
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY
ESRB
SLUS-00636
4104972
FOX
SPORTS
GOLF '99
TM

WARNING: Read before using your PlayStation® Game Console.

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, including games played on the PlayStation® game console, 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:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Technical Support

E-Mail - Send us an e-mail at fsgolf99@fox.com and type the problem in the subject line.
Phone - Call us at 1-970-522-5369 daily between the hours of 11am - 8pm Pacific Standard Time.
Game Hints - Fox Sports Golf '99 hints, tips and tricks presented by Fox Sports Interactive of Los Angeles, California, call **1-900-CALL4FOX**. The call costs $0.80 per minute. Touchtone phone required. If you are under 18, you must have your parents' permission before making this call.
Visit our website at: www.foxsportsgames.com

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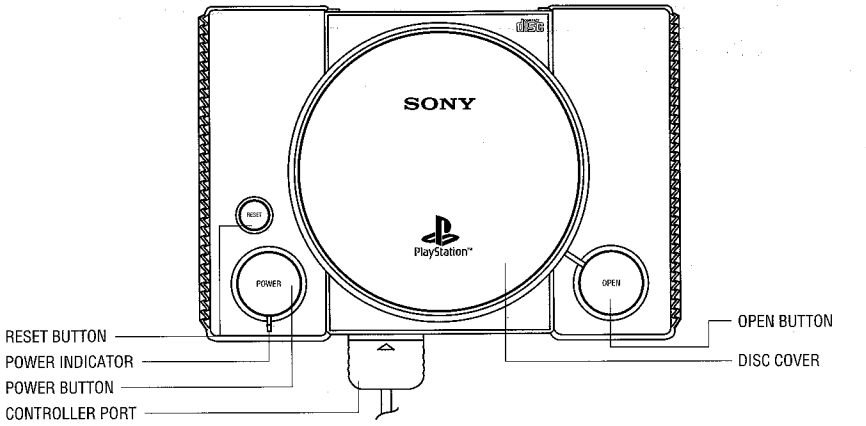
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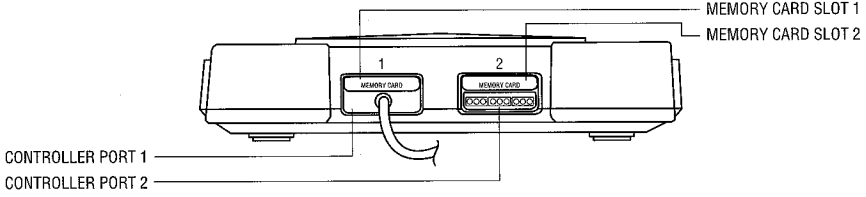
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PlayStation® Game Console Set-Up



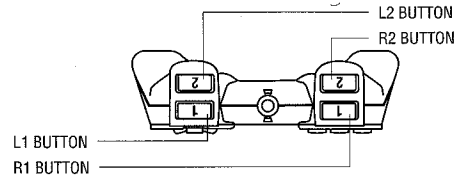


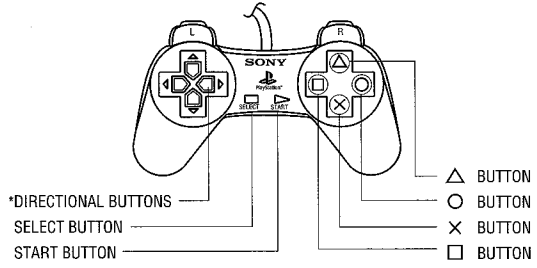
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the PlayStation® power is OFF before inserting or removing a compact disc. Insert the Fox Sports Golf '99 disc and close the disc cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

Starting The Game

To play Fox Sports Golf '99 on your PlayStation® game console

1. Set up your PlayStation® game console in accordance with the instruction manual supplied with the system.
2. Follow your system directions to open the Disc cover and place the CD into the Console, ensuring the printed side faces upwards.
3. Close the Disc cover and press the POWER button to load and play the game.





