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# PGA TOUR

GOLF

## III

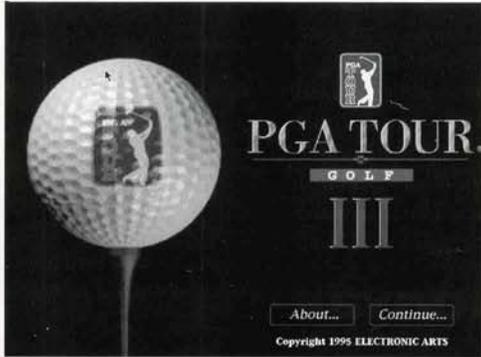


By Manley & Associates and Hitmen Productions



## ENTER THE WORLD OF PGA TOUR® GOLF!

Once again, EA SPORTS brings you the fairways and greens you've always dreamed of. Walk the 17th at Sawgrass with the best on the TOUR, then march past the field to win it all. *PGA TOUR® Golf III* features include the following:



- Fly By movies of each hole, rendered from tee to green, complete with music and audio commentary.
- Picture-in-picture (PIP) view, so you can simultaneously view your shots from a reverse angle perspective as well as from behind your golfer.
- Multiple replay camera angles.
- Play AS or AGAINST actual PGA TOUR pros.
- Point and click aiming from the Overhead View.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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## SYSTEM REQUIREMENTS

- System software: System 7.1 or greater
- Macintosh® Models: 68040 Microprocessor (requires 8MB of RAM plus 5MB of Virtual Memory) 33 MHZ or higher
- Double speed CD-ROM drive
- Sound Manager 3.0 (included with software)
- 10 MB hard disk space
- A monitor that can display at least 256 colors
- Keyboard supported

### Recommended System Setup

- 60 MHZ or higher Power PC (requires 16MB of RAM) to run Native mode
- Mouse

**Note:** If you need to use virtual memory in order to reach the memory requirements of *PGA TOUR® Golf III*, you may experience music difficulties in the beginning of the game (see *Trouble Shooting* on p. 26).

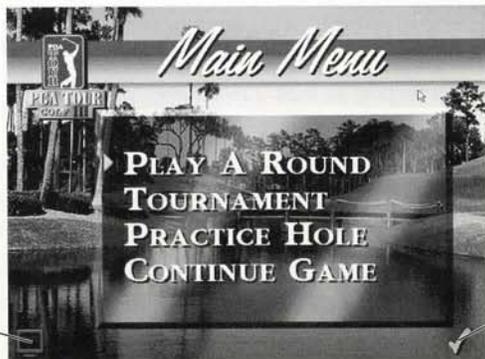
## INSTALLATION

### To install *PGA TOUR Golf III*:

1. Insert your *PGA TOUR Golf III* CD into the CD drive. The *PGA TOUR Golf III* disk icon appears on your desktop. (If you're not sure how to insert the CD, or operate your CD disk drive, please refer to your CD drive documentation.)
2. Double click on the disk icon to reveal the *PGA TOUR Golf III* game icon, a demo icon, a *System Folder Items* folder, and a README file.
  - To view last minute updates and information, click on the README file.
  - To see a demo of the game, double-click on the demo icon.
  - To exit the demo, press **⌘-Q**.
3. The *System Folder Items* folder contains Sound Manager 3.0 and related items. Open this folder and drag the files it contains to your *System Folder*. Restart your computer and proceed to step 4.
4. Double-click on the *PGA TOUR Golf III* game icon. The EA SPORTS and PGA TOUR title screens appear.
  - The CD must remain in the drive while playing the game.
  - To see the credits for *PGA TOUR Golf III*, click ABOUT.
  - To proceed to the Main Menu, click CONTINUE.

## THE MAIN MENU

The Main Menu appears after the title sequence and when you end a game. To make selections from this menu, and the other menus that appear in the game, follow these instructions:



CLICK HERE  
TO EXIT

CLICK HERE TO  
CONTINUE

- Use the mouse to click on an option.
- or-
- Use the **↑↓** keys to highlight an option, and press **←Return**.
- Use the **←→** keys to highlight the EXIT button or the green ✓.
- To exit the Main Menu and end the game, click on the EXIT button on the left of your screen, press **⌘-Q**, or press **[Esc]**.

Throughout the game you'll notice a green ✓ on the lower, right-hand section of your screen, and a red ✗ to the left. Select the green ✓ to accept any selections you've made and continue to the next screen. Select the red ✗ to cancel any selections and return to the preceding screen.

### HIDDEN APPLE MENU BAR

- To display the hidden Apple Menu bar, click in the upper left-hand of your monitor screen. You can select QUIT from this menu to exit the game, or ABOUT to see the *PGA TOUR Golf III* credits.

## PLAY A ROUND

Play on your own, or in a group up to four, in a round of nine or eighteen holes on any of the three available Tournament Players Club courses.

When you golf in a group of 2 – 4 players you can choose Stroke play, Match play, or Skins play. See *Scoring* on p. 10 for a description of each scoring method.

