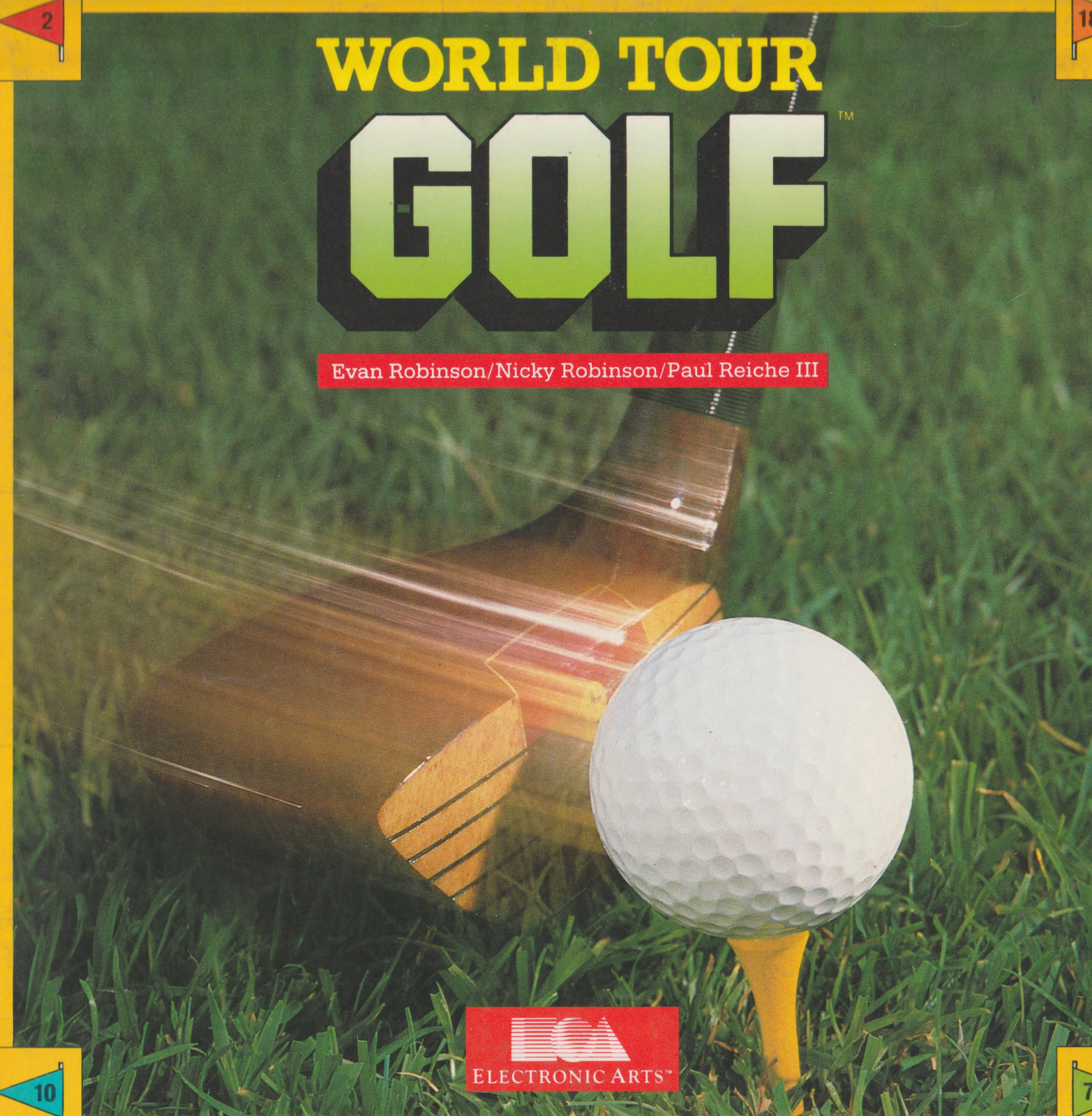


WORLD TOUR GOLF™

Evan Robinson/Nicky Robinson/Paul Reiche III



Golf Wit

"18 holes of match or medal play will teach you more about your foe than will 18 years of dealing with him across a desk."

Grantland Rice, sportswriter.

"I'm one under. One under a tree, one under a rock, one under a bush..."

Gerry Cheevers, NHL goalie, asked how he was faring in a golf tournament.

"Hey, is this room out of bounds?"

Alex Karras, football player, TV personality, to a startled employee after hitting a golf ball through a large plate glass window in the clubhouse.

"It's good sportsmanship to not pick up lost golf balls while they're still rolling."

Mark Twain, writer.

"In golf, when we hit a foul ball, we got to go out and play it."

Sam Snead, professional golfer, on why his sport is more challenging than baseball.

