

WORLD TOUR
GOLF™

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CHAMPIONS

GETTING STARTED ON THE IBM

For your convenience, *World Tour Golf* on the IBM is not copy-protected. So, you can make *one* backup copy for your own use or install the program on your hard disk. Please show us that copy protection is unnecessary by refusing to give away copies of this product. To make a backup of your *World Tour Golf* disk, see the DISKCOPY command in your DOS manual for details.

To install *World Tour Golf* on a hard disk, create a directory (e.g., MKDIR \WTG). Change to that directory (CD \WTG). Insert your game disk in Drive A. Type A:INSTALL and press Enter to run the hard disk installation program. Then follow the onscreen instructions to load the game.

To start play on the IBM, boot your computer with DOS, then remove the DOS disk and insert your *World Tour Golf* disk into drive A. Type GOLF and press Enter. When requested, type the name of the hole that appears onscreen (you'll find it in the pages of your manual), and press Enter. If you fail to type in the correct course name (and press Enter) when prompted, you will be put into Demonstration mode. Demonstration mode allows you to play just 2 holes of any course you select; and you cannot save holes or courses you've built in Construction. When you enter the correct course name, the title screen appears. Press any key to go to the Activity menu.

To play *World Tour Golf* on the IBM, you may use either the keyboard or a joystick. If you're playing on a keyboard, use the up/down arrow keys to highlight an item, followed by Enter to select, or to specify a club during play. Use the left/right arrow keys to change columns, as well as to adjust your aim before each stroke. Joystick users, move the joystick forward to move up a menu, and push it back to go down a menu. Hit button 1 to select; use button 2 as a spacebar equivalent at the Play Golf screen. If you wish to return to a previous menu screen, select the appropriate item or press the Esc key. **Note:** *World Tour Golf* does not support the IBM AT joystick.

Three special keyboard commands exist for the IBM version of *World Tour Golf*:

KEY	FUNCTION
Ctrl-K	Turns off joystick.
Ctrl-J	Resets joystick for use (center it before use).
Ctrl-V	Toggles sound on/off.

Graphics Display and Memory on the IBM

Some graphics boards may require that you type one of these alternate commands instead of "Golf" when starting the game:

COMMAND	GRAPHICS	DEFAULT	HARDWARE OTHER HARDWARE
GOLF /C	4 color	CGA	EGA, Tandy
GOLF /T4	4 color selectable	EGA (color), Tandy (256K)	TandySX
GOLF /T	16 color	Tandy (384K)	---
GOLF /H	Hercules Monochrome	Mono monitor (no EGA)	---
GOLF /EM	EGA Monochrome	EGA with mono monitor	---

Note: *4 color selectable* is a four color mode in which you can adjust three of the the default colors (black, green, lt. blue, brown). Adjust the colors by simultaneously pressing the Alt key and 1, 2, or 3.

Note: Make sure the NUMLOCK key is off, or the keypad arrows may not function correctly.

GETTING STARTED ON THE COMMODORE 64/128

Remove all cartridges and unplug your printer, second disk drive, or modem, if you have one (*World Tour Golf* uses a new fastloader that may not load the program properly with any of these connected to your system). Plug your joystick into port 2, then turn on the disk drive, monitor and computer. Insert Side 1 of the *World Tour Golf* disk in your drive and type LOAD "EA",8,1. Press Return. The Electronic Arts logo appears, followed by the game's title screen. When the music starts and the disk drive light goes off, hit the joystick button to go to the Activity menu.

You may use either a joystick or a keyboard to play *World Tour Golf*. If you're using a joystick, push the stick forward to travel up a menu, and pull it back to go down a menu. Once you've highlighted an item, press the joystick button to select. To change columns using the joystick, push it to the left or right. If you're using the keyboard to play, use the up/down cursor key to highlight an item, and press Return to select. Use the left/right cursor key to change columns. The up/down cursor key also changes club selection during play, while the left/right key adjusts your aim before each shot.

To return to a previous menu screen, select the appropriate item or press the Up arrow next to Restore.

