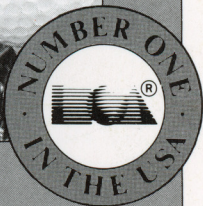
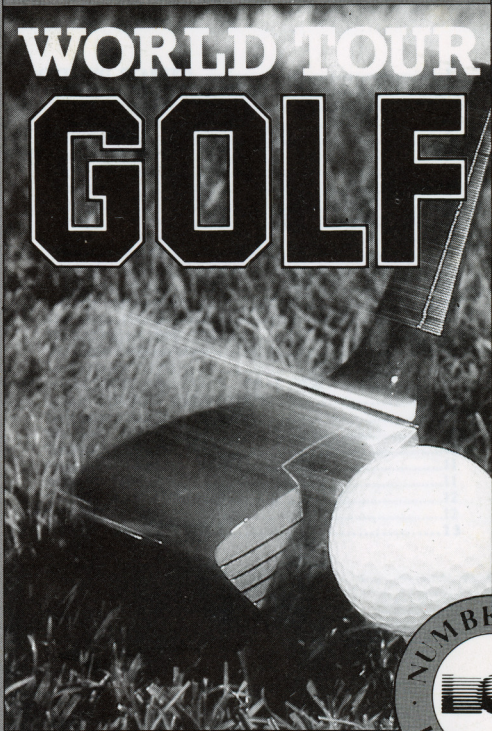


MANUAL WORLD TOUR GOLF



ELECTRONIC ARTS™

I. GETTING STARTED.....	1
II. PLAYING GOLF.....	1
The Quick Way to Play.....	1
Play Golf!.....	2
Club Selection.....	3
Aiming Your Shot.....	3
Hitting the Ball.....	3
Hazards.....	5
Chipping.....	6
Putting.....	6
Scoring.....	7
III. CUSTOMIZING YOUR GAME.....	7
Using the Menus.....	8
The Activity Menu.....	8
The Play Options Menu.....	8
The Show Players Menu.....	8
The Edit Players Menu.....	8
The Player Attributes Menu.....	9
Load a Course and Play.....	9
IV. PRACTICE, PRACTICE, PRACTICE.....	9
V. GOLF COURSE CONSTRUCTION.....	9
The Course Edit Menu.....	9
The Draw Terrain Menu.....	10
The Finish Hole Menu.....	10
Placing Objects.....	11
Setting Features.....	11
Saving a Hole or Course.....	12
Quick Save.....	12
VI. MEET THE ARTISTS.....	13

PLAY GOLF

Pressing any key puts you on the first tee (see Figure 1). The left half of the screen shows a bird's-eye view of the hole. You will hit your first shot from the tee. Aim down the fairway to the green. The terrain which surrounds the fairway and green is the rough, where you'd rather not hit your ball, if you can possibly help it. The right half of the screen displays a golfer's eye-view of the hole and gives you important game information.



CHAMPIONS

I. GETTING STARTED

World Tour Golf comes with a full set of clubs and an unlimited supply of golf balls and tees, so you don't need any of these. What you *do* need is your trusty computer, its keyboard, and a joystick or mouse.

See your Command Summary Card for instructions on booting *World Tour Golf*. Look there also for any keystroke commands unique to your computer. On all machines, the keyboard equivalent of the joystick button is the Return or Enter key. When the program has loaded, the activity menu will be displayed.

II. PLAYING GOLF

The Activity menu is the nerve centre of the program. Use it to get to the many selection screens that make *World Tour Golf* both realistic and challenging. But for now, how about a few holes at Pebble Beach?

