

ELECTRONIC ARTS®



Stadler



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Lietzke



PGA  
TOUR®  
GOLF



**DENNIS KOBLE  
AND LEE ACTOR**

Lee Actor and Dennis Koble formed Sterling Silver Software in 1988 to bring together their diverse talents for creating entertainment software. With thirty impressive software titles to their credit, we think PGA TOUR Golf is their best effort yet.

Lee and Dennis are inveterate golfers, who try to hack their way around the local courses at least once every week or two. They'd like to tell you they're scratch handicappers, and they are—as long as they're playing PGA TOUR Golf.



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## CONTROLLING THE GAME



If you want to play with two CONTROLLERS, see page 30 before you begin.

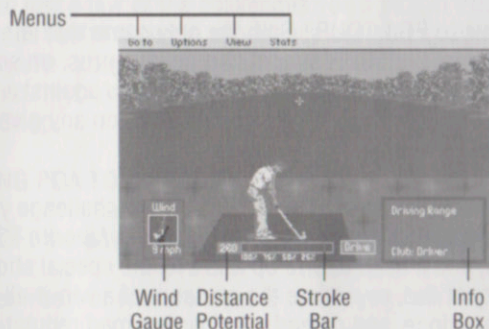
### SUMMARY OF COMMANDS

#### IN THE PRO SHOP

A	B	C	START	DIRECTIONAL PAD
		Displays game menu.	Bypass title and credits screen.	
Selects or confirms (OKs) a choice. Selects a highlighted menu option.		Cancels the current selection or screen.	Go to or return to Pro Shop.	
	Turns the options from the Setup menu On or Off.			Right or left arrows display different menus. Up or down arrows highlight different options in the displayed menu. A highlighted menu turns red.



The buttons and arrows on the Directional Pad have additional functions when you are out on the course.



#### ON THE COURSE

A	B	C	START	DIRECTIONAL PAD
		Activates menus.		
Selects or confirms (OKs) a choice.	Press B three times to hit the ball.	Cancels the current selection or screen.	Go to or return to Pro Shop.	Right or left arrows move the aiming cross-hair. Up or down arrows choose a different club.
On the tee, displays an OVERHEAD view of the hole; on the fairway or in the sand, displays the BALL LIE; on the green or fringe, displays the contour GRID. Bypass title and credits screen.	Turns the Options from the Setup menu On or Off.		Cancels out of the Leader Board or Instant Replay and returns to the course.	



## PGA TOUR® GOLF: FROM TEE TO GREEN WITH THE WORLD'S GREATEST GOLFERS

Welcome to PGA TOUR® Golf, the only game that lets you play against the TOUR's most competitive pros, on some of the finest golf courses in the world. It's you against a choice field of 60 PGA TOUR professionals. And, on any given day, you could win it all.

The exciting action of PGA TOUR Golf will challenge your skills and mental toughness. Just like your favorite TOUR players, you'll need to size up and execute special shots from a variety of lies, overcome the pressure of a win-it-all putt from the fringe, and defend your hard-earned reputation as a master of coordination, touch, and power. Like the real TOUR, this game demands your best efforts; only then can you make it to the top of the leader board.

LEADERBOARD				
	Par	Hole	Par	
1. Steve Jones	-4	11	13. Bob Lohr	-1
2. Mike Hubert	-4	14	14. Jim Hallet	-1
3. Kenny Knox	-3	8	15. Mark McCumber	-1
4. Loren Roberts	-3	12	16. Larry Nelson	-1
5. Larry Mize	-3	15	17. Gene Sauers	-1
6. Robert Whren	-2	3	18. Dan Pohl	-1
7. Mike Donald	-2	6	19. David Ogryl	-1
8. Brad Fosen	-2	8	20. Andrew Magee	-1
9. Mike Sullivan	-2	12	21. Hal Sutton	-1
10. Lonnie Tan Brook	-2	15	22. Bruce Lietzke	-1
11. Paul Rinzler	-2	16	23. Craig Stadler	-1
12. J. C. Snead	-1	3	24. Roger Maltbie	E

Leader Board

Pick the right club, make the perfect swing and experience the thrill of holing-out on the famous 17th at the Tournament Players Club [TPC] at Sawgrass. Then try to blend your skill and discipline to tame the mountainous bunkers and undulating swales of the PGA West Stadium Course [TPC at La Quinta]. Or try to reach the notorious tiered green of the 13th at the TPC at Avenel with a middle iron, hitting through



a driving cross-wind.

These are just a few of the challenges you'll face in PGA TOUR Golf. You're about to experience everything offered by the real game except the dirt from a divot and an unexpected cloudburst. If you're ready for great action, let's get down to the Pro Shop.

### STARTING PGA TOUR® GOLF

1. Flip OFF the power switch on your Sega™ Genesis™.

Never insert or remove a game cartridge when the power is on.

2. Make sure a Controller is plugged into the port labeled Control 1 on the Console.

If you want to use two Controllers, see Use 2 Controllers, p. 30.

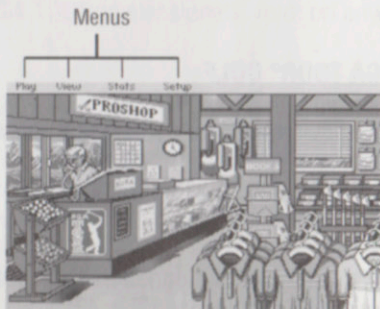
3. Insert the game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch.

The Electronic Arts® logo will appear. If you don't see it, begin again at step 1.

5. The PGA TOUR Golf title screen showing one of our pros blasting out of a trap appears, followed by the game credits screen.

If you want to play right away, press START to go to the Pro Shop.

If you'd rather watch a practice round now, great. *Don't press any buttons.* Soon you'll see two of our featured professionals playing on one of our great courses. You can quit the round any time by pressing START. You'll return to the Pro Shop, where all the action begins.



PRO SHOP

## PLAYING FOR REAL

At the Pro Shop you can use the Play menu to go out to practice your strokes or begin a tournament round.

● Press C to see the Play menu.



PLAY MENU

When an option has a checkmark (✓) in front of it, it is ACTIVE. To select a different option, press the up- or down-arrows on the Directional Pad to move the red highlight. If you want to practice now, read on. Remember, even the greatest pros return repeatedly to their teachers for reminders about proper swing mechanics and body rotation.

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If you think you can pick up the fundamentals of the game on your own, and you want to play in a tournament immediately, turn to the section called **Tournament Play**, (page 21).

## FUNDAMENTALS

Every pro on the PGA TOUR knows that golf is a game of fundamentals: watch the ball, swing smoothly, and follow through. The ease and simplicity of the game accounts for both its enormous popularity and the club-bending frustration we feel when we forget to keep our heads down.

Without sound fundamentals the occasional great shot, the superb sand save, and the long putt "with eyes" are just accidents. As it is on the real TOUR, so it is in PGA TOUR Golf. You've got to master the fundamentals to play with the big boys. They've been practicing and perfecting their strokes for years and now it's your turn.

The game gives you several ways to practice the fundamentals of playing on the TOUR. To learn how to hit the ball properly, you can go to the Driving Range. To practice putting, go to the Putting Green. Or you can try a Practice Round of golf when you're ready to put it all together.



## Making Selections from a Menu

Press up or down on the Directional Pad to highlight different options on the displayed menu. A highlighted option turns red. Press A to select a highlighted option. Press C to cancel.

## Driving Range

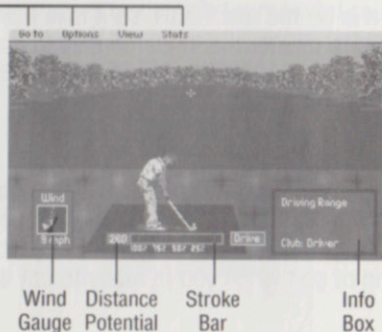
To prepare for your upcoming tournaments, you've got to do more than buy a new pair of shoes. You've got to practice all your shots at the Driving Range, if you want to get really good. Experiment with both your woods and your irons, and keep your eye on the wind gauge. Remember, you're not playing under a dome.

- Press up or down on the Directional Pad to move the red highlight to Driving Range and press A.

All four PGA TOUR Golf courses have Driving Ranges.

- Press up or down on the Directional Pad to move the red highlight to the course of your choice, and press A.

Menus

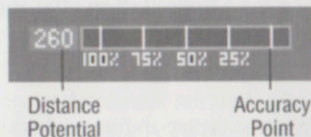


Driving Range



## Fore! Hitting the Ball with the Stroke Bar

The Stroke Bar displays the distance potential of the club you're using, and it lets you control the power and accuracy of your swing.



