

# PLEASE! PAY TO PLAY, OR EVERYONE LOSES

Whenever you play at a private club or public links, part of the fee you pay goes toward maintaining the course. If everyone climbed over the fence to play without paying, it wouldn't take long for the grounds to become unpleasant. Some clubs might be able to survive by raising their prices (to more than most of us can afford), but most courses would be driven out of business.

Like a country club or public course, Electronic Arts uses the money it makes from its products to stay in business. If potential customers steal its goods and services, the developer must raise prices to compensate for the losses. Soon legitimate customers can't afford to pay the higher prices, the company closes, and everyone loses.

PGA TOUR® Golf II was produced for your enjoyment through the combined efforts of a dedicated team at Electronic Arts. We - designer, artists, programmers, and other committed professionals - depend on you to pay a fair price for our software so we can earn the money required to create and develop new and better entertainment products. We encourage you to play and enjoy PGA TOUR Golf II with your friends, but please don't make illegal copies of the program for them.

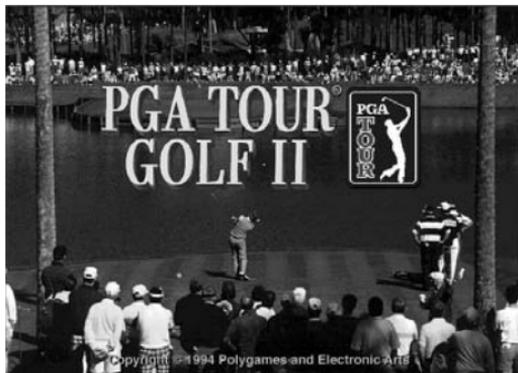
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# WELCOME!



Welcome to PGA TOUR Golf II, an insider's look at what's been called "the greatest sport man has ever devised." PGA TOUR Golf II offers everything contained in the original PGA TOUR Golf, and much more. You'll find new courses, a precise "Draw/Fade" control, a "skins" contest format, expanded statistics, and a new user-controlled fly-by option called the "Hole Browser". Also, you'll find full screen graphics and a special view feature, the "Ball-Cam". With the Ball-Cam option, your view follows the actual flight of the ball. If you're familiar with the first PGA TOUR Golf, you can probably play the game with little difficulty. If you're not, or if you'd like to excel more quickly, you'd do well to consult this manual for advice on the finer points of competition. So, without further ado, let's head to the Clubhouse.

## SYSTEM REQUIREMENTS

PGA TOUR® Golf II comes on two high-density disks and must be installed onto a hard drive. The program supports System 6.07 and later, including all versions of System 7.

- System 6.07 users need at least one megabyte of RAM for B&W graphics.

- System 6.07 users need at least two megabytes of RAM for color graphics.
- System 7 users need at least four megabytes of RAM for B&W graphics.
- System 7 users need at least four megabytes of RAM for color graphics.

5 megabytes of hard disk space are required to install all graphics files. 2.5 megabytes of hard disk space are required for B&W graphics.

**NOTE: For those using System 7, PGA TOUR Golf II supports Balloon Help.**

## Recommendation:

While the above Systems and sizes will support PGA TOUR Golf II, we recommend 4 megabytes of RAM or greater, and System 7 or greater, for optimum game play and graphic results.

## Notice for Powerbook® Users:

There are certain limitations imposed on the screen and program capabilities due to the system hardware. You may see ghosted images and trails, and the action may move more slowly because Powerbook screens are slower than desktop monitors. These effects are not a product of the software, but, as noted above, are dictated by the hardware.

## INSTALLING

1. Insert Disk #1 into the disk drive on your Macintosh®. The disk appears on the desktop and opens to reveal an installer icon.
2. Double-click the installer icon. The PGA TOUR Golf II dialog box appears.
3. Four options are listed: Install, Drive, Eject, and Quit. Click Install and wait while the program is being installed.
  - If you are installing color files, be sure the checkbox next to the phrase “Install Color Files” is checked.

4. When the first disk is installed, you are prompted to insert Disk #2. Insert the disk and the dialog box appears. The installation process continues automatically unless you stop it.
5. A message appears: "All files were successfully installed."

**NOTE: Once PGA TOUR II Golf is installed, the application (PGA TOUR II) must remain in the same folder as the Golf Color Graphics. If they are separated, the game only displays Black and White. Users who want to have the application in a different area should use an alias (System 7 only).**

## STARTING

### To start PGA TOUR Golf II:

1. Double-click the PGA TOUR Golf II folder to open it.
2. Double-click the PGA TOUR Golf II icon.
3. The game title screen appears. To bypass this screen, click at any time.

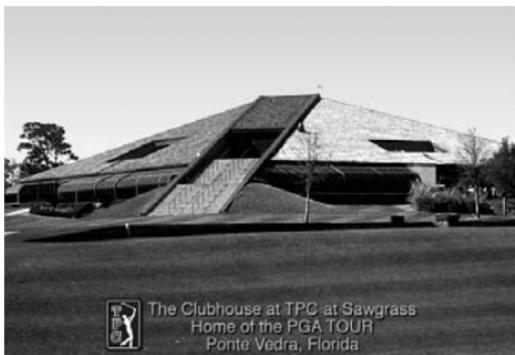
### THE FIRST TIME YOU START PGA TOUR GOLF II, YOU NEED TO ANSWER A QUESTION!

A grid with yardage markers appears on the screen. To get to the Clubhouse and begin playing the game, you need to answer one quick question about the correct yardage for the hole listed at the top of the screen. This verifies ownership and only appears the first time the game is installed.

1. Turn to the scorecards in the middle of this manual. There you find the yardage markers for three Tournament Players Club courses. Note the number that corresponds to the course, hole, and tees listed at the top of the screen.
2. Highlight the matching number on the grid. Use the mouse or arrow keys to move the pointer to the appropriate number and click to highlight the number.
3. Click OK and go to the Clubhouse.

# GAME FUNDAMENTALS

## The Clubhouse — Making Selections



You start PGA TOUR Golf II in the Clubhouse. You select most of your play options here. Notice the menu titles at the top of the screen. You can select options from any of these menus by using the mouse.

For a complete list of the menu options and details on how to use them, see *Menus*, pages 35-40.

### Selecting Options with the Mouse

1. Point at the menu title (FILE, EDIT, GO, VIEW, etc.) you want to use.
2. Press and hold down the mouse button to expose the menu's options.
3. Drag to the option you want to choose, so the option is highlighted, and release the mouse button.

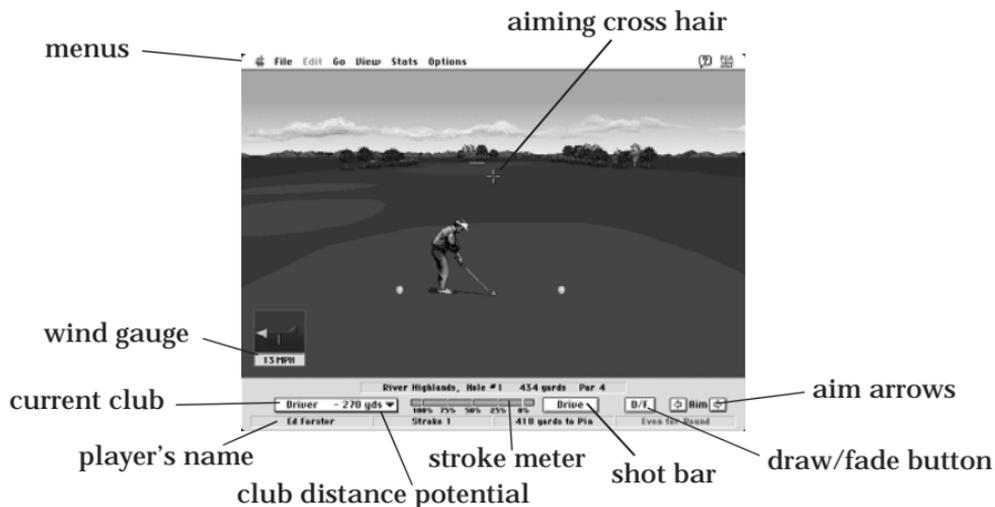
### Selecting Options with Keyboard Commands

You can select certain play options from the menus by pressing the Command key (⌘) and the indicated letter. For example, to quit the game, you can press ⌘ - Q, or you can choose Quit from the FILE menu.

The game gives you several ways to practice the fundamentals of playing on the PGA TOUR before heading for a tournament. To learn how to hit the ball properly using a variety of clubs, go to the **Driving Range**. To practice putting, go to the **Putting Green**. Try a **Practice Round** or **Tournament** when you're ready to put it all together. Make your selection from the **GO** menu at the **Clubhouse**.

## BASICS FROM THE CLUB PRO

### The Playscreen



Here's an introductory look at the playscreen and its components. Whether you're at the Driving Range, Putting Green, or on a course, the fundamentals stay the same.

