

World Tour Golf

Commodore 64/128

GETTING STARTED

Remove all cartridges (see NOTE below), plug your joystick into port 2 and turn on the disk drive. Next turn on the computer and the monitor. Insert Side 1 of your *World Tour Golf* disk in the drive and type, LOAD "EA",8,1 and press RETURN.

NOTE: The *World Tour Golf* disk contains a new fastloader which is incompatible with fastload cartridges. Please be sure to remove any such cartridges or the program will not load.

After a few moments, the Electronic Arts logo appears followed by the title screen. When the music starts and the disk drive light goes off, press any key to begin the game.

Note that when moving between Play and Construction, the program pauses to load additional information. The disk must be on Side 1 to load this information.

GOLF COURSES

The following page lists all the golf courses included on the *World Tour Golf* disk. The left column shows the file names as they appear on the disk, and the right columns show the course names and their locations if applicable. All of the courses are on Side 2 of the *World Tour Golf* disk. For your convenience, a select group of these courses are also included on Side 1. To load a course that appears only on Side 2, select "Load a Course", then select "Change Disk." At this point, flip your disk over and press the joystick button. To select a course, move your joystick to the left, and an arrow appears next to the list of courses. Simply move the arrow to the course you want and press the joystick button.



ELECTRONIC ARTS

FILE NAME

Pebble Beach
Augusta
Champions
CypressPoint
Hirono
Incline
IndianValley
Montreal
Kiahuna
National
Oakmont
Olympic
Princeville
Andrews
St. George's
Seminole
Shinnecock
Winged Foot
EA Champion
Davy Jones
Executive
Fantasy
Goofy
Nasty 9
Par 3

COURSE NAME

Pebble Beach
Augusta
Champions Golf Club
Cypress Point
Hirono
Incline Village
Indian Valley
Royal Montreal
Kiahuna
National Course of America
Oakmont
The Olympic
Princeville
St. Andrews
St. George's
Seminole
Shinnecock Hills
Winged Foot
EA Champion
Davy Jones
Executive
Fantasy
Goofy
Nasty 9
Par 3

LOCATION

Pebble Beach, California.
Augusta, Georgia
Houston, Texas
Pebble Beach, California.
Kobe, Japan
Lake Tahoe, Nevada
Novato, California.
Montreal, Canada
Hawaii, Hawaii
New York, New York
Oakmont, Pennsylvania
San Francisco, California
Kauai, Hawaii
Fife, Scotland
Sandwich, Kent, England
Palm Beach, Florida.
Shinnecock, New York
Mamaroneck, New York
Golf's Greatest Holes
Fictional
Fictional
Fictional
Fictional
Fictional

GAME PLAY KEYBOARD COMMANDS

You can use either a joystick or the keyboard to play *World Tour Golf*. The keys you can use during game play are described below:

KEY

↑ (by RESTORE)

↑ ↓

← →

Ø or T

1

2

3

4

5

G

S

Return

FUNCTION

Exits from any part of the program by backing up one menu at a time. This key functions as the ESC key.

Moves the highlight bar up and down through the menu selections and selects a specific club before stroke.

Moves between columns in the menus, and adjusts your aim while playing the hole.

Taps the ball 4 feet. This command can only be used while putting on the green.

Hits or putts at 20% relative strength.

Hits or putts at 40% relative strength.

Hits or putts at 60% relative strength.

Hits or putts at 80% relative strength.

Hits or putts at 100% relative strength.

"Gimme" (Sinks a putt of less than 3 feet).

Lets you view your scorecard. Press any key to return to your game.

Acts as the joystick button.

CONSTRUCTION SET KEYBOARD COMMANDS

The *World Tour Golf* construction set contains its own set of keyboard commands that help speed your golf course design. While in "Draw Terrain", you can use the following keys:

KEY	FUNCTION
F1 or G	Changes the selected terrain to grass.
F3 or W	Changes the selected terrain to water.
F5/F6 or R	Changes the selected terrain to rough.
F7/F8 or P	Lets you preview the hole. This option toggles on and off.
F	Fills an enclosed area with the selected terrain. This option does not work with draw lock on.
U	Undoes the last command. You can Undo an Undo to restore the last command.
D	Toggles draw lock on and off. Draw lock lets you drop a continuous series of tiles to outline terrain features.
Shift-U	Moves the entire hole up.
Shift-D	Moves the entire hole down.
Shift-L	Moves the entire hole to the left.
Shift-R	Moves the entire hole to the right.

With the exception of Undo (U), these commands function only while working on the left (hole) half of the screen.

The "Finish Hole" mode also includes additional special keyboard commands.

KEY	FUNCTION
T	Displays the distance from arrow to tee.
G	Displays the distance from arrow to green.
Y	Draws an arc 150 yards from the green to assist in placement of yardage markers.
D	Draws an arc representing the driver's maximum range from the tee.
F1 or F	Flips an object.
F3 or L	Places a duplicate of the last selected object on the hole.
F5, 7, or 8	Rotates through different types of objects.
F7, 9, or Ø	Rotates through objects of the current type.
Del	Deletes an object.

With the exception of Flip (F1 or F), these commands function only while working on the left (hole) half of the screen.

NOTE: If you design a fairway with a dogleg (bend), you will get a more accurate yardage reading (and hence par value) if you place a par marker at the center of the dogleg. To place a par marker, select Object #11 from the Other category under Place Objects.

SAVING COURSES

Before you save a course, you must use *World Tour Golf* to format a blank disk. Select "Format Disk" from the Save Menu and follow the on-screen prompts. After the disk is formatted, put Side 1 of *World Tour Golf* in the disk drive and press the joystick button. Course names can be up to 12 characters long and you can save 25 courses on one disk.

C64 NOTES

The C64 version of *World Tour Golf* does not support the following functions: Scorecard printing; Robot players; Custom Screen Colors; Drive Tendency and Recovery Skill (See "The Player Attributes Menu", pg. 14 of the manual)