Stroke Bar

To hit the ball, you need to press B (the Stroke button) three times.

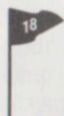
The first press starts your backswing; the second ends the backswing and determines the power of your stroke; and the third press hits the ball and determines whether the shot hooks, slices, or travels straight.

**1. Press B to start your backswing.** The Power Bar quickly extends left from the Accuracy Point, indicating the growing strength of your backswing.

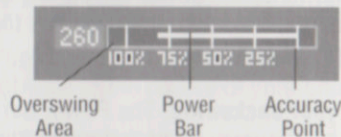
**2. Press B to stop your backswing.** Each club has a distance potential, which appears in a box to the left of the Stroke Bar. The percentages below the Bar indicate the percent of the total distance potential you want to use. When the Power Bar reaches the strength you want, press the Stroke Button to stop it. The Bar begins to shrink back toward the Accuracy Point, leaving a small line that marks the spot where you stopped it.



**3. Press B to hit the ball.** To hit the ball straight, press the Stroke Button when the Power Bar returns to the Accuracy Point. If you stop the Bar exactly on the Accuracy point, you'll hit the ball straight. If you press the Stroke Button before the Bar reaches the Accuracy Point, the ball hooks to the left. If you press the Stroke Button after the Bar has moved beyond (to the right of) the Accuracy Point, the ball slices to the right.



Let's say you're at the tee and are ready to use your driver whose distance potential is 260 yards. If you press the Stroke Button (the second press) when the Power Bar is at 75%, your shot's calculated distance will be 195 yards ( $260 \times 0.75 = 195$ ). The actual distance of your stroke varies from the calculated distance depending on the wind, the type of terrain on which your ball lands, the lie of the ball, and your accuracy.



Stroke Bar with Power Bar at 80%

You can also let the Power Bar extend beyond 100% to give the stroke more power than you can accurately control. If you hook or slice the ball with more than 100% power, any errors you make when you hit the ball (the third press) will be exaggerated.

#### Info Box

The Info Box at the Driving Range displays the name of the club you're practicing with. To select a different club, press up or down on the Directional Pad.



Notice how the distance potential in the Stroke Bar changes as you change your club. When you're playing a round, your "caddy" will give you the club he thinks is appropriate for the shot, but the final choice is yours. If possible, choose a club with a distance potential that exceeds the distance to the pin, so you can maintain control of your stroke, particularly if you plan to intentionally hook or slice your shot.



These are total distances, not aerial distances. If you try to carry a 4 wood (distance potential, 224 yards) over a water hazard 200 yards away, you probably ought to teach your ball how to swim. Remember, that these distance potentials assume a perfect lie, no wind, and a flat spot for the ball to land on so it can bounce and roll.

Club Type	Range (Yards)
Driver	260
2 Wood	248
3 Wood	236
4 Wood	224
5 Wood	212
1 Iron	227
2 Iron	215
3 Iron	203
4 Iron	191
5 Iron	179
6 Iron	167
7 Iron	155
8 Iron	143
9 Iron	131
Pitching Wedge	119
Sand Wedge	100
Putter	*

Club Distance Potentials





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You can adjust the putter's distance potential between 5 and 120 feet, in 5 foot increments. See **Putting Green**, below.

### *Aiming Your Shot*

The aiming cross hair (flashing in the middle of your screen) indicates the direction the ball will travel if it is well-hit. To change the position of the cross hair, press left or right on the Directional Pad.

### *Wind*

The rotating arrow indicates the wind speed and direction. Watch out for occasional wind gusts!



Wind Gauge

Adjust the direction and strength of your strokes to compensate for the wind.

### *Go to a Different Driving Range*

You can go to the Driving Range of any other course by selecting **New Course** from the Go To menu. Press C to bring up the menu. Press A, make your selection, and press A again.

If you want to return to the Pro Shop so you can practice your putting, play a practice round, or sign up for a tournament, press START.



## Putting Green

You've probably heard of fine players who are long off the tee, with strong middle irons, and sweet short games, but whose concentration completely falls apart once their ball hits the so-called "putting surface." PGA TOUR Golf can help you avoid the yips. You can practice putting on different greens, and learn how to "read" them.

If you're in the Pro Shop and want to practice your stroke now, press C to display the Play menu. Select **Putting Green** from the menu and press A.



Putting Green

### *Grid View*

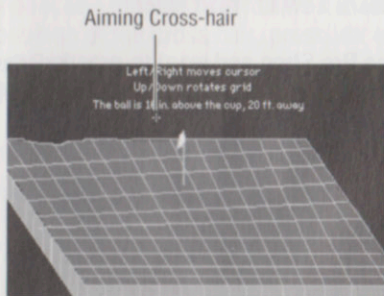
After selecting **Putting Green**, a contour grid shows the topography of the practice green (if the grid does not appear, press A). A message above the grid reports how far your ball is above or below the cup, and the distance to it. To get a better view of how the topography will affect the roll of the ball as you putt, follow the instructions on the screen on how to use the Directional Pad to align the ball with the aiming cursor.

Press any button on the Controller to move back to the putting green. The aiming cross hair on the green reflects



any adjustments you made on the grid. There's no need to re-aim. The Close-up window shows the area around the cup.

Whenever you are on the green (or the fringe of the green), and you want to see the grid, press A.



Green Contour map

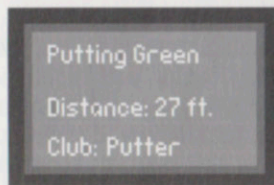
### How to Putt

The Stroke Bar on the Putting Green works exactly like the Stroke Bar at the Driving Range. To putt the ball, you need to press B (the Stroke button) three times. If you would like a reminder of how the Stroke Bar works, see *Fore! Hitting the Ball with the Stroke Bar*, above.

You always use a putter when you're on the green. The distance potential of your putter can be adjusted in increments of 5 feet over a range of 5 to 120 feet. To change the distance potential, press up or down on the Directional Pad.

### Info Box

The Info Box on the putting green displays your club type and the distance to the pin.



Info Box (putting green)

### Aiming Your Putt

The flashing cross hair indicates the direction the ball will travel, if you hit it squarely. You'll pull the ball to the left if you hit too early, or push it to the right if you hit it late. To change the position of the cross hair, press left or right on the Directional Pad.



Changing the position of the cross hair on the putting green has the same effect as changing its position on the grid.

### Short Putts

You'll sink short putts with ease if you stroke them like the pros do. For putts of 5 feet or less, go straight for the hole and make sure you don't baby the ball. No guts, no glory!

### Go to a Different Hole

To go to a different hole on the course, select **Hole** from the Go To menu. Choose the number of the hole you want to practice by moving the red highlight (press left or right on the Directional Pad) to that number, and then press A.

### Go to a Different Course

To go to a different course, select **New Course** from the Go To menu. Select the course you want, and then press A. To leave the Putting Green and return to the Pro Shop, press START.



## Practice Round

Rather than just hanging around the Pro Shop swapping stories with the caddy master, you might think about shooting a practice round. To play a round on any course, choose **Practice Round** from the Play menu.

### Select Number of Players

First the game asks how many players are practicing this round. Highlight the appropriate number and press A.

### Player #

Genesis wants to know who is playing. If you highlight Human and press A, you're asked whether you want to register as a New player or load an Old (previously saved) player. If you choose New player, you'll want to register your name on the replica of a PGA TOUR Player's Card. Press up or down on the Directional Pad to move through the alphabet. Press right or left to move to the second (and subsequent) letters of your name. After you enter a name, press A.

### Professional or Amateur Tees

Highlight your choice of tees (the point from which you hit the first shot on each hole), and press A.

### Clubs

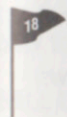
Choose the clubs you want to bring on your round. PGA rules require that you have no more than 14 clubs (including the putter) in your bag. Fourteen clubs are chosen automatically. To add a club to your bag, you must have fewer than fourteen clubs active (in black type on the screen). To deactivate a club, highlight it and press B. Similarly, to activate an inactive club (in gray type on the screen), highlight it and press B.



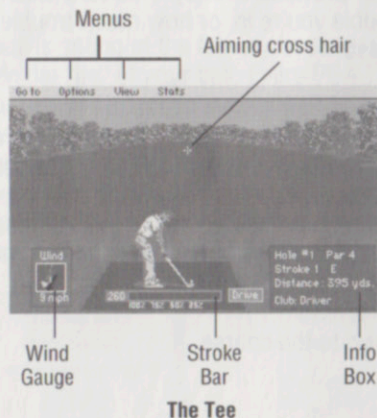
### Select Course

Highlight one of the four courses in PGA TOUR Golf, and press A.