## TOURNAMENT

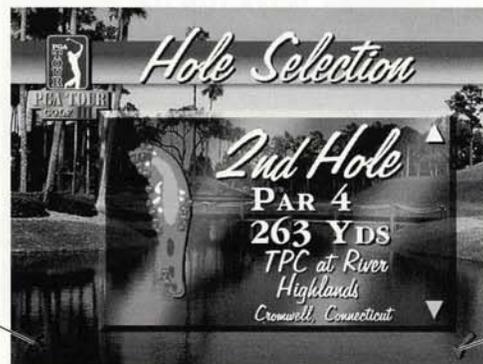
Compete against a field of professionals for cash and reputation. No “mulligans” or “gimmies” are allowed, and all players tee off from the blue (professional) tees.

## PRACTICE HOLE

The Practice Hole option lets you practice any hole on any course.

**EA TIP** This is a good option to choose if you want to practice your swing and master the controls before entering a Tournament. You're under no pressure to perform and you can learn to read the greens, analyze wind and fairway conditions, and hone your club selection skills. The *Play Golf* section on page 12 contains all the information you need to lower your scores.

After you choose your course from the Course Selection screen, the Hole Selection screen appears.



CLICK HERE  
TO CANCEL  
SELECTION  
AND GO BACK  
A SCREEN

CLICK HERE TO  
ACCEPT AND  
CONTINUE

- To choose a hole on the course, click on the ▲ and ▼ triangles. After you finish the hole, you return to the Hole Selection screen.

## CONTINUE GAME

This option appears only when you have a saved game on your hard drive.

- Select CONTINUE GAME.

The saved games appear on the Scorecard screen, with the most recently saved game appearing first.

- To scroll through your saved games, click on the ▲ and ▼ triangles on the Scorecard screen.
- To resume a game, click on the green ✓ or press **←Return**.
- To remove a saved game, click on the REMOVE button. An alert dialog pops up, asking if you want to permanently delete the game. Click OK to confirm, NO to cancel.

## PLAYER LIST

After you select a game option from the Main Menu (except PRACTICE HOLE), the program displays the Player list. Here, you set up your scorecard by adding 1 – 4 players. Three player icons represent the three types of players you can choose from.

- To select a player icon, click on it.



PLAYER ICONS

## NEW

This icon brings up a blank Player's Card for creating a new player.

- To create a new player, type in the name of the player (up to 10 characters) and press **←Return**.

## PRO

This icon brings up the nine featured PGA TOUR pros.

- To select one of the featured pros, click on the player.

You can PLAY AS or PLAY AGAINST the selected pro. When you PLAY AS the pro, you control the pro. (The word "as" appears in front of the pro's name on the game screen and on the scorecard.) When you PLAY AGAINST the pro, the computer controls the pro.

## OTHER

This icon brings up a list of all created players. When you create a new player, the program adds the name to the list of players.

- To select a player from the list, click on the player's name.
- To scroll through all the players, click on the ▲ and ▼ arrows.
- To remove a player, highlight the player's name by clicking on it, then click on the REMOVE icon. An alert dialog pops up, asking if you want to permanently remove the player. Click OK to confirm, NO to cancel.

**Note:** A player that exists in a saved game cannot be removed until you complete or delete the saved game.

## NON-PRO GOLFER ANIMATIONS

There are four different non-pro golfer animations, each one assigned to a slot on the Player list. Select a slot and play a round to see which animation corresponds to that slot. If you want to select a particular animation at the beginning of a game, just move the pointer to the slot you want *before* you select NEW or OTHER.

- To select the player animation you want, use your mouse cursor (or **↑↓**) to move the pointer at the left of the scorecard to the slot assigned to that animation.

## GOLF BAG

When you create new players, you must select their clubs. Sixteen clubs (and the putter) are shown on the Golf Bag screen, with twelve already selected. When you select a club, the club head appears in the box showing the name of the club and its maximum hitting distance in yards. You may carry a maximum of fourteen clubs, including the putter.



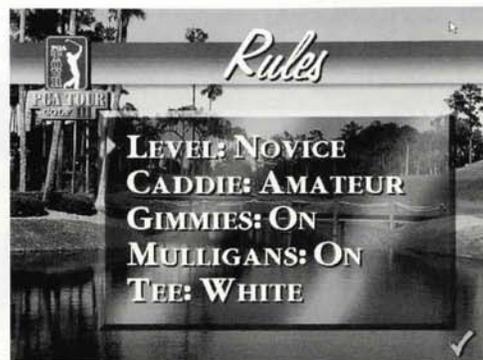
- To add a club to the bag, click on the box with the name of the club you want to add. The club head appears if there's enough room in the bag.
- To remove a club from the bag, click on the unwanted club. The club disappears, opening up an empty slot in your bag.

When you exit the Golf Bag screen, the Rules menu appears.

## RULES

When you create a New Player, you go to the Rules menu to set the Level, Caddie, Gimmie, and Mulligan options for the player. These settings remain constant for that player until you change them. You can change settings during a round from the Options menu (see *Options Menu* on p. 18). All default options, where applicable, are listed in **bold**.

**LEVEL** Cycle between **NOVICE**, **AMATEUR**, or **PRO**. The different play levels affect the size of the contact area at the bottom of the swing arc, and your club's distance potential. The smaller the contact area, the more difficult it is to strike the ball squarely and send it on a straight trajectory (see *The Power Meter* on page 13 for complete information).