The Quick Way to Play

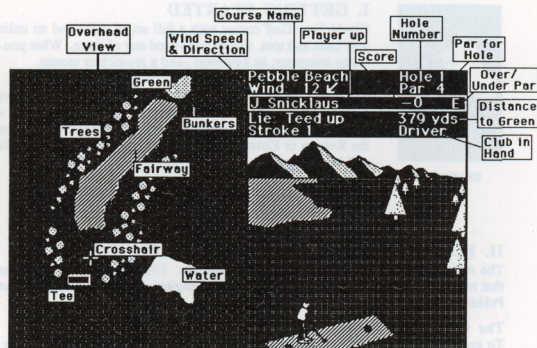
To get to the first tee, press the Button (joystick button or Return key) four times and follow the on screen prompts. This moves you through various menus (described later), and sets up a one-player round. A message describing "playing conditions" appears, giving you a general idea of the prevailing wind and green speed. The next screen that appears is your scorecard. It lists each player's scores and *player handicap* (the number of strokes allotted to equalize scores). In addition, for each hole the *par* (target score), yardage, and *hole handicap* (relative difficulty of each hole), are displayed. For now only one player, "J. Snicklaus," is listed. You will be able to add more players later.

Play Golf!

Pressing any key puts you on the first tee (see Figure 1). The left half of the screen shows a bird's eye view of the hole. You will hit your first shot from the tee. Aim down the fairway to the green. The terrain which surrounds the fairway and green is the rough, where you'd rather *not* hit your ball, if you can possibly help it. The right half of the screen displays a golfer's-eye-view of the hole and gives you important game information.



KIAHUNA



Club Selection

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



AUGUSTA

Club	Max Range	Club	Max Range
Driver	240 Yards	6 Iron.....	155 Yards
3 Wood	220 Yards	7 Iron.....	145 Yards
4 Wood	210 Yards	8 Iron.....	135 Yards
2 Iron.....	195 Yards	9 Iron.....	125 Yards
3 Iron.....	185 Yards	Wedge	100 Yards
4 Iron.....	175 Yards	S. Wedge	75 Yards
5 Iron.....	165 Yards	Putter.....	45 Yards

Golf clubs are numbered according to their length and the distance they can hit the ball. The lower the number, the farther it can hit the ball (A 4-Iron will knock the ball farther than a 5-Iron.). Woods hit farther than irons.

Higher-numbered clubs have more *loft* — that is, they hit the ball higher in the air and therefore, a shorter distance. If you want to hit a ball over a hill or tree, you will want to use a club with a high loft (a 9-Iron or Wedge, for example).

At the beginning of each hole, you are automatically assigned your Driver. In most cases, this is the club you will want to use for the *tee* shot. On shorter holes (Par 3 for example) or holes with obstacles near the tee, you may want to use a shorter club.

Select a club by pressing the up and down arrow keys, or by moving your joystick up or down. To determine a club's range, press the Spacebar and an arc appears. This shows the spot where a perfectly hit ball would come to rest on a windless day.

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. Sometimes, however, you will not want to hit your ball straight towards the hole. To adjust your aim, press the left and right arrow keys (or move the joystick or mouse to the right or left). The crosshair will move and the point of view window adjusts accordingly. Always check the wind direction and speed shown in the point of view window. If the wind is blowing more than 2 or 3 miles per hour, you may need to aim into the wind to compensate.

Hitting the Ball

And now it's time to hammer that little white ball! Press the Button once to bring up the Swing Meter, which appears in the lower right-hand corner of your screen (see Figure 2). Press the Button

a second time to start your *backswing*. Press a third time to begin your *downswing* and determine the strength of the shot.

To hit the ball full strength, press the key when the meter reaches the 100% position. To hit the ball a shorter distance, press the key before the 100% point. You can also overswing, which may hit the ball farther than the club's maximum range, but may also result in an erratic shot.



HIRONO

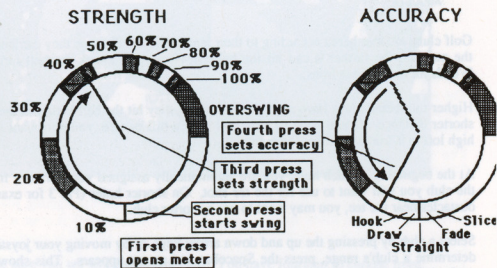


Figure 2: Swing Meter

Press a fourth time to actually hit the ball! Exactly when you hit the ball determines the accuracy of your shot. To hit the ball straight ahead, press the key when the swing meter is pointing straight down. If you hit the ball *before* the meter reaches this position, your shot will *hook* (curve to the left). Hitting the ball *after* the straight-down position causes your shot to *slice* (curve to the right). The farther away from the straight-down position your hit occurs, the more extreme the curve. A hook or a slice shortens the distance of a shot.