In a moment an overview of the course you chose appears. The next thing you see is an expanding fly-by view of the first hole on your course. This fly-by is accompanied by a brief commentary from one of the ten professional golfers featured in PGA TOUR Golf. Ignore the advice at your peril! Next an overhead view of the hole appears automatically. A flashing dot marks the tee and a flashing cross-hair opposite to it marks the pin placement on the green. To return to the tee, press any button on the Controller.



In general, you can speed up any screen transition, as from the fly-by view to the overhead, by pressing C.



### The Tee

Hitting the ball from the tee works just like hitting at the Driving Range or Putting Green. To hit the ball, you need to



press B (the Stroke button) three times. If you would like a reminder of how the Stroke Bar works, see *Fore! Hitting the Ball with the Stroke Bar*, on pages 9-10.

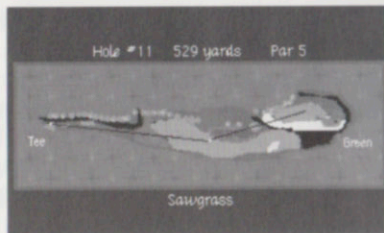
The Info Box now tells you what hole you're on, the number of strokes you've taken, the current distance to the pin, par for the hole, and your status compared to par so far this round (E means Even Par). The current player's name appears in the upper right corner of the screen. You face the target fairway from each tee, or you face the pin when it's within range.

### OVERHEAD VIEW

Any time you want to look at an overhead view of the hole, press C to activate the menus and select **Overhead** from the View menu. This view displays the path (called vectors) traveled by your previous shot(s). This view clearly shows how much trouble you're in, or how much trouble you narrowly avoided.

The flashing cross-hair always marks the position of the pin when you bring up the Overhead view. **Distance** refers to the yards between your ball and the cross-hair. To determine the distance between your ball and any other spot on the hole (a cavernous sand bunker, for example), you can use the Directional Pad to move the cross-hair and read the result of your movement beside **Distance**.

Press C to return to the course.



Overhead view (Showing Shot Vectors)

### TAKE A MULLIGAN

If you want to try a stroke again, select **Take a Mulligan** from the Options menu, and you can take the shot over. You can take multiple mulligans and even "mulligan" your way back to the tee, if you wish.

### BALL LIE

When your ball is sitting in the fairway or sand, you can press A to see the "lie" of your ball. Every PGA TOUR pro knows that ball lie will affect your choice of club and the stroke you use. If you land in the rough, for example, your irons will have a lower distance potential and less accuracy than if you were hitting from the fairway. For more information on Ball Lie and club selection, see the Strategy Guide, below.

The ball lies  
half-buried  
in the heavy rough



The ball lies  
in a sand trap



2 Different Ball Lies



## SPECIAL SHOTS

PGA TOUR Golf knows that you're not a pro—yet. Sometimes, the ball doesn't go exactly where you want it to. Sometimes you have to make a special shot to save your par. When that happens, choose **Special Shots** from the Options menu. From there you can choose to Chip, Punch, or Putt from the Fringe. For tips on how to use these unique shots, see the **Strategy Guide**, beginning on page 33.

## INSTANT REPLAY

Choose Instant Replay to see your last shot again. The trajectory of your ball is traced on the screen. Spectacular shots are automatically replayed.



## TOURNAMENT PLAY

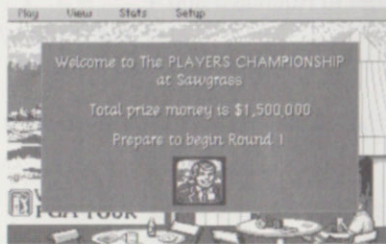
Playing a Tournament and learning to drive a car have one thing in common: you don't know how it feels until you do it. You can hone your strokes on the practice tee, or work all the controls while the car is in the garage, but until you tee it up for money or pull out into the evening rush hour, you really don't know how you'll perform.

PGA TOUR events put a premium on preparation, mental toughness, and the will to win. If you think you're ready for the exhilarating challenge, choose **Tournament** from the Play menu.

## HOW TO PLAY

After you choose Tournament, you'll need to answer a few questions (the same questions you were asked when you played a Practice Round, above). Answer each question and press A to confirm your choice (or simply press A in response to each question to accept the default choice).

When you're asked to sign in, enter your name with the Directional Pad, and press **A**. An overhead shot of the entire course appears, and then the Tournament Board introduces the tournament and total prize money.



Tournament Board



In a moment the Leader Board, which shows the current ranking for all tournament participants appears.

	Par	Hole		Par	Hole
1. Steve Jones	-4	11	13. Bob Lohr	-1	3
2. Mike Hulbert	-4	14	14. Jim Hallett	-1	5
3. Kenny Cook	-3	8	15. Mark McCumber	-1	6
4. Loren Roberts	-3	12	16. Larry Nelson	-1	8
5. Larry Rice	-3	15	17. Gene Sorenson	-1	8
6. Robert Whann	-2	3	18. Dan Pohl	-1	11
7. Mike Donald	-2	6	19. David Ogren	-1	11
8. Brad Faxon	-2	8	20. Andreau Magee	-1	13
9. Mike Sullivan	-2	12	21. Hal Sutton	-1	14
10. Lunoe Ten Brook	-2	15	22. Bruce Lietzke	-1	15
11. Paul Azinger	-2	16	23. Craig Stadler	-1	17
12. J. C. Sneed	-1	3	24. Roger Maltbie	E	7

Leader Board

Following each ranking is the player's name, score, and the hole he is currently playing. You can page through the Leader Board by pressing A or B. Press C to cancel and move to the first hole.

During tournament play, you cannot change courses or holes, and no Mulligans are allowed (so keep your head down).

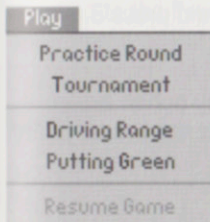
If you score among the top 48 players after Round 1, you make the cut and move on to Round 2. You have to place in the top 32 to get to Rounds 3 and 4.



## MENUS

### PRO SHOP & THE PGA TOUR TENT

Here's where you make most of your selections. Whenever you start PGA TOUR Golf, you begin each play session at the Pro Shop. During Tournament play, you'll return to the TOUR tent (rather than the Pro Shop) when you leave the course..



### PLAY MENU

The Play menu lists all the game play modes.

#### Practice Round

Lets you practice a round of golf on any of the PGA TOUR Golf courses. You'll be prompted to make the following selections.

1. Select Number of Players.
2. Specify Human or Genesis Players.

The rest of these selections are repeated for each human player.

3. New or Old Player — Enter a new name or select a player you've previously saved.
4. Professional or Amateur Tees — Pro tees are farther



- from the pin than amateur tees. In Tournament play professional tees are selected automatically.
5. Select Clubs — PGA rules strictly enforce a 14 club rule, so play to your strengths. If you really want to take that 5-wood, one of your irons will have to stay at the Pro Shop. The clubs your caddy has loaded into your bag appear in black type. Clubs not in your bag appear in gray type. If you want to make some changes, highlight a club you can do without and press B (Select a Club). Then highlight a club you want in your bag and press B.
  6. Select the course you want to play.

During a practice round, you can select any option except those associated with tournament play, like the Leader Board and Tournament Results.

### Tournament

Starts a PGA TOUR tournament. You make the same selections as for a practice round, except you must play from the professional tees.

During a tournament, you can select any menu option except those associated with practice. You must play the holes in sequential order, and no mulligans are allowed.

### Driving Range

Takes you to the driving range of the current golf course. To go to a different course, choose **New Course** from the Go To menu. [The Go To menu title appears only when you are on the Driving Range, Putting Green, or playing one of the courses].

### Putting Green

Takes you to a random spot on the green of a random hole on the current course. As you sink putts, you're taken to



random places on the green of that hole. To go to a different hole, select **Hole** from the Go To menu and make your choice. To go to a different course, choose **New Course** from the Go To menu. [The Go To menu title appears only when you are on the Driving Range, Putting Green, or playing one of the courses].

### Resume Game

Takes you back to whatever you were doing before you returned to the Pro Shop or the TOUR Tent from any of the other Play modes.

#### View

- Scorecard
- Leader Board
- Tourney Results

### VIEW MENU

The View menu lists all your score displays.

### Scorecard

Your scorecard for the current game. Press any button to return to the golf course.

### Leader Board

Displays the leader board for the current tournament. Press A or B to advance through the pages of the board more quickly than the game presents them. Press C or START to return to the golf course.

### Tourney Results

Displays the results of a tournament as soon as the last player holes his putt on 18. Each page is shown for a few seconds before the next is displayed. Press A or B to



advance through the three pages more quickly than the game presents them. Press C or START to return to the Pro Shop.