Note: When moving between Play and Construction, the program pauses to load additional information. Side 1 of the disk is required to load this information.

GETTING STARTED ON THE APPLE IIGS

Apple IIGS owners should make a backup copy of the *World Tour Golf* program for their convenience; see "Making a Backup Copy" in your IIGS Owner's Guide for instructions on copying your disk.

To get started on the Apple IIGS, make sure your system speed on the control panel is set to "fast." Insert your game disk into the start-up drive; then turn on the monitor and computer. At the desktop menu, double-click on GOLF; when the single hole appears onscreen, look for the matching illustration in the manual and type in the name of the course (if you press Return without typing the name in, or if you type in an incorrect response, you will get Demonstration mode. In Demonstration mode, you may play only 2 holes for each course you choose — and you may not save holes or courses built in construction mode). Press Return and the title screen appears; click the mouse anywhere on the screen to exit to the Activity Menu.

Note: The Apple IIGS version of *World Tour Golf* is played with a mouse. Use it to make menu selections, as well as to play golf and construct holes and courses. Just move the pointer to the appropriate spot and click.

To return to a previous menu screen, you can either select the appropriate item or press the Esc key.

GETTING STARTED ON THE AMIGA

Amiga owners should make a backup copy of their *World Tour Golf* program for their convenience. See "Using the Workbench" in your Introduction to Amiga for instructions on how to copy your disk. To get started on the Amiga, turn on your monitor and computer (Amiga 1000 users only, insert Kickstart 1.2 into the internal drive). When prompted by the Workbench request, insert your *World Tour Golf* disk (do not boot with Workbench, or the game won't run properly when you start it). In a few moments, you'll see the Workbench screen. Double-click on the World Tour Golf disk icon to open it. Next, double-click on the Golf icon (golf club and ball) and the title screen appears. Press the left mouse button to continue. When the sample golf hole appears onscreen, look for the matching illustration in the manual, then type in the name of the course. Press Return to go to the Activity menu. If you press Return without entering the correct course name, you'll go to Demonstration mode. In Demonstration mode, you can play only 2 holes on each course; in addition, you cannot save holes or courses you've built during construction.

Note: You play *World Tour Golf* Amiga with the mouse; use the mouse to make menu selections, as well as to play golf and construct holes and courses. Just move the pointer to the appropriate spot and click. Press the *left* mouse button to select and swing, and the *right* mouse button as a spacebar equivalent at the Play Golf screen.

If you wish to return to a previous menu, select the appropriate item. Press the Esc key when at a non-menu screen.

PLAYING GOLF

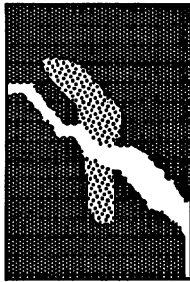
The Activity menu is the nerve center of *World Tour Golf*. From the Activity menu, you can access other menu screens. Once at a menu screen, you can always return to the central Activity menu. First, let's take a quick tour of the course at Pebble Beach. **Note:** You have a wide range of championship courses from which to choose when playing *World Tour Golf*. When you load a course, the names of the available sites appear onscreen. The file names for these courses are shorter than the actual names, in some cases.

To get to the first tee at Pebble, select Play from the Activity menu, then select Accept Options (a single golfer plays stroke play). At the Show Players Menu, select Accept Players; you've just designated Jack Snicklaus as your golfer. Next, at the Load a Course and Play menu, select "Load...", then select and load Pebble Beach. A message describing course conditions appears; press the Button to see the scoreboard. Course and player information is listed. You're ready to play golf! If you want to change the course, number of players or type of play, you'll be able to do so later. For now, take a round at Pebble.

Note: Throughout the manual, we refer to pressing button 1 on a joystick (the only button on some joysticks), pressing the Return key (the Enter key on the IBM), clicking the mouse on an Apple IIGS, and clicking the left mouse button on an Amiga as pressing the "Button."

Play Golf!