If you're not in the mood to play dexterity games, use the number keys on the top of the keyboard to hit perfectly straight shots of varying strength as shown below:

Hazards

The following hazards are encountered in any game of golf:



MONTREAL

- Trees:** When your ball hits a tree, it may be slowed down by foliage or it may bounce off in any direction. To hit out from the trees, use a club with a high loft (to hit over them), or a club with a very low loft in the hope of hitting under them. You can also aim around trees, hitting your ball with a hook or slice so that it will curve back into the fairway.
- Hills:** If your ball hits a hill, it will bounce off. If there is a hill directly in front of you, you can try to hit over or around it (see Trees).
- Water:** A ball hit into a lake or a stream is lost. A new ball is automatically placed immediately behind the hazard, and you are penalized one stroke.
- Bad Lies:** The *lie* of a ball is the environment in which it rolls to a halt. A good lie means there are no obstacles to interfere with your swing. If the ball is hidden in weeds, or stuck in the mud, you face an undesirable lie. Your shots generally won't go as far when you hit from poorer lies. The type of lie you have is shown in the upper right-hand area of the screen. Your lie has a definite impact on your club selection. 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



PRINCEVILLE

Bunkers: *Bunkers* (also known as sand traps) typically surround the green, but may also appear on the fairway. A *Sand* lie is the typical lie in a bunker. A *Plugged* lie means your ball is buried deep in the sand.

Out of Bounds: A ball is out of bounds if it leaves the edge of the play area. The ball is placed in its original position and you are charged a penalty stroke.

Chipping

When you get close to the green, hit the ball with less than full strength; this is called *chipping*. When chipping, you will 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.

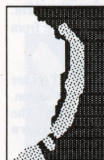
On a *flat* green, line up the crosshair to define a straight line between your ball and the hole. Watch out for a sloping green because the ball will curve in the direction of the slope. Thus, if the green slopes downward, compensate by positioning the crosshair *above* the hole.

A symbol on the green indicates the severity of the slope. A brace (}) indicates a slight slope; arrows of increasing sharpness indicate moderate and severe slopes. The direction in which the arrows point corresponds to the direction in which the green slopes. If there are no symbols, the green is flat. The slope of the green is also shown in the point-of-view window.

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.

You can also use the number keys to putt the ball the following distances:



PEBBLE BEACH

Key	Distance
0	4 ft.
1	15 ft.
2	30 ft.
3	45 ft.
4	60 ft.
5	75 ft.

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 game automatically sinks your putt. 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.

Scoring

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

- **Par** means you have completed the hole in the allotted number of shots
- **Albatross** is three under par.
- **Eagle** is two under par
- **Birdie** is one under par
- **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 any key to go to the next hole.

III. 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.



SEMINOLE

- **Load** lets you load an existing course or hole from cassette. You can then alter it. (Note: First-time users may want to load a pre-existing course to practice on before tackling a blank course). This menu also lets you erase the current course.
- **Save** lets you save either an entire course or a single hole. (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 erase, copy, swap, or move holes around within an existing course.
- **Hole Edit** is where you actually create new holes or make existing ones more to your liking.

When you press **Hole Edit**, a thick frame appears around the first hole on the left side of the screen (Press the Spacebar to toggle back and forth from the right and left halves of the screen. This is also the case in most other construction screens.). 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 **Return**. 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. These are described below.

The Draw Terrain Menu

There are two steps to constructing a hole. Use the Draw Terrain menu, to lay out the terrain (fairways, rough, and water). Later on, you will place the tee, green, and various hazards.

When drawing the terrain, you work on the left-hand side of the screen with a block representation of the hole. Don't worry about the angular look of the drawing; the program smooths and details the image for you later.

Selecting **Draw Terrain** places a thick cursor on the left half of the screen. Use the arrow keys to move the cursor, then press **Return** to drop a square "tile" of fairway on the hole. When you have placed as many tiles as you wish, press **↑** or the Spacebar to return to the menu.