### Stats

Current Players  
 Saved Players  
 Tournament  
 Reset Pros

### STATS MENU

The Stats menu lists all the performance statistics available in PGA TOUR Golf.

#### Current Players

This shows the lifetime statistics for any player playing the current tournament or practice round.

Longest Drive (yards).

Driving Accuracy (%) in fairway.

Greens in Regulation (%) — the percentage of greens reached at least two strokes under par.

Putts/G.I.R. (#) — putting average based on the number of putts hit on greens reached in regulation.

Par Breakers (%) — the percentage of holes where the player beat par.

Tournaments Won (#)

Earnings (\$)

Average Score (#)

Best 18 holes (#)

#### Saved Players

Shows the lifetime statistics (listed under Current Players, above), for any saved player. You can save up to twenty-two (22) different players.



If you save a game, and the players in that game are not among the current list of twenty-two players, Genesis will load the players from the saved game, even if that means replacing newly saved players with those who played in the saved game.

### Tournament

Shows the tournament earnings for all players. Press A to page ahead to see the Leading Scorers. Press START to return to the course.

#### Leading Money Winners

- Earnings (\$) — total money won.
- Won (#) — tournaments won.
- Top 10 (#) — tournaments finished in the top 10.
- In the Money (#) — tournaments in which the player made the cut into rounds 3 and 4.

#### Leading Scorers

- Average (#) — average lifetime score.
- Best 18 (#) — best 18-hole score.
- Best 72 (#) — best four-round score.

#### Reset Pros

Resets the accumulated stats of the pros to zero.

## Setup

Save Game  
Restore Game  
Delete Player

Options

**SETUP MENU****Save Game**

Saves your current status in a Tournament or a Practice round. You can only have one saved game at a time.

**Restore Game**

Loads your last saved game, either a Tournament or Practice round.

**Delete Player**

Deletes a saved player.



Do not delete players from your cartridge until Genesis tells you there is "No Room for New Players." When you do delete a player, you should immediately replace him with a new player.

Remember that each time you start a Practice or Tournament round, you must choose to either create a new player or load a previously saved (OLD) player. When you choose to create a new player, that player is automatically saved in the cartridge.

## Set Options

Overhead (auto-view)

Ball Lie (auto-view)

Greens (auto-view)

Fly-by Hole Preview

Use 2 Controllers

Ok

A

On/Off

B

Cancel

C

**Options**

When you're at the Pro Shop or in the Tournament Tent, the Options displays the view and play options that are available during your round. The first four options are active by default when you start the game. You can deactivate (and reactivate) any option by highlighting it, and then pressing B. Active options appear in dark black type; inactive options are dimmed, or grayed out.

**Overhead (auto-view)**

After you hit the ball, an aerial view of the current hole, showing the vectors of your shots, automatically appears. See page 18.

**Ball Lie (auto-view)**

Automatically displays the lie of the ball after every shot you take (except on the green).

**Greens (auto-view)**

When you land on the green, a contour grid of that green appears automatically. *You can press A to see the grid any time you are on the green (or the fringe).*

**Fly-by-Hole Preview**

Offers a bird's-eye view of the current hole, which shows





everything from the pin placement to the fairway hazards to the tee. Each fly-by on a TPC hole is accompanied by instructive commentary or helpful advice from one of PGA TOUR Golf's featured professionals. Only the fool-hardy will ignore their remarks.

### **Use 2 Controllers**

Make sure to turn on this option when you want to play with two Controllers (and make sure it's turned off when you are playing with one Controller). Plug the second Controller into the port marked Control 2 on the console. If you are playing with friends, remember that Controller 1 controls players 1 and 3; Controller 2 controls players 2 and 4.

### **On The Golf Course**

When you're out on the course, the menus of PGA TOUR Golf are different than when you're at the Pro Shop. You'll use these new menus to make special selections on the courses, the driving ranges, and the putting greens. Not all options are available in all places.



TOUR Tent

### **GO TO MENU**

The GoTo menu lists all the places you can go to as you play PGA TOUR Golf.



### **Hole [Not available in Tournament Mode]**

Takes you to any hole on the current course.

### **New Course [Not available in Tournament Mode]**

Takes you to any of the four golf courses for a practice round.

### **Pro Shop (<or> PGA TOUR Tent)**

Returns you to the Pro Shop during practice, or takes you to the PGA TOUR tent during a tournament.

### **OPTIONS MENU**

The Options menu lists special play options.

### **Special Shots**

See the **Strategy Guide**, beginning on page 33, for instructions on how to use the three special shots: Chip Shot, Punch Shot, and Fringe Putt .

Normal deactivates the conditions that apply when using special shots.

### **Take a Mulligan [Not available in Tournament Mode]**

To repeat a shot during a practice round. Mulligans do not count as strokes. Think of them as a learning experience. You can take multiple mulligans of one shot, or select Take a Mulligan repeatedly to move back to the tee.

### **Pick up Ball**

Accept a score of 12 strokes for the current hole, and go on to the next hole.

### **Instant Replay**

Show a replay of the last shot.



## VIEW MENU

The View menu lists all the special views and score displays.

### Overhead

Displays the overhead view of the current hole.

### Ball Lie

Displays your ball lie on the course.

### Green

When you're on or very near the green, this option displays a contour grid of that green.

### Scorecard

Displays your scorecard for the current game.

### Leader Board

Displays the leader board for the tournament.

### Tourney Results

Displays the results for the tournament just after it's over.

## STATS MENU

The Stats menu lists the performance statistics for all current players.

### Current Player (By Name)

Displays the lifetime statistics for the current player playing the tournament or practice round.

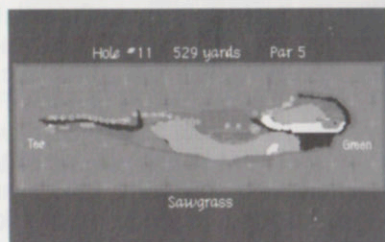
### Tournament

Displays the tournament statistics for all players: first, for the Leading Money Winners, and then for the Leading Scorers.



## STRATEGY GUIDE

PLAY PGA TOUR Golf like a Pro—Take Your Best Shot!



The 11th at Sawgrass

In this Strategy Guide we outline how to play through most of the situations you'll confront while you play the challenging courses in PGA TOUR Golf. We chose the nasty 529 yard par-5 11th hole from the Tournament Players Club at Sawgrass as a representative hole because it includes every element that a TOUR pro must consider during a complete tournament round. In THE PLAYERS CHAMPIONSHIP, played every year at Sawgrass, the treacherous 11th has demolished the dreams of more than one tournament hopeful. With practice, skill, and judgement you can avoid this fate.

### Off the Tee

Like all the great pros, you should strive for consistency and good placement off the tee. If you hit like a gorilla but can't control the ball, you'll find yourself in trouble on most of your second shots. Keep in mind that all the TPC courses are designed to penalize risky shots that turn out badly. Watch the aerial fly-bys for important club selection and ball-location comments from our 10 featured PGA TOUR pros. They have already learned the rule that it is better to be 20



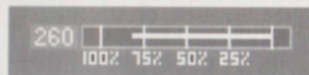
yards shorter and in the fairway than to be in the rough (or worse).

### How Far Can You Hit It—Club Distance Potential

The distance potential listed to the left of the Stroke Bar defines an AVERAGE shot hit at 100% power with no wind, and includes the ball's flight in the air PLUS roll. Remember this when you're about to hit over a sand trap or water hazard: When you have a choice between two clubs, always choose the longer one. You'll land where you wanted to be more often if you use this rule throughout your play.

### Overswing—Risk vs. Reward

The area to the left of the 100% Power mark on the Stroke Bar is reserved for what we call "overswing." The farther you let the Power Bar go into this area the farther you will be able to hit the ball. But, as with all good things, there's a price to pay. If you don't hit the shot perfectly, that is, smack the ball precisely at the Accuracy Point, the ball can and most likely will react erratically, because you aren't in total control of your swing. Remember: The greater the deviation at the top or bottom of the swing, the more unpredictable the outcome of the shot.



Stroke Bar

### A word for the prudent player

Do not stray into the Overswing area if you're trying to hook (draw), or slice (fade) your shot. Overswing, by definition, eliminates reliability even when you're playing the ball straight. It will make your intended hook or slice wildly unpredictable.



Wind Gauge

### Toyed with by the Elements

While your ball is traveling through the air, wind can alter its flight. Adjust your aim to compensate for the direction and strength of the wind. CHECK THE WIND GAUGE! It works better than throwing some grass in the air. The stronger the wind, the larger an adjustment you should make. The Driving Range is the place to practice adjusting for the wind. Luckily, after you hit, the wind direction remains constant.

