PGA TOUR® GOLF III

By Polygames and
High Score Productions

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

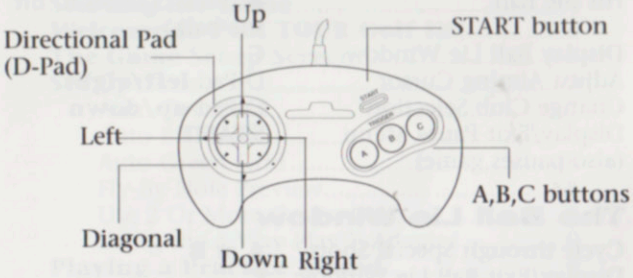
WARNING To Owners of Projection Televisions!
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

About the Artists

Dennis Koble and Lee Actor — Polygames
Lee Actor and Dennis Koble formed Polygames in 1988 to bring together their diverse talents for creating entertainment software. With over thirty impressive software titles to their credit, PGA TOUR® Golf III stands as one of their finest efforts.

Lee and Dennis are inveterate golfers, who attempt to hack their way around a local course 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 III.

CONTROLLING THE GAME



The Game Setup Screen

Highlight Option	D-Pad **up/down**
Cycle through Options	D-Pad **left/right, A,** or **B**
Select Option and exit screen	**START**

The Player Setup Screen

Enter a Name at Players Card	D-Pad **up/down/ left/right**
Toggle between Players Card, Clubs, and Tees	**A**
View all clubs	D-Pad **up/down**
Remove/Add Club from Bag	**B** or D-Pad **left/right**
Toggle between Amateur and Pro Tees	**B** or D-Pad
Exit screen and return to Game Setup	**C**
Exit screen and go to course	**START**

On the Course

Display Overhead View	**A**
Hit the Ball	**B** (Press 3 times to hit the ball.)
Display Ball Lie Window	**C**
Adjust Aiming Cursor	D-Pad **left/right**
Change Club Selection	D-Pad **up/down**
Display/Exit Pause Menu (also pauses game)	**START**

The Ball Lie Window

Cycle through Special Shots	**A** or **B**
Display/Exit Ball Lie Window	**C**
Adjust Draw/Fade Meter	D-Pad **left/right**
Adjust Arc Meter	D-Pad **up/down**

On the Green

Display Green Grid	**A**
Hit the Ball	**B** (Press 3 times to hit the ball.)
Adjust Aiming Cursor	D-Pad **left/right**
Rotate Green Grid	D-Pad **up/down**
Adjust Distance	D-pad **up/down**
Display/Exit Pause Menu (and pause game)	**START**

The Pause and Set Options screens

Highlight Option	D-Pad **up/down**
Cycle through Options	D-Pad **left/right, A,** or **B**
Select Option and exit screen	**START**

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STARTING THE GAME

1. Turn 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 Genesis Console.
3. Insert the *PGA TOUR Golf III* cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch. The EA SPORTS® logo appears (if you don't see it, begin again at step 1). Press **START** to exit the title screen and go straight to the Game Setup screen.

WELCOME TO PGA TOUR® GOLF III!

Once again, EA SPORTS brings you the fairways and greens you've always dreamed of. Walk the 18th on the TPC at Sawgrass with the best on the TOUR, then pass the field by as you march on to win it all.

- ✘ Look at the numbers: 8 TPC courses, 3 new tournaments, and 7 different play modes; Practice, Match, Skins, Tournament, Shoot-Out, Driving Range, and Putting Green.
- ✘ If you win a Tournament, you win trophies and prize money!
- ✘ New Ball Lie Window with Arc meter provides accurate shot control and a great perspective.
- ✘ Updated TOUR roster includes 10 featured PGA TOUR pros, each with a signature digitized swing.

- ✘ Awesome new state of the art graphics.
- ✘ Battery backup lets you save instant replays, and individual and course statistics.

THE GAME SETUP SCREEN

The Game Setup screen is where you choose your play mode, the course, and the number of players. You also have access to statistics, instant replay, and can set your options. In the descriptions below, default options are displayed in **bold** type.