Now, press the Button to go to the first tee (see Figure 1). The left half of the screen shows a bird's eye view of the hole, while the right half displays a golfer's view of the hole, plus important game information. The golfer is on the tee, lined up over the ball. A driver is pre-selected for you. Rough surrounds the fairway; you'll also see water, sand hazards, and trees on most holes.



KIAHUNA

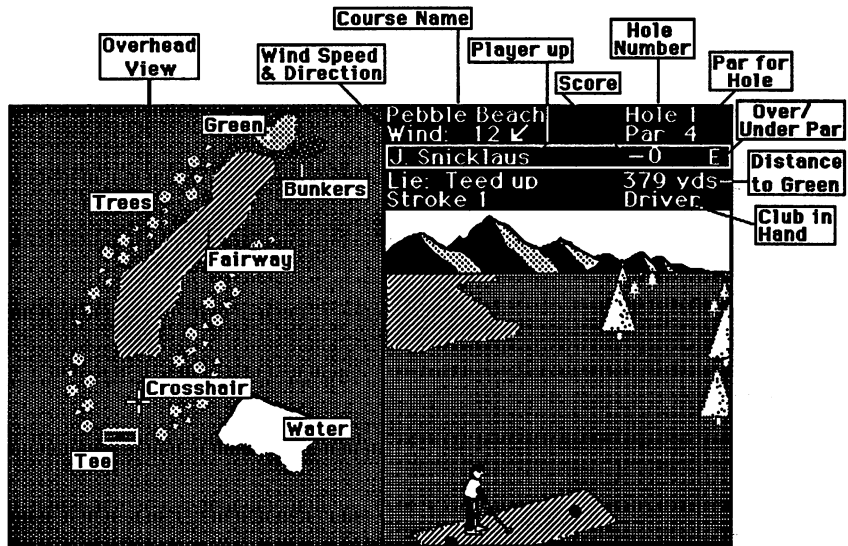


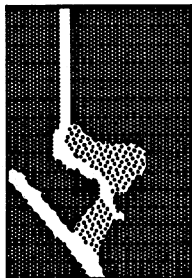
Figure 1: Play Golf Screen (IBM Version)

Club Selection

Before you hit the ball, be sure you are using the right club. You have fourteen to choose from:

- *Three Woods* (A Driver, a 3-Wood and a 4-Wood)
- *Ten Irons* (2 through 9-Iron, Wedge and Sand Wedge)
- *One Putter*

Golf clubs are numbered according to their length and the maximum distance they can hit the ball when the golfer swings perfectly. The lower the number, the farther the club should hit the ball. Though woods and irons may have the same number, woods are more powerful clubs. Here are the maximum ranges for each club:



AUGUSTA

Club	Max Range
Driver	240 Yards
3 Wood	220 Yards
4 Wood	210 Yards
2 Iron.....	195 Yards
3 Iron.....	185 Yards
4 Iron.....	175 Yards
5 Iron.....	165 Yards

Club	Max Range
6 Iron.....	155 Yards
7 Iron.....	145 Yards
8 Iron.....	135 Yards
9 Iron.....	125 Yards
Wedge.....	100 Yards
S. Wedge.....	75 Yards
Putter.....	45 Yards

At the beginning of each hole, you are automatically assigned your Driver. On Par 3 holes, or on holes with obstacles near the tee, you may want to use a club with a shorter range. On your second shot, select a club by pressing the up and down arrow keys on the keyboard, or by moving your joystick. On the Apple IIGS and Amiga versions, just click on the up or down club selection arrows. The name of the chosen club appears below the yardage showing distance to the green. To view the range of a particular club, press the Spacebar and an arc appears showing the distance a well-hit ball would travel on a windless day. When selecting a club, remember that higher-numbered clubs will lift the ball higher in the air and a shorter distance than a lower-numbered club. If you need to hit the ball over a hill or tree, use a club with a high loft (a 9-Iron or Wedge, for example).