* Directional Buttons will be referred to as D-Buttons throughout this manual

Controller

X button - Swing/Hit ball/Select game options
■ - **button** - Ball Cameras/Player Views
▲ - **button** - Cancel Arc/Views
● - **button** - Club Selection/Shot Type (this option does not apply when Putting).
L1 button - Moves view up
L2 button - Moves view down

R2 button + the ←→ D-Buttons (when Hole Map and Ball Arc Line are ON) - rotates Hole Map view clockwise and counter-clockwise. Use the ↓↑ D-Buttons to Zoom in and out.
R1 button + ←→ D-Buttons - Fade/Draw.
Select button - Game Options panel.
Start button - Game Paused and Quit Game

Warning: It is advisable that you do not insert or remove Memory cards or other peripherals once the power is turned on. A Controller must always be inserted into Controller port 1 in the Console while playing the game. Make sure there are enough free blocks on your Memory card before commencing play.

Main Menu Screen Controls

To select Menu items from the menu screens use the D-Buttons to highlight options. Press the **X** button to select. Yellow highlighted text will turn red when the menu bar is active (red text indicates a selected item). To select the options contained within the menu bars, highlight and select the required option. When it is active, use the D-Buttons to reveal further options, leaving the option visible and pressing the **X** button to confirm and de-activate the menu bar. To return to the Main Menu screen, highlight and select the Main Menu icon from the History Bar situated at the bottom of the screen, or select DONE on the option screens. When you proceed onto the Player Set-Up screen, icons will appear in the History Bar allowing you to return to any option screen, including the Main option screens on the right and left of the screen.
If you leave Fox Sports Golf '99 playing on your PlayStation® game console unattended on the Main Menu screen, a demo will start to run. To return to the Main Menu, press any button on the Controller plugged into Controller port 1 or Controller port 1a of your Multi-tap.

At any point in the game hold down both the SELECT button and the START button for two seconds to return to the Main menu.

Main Menu

Once Fox Sports Golf '99 has loaded, you will enter the Main Menu screen. Before you start to play Fox Sports Golf '99 read the rest of this manual to learn how to set up your game options. Once you have selected everything you want, highlight and select DONE on the Main Menu.

1 - NUMBER OF PLAYERS
2 - GAME STYLES
3 - HELP
4 - HISTORY BAR

Items 5 to 12 are option screens:

5 - MEMORY CARD
6 - AUDIO & VISUAL
7 - GAME OPTIONS
8 - GOLFER SET-UP
9 - CONTROLS
10 - WEATHER CONDITIONS
11 - SELECT CLUBS
12 - PLAYER RECORDS

From the Main Menu you set up your game style and the number of human players participating. You can also access other screens where you can set up the sound, golfer's appearance, club set, controls and even the weather.

Number of Players

First, select how many players will be participating. Up to Four Players can play at a time, sharing one or two Controllers, or using up to four Controllers connected to a Multi-tap. When using the Multi-tap make sure it is only inserted into Controller port 1 in your PlayStation® game console. Always ensure that a Controller is in Controller Port 1a of the Multi-tap. Now choose the style of game, but remember that Matchplay is a 2 Player environment. Do not select DONE until you want to start play. Following is a list describing each style:

Practice

This mode of play allows you to practice your game to perfection. 1-4 Players may play each other over 1 or more Holes, on any of the available courses. If Practice mode is selected you will also have the option of playing Pitch and Putt, Driving Range or on the Fox Sports Variety Golf Course (See Course & Hole Selection later in this manual).

Strokeplay

1-4 Human Players or Human versus CPU players compete against each other over 1 Round of either 18 holes or by playing the Front or Back 9 holes. Your score is determined by the number of strokes you take against the par of the course. The Player with the lowest score at the end of the round is the winner.
A Player's handicap and ranking are unaffected by the result.

