

"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.

REAL GOLF ACTION



DRIVING RANGE



COURSE ARCHITECT

TYPICAL HOLE



...The best of the lot.
Computer
Entertainer

MADE IN ENGLAND
E00642E1



ELECTRONIC ARTS

12

C64/128

WORLD TOUR GOLF

C64/128



WORLD TOUR GOLF

Software
Classics



Nicky Robinson
Paul Reiche III
Evan Robinson

ELECTRONIC ARTS

2 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 ones you wish you had. Set handicap, strength levels, accuracy levels, ability to play bad lies, and hook or slice tendencies.

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, downswing and moment of impact, then watch the action.

"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.

"Golf is not a funeral, though both can be very sad affairs." Bernard Darwin, English golfer and writer.



"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.

"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.



"Anything I want it to be. For instance, this hole right here is a par 4 - and yesterday I birdied the sucker." Willie Nelson, country singer, asked what par is on a golf course he purchased near Austin, Texas.

"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.

"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.



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!"

ELECTRONIC ARTS
Home Computer Software

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 one, are evidence of our intent. If you'd like a product brochure, send a stamped SAE to: Electronic Arts, 1149 Station Road, Langley, Slough, Berks, England.

Game Concept, Design & Programming: Evan Robinson, Nicky Robinson
and Paul Reiche III.
Graphics Routines: Dan Silva.
Original Music: Tommy Dunbar.
Sound Effects and Aural Programming: Dave Warhol.
Producer: David Grady
European Package Design: Grapplegroup Ltd.
Package Photography: Steven Unze.

Software design © 1986 by Paul Reiche, III, Evan Robinson and Nicky
Robinson. Package design © 1987, 1988 by Electronic Arts. All rights
reserved. C64 is a registered trademark of Commodore Electronics Ltd.

Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software
product that the recording media on which the software programs are
recorded will be free from defects in materials and workmanship for 90 days
from the date of purchase. During such period defective media will be
replaced if the original product is returned to Electronic Arts at the address
below, together with a proof of purchase, a statement describing the defects,
and your return address.

This warranty does not apply to the software programs themselves, which
are provided "as is", nor does it apply to media which has been subject to
misuse, damage or excessive wear.

This warranty is in addition to, and does not affect your statutory rights in any
way.

Media Replacement

Electronic Arts will replace user damaged media if the original media is
returned with a Eurocheque payable to Electronic Arts Ltd. for £5.75 (inc.
VAT) for disk or £3.45 (inc. VAT) for cassette.

Electronic Arts Ltd., 11/49 Station Road, Langley, Berks SL3 8YN, England.