Aiming Your Shot

On the left-hand side of the screen, a crosshair indicates the direction your shot is currently aimed. *World Tour Golf* automatically positions the crosshair on a straight line between the ball and the hole. At times, though, you won't want to hit your ball straight towards the hole. To adjust your aim, press the left and right arrow keys, or move the joystick to the right or left. On the Apple IIGS and Amiga versions, use the mouse to click on the spot on the overhead view window where you want to target your shot. The point of view window will change to show your new target direction. Always factor the wind direction and speed into your adjustment. If the wind is blowing more than 2 or 3 miles per hour, you may need to aim into the wind to compensate. Note: Some holes may be displayed in the overhead view with the tee at the top. The wind direction is relative to the overhead view — not to the point-of-view window.



MONTREAL

Note: To bypass the steps described above, use the number keys 1-5 on the top of the keyboard to hit perfectly straight shots of varying strength. See the **Game Play Keyboard Commands** for further instructions on how to use these keys.

Hazards

The following hazards are encountered in any game of golf:

Trees: These are found on most every hole. When your ball hits a tree, it may bounce off the trunk or branches in any direction. To get out from the trees, loft over them with a high-loft club, or slap under them with a club having little loft. You can also hook or slice the ball around a tree.

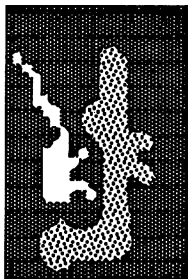
Hills: If your ball hits a hill, it will bounce off. If there is a hill directly in front of you, try to hit over or around it just as you would a tree.

Water: A ball hit into a lake or a stream is lost. A new ball is automatically placed immediately behind the offending hazard, and you receive one penalty stroke.

Bad Lies: The *lie* of a ball is the quality of the ground where it rests. The type of lie you have is shown in the upper right-hand area of the screen. A good lie means that the ball is resting lightly on the grass, with no obstacles around it. If the ball is in the rough, on hard earth, or in the mud, you face an undesirable lie. Your lie affects your club selection; your shots won't go as far when you hit from poorer lies. The following table shows the longest club you can use for each type of ball without a *high probability* of flubbing your shot:

Lie	Maximum Safe Club
Perfect	3 Wood
Fair	2 Iron
Poor	5 Iron
Rotten	8 Iron
Sand	9 Iron
Plugged	Sand Wedge

Bunkers: *Bunkers* (also called sand traps) typically border putting greens or line fairways. You'll usually get a *Sand* lie when you hit the ball into a bunker. Sometimes, you'll be faced with a *Plugged* lie. Then, your ball is buried deep in the sand, and a Sand Wedge is your best tool for escape.



PRINCEVILLE

Out of Bounds: A ball is out of bounds if it leaves the edge of the playing area. You're penalized a stroke and must hit again from your previous position.

Chipping

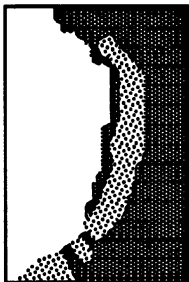
A chip is a shot hit from a position close to the green with less than full strength. When chipping, you'll generally use your Wedge. If you are very close to the green, you may want to use your Putter.

Putting

When you are on the green, the left half of the screen becomes a bird's-eye-view of the green, showing your ball's position relative to the hole. Don't worry about club selection; the game automatically puts the putter in your hands.

When putting, calculate the effect of the green's slope (if there is one) on your put. A symbol on the green reveals the severity of the slope. A brace (}) indicates a slight slope; arrows of increasing sharpness indicate moderate and severe slopes. The pointing arrow shows you the direction that the green slopes — the direction the ball will curve when putted. Place the crosshair to compensate for green slope. A flat green has no symbols on it, and requires no compensation in your aim. The *speed of the green* also affects your putting. A wet green is slow, while a dry green is fast. On a slow green, expect your putts to go only 2/3 as far as they normally would. On a fast green, they will go 30% farther. In a single session on one course, all greens have the same speed. Wind has no effect on putting.

Putting is slightly different from other shots because you only press the Button three times. The first press brings up the swing meter, the second starts your backswing, and the third determines the strength of the shot. The distance between the ball and the crosshair on the green is seven feet.