### Playing Your Second Shot



Shot vector after Tee shot

### Horrible Lies

No, we're not talking about your IRS returns. We mean ball lies. Let's say you hit your drive on the money. Terrific, but where did it land? You've got to check your ball lie. Other than distance to the hole (which PGA TOUR Golf's automated

club selection helps you with), a TOUR pro worries the most about his ball lie. That is, how is the ball sitting on the grass or in the sand? Ball Lie is so important because it affects the amount of backspin you can impart to the ball, how far each club can hit the ball, and how the ball reacts to an imperfect swing (overswing, hook, and slice). The worse your ball lie, the smaller the amount of backspin imparted to your ball, and the more these factors affect your shot. The following is a list, from best to worst, of all possible ball lies in the game:

- |                                 |                               |
|---------------------------------|-------------------------------|
| 1. Teed Up                      | 6. Half-Buried in Light Rough |
| 2. Fairway/On Fringe (of green) | 7. Buried in Sand Trap        |
| 3. In Divot in Fairway          | 8. In Heavy Rough             |
| 4. In Light Rough               | 9. Half-Buried in Heavy Rough |
| 5. In Sand Trap                 |                               |

When you're in the fairway, you can press A to see the lie of your ball.

### On the Beach—How To Play Out Of A Fairway Sand Trap

If your ball isn't buried in the trap you can hit all of your irons between 50 and 90 percent of their distance potential. When you're in trouble, resist the temptation to try a spectacular saving shot and concentrate on getting your ball back into play (on the fairway or green). Play conservatively out of the sand and you'll save a lot of pars. If your ball is buried in the sand, it's risky to hit any club longer than a 4 iron. The danger of flubbing a shot out of that lie is too great to risk the few extra yards you might get with a longer club.

When you're in the sand, you can press A to see the lie of your ball.

### The Punch Shot

When you're half-buried in the rough, or buried in the sand,

select **Special Shots** from the Options menu and choose Punch Shot. Use the punch shot to just get the ball back to the fairway from whatever trouble your ball may have found. The distance the ball will travel is shorter than if you took a full swing at the ball, but you're not likely to flub or whiff the shot or shank it and have it sail wildly off your clubface.

### Go For The Green In Two?—Only for the Brave

On this hole you would have to hit a very big drive (300 yards or more) and then cross an ocean of sand to have a reasonable chance of reaching the green in two. Remember that the distance potential listed next to the Stroke Bar is the amount the current club will go in the air PLUS roll. If you are 240 yards away from the pin and try to hit a 3-wood to the green, your ball will skip off the back of the green (IF, repeat IF, you are able to hit the green on the fly with this club). A better strategy would be to either: a) take less than a full swing with the 3-wood and try to bounce it onto the green; or b) hit a long iron with overswing and try to fly the ball to the green (via the overswing). The safest play on this hole is to lay-up short of the green and get set up for your third shot, the approach.



Vectors showing after 2 shots



## Approaching the Green

*Check Your Ball Lie — The importance of your Ball Lie cannot be overemphasized. You should check it out before almost every shot you hit! Remember, simply press A.*

### The Chip Shot

If you are close to the green, or on the fringe, this is the perfect time to use your Chip Shot (select **Special Shots** from the Options menu and choose Chip Shot). This shot will not fly very far in the air. The strategy of the shot is to fly the ball just on to the green and hope it rolls the rest of the way to the hole. If you choose to use the Chip Shot you should look at the Grid View of the green to read the contours of the green between you and the hole. The moment your ball hits the green it will react to these contours. **IMPORTANT!** It is not advisable to use the Chip Shot out of the following lies:

Half-Buried in Light Rough	In Heavy Rough
In Sand Trap	Half-Buried in Heavy Rough
Buried in Sand Trap	

**Warning:** A ball hit as a Chip Shot will stop dead in its tracks if it lands on the fringe.

### Playing To The Green From A Bunker

Ball lie in the bunker is critical. The more deeply your ball is buried in the sand, the more it will roll when it hits the green. Bad lies in the sand tend to make the ball release a lot more than good lies. Remember this when you're thinking about how hard to swing at a sand shot. If you are playing your shot out of a trap beside the green, look at the Grid View of the green to see its contours. The ball will be affected by these contours the moment your ball hits the green.



## Backspin—How To Use It

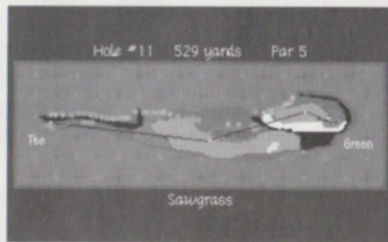
The ability to control the ball with backspin is one of the skills that separates the pros from most of the rest of us. Still, it's never too late to learn, and if you want to play on the TOUR, it's a necessity. So take a lesson in hitting with backspin.

Since any ball you hit with the shorter irons will roll backwards after bouncing on the green (if your shot hits the green on the fly) it's important to know how far you should try to hit shots with these clubs onto the green. Instead of trying to go exactly to the pin, it's probably better to hit the ball just past the hole and rely on the backspin to roll the ball back close to the hole.

**IMPORTANT:** Be very careful in using this strategy if the pin is placed at the back of the green (check the pin placement with the Overhead View if you can't remember where the pin is). Your shot might fly exactly the distance you wanted, but land on the fringe (or worse). If it does land off the green it will **NOT** roll back toward the hole (the other surfaces remove the backspin from the ball).



You must remember that the distance indicated in the Info box shows the distance to the pin, not simply distance to the green.



Vectors showing after 3 shots

### Fringe Putting

If you land on the fringe of the green, PGA TOUR Golf assumes that you want to putt from the fringe and auto-selects your putter. Sometimes the hole will be too far away to putt and you might want to chip the ball. If you choose a different club for this shot, and then change your mind, select Fringe Putt from **Special Shots** in the Options menu to get your putter back.

Make sure you take a look at the Grid View of the green prior to making your Fringe Putt. The fringe is not as low-cut or smooth as the green so you'll have to putt the ball a little harder. The more fringe between you and the green — the more over the listed distance you'll need to hit your putt. Don't short-arm your putt.

### Tips On Putting

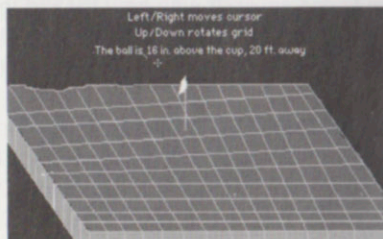
Ok, you made it to the green in good shape. Unfortunately, for a lot of us, this is when the heartache begins. The number of things that can go wrong in such a small place is beyond belief. As experienced hackers, we believe we can get down in two. At least we hope so. We pray!



### Using the Putting Grid

The pros spend years learning to “read” greens. PGA TOUR Golf gives you a hand by providing a grid view of the green that will help read its contours. Follow the instructions on screen to move the grid. Note the elevation (above or below) between the ball and the cup as well as the distance. This information is printed above the Grid View. You may find that the grid is the best place to aim your putt. Use the Directional Pad to align your ball with the aiming cursor. All aiming you do on the grid will be carried back to the normal view when you return to the green.

When you're on the green (or just on the fringe), you can press A to see the contour grid of the current green.



The grid

### Putting and the Stroke Bar

Make sure that the distance your ball needs to travel to get to the hole (shown in the Info Box) is encompassed by the distance at the end of the Stroke Bar. Change the distance potential so that you can hit most of your putts near the 100% mark. You can change the distance potential of your putter by pressing up or down on the Directional Pad.

### The 5-foot putt is not a Gimme—even to the Pros!

If the computer selects the 5-foot distance potential for your



putt, the contours on Grid View should not come into play unless the slope is very severe. Hit your putt as close to the 100% mark as possible regardless of the distance between you and the hole. You'll make more short putts, and minimize frustration, if you go for the hole.

However, if you notice you are lipping a lot of your putts, it means your aim is good, but you are hitting the ball too hard. Try to back off the power bar a little bit and your ball will fall into the hole more often.

### **Practice Makes Perfect**

No one can just walk out on the PGA TOUR and putt as well as the best in the World. Use the Putting Green(s) on all the courses to familiarize yourself with how to read the Grid View as well as how hard to hit your putts given their distance and topography.

Good luck, and good golfing!



## **PGA TOUR® GOLF GUIDE**

### **A BRIEF HISTORY OF THE PGA TOUR**

The beginning of professional golf in America is difficult to discover. The names of the best golfers from the early 1800s are for the most part lost to us. But that there were professionals dedicated to the game, and fans who thrilled to outstanding play, no one doubts.