Matchplay

In Matchplay, 2 Players compete to win on the course over 1 round of 9 or 18 holes. At the first tee both Players are 'Even'. On completion of a hole, the Player who has taken the least number of shots goes '1 UP' while the losing Player goes '1 DOWN' and so on. If the hole is drawn (Hole Halved) the score remains 'Even'. If scores are tied on the final hole, and this hole is then Halved, a sudden death Hole will be played until there is a winner. The match could easily finish before the last hole. For example, if Player 1 is '6 UP' and there are only 5 holes to play, it is impossible for Player 2 to win. The remaining holes are not played, and Player 1 has won the match.

As with Strokeplay, a Player's handicap and ranking have no effect on the score and are unaffected by the result.

Skins

This style of match is very similar to Matchplay but instead of going 1UP or 1DOWN on each hole, you will win the amount of money placed in the Pot. Before Tee-off, each Player places an initial bet. If a hole is Halved, the Pot is carried over to the next hole and added to that Pot. When playing 9 Holes, the Pot will double after 3 Holes and triple after 6 Holes. If you are playing the full 18 Holes the Pot will double after 6 Holes and triple after 12 Holes. If all is level and the deciding Hole is Halved, the game continues until there is a winner.

Foursome

A Foursome game is a team oriented game where you depend on your partner's skill as much as your own. To play you will need 4 Players (all Human or a combination of Human and CPU). Once you have selected a partner, you and your partner play against another partnership in a Matchplay style game. Each partner in the team alternates their shots using the same ball. Human Players will get the option after their shot to CONTINUE or REPLAY. For MULLIGAN and GIMMIE to be available, these options must be turned ON, (see In-Game Options screen). When playing with CPU Players, their shots are all played automatically. The number of shots taken by both Players in the team are added together and count as the team's score. The scoring system is the same as a Matchplay game. If the score is tied and the deciding Hole is Halved, the game continues until there is a winner.

Fourball

In Fourball, you need 4 Players (either Human or CPU), of which one will be your partner. Each Player plays as an individual within a team. The lowest score from one partner in a team is the only score that counts as the team's score. For example if you take 3 shots and your partner takes 4 shots, your team took 3 shots for that hole. The scoring system is the same as a Matchplay game. If all is level and the deciding Hole is Halved, the game continues until there is a winner.

AMA Tour (Amateur)

The AMA Tour is comprised of a field of 1-4 Human Players and the rest are Computer Players, who make a field of 24 golfers, competing over one of the courses. At the start of a competition, a Draw is made pairing each Player with another, producing 12 pairs. An opponent will automatically be selected for you to play

against for one round of 18 holes. The winner will be the Player with the lowest score taking into account their handicap. The Players will compete under Strokeplay rules, no Gimmies or Mulligans are allowed. Each Player's Rankings and Handicaps are reviewed at the end of each Hole. Players will compete against each other for the chance to win a trophy for the course being played.

The object for a Player on the AMA Tour is to achieve a 0 Handicap. When you have achieved 'SCRATCH' status, (0 Handicap) yourself and 5 other golfers will be invited onto the exclusive PRO Tour as Professionals.

Pro Tour (Professional)

You can only play Pro Tour when you have become a Professional. This option will be unavailable for selection until you have achieved 'SCRATCH' status. As with AMA Tour, you will be competing over one of the courses. A field of Players, 1-4 Human Players and the rest comprised of CPU Players, compete against each other. A Draw is made selecting a Tee-off partner for you to compete against, and times will also be allocated. The Competition will last 4 rounds/days of 18 holes. The winner will be presented with a Trophy and prize money, and you will then have the option of playing for other Trophies and Prizes. Some of the competitions play under Strokeplay rules, others play under Matchplay rules.

The Leaderboards will keep you in touch with the competition. At the end of the 2nd day, 'The Cut' will take place, this will automatically deselect those players with poor scores from continuing through to the 3rd and 4th rounds. If you miss 'The Cut', you are out of the competition. The number of players going through to days 3 and 4 will depend where 'The Cut' falls. If you qualify for the final two rounds, the game will select a partner for you to play with. The 4th Round of a Matchplay competition will have a 3rd and 4th playoff between the losing semi-finalists from Round 3. At the end of the competition, prize money is handed out and world rankings and statistics are updated. When the tour is over, the 6 bottom golfers are returned to the AMA Tour.