"I'm hitting the woods just great, but I'm having a terrible time getting out of them."

Harry Toscano, professional golfer.

"Golf is not a funeral, though both can be very sad affairs."

Bernard Darwin, English golfer and writer.

"A game in which one endeavors to control a ball with implements ill adapted for the purposes."

Woodrow Wilson, 28th President of the United States.

"If you are going to throw a club, it is important to throw it ahead of you, down the fairway, so you don't waste energy going back to pick it up."

Tommy Bolt, professional golfer.



"Anything I want it to be. For instance, this hole right here is a par 47—and yesterday I birdied the sucker."

Willie Nelson, country singer, asked what par is on a golf course he purchased near Austin, Texas.

"We have 51 courses in Palm Springs. He never decides which course he will play until after his first tee shot."

Bob Hope, comedian, on former U.S. President Gerald Ford.

Game Concept, Design & Programming: Evan Robinson, Nicky Robinson, Paul Reiche III
Graphics Routines: Dan Silva
Original Music: Tommy Dunbar
Sound Effects and Aural Programming: Dave Warhol
Producer: Don L. Daglow
Assistant Producer: Dave Koch
Technical Directors: Jeff Johannigman & Dan Silva
Testing Coordinator: Roland Kippenhan III
Product Manager: Don Traeger
Art Director: Nancy L. Fong
Package Design: Michael LaBash
Package Photography: Steven Unze



After spending more than a year creating World Tour Golf, Paul Reiche III, and Nicky and Evan Robinson became perhaps a trifle abnormal in their attitudes towards the game (as evidence, the photo above).

Lately, our conquering heroes have been found at various public places exhibiting rather odd golf-like behavior. We're sorry to report that Evan was recently apprehended impaling innocent lawns with small wooden flags, while Nicky has been seen roaming the country side in search of small dimpled spheroids. Meanwhile, Paul spends his time raking sand at a nearby beach, chasing off anyone who tries to walk by with bombastic shouts of "Fore!"

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 success.

Our products, like this game, are evidence of our intent.

If you'd like a product brochure, send \$0.50 and a self-addressed, stamped #10 envelope to:

Electronic Arts,
1820 Gateway Drive,
San Mateo, CA 94404.
Attention: Product Catalog.

Software design © 1986
by Paul Reiche, III,
Evan Robinson and Nicky Robinson.
Package design © 1986 by
Electronic Arts. All rights reserved.
Simultaneously published in
Canada and the U.S.A.



"Catch 'Ya On the Back Nine"

Imagine, playing golf on more than 12 of the world's greatest courses, all on the same day. Start in Scotland, on the challenging links of St. Andrews. Next, how about Georgia, and the lush greens of Augusta? End your day on the shores of the Pacific Ocean, at beautiful Pebble Beach. And, when you've mastered the world's best, no problem, simply design your own "soon-to-be" classics.

The left half of the screen displays a bird's eye view of the entire hole.

Use the cursor to aim your shot. The automatic "range finder" lets you instantly check club distance.



Course and player updates give you information about the current hole. Check such factors as wind conditions, lie of the ball, yards to the pin and current score.

Golfer's eye-view display shows a realistic first-person view of all terrain and hazards.

The power meter lets you adjust backswing, down-swing and moment of impact, then watch the action.

Real Golf Action

Random conditions such as wind, green dampness and pin placement ensure a "new" game every time.

Use match or stroke play.

Scorecards keep your net and handicap scores.

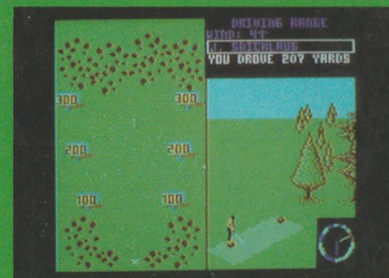
Use actual golf characteristics or one's you wish you had.

Set handicap, strength levels, accuracy levels, ability to play bad lies, and hook or slice tendencies.



Become a Master Course Architect

An easy-to-use construction set lets you *quickly* modify existing courses or make your own courses from scratch. Place objects like hills, bunkers, trees, and water hazards. Set hole pars, distances to the green, green slopes and background skylines.



Visit the Driving Range

Hone your skills on or off the course. Practice your play on any existing hole. Visit the built-in driving range and practice distance and accuracy with any club. Or, work on your short game at the putting green.



ELECTRONIC ARTS™

Screenshots represent Commodore 64 version only. Other versions may vary.

Commodore is a registered trademark of Commodore Electronics, Ltd.

Electronic Arts provides a limited, ninety-day warranty on the recording media. See limited warranty statement enclosed.

The warranty does not apply to the software programs themselves, which are provided AS IS. Made in the U.S.A.