Beginning in 1898, the historical record starts to yield more concrete information. On New Year's Day of that year, ten professional golfers played 36 holes of stroke play at the Ocean County Hunt and Country Club in Lakewood, New Jersey and competed for a total purse of \$150. Despite the winter weather, a large, appreciative gallery came out to see Val Fitzjohn defeat his brother in a sudden-death playoff and take home \$75.

The New York Times provided extensive coverage of the tournament. Shortly thereafter, tournaments began to pop up across the country. But this was not "tour" golf, as we know it today, because the events lacked continuity. Interest in the game, however, continued to grow. American professionals were rapidly improving their games and crowds were becoming more knowledgeable. When John McDermott became the first native-born to win the U.S. Open (1911), enthusiasm for the game expanded exponentially.

Helping this growth was a commercially-backed exhibition "tour" by Englishmen Harry Vardon and Ted Ray. The two travelled across the country and attracted huge crowds whenever they stopped to play during the summer of 1913. However, the biggest explosion of interest in the game occurred that September. A 20-year old "local boy," Francis Ouimet, defeated the pair in a playoff for the United States



Open Championship at Brookline, MA. Suddenly, golf became front page news and a game for everyone.

The early Twenties saw the first development of what we know as the PGA TOUR. In the winter, tournaments were held on the West Coast, Texas and Florida. By the middle of the decade, the TOUR was offering \$77,000 in total purses and donating a substantial amount of money to charity. Names like Walter Hagen, Gene Sarazen and Bobby Jones became folk legends in a nation hungry for heroes.

In the Thirties, the TOUR continued to grow. The PGA of America provided support to the fledgling tour and despite the financial woes caused by the Great Depression, golf tournaments were able to attract large crowds. It is interesting to look back at some figures of the time. Paul Runyan was the leading money winner of 1934 with \$6,767. In contrast, in 1989, the top two money winners — Tom Kite and Payne Stewart — each earned over \$1 million (see PGA Facts and Figures, **The Growth of TOUR Purses**, below for more information).

Like other outstanding professional athletes of the era, the names of the TOUR's best golfers became household words in the late 1930's. By the early 1940's Sam Snead's name started to appear in the headlines with regularity. Then came Ben Hogan, Byron Nelson, Jimmy Demaret and others who were to gain nationwide fame.

Following World War II, the TOUR became more structured and as television appeared in more and more of the nation's homes in the late 50's and early 60's, interest in the game exploded. Once television became a player in the game, the eyes of the world were on golf. The exposure inspired millions to try the game and at the same time, TV-advertising



revenues sent purses soaring. The bulk of these revenues, which are distributed by the PGA TOUR to all co-sponsors, have gone back into the purses, accounting for the tripling of prize money in the last decade alone.

During Commissioner Deane Beman's administration, which began in 1974, the value of tournament purses has escalated at an unprecedented rate. PGA TOUR assets have grown from \$730,000 in 1974 to \$80 million today, and total revenues have increased from \$3.9 million to \$140 million in the same time period. This tremendous growth in revenues has created a number of wealthy athletes, but more importantly it has allowed the PGA TOUR to vigorously pursue its goal of being a major contributor to charitable causes.

Charitable donations have been a hallmark of professional golf almost from the very beginning. The idea of turning over a tournament's after-expenses profits to charity has its origin in 1917. During World War I, a professional tournament was played to raise funds for the Red Cross. Likewise, numerous exhibitions were staged for the same purpose. These practices set the mold for the TOUR and since 1938, PGA TOUR events have donated \$145 million dollars to charity. Each of the last 13 years have seen charitable contributions increase dramatically, to the point where over \$100 million has been donated since 1984. The slogan, "The leading money winner on the PGA TOUR is Charity," is definitely not just a catch phrase.

Great athletes, knowledgeable fans, progressive and inventive administration, and corporate involvement have made PGA golf the great game it is today.

— adapted from the *Official 1991 PGA TOUR Media Guide*





## PGA FACTS AND FIGURES

Golfers and fans from every level of the game have a love affair with the statistics of golf. After all is said and done, the numbers tell us who won, and who didn't do as well. Though the game is played in tranquil settings, in reverent silence, this outward calm conceals a frantic excitement caused by the large prizes that are at stake.

What follows are three different kinds of statistics that we thought you would enjoy. They are all a part of the fascinating texture of the PGA TOUR.

### GROWTH OF TOUR PURSES:

Year	No. of Events	Total Purse
1970	55	\$ 6,751,523
1971	63	7,116,000
1972	71	7,596,749
1973	75	8,657,225
1974	57	8,165,941
1975	51	7,895,450
1976	49	9,157,522
1977	48	9,688,977
1978	48	10,337,332
1979	46	12,801,200
1980	45	13,371,786
1981	45	14,175,393
1982	46	15,089,576
1983	45	17,588,242
1984	46	21,251,382
1985	47	25,290,526
1986	46	25,442,242
1987	46	32,106,093
1988	47	36,959,307
1989	44	41,288,787
1990	44	46,251,831



## PRIZE MONEY DISTRIBUTION

To finish a tournament "in the money" is every professional's goal when he starts his first round on Thursday morning. If he makes the 36-hole-cut, he accomplishes his goal and has a chance for a really big payday. How much a golfer can make in a given tournament depends entirely on the total purse being offered by the tournament sponsors. Below is an example of what the PGA TOUR pros are playing for when they tee it up on Saturday and Sunday.

Total Purse: \$1,500,000 (THE PLAYERS CHAMPIONSHIP, TPC at Sawgrass, Ponte Vedra, FL)

Position	Prize
1	\$270,000
2	162,200
3	102,200
4	72,000
5	60,000

### 1990 PGA TOUR STATISTICAL HIGHS/LOWS

Those with 50 rounds or more based on 192 ranked players.

	Highest	Average	Lowest
Driving Distance	279.6	262.7	244.2
Driving Accuracy	.837	.654	.479
Greens in Regulation	.709	.644	.561
Putting	1.923	1.801	1.747
Par Breakers	21.9%	18.0%	11.5%
Eagles	14	5	0
Birdies	401	264	115
Scoring Average	69.10	71.18	73.60
Sand Saves	.660	.492	.345



### "10 of the best" in PGA TOUR Golf

As you play, ten outstanding professionals from the PGA TOUR offer their insights to help you along. Consistency and competitiveness are the hallmarks of these featured professionals. Learn from these masters and let them guide your play through the exhilarating TPC courses.



#### TOMMY ARMOUR III

Tommy is the grandson of the "Silver Scot," winner of the U.S. and British Opens, the PGA Championship, charter inductee to the PGA Hall of Fame, and one of the great names in the history of golf.

Despite his lineage, a career in golf was not automatic for Tommy (III). He was a fine athlete who excelled in several sports. By the time he entered the University of New Mexico,

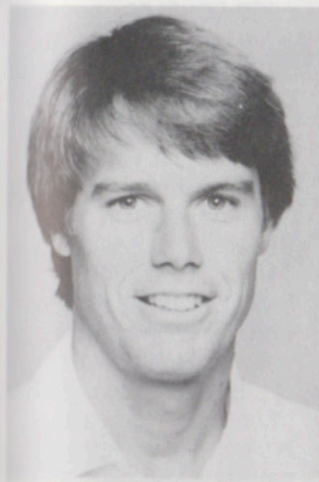
however, he was committed to golf. Tommy qualified for the TOUR in 1981, but then lost his card in 1982, and couldn't win it back for five years.

Disappointed but undaunted, Tommy used his time off the TOUR to practice hard and gain competitive experience in events on the European and Asian Tours. His perseverance paid off. Since he regained his card in 1987, his career has taken off brilliantly and he has advanced steadily up the prize money list. In 1989 he tied for runner-up in the Kemper Open, and in 1990 he captured his first TOUR victory at the Phoenix Open. Always a long ball hitter, he again ranked in the top 10 in Driving Distance in 1990.



#### PAUL AZINGER

Paul honed his game with collegiate experience at Brevard Junior College and Florida State University. Following an unheralded entry to the PGA TOUR in 1982, and a couple of undistinguished years, Paul began a meteoric rise to the highest levels of the game in 1985. He improved every aspect of his game including his competitiveness, and in 1987, when he won three tournaments, he was named PGA Player-of-the-Year.



While never terribly long off the tee, Paul is always among the TOUR leaders in hitting greens in regulation. His uncanny ability to select just the right club has positioned him consistently high among the Par Breakers, and in both 1989 and 1990 he was ranked best all-around golfer on the TOUR.