### MENUS

Use these five menus and their options to move throughout PGA TOUR Golf II. For more information about each menu and its options, see the *Menus* section on page 35.

## **WIND GAUGE**

The wind gauge indicates the direction the wind is blowing and how hard. It can be invaluable when you're determining your aerial shots.

## **CURRENT CLUB**

This shows the club you are currently using. For more information on selecting the clubs to carry on your rounds, see *Setup* on page 25. For information on changing clubs during play, see *Selecting the Proper Club* on page 14.

## **CLUB DISTANCE POTENTIAL**

This number indicates the distance potential, in yards, for the current club. For more information see, *Distance Potential*, page 14.

## **SHOT BAR**

Click the Shot Bar three times or press the Spacebar three times to hit the ball. For more information see, *Hitting the Ball*, page 11.

## **STROKE METER**

The Stroke Meter indicates the strength and accuracy of your hit. For more information see *Hitting the Ball*, page 11.

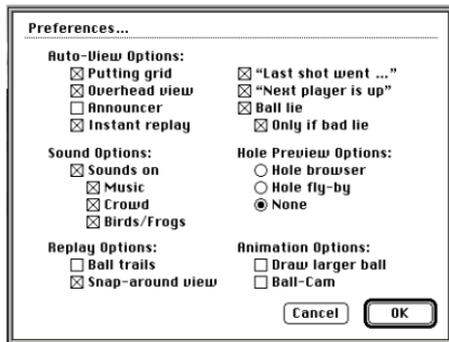
## **DRAW/FADE METER**

The Draw/Fade Meter allows you to hook or slice the ball with a measure of control. For more information see, *Draw/Fade Meter*, page 13.

## **AIM ARROWS**

The Aim Arrows control the aiming cross hair. Click on these to move the cross hair left or right, or use arrow keys on the keyboard.

# PREFERENCES



## *preferences*

Before you start playing, you can customize your game. Listed under the **FILE** menu is the **Preferences** option. Select this option to see the different choices you can make. An X in the option checkbox means the option is active. To select or deselect an option, click on the checkbox.

## Auto-View Options:

- **Putting Grid:** When this option is enabled, a view of the Putting Grid appears automatically every time you are on or near the green. Turn this off and you can view the Putting Grid by selecting **Putting Grid** from the **VIEW** menu, or by pressing **⌘ - G**, or by clicking on the GRID box.
- **Overhead View:** An aerial view of the current hole is displayed before you tee-up if this option is enabled. It also appears whenever you are hitting from the fairway. If you disable this option, select **Hole Overhead** from the **VIEW** menu, or press **⌘ - E** to see this view.
- **Announcer:** During Tournament play, the Announcer appears and comments on the play during the round.
- **Instant Replay:** When this option is enabled, spectacular shots are

replayed automatically. To choose this option at any time, select **Instant Replay** from the **VIEW** menu, or press  - **I**.

## Sound Options:

- **Sounds on:** Enable this option and you hear all the great sound effects from crowd sighs to balls plopping in the water. Turn it off if you don't want any distractions.
- **Music:** Turn off to eliminate the music that is played during the introduction and the Fly-By views.
- **Crowd:** You won't hear the crowd cheer if you turn this off.
- **Birds/Frogs:** Having this option on makes you feel as though you're really on the course.

## Replay Options:

- **Ball Trails:** When you view a replay of a shot, this option provides you with a dotted trail to follow - you can track the path of your ball.
- **Snap-around view:** This option gives you the reverse view of your shot when you view an instant replay.
- **“Last shot went...”:** After each shot, a dialog box appears telling you how far you hit the ball.
- **“Next player is up”:** A dialog box displays the name of the next player in a round.
- **Ball Lie:** After every shot you are given a description of your ball lie. If you disable this option, you can still see your lie by selecting **Ball Lie** from the **VIEW** menu, or by pressing  - **L**.
- **Only if bad lie:** If you choose this option, you're alerted to bad lies only.

## Hole Previous Options:

- **Hole Browser:** Enable this option and before each hole, the Hole Browser screen appears. Turn it off, and you can still access the screen from the **VIEW** menu, or by pressing  - **B**. See *Viewing the Course* on page 20 to find out more about this option.
- **Hole Fly-by:** Enable this option and you get a fly-by preview of

each hole before you play. See *Viewing the Course* on page 20 for more information.

- **None:** Enable this and you don't see any preview of a hole.

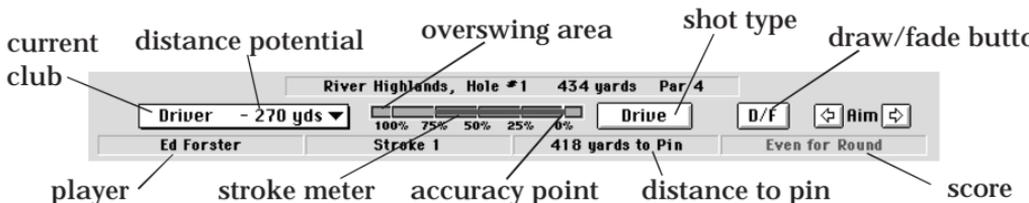
## Animation Options:

- **Draw Larger Ball:** This option is designed primarily to assist those playing with Black & White graphics. When enabled, the ball becomes slightly larger, making it easier to see on your screen, though slowing the speed of the ball somewhat.
- **Ball-Cam:** Enable this option and after every swing (except your putts), you view the course from the ball's perspective. Turn it off and you can still replay this view after you swing by selecting **Ball-Cam Replay** from the **VIEW** menu, or by pressing **[F8] - Y**. Be advised that performance may be affected on certain lower-end, color machines when this option is on. You may find the flight of the ball moves more slowly. See *Viewing the Course* on page 20 for more information.

To exit the **Preferences** Screen and activate your choices, click **OK**.

## HITTING THE BALL

### The Stroke Meter and the Accuracy Point



The Stroke Meter is the tool you use to determine the strength of your shot. The Accuracy Point is the spot on the Stroke Meter that you use to determine the

direction of your shot. An important skill to develop is stopping your swing exactly on the accuracy point; if you do, your shot will go straight. If you miss the accuracy point to the right, the ball will slice. If you miss the accuracy point to the left, the ball will hook. The greater your distance from the accuracy point, the greater the degree of the hook or slice.

### **With the Mouse:**

1. Click once on the Shot Bar to begin your backswing. The Stroke Meter extends left from the Accuracy Point, indicating the growing strength of your backswing.
2. Click again on the Shot Bar to stop your backswing. Each club has a number next to the club name: the distance potential. The percentages below the Stroke Meter indicate the percent of the total distance potential. When the Stroke Meter reaches the strength you want, click to stop it. It begins to shrink back toward the Accuracy Point. (If using the full overswing, the second click is not necessary. See *Overswing* below for full instructions).
3. Click on the Shot Bar a third time to hit the ball. Remember, where you position the hit in relation to the Accuracy Point affects the direction of the ball.

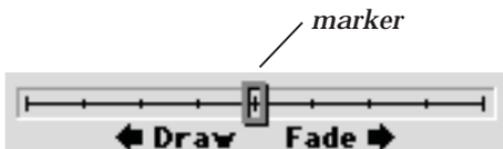
### **With the Keyboard:**

1. Press the Spacebar once to begin your backswing.
2. Press the Spacebar again to stop your backswing.
3. Press the Spacebar a third time to hit the ball.

## **Overswing**

The area to the left of the 100% mark on the Stroke Meter is called the “overswing” area. If you venture into the overswing area, you increase your potential power and hit the ball farther than the maximum distance listed on the Stroke Meter. Be careful if you go into the overswing 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. Overswing, by definition, eliminates reliability.

# Draw and Fade Meter



*draw/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, then hit the accuracy point as usual. It’s probably not a great idea to use the Draw/Fade Meter when you’re hitting out of a trap, or from the heavy rough as these lies increase the possibility of error. The Draw/Fade Meter is not available when you’re putting.

## **To Set the Draw/Fade Meter:**

1. Click on the D/F button on the lower right side of your playscreen. You can also select Draw/Fade from the OPTIONS menu, or press - M. The Stroke Meter transforms into the Draw/Fade Meter.
2. Click on the marker in the center of the meter. Hold the mouse button down and use your mouse to drag the marker left or right depending on whether you want the ball to hook or slice. Release the mouse button at the desired position.
3. Click again on the D/F button to set the selection. The Stroke Meter is restored and you can begin your stroke.

The Draw/Fade Meter returns to its neutral position after each stroke and when you change clubs, so you’ll need to set it each time you want to hook or slice the ball.

# Selecting the Proper Club

current club

✓ Driver	- 270 yds
3 wood	- 236 yds
4 wood	- 224 yds
2 iron	- 215 yds
3 iron	- 203 yds
4 iron	- 191 yds
5 iron	- 179 yds
6 iron	- 167 yds
7 iron	- 155 yds
8 iron	- 143 yds
9 iron	- 131 yds
P wedge	- 119 yds
S wedge	- 100 yds

highlighted club

The computer automatically selects a club for every situation, (unless you have the Caddy Option turned off, see page 26 for more information), but you don't have to use that club. Many factors, including wind and ball lie, can affect your choice of a club.