- To highlight an option, D-Pad **up/down.**
- To cycle through the different choices available in an option, D-Pad **left/right,** or press **A** or **B.**
- To select an option, press **START.**

PLAY MODE: The different play modes available are: **PRACTICE ROUND,** TOURNAMENT, SKINS, MATCH PLAY, SHOOT-OUT, DRIVING RANGE, and PUTTING GREEN.

COURSE: The Tournament Players Club courses available are: **SUMMERLIN,** SAWGRASS, AVENEL, SCOTTSDALE, SOUTHWIND, RIVER HIGHLANDS, LAS COLINAS, and WOODLANDS.

 # PLAYERS: Select the number of players. **ONE** to FOUR players can make up your party. Some play modes require a certain number of players, so you can't change this number. See *Play Modes* on page 20 for more information on player requirements for each mode.

RESTORE GAME: Restore a previously saved game. (Only appears if a game has been saved.)

STATS: Display all the stats. See *Stats* on page 23 for a full description.

INSTANT REPLAY: Play the last shot over, or play one that you have saved. (You know, that hole-in-one nobody believes you made.) This option appears only if a shot has been made. It also appears on the Pause menu (see *Pause Menu*, page 26).

✔ ***NOTE: The Genesis automatically replays any spectacular shots you make.***

SET OPTIONS: Change the game options: Auto Overhead, Auto Ball Lie, Auto Green Grid, Fly-by Hole Preview, Use 2 or more Controllers. Toggle **ON**/OFF, or choose YES/NO. See below for more information on this option.

SET OPTIONS

Use SET OPTIONS to activate/deactivate certain options. Before you begin a game, you can turn ON/OFF some of the Automatic views, and select how many controllers you want to use. During a game, you still have access to this menu from the Pause menu (see *Pause Menu* on page 26).

To Use the Set Options screen:

1. From the Game Setup screen or the Pause menu, select SET OPTIONS and press **START.** The Set Options screen appears.
2. D-Pad **up/down** to highlight an option.
3. D-Pad **left/right** or press **A** or **B** to toggle an option ON/OFF, or between YES/NO.
4. Press **START** to confirm your choices and exit the Set Options screen.

Auto Overhead

This view appears before your shot every time the ball is more than 100 yards from the hole. It is best used in measuring long shots, particularly when there are hazards or trees involved.

- To bring up the Overhead view when you're on the course, press **A.**

- To exit this view and return to the course, press any button.

When in the Overhead view screen, you can move the cursor with the D-Pad to measure the distance between the ball and any spot on the course.

✔ ***NOTE: When you reposition the cursor on the Overhead view, the change is not reflected on the course.***

Auto Ball Lie

The Ball Lie Window appears before your shot whenever the ball lies between the tee and the green. See *The Ball Lie Window* on page 13.

Auto Green Grid

The Green Grid appears before you putt, whenever the ball is on the green or within 40 yards of the hole. See *Putting* on page 18.

Fly-By Hole Preview

The Fly-By Hole Preview appears at the beginning of every hole. It gives you a sweeping aerial view of the hole. A pro appears on the screen, offering advice on how to play the hole.

- To exit the preview, press any button.

Use 2 Or More Controllers

If there are more than one of you playing and you each want to use your own controller, you need to set up the system for two or more controllers. One to four people can play PGA TOUR Golf III at a time.

✔ ***NOTE: Player 1, using Controller 1, makes the selections at the Game Setup screen.***

Using Two Controllers

When using two controllers with four people, Player #1 and Player #3 use Controller 1, while Player #2 and Player #4 use Controller 2.

Using the 4 Way Play™ Adapter

With the 4 Way Play Adapter, up to four players can use their own controller. Player #3 uses Controller 3 and Player #4 uses Controller 4.

✔ ***NOTE: Six-button controller users who are using the 4 Way Play must play in three-button mode.***

To configure your six-button controller to three-button mode:

1. Turn off the Genesis.
2. Press and hold the "Mode" button on every six-button controller that will be used while you turn the Genesis on.