Paul's boyish good looks and engaging manner have won him a loyal and enthusiastic following. But it's his superlative all-around game which has made him popular with galleries and golfing fans everywhere. In 1990 he won the MONY Tournament of Champions and finished in the money in 22 out of the 26 tournaments he entered. His consistency foretells even greater accomplishments for this fine competitor. Already in 1991 he's won the AT&T Pebble Beach National Pro-Am. What's next?



### FRED COUPLES

A fine all-around athlete, Fred was encouraged by his father to begin competing in junior golf events in his native Seattle. Fred loved the competition. He became an All-American at the University of Houston in 1978 and 1979. After qualifying for the TOUR in 1980, he showed that he was equal to the challenge of professional competition by becoming the leading money winner among rookies in 1981.

By 1983 seasoned professionals and golf fans everywhere were discovering that Fred has as much talent as anybody on the TOUR. He is consistently ranked in the top 15 professionals in scoring, eagles, putting, and driving distance. And, if "pressure" could be a middle name, it would be his. At the 1983 Kemper Open, Fred calmly won the now famous 5-player sudden-death playoff. In 1984, after shooting a record-tying 64 in the first round of THE PLAYERS Championship (TPC at Sawgrass), Fred held the lead and won the event by one stroke.

A great shot maker who's immune to pressure: sounds like a winner! It came as no surprise that Fred was ranked number two in the 1989 all-around ratings of players on the TOUR (right behind Paul Azinger) and was also named to the Ryder Cup team. His victory in the Nissan Los Angeles Open in 1990 capped his biggest career earnings year.



### BRUCE LIETZKE

Bruce learned the game as a boy from his older brother, a club professional in Wichita, Kansas. He became a fine high school player, and won a scholarship to the University of Houston.

Ironically, Bruce's early start in the game led him to give it up. Shortly after he left Houston in 1973, Bruce felt he had played so much golf that he had nothing left to give back to the game.

After six months away from golf, he reordered his priorities, revived his enthusiasm, and qualified for the PGA TOUR in the spring of 1975.

He played well on TOUR almost from the start. Bruce's sparkling shot-making won him a place on the Ryder Cup team (1981) and allowed him to finish in the top twenty of the money list for the next several years. He reasserted his exacting game in 1988, winning the GTE Byron Nelson Classic at the TPC at Las Colinas.

Once again in 1990 Bruce's accuracy with the driver and his consistent fairway play helped him finish in the money in 16 of 18 tournaments he entered.

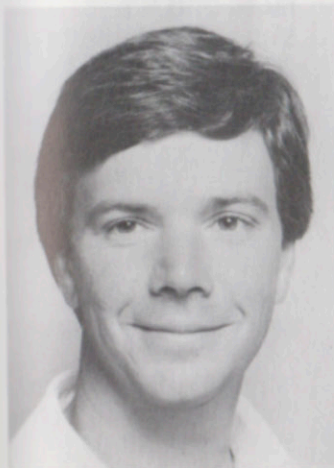
**MARK MCCUMBER**

Quite recently Mark has solidified his position as one of the finest players in the game. In 1987 he won the Anheuser-Busch Classic and followed that victory with an awe-inspiring triumph at THE PLAYERS Championship shooting a record-breaking 273 (15 under par).

He continued his winning ways in 1989. In addition to winning the Beatrice Western Open and tying for

second at the U.S. Open, he had five other top 10 finishes. This amazing performance placed him 14th on the money list and insured his selection to the Ryder Cup team. In 1990 Mark finished in the money in 20 of 24 tournaments he entered.

Considering his consistently fine performance at THE PLAYERS Championship, it's no surprise that Mark and his family make their home in Ponte Vedra, Florida. But Mark may have another reason for living nearby the Tournament Players Club (TPC) at Sawgrass: it gives him an opportunity to study and learn the lessons of one of the most beautiful and challenging courses in the U.S. This is appropriate because when Mark puts on his other hat, he's among the best of the new generation of golf course architects.

**LARRY MIZE**

As a complement to his superbly consistent game (of 23 tournaments entered in 1990, he finished 21 of them in the money) and in recognition of his valuable off-course contributions to the game, Larry was elected by his fellow professionals as a Player Director of the PGA Tournament Policy Board.

Larry learned the game from his father—a scratch handicapper—in Augusta,

Georgia. He had a fine collegiate career at Georgia Tech, and qualified for the TOUR in 1981. Six years later he returned to Augusta to win the Master's Tournament (1987) with one of the most thrilling shots in recent memory.

After dropping an 8-foot birdie putt on 18 to force a tie with Greg Norman and Seve Ballesteros, Larry birdied the second playoff hole by holing out with a 140-foot chip shot. Norman later missed his putt for birdie and the victory was Larry's. This, as it happened, was tit for tat, because Greg had beaten Larry on the sixth hole of a fiercely contested playoff at the Kemper Open (TPC at Avenel) in 1986.

Larry's middle name is Hogan. Considering the feats of his revered namesake, is Larry destined for even greater things on the course? If 1990 is any indication, the answer is yes. He finished the year ranked second in Driving Accuracy and Scoring, and had his best year on the prize money list.



### MARK O'MEARA

Mark started to play the game seriously in high school in Mission Viejo, California. Dedication and constant improvement won him a scholarship at Long Beach State, where he became an All-American in 1979. He also won the United States Amateur Championship that year.

Mark fulfilled his boyhood dream and qualified for the PGA TOUR in 1980.

Predictably, his work habits and his talent impressed everyone. He was named TOUR Rookie-of-the-Year in 1981. Although it took him a couple of years to break away from the pack, Mark showed in 1984 that he was destined to become a great player.

In 1984 he finished second on the money list, putting together an almost unequaled record of top three finishes (9) and forged a well-deserved reputation for consistency and toughness. His performance has led to his being named to the Ryder Cup team in 1985 and 1989.

Mark has always been known by his peers as a great putter, a superb tough-course player, and an avid student of all facets of the game. As if to prove his colleagues right, Mark won (for the second time) the difficult Pebble Beach National Pro-Am in 1990; and earned the respect of golf course architects with his creative advice on course design.



### JOEY SINDELAR

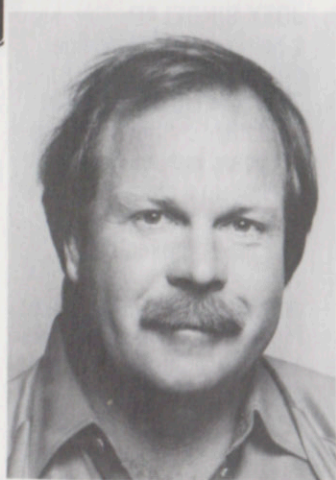
Like so many of the fine players on the PGA TOUR, Joey learned the game at his father's elbow. He was six years old when he first picked up a club, made his first par as an adolescent, and never looked back.

Joey improved his game in high school and was New York State Junior Champion in 1972. He realized then that golf could help him continue his education. He accepted a

scholarship to Ohio State University, following in the footsteps of Jack Nicklaus and Ed Sneed, where he was named All-American three consecutive years.

After graduating in 1981, Joey qualified for the PGA TOUR and started impressing his peers. Many pros think Joey plays the long courses as well as anyone. He is often among the TOUR leaders in Distance Driving and Par Breakers.

Following a spectacular year in 1988, including two TOUR victories, Joey was named to the Kirin Cup team. His earnings that year were over half a million dollars. He probably used some of his winnings to indulge his passion for antique golf equipment. It's likely that his fellow pros often find themselves wishing that he'd bronze his own clubs. In 1990 he won the Hardee's Golf Classic.



### CRAIG STADLER

With a current total of eight TOUR victories, a bushel basket full of top ten finishes, and the ungrudging respect of his peers, Craig Stadler has proven his mettle. But Craig's amateur and early professional history is an instructive example of how difficult it is for even a great golfer to rise to the top of his profession, and how truly competitive the PGA TOUR has become.

If anyone ever looked like a "sure thing" entering the TOUR in 1976, it was Craig. He started playing the game year-round with his dad in California, at the age of five. At eighteen, he won the World Junior Championship (1971). In 1973 he became United States Amateur champion. Unanimously selected as an All-American at the University of Southern California (1974,1975), he was named to the Walker Cup in 1975, and then qualified for the TOUR.

Unexpectedly, four years of mediocrity followed. He wasn't playing badly; he just was not excelling. But in 1980 his star began to shine, with two PGA TOUR victories. Craig won the Kemper Open in 1981. In 1982 he notched four more victories, including the Master's and his second Kemper title and finished the year by winning the Arnold Palmer Award as the leading money winner on the TOUR. The rising star became a supernova. And he keeps on shining!



### FUZZY ZOELLER

A United States Open crown (1984) and a Master's Tournament title (1979) are enough to insure Frank Zoeller's place in golf history. But one might think that Fuzzy's nickname was "Potential," so often is that word connected to the Indiana native.