PEBBLE BEACH

Use the 0 to 5 keys (see **Game Play Keyboard Commands** below) to putt automatically. You can also press T for "Tap" if you are within 4 feet of the hole. This controls the strength of the shot, but still requires you to aim. If you have a very short putt (under 3 feet), and your partners agree that it's a *Gimme* (a shot so easy no one could miss), press G and the putt drops automatically into the hole.

Scoring

Once your ball is sunk, the result appears in the upper right-hand area of the screen.

- **Albatross** is three under par.
- **Eagle** is two under par.
- **Birdie** is one under par.
- **Par** means you have completed the hole in the allotted number of shots.
- **Bogie** is one over par.
- **Double Bogie** is two over par.
- **Other** indicates that you failed to achieve a double bogie.

After you have completed a hole, you return to the scorecard screen. Press the Button to go to the next hole.

GAME PLAY KEYBOARD COMMANDS

Here are some crucial keyboard commands which apply to game play on all versions of *World Tour Golf*:

KEY	FUNCTION
0 or T	Putts the ball 4 feet.
1.....	Hits the ball at 20% strength or putts 15 feet.
2.....	Hits the ball at 40% strength or putts 30 feet.
3.....	Hits the ball at 60% strength or putts 45 feet.
4.....	Hits the ball at 80% strength or putts 60 feet.
5.....	Hits the ball at 100% strength or putts 75 feet.
G	"Gimme." Automatically sinks a putt under 3 feet.
S	Displays current scorecard.
Spacebar	Shows maximum range for club selected.

CUSTOMIZING YOUR GAME

Now that you have a feel for golf, it's time to get acquainted with some of the ways you can customize the game.

Using the Menus

To select from a menu on the IBM or C64/128 versions, use the arrow keys or the joystick to move the highlight up and down or right and left, then press the Button. To select on the

Apple IIGS and Amiga versions, move the pointer to the appropriate location, then click the mouse button. The box at lower-screen right describes each item as it is highlighted (except on the Amiga version). To return to a previous menu, select the appropriate menu item or press the Esc key.* On the C64 version, use the Up Arrow key (near Restore) as a replacement for the Esc key.

*On the Amiga version, the Esc key works only on *non-menu* screens.



NATIONAL

In some cases, you must type in a command from the keyboard. There is a default selection in the box at lower-screen right. Accept the default by pressing Return, or type in an alternative. The Backspace key removes the typing, if you make an error. Press the Return key when you are finished. To back out, hit Esc.

The Activity Menu

From the Activity menu, you can choose to Play, Practice or Construct a Golf course. To quit the game on the IBM and Apple IIGS versions, choose "Title Screen" and then press the Q key. On the Amiga version, select "Quit Game" from the Activity menu, and on the C64/128, simply turn off your machine.

The Play Options Menu

of Players allows you to play with up to four people. **Type of Play** includes Stroke Play (1-4 players) or Match Play (two or four players). In Stroke Play, the player with the lowest score after 18 holes is the winner. In Match Play, you compete for each hole. **Robot Players** allows you to assign a computer opponent to one or more of the player positions (IBM version only). Selecting **Accept Options** confirms the present play option choices and sends you on to the Show Players Menu.

The Show Players Menu

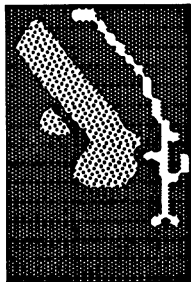
On the left side of the screen, you see Player Information. You either accept the player listed by selecting **Accept Players**, or change player information by selecting **Change Players**. You can reset his handicap and attributes, then go on to play.

The Edit Players Menu

From this menu you can change the players' names, handicap or attributes (a player's name can be a maximum of 12 letters long). A player's handicap is subtracted from his total strokes to arrive at his net score. Use this feature to balance players of different abilities. Player's attributes distinguish one golfer from another. If you want to change the default values, select **Set Attributes**. This takes you to the Player Attributes menu.