Memory Card

Before selecting the MEMORY CARD icon from the left of the screen, make sure you insert a Memory card into Memory card slot 1. Make sure you have enough free blocks to save on to your Memory card before beginning play.

Save - To save a Player or Game highlight, select the ACTION menu bar and toggle through to SAVE. Then choose whether you are saving a PLAYER or a GAME from the ITEM menu bar. Up to 4 players will be

available depending on the amount of players set in the No. OF PLAYERS menu bar on the Main Menu. Finally, highlight and select the NEW FILE menu bar, then enter a file name. This will help you identify the save when you wish to load it again. Use the ● button to delete letters, and press the **X** button to confirm and Save A Game or Player. A confirmation screen will need to be verified before the game can be saved. If YES has been selected, the saved file will be added to the FILE LIST. For example, when you save a game such as an AMA Tour, the player(s) appearance, stats and point reached on the course will be saved. When the tour has finished, it would be a good idea to save the player. If the player has improved their handicap, this player can then be used on any game style.

NOTE: Each saved file will use 1 Memory card block for a Player save and 3 Memory card blocks for a Game save.

Load - To load a Player or Game, select the ACTION menu bar to toggle through to the LOAD option, and leave it visible. Choose whether you are loading a Player or Game from the ITEM menu bar, and select the file you wish to load from the FILE LIST. Select DONE to confirm. When loading a Player, select the player position. This is useful when playing a multiplayer game. A confirmation screen will need to be verified before the game will load. After YES and DONE have been selected, you will automatically enter the game from the saved point.

Delete - To Delete a file from the file list, highlight the ACTION menu bar and toggle through to the DELETE option. Then select the file you wish to delete from the FILE LIST menu bar. A confirmation screen will need to be verified before the file can be deleted. When YES has been selected, the save will no longer be visible on the FILE LIST. You can see non-Fox Sports Golf '99 saves, so be careful not to delete the wrong file.

WARNING - Never remove or insert a Memory card during saving, loading or formatting.

Audio & Visual

Select the AUDIO & VISUAL icon from the left of the screen. From here you can adjust all the in-game volumes, choose a type of commentary and adjust the screen position. To increase or decrease volume levels, press the ←→ on the D-Buttons. To confirm the change press **X**.

Crowd - This affects the volume of the crowd noise.

Sound FX - This affects the volume of the course sounds.

Commentary Volume - This affects the Commentary volume.

Music - This slider affects the music volume on the Menu Screens.

Commentary Type - This lets you select the type of commentary that will be used in-game. Your choices are Peter Alliss, John Walls or Both.

Screen Position - This option allows you to move the picture area to suit your television. Once selected, use the D-Buttons to move the picture around the screen, pressing the **X** button to confirm the picture's position.

Please note: If the Sound FX or Commentary volume levels are turned OFF on this menu but later turned ON using the In-Game Options screen once you have started a game, the levels will automatically be set to default.

Game Options

To access this screen, select the GAME OPTIONS icon from the left of the screen. From here you can set up all of the game options. Following is a description of each option available to you:

Gimmies - If Gimmie is turned ON and the ball is very close to the hole, your opponents do not require you to actually putt the ball into the hole. If you take a Gimmie, one stroke is added to your score. When playing AMA or PRO Tour, you are not allowed Gimmies.

Mulligans - If you turn Mulligans ON you will get infinite shots, or you can select up to 20 attempts to re-hit your bungled shot without incurring a penalty stroke. You are not allowed any Mulligans when playing AMA or PRO Tour.