## To Change the Club During Game Play:

1. Click and hold down the mouse button on the Current Club Box. Drag the mouse up or down to display the different clubs.
2. Highlight the club you want and release the mouse button. The new club appears in the Current Club Box. You can also use the UP/DOWN arrow keys to change the clubs.

## Distance Potential

Each club has different characteristics, one being its maximum distance potential. The maximum distance potential of a club is shown at the right side of the Current Club Box.

When we talk about distance, we're referring to *total*, not aerial, distance. 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. If possible, choose a club with a distance potential that slightly exceeds the distance to the pin. This helps you maintain control of your stroke.

## Calculating Your Shot

There's more to hitting the ball than simply aiming the cross hair and swinging the club. You should consider the wind, the ball lie, your follow-up shot, and the potential hazards on the course. Let's say your driver's distance potential is 270 yards. If you stop your backswing when the Stroke Meter reaches 50%, your shot's calculated distance will be 135 yards, but this can be affected by the above factors. If the wind is blowing directly into your face at 20 mph, your drive will not go as far and may blow off course.

## Aiming Your Shot

The aiming cross hair (flashing in the middle of the screen when you're about to hit) indicates the direction the ball will travel if you hit it square and there is no cross-wind.

- To move the cross hair, click on the **AIM ARROWS**. You can also use the keyboard, by pressing the **LEFT** and **RIGHT** arrow keys.

## Gauging the Wind



*wind gauge*

The rotating arrow at the bottom left of the screen indicates the wind speed and direction. Watch out for occasional gusts!

**NOTE:** The short irons (9-7) and wedges 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 will influence the flight of the ball.

# DRIVING RANGE



*driving range*

To prepare for your upcoming tournaments, you've got to do more than polish your putter and sharpen your spikes. Practice all your shots at the Driving Range. Experiment with both woods and irons.

When you're ready to practice, choose **Driving Range** from the **GO** menu. All PGA TOUR Golf II courses have Driving Ranges.

- Highlight the course of your choice and click **PLAY** to select it.

Once you're in a Driving Range, you can select a new course to practice on by selecting **Course** from the **GO** menu. To exit, select **Clubhouse** from the **GO** menu.

# PUTTING

Good putting can make or break a player, and many a game has been won (or lost!) on the green. Before going on the TOUR, you can practice in the Putting Green.

1. From the Clubhouse, select **Putting Green** from the **GO** menu. The Course Selection Screen appears.
2. Highlight the course of your choice and click **PLAY** to select it.



putting green

## How to Putt

The Stroke Meter on the Putting Green works exactly like the Stroke Meter at the Driving Range.

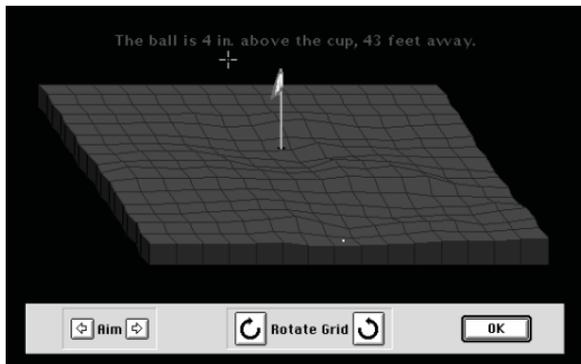
- To putt, click the Shot Bar three times. To refresh your memory on how to use the Stroke Meter, see *Hitting the Ball* on page 11. When on the green, you always use a putter. When on the fringe, you are given a putter but other clubs are available.

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, use the mouse to drag up or down the list on the left of your screen and highlight the distance you want. You can also use the **UP/DOWN** arrow keys on your keyboard.

5 Feet
10 Feet
15 Feet
20 Feet
25 Feet
30 Feet
✓ 35 Feet
40 Feet
45 Feet
50 Feet
55 Feet
60 Feet
65 Feet
70 Feet
75 Feet
80 Feet
85 Feet
90 Feet
95 Feet
100 Feet
105 Feet
110 Feet
115 Feet
120 Feet

# Grid View



## *Contour Grid of the Green*

When you select **Putting Grid** from the **VIEW** menu, a contour grid showing the topography of the practice hole's putting surface appears on the screen. A message above the grid reports how far your ball is above or below the pin, and the exact distance to the cup. Use the message and the grid to determine the appropriate direction and speed of your putt.

- To get a better view of how the topography affects the roll of the ball, rotate the grid with the mouse by clicking on the circular rotating arrows in the bottom center of the screen.
- You can also fine tune your aim by adjusting the aiming cross hair from the contour grid. Press the **RIGHT** and **LEFT** arrows on your keyboard, or click on the aiming arrows.
- Click **OK** to return to the Putting Green. The aiming cross hair on the green reflects any changes you made on the grid. The close-up window shows the area around the cup, and reports how far your ball is above or below the pin.

If you wish to see the grid again, choose **Putting Grid** from the **VIEW** menu (or press **⌘** - **G**). Whenever you are on the green (or the fringe), and want to see

the grid, press  - **G**. Also, when you are on the green, the D/F Box changes to the GRID Box. Click on the box, and the contour grid appears.

## Changing Holes or Courses

You can go to a different hole or course while in the **Putting Green**.



### To Go to a Different Hole:

1. Select **Hole** from the **GO** menu.
2. Highlight the hole you want by clicking on it.
3. Click **OK** and the new hole appears.

### To Go to a Different Course:

1. Select **Course** from the **GO** menu.
2. Highlight the course you want with the **UP/DOWN** arrow keys, or by clicking on it.
3. Click **PLAY** and the new course appears.

## The Secret to Putting

The green grid provides two critical pieces of information: the elevation of the ball with respect to the cup, and the contours of the putting surface. Reading the breaks of a green can be tricky and requires practice. There are no hard and

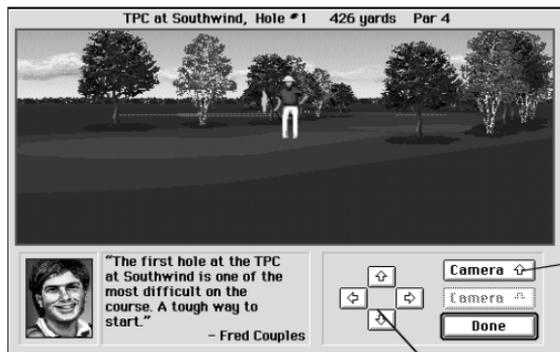
fast rules for determining just how much you should compensate with the aiming cross hair for a break, but below are a few reliable guides.

- 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 better 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.

To leave the **Putting Green**, choose **Clubhouse** from the **GO** menu.

## VIEWING THE COURSE

There are several different ways to view the course. These alternate views give you insight into the potential hazards and help you play the best round of golf possible.



## Hole Browser

With the Hole Browser, you control your view of the hole. You can raise and lower your point of view in order to assess the potential dangers. You also get a

helpful tip from a pro on how to play the hole. Select the Hole Browser from the **VIEW** menu by highlighting **Hole Browser**, or pressing **[⌘] - B**. If you have selected Hole Browser as a Preference option, the Hole Browser Screen appears before each hole you play.

- To raise the camera view of the hole, click the **Camera up** box.
- To lower the camera view, click the **Camera down** box.
- To move forward, backward, right and left, click the directional arrows on the screen or use those on the keyboard.
- When you're satisfied with your view, click **DONE** to go to the tee.

## Hole Fly-By

This view offers a sweeping aerial view of the hole, and a pro appears with advice on how to play the hole. To view, select **Hole Fly-By** from the **VIEW** menu. If you have selected Hole Fly-By as a Preference option, the Hole Fly-By Screen appears before each hole you play.

## Hole Overhead

This view gives you an excellent idea of how to play the hole. It displays the path traveled by your previous shots, and records the distance from your ball to the pin. The cross hair marks the position of the pin when you bring up the Overhead view.



On the Overhead screen, the cross hair is used for determining distance and does not affect the direction of your ball. You can find out the distance between your ball and any spot on the hole. Move the mouse cursor to the point of interest and click. The distance in yards between the ball and this point appears beside the label **Distance**. You can also use the directional arrows on your keyboard to move the cross hair.

Anytime you are on the course and you want to look at an overhead view, select **Hole Overhead** from the **VIEW** menu, or press **⌘ - E**. If you have selected Overhead View as a Preference option, the Overhead View Screen appears before each hole you play and anytime you hit from the fairway.

## Ball I-Cam

This new feature changes your whole perspective of the game! You now have the opportunity to view the course from a golf ball's perspective. Better than walking a course, try this view during a Practice Round and you'll have a greater understanding of the hazards that lie ahead. If you have selected Ball-Cam as a Preference option, this view is automatically shown every time you hit the ball (except putts). You can also select it from the **VIEW** menu, or press **⌘ - Y** after every shot.

## STATS

PGA TOUR Golf II offers a variety of stats (see *Stats Menu*, page 40). Some of the stats (Longest Drive, Earnings, Best 18 holes, etc.) are self-explanatory. Below is an explanation of the statistical categories that might not be so obvious.

	Ed Furber	V. E. Rossom	Tom Wite	Lee Jelski
Longest Drive	298 yds	311 yds	296 yds	0 yds
Driving Accuracy	0.0%	65.6%	77.8%	0.0%
Greens In Regulation	0.0%	72.7%	55.6%	0.0%
Putts/G.P.		1.35	1.50	
Par Breakers	0.0%	49.5%	27.8%	0.0%
Par Saves	0.0%	100.0%	100.0%	0.0%
Average Par 3		5.00	2.75	
Average Par 4		3.50	3.70	
Average Par 5		5.00	4.75	
Average Score			67.00	
Best 18 Holes			67	
Best 72 Holes				
Holes-In-One	0	0	0	0
Skates Won	0	1	1	0
Tournaments Won	0	0	0	0
Earnings	\$0	\$20,000	\$20,000	\$0

**Driving Accuracy:** An accurate drive is one that stops on the fairway or the green. This stat shows the percentage of times a player drives the fairway or the green.

**Greens in Regulation:** On a par 3, your ball must reach the green on your drive; on a par 4, the ball must reach the green on your second shot; a par 5, the ball must reach the green on your third shot to be considered on the green in the regulation number of strokes. This stat show the percentage of times a player makes the green in the regulation number of strokes.

**Putts/G.I.R. (Greens in Regulation)** is the average number of putts it takes to sink the ball when you reach the green in the regulation number of strokes. Ideally, a golfer should reach the green in regulation and putt twice to hole out; this is the basis of par. This stat shows the average number of strokes it takes a player to hole out after reaching the green in regulation.

**Par Breakers** shows the percentage of times a player beats or “breaks” par.

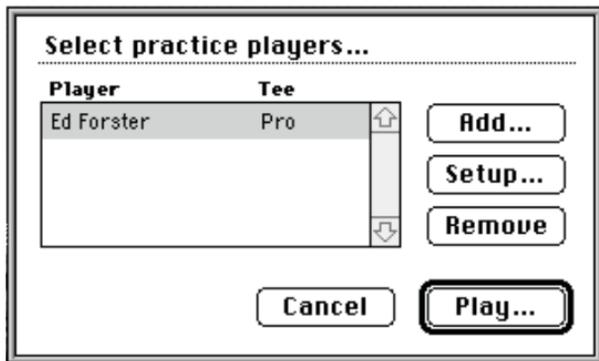
**Par Saves** are those holes in which a player shoots or breaks par without making the green in regulation.

**Avg. Par** stats indicate the average number of strokes a player takes on the par 3s, 4s and 5s.

NOTE: Because of the game format, the only statistics kept for a Skins Challenge are “Skins Won” and total earnings. These are calculated after each hole of play.

## PRACTICE ROUND

To play a practice round on any course, choose **Practice Round** from the **GO** menu while in the Clubhouse. Before playing, you are asked to make a few selections from the screens that appear automatically in sequence.



## Select Practice Players

A screen appears asking you to select the players for the Practice Round. The first time you play, you need to add a player. Each time you add a player, the name appears in the Select Practice Player Screen. Every time you play a Practice, Tournament, or Skins round, you must select players.

### To Add a Player:

1. Click on ADD from the Select Practice Player Screen. The Add Player Screen appears.
2. Press and hold the mouse button down to drag down the list of player names. Choose from 10 pros, existing players, or add a new player. Highlight the player you want and release the mouse button. The name appears on the Select Practice Player Screen.
  - If you choose a pro, the game is played by the pro automatically.
3. If you choose New Player, the Player's Card appears. Type in a name and click OK. The name appears on the Select Practice Player Screen. One to four players can play at a time.
4. Click ADD to return to the Select Practice Player Screen.

## To Remove a Player:

1. Click on the player's name to highlight it, or use the UP/DOWN keys on your keyboard.
2. Click REMOVE.

When you remove a player, the player is only removed from playing the current round. They're not deleted from the disk, but they don't show up on the Select Practice Player Screen for that round. You can return to the Add Player Screen to change or retrieve players.



**Add Player...**

Player

Pro Tees  
 Amateur Tees  
 Caddy

## Setup

When you add a new player, (or if you want to change the options on an existing player), you go to the Setup Screen. This screen appears automatically when you add a new player.

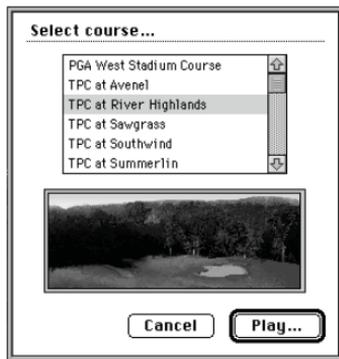
### To Setup the Options for a Current Player:

1. Click on **SETUP**; the Setup Player Screen appears.
2. Click your choice of tees, **AMATEUR** or **PRO**. Amateur tees are only available during a practice round.
3. Click on **CLUBS**. A screen appears from which you can choose the clubs you want to bring on the round. PGA rules require that you carry

no more than 14 clubs (including putter) in your bag. Click on the checkbox next to the clubs you want and an X appears. To remove a club from your bag, click on the checkbox and the X disappears. When you have finished selecting clubs, click OK.

4. Click on **CHANGE PICTURE** to change the face of your player. Keep clicking to cycle through the player portraits until you find the one you like.
5. Click on **CADDY** if you want to choose your own clubs for a round. Normally, the Caddy option is enabled and the computer offers a club for each shot. If you choose to turn off the Caddy option, you alone make the decisions on club selection.
6. Click **OK** when you're done. You return to the Select Practice Player Screen.
7. Click **PLAY**. You go to the Select a Course Screen.

## Select a Course



PGA TOUR Golf II gives you seven different courses to choose from.

To select a course:

- Highlight the name of the course with the mouse or the UP/DOWN arrows, and click PLAY. The overhead view of the course appears and you head for the tee.

# Options During a Practice Round

## Take a Mulligan

If you want to try a stroke again (and you will!!), select Take a Mulligan from the OPTIONS menu, or press  - T. You can take multiple mulligans and even “mulligan” your way back to the tee. The Mulligan option is not available during Tournament or Skins play.

## Pick Up Ball

If you're doing poorly, or are frustrated, select Pick Up Ball from the OPTIONS menu. You receive a score of 12 for that hole and proceed to the next. You can also use this option during Tournament and Skins play.

- To exit the Practice Round, select Clubhouse from the GO menu. If you choose another option such as Tournament or Quit, **you are** asked if you want to save the game or “Don't Save”. For more instructions on saving a game, see *Saving and Opening Games* on page 31 of this manual.

# 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. Sixty professional golfers, plus one to four players in your party, compete for hundreds of thousands of dollars. You must use professional tees and mulligans are not allowed.

## How to Play

Say good-bye to your buddies in the Clubhouse and choose Tournament from the GO menu. You are asked the same questions you were asked when you played a Practice Round. Answer each question and click PLAY to confirm your choice.

When you've chosen your course, an overhead shot of the entire course appears. The Tournament Board then introduces the tournament and total prize money.

	Par	Hole		Par	Hole
1. Craig Stadler	-8	1	12. Mark Lye	-4	9
2. Fuzzy Zoeller	-7	2	13. David Ogryn	-3	3
3. Bruce Lietzke	-6	1	14. Ed Fiori	-3	4
4. Tom Kite	-5	1	15. Tom Purtzer	-3	5
5. Brad Faxon	-5	1	16. Hal Sutton	-2	3
6. Jim Booros	-5	2	17. Bill Glasson	-2	4
7. Jim Carter	-4	2	18. Bill Britton	-2	4
8. Mark Wiebe	-4	2	19. David Frost	-2	6
9. Dave Rummells	-4	3	20. Dan Forsman	-2	6
10. Lee Janzen	-4	3	21. Pat McGowan	-2	6
11. Hale Irvin	-4	7	22. Scott Simpson	-1	5

### *Leaderboard*

The Leader Board, which shows the current standings for all tournament participants, appears next. Following each ranking is the player's name, score(under/over par), and the hole he is currently playing.

## **Making the Cut**

At the end of the first round, the top 48 players, plus all those players tied for the lowest qualifying score, 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.



### *EA Sports Booth*

During Tournament play, you return to the EA SPORTS Booth rather than the Clubhouse. From the EA SPORTS Booth you can make other selections such as Quit or Resume Game. As with the Practice Round, if you select another play option or want to exit the game entirely, you are prompted to “Save Game Before Quitting?” See the section below, Save Game for complete instructions.

**NOTE: If you want to begin a new game, return to the EA SPORTS Booth, and select a new option from the GO menu.**

## SKINS CHALLENGE

Two to four players compete in a Skins Challenge for cash. The game is played over the course of 18 holes, with each hole assigned a dollar value. The value of the holes 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 a lower score on that hole than each of the other competitors. If two players tie for the lowest score on a given hole, 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).

PGA West Stadium			
Player	Skins	Money	Strokes
Ed Forster	0	\$0	2+
V. E. Hanscom	1	\$20,000	2+
Tom Kite	1	\$20,000	2+
Lee Janzen	0	\$0	2+

Holes Played: 2  
Purse Remaining: \$590,000  
Hole #3 : 1 Skin for \$20,000

OK

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. Because of this, statistics are only kept for earnings and skins won. All regular stats, (longest drive, G.I.R., Par Saves, etc.,) are compiled only for Tournament and Practice round play.

# SAVING AND OPENING GAMES

If you need to exit a Practice Round, Tournament Play or Skins Challenge before you finish, you can save the game and open it later. You may save as many games as you like as long as you give each game its own name.



## To Save a Game:

1. Drag down the FILE menu and select Save, or use **⌘ - S**. The game is saved as GOLF SAVED GAME.
2. To give a game a new name, or to save more than one game, select Save As.
3. Make sure the name is highlighted in the “Save Game As” entry box. Type in a new name for your game. The new name replaces the old in the name entry box.
4. Click on Save. The game is now saved and can be opened later.

## To Open a Previously Saved Game:

1. Click on the FILE menu. Highlight Open or press **⌘ - O**. A list of saved games appears.
2. Highlight the game you want. Use the mouse or the UP/DOWN arrow keys.
3. Click on OPEN. The saved game appears.

# MENUS

You make most of the selections for upcoming rounds from the Clubhouse or, during Tournament and Skins play, from the EA SPORTS Booth. Below is a list of all menu commands. See specific areas of this manual for comprehensive instructions.

**NOTE: Not all menu options are available in all places. Available options appear in black type. Unavailable options appear “dimmed” out.**

## FILE MENU

The FILE menu lists all the disk options.

File	
Open...	⌘O
Save	⌘S
Save As...	
Preferences...	
Quit	⌘Q

**Open:** ⌘ - O

Open a previously saved game.

**Save:** ⌘ - S

Save your current status in a Tournament, Practice Round, or Skins Game.

## Save As:

Save your current status in a Tournament, Practice Round, or Skins Game. Save the game with any name you want. Save as many games as you want.

## Preferences:

Change the default options of your game before play. These options include: AUTOVIEW; SOUND OPTIONS; REPLAY OPTIONS; HOLE PREVIOUS OPTIONS. Click in the checkboxes next to the option to activate or deactivate (active options have an X in the checkbox).

## Quit: - Q

Allows you to exit PGA TOUR Golf II. Before you exit an unfinished Practice Round, Tournament, or Skins Game, you are asked if you want to “Save Game Before Quitting?”. Make your selection and exit.

## GO MENU

The GO menu moves you through the game, and lists the different play modes.



## Hole:

Choose any hole on the current course and click OK. If you choose the 18th hole and complete it, you return to the Clubhouse. This option is not available during Tournament and Skins games.

**Course:**

Choose one of the seven courses and click OK. This option is not available during Tournament and Skins games.

**Driving Range:**

Practice your shots at a driving range on one of the seven courses.

**Putting Green:**

Learn to master the most difficult greens on any course before moving on to Tournament play.

**Practice Round:**

Lets you practice a round of golf on any of the PGA TOUR Golf II courses.

**Tournament:**

This is the real thing! No mulligans allowed, and every shot counts. Compete against 60 pros for gain and glory.

**Skins Challenge:**

A variation on the standard game, here two to four players compete for each hole, with a sizable purse riding on the outcome.

**Clubhouse/EA SPORTS Booth:**

You begin each play session at the Clubhouse. When you are playing a Tournament, this option is listed as the EA SPORTS Booth. Return to the Clubhouse or EA SPORTS Booth to change or make additional play selections.

**Resume Game:**

Takes you back to whatever you were doing before you returned to the Clubhouse or EA SPORTS Booth.

# VIEW MENU

The **VIEW** menu lists all special views and score displays. If you select one of the special views, click **OK**, or press *return* to return to the course.

View	
Instant Replay	⌘I
Ball-Cam Replay	⌘Y
Ball Lie	⌘L
Putting Grid...	⌘G
Hole Overhead...	⌘E
Course Overhead...	
Hole Browser...	⌘B
Hole Fly-By...	
Scorecard...	⌘D
Leader Board...	⌘R
Tournament Results...	

## Instant Replay: ⌘ - I

Show a replay of the last shot. Spectacular shots replay automatically when Auto Replay is activated in the PREFERENCES screen.

## Ball-Cam Replay: ⌘ - Y

Change your point of view and “become the ball.” When activated in the PREFERENCES screen, this option automatically allows you to view the course as if there were a camera tracking the ball through the air. Each time you hit the ball, you can replay that view by selecting this option.

## Ball Lie: ⌘ - L

Display the current lie of the ball.

## Putting Grid: ⌘ - G

Display a contour grid of the current green. You must be near or on the green to see this grid.

## **Hole Overhead:** - E

Display an aerial view of the current hole. From this view, you can determine the distance between your ball and any other place on the hole. Click OK to go to the course.

## **Course Overhead:**

Display an overview of the entire course. Click OK to go to the course.

## **Hole Browser:** - B

Access a user-controlled fly-by of the entire hole. This offers a much more detailed view than either the Overhead, or the Fly-By, and can be very useful on your approach shot. Click DONE to go to the course.

## **Hole Fly-By:**

A moving bird's eye-view of the current hole, showing everything from the pin placement to the fairway hazards. Click OK to go to the course.

## **Scorecard:** - D

Display your scorecard for the current game. Click OK to go to the course.

## **Leader Board:** - R

Display the leader board for the current Tournament. Click the NEXT button to advance through the pages of the board. Click OK to go to the course.

## **Tournament Results:**

Display the results of a tournament as soon as the last player holes his putt on the 18th. Click the NEXT button to advance through the pages of the results. Click OK to return to the Clubhouse.

## STATS MENU

The **STATS** menu lists all the performance statistics available in PGA TOUR Golf II.

Stats
Current Players... Saved Player...
Tournament... Reset Pros...

### Current Players:

Show the lifetime statistics for any player playing the current Tournament or Practice Round.

### Saved Players:

Show the lifetime statistics for any players saved on disk. Available only from the Clubhouse/EA SPORTS Booth.

### Tournament:

Display the tournament earnings for all players. Click **NEXT** to page ahead, and click **OK** to return to the course.

### Reset Pros:

Reset the accumulated stats of the pros to zero.

## OPTIONS MENU

The **OPTIONS** menu displays the special play options available to you during a round.

Options
Special Shots ▶
Draw/Fade Meter ⌘M
Take A Mulligan ⌘T
Pick Up Ball ⌘U

## Special Shots:

Press and hold down the mouse button to display the Special Shots submenu. Special Shots can also be activated by the indicated keyboard commands.

- Normal Shot  - N
- Chip Shot  - H
- Punch Shot  - P
- Fringe Putt  - F

## Draw/Fade Meter: - M

Hook or slice your shot with precision.

## Take A Mulligan: - T

Repeat a shot during a Practice Round.

## Pick Up Ball: - U

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

# FINE POINTS FROM THE MASTER

If you really want to get good at this game, you have to be aware of all the factors that can influence the outcome of a given shot.

## Ball Lie



*Ball Lie*

There are several different surfaces where the ball can lie: tee, fairway, green, fringe, rough, sand, etc. The latter surfaces pose unique problems for the golfer.

- To see the ball lie when not on the tee or the green, click on **Ball Lie** from the **VIEW** menu, or press  - **L**.

**The Tee**— Every hole begins at the tee. Check your distance, the wind gauge and the location of hazards. Make sure you hit the accuracy point.

**The Fairway**— When you're not on the green or the fringe, this is the best place to be. Occasionally, you'll find your ball "in a divot" on the fairway. When your ball is in a divot, the maximum distance for a given club is slightly reduced, and the possibility for a wild shot is slightly increased.

**The Green**— Knowing how to read a green is essential if you want to shoot low scores. The computer allows you to use only the putter, and the wind is not a factor.

**The Fringe**— The dark green area surrounding each green is called the fringe. Here you can choose the putter or any other club. If you're using the putter, make sure to use enough force to putt through the fringe. On long shots, you might want to try a chip shot. (See *Special Shots* on page 43).

**The Rough**— The rough reduces the maximum distance potential of any club you select, and increases the effect of a hook or slice. If you're "Half-buried in the Rough", these consequences are greater still.

**The Heavy Rough**— As you might expect, the heavy rough is more undesirable than the ordinary rough. Exercise extreme caution and avoid using the Draw/Fade Meter.