PLAYING A PRACTICE ROUND

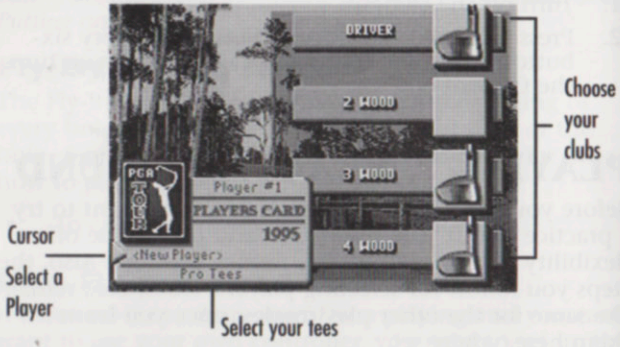
Before you enter a Tournament, you might want to try a practice round. The Practice Round play mode offers flexibility of play without the money pressure. Also, the steps you follow for selecting players, clubs, etc., remain the same for the other play modes: once you learn them here, you're set.

To Play a Practice Round:

1. Select PRACTICE ROUND from the Game Setup screen. It's the default play mode.
2. Select the course you want from the COURSE option.
3. Select the number of players you want. One to four players can play a practice round.
4. When you've made your choices, press **START.** The Player Setup screen appears.

THE PLAYER SETUP SCREEN

Before hitting the links, you need to choose your players, your clubs, and, when playing a Practice Round, your tees. The Player Setup screen makes this an easy task.



- To exit the Player Setup screen and return to the Game Setup screen, press **C.**

Selecting Players

When you enter the Player Setup screen, the cursor automatically falls on the Players Card–it's here you select players. In a Practice Round, you can play as a generic player (e.g. Player #1), in which case no stats are kept. You can also enter a name at the Players Card, select a Genesis pro, or an existing player.

✔ ***NOTE: When you select a Genesis pro, the Genesis controls the player.***

- To cycle through the different player selections, press the D-Pad in any direction.
- To enter a name, select <NEW PLAYER>, and press START. D-Pad **up/down** to cycle through all the characters; D-pad **left/right** to delete or add a character. Press **START** when you're done entering a name.

When you've made your player selection, press **A.** The cursor moves to the Club selection portion of the screen.

Selecting Clubs and Tees

You're allowed 14 clubs in your bag including the putter, which you always carry. The Genesis gives you a default selection of clubs, but you can change this to suit your needs. You also have the choice between Amateur or Pro tees. Amateur tees are closer to the green and are only available during a Practice Round.

To Select Clubs and Tees:

(Follow these steps for each player.)

1. D-Pad **up/down** to view all available clubs. The cursor moves accordingly to highlight each club.
2. Press **B** or D-Pad **left/right** to remove a club from your bag. (Before you can add a club, you must remove one.)
3. Move the cursor to the club you want, and press **B** or D-Pad **left/right** to add the club.
4. When you're done selecting your clubs, press **A** to return to the Players Card. Now you can select your tees.
5. Press **B** or the D-Pad in any direction to toggle between Amateur and Professional tees.

Once you've made your selections, you're ready to play some golf.

- To exit the Player Setup screen, press **START;** an overhead of the entire course appears.
- To exit the overhead, press **START.** John Shrader appears with a weather report and the course statistics. Press **START** again to go to the first hole.

New Hole

In a Practice Round you have the option to play any hole you want.

To Go to a New Hole:

1. Press **START.** The game pauses and the Pause Menu appears (see *Pause Menu* on page 26).
2. D-Pad **down** to NEW HOLE. D-Pad **left/right** to cycle through the different holes.

3. Press **START** to go to the new hole. The round continues from the new hole you selected.

Taking a Mulligan

When you're new to a course, having the option to take a Mulligan can be a real boon.