The Player Attributes Menu

You can change a Robot Player's attributes as well as those of a human one. Adjust player attributes as follows:



ST ANDREWS

- **Drive Distance** gauges a player's strength. The average distance a player hits a Driver can be adjusted from 100 to 300 yards. This in turn affects the maximum distance all the other clubs are capable of hitting. The game's default distance is 240 yards.
- **Drive Accuracy** is a percentage (1% to 99%, with a default value of 90%). Accuracy affects your shot consistency as well as the likelihood of flubbing a shot.
- **Drive Tendency** reflects each player's tendency to hook or slice. Drive tendency is set at Straight until you change it (not available on the C64/128 version).
- **Recovery Skill** is a player's ability to get out of bad lies. The better your recovery skill, the better your chance of getting out of a rotten lie without flubbing the shot. A player's recovery skill is set at Fair until you change it (not available on the C64/128 version).

When you have finished, select **Accept Player**. You can now select a course on which to play.

Load a Course and Play

World Tour Golf features twenty or more golf courses from around the world. In this section, we explain how to access the golf courses on the various versions of the game.

On The IBM

The available courses are listed on the left side of the screen; select "Load". The default course is Pebble Beach. To choose a different course, backspace over "Pebble Beach" and type the name as it appears onscreen. Press Enter to load it. To load a course from another disk, use "Change Disk" or "Change Drives" and follow the onscreen prompts. Selecting **Delete** permanently erases a course from disk.

On The Commodore 64/128

All of the courses are found on side 2 of your *World Tour Golf* disk. To load one of these courses, select "Change Disk", then flip your disk over and press the Button. The courses are displayed on the left side of the screen. Note: For your convenience, a select group of courses is included on side 1.

On The Apple IIGS

The courses are contained in the folder named "courses." To open it, select "courses" and click on the "open" button. To load a course from a different disk, use "disk." **Delete** permanently removes a course from the disk.

On The Amiga

The golf courses are found in the drawer named "courses." To load a course from a different disk, use the "df0:", "df1:", or "dh0:" buttons. **Delete** brings up another dialogue box which allows you to remove files from the disk.

PRACTICE, PRACTICE, PRACTICE

To hone your skills, you can practice without actually playing. Select **Practice** from the Activity menu, then choose from three options. **Practice a Hole** lets you play any hole from any course. Select it, choose a player, then load a hole from one of the *World Tour Golf* regulation courses. **Putting Green** lets you practice putting on greens of varying slopes. **Driving Range** lets you hit shots from the tee with any club, and measures the distance of each shot. Note: If you wish to practice a hole you've constructed, you must save the hole as a *course*, not as a single hole.

GOLF COURSE CONSTRUCTION

To build the course of your dreams, select **Construct** from the Activity menu to access the Course Edit menu.

The Course Edit Menu

The left half of the screen shows miniature diagrams of the first nine holes on the course. For now, all of these holes are blank, that is, totally rough with no fairway. The right half of the screen contains the Course Edit functions.



SEMINOLE

- **Load** lets you load an existing course or hole from disk. You can then alter it. This menu also lets you erase the current course. Note: First-time users may want to load and edit a pre-existing course before tackling a blank course. When you load a pre-existing course, its first 9 holes come up onscreen.
- **Save** lets you save either an entire course or a single hole to disk, as well as erase a course. Note: Saving and loading individual holes is the only way to transfer holes between courses.
- **Hole Manager** takes you to a new menu where you can copy, exchange, or move holes around within an existing course.
- **Hole Edit** is where you actually create new holes or customize existing holes.

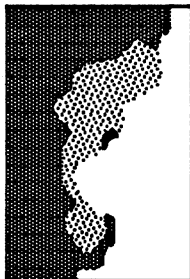
When you select **Hole Edit**, a thick frame appears around the first hole on the left side of the screen (on the IBM version), or around the hole number (on the C64/128 version). Use the cursor keys or joystick to move the frame to the hole you want to create or modify. If you move the frame downward long enough, the back nine holes appear. When you have chosen a hole, press the **Button**. On a blank hole, this takes you to the **Draw Terrain** menu. On a pre-existing hole, this takes you to the **Finish Hole** menu, whose menu options are described below. Note: Press the **Spacebar** to toggle between the right and left halves of the screen. This is also the case on most other construction screens.

When you select **Hole Edit** on the Apple IIGS version, an "Other 9" button appears at lower-screen left. Click on it to toggle between the front and back nines of a course. When the hole you want to edit appears onscreen, click on it to begin editing. The Amiga version has no **Hole Edit** menu item; to edit a hole, simply click on it at the Course Edit menu. To move between the front and back nines, select **See Other Nine** at the Course Edit menu.

The Draw Terrain Menu

There are two steps to constructing a hole. First, use the Draw Terrain menu to lay out the terrain (fairways, rough, and water). When you draw a hole's terrain, you work on the left-hand side of the screen with a block representation of the hole. When you've completed the basic hole layout, place the tee, green, bunkers, trees and other hazards. **Note:** Don't worry about the angular look of the drawing; it emerges smooth and detailed.

Selecting **Draw Terrain** places a thick cursor on the left half of the screen. Grass is pre-selected next to **Change Terrain**. Use the arrow keys (or the mouse on the Apple IIGS) to move the cursor, then press the Button to drop a square "tile" of fairway on the hole. When you have placed as many tiles as you wish, press Esc or the Spacebar to return to the menu. On the Amiga, position the pointer on the desired spot and click to drop a square tile. If you hold the mouse button down, you place a sequence of tiles onscreen. Press the Button repeatedly on **Change Terrain** to change the drawing terrain from grass (fairway) to rough to water, and back to grass again. **Clear Hole** fills the entire hole with the terrain you are using. **Preview Hole** allows you to see the hole after it has been smoothed and detailed. You can enter the Draw Terrain mode while previewing, but the blocky image returns the first time you drop a tile.



CYPRESS POINT

Several keyboard shortcuts are available to make drawing the hole easier. See the **Construction Keyboard Commands** for construction shortcuts.

The Finish Hole Menu

After you have outlined the basic shape of the hole, complete it by placing objects and defining features such as green slope.

Selecting **Finish Hole** from the Draw Terrain menu takes you to the Finish Hole menu. The left half of the screen shows the hole you have just designed. The right half contains the functions you use to transform this hole into one which will rank among golfdom's finest.

Place Objects allows you to place objects (Green, Tee, Bunkers, Trees, etc.) on the hole. **Clear Objects** removes all objects. **Set Features** takes you to the menu you will use to finish the hole. **Draw Terrain** returns you to the Draw Terrain menu, in case you need to make adjustments. **Course Edit** takes you back to the Course Edit menu.

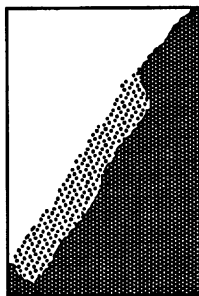
Placing Objects

Selecting **Place Objects** from the Finish Hole menu takes you to the Object Type menu (on the Amiga version, you go directly to the Selecting Object menu, see the **Note to Amiga Users** below). Toggle or point to the type of object you wish to place on the hole and press the Button. Press the left and right arrow keys to reveal the variations for that object type. Press "F" to flip the object horizontally. Press the up arrow key to return to the Object Type menu.

When you have chosen an object to place on the hole, press the Button and that object appears on the left side of the screen. Move the object with the cursor keys or joystick. Press the Button to "drop" the object. Once dropped, an arrow appears that you use to "pick up" and move any object on the hole. To pick the object up, position the arrow over the object and hit the Button. To remove an object, pick it up and press the Spacebar.

Note to Amiga users: Click on the object name, then wait for the object chosen to appear on the green square beneath the object choices. Point to the object with the arrow, click, and drag the selected object to the left side of the screen. Select the desired location on the hole, and click again to deposit the object. To remove an object you've placed, click on it again, and drag it back to the right side of the screen and click the mouse.

You can place up to 50 objects on a single hole, but you cannot overlap them or place more than one tee or green on a hole. Once you have positioned the tee and the green, the program calculates the distance of the hole and its par. If you have created a dogleg hole, place a Par Marker (in the Other category) at the bend of the dogleg to obtain a more accurate distance calculation. A hole is not playable unless both a tee and a green have been placed. (Note: You may notice that the length of the hole varies from time to time as you play — the program periodically adjusts the placement of the pin on the green to make the game a little more challenging.)



ST GEORGES

You can use several keyboard shortcuts when placing objects on a hole. See **Construction Keyboard Commands** for more information.

Setting Features

Choose **Set Features** from the Finish Hole menu to set the hole difficulty and green slope, and put in skyline features.

When you select **Hole Difficulty**, you must rate difficulty on a scale of 1 to 99 (with 99 being the most difficult). The program automatically assigns handicaps to each hole based on the relative difficulty ratings you have designated. A hole's handicap is a measure of its difficulty relative to other holes on the course. The most difficult hole on the course receives a handicap rating of 1.

Green Slope lets you set the direction and severity of the green's slope. **Skyline** lets you drop hills, etc. into the background. **Exit** takes you back to the Finish Hole menu.

Saving a Hole or Course

World Tour Golf lets you save a completed hole or course from the Save menu. Make sure you have a formatted disk available before you begin. Return to the Course Edit menu and select **Save**. Course Edit returns you to the Course Edit menu.

Note to Commodore 64/128 users: Before you save a course, you must use your *World Tour Golf* disk to format a blank disk. Select "Format Disk" from the Save menu and follow the onscreen prompts. After the disk is formatted, place side 1 of your program disk in

the drive and press the Button. Course names may be as long as 12 characters; you can save up to 25 courses on a disk.

Quick Save

Save a course under its current name from any of the main construction menus (**Draw Terrain, Finish Hole, Course Edit**) by pressing S (IBM and C64/128 versions only). Use the Save Menu to save a course under a different name.

CONSTRUCTION KEYBOARD COMMANDS

While in "Draw Terrain," you can use the following keys:

KEY	FUNCTION
G	Changes selected terrain to grass.
W	Changes selected terrain to water
R	Changes selected terrain to rough
P	Lets you preview hole; toggles on/off
F	Fills enclosed area with selected terrain. Works only with draw lock off.
U	Undoes last command. Press twice to restore last command
D	Toggles draw lock on/off. Lets you drop series of tiles to outline terrain features.(IBM, C64/128 only)

Ctrl-PgUp Moves entire hole up.(IBM)

Shift-U Moves entire hole up.(C64/128)

Ctrl-PgDown Moves entire hole down.(IBM)

Shift-D Moves entire hole down.(C64/128)

Ctrl-Left Arrow .. Moves entire hole to the left.(IBM)

Shift-L Moves entire hole to the left.(C64/128)

Ctrl-Right Arrow Moves entire hole to the right.(IBM)

Shift-R Moves entire hole to the right.(C64/128)

Place Objects/Selecting Objects Menus — Special Keyboard Commands

KEY	FUNCTION
T	Displays distance from arrow to tee.
G	Displays distance from arrow to green.
Y	Draws arc 150 yards from green to assist in placement of yard markers.
D	Draws arc representing driver's maximum range from tee.
F	Flips an object.
L	Places duplicate of last selected object on the hole.
7 or 8	Rotates through different objects — trees, bunkers and other.
9 or 0	Rotates through objects of current type.
Del	Deletes an object (except on Apple IIGS).

MEET THE ARTISTS

Evan and Nicky Robinson's interest in golf parallels the evolution of *World Tour Golf*. Once they took a few lessons, the Robinsons became hooked on the game, and now play whenever they can. Before discovering the joys of the sporting life, they worked on games like *Mail Order Monsters*, created with fellow WTG artist Paul Reiche III. Paul, a native Nebraskan, has worked on a number of games (*Archon*, *ArchonII: Adept*, and *Murder on the Zinderneuf* are three); he's also ventured into computer graphics consulting for ad agencies — and piano moving.

The artists would like to express their thanks to their family and friends, to the good people at Electronic Arts, and to Ron Hoyt of the Indian Valley Golf Course for showing them that hitting out of the rough can be fun.

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