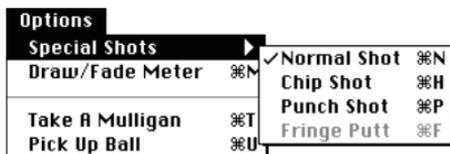
**The Sand**— At all costs avoid the bunkers, especially the ones along the fairway. It's extremely difficult to make an accurate long shot from the sand. If your ball is "Half-buried in the sand", you might want to go with the sand wedge. Using a longer club (a one or two iron) to get distance is risky: the possibility

of blowing the shot increases with a flat iron.

**Waste Bunkers**— These are a variation on the traditional trap. The lies aren't as inconsistent, but your ball can take a hard bounce if it lands in one.

## Special Shots

You'll discover a range of normal shots in PGA TOUR GOLF II, including "drive", "shoot", "pitch", "blast", and "putt". In addition, there are three special shots you can use when you're not on the green. They are found in the **OPTIONS** menu under the submenu, **Special Shots**.



### The Chip Shot: ⌘ - H

If you are close to the green, or on the fringe, this is the perfect time to use your **Chip Shot**. This shot does not fly very far in the air. The strategy of the shot is to chip the ball just on to the green and hope it rolls the rest of the way to the hole. If you use the Chip Shot, be sure to read the contour grid of the green very carefully. The moment your ball hits the green, it reacts to these contours.

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

It's not a good idea to use the Chip Shot out of the following lies: Half-Buried in Light Rough; In Sand Trap; Buried in Sand Trap; In Heavy Rough; Half-Buried in Heavy Rough.

### The Punch Shot: ⌘ - P

When you're half-buried in the rough, or buried in the sand, select Punch Shot. This shot gets you back on the fairway and out of trouble. The distance the ball

travels is shorter than if you took a full swing, but you're less likely to shank the shot, having it sail wildly off your club face.

### The Fringe Putt: - F

Remember that when you're on the fringe, you don't have to use your putter. The program always selects **Fringe Putt**, but if you'd rather chip, pitch, or punch, you can choose to do so. However, if you change your shot type, and then change your mind again, you can retrieve your putter by selecting **Fringe Putt**.

- To return to a normal shot, select **Normal Shot** from the menu, or press  - N.

## Roll and Backspin

When aiming for the green, you want to account for roll and backspin on the ball. You get backspin only on the green, only when using a mid or short iron, and only when shooting from the fairway or off the tee. Backspin takes effect after the first bounce. The ball hits the green, bounces forward, then grabs on the second bounce and rolls backward. If you hit the green with a wood from far away, the ball will rocket off the putting surface. If you hit the green with a medium to long iron, there's a chance the ball may stop on the green after the first bounce, provided the green is large enough.

# PGA TOUR PRESS GUIDE

## A Brief History of the TOUR

The exact beginning of professional golf in America is difficult to determine. The names of the best golfers from the early 1800's are for the most part lost to us. What they did, who they played, what they played for, and even where they played, are shrouded in the mystery of the past.

Beginning in 1895, the historical record begins to yield more concrete information. Ten professional golfers and one amateur played in the first U.S. Open in

Newport, R.I. This was not “tour” golf as we know it today, as the events lacked continuity, but interest in the game continued to grow. American professionals were rapidly improving their games, and crowds were becoming more knowledgeable. When John McDermott became the first American 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. During the summer of 1913, the two traveled across the country and attracted huge crowds. Later that year, 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.

During the Thirties, the TOUR continued to grow. The PGA of America provided support to the fledgling TOUR, and despite financial woes caused by the Great Depression, tournaments attracted large crowds. Paul Runyan, the top money winner in 1934, accumulated \$6,767 in earnings; a far cry from today’s top winners who regularly top 1 million! Other names began appearing at the end of the decade and into the Forties, names like Sam Snead, Ben Hogan, Byron Nelson and Jimmy Demaret. These men and others would gain nationwide fame.

Following World War II, the TOUR became more structured. As television gained in popularity, proliferating throughout households in the 50’s and 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.

During Commissioner Deane Beman's administration, beginning in 1974, the value of tournament purses has escalated at an unprecedented rate. PGA TOUR assets have grown from \$730,000 in 1974 to over \$200 million today, and total revenues have increased from \$3.9 million to over \$229 million in 1992. 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. Since 1938, PGA TOUR events have donated more than \$200 million to charity. The slogan "The leading money winner on the PGA TOUR is Charity" is not an empty phrase.

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

- adapted from the *1993 & 1994 Official Media Guide of the PGA TOUR*

## "10 of the Best" in PGA TOUR Golf II

### **Fred Couples**

1992 proved to be another outstanding year for the exceptional Fred Couples. For the second year in a row, he won the PGA TOUR PLAYER of the Year Award, and ranked first on the money list. A fine all-around athlete, Fred was encouraged by his father to begin competing in junior college events in his native Seattle. He became an All-American at the University of Houston in 1978 and 1979. After qualifying for the TOUR in 1980, Fred showed that he was equal to the challenge of professional competition by becoming the leading money winner among rookies in 1981. By 1983, pros and fans everywhere discovered that Fred had as much talent as anyone on the TOUR. He is consistently ranked in the top 10 professionals in scoring, eagles, putting and driving distance.

A great shot maker who's immune to pressure makes for a winner. After winning The Masters in 1992 with a two stroke lead over Raymond Floyd, Fred went on to post a course record at the TPC Sawgrass during THE PLAYERS

CHAMPIONSHIP with a third round 9-under-par 63. He finished the year with a scorching 12 top ten finishes out of just 20 Tournaments entered. In 1993, Fred added his 10th official TOUR victory with a win at the wind shortened Honda Classic

## **Brad Faxon**

Brad was only four or five when his father, a scratch golfer himself, introduced him to the game. Brad had an outstanding career as an amateur. While attending Furman University, he won 11 collegiate events, and was the winner of the 1983 Fred Haskins, Golf Magazine, and NCAA Coaches awards as outstanding collegiate player. Prior to becoming a pro in 1983, Brad was named an All-American in 1982 and 1983 and was a member of the 1983 Walker Cup Team.

Brad qualified for the TOUR on his first try in 1983 and made steady if unspectacular progress during his early years. His first big break was with his performance in the 1986 Provident Classic: his final 7- under — par 63 round gave him the win he needed. Since that time, Brad has continually placed in the money, but 1992 was a stellar year.

He collected two wins, one at the New England Classic, and the other at The International. Brad placed 8th in the money list for 1992, his best year since starting the TOUR. Also attuned to the mental element of the game, Brad had Dr. Bob Rotella, University of Virginia sports psychologist, help him with his concentration. It has seemed to pay off, for 1991 and 1992 have been notable years for him.

## **Lee Janzen**

Lee started playing golf seriously when he moved to Florida at the age of fourteen. While attending Florida Southern College as a Marketing major, Lee won six collegiate events and became the 1986 NCAA Division II champion. He was also a first team All-American in 1985 and 1986. After joining the TOUR in the fall of 1989, this fine young competitor has shown steady and consistent progress.

Lee did well in 1990 and 1991, but took off in 1992 with his first win at the Northern Telecom Open. After an unexceptional opening round of 71, Lee fired off two consecutive rounds of 5-under-par 67s and moved within two strokes of the lead. His final round of 65 on the TPC Starpass course was enough to give him a one stroke victory over Bill Britton. Lee came in 2nd in The International and THE TOUR Championship (tied with Corey Pavin). Looking at his performance and stats from the year, golf fans detect in Lee a player who combines driving accuracy with great putting skills. From a position of 72nd in 1991, Lee finished 1992 with an impressive 9th place on the money list. He did well in 1993, picking up two wins, the Phoenix Open and the U.S. Open

## **Bruce Lietzke**

Bruce learned the game as a boy from his older brother, a club professional in Wichita, KS. He became a fine high school player and later 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 that he had nothing left to give back to the game. After a six month hiatus, he revived his enthusiasm and qualified for the PGA TOUR in the spring of 1974.

Bruce's sparkling shot-making won him a place on the Ryder Cup team (1981), and allowed him to finish in the top twenty on the money list for the next several years. In 1992, he proved that it is quality not quantity that counts in this game. Entering in 18 events, he made the cut in 17, with 7 top ten finishes. Bruce added his 12th PGA TOUR victory with his tie breaking play-off win over Corey Pavin in the Southwestern Bell Colonial. Finishing with a superb final score of 13 under, 267, Bruce clinched the win with a birdie putt on the first extra hole.

### **Davis Love III**

One of the most talented young players in the game today, Davis Love III started playing golf almost before he could walk. He knew from a very early age that he wanted to be a pro. This is understandable as his father, Davis Love Jr., played the TOUR and was considered one of the premier teacher/technicians in the game. Known as a great driver, (he was #1 for distance in 1986), Davis won his first tournament during his sophomore season with a breakthrough victory at the MCI Heritage Classic in 1987. This would prove prophetic, for he gone on to win the same event three times (again in 1991 and 1992).