To Take a Mulligan:

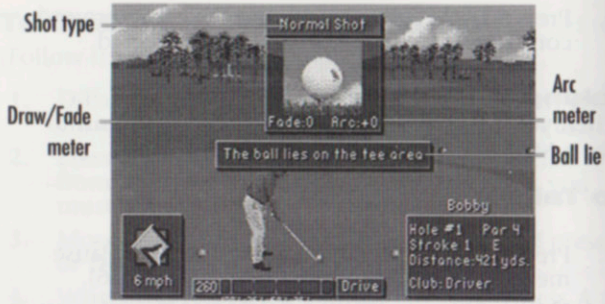
1. Press **START.** The game pauses and the Pause menu appears (see *Pause Menu* on page 26).
2. D-Pad **down** to TAKE A MULLIGAN, and press **START.** The program takes you back to your previous lie.

HITTING THE BALL

The Ball Lie Window

The Ball Lie Window shows you what kind of terrain the ball is resting on. Ball lie is all important when selecting your shot type, so it is here that you make that determination, as well as adjusting the Draw/Fade and Arc meters. If Auto Ball Lie is ON, this window appears automatically before every shot whenever the ball lies between the tee and the green. If Auto Ball Lie is OFF, you can still access this view. (See *Set Options* on page 7 for more information on autoviews.)

- To display the Ball Lie window, press **C.**
- To change shot types, press **A** or **B.** The shot types available are Normal, Punch, Chip, and Fringe (for putting from the fringe).



Draw and Fade Meter

You might want to hook or slice the ball intentionally to avoid a hazard. The best way to control a hook or slice is to set the Draw/Fade meter before you swing.

- To adjust the Draw/Fade meter from the Ball Lie Window, D-Pad **left/right.** The more you increase the number for draw, the more the ball hooks to the left; the more you increase the number for fade, the more it slices to the right.

Arc Meter

There's a new feature in PGA TOUR Golf III which increases shot control. Use the Arc meter to change the amount of arc you give the ball. When you hit under the ball, you increase the arc; when you top it off, you decrease the arc. More arc means less roll on landing, and vice versa.

- To adjust the Arc meter, D-Pad **up/down**

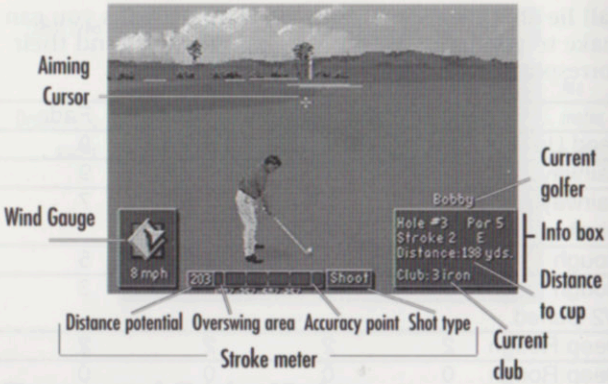
Ball lie also affects the amount of adjustments you can make to your shot. Below is a table with lies and their corresponding restrictions.

	Low Arc	High Arc	Draw	Fade
Teed Up	9	9	9	9
Fairway	9	9	9	9
Fairway-Divot	7	7	7	7
Rough	5	5	5	5
Rough 1/2 Buried	3	3	3	3
Deep Rough	2	2	2	2
Deep Rough 1/2 Buried	0	0	0	0
Sand	3	9	4	4
Sand Buried	0	5	0	0

Stroke Meter

The Stroke meter determines the strength of your shot. The Accuracy point is the spot on the Stroke meter that determines the direction of your shot. An important skill to develop is stopping your swing exactly on this point–if you do your shot goes straight. If you miss the point to the right, the ball slices right; miss left, and the ball hooks left. The greater the distance from the accuracy point, the greater the degree of hook or slice.

1. Press **B** to start your backswing.
2. Press **B** again to stop your backswing and begin your swing.
3. Press **B** a third time to hit the ball (at the accuracy point).



Changing Clubs and Distance Potential

The program automatically selects a club for every situation, but you don't have to use it. Many factors, including wind and ball lie, can influence your club choice.

- To change clubs, D-Pad **up/down.**

Each club has different characteristics, one being its maximum distance potential. These potentials assume a perfect lie, no wind, and a flat spot for the ball to land so it can bounce and roll.

Overswing

The area to the left of the 100% mark on the Stroke Meter is the "overswing" area. If you venture into this area, you can increase your potential power and hit the ball farther than the distance potential listed on the Stroke meter.

EA TIP: Be careful if you choose to go into this area; if you fail to hit the accuracy point, the results can be costly. All hooks and slices are magnified in direct proportion to the degree of power you have chosen.

Gauging the Wind

The rotating arrow at the bottom left of the screen indicates the wind speed and direction. Watch out for occasional gusts and pay attention to the weather report given before each round.

EA TIP: The short irons impart a greater arc to the shot than do woods and long irons. Consequently, the higher the arc of the shot, the more the wind influences the flight of the ball. Take this into consideration when choosing clubs, and when adjusting the Arc meter.

Calculating Your Shot

There's more to hitting the ball than simply aiming the cursor and swinging the club. You should take into consideration the wind, the ball lie, your follow-up shot, and the potential hazards on the course itself. 50% of a driver's distance potential of 260 yards might be 130 yards, but all of the above factors can change that standard calculation. Experience and practice are your most reliable guides on the course.

Aiming Your Shot

The aiming cursor (flashing in the middle of the screen when you're about to hit) indicates the direction the ball will travel if you hit square and there's no crosswind.

- To adjust the aiming cursor, D-Pad **left/right.**

Putting

The Stroke meter on the green works just like anywhere else.

- To putt, press **B** three times.

The distance potential of your putter can be changed in increments of 5 feet over a range of 5 to 180 feet.

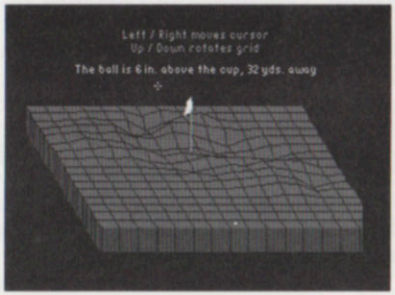
- To change the distance potential, D-Pad **up/down.**

Grid View

When you're out playing a round and you're on the green or within 40 yards of the cup, you can access the green grid. (If Auto Green Grid is on, this occurs automatically. See *Set Options*, page 7.)

- To view the grid, press **A.**

A contour grid showing the topography of the putting surface appears. A message above the grid reports how far the ball is above or below the pin, and the exact distance to the cup. To get a better view of how the topography affects the roll of the ball, rotate the grid.



- To rotate the grid left/right, D-Pad **up/down.**

You can fine tune your aim by adjusting the aiming cursor from the contour grid.

- To move the cursor left/right, D-Pad **left/right.**
- To return to the green, press **START**. Notice that the aiming cursor on the green reflects any changes you made on the grid.

The Secret to Putting

Reading the breaks of a green can be tricky and requires practice. There are no fixed rules for determining just how much you should compensate with the aiming cursor for a break, but below are a few reliable guides.

The breaks in the green influence the ball more as the ball slows down. It's more important to compensate for the breaks around the cup than for those directly in front of the ball.

When compensating for a drastic break, keep in mind that the ball must travel farther to the cup and plan your distance accordingly.

Particularly on short putts, it's generally a good idea to hit the ball too hard rather than too soft; don't try to cozy your short putts. On the other hand, if you're "lipping" a lot of your putts, try hitting the ball a little softer.

PLAY MODES

Practice Round

See *Playing a Practice Round* on page 9 for more information on this play mode.

Tournament

Now that you've mastered the basics and perfected your skills, it's time to put it all together and play a tournament. A tournament comprises four full rounds (72 holes) on the same course. Sixty professional golfers, plus one to four players in your party, compete for thousands of dollars. You must use professional tees and mulligans are not allowed.

How to Play

Select TOURNAMENT from the Game Setup screen (see *Game Setup Screen* on page 5).

After making your selections from the Player Setup screen (see *The Player Setup Screen* on page 10), an overhead of the course appears, followed by a course introduction with John Shrader. Here you learn about the upcoming tournament and the prize money. John also gives you up to the minute weather reports.

- To scroll through the introductory text, D-Pad **up/down.**

The course statistics appear, followed by the Leader Board. This shows the current standings for all tournament participants. After each ranking are the player's name, score, and the hole he is currently playing.

- To exit any screen, press **START.**

Making the Cut

Generally, if you shoot par or better you'll make the cut. At the end of the first round all players move on to the second round. At the end of the second round, the top 32 players, plus all those players tied for the lowest qualifying score, move on and so on to the fourth and final round.

Skins

Two to four players compete in a Skins Challenge for cash. Played over the course of 18 holes, each hole is assigned a monetary value. The value increases as you play, and the size of the purse varies depending on the competition and the number of players.

In order to win cash, you must win the skin for that specific hole. To win a skin, you must win a hole outright by making the lowest score on that hole. If two players tie for the lowest score, the skin for that hole carries over to the next hole. Theoretically, all 18 skins could ride on the 18th hole. If no one wins the 18th hole, the players return to the 1st hole and continue playing until someone wins the remaining skin(s).

Since the total score for the round has no bearing on who wins, when one of the players clinches a skin on a given hole, the other players simply pick up their balls and head to the next hole.

Match Play

One to two players compete against each other or against a Genesis pro in three rounds of Match play.

A complete game consists of three rounds with four groups of two playing consecutively. Each round is a

single-elimination contest and the competition is fierce. As in Skins, you try to win each hole, but there are variations. Instead of each hole being worth money, it is played for the sake of the score alone. If you tie or 'halve' a hole, the score remains the same.

At the end of the round, whoever has won the most holes, wins the round and proceeds to the next. A round continues only so long as there is uncertainty over the outcome.

If two players end a round tied, they return to the 1st hole for a sudden death play-off. The winner of that play-off continues on to the next round. The final winner takes all of the money, (there are no earnings for second or third place), so the pressure can be intense by the last round.

Shoot-Out

In EA Sports Shoot-Out play, four players line up to play three holes of golf. At each hole, the player with the highest score is eliminated. The players who score the lowest on each hole continue to the final hole where only two players are left to compete for the final prize. Money is awarded for first and second place.

After you select a course, the program randomly selects a starting hole. You play the next three holes in sequence.

If two or more players tie, a one-shot tie-breaker is played. The referee places the ball randomly in a position close to the green. The shot can be a chip or a putt, and each tying player takes the same shot. The player farthest from the hole is eliminated. After each of these tie-breaker sessions, a Summary Box appears

displaying the distance of each player's ball (in inches) from the cup. If players are still tied, then a second tie-breaker is played, and so on.

Driving Range/Putting Green

Designed for one player only, the Driving Range and the Putting Green are great for practice and polish.

While at the Driving Range, change clubs and shot types: try out your irons as well as woods. Practice with the Draw/Fade and Arc meters

- To change clubs, D-pad **up/down.**

When you select Putting Green as your Play mode, you can choose any hole on any course to play. Get a real feel for the greens before you enter a Tournament.

- To go to a new hole , select NEW HOLE from the Pause menu (see *New Hole* on page 12 for complete instructions).

STATS

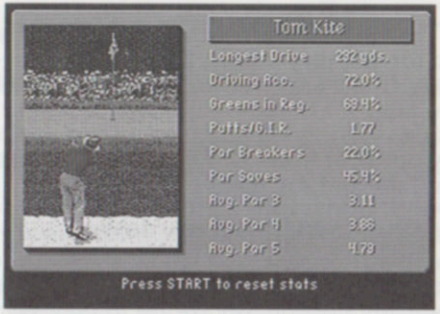
Golf lovers love stats, so we've packed PGA TOUR Golf III with plenty. You can view statistics from the Game Setup screen, or from the Pause menu.

To View Stats:

1. Select STATS from the Game Setup screen or the Pause menu. Press **START.** The Stats menu appears.
2. D-Pad **up/down** to highlight an option. Press **START** to select an option. The corresponding

Stats screen appears.

- To exit the Stats menu, or any one of the Stats screens, press **C.**



Players Stats screen

Players: This screen contains all the stats compiled for saved players and for the Genesis pros. Stats are updated each time you play, and you can reset them from this screen. For human players, the stats return to zero, while the pros' return to their programmed base stats.

- To view the different players, D-Pad **left/right.**

- To view all the stats available for a player, D-Pad **up/down.**

- To reset a player's stats, press **START.** A window appears asking you to confirm your choice: press **A, B,** and **C** simultaneously to reset, or press **C** to cancel the command and return to the Players Stats screen.

Course: Here you can view the stats for each course. Check out Par, Avg. Score, Best Round, Toughest and Easiest Hole. When you select this from the Pause Menu, you see the stats for the course you are currently playing . If you select this from the Game Setup screen, you can access any courses' stats by selecting the one you want from the COURSE option.

Tournament: Tournament stats begin with a list of Leading Money Winners, and continue with a list of Leading Scorers. The screens page automatically.

Delete Player: This is not a stats screen, but instead it's where you delete a saved player. When you select this option, a window opens up with a list of all saved human players. (If you access this option from the Pause menu, only those players not currently playing appear.)

- To delete a player, D-Pad **up/down** to select a player, then press **START.** You are asked to confirm your choice by pressing **START** again, or to cancel your command by pressing **C.**

Reset Course: When you select this option, you can reset all the compiled stats for a course to zero. Press **START** to reset, and **C** to cancel and exit the screen.

Reset Pros: This option lets you reset all the pros' stats at once, rather than one by one as in the PLAYERS option.

- To reset all the pros' stats, press **START.** A window appears asking you to confirm your choice: press **A, B,** and **C** simultaneously to reset, or press **C** to cancel the command and exit the screen.

PAUSE MENU

During any play mode, pressing **START** pauses the game. It also displays the Pause menu. Here you have access to a variety of course views, stats, and game play modifications.

- To select an option from the Pause Menu, D-Pad **up/down** to highlight an option, then press **START.**
- To exit an option and return to the Pause Menu, press **START** or **C.**
- To exit the Pause Menu and return to the course, press **START** or **C.**

RETURN TO GAME: Return to your game.

INSTANT REPLAY: View the shot you just made, save a shot you particularly like, or view a previously saved shot.

- To view the last shot you made, D-Pad **up/down** to highlight VIEW LAST SHOT and press **START.** The shot replays.
- To save a shot, you must access INSTANT REPLAY right after making the shot. Use the D-Pad to highlight SAVE LAST SHOT and press **START.** The shot is now saved.
- To view the shot you saved, select VIEW SAVED SHOT and press **START.** The saved shot replays.

HOLE BROWSER: The Hole Browser provides a user-controlled fly-by of the entire hole and offers more detail than the Overhead or Fly-By views.

- D-Pad **up/down** to move forward/backward.
- D-Pad **left/right** to rotate the camera left/right.
- Hold **A** while pressing the D-Pad **up/down** to raise and lower the camera angle.
- Press **B** to switch views (camera aims at the ball or flag).
- Press **START** for Help instructions.
- Press **C** to resume game.

FLY-BY HOLE: Take another aerial look at the hole and check out the advice from one of the Genesis pros.

COURSE INFO: Return to the introductory screen to check out the weather report and view the course statistics (Par, Avg. Score, Toughest Hole, etc.).

PICK UP BALL: Pick up your ball and take an automatic score of 12.

SAVE GAME: Save the current game. Press **START** to save the game and overwrite any previously saved games: press **C** to cancel the command.

RESTORE GAME: Return to a saved game.

NEW GAME: Exit the current game and return to the Game Setup screen. When this option is selected, you are prompted to press **START** again to exit the current game.

SCORECARD: Check out the score. Please note that the scorecard appears automatically between holes.

LEADERBOARD: View the Leaderboard. Again, please note that the Leaderboard appears automatically between holes.

STATS: Access stats. See *Stats* page 23.

SET OPTIONS: Change your options. See *Set Options* on page 7.

HOLE OVERHEAD: Get an overview of the entire hole. See *Set Options*, page 7.

GREEN GRID: View the contour putting grid. Only appears when you are on or near the green. See *Set Options*, page 7.

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