- At **NOVICE** level, the contact bands are widest, making it easier to shoot straight, and the meter moves at its slowest rate. When you miss the center of the contact area, the resulting hook or slice is not very pronounced. The maximum club distances are at their shortest.
- At **AMATEUR** level, the contact bands are thinner, the meter moves more quickly, and hooks and slices are more pronounced. Also, the maximum club distances are in the midrange.
- At **PRO** level, the contact bands are very thin, the meter moves fast, and hooks and slices are greatly exaggerated. Also, the maximum club distances are at their longest. Great skill is required to place shots accurately.

**CADDIE** Cycle between **NOVICE**, **AMATEUR**, or **PRO**. Your caddie not only carries your bag, but assists in your club and shot selection. Of course, you don't have to take your caddie's advice, but it's a good place to start your decision process. Below are descriptions of the different caddie levels.

**NOTE:** The three caddie designations reflect the skill level of the player, not the skill level of the caddie. Hence, the novice caddie offers the most help, and the pro caddie offers the least.

- The **NOVICE** caddie gives you the most assistance. He recommends the swing arc backswing distance and selects the appropriate club, taking into account the ball lie.
- The **AMATEUR** caddie recommends the swing arc backswing distance and selects a club without taking into account the ball lie.

- ❑ The PRO caddie gives you the least assistance. He does not recommend the back-swing distance and selects a club without taking into account the ball lie.

## GIMMIES

Toggle ON/OFF. A “gimmie” is a putt so short that most players don’t require their opponents to actually putt the ball into the hole. When you take a gimmie, a stroke is added to your score and that hole is completed.



## MULLIGANS

Toggle ON/OFF. Simply put, a mulligan is a “take back.” When you take a mulligan, you get to replay your last ball as though you’d never hit it.



## TEE

There are three different tee areas from which you can begin a hole. The RED tees are closest to the hole. The WHITE tees are farther back, and the BLUE tees are farthest back.

**Note:** Gimmies, Mulligans, and the Tee selection option are not available during Tournament play.

Once you’re finished making selections from the Rules menu, you return to the Player list.

## SCORING

There are a number of different scoring methods used by pros and amateurs alike. *PGA TOUR Golf III* offers the most popular scoring methods, described below.

### STROKE PLAY

The goal in Stroke play is to complete a round in the fewest strokes. Whether you’re one player or in a group, you’re competing against par. This is your basic round of golf. In Stroke play, the players can choose to play from the red, white, or blue tees, and mulligans and gimmies are allowed.

First tee-off honors are awarded to the player with the lowest score on the previous (or most recently won) hole.

### MATCH PLAY

For two to four players, the goal of Match play is to win as many holes as possible against the other players.

- To win a hole, you must achieve the lowest score. If two or more players “halve” (tie) a hole, the score remains the same and the players move on to the next hole.
- At the end of the round, the player who won the most holes wins the match.

- If, during the match, a player is leading by a number of holes greater than the number of holes remaining, the match automatically ends and the leader is declared the outright winner.
- If, after the last hole, two or more players have won an equal number of holes, the tied players begin a hole-by-hole playoff to determine the winner of the match.
- All players are required to use the blue tees, and no mulligans or gimmies are allowed.

### SKINS PLAY

Skins play is similar to Match play, except the stakes are higher. Each hole is assigned a monetary value called a “skin.” This scoring method is also for two to four players.

- To win a skin you must win the hole outright. If two or more players tie (“halve”) a hole, then the skin for that hole is carried over to the next hole. Theoretically, all eighteen skins can carry over to a single hole.
- If two or more players “halve” the last hole, all the players begin a hole-by-hole playoff to determine the winner of the remaining skin(s).
- All players are required to use the blue tees, and no mulligans or gimmies are allowed.

The Course Selection screen follows.

## COURSE SELECTION

Click on the ▲ and ▼ triangles on the right side of the Course Selection screen to change courses. The course that appears on the screen is the course you play.

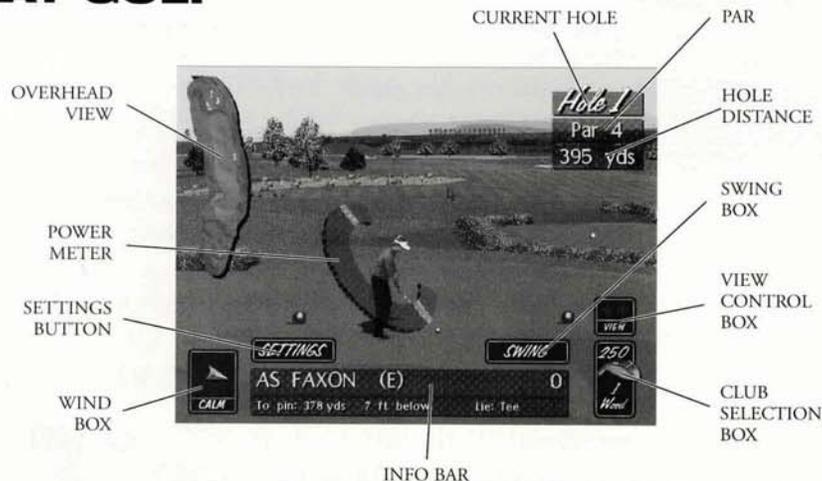
- To see video footage of the selected course, click on the film reel icon.
- To play on the selected course, click ✓.



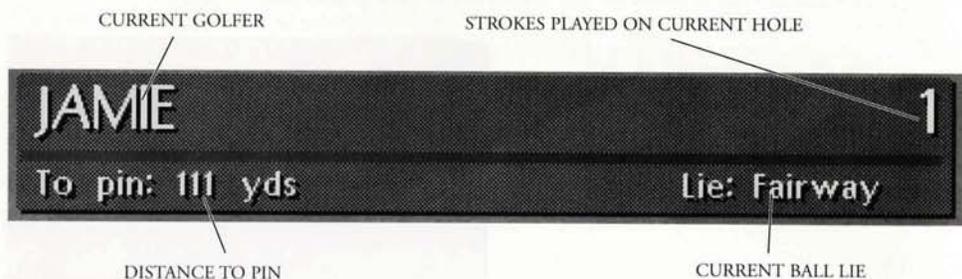
## ROUND

Except when Practicing a hole or playing in a Tournament, the Game menu lets you play nine holes (front or back), or all eighteen.

## PLAY GOLF



## THE INFORMATION BAR



The Information Bar at the bottom of the game screen provides the following information before and after each shot: golfer name, total score, strokes played on current hole, the distance to the pin, the height of the pin relative to your ball (if no height is displayed, the ball and pin are level), and your ball lie.

You can also get similar information for your prospective target. You'll want to know if you're aiming for the rough or a water hazard.

- To display the target information, press and hold **Control** + **↑**. The Information Bar displays the target lie, the height of the target in relation to your ball, and the distance between the ball and the target (i.e. not between the ball and *the pin*).

After your shot, the Information Bar displays the distance of your shot and your new ball lie.

## THE SWING

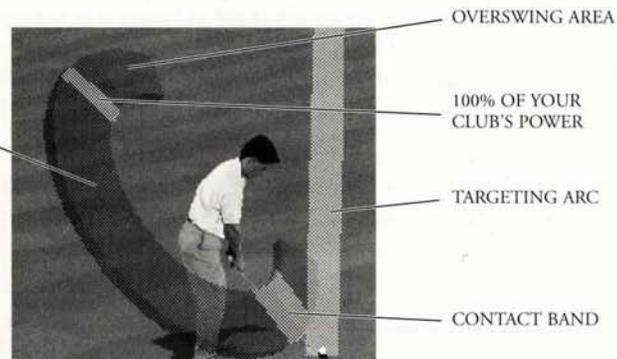
The swing is divided into three separate parts: the backswing, the downswing, and the contact. Each step is initiated by a mouse button click on the Swing Box, or a **Spacebar** press.

1. Click on the Swing Box to begin the backswing.
2. Click the Swing Box again to stop the backswing and determine your shot power (distance of the shot).
3. Click the Swing Box a third time to strike the ball and determine the accuracy of the shot.

The power and accuracy of the swing are determined by and tracked on the Power Meter.

## THE POWER METER

THE POWER METER CONSISTS OF A BLUE SWING ARC WITH RED AREAS AT EITHER END, AND THE MOVING POWER BAR



You need to understand the Power Meter before you can make accurate shots consistently. When you start your swing, a dark blue Power Bar begins traveling up the Swing Arc. When you stop your backswing, the Power Bar leaves a mark to indicate where it stopped.

The center of the band at the bottom of the Swing Arc, where the blue meets the red, indicates a hit with no hook or slice on the ball.

When you stop your downswing with the third mouse click, the Power Bar leaves a mark where the club makes contact with the ball. If the mark appears in the red area, the ball will slice to the right. If the mark appears in the blue area, the ball will hook to the left. The further the mark is from the line where the blue meets the red, the more the ball will hook or slice.

With the Caddie option set to Novice or Amateur, a gray band at or near the top of the Swing Arc marks the distance required to reach your target. On shots where you're too far away to reach the green, you might want to venture into the overswing area to increase your distance, but on shots aimed at the pin you should always choose a club that can get you there without overswing.

**EA TIP** Try to stop the backswing in or slightly beyond the gray band to make sure your shot reaches the target.

The gray contact band at the bottom of the swing arc marks the area where you need to strike the ball to make it fly straight. If you miss to the left of the gray band, the ball will draw or hook to the left. If you miss to the right of the gray/orange band, the ball will fade or slice to the right.

**EA TIP** Try to strike the ball in the center of the gray band to reduce the effect of hooks or slices.

The orange area shows where the gray band overlaps on the red (overswing) area. In the upper part of the swing arc, an orange band indicates that you need more than 100% of the distance potential of the selected club to reach the target on the fly. In other words, it shows you how much overswing you'll need to hit the target—but remember, you should probably allow for some bounce and roll.

## AIMING YOUR SHOT

The game automatically selects a target at the beginning of every shot, but you can change that target if you have a different strategy. It's often helpful to use the Overhead View to map out your target.

- To display the yellow Targeting Arc at its default or current position, press **Control** ↑.
- To select a new target, position the mouse cursor anywhere on the screen and click the mouse button.  
—or—
- Click in the Overhead View to aim your shot.  
—or—
- Use the **↑** **↓** **←** **→** keys to reposition the Targeting Arc.

**NOTE:** You can reposition the cursor and click, or drag the cursor—whichever you prefer.

The yellow Targeting Arc appears, showing the flight of the ball. The pointer at the end of the Targeting Arc shows approximately where the ball will land if you hit with 100% power in a straight line with no wind.

When you're re-targeting the shot, the Overhead View (highly recommended) represents the Targeting Arc with a straight yellow line.

When the Targeting Arc enters an Out of Bounds area, the portion of the arc in the Out of Bounds area changes from yellow to red on the game screen.

While you're repositioning the target, the Information Bar shows the target (not the *pin*) information.

## CLUB SELECTION



The computer caddie selects a club for you before every shot, but you can elect to change the club. The box at the lower right hand corner of the screen shows the current club. The distance potential of the club appears at the top of the box.

**EA TIP** The distance potential of a club does not take into account the wind, fairway conditions, or ball lie. Measure your shots accordingly.

- To select a longer distance club, click on the club selection box.
- To select a shorter distance club, click on the club selection box while holding the **Shift** key.

**NOTE:** The skill level you select from the Rules menu determines the maximum distance potential of a given club. At Pro level, the clubs have their longest range. At Novice level, the clubs have their shortest range. The putter is the only club available on the green.

## DRAW AND FADE



You can play a draw or a fade with any wood or iron. Draw curves the ball from right to left, while fade curves the ball from left to right. Draw and fade are useful when trying to avoid hazards or negotiate doglegs.

- To play a draw or fade, hold down the **Shift** key and move the mouse left or right.

The spin window (screen left) indicates the degree of draw or fade imparted to the ball, and the yellow Targeting Arc shows you the trajectory of the ball.

## BACKSPIN

To improve your control, you can put some backspin on the ball. The short irons create more backspin than the long irons, and the woods impart no backspin.

- To create backspin, hold down the **[Shift]** key and drag the mouse toward you. The more you drag the mouse, the more backspin you will impart.
- To decrease backspin, move the mouse away from you.

The spin window appears when you're using an iron to show the degree of backspin on the ball.

## BALL LIE

Your ball lie affects the distance and accuracy of your shot. Shots from the sand traps, rough, heavy rough, and fringe are less reliable. When playing from undesirable lies, it's important to be very accurate on your backswing and contact. If not, you might wind up in even worse shape.

**EA TIP** Put a little extra muscle behind shots from bunkers and the rough to blast your way out.

## PUTTING

Your caddie automatically selects the putter when your ball lies on the green or on the fringe. To increase your chance of making putts (particularly long putts) it's wise to consult the grid for any significant breaks in the green.

### AIMING THE PUTT



On putts that look as if they're going to break, you'll want to use the Bull's-Eye to aim the putt. When Commentary is ON (see *Sounds Menu* on p. 19), you hear important advice about the break.

- To display the Bull's-Eye in its default or current position, press **[Control]** **[↑]** on your keyboard.
- To reposition the Bull's-Eye, hold down the mouse button and move the mouse in the desired direction, or use the **[↑]** **[↓]** **[←]** **[→]** keys.

## INSTANT REPLAY

*PGA TOUR Golf III* is equipped with an instant replay feature that lets you take another look at any shot or putt. After each shot, two buttons appear above the Information Bar: REPLAY and OK.

- To view a replay of your last shot, click REPLAY.
- To go to your next shot (or hole), click OK.

**Note:** The Multiple Replay options only appear when SNAP VIEW is ON (see *Display Menu* p. 19).

- To view a replay of your last shot from behind the golfer, click the **↑** arrow in the REPLAY box (or press **[r]** or **[↑]**).
- To view a replay from the perspective of the ball lie, click the **↓** arrow in the REPLAY box (or press **[v]** or **[↓]**).

## PENALTIES

The rules of golf penalize players one stroke for hitting the ball into a water hazard or out of bounds.

### WATER HAZARDS

When the ball lands in a water hazard, you have one of the following two options:



- You can **rehit** the ball from its original spot and take a one stroke penalty.



- You can **drop** the ball where it crossed the water and hit from there with a one stroke penalty.

### OUT OF BOUNDS

When the ball lands out of bounds, you must rehit your shot from its original spot, adding one stroke for the misplayed shot and one stroke for the penalty. For example, If your tee shot lands out of bounds, you'll be hitting three from the tee on your next shot.

## GOLFER PERSPECTIVE



Before each shot the golfer automatically faces the pin, unless the golfer is at the tee on a hole where the pin cannot be reached in one shot, in which case the golfer faces the middle of the fairway.

Use the arrows in the View box to rotate the golfer in the desired direction. Each time you click on an arrow, the golfer rotates 15 degrees.

- To return to the default perspective, press **[h]**.

## SETTINGS MENU



The Settings button on the game screen displays a menu of buttons from which you can select a variety of options at any time before a shot.

- To access the Settings menu, click on the **SETTINGS** button (**[Tab]** or **[t]**).
- To close the Settings menu, click the **SETTINGS** button again (**[Tab]**, **[t]**, or **[Esc]**).

## OPTIONS MENU

A variety of game options are available during play. You can determine the physical conditions under which you play, the rules, the sounds you hear, and the view of the course. All default options, where applicable, are listed in **bold**.

- To access the Options menu, click the **SETTINGS** button and then click the **OPTIONS** button.



## RETURN TO THE GAME

Exit the Options menu and return to the game screen.

## CONDITIONS MENU

### WIND



Cycle between **CALM** (no wind), **BREEZY** (10 mph wind), or **WINDY** (20 mph wind). Wind affects the flight of the ball, both by increasing or decreasing the distance in the air and by pushing it to the left or right. Check the Wind box in the lower left corner of the screen to determine the direction and speed of the wind. The wind condition appears below the Wind box.

### FAIRWAY

The fairway condition affects the roll of the ball after it lands. Cycle between **NORMAL** (perfect fairway conditions), **DAMP** (ball rolls slower and not as far), or **DRY** (ball rolls faster and farther).

### GREENS

The greens condition affects the roll of the ball after you putt, with the same effects as the **FAIRWAY** condition.

## RULES MENU

Change the rules for a player during a round. See *Rules* on p. 8 for more information.

## SOUNDS MENU

**MUSIC** Toggle the Music **ON/OFF**.

**SOUND** Toggle the Sound **ON/OFF**.

**COMMENTARY** Toggle Commentary **ON/OFF**. The commentary offers advice about putting and updates on a player's score.

## DISPLAY MENU

The Display settings let you customize the display defaults for your current game.

**OVERVIEW** Toggle Overview **ON/OFF**. The Overview screen appears before the hole and gives an aerial view of the hole as well as a general description of its features.

**AUTO GRID** Toggle automatic grid display on greens **ON/OFF**. See *Grid* on p. 20.

**AUTO FLY BY** Toggle Fly By videos after the Overview screen for each hole **ON/OFF**. See *Fly By* on p. 22.

**SNAP VIEW** Cycle between **ON**, **OFF**, or **PIP**. When **ON**, the camera switches to reverse angle perspective in mid-flight. When **PIP** is selected, a window appears in the lower right of the game screen displaying the snap around view, so you can see both camera angles simultaneously.

## GRID

Click the GRID button to display a grid on the putting green or fairway. The grid is most useful on the green, where the contours of the putting surface are difficult to distinguish with the naked eye. The contour of the grid shows how the putt will break.

**EA TIP** Note that a ball usually breaks more at the end of the putt as the ball slows down. On uphill putts, make sure you give the ball enough power to reach the cup.

## OVERHEAD

If you wish to permanently display the current hole's Overhead View on the game screen, select this option. A yellow line appears on the Overhead View, showing the Targeting Arc. Golfers appear as blinking dots, color-coded by player number:

PLAYER 1: Yellow

PLAYER 3: Blue

PLAYER 2: Red

PLAYER 4: Black

You can click directly on the Overhead View to aim your shot.

- To select a new target, position the mouse cursor anywhere on the Overhead View and click.

The ball flight is animated in the Overhead View after you strike the ball.

## SCORE

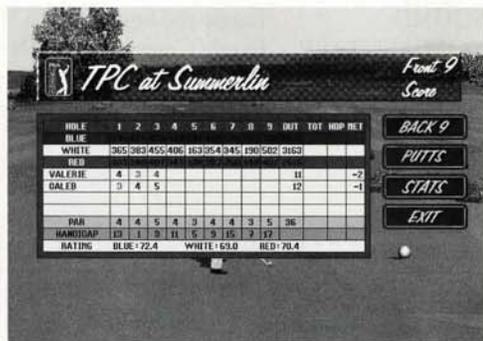
If you wish to see the current game's scorecard, select this option. Only nine holes appear at a time, so if you're on the front nine, the scorecard for holes 1–9 appears. If you're on the back nine, the scorecard for holes 10–18 appears.

### BACK/FRONT NINE

- To bring up the scorecard for the other nine holes, click on this button.

### PUTTS/SCORE

- To see how many putts you've taken on each hole, click on PUTTS. To return to the Scorecard, click SCORE.



## STATS

- To see your current stats, click on this button. For a description of the individual statistical categories, see *Game Stats* on p. 23.
- To see every player's stats, click MORE. To return to the Scorecard, click CONTINUE.

## EXIT

- To return to the game screen, click on the EXIT button.

## SAVE GAME

The program lets you save any number of games on your hard drive (provided you have the space). A game will be saved up to the last completed hole, so the best time to save is before teeing off.

- To save a game, click on the SAVE GAME button in the Settings menu and follow the prompts.

## END GAME

- To end the game and return to the Main Menu, choose this option. The program gives you the option of saving, not saving, or canceling and returning to your game.
- Choose END GAME or press [Esc] to discontinue a game where *only* computer players are set up to play against each other.

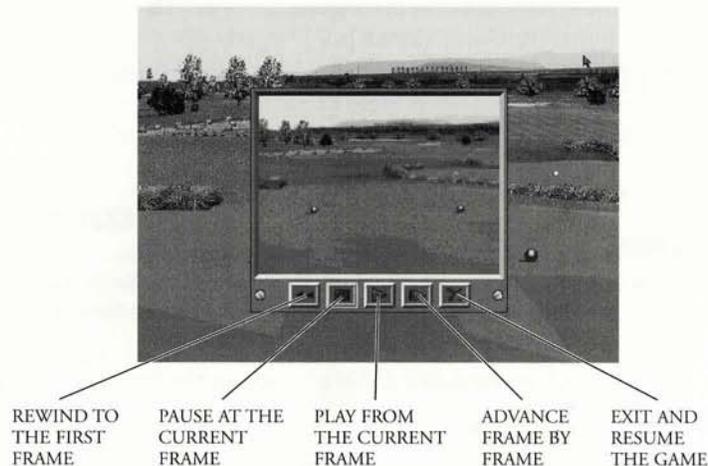
**Note:** Be sure to press [Esc] just prior to the computer player's shot.

- To exit the game and return to the desktop, press  $\text{⌘} - Q$ .

—or—

- Access the hidden pull down menu near the Apple Menu Item icon on the left-hand top of the monitor screen. Select QUIT from the menu to quit the game and return to the desktop.

## FLY BY



This feature displays, in the center of the game screen, a Fly By movie of the current hole. The movie shows the hole from the perspective of a camera 8 feet above the ground that flies from behind the blue tee along a path to the green. Audio commentary and music are provided.

## DELETING A PLAYER OR GAME

You are given the option of deleting a saved game after selecting CONTINUE GAME from the Main Menu (see *Continue Game* on page 6). You are given the option of deleting a created player after selecting OTHER PLAYER from the Player list (see *Player List* on page 6). When you click the REMOVE icon to delete a player or game, an alert dialog pops up, asking if you want to permanently remove the player or game. Click OK to confirm; click NO to cancel.

## TOURNAMENT PLAY

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. Fifty-six PGA TOUR professionals, plus one to four players in your party, compete for thousands of dollars. You must use professional tees, and mulligans and gimmies are not allowed.

## MAKING THE CUT

There is no player cut after round one. After the second round, the top forty players move on to the third round. If more than one player ties for 40th, those players also make the cut and move on to the third round.

After the third round, the players with the top 40 scores move on to the fourth round. As with the third round cut, those tying for 40th also survive.

## THE LEADERBOARD

The Leaderboard screen appears automatically at the completion of every hole. The Leaderboard screen displays the top ten players in the tournament, including any player-controlled golfers or PGA TOUR pros in their group. These players also appear on a list below the leaderboard.

The players are ranked in order of total score, with a "T" indicating "Tied". For example, if there are three players tied for 5th place, T5 appears before each of the three names. Also listed is the hole they just completed (18 usually means they've finished the current round).

- To see the rest of the field's scores, click on the MORE button.

You cannot access the Leaderboard during play.

## SUDDEN DEATH PLAYOFF

If two or more players are tied for first place after the end of the fourth round, the tied players begin a sudden death playoff to determine the winner.

## GAME STATS

The program keeps a wealth of statistics about every facet of the game.

**Longest Drive**—The player's single longest shot off the tee with the ball landing on the fairway.

**Driving Average**—The player's average distance off the tee.

**Driving Accuracy**—The percentage of the player's tee shots that land and stop on the fairway.

**Greens in Regulation**—The percentage of times the player reaches the green at least two strokes under par. For example, on a par 4, you must reach the green in two shots to be considered as having reached the green in regulation.

**Putts/G.I.R.**—The average number of putts a player takes to finish a hole after reaching the green in regulation.

**Scoring Average**—A player's average score over an 18 hole round.

**Best Round**—A player's lowest score over an 18 hole round.

**Par Breakers**—The percentage of times the player finishes a hole under par.

**Par Saves**—The percentage of times the player finished a hole at or under par without having reached the green in regulation.

**Holes-in-One**—The total number of holes-in-one. If your shot makes it in the hole on the first stroke, it's a hole-in-one!

**Eagles**—The total number of times a player has finished a hole two strokes under par.

**Birdies**—The total number of times a player has finished a hole one stroke under par.

**Skins Wins**—Number of Skins games won.

**Skins Earnings**—Total amount of money won in Skins games.

**Tournament Wins**—The total number of tournaments won.

**Tournament Earnings**—Total amount of money won in Tournaments.

**Best Tournament Score**—Best score for four Tournament rounds.

## KEYBOARD COMMAND SUMMARY

We strongly recommend that you use a mouse when playing *PGA TOUR Golf III*, but you can play the game using the keyboard.

### Hotkeys

The menus and control buttons contain letters (either the first or second letter of the word) highlighted in yellow. These highlighted letters are known as "hotkeys."

- To activate the menu item or button on which the hotkey appears, press the hotkey letter on your keyboard.

## MOVING THROUGH THE SCREENS

- Press the **↑↓** keys to move cursor.
- Press **Esc** to exit or return to the previous screen.
- Press **Return** to select highlighted option.
- Press the **↑↓** keys to activate up/down scrolling arrows.

## SELECTING CLUBS

- Press **C** (uppercase) to choose a lower lofted club (e.g., 3 wood).
- Press **c** (lowercase) to choose a higher lofted club (e.g., 9 iron).

## AIMING THE SHOT

- Press **Control** **↑** to bring up the Targeting Arc. The targeting information is displayed in the Information bar.
- Press the **↑↓** keys again to move the Targeting Arc away from, or toward, the player.
- Press the **←→** keys to move the Targeting Arc left or right on the game screen.

## STRIKING THE BALL

1. Press the **Spacebar** to start the backswing.
2. Press the **Spacebar** again to set the power and begin the downswing.
3. Press the **Spacebar** a third time to strike the ball and set the accuracy.

## CHANGE GOLFER PERSPECTIVE

- Press **Control** + the **←→** keys to change perspective.
- Press **h** to return to the default view.

## DRAWING AND FADING THE SHOT

- Hold the **Shift** key and press the **←→** keys to adjust the draw/fade.

## PUTTING BACKSPIN ON THE BALL

- Hold the **Shift** key and press the **↑↓** keys to adjust the backspin on the ball.