Arc - The Arc is a tool showing the direction of the ball. In AMA mode the Arc shows the trajectory of the ball and surface undulations on the Green. In PRO ARC mode the trajectory is shown. The Ball Arc Line will show the distance the ball will travel on the Green but will not show surface undulations. When the ARC is turned off, no Trajectory, Undulations or Caddie Line will be shown in Play Mode, so players will have to determine how much power is needed per shot.

Hole Map - The hole map shows an overhead view of the current hole being played. Details are marked out for Fairway, Rough, Bunkers, Water, and the position of the Tee and Flag. A white dot will show the position of each player's ball. Select this option to display the map on the Play Mode screen. Hold down the R2 button and use the ←→ D-Buttons to rotate the Hole Map either counter-clockwise or clockwise, and use the ↓↑ D-Buttons to zoom in and out. The Default setting for this option is OFF.

Auto CPU - With this option you can either view CPU players' shots or select ON to show only your own shots. This is useful to speed up a full AMA or PRO Tour tournament. If the Auto CPU player option is ON or OFF, you can skip human or CPU players' shots (when the ball is in-flight) by pressing the R1/R2 or

L1/L2 buttons. The finished position of the ball will be shown before proceeding onto the next player's shot.

Grid - This shows the surface textures. This option can be set to GREEN, ZONE, or OFF.

Golfer Set-Up

Select the Golfer Set-Up icon on the left of the screen. From here you can alter the name of the golfer and his general appearance.

Highlight and select the PLAYERS menu bar and toggle through to the appropriate player. Now you are ready to set up your Golfer's appearance.

To enter your name as the golfer, highlight and select the NAME menu bar. When it is active you will notice a square cursor appears over a letter in the name. Use the ↓↑ D-Buttons to scroll up and down through the letters. To move onto the next letter press the → D-Button. To delete a letter, press the ● button.
To confirm your name entry, press the **X** button.

To change your Golfer's appearance, highlight and select the SKIN, CLOTHES and HAT type menu bars. Now toggle through the various options, and watch the animation on the left as your choice is instantly applied to the golfer.

It might be a good idea to save your Golfer and his appearance at this point. See the MEMORY CARD section earlier in this manual for further instructions on saving your Golfer Set-Up.

Controls Set-Up

This Menu option allows you to configure the controls that will be used in the game. Select the CONTROLS icon on the right of the screen to access the option. Highlight and select the PLAYERS menu bar to toggle through to the desired Player. Select Controllers 1-4 for individual players or to share between multiple players. Select the CONFIGURATION menu bar to change the buttons from the default settings. Repeat this process depending on the number of players that want different button configurations.

If you want to play Fox Sports Golf '99 with more than two Controllers, plug your Multi-tap into Controller port 1 before you switch on your Console. You can then attach up to four Controllers into your Multi-tap. Place Memory cards into the Memory card slot 1a in your Multi-tap, not into your Console.

Note: Do Not remove your Multi-tap while the power is switched on.

Following is a list of default buttons and what they do in the game:

Directional Buttons

When the Ball Arc Line is not on the Play Mode screen, use the D-Buttons to move the angle from which you view the golfer. When the Ball Arc Line is on, the Play Mode screen requires the D-Buttons for moving the Ball Arc Line and Caddie line. These 2 features are used (on Swingometer) for shortening or lengthening the shot.

Combine the D-Buttons with the R2 button to rotate the Hole Map clockwise, counter-clockwise, or to zoom in and out.

X button - Swing/Hit ball/Select game options

■ - **button** - Ball Cameras/Player Views

▲ - **button** - Cancel Arc/Views. When pressed in Play Mode without the Ball Arc Line activated, the camera moves from Behind the Golfer to halfway down the Fairway, and then finally Behind the Pin. Press it again to relocate Behind the Golfer. When practicing on a Pitch and Putt course, press the ▲ button to change which hole you will play; 1 to 9 holes are available.

● - **button** - Club Selection/Shot Type (this option does not apply when Putting).

Note: When a CPU player Tees-off and the Control configuration is set to type 2, 3 or 4, you will always need to press the **X** button to select CONTINUE, WALK HOLE or FLY-BY HOLE.

Weather Conditions

To alter the Weather conditions, select the WEATHER CONDITIONS icon on the right of the screen. Weather and surface conditions affect the roll of the ball after it lands. Highlight and select the WEATHER menu bar, and scroll to the option that will suit your own skill level: DRY (ball rolls farther and faster), DAMP (perfect fairway conditions), WET (ball rolls slower and not as far).

WIND conditions affect the direction and flight of the ball. Select the option that you want: CALM conditions, the ball will travel close to the Ball Arc Line. Increased skill is needed for BREEZY and WINDY conditions.

If you want to be made aware of the WIND conditions while playing Fox Sports Golf '99, turn the WINDOMETER ON. The Windometer continually fluctuates to give you an indication of the wind direction and speed and will appear on the Play Mode Screen.

Select Clubs

Go to the SELECT CLUBS icon on the right of the screen. The maximum number of clubs you can take onto the selected course is 14. If you select less than this amount, a message will appear in the HELP bar at the top of the screen advising you that more clubs may be selected. The Putter is the only club that is required.

Player Records

Select the PLAYER RECORDS icon on the right of the screen to view each player's personal stats. Highlight and select the PLAYER LIST menu bar, making this section active. Scroll through the list of players using the ↓↑ D-Buttons and press the **X** button when the player is visible on screen. Now highlight and select the Player's name for whom you wish to view the stats. His name will now appear on the Statistics section of this screen. To look through this player's stats, select the STATISTICS menu bar. When you have made this section active, you can scroll all the selected players stats by using the ↓↑ D-Buttons. As additional tours are played, more stats will accumulate.

Player Set-Up Screen

After selecting DONE on the Main Menu, you will enter the Player Set-Up screen. From here you select your Partners and/or Opponents to play with on the course. Some options on the Player Set-Up screen may differ from one game style to the next; for example, when a Practice, AMA or PRO Tour game has been selected, you can only view the players and their Handicaps. To select opponents and/or partners, highlight and select a player's name from the top of the screen. When this is active and the PLAYER LIST menu bar has been selected, scroll the list using the ↓↑ D-Buttons. Select the player you want and then press the **X** button. He should appear in place of the active player's name. Repeat these steps, depending on the number of players you want. If you want to change or load another human player, return to the MEMORY CARD screen and load the desired player. Highlight and select DONE to return to the PLAYER SET-UP screen. To rotate the players so you end up with a different partner, highlight the 'V' (versus) symbol and select it. The players will rotate clockwise around you. Stop when you have the desired partner. Highlight and select DONE to proceed onto the Course & Hole Selection screen. When a Skins game style has been chosen, you will continue onto the Hole Pot screen before proceeding onto the Course & Hole Selection screen. Highlight and select the HOLE POT menu bar, and when it becomes active, press the → D-Button to increase the stake and ← to decrease the stake (the minimum stake is $500; maximum $25,000). Select DONE to continue onto the Course & Hole Selection screen.

Course & Hole Selection Screen

Once you have completed your Player Set-Up, you will enter the Course and Hole selection screen. In many of the Game Styles, you will have the option of selecting a course and choosing holes. Highlight and select the COURSE menu bar and use the ←→ D-Buttons to highlight the desired Course. Choose the ROUND menu bar and scroll left or right to play all 18, front 9 or back 9 holes on the selected course.

When a Practice game style has been selected, the options on this screen will change slightly. As well as having all the courses to play on, Driving Range, Putting Green and the Fox Sports Variety Course are available from the COURSE menu bar. The ROUND menu bar will change to HOLES, as you can select any hole on any course to practice. If you select to play Pitch & Putt, you will be able to select to play from 5 to 20 holes in increments of 5 from the HOLES menu bar. On Pitch & Putt you are placed on a central tee surrounded by 9 holes, each with a par of 2. The idea here is to improve your pitching and putting skills so you can come in well under par when you take to the course. To view your stats, press the R2 button once, and press it again to toggle the feature off and continue. You can play the same hole or select a different hole for each shot. After each hole your score will be displayed. Select CONTINUE to play the remaining holes.

On the Driving Range, the HOLES menu bar will change to BALLS. The largest basket of balls you can take with you on the driving range contains 100 balls. Once on the range, you try to hit the balls into the 3 circles placed at 100, 200 and 300 yards. Each circle has an inner and outer circle and the idea is to land all your balls perfectly into the inner circle. After each shot, you can select to CONTINUE or to SET WIND. To change the wind direction and speed, select SET WIND. Use the ←→ D-Buttons to change the direction of the wind and the ↓↑ buttons to increase/decrease the wind speed. Press the **X** button to confirm the changes.

Note: The Wind Speed and Direction cannot be set for the first ball.

If you select the Fox Sports Interactive Variety Course, you can play a round made up of any available holes from any of the courses! To select a hole, first select the course you want, then select a hole from the course from the HOLES menu bar - this becomes (User) Hole 1 on the course. Now change the User Hole to 2 in the USER HOLE menu bar and select another course and another hole until you have selected all 18 user holes for your course. To select 18 random holes from the available courses, highlight and select the RANDOM 18 menu bar.

If you select to play an AMA or PRO Tour, some of the options stated in the Player Set-Up and the Course & Hole Selection screen will change. For example, after the Course & Hole Selection screen, you will enter

the Tee-off Times screen. Select the DRAW menu bar and scroll through the list of players using the ↓↑ D-Buttons to find out your Tee-off time and who you will be competing against. Select DONE to continue onto the Tour Summary screen. Nothing on this screen is selectable, but check whether you are happy with all the selections on this screen. If so, then select START to begin the tour. If you want to change some of the options, then select the COURSE icon at the bottom of the screen and make the necessary changes. Highlight and select DONE to proceed through the menu screen again and start the tour.

In-Game Controls

When in Play Mode use the Controller to perform the following operations:

L1 button - Moves view up above Player towards an Aerial View.
L2 button - Moves view down from an Aerial to Player View.

When Ball Arc Line is not activated, press the R2 button to bring up the Hole Status panel. In Strokeplay or Strokeplay rule games, press the R2 button again to show the Score Card panel. This panel shows the Par for every Hole (Underneath the Par is the score for the Player who is up next): White - par for that Hole, Red - Over Par, Blue - Under Par. Press the **X** button again to clear the panels.

When the Ball Arc Line is on screen, press the R2 button to display your Club choice, Shot type, Flag distance, Shot number and Arc distance. The Hole Map will also appear temporarily if this option is set to OFF.

R2 button + the ←→ D-buttons (when Hole Map and Ball Arc Line are ON) - rotates Hole Map view clockwise and counter-clockwise. Use the ↓↑ D-Buttons to Zoom in and out.

R1 button + ←→ D-buttons - Fade/Draw.

Select button - Game Options panel.

Start button - Game Paused, plus the option to Quit Game YES or NO.

Press either the R1, R2, L1, or L2 button on the Controller, when the ball is in-flight, to skip view player's shot and show the final position of the ball.

Can't See The Woods For The Trees

In the top left hand corner of the screen you are faced with three options: PLAY, WALK HOLE or FLY BY HOLE. Select the desired option.

Play - If PLAY is selected, the Player will be ready to Tee-off in the default setting "Behind Golfer". This is called Play Mode.

Walk Hole - When this option is selected, the Player can move around the Hole using the following controls; the D-Buttons moves the Player around. The L1 and L2 buttons will raise and lower the view. Pressing the **X** button will return the Player to the Play, Walk Hole or Fly By Hole options.

Fly By Hole -Sit back and listen to the Commentator describe the current Hole, while the camera pans the Hole from Tee to Green.

Hole Information

The Hole Information at the bottom right hand corner of the Play Mode screen shows the Hole No. being played, Par for that hole and Pin Distance from the Tee. The Pin position on a Hole may change from time to time, altering the distance by as much as + or - 20 Yards. Further information can be found located at the top of the play mode screen, including the player's name, player I.D., score (and their handicap if you are playing on a Ama Tour/Pro Tour) and the number of the current shot. When the Ball Arc Line has been activated the WINDOMETER (if turned ON) and SWINGOMETER will become visible. Keep a careful eye on the Windometer information as it determines the flight of the ball. The Swingometer shows the power being applied to a ball and whether the ball will be Sliced or Hooked! The Swingometer also shows the lie of the ball, whether the ball is in the rough, fairway etc. and the arc distance. The position of your Ball on the Hole Map can be seen on the right middle of your screen. You must have the Hole Map option switched ON in the first place (see In-Game Options screen later in this manual.)

When practicing on a Driving Range or at the Putting Green, some of the options may differ slightly. For example, the information at the top of the screen will usually display the Player's name and their handicap etc., but on the Driving Range this information changes to display the Player's name, balls remaining and balls already played.

After the course/hole(s) have been completed, or you have used all your balls on the Driving Range, a Player Stats screen will be displayed. This indicates whether your shots have been on par, over par or how many targets have been hit on the Driving Range and with which club. Press the **X** button to exit and return to the Main Menu screen.

Controlling your Golfer

When you are ready to Tee-off, you will enter Play Mode. Press the **X** button if you are ready to take the shot, and the Ball Arc Line will now appear.

Ball Arc Line - In Play Mode, when using the ←→ D-buttons, the Player can move the Ball Arc Line in

the required direction. Special consideration should be applied when playing in windy conditions. Depending on the clubs selected for the shot, Player(s) can also use the ←→ D-Buttons to lengthen or shorten the shot.

White - Ball Arc Line is in line with Hole.
Yellow - Ball Arc Line is not in line with Hole.
Orange - Ball Arc Line has detected an obstacle, but the ball has a possibility of getting past it.
Red - Ball Arc Line has detected an obstacle that cannot be passed.

The Ball Arc Line can be turned off in the Game Options screen under Arc. When OFF in Play Mode, the Ball Arc Line will not show the trajectory of the shot, making the game even harder. The Caddie Line will not appear on the Swingometer, so you must judge how much power is needed for a particular shot. To help you a little bit when applying Fade or Draw to a shot, the Ball Arc Line can be seen. If this style of play is proving too difficult, press the Select button when in Play Mode, and select AMA/PRO ARC from the options list.

Fade/Draw

Fade & Draw should be applied to avoid obstacles and navigate Dog-Legs on the course. When Fade is applied to a shot, the ball will curve in flight to the right. With Draw applied, the ball curves in flight to the left.

Fade - Hold Down the R1 button and use the ← D-Button.
Draw - Hold Down the R1 button and use the → D-Button.

Club Selection

To change the club selected by the Caddie, press the ● button - a panel will appear on your screen. If the Caddie is turned on, an appropriate club is selected for the shot. If you want to change the club, highlight and select your choice. A green check mark will appear next to the selected club. You also have the option of selecting the type of shot to be taken. Highlight and select a Shot Type. Some of the Shot Types cannot be applied to certain clubs. If you want to apply backspin to a shot, for example, you must first select an appropriate club and then select NORMAL and BACKSPIN from the Shot Type list. If you are using a Putter, the Shot Type cannot be changed. Press the ● button again to return to Play Mode.

Ball Cameras & Player Views

This option allows you to view your Player or Shot from many different angles. Press the ■ button to change the Ball Camera or Player View. Highlight and select the desired option. The ■ button will return you to Play Mode, applying your camera angle or choice of Player View.

Post Shot Options

If you have turned Gimmies and Mulligans on in the Game Options screen on the Main Menu, you will be given the option after every shot to CONTINUE, REPLAY, MULLIGAN and sometimes on the Green, GIMMIE. There are no Mulligans or Gimmies when playing an AMA or PRO Tour.

Continue - Will allow the Player to set-up and take the next shot.

Replay - