FLORIDA 32082



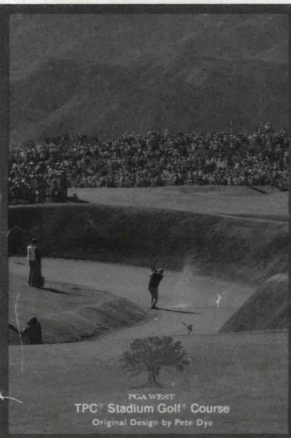
Stadium Course

Hello
my
me
2022
me



Pete Dye

	1	2	3	4	5	6	7	8	9	OUT		10	11	12	13	14	15	16	17	18	IN	TOT	HCP	NET
HOLE											IN													
FOUR-BALL RATING - 77.1	440	373	470	184	533	255	350	557	480	3512	TOTAL	414	618	380	220	390	470	571	185	440	3549	7261		
SCAM-PURSHIP RATING - 34.4	383	351	446	175	513	222	320	530	430	3370		383	583	352	198	376	442	530	147	408	3429	6799		
MEDIAN RATING - 71.4	360	335	401	156	483	197	308	488	386	3124		354	535	336	173	352	411	485	128	390	3164	6288		
HANDICAP	11	15	3	17	1	7	13	9	5			12	2	16	10	18	8	6	14	4				
PAR	4	4	4	3	5	3	4	5	4	36		4	5	4	3	4	4	5	3	4	36	72		
LADIES HANDICAP	7	13	9	15	1	17	5	3	11			6	2	12	18	14	10	4	16	8				
DATE	SCORER										ATTEST													



PGA WEST
TPC® Stadium Golf® Course
Original Design by Pete Dye



Options

Special Shots

Take a Mulligan

Pick up Ball

Instant Replay

OPTIONS MENU

View

Ball Lie

Overhead

Green

Scorecard

Leader Board

Tourney Results

Hot Keys

VIEW MENU

Pro Shop (P) <or> PGA TOUR Tent (P)

Returns you to the Pro Shop during practice, or takes you to the PGA TOUR tent during a tournament.

OPTIONS MENU (O)

The Options menu lists special play options.

Special Shots (S)

See the Strategy Guide for instructions on how to use the three special shots, Chip Shot (C); Punch Shot (P); and Fringe Putt (F).

Normal (N)

Deactivates the conditions that apply when using special shots.

Take a Mulligan (M) [Not available in Tournament Mode]

To repeat a shot during a practice round, Mulligans do not count as strokes. Think of them as a learning experience. You can take multiple mulligans of one shot, or select Take a Mulligan repeatedly to move back to the tee.

Pick up Ball (P)

Accept a score of 12 strokes for the current hole, and go on to the next hole.

Instant Replay (I)

Show a replay of the last shot.

VIEW MENU (V)

The View menu lists all the special views and score displays. Press the **spacebar**, a mouse button, or a joystick button to return to the course.

Ball Lie (B)

Displays your ball lie on the course.

Overhead (O)

Displays the aerial view of the course showing your shots.



Green (G)

When you're on or very near the green, this option displays a contour map of that green.

Scorecard (S)

Displays your scorecard for the current game.

Leader Board (L)

Displays the Leader Board for the tournament.

Tourney Results (T)

Displays the results for the tournament just after it's over.

Hot Keys (H)

Displays shortcut commands for some of the more common and useful selections.

F1 Instant Replay	F6 Scorecard
F2 Mulligan	F7 Chip Shot
F3 Ball Lie	F8 Punch Shot
F4 Green	F9 Fringe Putt
F5 Overhead	F10 Normal Shot

STATS MENU (S)

The Stats menu lists the performance statistics for all current players.

Current Players (By Name)

Displays the lifetime statistics for any player playing the current tournament or practice round. See Current Players on page 25.

Tournament (T)

Displays the tournament statistics for all players: the Leading Money Winners, and then for the Leading Scorers. See page 26.

Stats

Player #1

Tournament

STATS MENU



PGA TOUR® GOLF GUIDE

A BRIEF HISTORY OF THE PGA TOUR

The exact beginning of professional golf in America is difficult to discover. The names of the best golfers from the early 1800s are for the most part lost to us. Unfortunately, what they did, who they played against, what they played for, and sometimes even where they played is shrouded in the mystery of time past. But that there were professionals dedicated to the game, and fans who thrilled to outstanding play, no one doubts.

Beginning in 1898, the historical record starts to yield more concrete information. The distinguished history of professional golf begins to emerge on New Year's Day of that year. In the middle of winter, ten professional golfers played 36 holes of stroke play at the Ocean County Hunt and Country Club in Lakewood, New Jersey and competed for a total purse of \$150. The winner, Val Fitzjohn, defeated his brother in a sudden-death playoff and took home \$75.

Despite the weather, a large gallery came to witness the event, and the New York Times provided extensive coverage of the tournament. Shortly thereafter, tournaments began to pop up across the country. But this was not "tour" golf, as we know it today, because the events lacked continuity. Interest in the game, however, continued to grow. American professionals were rapidly improving their games and crowds were becoming more knowledgeable. When John McDermott became the first native-born to win the U.S. Open (1911), enthusiasm for the game expanded exponentially.

Helping this growth was a commercially-backed exhibition "tour" by Englishmen Harry Vardon and Ted Ray. The two travelled across the country and attracted huge crowds whenever they stopped to play during the summer of 1913. However, the biggest explosion of interest in the game occurred that September. A 20-year old "local boy," Francis Ouimet, defeated the pair in a playoff for the United States Open Championship at Brookline, MA. Suddenly, golf became front page news and a game for everyone.

The early Twenties saw the first development of what we know as the PGA TOUR. In the winter, tournaments were held on the West Coast, Texas and Florida. By the middle of the decade, the TOUR was offering \$77,000 in total purses and donating a substantial amount of money to charity. Names like Walter Hagen, Gene Sarazen and Bobby Jones became folk legends in a nation hungry for heroes.

In the Thirties, the TOUR continued to grow. The PGA of America provided support to the fledgling tour and despite the financial woes caused by the Great Depression, golf tournaments were able to attract large crowds. It is interesting to look back at some figures of the



time. Paul Runyan was the leading money winner of 1934 with \$6,767. In contrast, in 1989, the top two money winners — Tom Kite and Payne Stewart — each earned over \$1 million (see PGA Facts and Figures, The Growth of Tour Purses, below for more information).

Like other outstanding professional athletes of the era, the names of the TOUR's best golfers became household words in the late 1930's. By the early 1940's Sam Snead's name started to appear in the headlines with regularity. Then came Ben Hogan, Byron Nelson, Jimmy Demaret and others who were to gain nationwide fame.

Following World War II, the TOUR became more structured and as TVs appeared in more and more of the nation's homes in the late 50s and early 60s, interest in the game exploded. Once television became a player in the game, the eyes of the world were on golf. The exposure inspired millions to try the game and at the same time, TV-advertising revenues sent purses soaring. The bulk of these revenues, which are distributed by the PGA TOUR to all co-sponsors, have gone back into the purses, accounting for the tripling of prize money in the last decade alone.

During Commissioner Deane Beman's administration, which began in 1974, the value of tournament purses has escalated at an unprecedented rate. PGA TOUR assets have grown from \$730,000 in 1974 to \$86 million today, and total revenues have increased from \$3.9 million to \$140 million in the same time period. This tremendous growth in revenues has created a number of wealthy athletes, but more importantly it has allowed the PGA TOUR to vigorously pursue its goal of being a major contributor to charitable causes.

Charitable donations have been a hallmark of professional golf almost from the very beginning. The idea of turning over a tournament's after-expenses profits to charity has its origin in 1917. During World War I, a professional tournament was played to raise funds for the Red Cross. Likewise, numerous exhibitions were staged for the same purpose. These practices set the mold for the TOUR and since 1938, PGA TOUR events have donated \$145 million dollars to charity. Each of the last 13 years have seen charitable contributions increase dramatically, to the point where over \$100 million has been donated since 1984. The slogan, "The leading money winner on the PGA TOUR is Charity," is definitely not just a catch phrase.

Great athletes, knowledgeable fans, progressive and inventive administration, and corporate involvement have made PGA golf the great game it is today.

— adapted from the Official 1990 PGA TOUR Media Guide



PGA FACTS AND FIGURES

Golfers and fans from every level of the game have a long-standing love affair with the statistics of golf. After all is said and done, the numbers tell us who won, and who didn't do as well. Though the game is played in tranquil settings, in reverent silence, this calm is often belied by the frantic excitement caused by the large prizes that are at stake. The professionals naturally feel the "heat" a bit more acutely than we do. That doesn't keep us from living and dying with our favorite's next shot.

What follows are three different kinds of statistics that we thought you would enjoy. They are all a part of the fascinating texture of the PGA TOUR.

GROWTH OF TOUR PURSES: A SIX-FOLD INCREASE IN THE LAST TWENTY YEARS

Year	No. of Events	Total Purse
1970	55	\$ 6,751,523
1971	63	7,116,000
1972	71	7,596,749
1973	75	8,657,225
1974	57	8,165,941
1975	51	7,895,450
1976	49	9,157,522
1977	48	9,688,977
1978	48	10,337,332
1979	46	12,801,200
1980	45	13,371,786
1981	45	14,175,393
1982	46	15,089,576
1983	45	17,588,242
1984	46	21,251,382
1985	47	25,290,526
1986	46	25,442,242
1987	46	32,106,093
1988	47	36,959,307
1989	44	41,288,787



PRIZE MONEY DISTRIBUTION

To finish a tournament "in the money" is every professional's goal when he starts his first round on Thursday morning. If he makes the 36-hole-cut, he accomplishes his goal and has a chance for a really big payday. How much a golfer can make in a given tournament depends entirely on the total purse being offered by the tournament sponsors. Below are some examples of what the PGA TOUR pros are playing for when they tee it up on Saturday and Sunday.

Total Purse: \$600,000 (The Southern Open, Green Island Country Club, Columbus, GA)

Position	1	2	3	4	5
Prize	\$108,000	64,800	40,800	28,800	24,000

Total Purse: \$1,000,000 (Federal Express St. Jude Classic, TPC at Southwind, Memphis, TN)

Position	1	2	3	4	5
Prize	\$180,000	108,000	68,000	48,000	40,000

Total Purse: \$1,500,000 (THE PLAYERS CHAMPIONSHIP, TPC at Sawgrass, Ponte Vedra, FL)

Position	1	2	3	4	5
Prize	\$270,000	162,200	102,200	72,000	60,000

1989 PGA TOUR STATISTICAL HIGHS/LOWS

Those with 50 rounds or more based on 186 ranked players.

Statistical Category	Highest	Average	Lowest
Driving Distance	280.9	261.8	245.5
Driving Accuracy	.826	.650	.479
Greens in Regulation	.726	.655	.535
Putting	1.734	1.787	1.878
Par Breakers	.224	.183	.148
Eagles	14	4	0
Birdies	415	268	137
Scoring Average	69.49	71.08	72.92
Sand Saves	.660	.505	.361



"10 of the best" in PGA TOUR Golf

As you play the challenging TPC courses in the game, ten of the PGA TOUR's most outstanding professionals offer their insights and advice to help you along. You'll get the benefit of their experience and perhaps take inspiration from their success. Consistency and competitiveness are the hallmarks of these featured professionals. Learn from their experiences and let them guide your play through the exhilarating TPC courses.



TOMMY ARMOUR III

Owner of one of the most revered names in the distinguished history of golf, Tommy is the grandson of the "Silver Scot," winner of the U.S. and British Opens, the PGA Championship, and charter inductee to the PGA Hall of Fame (Palm Beach Gardens, Florida).

Despite his lineage, a career in golf was not automatic for Tommy (III). He was a fine school-boy athlete, who excelled in several sports. It was at first with regret that he had to choose between golf and baseball, because they shared the same season. By the time he finished high school, however, the regrets were gone. The decision to dedicate himself to golf introduced a new sense of purpose and commitment to his life.

Following a remarkably successful amateur career, topped off by winning the William Tucker Intercollegiate event while at the University of New Mexico, Tommy qualified for the TOUR in 1981, when he was 21. He now thinks of this as a kind of "false" start in his chosen career. 1982 was not what he hoped it would be. For the next five years he tried to get his card back, and each year he just barely missed.

Naturally, Tommy was disappointed. But he was undaunted. He used his time off the PGA TOUR to good advantage. He gained precious experience by practicing hard and playing competitively in several events on the European and Asian Tours. His perseverance and dedication have paid off handsomely. Since he regained his card at the PGA TOUR's Qualifying Tournament in 1987, his "real" career has taken off brilliantly.

In 1988 he finished 66th on the prize money list, and in 1989 he tied for runner-up in the Kemper Open at the challenging Tournament Players Club [TPC] at Avenel. He completed the year ranked in the top twenty in three statistical categories: greens in regulation, birdies, and eagles. When Tommy talks golf shots, people listen.

The future looks bright for this descendant of one of golf's great families.



PAUL AZINGER

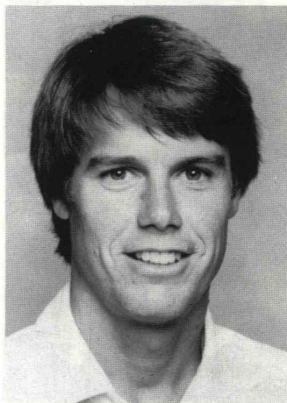
New England born and raised, Paul honed his game with collegiate experience and great coaching at Brevard Junior College and Florida State University. Following an unheralded entry to the PGA TOUR in 1982, and a couple of undistinguished (though not unproductive) years, Paul began a meteoric rise to the highest levels of the game in 1985. Some would call that rise an assault. Paul took no prisoners. He simply improved every aspect of his game including his competitiveness, and his efforts were recognized in 1987, when he was named PGA Player-of-the-Year.

No one doubted that this honor was well-deserved. Paul won three tournaments that year and had led the TOUR in Sand Saves in 1986 and 1987. His earnings for 1987 exceeded his 1986 take by over half a million dollars—the fifth largest one-year increase in PGA TOUR history.

While never terribly long off the tee, Paul is always among the TOUR leaders in hitting greens in regulation. His uncanny ability to select just the right club has positioned him consistently high among the Par Breakers, and in 1989 he was ranked best all-around golfer on the TOUR. His amazing 69.69 scoring average is the envy of all his peers. Consistency and shot-making ability made him an obvious choice for the Ryder Cup team to which he was named in 1989.

Paul's boyish good looks, lanky frame, and pleasantly engaging manner have won him a loyal and enthusiastic following. But it's his superlative all-around game which has made him tremendously popular with galleries and golfing fans everywhere. His even disposition and ever-improving consistency foretell even greater accomplishments for this fine competitor.

As 1990 began Paul held 10th position in the Sony World rankings, which compares player performances around the world.





FRED COUPLES

A fine all-around athlete, Fred was encouraged by his father to begin competing in junior golf events in his native Seattle. The young man loved the game and demonstrated his skill and commitment by becoming an All-American at the University of Houston in 1978 and 1979. After qualifying for the TOUR in 1980, he showed that he was equal to the challenge of professional competition by becoming the leading money winner among rookies in 1981.

By 1983 seasoned professionals and golf fans everywhere were discovering that Fred has as much talent as anybody on the TOUR. He is consistently ranked in the top 15 professionals in scoring, eagles, putting, and driving distance. And, if "pressure" could be a middle name, it would be his. Like all great TOUR competitors, Fred thrives on playing under pressure.

At the 1983 Kemper Open, Fred calmly won the now famous 5-player sudden-death playoff. In 1984, after shooting a record-tying 64 in the first round of THE PLAYERS CHAMPIONSHIP (TPC at Sawgrass), where every shot must be precise, Fred never looked back. Even though Tom Watson, Seve Ballesteros, and Lee Trevino mounted furious challenges to his leadership, Fred came away with the victory—by one stroke!

Great shot-making ability and immunity from pressure: what a winning combination! It came as no surprise that Fred was ranked number two in the 1989 all-around ratings of players on the TOUR (right behind Paul Azinger) and was also named to the Ryder Cup team.

As 1990 began he held 15th position in the Sony World rankings, which compares player performances around the world.

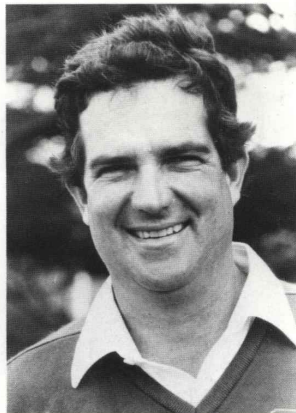
BRUCE LIETZKE

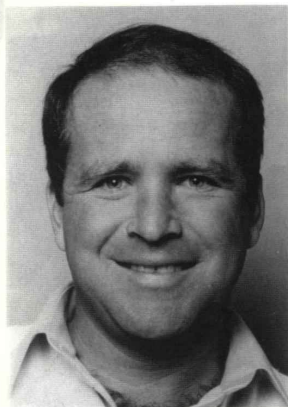
When Bruce was just a small boy in Kansas, his older brother, a course professional in Wichita, gave him a set of cut-down clubs. Gifts from admired older brothers being at least equivalent to diamonds in value, Bruce and the clubs were inseparable. And the boy just didn't haul them around: he tried to master his brother's game, at all times, in all weather. He became a fine high school player, and while on scholarship to the University of Houston, won the Texas State Amateur title in 1971.

Ironically, Bruce's early start in the game led him to give it up. Shortly after he left Houston in 1973, Bruce felt he had played so much golf that he had nothing left to give back to the game. He put his clubs away for six months and pondered his goals and ambitions. Not surprisingly it turned out that becoming a successful professional golfer was at the top of his list. With his priorities reordered and his enthusiasm revived, he qualified for the PGA TOUR in the spring of 1975.

He played well on TOUR almost from the start, although his first victory didn't come until 1977. But then the floodgates were opened and Bruce's sparkling play made him an easy selection for the Ryder Cup (1981) and allowed him to finish in the top twenty of the money list for the next several years. He reasserted his exacting game in 1988, winning the GTE Byron Nelson Classic at the TPC at Las Colinas. In 1989 he nearly tamed the TPC at Sawgrass in THE PLAYERS CHAMPIONSHIP before tying for third.

Once again in 1989 Bruce had the best percentage among active professionals for hitting greens in regulation (73%). His accuracy with the driver is almost unmatched, so the message is clear: When Bruce is playing well, the rest of the field better turn it up a notch.





MARK McCUMBER

The past four years (1986-1989) have seen Mark solidify his position as one of the finest players in the game. He finished 1986 ranked 80th on the money list, with three TOUR victories to show since he qualified for his card in 1978. 1987 opened a new chapter in his professional life as a player. He won the Anheuser-Busch Classic and followed that victory with an awe-inspiring triumph at the THE PLAYERS CHAMPIONSHIP (TPC at Sawgrass) shooting a record-breaking 273 (15 under par). In addition to walking away with the first prize check, Mark received a 10-year TOUR exemption for his stunning victory.

Mark continued his winning ways in 1989. In addition to winning the Beatrice Western Open and tying for second at the U.S. Open, he had five other top 10 finishes. This amazing performance placed him 14th on the money list and insured his selection to the Ryder Cup team. As 1990 began he held 18th position in the Sony World rankings, which compares player performances around the world.

Considering his consistently fine performance at the THE PLAYERS CHAMPIONSHIP (TPC at Sawgrass) it's no surprise that Mark and his family make their home in Ponte Vedra, Florida. "Live where the luck is," as they say. But Mark may have another reason for living nearby the Tournament Players Club at Sawgrass: it gives him an opportunity to study and learn the lessons of one of the most beautiful and challenging courses in the U.S. This is appropriate because when Mark puts on his other hat, he's among the best of the new generation of golf course architects.

Mark and his brothers have founded a firm specializing in golf course design. Several of their courses have already been built and have received high praise. As a designer, Mark has the potential of having a greater impact on the world of golf than he has as a player. And considering his excellent golf game, that would be some impact, indeed.

LARRY MIZE

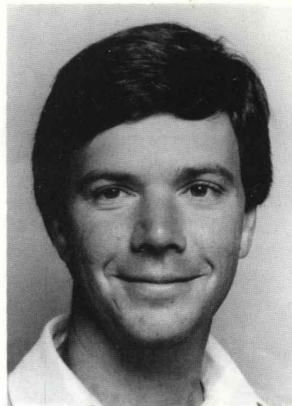
As a complement to his superbly consistent game (of 25 tournaments entered in 1989, he finished 22 of them in the money) and in recognition of his valuable off-course contributions to the game, Larry was elected by his fellow professionals as a Player Director of the PGA Tournament Policy Board. The Board establishes the goals and policies of the PGA TOUR. It is a tribute to his concentration and dedication that Larry has been able to fulfill both his playing and administrative responsibilities with flying colors.

When Larry was nine years old, living in Augusta, Georgia, his father—a scratch handicapper—taught him the game. That early training served him well. He had a fine collegiate career at Georgia Tech in Atlanta, and qualified for the TOUR in 1981. Six years later he returned to Augusta to win the Master's Tournament (1987) with one of the most thrilling shots in recent memory.

After dropping an 8-foot birdie putt on 18 to force a tie with Greg Norman and Seve Ballesteros, Larry birdied the second playoff hole (No. 11 at Augusta National) by holing out with a 140-foot chip shot. The appreciative crowd erupted with applause appropriate to such artistry. Norman later missed his putt for birdie and the victory was Larry's. This, as it happened, was tit for tat, because Greg had beaten Larry on the sixth hole of a fiercely contested playoff at the Kemper Open (TPC at Avenel) in 1986.

Larry's middle name is Hogan. Given his father's love of the game, is it possible that Larry has a namesake from the world of golf? Given the honored name, is Larry destined for even greater things on the golf course? You can bet on it!

As 1990 began Larry held 19th position in the Sony World rankings, which compares player performances around the world.





MARK O'MEARA

Mark started to play the game seriously as a teenager in Mission Viejo, California. His progress was rapid and his skill sufficient to win him a place on his high school team. Dedication and constant improvement won him a scholarship at Long Beach State, where he became an All-American in 1979. His amateur career culminated in his victory over John Cook in the 1979 United States Amateur Championship.

With his professional career off to a running start, Mark fulfilled his boyhood dream and qualified for the PGA TOUR in 1980. Predictably, his work habits and his talent impressed everyone. He was named TOUR Rookie-of-the-Year in 1981. Although it took him a couple of years to break away from the pack, Mark showed in 1984 that he was destined to become a great player.

In 1984 he finished second on the money list, putting together an almost unequaled record of top three finishes (9) and forged a well-deserved reputation for consistency and toughness that lasts to this day. His performance led to his being named to the Ryder Cup team in 1985. This was no flash in the pan. It was real gold. Mark was named to the Ryder Cup Team a second time in 1989 following a great year in which he ranked 13th on the money list.

Mark has always been known by his peers as a great putter, a superb tough-course player, and an avid student of all facets of the game. As if to prove his colleagues right, Mark was ranked 13th among PGA pros in putting in 1989; won (for the second time) the always difficult Pebble Beach National Pro-Am; and won the respect of golf course architects with his perceptive and inventive advice on course design.

JOEY SINDELAR

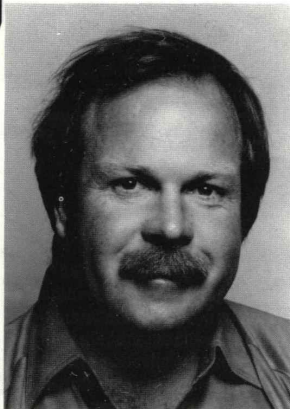
Like so many of the fine players on the PGA TOUR, Joey learned the game at his father's elbow. He was six years old when he first picked up a club, and the game has continued as a passion to this day. Likewise, his father's involvement in his professional life has remained a constant. Joey's dad is his coach, mentor, sounding board, advisor, and source of inspiration. With characteristic, though perhaps too much modesty, Joey says "Dad's been behind everything I've done."

Joey improved his game in high school and won the New York State Junior Tournament in 1972. He had realized by then that he would need a scholarship if he was to continue his education. Colleges came running for his talents and he decided on Ohio State University, following in the footsteps of Jack Nicklaus and Ed Sneed. Joey honored his famous predecessors and the OSU program by being named All-American three consecutive years.

After receiving his B.S. in 1981, Joey turned professional and qualified for the PGA TOUR in 1983. From the start he played like a champion. Many of his peers think Joey plays the long courses as well as anyone. He is consistently among the TOUR leaders in Distance Driving and Par Breakers.

Following a spectacular year in 1988, including two TOUR victories, Joey was named to the Kirin Cup team. His earnings that year gave him sole title to the fourth largest single-season earnings gain in TOUR history (over half a million dollars). It's fair to suspect that he used some of that hard earned money to indulge his habit of collecting antique golf equipment. With Joey's explosive game it's likely that some of his fellow pros often find themselves wishing, if only in jest, that he'd bronze his own clubs.





CRAIG STADLER

With a current total of eight TOUR victories, a bushel basket full of top ten finishes, and the ungrudging respect of his peers, Craig Stadler is unlikely to sneak up on anybody in 1990. He has proven his mettle. But Craig's amateur and early professional history is an instructive example of how difficult it is for even a great golfer to rise to the top of his profession, and how truly competitive the PGA TOUR has become.

If anyone ever looked like a "sure thing" entering the TOUR in 1976, it was Craig. His credentials were impeccable. California born and raised, he started playing the game year-round with his dad, at the age of five. At eighteen, he won the World Junior Championship (1971). In 1973 he became United States Amateur champion. Unanimously selected as an All-American at the University of Southern California (USC) in 1974 and 1975, he was named to the Walker Cup in 1975. And then he qualified for the TOUR.

Strange to say, four years of completely unexpected mediocrity followed. He wasn't playing badly; he just was not excelling. There were too many good players in front of him. But in 1980 his star began to shine, with two PGA TOUR victories. "Cream rises," as they say. Does it ever! Craig won the Kemper Open in 1981. In 1982 he notched four more victories, including the Master's and his second Kemper title and finished the year by winning the Arnold Palmer Award as the leading money winner on the TOUR. The star had become a supernova, and although he's had to work through a few low energy cycles, he's still burning brightly in 1989. After monopolizing the title of TOUR's champion Par Breaker in 1984, 1985, and 1986, Craig is currently ranked number 5 in that critical category. Of the twenty-two tournaments he entered in 1989, he finished in the money twenty-one times. It's clear to all his peers and the informed golfing public that one nickname should replace all the colorful monikers that have been suggested by Craig's unique physique: just call him "Winner."

FUZZY ZOELLER

When talk turns to the great professionals playing today, Fuzzy Zoeller's name always comes up. And rightfully so. A United States Open Championship crown (1984) and a Master's Tournament title (1979) are enough to insure his place in history. But to hear people talk, one might think that Fuzzy's middle name was "Potential," so often is that word connected to the New Albany, Indiana native.

Discussing "what might have been" is usually a futile and aggravating exercise. But in Fuzzy's case it's understandable. From the time he qualified for the TOUR (1974) until he had partially corrective back surgery (1985), pain, resulting from a high-school basketball injury, was a constant companion. No one doubts that pain affects performance. He won seven events on the TOUR before 1985. In the first year after his surgery, he won three events. Draw your own conclusions.

Fuzzy has never used his health as an excuse. He plays when he is able, and doesn't play when he thinks he can't perform up to his exacting standards. In fact, his overall play has been outstanding, and he has been an obvious choice for the Ryder Cup team on three occasions (1979, 1983, 1985). Many people "in the know" believe that if Fuzzy is in contention on Sunday, he will, more often than not, win the tournament. His stylish game combined with an open and winning personality have made him a gallery favorite, and his fellow professionals have admired and loved him for more than a decade.

While he currently ranks among the PGA leaders in hitting greens in regulation, par breaking, and scoring average, most professionals think the strongest part of Fuzzy's game is his remarkable ability to make a difficult shot under tremendous pressure. He used this capability at the awe-inspiring PGA West (TPC at La Quinta) where he won The Skins Game against great competition in 1986.





TOURNAMENT PLAYERS CLUBS [TPC]

Among the many exciting and original concepts developed by the PGA TOUR in the past decade, nothing has affected the millions of golf spectators as much as the invention and construction of the Tournament Players Clubs [TPC]. The TOUR believed that over the years the interests of spectators had often been ignored or sacrificed for other important concerns when golf courses were designed. The PGA TOUR determined that when it got the opportunity to build its own, it would construct courses that not only challenged the players, but allowed spectators an unprecedented, unimpeded look at the action. This dream was realized in 1980 with the construction of the TPC at Sawgrass. And in less than ten years the dream has grown into a network that now encompasses 21 TPCs in 12 states and, with the addition of TPC International courses in Japan, two countries.

The TPC courses are sometimes referred to as Stadium courses, because many of the greens are designed like amphitheaters. All over the courses one finds spectator mounds that afford fans unrestricted views of the tees, fairways, and greens. In fact, the 18th hole at the original TPC at Sawgrass can accommodate more than 40,000 people—all have a clear view of the action. You won't see any periscopes at an event on a Tournament Players Club course!

All TPCs are designed to host PGA TOUR or Senior PGA TOUR events and to date the courses have been designed by some of the top architects in the business—Pete Dye, Arthur Hills, and Ed Ault Associates, just to name a few. In addition to securing the services of topflight designers and architects, the PGA TOUR often assigns a TOUR player to act as a consultant to the designer, in the hopes that his special expertise and point of view will add a bit of spice to the project.

Since the Tournament Players Club at Sawgrass opened, the TPC network has now truly become the "best set of clubs" in America. This has been a great benefit to the entire golfing public as well as the PGA TOUR players. When you join a TPC club in your area, it's like joining a nationwide country club. Membership at one TPC club allows you to play at any of the other clubs across the country and an opportunity to view the greatest players in the world in action on your own course once a year.



Domestic Tournament Players Clubs

Club	Architect	Consultant	Hosts
TPC at Sawgrass Ponte Vedra, FL	Pete Dye		THE PLAYERS CHAMPIONSHIP
TPC at Eagle Trace Coral Springs, FL	Arthur Hills		Honda Classic
TPC of Connecticut Cromwell, CT	Pete Dye	Howard Twitty	Canon Greater Hartford Open
TPC at Prestancia Sarasota, FL	Ron Garl	Mike Souchak	Chrysler Cup
TPC at Avenel Potomac, MD	Ed Ault Associates	Ed Sneed	Kemper Open
TPC at StarPass Tucson, AZ	Bob Cupp	Craig Stadler	Northern Telecom Tucson Open
TPC at Scottsdale Scottsdale, AZ	Jay Morrish/ Tom Weiskopf	Jim Colbert/ Howard Twitty	Phoenix Open
TPC at Piper Glen Charlotte, NC	Arnold Palmer		PaineWebber Invitational
TPC at Southwind Memphis, TN	Ron Prichard	Hubert Green/ Fuzzy Zoeller	Federal Express St. Jude Classic

TOURNAMENT PLAYERS COURSES (Licensed Facilities)

TPC at The Woodlands The Woodlands, TX	Von Hagge/ Bruce Devlin		Independent Insurance Agent Open
TPC at Las Colinas Irving, TX	Jay Morrish	Ben Crenshaw/ Byron Nelson	GTE Byron Nelson Classic
TPC at PGA West La Quinta, CA	Pete Dye		The Skins Game



FUTURE TPCs (Announced, Planned and Under Construction)

Club	Architect	Consultant	Hosts
TPC at Snoqualmie Falls King County, WA	Rees Jones	Don January/ Peter Jacobsen	To Be Announced
TPC at Ventura County Simi Valley, CA	To Be Announced	Corey Pavin	To Be Announced
TPC of Michigan Dearborn, MI	Jack Nicklaus		Mazda Senior Tournament Players Championship
TPC at Summerlin Las Vegas, NV	PGA TOUR Design Services, Inc.	Fuzzy Zoeller	Las Vegas Invitational
TPC at Ka'upulehu Kona, HI	Jack Nicklaus		To Be Announced
TPC at Cheval Tampa, FL	PGA TOUR Design Services, Inc.	Chi Chi Rodriguez	GTE Suncoast Classic

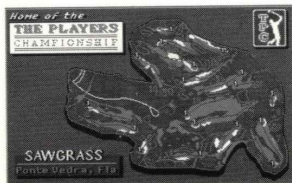
TPC INTERNATIONAL

TPC of Kijima (Japan)	TPC of Batoh (Japan)	TPC of Ichiyama (Japan)
--------------------------	-------------------------	----------------------------

COURSES AND TOURNAMENTS IN PGA TOUR GOLF

Tournament Players Club (TPC) at Sawgrass, Ponte Vedra, Florida

The TPC at Sawgrass was the first Stadium Golf course to be constructed. From the outset it was destined to be a special course. The PGA TOUR, looking for a permanent site for THE PLAYERS CHAMPIONSHIP and wanting to establish a "home club" for the members of the TOUR, saw greatness in the lush tropical setting near Jacksonville, and the TOUR was thrilled. The famous (some say notorious) Pete Dye was chosen as the designer. His mission was to



TPC at Sawgrass



amenities, including a variety of unobstructed views of the golfing action. To say that Dye succeeded admirably is almost an understatement. The nail-biting, pressure-packed precision required by almost every shot is offset perfectly by the spacious serenity of the course. And the fans can see it all!

Three of this TPCs' first nine holes are judged to be among the 100 hardest holes in America. The treacherous 17th green is surrounded by water. Its bold and original design has served as a model and inspiration for many of the new breed of course architects. And when the huge amphitheater circumscribing the 18th green is packed with an appreciative gallery, every TOUR professional wants to play his very best on this final hole.

No detail was overlooked at Sawgrass. The 6,857 yards of the course are beautifully integrated into the natural terrain rather than being imposed on it. The thoughtful combination of water hazards and wide sand bunkers introduces a challenge to every player. Even the extensive practice facilities are beautifully designed.

TPC at Sawgrass is a perfect location for THE PLAYERS CHAMPIONSHIP. Every year the 144 best players in the world pit their skills against the course and golfing fans around the world have been thrilled by the outstanding performance of several PGA TOUR professionals. Among the most memorable feats were Fred Couples' astonishing 64 (8 under) in the first round of the 1984 tournament; Sandy Lyle's exciting playoff victory in 1987; and Mark McCumber's incredible record-setting victory round of 273 in 1988.

TOURNAMENT PLAYERS CHAMPIONSHIP

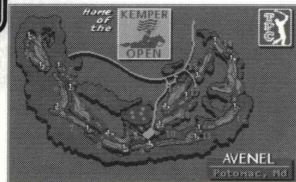
Year	Winner	Score	Location	Par/Yards
1982	Jerry Pate	280	TPC at Sawgrass	72/6857
1983	Hal Sutton	283	TPC at Sawgrass	72/6857
1984	Fred Couples	277	TPC at Sawgrass	72/6857
1985	Calvin Peete	274	TPC at Sawgrass	72/6857
1986	John Mahaffey	275	TPC at Sawgrass	72/6857
1987	Sandy Lyle*	274	TPC at Sawgrass	72/6857

THE PLAYERS CHAMPIONSHIP

1988	Mark McCumber	273	TPC at Sawgrass	72/6857
1989	Tom Kite	279	TPC at Sawgrass	72/6857

* = Playoff

THE PLAYERS CHAMPIONSHIP



TPC at Avenel



Tournament Players Club [TPC] at Avenel, Potomac Maryland

In typical TPC fashion, the layout of the course at Avenel, with its natural amphitheaters and spectator mounds, offers clear views of all the golfing action. Spectators never have to strain to see their favorite pros. Definitely a course for the bold player, Avenel like all great courses, rewards good shots, and penalizes poor ones. The mixed topography of the rolling Maryland countryside requires a player to take a substantial number of risks to master the course.

Avenel was designed by Ed Ault Associates and is the home of the Kemper Open, the oldest continuously corporate-sponsored golf tournament on the PGA TOUR. Kemper National Insurance Companies hosts this great tournament and can rightfully boast about its prestigious list of participants and past champions including golf greats Craig Stadler, Tom Kite, and Arnold Palmer, who won the first Kemper Open in 1969. Since its inception, the tournament has given Kemper the opportunity to donate more than one million dollars to local and national charities.

The course itself is a model of thoroughly diversified design. At almost 7,000 yards in length, the successful player needs to control every club in his bag to score consistently well here. Gorgeous elevated tees, a variety of doglegs, tiered greens, rock runs, and water hazards contribute to the course's exciting character. The scenic and demanding 9th hole is typical of Avenel: It's not long, but features hazards all around the green. The elevated tee complicates the player's perspective. Ponds guard the front and right side of the green; a bunker looms on the left. In short, the course is beautiful but treacherous.

KEMPER OPEN

Year	Winner	Score	Location	Par/Yards
1982	Craig Stadler	275	Congressional CC, Bethesda, MD	72/7173
1983	Fred Couples*	287	Congressional CC, Bethesda, MD	72/7173
1984	Greg Norman	280	Congressional CC, Bethesda, MD	72/7173
1985	Bill Glasson	278	Congressional CC, Bethesda, MD	72/7173
1986	Greg Norman*	277	Congressional CC, Bethesda, MD	72/7173
1987	Tom Kite	270	TPC at Avenel, Potomac, MD	71/6864
1988	Morris Hatalesky	274	TPC at Avenel, Potomac, MD	71/6864
1989	Tom Byrum	268	TPC at Avenel, Potomac, MD	71/6864

* = Playoff



PGA WEST

Stadium Course at La Quinta, California The TPC Stadium Course at La Quinta was conceived and designed by Pete Dye. It is the current site of The Skins Game. With a USGA rating of 77.1, the Stadium Course is unanimously ranked one of the 100 greatest golf courses in the world.

Unarguably a major part of the course's greatness resides in its enormous difficulty. The faint-hearted simply can't play here. Its unique collection of swales, valleys, humps, and mounds give pause to even the most courageous professionals. Numerous intimidating driving holes with greens guarded by cavernous bunkers and merciless water mean that collars can get pretty tight in the closing rounds of a tournament.

The fairways are thin ribbons of undulating turf. Sand, pot hole, and even fairway bunkers make every shot an adventure. The greens, when you can see them, are deep and conspiratorial. Like all great courses, the Stadium Course at PGA West makes you take your best shot every time you step up to the ball. Each shot is make or break. If you try to bail out, you get burned. If you try to lag up to the water when you should be trying to carry over it, trouble is guaranteed.

Each hole carries a descriptive epithet, and the pros know that these are more than nicknames. The 6th hole called AMEN, is on The PGA of America's 18 toughest holes in America. It is in fact held by many to be the toughest hole in existence. The pros are ecstatic when they've finished playing it. The signature bunkers of the San Andreas Fault (16) and Eternity (11) have deprived many golfers of sleep.

All fun aside, the pros and the fans love the TPC Stadium Course at La Quinta. The galleries get superb views of PGA TOUR members, playing a supremely challenging course at the top of their games, executing a magnificent variety of almost impossible shots with the precision and grace that we all love to dream about.

The United States Ryder Cup team is eagerly looking forward to hosting its European competition at PGA West, which has already been selected as the site of 1991 Ryder Cup matches.



PGA West Stadium Course





ARTISTS

Lee Actor and Dennis Koble formed Sterling Silver Software in 1988 to bring together their diverse talents for creating entertainment software. The two have programmed for a wide variety of machines, ranging from coin-operated arcade units to home computers to handheld games. With thirty software titles already to their credit, PGA TOUR Golf pushes the count yet higher.

Lee and Dennis are inveterate golfers, giving local courses the once-over every week or two. They'd like to tell you they're scratch golfers, and they are - as long as they're playing with the pros in PGA TOUR Golf. As for their real golf game? Well, it seems there's so much more they'd rather tell you about the virtues of metal woods.