In 1992 Davis got so hot it seemed as if he would burn up the greens. During a time span of less than a month, he gobbled up three victories including the prestigious PLAYERS Championship. His finest performance perhaps came at the Kmart Greater Greensboro Open when he turned in a career-low final round of a 10-under-par 62. He closed out the season in fine fashion by teaming with Fred Couples to win the World Cup, ending up right behind Couples on the money list at #2. With Couples, Davis successfully defended his 1992 World Cup title, winning again in 1993. He also collected his 7th and 8th TOUR victories at the Las Vegas Invitational and Infiniti Tournament of Champions.

## **Tom Kite**

The awards and accolades keep piling up at the feet of Tom Kite. In a professional career that spans over 20 years, Tom has racked up 17 TOUR victories, his last two in 1992! This veteran of the game keeps on winning with no sign of slowing down and is on par with the greats of golf. Starting as the Rookie of the Year in 1973, Tom has gone on to become the All-Time Money Leader on the TOUR as of the beginning of 1993. Born and raised in Austin, TX, Tom's biggest year was 1989. He claimed three TOUR victories including the prestigious PLAYERS Championship and set the mark for the most money won in a single season, a whopping \$1,395,278.00 !! This kind of performance gave him his second Arnold Palmer Award.

After a 16 month slump, Tom vaulted to the top again in 1992 with two TOUR wins in a span of five weeks. His win at the U.S. Open in extremely windy conditions with a smooth final round of 72 will be remembered by all who witnessed it. Tom ended the year with an incredible record of 22 in the money out of 23 tournaments entered and 9 top-ten finishes. A gracious player with a talent that endures.

## **Mark O'Meara**

Mark started to play the game seriously in high school in Mission Viejo, California. Dedication coupled with constant improvement won him a scholarship to Long Beach State. Mark became an All-American in 1979, and won the United States Amateur Championship that year. Mark qualified for the PGA TOUR in 1980, and his talent and work ethic impressed everyone. He was named TOUR Rookie of the Year in 1981. He has built and maintained a reputation of consistency and mental toughness which explains his ability to finish in the top 30 on the TOUR for 9 consecutive years (1992).

He has an unusual record of success in pro-am events, winning the AT & T Pebble Beach National Pro-Am for the fourth time in 1992. That year, Mark also had the TOUR best 28 consecutive rounds at par or less starting with the Infiniti Tournament of Champions and running through Doral Ryder Open. He has always been known by his peers as a great putter and an avid student of all facets of the game. This is reflected by the respect he has earned as a golf course design consultant.

## **Jeff Sluman**

Leading the TOUR with 417 birdies in 1992, Jeff Sluman gives fans and fellow golfers alike an exciting display of great golf. Jeff first appeared on the TOUR in 1983 but didn't play to stay until 1985. This Rochester, NY, native started golfing at the age of four, although he only decided on a professional career after his graduation from Florida State University. Jeff played aggressively on the TOUR, however he failed to snag a win until his electrifying showdown with Paul Azinger in the 1988 PGA Championship. Jeff started the final day three strokes off the lead, but managed to sink two birdies and an eagle on the front nine, (holed a 115 yard sand wedge!), and three birdies on the way home to win.

In 1992, Jeff continued playing in excellent form, posting career high earnings. He entered 30 Tournaments, made the cut in 26, and had 8 top-ten finishes. Jeff does well on one of the toughest courses around. He placed 2nd in the U.S. Open at Pebble Beach, just two under champion Tom Kite, and earlier he finished 2nd in the AT & T Pebble Beach Pro-Am. While not posting any wins that year, Jeff proved he could play with the best.

## **Craig Stadler**

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 in the truly competitive atmosphere of the PGA TOUR. If anyone ever looked like a "sure thing" entering the TOUR in 1976 it was Craig. At eighteen, the native Californian won the World Junior Championship (1971), and in 1973 became the United States Amateur Champion. But inexplicably, after turning pro, four years of mediocrity followed. He wasn't playing badly, he just wasn't excelling. He turned it around in 1980 winning two TOUR victories, and later went on to capture the Masters and the Arnold Palmer Award as leading money winner in 1982.

After winning the PGA TOUR Championship in 1991, Craig was sidelined in the beginning of 1992 by an off-season skiing accident. As a result, he was unable to play in the season opening Infiniti Tournament of Champions. He bounced back from the injury to win the NEC World Series of Golf in August, and has earned a place in the top twenty leaders in career money earnings. It's clear to all his peers and the informed golfing public that one nickname should replace the colorful monikers that have been suggested by Craig's physique: just call him "Winner."

## **Fuzzy Zoeller**

A United States Open crown (1984) and a Master's Tournament title (1979) are enough to ensure Frank "Fuzzy" Zoeller's place in golf history. But one might think that his nickname was "Potential" so often has that word been connected to the Indiana native. From the time he qualified for the TOUR in 1974, until he had partially corrective surgery, Fuzzy has been plagued by chronic back problems. He never used his condition 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.

In 1992 Fuzzy began scaling back his playing schedule to accommodate his numerous outside interests. The unveiling in 1992 of the TPC at Summerlin, (one of Fuzzy's design consultant projects and host course of the Las Vegas Invitational), assured the golf world that all of this great player's potential and experience would not be lost. One of the game's all time favorite personalities, his unique stamp will continue to be felt on the PGA TOUR for years to come.

## Tournament Players Club

Among the many exciting and original concepts developed by the PGA TOUR in the past two decades, nothing has affected the millions of professional golf fans as much as the Tournament Players Club [TPC]. Over the years the TOUR came to believe that golf course design had not addressed the interests of spectators as well as it might, and dreamed of constructing courses that challenged players and provided spectators with an unimpeded view of the action. This dream was realized in 1980 with the construction of the TPC at Sawgrass. In less than 10 years, the dream has encompassed over 20 courses in both Japan and the United States.

The TPC courses are sometimes referred to as Stadium courses because many of the greens are designed like amphitheaters, with spectator mounds affording unrestricted views of the tees, fairways, and greens.

All TPCs are designed to host PGA TOUR or Senior PGA TOUR events. Some of the top architects in the business — Pete Dye, Arthur Hills, and Ed Ault Associates, to name a few — design the courses, often with the assistance of a TOUR player acting as consultant to the designer.

Since the Tournament Players Club at Sawgrass opened, the TPC network has truly become the “best set of clubs” in America. When you join a TPC in your area, you gain membership in a nationwide country club, one that offers the opportunity to view the greatest players in the world in action.

# Courses and Tournaments

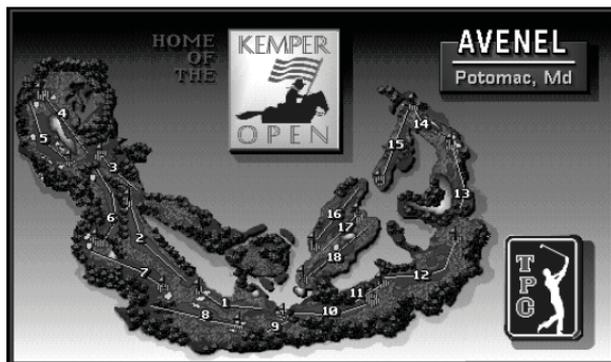


## **Tournament Players Club [TPC] at Sawgrass, Ponte Vedra, Florida**

## **THE PLAYERS CHAMPIONSHIP**

When the PGA TOUR wanted to establish a “home club” for the members of the TOUR, and a permanent site for THE PLAYERS Championship, TOUR officials saw beauty and greatness in a lush tropical setting near Ponte Vedra. The TPC at Sawgrass became the first Stadium Golf course to be constructed, and it was destined to be special. Pete Dye was chosen as designer, and his mission was to build a course that would challenge players, while giving the spectators plenty of perks. Dye succeeded admirably! The 18th hole, ranked as one of the top ten toughest holes on the PGA TOUR, demands precision and concentration from players, while from well-positioned spectator mounds, fans see it all!

Every year this tournament gathers the 144 best PGA TOUR pros to pit their skills against the course at THE PLAYERS Championship. Golfing fans around the world have been thrilled by the outstanding performances. In 1992, Davis Love III blistered the field with a closing 5 under-par round to win by four strokes. With a challenging combination of narrow fairways, water hazards and wide bunkers, Sawgrass is the perfect location for THE PLAYERS CHAMPIONSHIP.



## **Tournament Players Club [TPC} at Avenel, Potomac, Maryland**

Home of the Kemper Open, this course's 12th hole was rated the toughest hole on the TOUR in 1992. The mixed topography of the rolling Maryland countryside requires that a player take many risks to win. Like all great courses, Avenel demands good shots and penalizes poor ones. Designed by Ed Ault and Associates, the course is a model of thoroughly diversified composition. Gorgeous elevated tees, a variety of doglegs, tiered greens, rock runs and water hazards all contribute to the course's thrilling character. Beautiful and treacherous, hallmarks of TPC ingenuity.



The Kemper Open, oldest continuously corporate-sponsored golf tournament on the TOUR, has donated more than one million dollars to local and national charities.



## **Tournament Players Club [TPC] at Southwind, Memphis, Tennessee**

Beautifully designed by Ron Pritchard, with PGA TOUR Professionals Hubert Green and Fuzzy Zoeller serving as expert consultants, TPC at Southwind shows itself to be a competitive test for championship caliber golf. At over 7000 yards in length, the course challenges every player from tee to green. The course is beautifully integrated into the natural terrain, and provides a variety of unobstructed views for the spectators. The par 3, 231 yard 14th hole is ranked 38th among the toughest holes on the TOUR.



Southwind is an ideal venue for the Federal Express St. Jude Classic. Since Federal Express began its sponsorship of this TOUR event in 1985, the purse has more than doubled, and contributions to St. Jude Hospital, the world's largest childhood cancer research center, have exceeded 2 million dollars. Everyone wins at a PGA TOUR event.

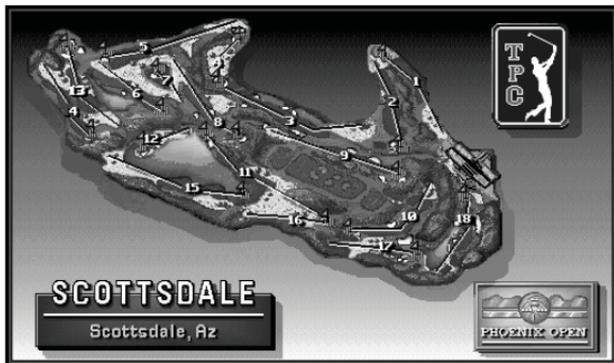


## **PGA WEST Stadium Course at La Quinta, California**

The USGA rates this course as one of the 100 greatest golf courses in the world. That means it's beautiful—and tough. Course designer Peter Dye has created fairways that are thin ribbons of undulating turf. Unforgiving sand, pot hole and fairway bunkers, make every shot an adventure. Like all great courses, it demands your best. 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 duffers' nightmares.

Pros and fans alike 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.



## **Tournament Players Club [TPC] of Scottsdale, Arizona**

The TPC of Scottsdale, designed by Jay Morrish and PGA TOUR professional Tom Weiskopf, was fashioned out of barren desert terrain. What was a design challenge became a starkly beautiful course. TPC of Scottsdale is the site of the Phoenix Open, one of the PGA TOUR's oldest and most revered tournaments. Played since 1935, the Open has traditionally drawn the greatest names on the TOUR to its field.

Funded by the City of Scottsdale, this TPC was the first municipal facility to join the family of Stadium Courses. As such, its design posed unique challenges to the course architects and their player consultants, Jim Colbert and Howard Twitty. The course had to be sufficiently difficult to test the world's best players in the Phoenix Open, and still provide enjoyment to the golf playing residents of Scottsdale. The designers seem to have succeeded admirably. Professionals and amateurs alike enjoy and are challenged by this stunning course.





## **Tournament Players Club [TPC] at River Highlands, Cromwell, Connecticut**

This TPC was completely redesigned by PGA TOUR architect Bobby Weed with ample and valuable assistance from PGA TOUR player consultants, Howard Twitty and Roger Maltbie. The breathtaking views overlooking the Connecticut River, coupled with the challenging and formidable examinations posed by each hole, make for an exciting place to watch the game unfold. Since its unveiling, TPC at River Highlands has received rave reviews from spectators and players.

Home of the Canon Greater Hartford Open since 1991, the 18th hole has been rated one of the toughest holes on the TOUR. Since its inception, this event has raised money for the Greater Hartford Jaycees, contributing well over \$10,000,000 for various charities.





## **Tournament Players Club [TPC] at Summerlin, Las Vegas, Nevada**

The TPC at Summerlin is the latest in the nationwide network of TPC courses, and hosts the PGA TOUR's Las Vegas Invitational. It was designed by PGA TOUR INVESTMENTS' designer, Bobby Weed, and Fuzzy Zoeller, former Masters and U. S. Open Champion, served as player design consultant. Together, Weed and Zoeller have created a course unlike any other in the area. The natural contours and rugged features of the desert land are integral to the design. The views of both the nearby mountains and downtown Las Vegas are equally stunning.

The course stretches 7,243 yards from the tournament tees, but it is designed for golfers of all abilities. Multiple tees, strategically placed lay-up and bailout areas, and a combination of turf grasses that ensure optimum playability throughout the year, make the TPC at Summerlin a course that players, pros and fans all enjoy.



# ABOUT THE ARTISTS

## Polygames

**Lee Actor** and **Dennis Koble** formed Polygames in 1988 to bring together their diverse talents for creating entertainment software. The two have programmed for a wide variety of machines, ranging from coin-operated arcade units, to home computers, to cartridge games. With thirty software titles already to their credit, PGA TOUR Golf II tops the list for fun and excitement.

Lee and Dennis are avid golfers, giving local courses the once-over every week or two. By the look of their scorecards, they are highly qualified to program the pros.

## LookingGlass Technologies™

LookingGlass Technologies is a dedicated group of 30 talented people devoted to advancing and promoting the art of games. Located in Lexington, MA, LookingGlass Technologies has shown this devotion by developing such great games as Ultima Underworld, Chuck Yeager, John Madden Football '93, and of course, PGA TOUR GOLF II.

## Mark Adams

Mark Adams began playing and programming at age 13 when he got his first computer, an Apple II. A few years later, in 1984, Apple released the most incredible computer he'd ever seen — the Macintosh. After saving up to buy an original model, he spent the next four years learning to program it while earning a Computer Science degree at the University of Texas at Austin.

After graduating, Mark finally got to work on his first commercial game, Space Rogue, a conversion from the Apple II to the Mac and IBM PC. He was sidetracked for a few years writing network management and productivity software, but has now returned to doing his favorite kind of programming, writing cool games for the Mac.

# CREDITS

Original Game Design: Lee Actor and Dennis Koble —Polygames

Directed by: Ned Lerner — LookingGlass Technologies, Inc.

Macintosh Version: Mark Adams

Graphics and Animation: Cynthia Hamilton, Paul Barton

Music/Sound Effects: Rob Hubbard

Producer: Jim Rushing

Assistant Producers: Sarah Smith, Mike Lopez

Product Testing: Mike Lopez

Product Manager: Karen Schulman

Art Direction: Nancy Fong

Package Design: E.J. Sarraille Design Group

Package Photograph: Sam Greenwood/PGA TOUR

Quality Assurance: Stewart Putney

Documentation: RJ Berg, A. Smith, V. Hanscom

Documentation Layout: Tom Peters

Special Thanks: Bill Money and Craig Fryar

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The following player names are used with permission of PGA TOUR:

Fuzzy Zoeller

Bruce Lietzke

Brad Faxon

Jeff Sluman

Davis Love III

Craig Stadler

Lee Janzen

Fred Couples

Jay Haas

Clarence Rose

J.C. Snead

Mike Donald

Dan Pohl

Loren Roberts

Tom Purtzer

Gene Sauers

Kenny Knox

David Frost

Ian Baker-Finch

Wayne Grady

Jim Hallet

Andrew Magee

Jim Carter

Larry Rinker

Larry Nelson

Bob Estes

Billy Andrade

Robert Wrenn

Mike Reid

Lon Hinkle

Phil Blackmar

Hale Irwin

Dave Barr

Howard Twitty

Mark Lye

Jim Booros

Dave Rummells

Doug Tewell

Mark Wiebe

Bob Lohr

Peter Jacobsen

Hal Sutton

Ed Fiori

Roger Maltbie

Lance Ten Broek

Bill Britton

Duffy Waldorf

Scott Simpson

Steve Jones

Bill Glasson

Bobby Wadkins

Pat McGowan

David Ogrin

Don Pooley

Dan Forsman

Rocco Mediate

Mike Hulbert

Gary Halberg

Tom Kite

Mark O'Meara

## Problems with the Game

Some CDEVS and/or INITS may cause problems with the game. CDEVS (control panel devices) and INITS (initializing programs) are memory resident programs on the Macintosh that can cause problems due to memory conflict. 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 then restart your Macintosh. If you have system 7.0 or greater, you can avoid these programs (referred to in system 7 as EXTENSIONS) by holding down the SHIFT key while booting or restarting your computer.

## 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, printer, modem etc.)
- Description of the problem you're having
- System version number

If you need to talk to someone immediately, call us at (415) 572-2787 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 Limited, P.O. Box 835, Slough SL3 8XU, UK  
Phone (753) 546465

In Australia and New Zealand, contact:  
Electronic Arts Pty. Limited, P.O. Box 432, Southport Qld 4215, Australia

Within Australia call: Phone: (075) 711 811

Within New Zealand call: Phone: +61 75 711 811  
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