## AIMING THE PUTT

- Press **Control** **↑** to bring up the Bull's-Eye.
- Press the **↑↓** keys again to move the Bull's-Eye away from, or toward, the player.
- Press the **←→** keys to move the Bull's Eye left/right on the green.

## SETTINGS MENU

- To bring up the Settings menu, press **Tab** or **T**.
- To select an option, press the key corresponding to the letter highlighted on the option.
- To exit the Settings menu without selecting an option, press **Tab**, **l**, or **Esc**.

## REPLAY

- To view a normal replay, press **r** or the **↑** key.
- To view a reverse angle replay, press **v** or the **↓** key (Snap View must be on).

## PROBLEMS WITH YOUR SOFTWARE?

If you are having a problem installing or using your software, we want to help.

- First, please make sure you have read the *Installation* and *System Requirements* section of this manual or command summary card thoroughly (found on p. 3).

If you have followed the directions in the documentation, and are still having trouble installing or operating the software, below are some hints that might help solve the problem.

### SPEED

In order to run *PGA TOUR Golf III* as fast as possible, turn off any unnecessary extensions in your system by using the Extensions Manager, or other similar programs.

### POWER MAC

Turn on Virtual Memory. (Built in RAM and Virtual Memory must add up to 10 megabytes.)

Turn on the Modern Memory Manager.

### OTHER MACINTOSHES (68040 MACHINES)

Turn on Virtual Memory. (Built in RAM and Virtual Memory must add up to 10 megabytes.)

Using the Virtual Memory Update from Apple Computer is recommended.

## TROUBLE SHOOTING

If you are having trouble playing *PGA TOUR Golf III*, the information in this section may help you get going again. First, make certain your system meets the requirements listed in this manual.

### PROBLEM

### POSSIBLE CAUSE

### SOLUTION

Can't find program icon on machine after inserting CD.

Your CD-ROM player may not be attached correctly to your computer.

Check your Macintosh and CD-ROM manuals in both instances.

The software driver for your CD-ROM may not be installed.

Color looks strange or game appears in black and white.

Insufficient memory to display color, or monitor set to display in black and white.

Quit other active applications and close windows to free up memory.

Change setting to 256 colors in the *Monitors* Control Panel.

Sound is too quiet.

Sound set to low volume.

Adjust the volume in the *Sound* Control Panel.

Add external speakers.

I received an error message reading "MINOR REPAIRS ARE NEEDED."

Your desktop file needs to be updated to read System 7.0 disks.

The update automatically occurs when you click **OK**.

Program runs slowly. Sound is choppy or stops working altogether.

You are using System 7 in a 24 bit addressing mode.

In the *Memory* Control Panel, turn 32 bit addressing ON, then restart your computer.

You may have too much memory reserved in your RAM cache.

Lower the amount of memory in your cache (or turn it off completely) and restart your Macintosh.

Quit any open applications.

System 7 users: Make sure the Control Panel called "Views" has the *Calculate folder sizes* option turned off.

| PROBLEM   | POSSIBLE CAUSE                                    | SOLUTION  |
|---|---|---|
| Program runs slowly. Sound is choppy or stops working altogether. | File Sharing may be turned on.                    | Turn off File Sharing from the <i>Extensions</i> folder. See your Macintosh documentation for more information.<br><br>Turn off Music from the Options Menu within the game. You will still receive sound and commentary. |
| My computer crashed during game play.                             | This problem is usually caused by lack of memory. | To disable your system's extensions, you must temporarily remove them from your system folder and reboot.**   |

**NOTE:** If you are experiencing problems with *PGA TOUR Golf III*, and none of the above solutions work, check to see if you are using RAM Disk. If so, turn this option off from the *Memory Control Panel*.

\*\*It is possible that the problems that you are experiencing may be caused by CDEVs and/or INITs, collectively referred to as "EXTENSIONS". These are memory resident programs on the Macintosh that can cause problems due to memory conflict. The term CDEV stands for control panel devices and INIT stands for initializing programs. These programs load into RAM when you boot your computer. The most popular types of memory resident software on the Macintosh are virus-checkers and screen savers. These programs will be found in your system folder. Any files that you have added into your system folder may be loading memory-resident, and could potentially cause a memory conflict. In order to determine if you are having a memory conflict, create a temporary folder, place any unnecessary CDEVs and INITs in the temporary folder, and restart your Macintosh. Be sure to leave your CD-ROM Control Panel in place, or *PGA TOUR GOLF III* will not load.

## TECHNICAL SUPPORT

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support, P.O. Box 7578, San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Amount of and configuration of memory.
- Any additional system information (like type and make of monitor, video card, sound card, modem etc.)
- Type of operating system
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

In the United Kingdom, contact:

Electronic Arts Ltd., P.O. Box 835, Slough SL3 8XU, UK, Phone (753) 546465.

In Australia and New Zealand, contact:

Electronic Arts Pty. Ltd., P.O. Box 432, Southport Qld 4215, Australia.

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### Limited Warranty

Electronic Arts ("EA") warrants to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), that under normal use, the magnetic media and the user documentation are free from defects in materials and workmanship.

### Warranty Claims

To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address, and a statement of the defect. **OR** send the compact disk(s) to us at the above address within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address, and a statement of the defect. EA or its authorized dealer will replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.