Discussing "what might have been" in Fuzzy's case is understandable. From the time he qualified for the TOUR (1974) until he had

back surgery (1985), he lived with pain, resulting from a high-school injury. Fuzzy has never used his health as an excuse, but pain does affect performance. He won seven events on the TOUR before 1985. In the first year after his surgery, he won three events. Draw your own conclusions.

Fuzzy's overall play has been outstanding. He has been chosen for three Ryder Cup teams (1979, 1983, 1985). His stylish game combined with an open and winning personality have made him a gallery favorite, and his fellow professionals have admired him for more than a decade.

While he currently ranks among the PGA leaders in hitting greens in regulation, par breaking, and scoring average, most pros think the strongest part of Fuzzy's game is making a difficult shot under pressure. He used this skill at the awesome TPC at La Quinta where he won The Skins Game against great competition in 1986.



## TOURNAMENT PLAYERS CLUBS [TPC]

Among the exciting and original concepts developed by the PGA TOUR in the past decade, nothing has affected the fans of professional golf as much as the construction of the Tournament Players Clubs [TPC]. In 1980, the PGA TOUR, believing that the needs of spectators could be

better addressed, determined to build its own golf course. The TOUR wanted courses that would both challenge the players, and allow spectators an unprecedented look at all the golfing action. This dream was realized in 1980 with the construction of the TPC at Sawgrass.

The TPC courses are sometimes referred to as Stadium courses, because many of the greens are designed like amphitheaters. All over the courses one finds spectator mounds that afford unrestricted views of the tees, fairways, and greens. You won't see any periscopes at an event on a Tournament Players Club course!

All TPCs are intended to host PGA TOUR or Senior PGA TOUR events and the courses have been designed by the top architects in the business. In addition, the PGA TOUR often assigns a TOUR player to act as a consultant to the designer, in the hopes that his special expertise and point of view will add a bit of spice to the project.

Since the TPC at Sawgrass opened, twenty more courses have been added to what has been rightly called the "best set of clubs" in America.



## Tournament Players Clubs

Club	Architect	Consultant	Hosts
TPC at Sawgrass Ponte Vedra, FL	Pete Dye		THE PLAYERS Championship
TPC at Eagle Trace Coral Springs, FL	Arthur Hills		Honda Classic
TPC of Connecticut Cromwell, CT	Pete Dye	Howard Twitty	Canon Greater Hartford Open
TPC at Prestancia Sarasota, FL	Ron Garl	Mike Souchak	Chrysler Cup
TPC at Avenel Potomac, MD	Ed Ault Associates	Ed Sneed	Kemper Open
TPC at StarPass Telecom Tucson, AZ	Bob Cupp	Craig Stadler	Northern Tucson Open
TPC at Scottsdale Scottsdale, AZ	Jay Morrish/ Tom Weiskopf	Jim Colbert/ Howard Twitty	Phoenix Open Howard Twitty
TPC at Piper Glen Charlotte, NC	Arnold Palmer		Paine Webber Invitational
TPC at Southwind Memphis, TN	Ron Prichard	Hubert Green/ Fuzzy Zoeller	Federal Express St. Jude Classic
TPC at The Woodlands The Woodlands, TX	Von Hagge/ Bruce Devlin		Independent Insurance Agent Open
TPC at Las Colinas Irving, TX	Jay Morrish	Ben Crenshaw/ Byron Nelson	GTE Byron Nelson Classic
TPC at PGA West, Stadium Course, La Quinta, CA	Pete Dye		The Skins Game



## COURSES AND TOURNAMENTS IN PGA TOUR GOLF

### THE PLAYERS CHAMPIONSHIP

Tournament Players Club  
[TPC] at Sawgrass, Ponte  
Vedra, Florida

When the PGA TOUR went looking for a permanent site for THE PLAYERS Championship, TOUR officials saw beauty and greatness in a lush tropical setting near Ponte Vedra.

The designer for this first "Stadium" course was the notorious Pete Dye. His mission was to build a course that would challenge the players and provide lots of spectator amenities, including unobstructed views of the golfing action. Dye succeeded admirably! Three of the first nine holes are ranked among the 100 hardest holes in the USA. The pressure-packed precision required by almost every shot is offset perfectly by the spacious serenity of the course. And from well-positioned mounds and amphitheatres, the fans can see it all!

No detail was overlooked at Sawgrass. The 6,857 yards of the course are beautifully integrated into the natural terrain rather than being imposed on it. And the challenging combination of narrow fairways, extensive water hazards, and wide sand bunkers make the course a perfect location for THE PLAYERS Championship.

Every year this tournament gathers the 144 best PGA TOUR professionals to pit their skills against the course, and golfing fans around the world have been thrilled by their outstanding performances. Among the most memorable feats were Fred Couples' astonishing 64 (8 under) in the first round of the 1984 tournament and Mark McCumber's incredible record-setting victory round of 273 in 1988.



Course at Sawgrass





# KEMPER

## Tournament Players Club [TPC] at Avenel, Potomac, MD

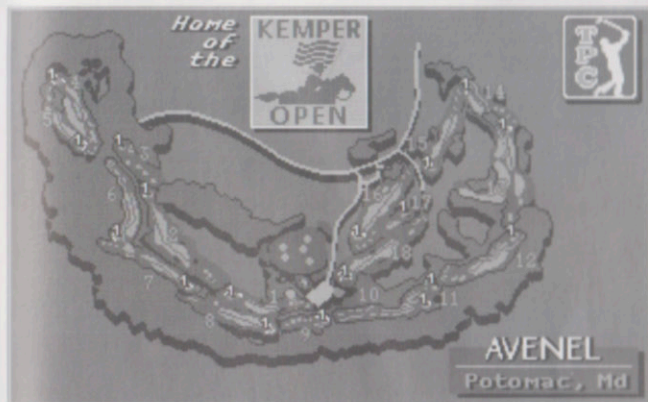


# OPEN

In typical TPC fashion, the layout of the course at Avenel, with its natural amphitheaters and sculpted mounds, offers spectators unobstructed views of all the golfing action. The mixed topography of the rolling Maryland countryside requires a player to take a substantial number of risks to win. Like all great courses, Avenel demands good shots, and penalizes poor ones.

Avenel is the home of the Kemper Open, the oldest continuously corporate-sponsored golf tournament on the PGA TOUR. Since its inception, the tournament has given Kemper the opportunity to donate more than one million dollars to local and national charities.

The course itself is a wonder of diversified design. At almost 7,000 yards in length, the successful player needs to control every club in the bag to score well consistently. Elevated tees, a variety of doglegs, tiered greens, rock runs, and water hazards contribute to the course's exciting character. The scenic and demanding 9th hole is typical of Avenel: It's not long, but the elevated tee complicates the player's perspective. Ponds guard the front and right side of the green; a bunker looms on the left. In short, the course is a great shotmaker's paradise.



Course at Avenel



PGA WEST

## Stadium Course at PGA West, La Quinta, California

The TPC Stadium Course at La Quinta is the current site of The Skins Game. The USGA rates it as one of the 100 greatest golf courses in the world. That means it's beautiful—and tough. In fact, faint-hearted hackers simply expire here. A dizzying collection of valleys, swales, mounds, cavernous bunkers, and merciless water hazards give a case of the shakes to even the most courageous players.

Course designer Pete Dye has created fairways that are thin ribbons of undulating turf. Unforgiving sand, pot hole, and fairway bunkers make every shot an adventure. Most greens are hidden and conspiratorial. Like all great courses, it demands your best shot every time you address the ball. If you try to play safe, you'll get burned.

Each hole is descriptively named, and the pros know these aren't jokes. The signature bunkers of the San Andreas Fault (16) and Eternity (11) are duffer's nightmares. Amen (6), ranked among the 18 toughest pars in the USA, is thought by some to be the hardest hole on the planet.

All fun aside, the pros and the fans love this course. The galleries get superb views of TOUR professionals precisely executing a magnificent variety of impossible shots that the rest of us only dream about.

The United States Ryder Cup team will host its European competition at PGA West, which is the chosen site of 1991 Ryder Cup matches.



Stadium Course at PGA West



## CREDITS AND ACKNOWLEDGEMENTS

Software Design: Lee Actor and Dennis Koble  
 Graphics/Animation: Wilfredo Aguilar and Julie Gast  
 Audio Effects: Rob Hubbard  
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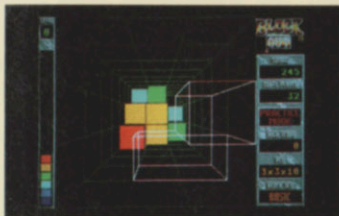
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