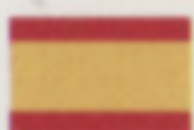


EA SPORTS™
P R E S E N T S



PGA 
EUROPEAN
TOUR™



BY POLYGAMES

Licensed by Sega Enterprises Ltd. for play on the SEGA™ GENESIS™ SYSTEM

WARNING:

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

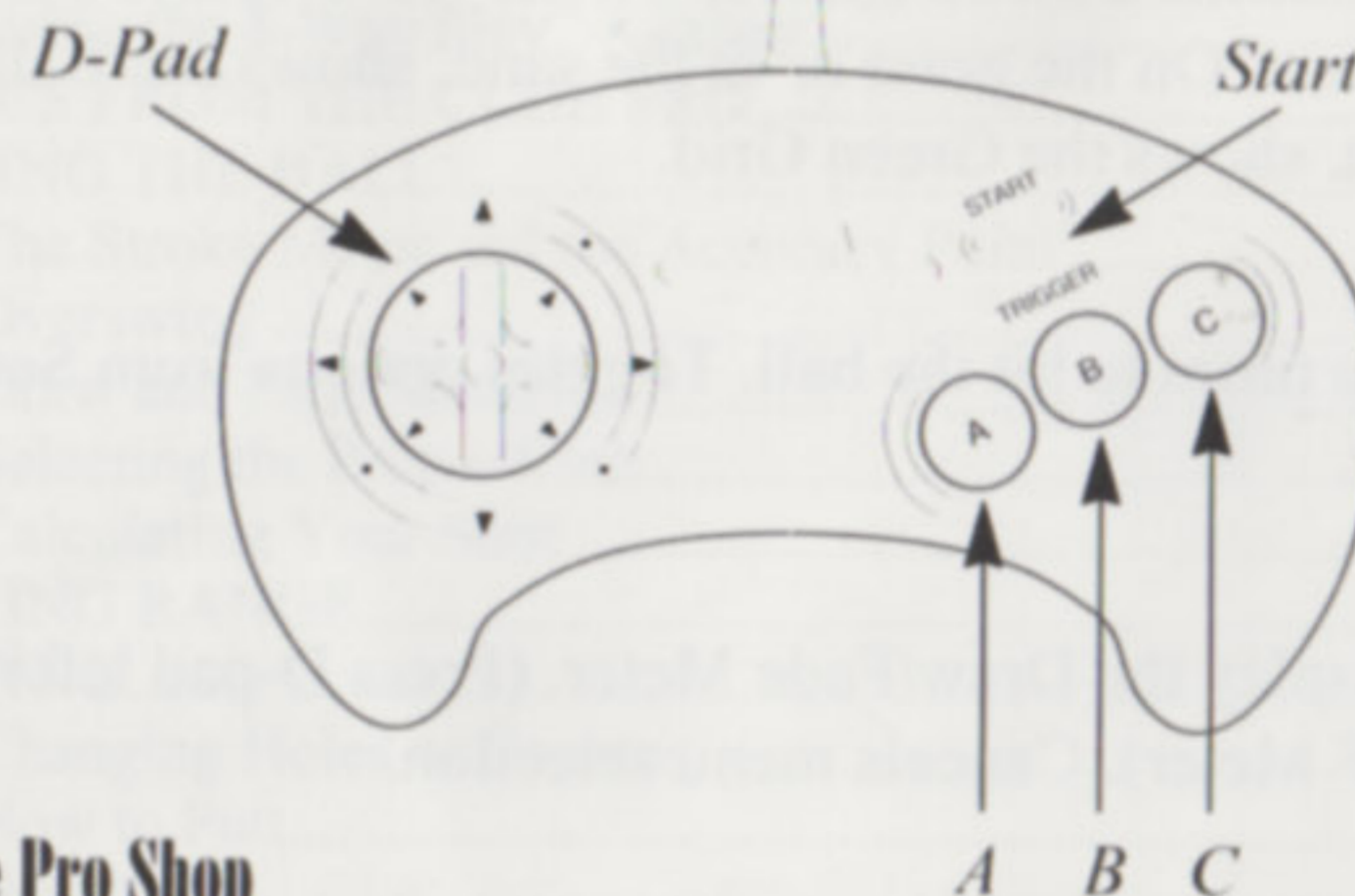
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions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

!WARNING To Owners of Projection Televisions!

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

PGA EUROPEAN TOUR

COMMAND SUMMARY



In the Pro Shop

A

Selects a highlighted menu item. Confirms (OKs) a choice.

B

Toggles options from Setup Menu on/off.

C

Cancels menu selection.

Start

Activates/Deactivates Menu Bar. Cancels menu selection.

D-Pad

Left/Right displays different menus. Up/Down highlights menu items.



On the Course

A

Selects or confirms a menu choice. On the tee, displays the Overhead View. On the grass or in the sand, shows the Ball Lie. On the green, shows the Green Grid.

B

Press B three times to hit the ball. Toggles options from Setup Menu on/off.

C

Hold C to display the Draw/Fade Meter. (Press D-pad left/right to adjust D/F Meter). Cancels menu selection.

Start

Activates/Deactivates Menu Bar. Cancels menu selection. Clears Ball Lie Window and Overhead View.

D-Pad

Left/Right moves aiming cross hairs. Up/Down selects different club. Highlights pull-down menu items.

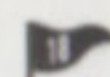
 *NOTE: There are additional commands governing the Green Grid and the Hole Browser. Please see those sections in the manual for more information.*

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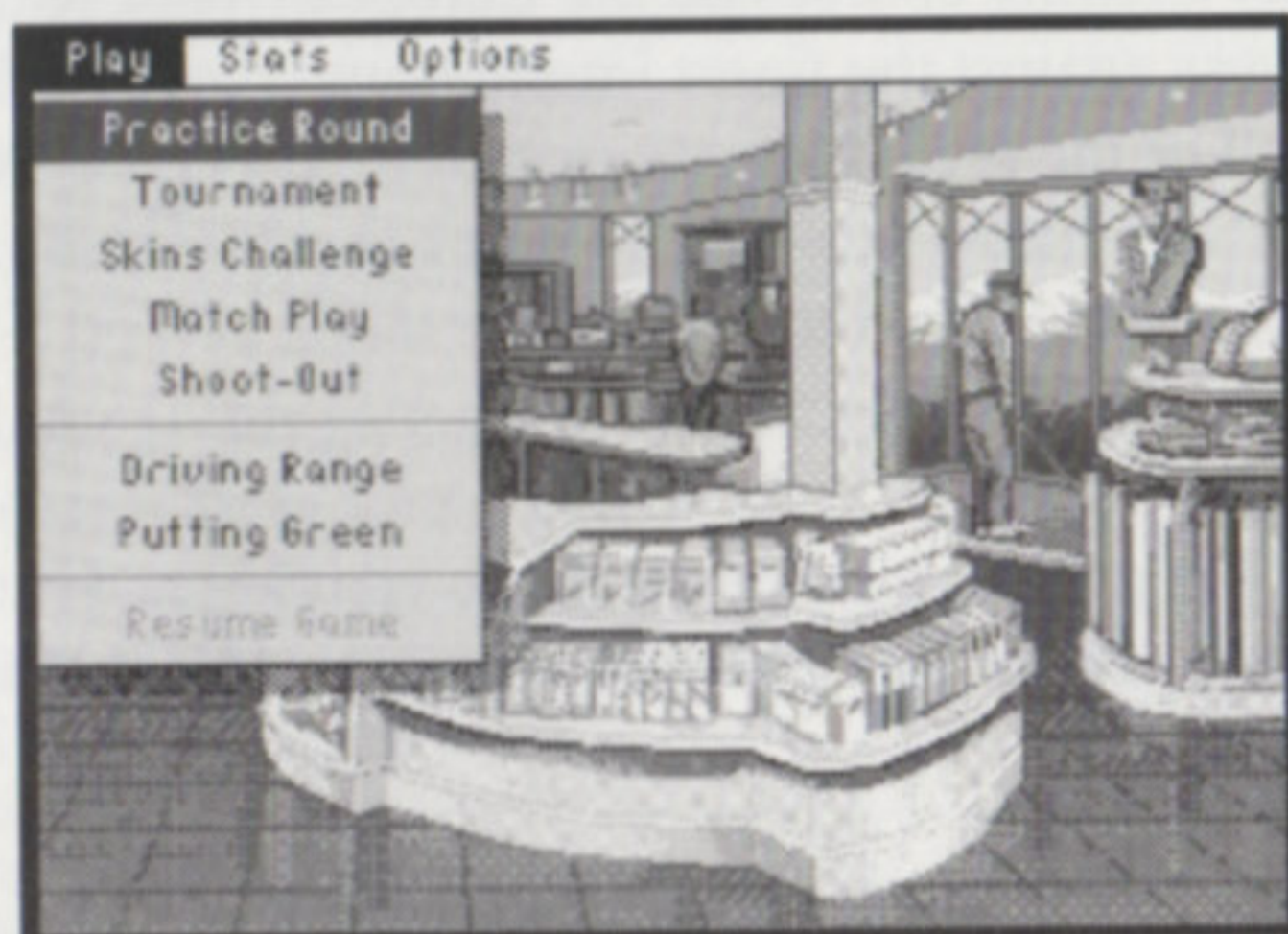
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WELCOME TO PGA EUROPEAN TOUR™

Welcome to a whole new world of golf! Now you can play some of the most exciting courses on the European Tour while testing your prowess against the finest international players. We've included all of the great features that were in PGA TOUR Golf II, plus we've added some special items to make this game unique. There is a new Shoot-Out play mode as well as a Match Play option, with literally *pounds* of money riding on the outcome of the contests. You'll also notice clear improvements in the graphic presentation of the game which make it more real than ever. So grab your clubs and your passports and head for the links!

STARTING THE GAME

1. Turn OFF the power switch on your Sega™ Genesis™. Never insert or remove a game cartridge when the power is on.
2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console. If you want to use two or more controllers, see *Setup*, page 7.
3. Insert **PGA European Tour™** into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch. The EA SPORTS™ logo appears (if you don't see it, begin again at step 1).
5. The **PGA European Tour** title screen appears, followed by the game credits screen.
6. If you want to play right away, press **Start** to go to the Pro Shop.



Starting a Practice Round

1. Press **Start** to bring down the Play Menu.
2. Practice Round is automatically highlighted. Press **A** to select Practice Round.
3. The Select Number of Players Box appears. D-Pad **left/right** to highlight desired number of players, and press **A**.
4. New Player is automatically highlighted. Press **A**.
5. The Players Card appears. D-Pad **up/down** to select letters and **left/right** to enter letters and move the cursor. When you've entered a name, press **Start**.
6. The Tee Selection Box appears. D-Pad **left/right** to select your tees, and press **A**.
7. The Club Selection Box appears. If you want to substitute one or more clubs, follow the on-screen instructions, or see page 31. Press **A** to continue.

8. The Select Course Box appears. D-Pad **up/down** to highlight a course, and press **A** to select it. In a moment you find yourself on the first tee. Good Luck!

CONTROLLING THE GAME

Setup

If there are more than one of you playing and you each want to use your own controller, (instead of passing one back and forth), you need to set up the system for two or more controllers. One to four people can play **PGA European Tour** at a time.

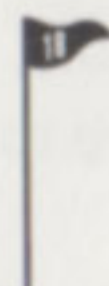
1. From the Pro Shop, press **Start** to reveal the Menu Bar.
2. D-Pad **right** to reveal the Options Menu.
3. D-Pad **down** to highlight *Setup*, and press **A**. The Setup Box appears. When an option is active on the Setup Box, the letters are brightly lit. When an option is inactive, the letters appear dim.
4. Use the D-Pad to highlight *Two or More Controllers*, and press **B** to toggle it on/off.
5. Press **A** to confirm your choice and return to the play screen.

Using Two Controllers

When both controller jacks are active, Player #1 and Player #3 use Controller 1, while Player #2 and Player #4 use Controller 2.

Using the 4-Way Play™ Adapter

Plug the 4-Way Play into your Genesis, then plug up to four controllers into the adapter, and you're ready to go. Player #3 uses Controller 3 and Player #4 uses Controller 4.



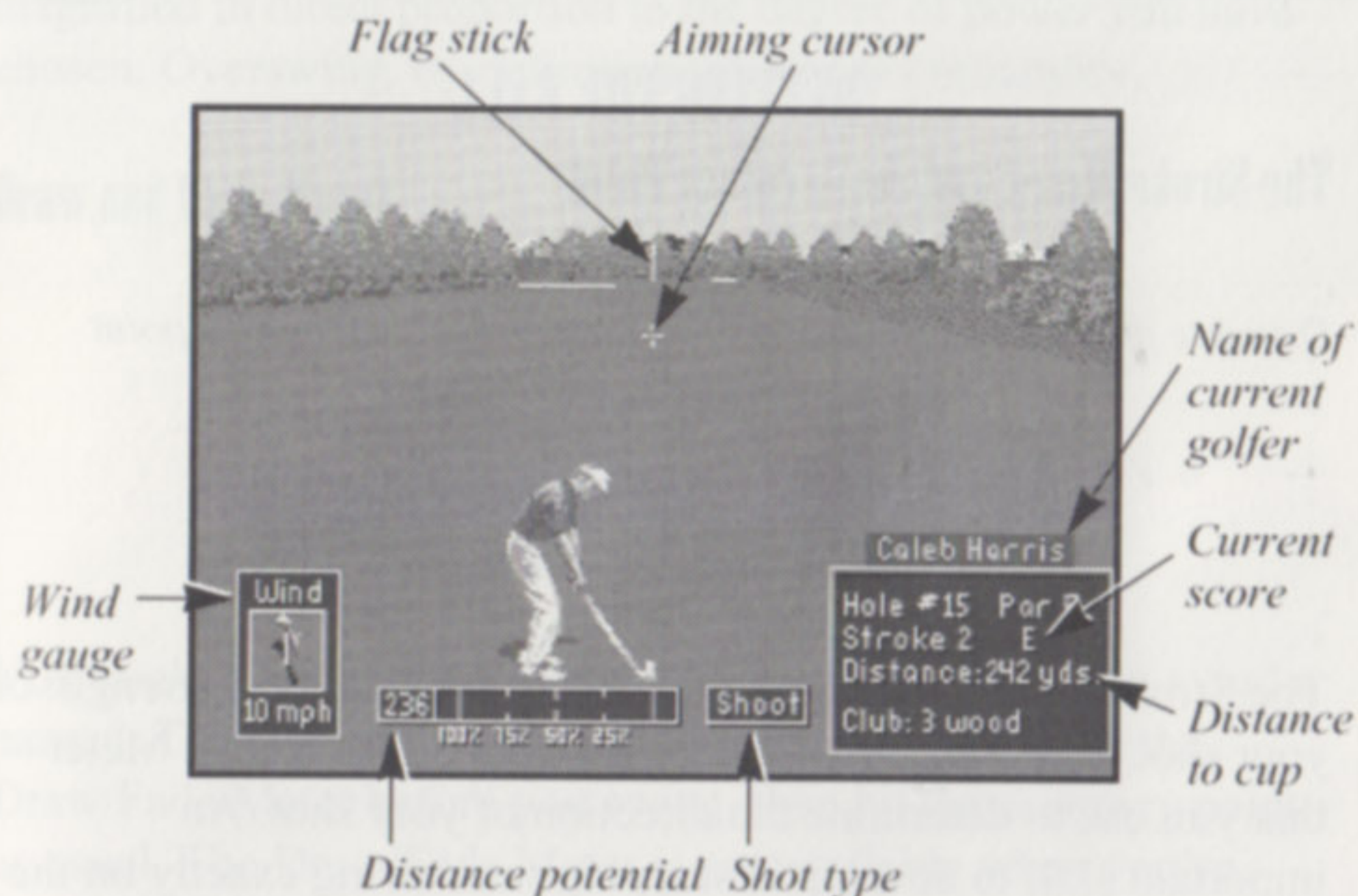
NOTE: Six-button controller users who are using the 4-Way Play must play in three-button mode.

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

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

Your six-button controllers are now configured in three-button mode.

BASICS FROM THE CLUB PRO

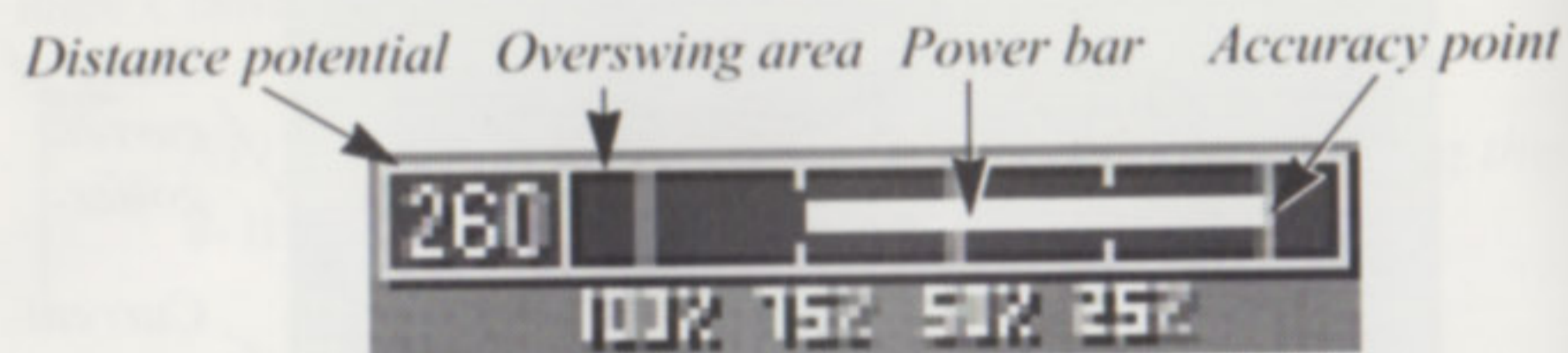


Throughout **PGA European Tour**, there are menus to help you play and move you through the game. While specific instructions for each menu and aspect of game play are included within this manual, certain constants remain the same and are listed below.

- Press **Start** to reveal the Menu Bar at the top of the play screen.
- Press the D-Pad **left/right** to select menus, and press it **up/down** to highlight various options within a menu.
- Press **A** to confirm a highlighted menu option.
- Press **Start** to leave the title, credit and hole preview screens.

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 goes straight. If you miss the accuracy point to the right, the ball slices right. If you miss the point to the left, the ball hooks left. The greater your distance from the accuracy point, the greater the degree of the hook or slice.

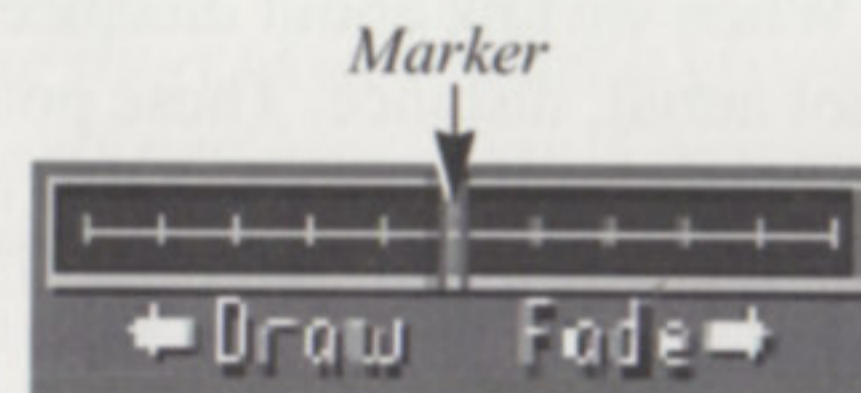
1. Press **B** to start your backswing.
2. Press **B** again to stop your backswing and begin your swing.
3. Press **B** a third time to hit the ball (at the accuracy point).

Overswing

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

careful if you choose to go into this area; if you fail to hit the accuracy point, the results can be costly. All hooks and slices are magnified in direct proportion to the degree of power you have chosen. Overswing, by definition, eliminates reliability.

Draw and Fade Meter



You might want to hook or slice the ball intentionally to avoid a hazard. The best way to control a hook or slice is to set the Draw/Fade Meter before you swing, then hit the accuracy point as usual. The Draw/Fade Meter is not available when you're putting.

- Press and hold **C** to bring up the Draw/Fade Meter.
- D-Pad **left/right** to adjust the marker.

Selecting the Proper Club

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

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

The name of the selected club appears at the bottom of the information box in the lower right corner of the screen. Each club has different characteristics, one being its maximum distance potential. When we talk about distance potential, we're referring to *total*, not aerial, distance. These potentials assume a perfect lie, no wind, and a flat spot for the ball to land so it can bounce and roll. The distance potential of a club is shown at the left side of the Stroke Meter.

Calculating Your Shot

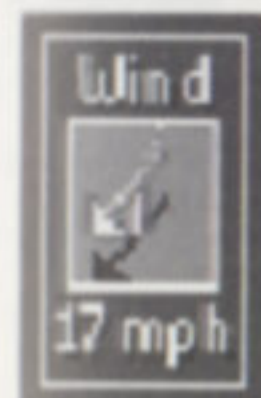
There's more to hitting the ball than simply aiming the cross hair and swinging the club. You should take into consideration the wind, the ball lie, your follow-up shot, and the potential hazards on the course itself. Let's say your driver's distance is 270 yards. If you stop your backswing when the Stroke Meter reaches 50%, your shot's calculated distance will be 135 yards, but this can be affected by the above factors.

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 square and there is no cross-wind.

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

Gauging the Wind:



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

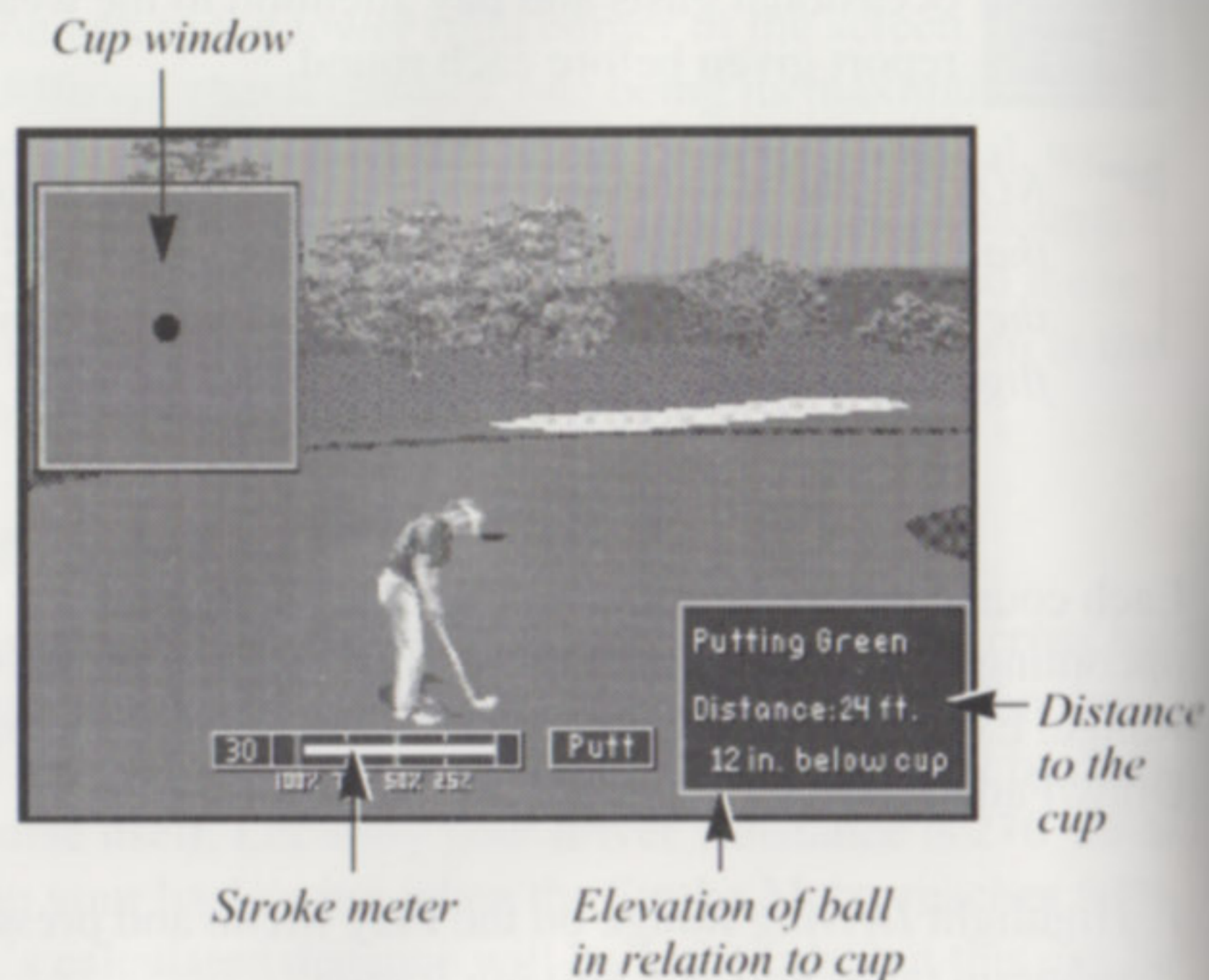
NOTE: *The short irons impart a greater arc to the shot than do woods and long irons. Consequently, the higher the arc of the shot, the more the wind will influence the flight of the ball.*

DRIVING RANGE

Each course has its own Driving Range. To prepare for an upcoming tournament, practice all your shots at the Driving Range. Experiment with woods and irons, special shots, and the Draw/Fade Meter.

1. Highlight *Driving Range* on the Play Menu and press **A**. The program takes you to a Driving Range.
2. To change courses while on the Driving Range, select *New Course* from the Go to Menu and press **A**. The Select Course Box appears.
3. Select a Course and press **A**.
4. To leave the Driving Range, select *Pro Shop* from the Go to Menu, and press **A**.

PUTTING



PGA European Tour allows you to practice putting on any of the greens in the game. 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 may want to practice your putting.

- From the Pro Shop or PGA Tour Tent, highlight *Putting Green* from the Play Menu, and press **A**.

Changing Holes or Courses

The program automatically takes you to the 1st green of a randomly selected course.

To Go to a Different Hole:

1. Pull down the Go to Menu and select *Hole*.
2. Press **A**. The Select Hole Box appears.
3. Use the D-Pad **up/down** or **left/right** to highlight the hole you want, and press **A** to confirm.

To Go to a New Course:

1. Pull down the Go to Menu and select *New Course*.
2. Press **A**. The Select Course Box appears.
3. D-Pad **up/down** to highlight the course you want, and press **A** to confirm.

How to Putt

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

- To putt, Press **B** three times. To refresh your memory on how to use the Stroke Meter, see *The Stroke Meter and The Accuracy Point* on page 10.

The distance potential of your putter can be changed in increments of 5 feet over a range of 5 to 120 feet.

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

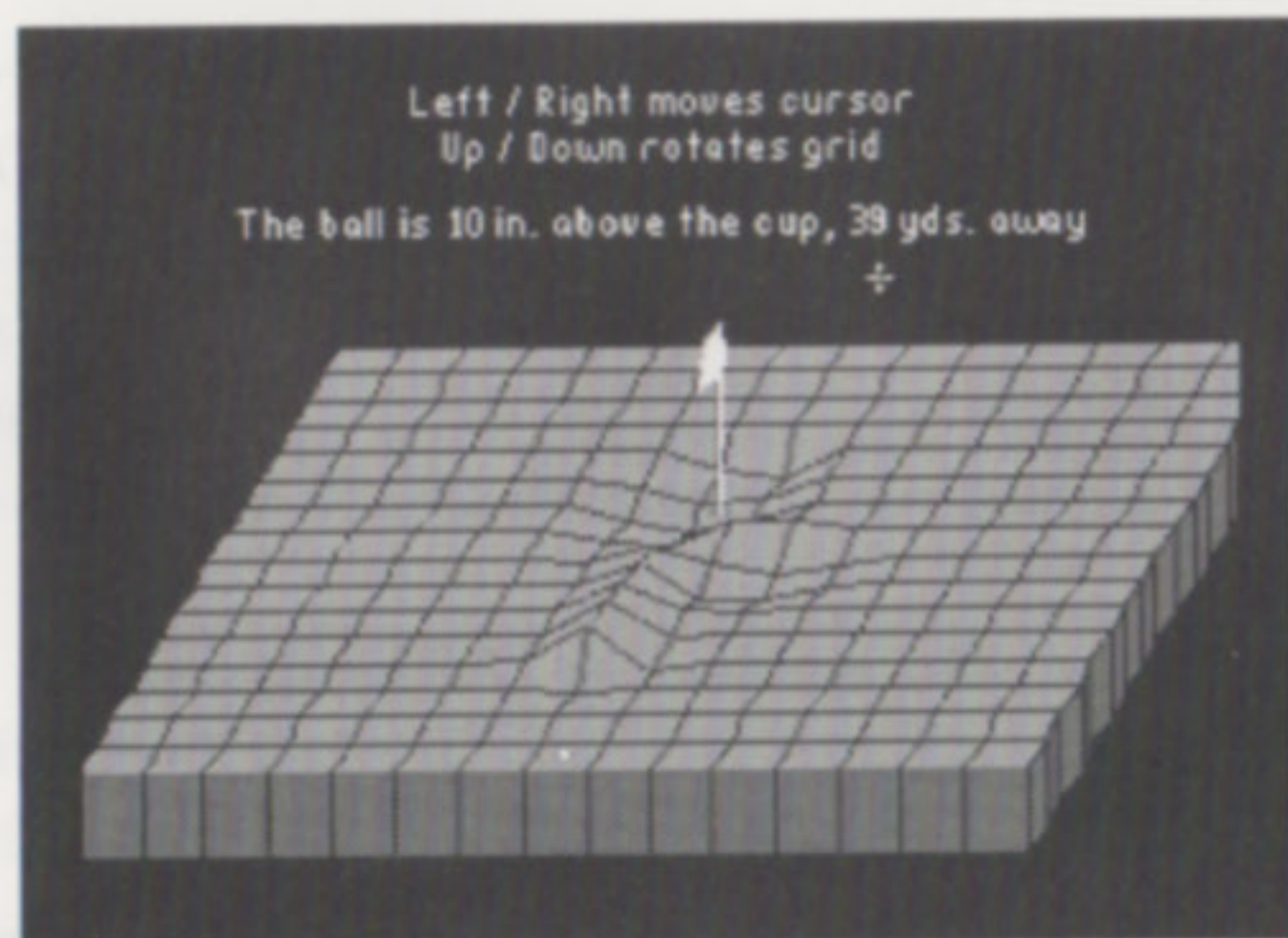


The program randomly chooses pin and ball placement. After you sink a putt, this placement changes. If you want to change the position of the ball or cup before you putt, select *Pick up Ball* from the Shot Menu and press **A**.

To practice a specific putt over and over again, select *Take a Mulligan* from the Shot Menu and press **A**.

Grid View

When you select *Putting Green*, a contour grid showing the topography of the practice hole's putting surface appears on the screen before each hole. A message above the grid reports how far the ball is above or below the pin, and the exact distance to the cup. To get a better view of how the topography affects the roll of the ball, rotate the grid.



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

You may also fine tune your aim by adjusting the aiming cross hair from the contour grid.

- To move the cursor **left/right**, D-Pad **left/right**.
- Press **START** to return to the Putting Green. Notice that the aiming cross hair on the green reflects any changes you made on the grid. Also note that the info box in the lower left hand of your screen displays the distance and cup elevation as well.

When you're out playing a round and you're on the green or within 40 yards of the cup, you can access the green grid.

- Press **A** when you're on the green to see the grid.
- Select *Green* from the View Menu when you're near the green to see the grid.

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

To leave the Putting Green, select *Pro Shop* from the Go to Menu.

VIEWING THE COURSE

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

Overhead View



The Overhead View is best used in measuring long shots, particularly when there are hazards or trees involved.

When you're on the tee:

1. Press **A** to bring up the Overhead View.
2. Press any button to return to the course.

When you're between the tee and the green:

1. Press **START** to call up the Menu Bar.
2. Use the D-Pad to highlight *Overhead* from the View Menu.
3. Press **A**. The Overhead View appears.
4. Press any button to return to the course.

When in the Overhead View Screen, you can move the cursor with the D-Pad to measure the distance between the ball and any spot on the course. The Overhead View also shows the location of your opponent's ball after the tee shot.





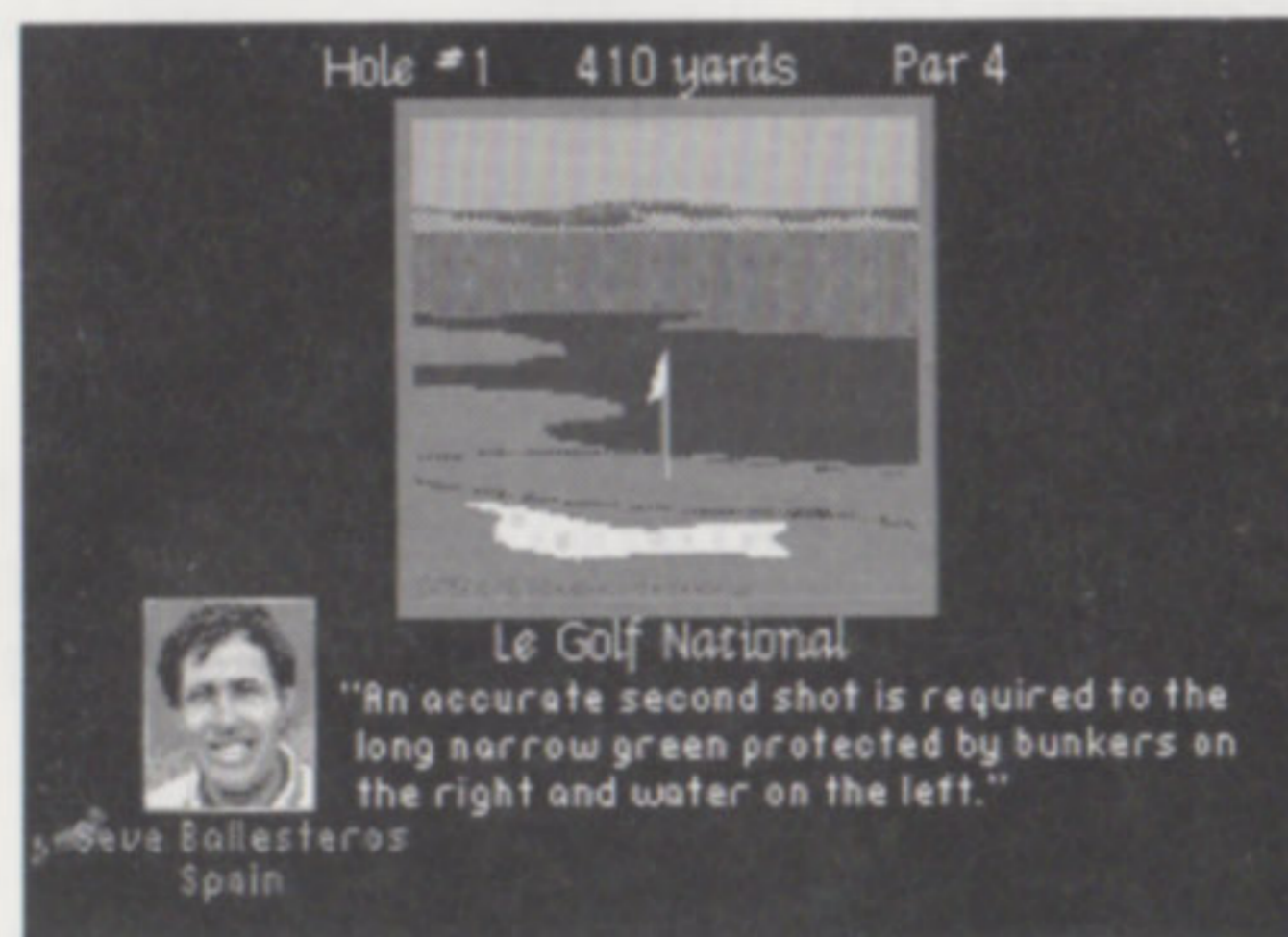
NOTE: Unlike the green grid view, when you reposition the cursor on the Overhead View the change is not reflected on the Course Play Screen.

Ball Lie

The Ball Lie Window shows you what kind of terrain your ball is resting on. See *Fine Points From the Master* on page 42 for more on the different lies.

- Press **A** (unless you're on the green) to check your ball lie.

Fly-By Hole Preview



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

- Press **Start** to bypass the Fly-By Hole Preview, or go to the Setup Box in the Options Menu to deactivate it (see *Auto-Views* on page 22 for detailed instructions).

Hole Browser

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

1. Select *Hole Browser* from the View Menu.
2. D-Pad **up/down/left/right** to browse the hole.
3. Press **B** to switch views.
4. Press **C** to resume game.
5. Press **Start** for Help instructions.

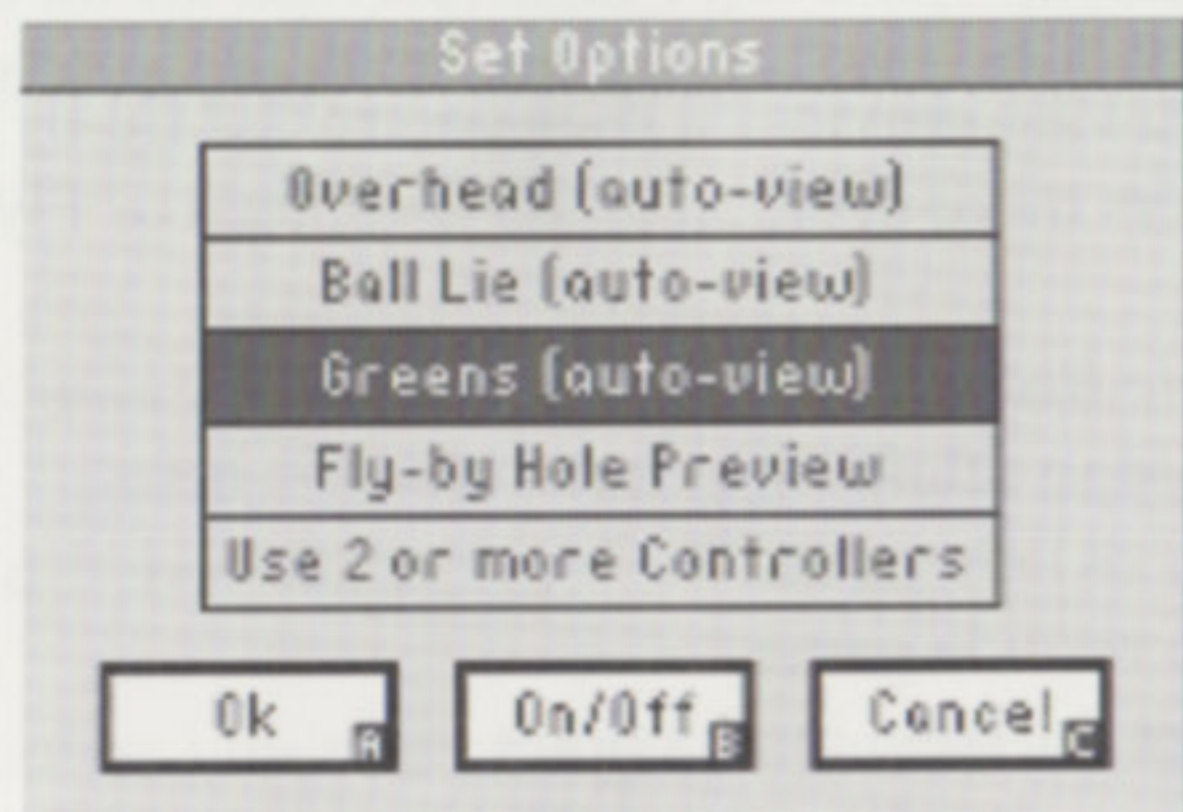
Instant Replay

The program automatically shows an instant replay after an outstanding shot, but you can replay any shot you like, even those made by the pros.

1. Select *Instant Replay* from the View Menu.
2. Press **A**. The last shot is replayed.
3. Press **Start** to cancel *Instant Replay*.



Auto-Views



You can activate/deactivate some of these views to be shown automatically.

1. Select *Setup* from the Options Menu. The Setup Box appears.
2. Use the D-pad to highlight the feature you wish to activate or deactivate, and press **B**.
3. Press **A** to confirm your choice.

Auto Overhead appears before your shot every time the ball is more than 100 yards from the hole.

Auto Ball Lie appears before your shot whenever the ball lies between the tee and the green.

Auto Greens appears before your putt, whenever the ball is on the green or within 39 yards of the hole.

Auto Fly-by Hole Preview appears at the beginning of every hole, before you tee off.

- To bypass a view, press **Start** at any time.

STATS

PGA European Tour offers a variety of stats which are listed under the Stats Menu.



Current Players

This screen shows the stats for all the players currently in your party. You have access to these stats only during a game. A player's stats are updated every time s/he plays in a Tournament, Skins, Match, or Shoot-Out.

- Select *Current Players* from the Stats Menu and press **A**. The Current Players Stats Screen appears.

Reset Stats

You can reset a human player's stats from the Current Players Stats Screen.



1. Press **Start**. A dialogue box appears with a list of the current players. It asks you which players' stats you would like to reset.
2. D-Pad **up/down** to select a player, and press **A** to confirm. A second dialogue box appears.
3. You are asked to verify your decision to reset stats. Press **A** to confirm and **C** to cancel. For human players, the stats return to zero. If you are playing with a Genesis pro, the stats return to their programmed base stats.
4. Press **C** to exit the stats screen and return to the game.

NOTE: You may also reset the pros stats from the Options Menu. Select Reset Pros and press A to confirm.

	Valerie Haff	Caleb Harr	Kenny Bens	T. J'stone
Longest Drive	282 yds.	289 yds.	274 yds.	315 yds.
Driving Acc.	40.0%	62.5%	33.3%	81.3%
Greens in Reg.	40.0%	50.0%	33.3%	71.0%
Putts/G.I.R.	1.75	1.75	1.00	1.76
Par Breakers	20.0%	25.0%	33.3%	18.2%
Par Saves	66.7%	25.0%	0.0%	57.6%
Avg. Par 3		3.50		3.13
Avg. Par 4	4.13	4.25	4.67	3.81
Avg. Par 5	4.50	4.50		4.91
Holes-in-One	0	0	0	0
Skins Won	0	0	0	0
Tourn. Won	0	0	0	0
Earnings	£0	£0	£0	£0
Avg. Score				71.54
Best 18 Holes				61
Best 72 Holes				268

Press START to reset stats

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.

Driving Acc., or "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 Reg., or "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 shows 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.





Saved Players

These stats correspond in content with current players, but indicate stats for all saved players, not just those currently playing. As with the current players, you can reset the stats from this screen. Please see *Reset Stats* on page 23.

Tournament

The Tournament stats begin with a list of Leading Money Winners ranked in order of earnings.

- To page rapidly through the list, press **A**.

After the list of Leading Money Winners comes the list of Leading Scorers ranked in order of lowest average score for 18 holes.

- To return to the course, Pro Shop or PGA Tour Tent, press **Start**.

Scorecard

The Scorecard appears after every hole played (except when you are at the Driving Range or Putting Green). You can also access the Scorecard from the Stats Menu.

Par for hole Hole number Player score Yardage

Wentworth Club																		
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Par
Yards	41	155	452	501	491	344	399	398	450	3361								
Par	4	3	4	5	3	4	4	4	4	35								
Caleb Harris	5	3	5	4														17
10	11	12	13	14	15	16	17	18	In	Total								
Yards	186	376	488	441	179	466	380	571	502	3589	6950							
Par	3	4	5	4	3	4	4	5	5	37	72							
Caleb Harris										0	+1							

Par scores appear in blue, scores lower than par appear in red, and above-par scores appear in black.

- To return to the course, Pro Shop or PGA Tour Tent, press **Start**.

Leaderboard

The Leaderboard lists all the players in an ongoing tournament in order of lowest total score. The names of human players appear in blue both on the list and below the list in a separate area. Next to the name of each player is his current score in relation to par. Next to the 'Par' column is the 'Hole' column, which indicates the current hole for that player. A double dash (--) in this column indicates the player has finished the round.

- To page through the list, press **B**.



- To return to the course, Pro Shop or PGA Tour Tent, press **Start**.

Tourney Results

The Tourney Results Screen shows a list of all golfers who have completed a tournament and their respective scores.

- To page through the list, press **B**.
- To return to the course, Pro Shop or PGA Tour Tent, press **Start**.

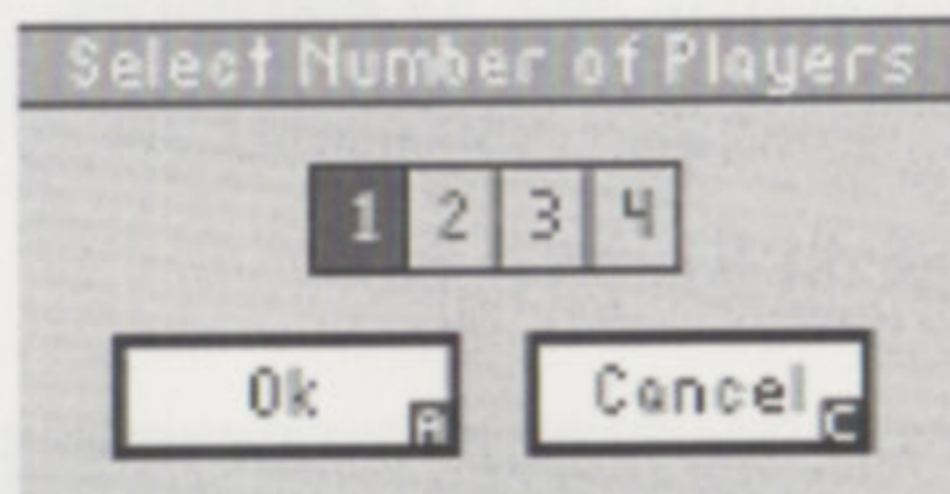
PRACTICE ROUND

The Practice Round play mode offers flexibility of play without the money pressure.

Playing a Practice Round

- Select *Practice Round* from the Play Menu and press **A**. The Select Number of Players Box appears.

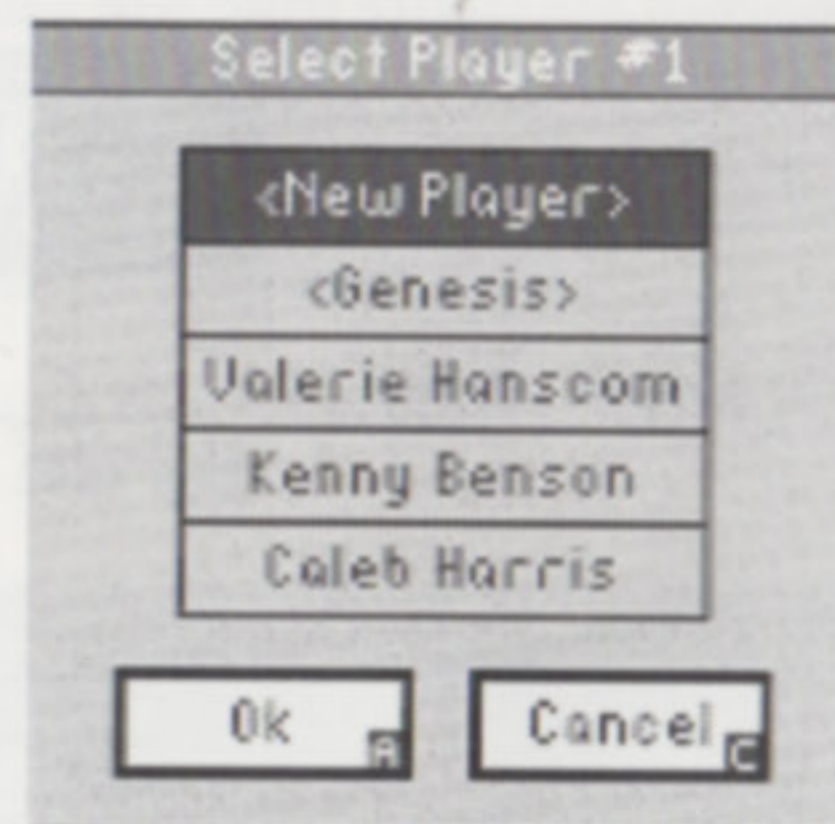
Selecting the Number of Players



- D-Pad **left/right** to highlight the desired number of players, and press **A** to confirm your choice. You may have up to 4 players.

Selecting a Player

After selecting the number of players, a box appears asking you to select Player #1. This player can be a new human player, one of the ten Genesis pros, or an existing human player.



- D-Pad **up/down** to highlight the desired player, and press **A** to confirm your choice.
- To select a Genesis pro, highlight **<Genesis>** on the Select Player Box, and press **A**. A list of the ten pros appears.
- Use the D-Pad to select one of the pros, and press **A**.

The program allows you to save up to 16 human players. If the roster is full, the program indicates that there's no more room for new players. During a practice round, you can continue and play

with a golfer called "Player #1," but the program doesn't retain his/her stats after the round is over. If you don't want to play with an anonymous player, press **A** for 'OK' then **C** for 'Cancel'.

Naming a New Player

PLAYERS CARD

PGA EUROPEAN TOUR

Name of player: Cindy

Press START when done

If you select New Player and there's room for one, a Players Card appears on the screen. It's here that you name a new player.

1. D-Pad **up/down** to toggle through the upper and lower case letters (there's a blank space after the capital 'Z').
2. D-Pad **left/right** to select a character and move on to the next space.
3. When you're finished naming the golfer, press **Start**.

If you wish to play with an anonymous golfer and not save his stats, press **C** at the Players Card Screen. You'll play with a generic player (#1, #2, #3, #4) as described above. This feature is only available in a Practice Round.

Selecting a Tee

Cindy

Professional Tees Amateur Tees

Ok Cancel

After you select a player, the program asks you to select a tee position. Amateur Tees are closer to the green than Professional Tees. Amateur Tees are only available during a Practice Round.

1. D-Pad **left/right** to highlight the tee you want.
2. Press **A** to confirm your selection.

Selecting Clubs for Your Bag

Kenny Benson

Driver	2 Wood	3 Wood	4 Wood
5 Wood	1 Iron	2 Iron	3 Iron
4 Iron	5 Iron	6 Iron	7 Iron
8 Iron	9 Iron	P Wedge	S Wedge

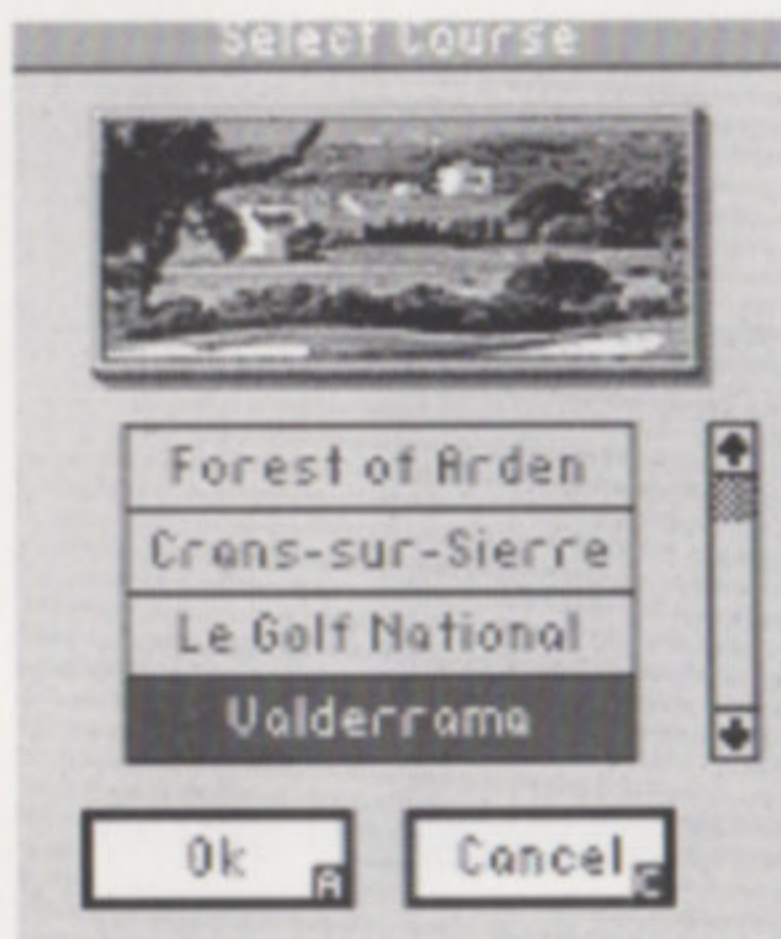
Ok Select Club Cancel

After you select your tee, a Club Selection Box appears. You are allowed 14 clubs in your bag including the putter, which you always carry. The clubs in your bag appear in bold type, while those not in your bag appear in pale type. Before you add a club to your full bag, you must remove one.



1. D-Pad **left/right/up/down** to highlight the club you wish to remove, then press **B**.
2. D-Pad **left/right/up/down** to highlight the club you wish to add, then press **B**.
3. Repeat this process until you're done, then press **A**. The Course Selection Box appears.

Selecting a Course



1. D-Pad **up/down** to highlight the course you want.
2. Press **A** to confirm your choice.

An overhead view of the entire course appears, and an announcer gives a brief weather report for the day. The game begins at hole #1.

During a Practice Round, you can play through a course in sequential order or skip around.

Two or More Players

The process of selecting and naming players, selecting clubs and courses, varies a bit when you have two or more human players and you've activated *Two or More Controllers* on the Setup Menu. Player #1, using Controller 1, **always** selects the number

of players, the player himself, and the course. Each individual player then enters their name with their own Controller, and chooses their golf clubs and tees (during a Practice Round).

Let's do a walk through:

1. Three players decide to play a Practice Round and they each decide to use their own controller. Player #1 activates *Two or More Controllers* on the Setup Menu and selects *Practice Round* from the Play Menu.
2. Player #1 selects number of players (3).
3. Player #1 selects either a new player, a Genesis pro or an existing player for himself. He enters all tee and club information.
4. A Select Player #2 Screen appears. Player #1 must select with Controller 1 either a new player, a Genesis pro, or an existing player and press **A**.
5. Player # 2, with Controller 2, now enters the information regarding club and tee selection. If he is a new player, he uses his D-Pad to enter his name at the Player's Card Screen.
6. After all three players have finished making their selections, Player #1 selects the course.

This process (except for tee selection) is the same for Practice, Skins, Tournament, Match Play and Shoot-Out game modes.



Selecting a Hole

To Go to a Different Hole During a Practice Round:

1. Press **Start** to highlight the Menu Bar.
2. The Go to Menu is highlighted automatically, as well as the *Hole* option. Press **A** to confirm. The Select Hole Box appears.
3. Use the D-Pad to highlight the hole you want, then press **A** to confirm your selection. You go to the new hole.

Changing Courses

To Go to a New Course During a Practice Round:

1. Press **Start** to highlight the Menu Bar.
2. Select *New Course* from the Go To Menu and press **A** to confirm. The Select Course Box appears.
3. Use the D-Pad to highlight the course you want, then press **A** to confirm your selection.

After you make your selection, the program shows you an overhead view and then takes you to the first tee of the new course.

- To exit a Practice Round, select *Pro Shop* from the Go to Menu and press **A**.

Taking a Mulligan

In a Practice Round, you can take a shot over and over again until you get it just right.

- Highlight *Take a Mulligan* from the Shot Menu, and press **A**.

The program takes you back to your previous lie. Note that the program does not keep statistics for holes on which you take mulligans, except for 'Longest Drive'.

Picking up the Ball

If you're doing poorly on a hole and your frustration is mounting, you can pick up your ball and accept a score of 12.

- Highlight *Pick up Ball* from the Shot Menu and press **A**.

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 thousands of pounds in earnings. You must use professional tees and mulligans are not allowed.

How to Play

Say good-bye to your buddies in the Pro Shop and choose *Tournament* from the Play Menu. You are asked the same questions as when you played a Practice Round (for complete instructions, see *Practice Round* on page 28).

After you choose your course, an overhead shot of the entire course appears. The Tournament Board then introduces the tournament and total prize money.

ELECTRONIC ARTS					
	Par	Hole		Par	Hole
17. Mike McLean	-1	10	25. Kenny Benson	E	1
18. Ronan Rafferty	-1	10	26. T. Johnstone	E	1
19. Mark Roe	-1	12	27. Barry Lane	E	2
20. David J. Russell	-1	13	28. Stephen Ames	E	2
21. Daniel Silva	-1	14	29. Frank Nobilo	E	2
22. J. Parnevik	-1	16	30. Danny Mijovic	E	2
23. Valerie Hanson	E	1	31. Peter Baker	E	3
24. Caleb Harris	E	1	32. Rodger Davis	E	3
23. Valerie Hanson E 1					
24. Caleb Harris E 1					
25. Kenny Benson E 1					
26. Tony Johnstone E 1					

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

Making the Cut

Generally, if you shoot par or better you will make 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.



During Tournament play, you return to the PGA Tour Tent rather than the Pro Shop.

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 monetary 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).

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. This is reflected on the Scorecard. If the winning player scores a 3 for a hole, the other players show a score of 3+ on the scorecard. This means that they would have taken more than 3 strokes to finish the hole, but simply went on as the competition was finished.

MATCH PLAY

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

Forest of Arden	
Sandy Lyle even, 14 to go	[]
Rodger Davis	
T. Johnstone	[]
J. M. Olazabal 1 up, 15 to go	
B. Langer 1 up, 16 to go	[]
C. M'gomerie	
Ian Woosnam even, 17 to go	[]
Valerie Hansoa	

A complete game consists of three rounds with four groups of two playing consecutively. Each round is a single-elimination contest and the competition is fierce. As in Skins, you try to win each hole, but there are variations. Instead of each hole being worth money, it is played for the sake of the score alone. If you tie or 'halve' a hole, the score remains the same.

At the end of the round, whoever has won the most holes, wins the round and proceeds to the next round of competition. The round continues only so long as there is uncertainty over the outcome. For example, if you have played 16 holes and are down 3 holes, there is no chance that you could tie or win the round, and the round ends.

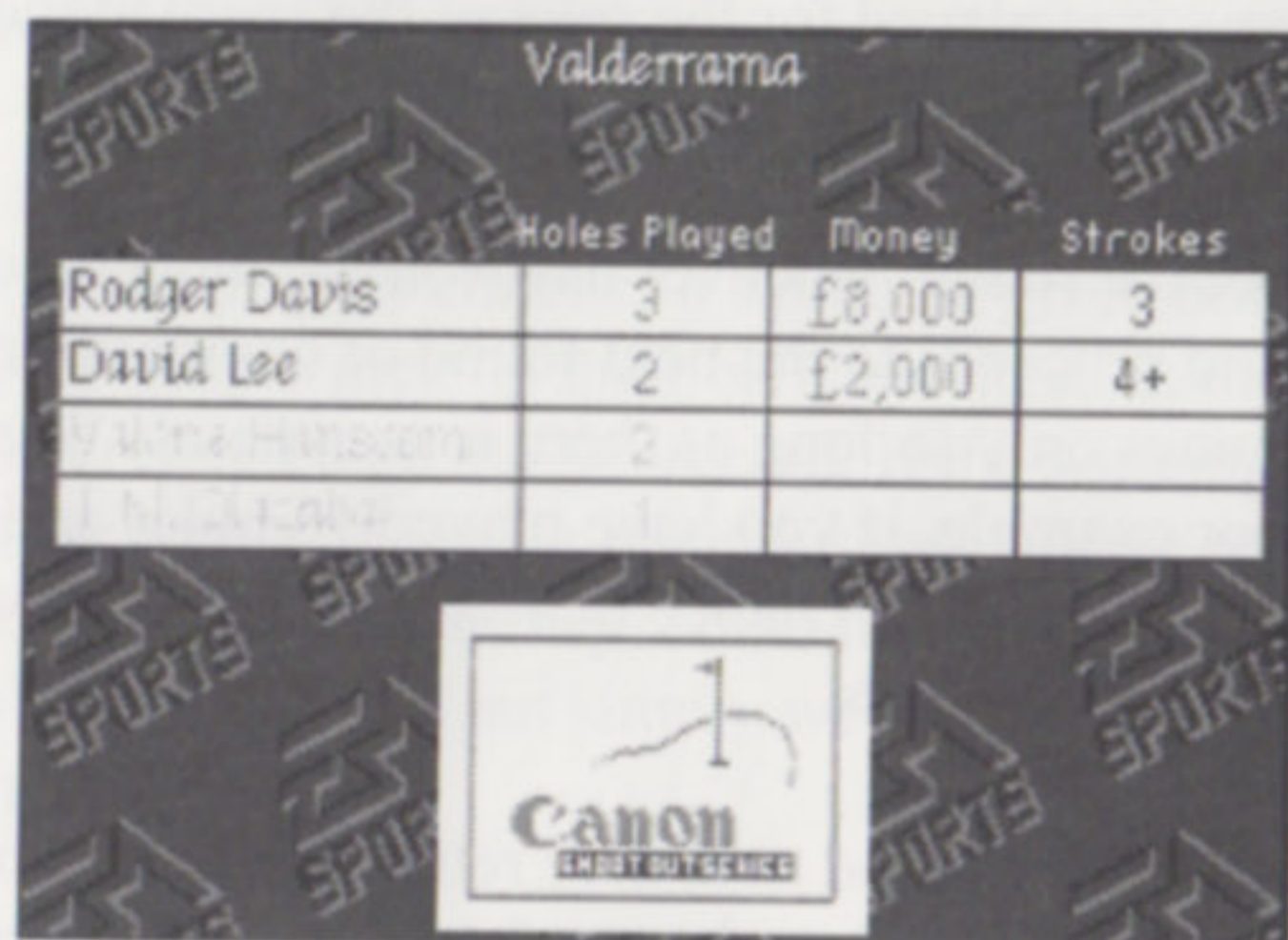
If two players end a round tied, they return to the 1st hole for a sudden death play-off. The winner of that play-off continues on to the next round. The final winner takes all of the money, (there are no earnings for second or third place), so the pressure can be intense by the last round.

SHOOT-OUT



Based on the Canon SHOOT-OUT Series, in our Shoot-Out play, four players line up to play three holes of golf. At each hole, the player with the highest score is eliminated.

The players who score the lowest on each hole continue to the final hole where only two players are left to compete for the final prize. Money is awarded for first and second place.



Valderrama			
	Holes Played	Money	Strokes
Rodger Davis	3	£8,000	3
David Lee	2	£2,000	4+
Valerie Hanscom	2		
J. H. ...	1		

Canon
CHOOSE YOUR GENIUS

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

Tie-Breaker Summary	
	Distance
Valerie Hanscom	38 in.
David Lee	21 in.

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

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

SAVING AND RESTORING

Save Game

The cartridge is designed to save only one game. When you save a game you overwrite the previously saved game.

- Select *Save Game* from the Options Menu, and press **A**.

The program asks if it's OK to overwrite the previously saved game, (unless you haven't yet saved any).

- To overwrite the previously saved game, press **A**.

The game remains saved until another game is saved over it.

Restore Game

- Highlight *Restore Game* on the Options Menu, and press **A** twice. The saved game appears and you continue where you left off.

Remember, you can also resume a game after leaving it if you only go to the Pro Shop or PGA Tour Tent, and don't exit the program entirely.



- Highlight *Resume Game* on the Play Menu and press **A**. You return to your game in progress.

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

The ball lies
in the rough



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.

- Press **A** when not on the tee or the green to see the ball lie.

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 depression" on the fairway. When your ball is in a depression, 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 putter is the only club allowed on the green, 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*, below).

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. Nowhere is the "flub" factor more ominous. 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.





Special Shots

You'll discover a range of normal shots 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 Shot Menu.

Shot	
	Chip Shot
	Punch Shot
	Fringe Putt
✓	Normal Shot
	Take a Mulligan
	Pick up Ball

1. Press **Start** to reveal the Menu Bar.
2. D-Pad **right** to display the Shot Menu.
3. D-Pad **down** to highlight the special shot you want.
4. Press **A** to select that shot type.

The Chip Shot

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.

The Punch Shot

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, and have it sail wildly off your club face.

The Fringe Putt

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.

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 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 EUROPEAN TOUR PRESS GUIDE

A Brief History of the TOUR

The growth of the PGA European Tour since its inception in 1971 has been spectacularly successful, and its presence has contributed a new and exciting chapter to the history of golf. John Jacobs, Tournament Director General of the PGA, guided the European Tournament Players' Division Tour through its first four years, establishing high standards for all to follow. In 1975, Ken Schofield became the newly named PGA European Tour's first Executive Director. The accomplishments of the Tour have accumulated rapidly. The 1975 schedule of 17 tournaments restricted to an April-to-October season has more than doubled to the present day 39 events on the Tour's Volvo Order of Merit. These tournaments, together with the developing PGA European Challenge Tour and PGA European Seniors' Tour, now afford incentive and opportunity to participants through 12 months of the year. With players from more than 20 different nations participating in competitions held in 17 European countries, the European Tour has steadily increased its standards of excellence. In 1993 there were 590 world-wide entries for the Tour Qualifying School in France: only 40 were graduated. Quite an illustration of excellence!

— adapted from the 1993 PGA European Tour Media Guide

"10 of the Best" on the European TOUR

Colin Montgomerie



Rookie of the year in 1988 and winner of the Tournament Players' Championship in 1989, Colin Montgomerie has been a force to be reckoned with since he first made an appearance on the Tour in 1987. Ambitious and fiercely proud of his Scottish heritage, Colin has won many fans with his buoyant personality and his consistent and professional play. He has improved his money list standing each season he has been on the Tour. In 1992 he placed third on the Volvo Order of Merit, and followed this by coming 1st in 1993.

Rodger Davis



Australian Rodger Davis has had a long and prosperous career spanning nearly twenty years. Back in 1982, Rodger left golf all together for eighteen months to start a business of his own but was unable to stay away from the game that he loved. He came back and it was well worth while, both for him and his many fans. In 1986, Rodger vaulted to the top with victories at the PGA Championship and the Australian Open. Subject to outside injury during the last few years, (one sustained while playing tennis), Rodger still managed to post wins at the Volvo Masters in 1991, and the Sanctuary Cove Classic in Australia in both 1991 and 1992. A change to the "Langer" putting method helped him win the Air France Open in 1993.

José Maria Olazabel



Named Rookie of the Year in 1986, José has lived up to the potential displayed during a truly magnificent amateur career. His brilliant play captured two tournaments in 1992.

Often compared with fellow Spaniard, Seve Ballesteros, José resists such comparisons, graciously stating: "We look different, we play different. I am not the next Seve, I am

the first me. By my age Seve had already won majors. He was ahead of me, he has shown the way and I am trying to follow the same path." A great all-around player, he was the Tour Stats Leader for Putts per Round in 1989. With many years of golf ahead of him, José should prove an exciting and dynamic player to watch.

Bernhard Langer



Bernhard Langer has won at least every year for the last fourteen years (as of 1993). King Bernhard is a truly awesome player, recognised world-wide, and capable of great feats on the fairway and the green. An avid skier, Bernhard refuses to let the fear of injury keep him from the gratification of doing something he loves. Winner of the Harry

Vardon Trophy in 1981 and 1984, Bernhard is one of the leading career money makers on the European Tour and has garnered victories on both sides of the Atlantic. These include the Whyte & Mackay PGA Championship in 1987 and the US Masters in

1985. He claimed his second US Masters title in 1993, together with the the Volvo PGA Championship and the Volvo German Open. With determination and character, Bernhard has left his mark on the game of golf.

Sandy Lyle



After becoming the first British player to triumph at Augusta in 1988, Sandy Lyle experienced a three-year dry spell. He has proved himself many times since turning pro in 1977, and he was to do so again in 1991, with a victory at the BMW International. He continued playing well in 1992, officially ending any suggestion of a slump, with a win

at the Lancia Martini Italian Open and an exciting play-off victory at Valderamma against fellow Scotsman Colin Montgomerie in the Volvo Masters. Sandy has come full circle with this victory, calling it "my most crucial win since the US Masters." These latest victories gave him the honour of being the sixth player to top £2 million in European earnings.

Ronan Rafferty



Ronan became the seventh player on the PGA European Tour to pass £2 million in prize money and scored his eighth European victory when he beat Denmark's Anders Sørensen at the first extra hole to take the 1993 Hohe Brücke Austrian Open at the Colony Club in Vienna. It was Ronan's first success in five title play-offs. However, 1989

was his banner year. During that year, Ronan won the Volvo Order of Merit, the Harry Vardon Trophy, and was the Stats Leader in Greens in Regulation.

Ian Woosnam



Possessed of a powerful game and an indomitable spirit, Ian Woosnam of Wales proves that great things come in little packages. A great believer in the power of self-confidence, 1993 saw Ian's game peak during August and September into victories in the Murphy's English Open, Trophée Lancôme and an unbeaten record in the Ryder Cup by

Johnnie Walker. Winning the Harry Vardon Trophy in both 1987 and 1990, Ian is one of the toughest competitors on the Tour. He has great distance on his drives, and was the Tour Stats Leader in 1985 and 1987.

Costantino Rocca



During the 1993 season Costantino became the first Italian winner on the Volvo Tour since Massimo Mannelli in 1980 when he fired a course record 63 for a first six-shot triumph in the Open V33 du Grand Lyon. Having waited over a decade for his maiden Tour success, he had to wait only two months for his second – the Peugeot Open de France, and when he

finished runner-up to Ian Woosnam in the Murphy's English Open, Italy's wait for its first Ryder Cup player was over. "It's a great honour for my country as well as myself," he said.

Tony Johnstone



1992 was a very big year for Zimbabwe native Tony Johnstone. He won the prestigious Volvo PGA Championship at Wentworth, earning for himself a cheque worth £100,000, and perhaps what is more important, a ten-year Tour exemption. With a nearly perfect final round of 65, Tony edged out for the win some of the finest golfers in

the world. Tony was in the money 17 times for 19 tournaments entered that year; an impressive figure. He also has a world record-equalling eight successive birdies, made during his 1990 win at the Murphy's Cup. That event appears to be a lucky one for Tony, as he won it again in 1991.

Severiano Ballesteros



Winning his sixth Order of Merit in 1991, Seve Ballesteros opened another brilliant season in 1992 with two PGA European Tour titles in Dubai and Majorca (The Dubai Desert Classic and the Turespaña Open de Baleares). One of the all-time greats of the game, Seve has over 50 European Tour tournament victories to his name, and an

amazing 17 additional victories. He has taken nearly every major Title and done much to improve the quality of play and standards of excellence world-wide. In the early 70's when the Tour was in its infancy, a superstar was needed to excite the imagination of the public and the sponsors: Seve was that superstar. Recently, he has continued to add to the game by



branching out to golf course design; the new 17th hole at Valderamma is one of his designs. Courageous and charming, he remains a favorite with all aficionados of the game.

Courses and Tournaments in PGA European Tour

Forest of Arden Hotel Golf and Country Club, Warwickshire, England. Site of the English Open



While relatively young, the Arden Course of The Forest of Arden Hotel Golf and Country Club, is located in an area steeped in tradition and historic importance. The original Forest of Arden features



prominently in Shakespeare's 'As You Like It,' and it is likely that the wood from this forest was used in the building of Henry VIII's navy.

Recently, the course has been improved and upgraded by the famed designer Daniel Steel, along with European Golf Design, at a cost of over one million pounds. At 7,102 yards long, the Arden course has measured up to the standards of excellence demanded by the PGA European Tour.

Wentworth Club, Virginia Water, Surrey, England. Home of the Volvo PGA Championship



The West Course at Wentworth, the showplace of the London area courses, has an unusual nickname. Known for its length, it is called the Burma Road, a telling testimony to the difficulty of some of its monster par-fours. Also home for more than a quarter of a century to the World Match Play Championship, Wentworth came to prominence in 1956 when it hosted the Canada Cup, forerunner of the World Cup. It is one of the most heavily wooded of the Surrey heath courses, and its greens are more severely contoured than is normal for British golf. Wentworth tests golfers in driving distance, accuracy and putting ability, supplying golf fans the world over with dramatic and superior events.

Valderamma, Spain. Home of the Volvo Masters



Valderamma, as fiendishly difficult as it is lavishly beautiful, was remodeled by designer Robert Trent Jones at the request of Club President Jaime Ortiz-Patino. The goal was to turn it into a true championship test prior to the inaugural Volvo Masters in the autumn of 1988. The resulting course admirably satisfies that goal. When the first players arrived, many were astonished by the condition of the course. They had never seen such immaculate fairways, while the greens were as fast and true as those met with at an American Open. With views of the Mediterranean and the Rock of Gibraltar, few courses can compare with this jewel in the crown of Spain.





Le Golf National, Paris, France. Home of the Peugeot Open de France.

PEUGOT OPEN DE FRANCE



It took vision and courage on the part of the French Golf Federation to look at a completely flat plot of land thirty-five kilometers outside

Paris and transform it into the first 'National' golf-course complex in France. Together with their Chief Executive and Principal Course Designer, Hubert Chesneau, the Federation went ahead with their dream and created a 'stadium style' course complete with vicious water hazards and huge spectator mounds. Now the home of the prestigious Peugeot Open de France, Le Golf National offers competitive holes for the pros and optimum views for the fans.

Crans-sur-Sierre, Switzerland. Home of the Canon European Masters.



Nestled amidst the imposing Swiss Alps, the course at Crans-sur-Sierre has evolved from the low-key site of the Swiss Open,

to the spectacular setting for the Canon European Masters. The event and the course itself were transformed by the efforts of the dynamic and remarkable Gaston Barras, a member of one of the prominent local families. The thin air and high altitude of the area promote low scores and dramatic charges, but weather is always a factor on this temperamental course. During the 1992

Tournament, all four seasons were represented, often within a single hour, making it anything but simple for the pros to read the course.

The Canon SHOOT-OUT Series



The Canon SHOOT-OUT Series is a special pre-tournament event on the European Tour. While drawing on all of a players' skills, the series also gives fans an additional opportunity to watch their favorites compete.

The series consists of eight regular shoot-outs and one final which is held at Crans-sur-Sierre. The events take place before major tournaments and earnings often go to the winning players' selected charities. The Canon Shoot-Out is very similar to the version we include in this game, but it has 10 players competing over nine holes. There have been several different types of pre-tournament events staged on the PGA European Tour, but the Canon Shoot-Out Series seems to be one of the most popular. Spectators appreciate the format of the event, while the pros can test their skills in a more relaxed atmosphere. With the series incorporating more than 40 players from 17 different countries, and with events staged all over the continent, many have come to enjoy this specialized form of competition.



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Special Thanks To: George O'Grady, Managing Director,
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Background information for this manual obtained from *Golf Courses of the European Tour*, *The 1993 PGA European Tour Media Guide*, and *The 1993 Volvo Tour Yearbook*. The following player names are used with permission of the PGA European Tour:

Carl Mason	England
David Gilford	England
Jeff Hawkes	South Africa
Jean Van de Velde	France

(Background information, cont.)

Brett Ogle	Australia
Robert Karlsson	Sweden
Stephen McAllister	Scotland
Richard Boxall	England
Frank Nobilo	New Zealand
Jamie Spence	England
Peter Fowler	Australia
Greg Turner	New Zealand
Paul Way	England
Mark James	England
Gordon Brand Jnr.	Scotland
Sam Torrance	Scotland
Darren Clarke	N. Ireland
Paul McGinley	Ireland
Daniel Silva	Portugal
Mark Roe	England
Joakim Haeggman	Sweden
Anders Forbrand	Sweden
Jim Payne	England
Des Smyth	England
Mark McNulty	Zimbabwe
Danny Mijovic	Canada
Ian Palmer	South Africa
Barry Lane	England
Jesper Parnevik	Sweden
Mike McLean	England
Peter Baker	England
Mark Davis	England
Andrew Murray	England
José Rivero	Spain

(Background information, cont.)

David J. Russell	England
Chris Moody	England
Roger Chapman	England
Stephen Ames	Trinidad & Tobago
Wayne Westner	South Africa
Per-Ulrik Johansson	Sweden
Paul Broadhurst	England
Brian Marchbank	Scotland
Vijay Singh	Fiji
Gavin Levenson	South Africa
Steven Richardson	England
Peter Mitchell	England
Ove Sellberg	Sweden
Peter Fowler	Australia
Eduardo Romero	Argentina
Miguel Angel Jimenez	Spain
Gary Orr	Scotland

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ABOUT THE ARTISTS



Dennis Koble and Lee Actor — Polygames

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

Lee and Dennis are inveterate golfers, who attempt to hack their way around a local course at least once every week or two. They'd like to tell you they're scratch handicappers, and they are—as long as they're playing **PGA European Tour**.

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ABOUT THE ARTISTS



Dennis Kofas and Lee Actor -- Polygames

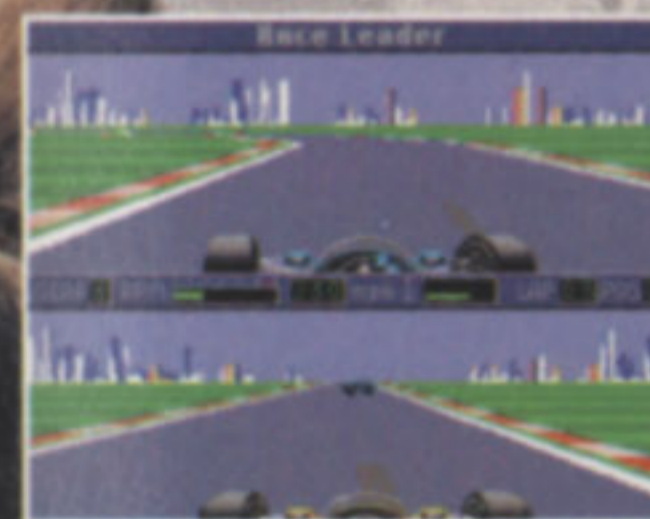
Lee Actor and Dennis Kofas founded Polygames in 1988 to bring together their diverse talents for creating entrepreneurial software. With over thirty impressive software titles to their credit, PGA European Tour stands as one of their latest efforts.

Lee and Dennis are avid sports players, who attempt to back their investment in total leisure at least once every week or two. They'd like to tell you they're search handicappers, and they are--as long as they're playing PGA European Tour.

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