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 with which you are working. **Preview Hole** allows you to see the hole as it appears once it has been smoothed and detailed. You can enter the **Draw Terrain** mode while previewing, but the first time you drop a tile, the blocky image will return.

Several keyboard shortcuts are available to make drawing the hole easier. See your Reference Card for details.

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. Toggle 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 around the hole with the cursor keys or joystick. Hit 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.

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. Remember that 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. This is because the program periodically adjusts the placement of the pin on the green- just to make the game a little more challenging.)



CYPRESS POINT

You can use several keyboard shortcuts when placing objects on a hole. Your Reference Card has the details.

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 then 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. The second most difficult is assigned a rating of 2, etc.. Since you won't know how difficult a hole is until you've played it, you may want to come back and do this later.

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

First, you will need a blank cassette. To save a completed hole or course, return to the Course Edit menu and select **Save**. **Course Edit** returns you to the Course Edit menu.

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. Use the **Save Menu** to save a course under a different name.

VI. MEET THE ARTISTS

Evan and Nicky Robinson weren't particularly interested in golf before creating this game. But after taking a few golf lessons they realized that golf was more than just attacking a defenseless white ball with a series of blunt instruments. Now they're hooked, and they play whenever they can. Evan takes golf seriously, and wants to get his handicap below 20. Nicky mostly goes out for the chance to get away from her computers, and prefers to play only when the weather is wet, because "it's more of a challenge that way." Their previous non-sports games include *Mail Order Monsters*, which they created with fellow WTG artist Paul Reiche III. The Robinsons live in a small townhouse in Marin County, California, with the requisite tabby cat and their 6 computers, but, as of this writing, no hot tub.

Paul Reiche III was born in Nebraska in 1961, amidst the fallout cloud of a Chinese Atmospheric Nuclear Test. While he considers his risk of mutation to be high, his friends and those who merely know him are less conservative in their estimates. In addition to his work in games (*Archon*, *Archon II: Adept*, *Murder on the Zinderneuf*, and *Mail Order Monsters*), Paul has been a piano mover, a writer, an editor, and a computer graphics consultant for advertising agencies. He lives with his wife Laurie and son Devin, and daughter Arianna.

The artists would like to thank the many people who made this game a reality:

- Dan Silva for being our Graphics Wizard On Call.
- Dave Koch, Roland Kippenhan, Shelley Day, Jeff Johannigman, and many others at Electronic Arts for all their crazy notions, particularly the one that *World Tour Golf* was actually a game.
- Laurie Reiche, Georgie Feltz, Mark & Bonnie Dietz, Diane Ascher, and Robert Leyland for a vast amount of support and the willingness to see us through yet another game in the future.
- Ron Hoyt and Indian Valley Golf Course (Novato, California) for teaching us that golf is fun, even out of the rough.

NOTICE

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

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS COPYRIGHTED. 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, 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 REGARD TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. PLEASE SEE THE ELECTRONIC ARTS LIMITED WARRANTY ENCLOSED WITH THIS PRODUCT.

MANUAL © 1988 ELECTRONIC ARTS. ALL RIGHTS RESERVED



ELECTRONIC ARTS®

Home Computer Software

ELECTRONIC ARTS LIMITED

11/49 STATION ROAD, LANGLEY, BERKS SL3 8YN, ENGLAND

NOTICE

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

THIS MANUAL AND THE SOFTWARE NOW SHOWN IN THE MANUAL ARE UNPATENTED. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REWRITTEN TO ANY MEDIUM, WITHIN OR WITHOUT MACHINE-READABLE FORM, WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS LIMITED, 1145 STATION ROAD, CUNEIFORD, SURREY GU24 0JN, ENGLAND.

ELECTRONIC ARTS MAKES NO WARRANTIES, 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 REGARD TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. PLEASE SEE THE ELECTRONIC ARTS LIMITED WARRANTY ENCLOSED WITH THIS PRODUCT.

MANUAL © 1985 ELECTRONIC ARTS. ALL RIGHTS RESERVED.

E00642EM



ELECTRONIC ARTS®
Home Computer Software