CREDITS AND ACKNOWLEDGEMENTS FOR PGA TOUR Golf

Software Design: Lee Actor and Dennis Koble

Software Programming: Lee Actor and Dennis Koble

Graphics/Animation: Wilfredo Aguilar

Music/Sound Effects: Nic Tenbroek

Producer: Don Traeger

Associate Producer: Jim Rushing

Assistant Producers: Happy Keller, Jon Horsley

Technical Assistant: Jesse Taylor

Product Manager: Zina Yee

Graphic Arts Director: Nancy Fong

Documentation: R.J. Berg and Eric Lindstrom

Cover Photographer: Jeff McBride/PGA TOUR

Special Thanks to Greg Minjack, Direct Marketing Manager, PGA TOUR Marketing/ Promotions Department, and Rich Adam for his contributions to game design and testing.

TPC, Tournament Players Club, PGA TOUR, THE PLAYERS CHAMPIONSHIP, The Skins Game, Stadium Golf, TPC International, and the Senior PGA TOUR are registered trademarks.



The following player names are used with permission of PGA TOUR:

Paul Azinger	J.C. Snead	Mark O'Meara	Mike Donald
Fuzzy Zoeller	Dan Pohl	Bruce Lietzke	Loren Roberts
Mark McCumber	Tom Purtzer	Larry Mize	Gene Sauers
Tommy Armour III	Kenny Knox	Craig Stadler	David Frost
Joey Sindelar	Jeff Sluman	Fred Couples	Wayne Grady
Jay Haas	Jim Hallet	Clarence Rose	Andrew Magee
Stan Utley	Jim Carter	Larry Rinker	Larry Nelson
Brad Faxon	Billy Andrade	Robert Wrenn	Ian Baker-Finch
Mike Reid	Lon Hinkle	Phil Blackmar	Hale Irwin
Dave Barr	Howard Twitty	Mark Lye	Jim Booros
Dave Rummells	Doug Tewell	Mark Wiebe	Robert Lohr
Peter Jacobsen	Hal Sutton	Ed Fiori	Roger Maltbie
Lance Ten Broeck	Bill Britton	Duffy Waldorf	Don Shirey
Scott Simpson	Steve Jones	Bill Glasson	Bobby Wadkins
Pat McGowan	Ted Schulz	David Ogrin	Don Pooley
Dan Forsman	Rocco Mediate	Mike Hulbert	Mike Sullivan

TECHNICAL SUPPORT

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support
Langley Business Centre, Station Road, Langley,
Berkshire SL3 8YN, England

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having



If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

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

In the United Kingdom, contact: Electronic Arts Limited, P.O. Box 835, Slough SL3 8XU, UK. Phone +44 (753) 46465. In Australia, contact: ECP/EA, 4/18 Lawrence Drive, Nerang, Gold Coast, QLD 4211. Phone: (75) 963-488.

About our company: We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm we think there's a good chance for our success. Products like this are evidence of our intent.

LIMITED WARRANTY

Electronic Arts ("EA") provides to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), the following limited warranties:

Media — EA warrants that, under normal use, the magnetic media and the packaging provided with it are free from defects in materials and workmanship.

Software — EA warrants that the software, as originally purchased, will perform substantially in conformance with the specifications set forth in the packaging and in the user manual.

WARRANTY CLAIMS

To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address, and a statement of the defect. OR send the disk(s) to us at the above address within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address, and a statement of the defect. EA or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

To replace defective media after the 90-day warranty period has expired, send the original disk(s) to the above address. Enclose a statement of the defect, your name, your return address, and a check or money order for \$7.50.

THE FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE SOFTWARE PRODUCT.



Copyright Notice

This program is protected under UK copyright law, and may not be copied, hired or reproduced, or otherwise modified without the consent of the copyright owner.

Warning

It is a criminal offence to sell, hire, offer or expose for sale, or otherwise distribute infringing copies of this computer program and persons found doing so will be prosecuted.

Any information on piracy should be passed to FAST in London,

Tel: 071-240-6756

LIMITATION ON DAMAGES

EA SHALL NOT IN ANY CASE BE LIABLE FOR INCIDENTAL, CONSEQUENTIAL, OR OTHER INDIRECT DAMAGES ARISING FROM ANY CLAIM UNDER THIS AGREEMENT, EVEN IF EA OR ITS AGENTS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

Unless indicated otherwise, all software and documentation is © 1990 Electronic Arts. All Rights Reserved.

IBM is a registered trademark of International Business Machines, Corp.

Tandy is a registered trademark of Tandy Corporation.

AdLib is a trademark of AdLib, Inc.

NOTICE

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THIS PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS UNDER COPYRIGHT. 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 LIMITED, 11/49 STATION ROAD, LANGLEY, BERKS SL3 8YN, ENGLAND. ELECTRONIC ARTS MAKES NO WARRANTIES, CONDITIONS OR REPRESENTATIONS EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS". ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH RESPECT TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. IN NO EVENT SHALL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES.

THESE TERMS AND CONDITIONS DO NOT AFFECT OR PREJUDICE THE STATUTORY RIGHTS OF A PURCHASER IN ANY CASE WHERE A PURCHASER IS A CONSUMER ACQUIRING GOODS OTHERWISE THAN IN THE COURSE OF A BUSINESS.

SOFTWARE © 1990 STERLING SILVER SOFTWARE AND ELECTRONIC ARTS ALL RIGHTS RESERVED.

MANUAL BY R.J. BERG AND ERIC LINDSTROM

© 1990 ELECTRONIC ARTS. ALL RIGHTS RESERVED.



ELECTRONIC ARTS®

Langley Business Centre, Station Road, Langley, Berkshire SL3 8YN, England

E14251 EM