WORLD TOUR GOLF™

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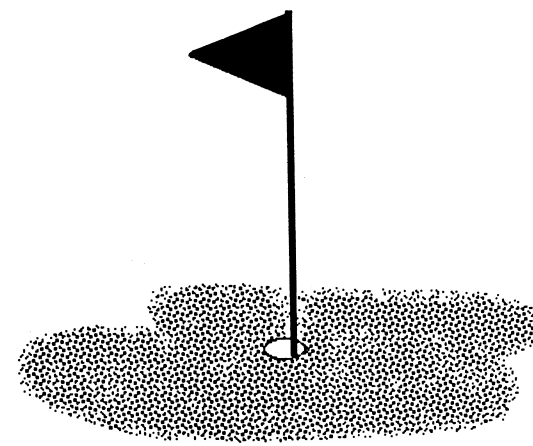
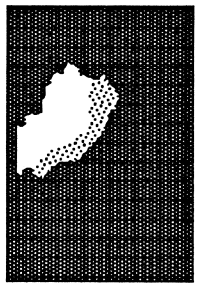




CHAMPIONS

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 and its keyboard (you can also use a joystick).

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 — we refer to these controls throughout the manual as simply *the Button.* When the title screen appears, press any key to go to the Activity menu.

II. PLAYING GOLF

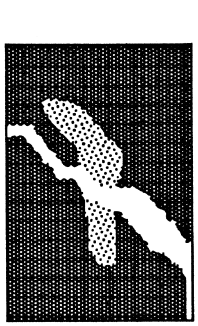
The Activity menu is the nerve center of the program. Use it to get to the many selection screens that make *World Tour Golf* both realistic and challenging. But for now, how about a few holes at Pebble Beach?

The Quick Way to Play

To get to the first tee, press the Button (joystick button or Return key) five times. 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.



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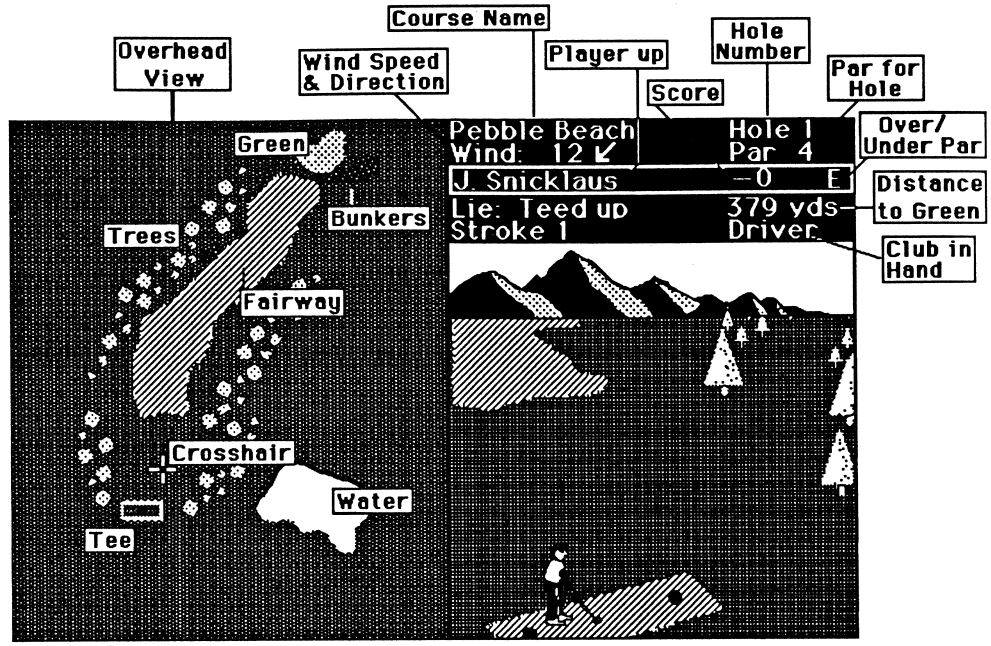
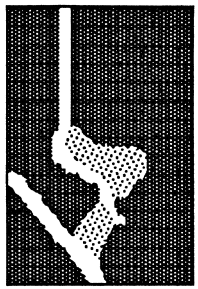


Club Selection

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 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. The table below lists the maximum range for each type of 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

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 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

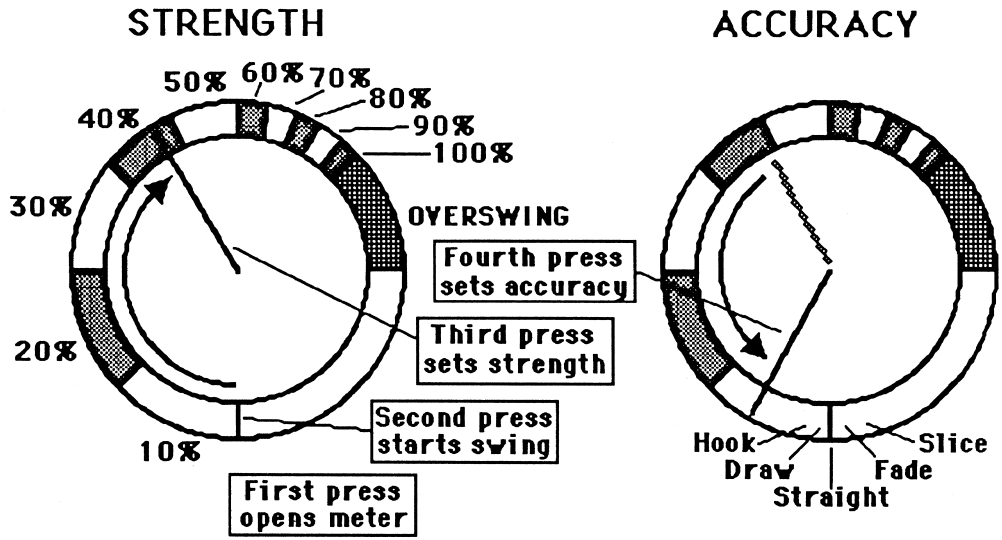
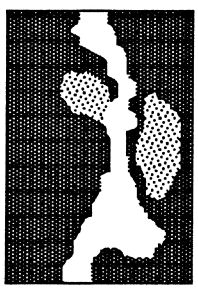


Figure 2: Swing Meter

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.



MONTREAL

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 in the Command Summary Card.

Hazards

The following hazards are encountered in any game of golf:

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.

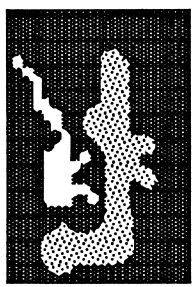
Hills: If your ball hits a hill, it will bounce off. If there is a hill directly in front of you, you can try to hit over or around it (see Trees).

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 probabilitiy* 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 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.



PRINCEVILLE

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.

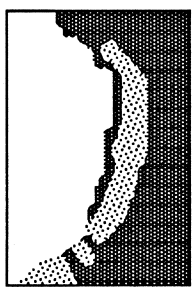
On a *flat* green, line up the crosshair to define a straight line between your ball and the hole. Watch out for a sloping green because the ball will curve in the direction of the slope. Thus, if the green slopes downward, compensate by positioning the crosshair *above* the hole.

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 contols 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 button or 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.

Using the Menus

All the menus work the same. Use the arrow keys (or the joystick) to move the highlight up and down or right and left. Press the Button (Return key or joystick button) to select the highlighted item. The box at the bottom of the screen describes each item as it is highlighted. Use **Esc** (or its equivalent; see your reference card) to move from any menu to the next higher menu.

NATIONAL

In some cases, you must type in a command from the keyboard. You are provided with a default selection in the box at the lower right of the screen. Accept the default by hitting the Button, or type in an alternative. The Backspace key removes the typing, if you make an error. Press the Button when you are finished. To back out gracefully, hit **Esc**.

The Activity Menu

From the Activity menu, you can choose to **Play**, **Practice**, or **Construct** a golf course.

The Play Options Menu

# of Players allows you to play with up to four people. **Type of Play** includes Stroke Play (any number may play) or Match Play (twosome or foursome only). In Stroke Play, the player with the lowest score after golfing 18 holes is the winner. In Match Play, you win or lose on every hole. **Robot Players** allows you to assign a computer opponent to one or more of the player positions. **Accept Options** tells the program that you have set the play options and are ready to select a player.

The Show Players Menu

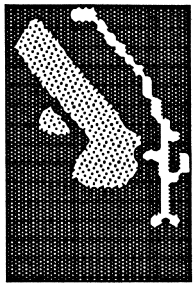
On the left side of the screen, you see the players' present statistics. Either accept the players as they are by selecting **Accept Players** or change any of their statistics by selecting **Change Players** which brings up the Edit Players menu.

The Edit Players Menu

From this menu you can change the players' names, handicaps or attributes. 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 attribute are what distinguish one golfer from another. If you want to change the default values, select **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 (Not all attributes are available on all machines). 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.
- **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.

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

Load a Course and Play

The left side of the screen lists the courses on the disk. To load a course from a different disk, use **Change Disk** or **Change Drives** and follow the on-screen prompts. **Delete** permanently erases a course from the disk. Once you've loaded a course, you know what to do — Play Golf!

IV. PRACTICE, PRACTICE, PRACTICE

To hone your skills, you can practice without actually playing. Select **Practice** from the Activity menu, and choose from three options. **Practice a Hole** lets you play any hole from any course. **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.

V. GOLF COURSE CONSTRUCTION

To build the course of your dreams, select **Construct** from the Activity menu. This takes you immediately to 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. (**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 to disk. (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 constuction 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 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. These are described below.

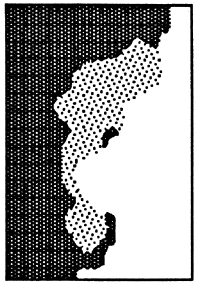
The Draw Terrain Menu

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 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.

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.



CYPRESS POINT

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.

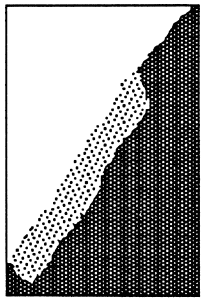
Place Objects allows you to place objects (Green, Tee, Bunkers, Trees, etc.) on the hole. **Clear Objects** removes all objects. **Set Features** takes you to the menu you will use to finish the hole. **Draw Terrain** returns you to the Draw Terrain menu, in case you need to make adjustments. **Course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



ST GEORGES

You can use several keyboard shortcuts when placing objects on a hole. Your Command Summary 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 formatted (initialized) disk. 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.
- David Grady, 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.

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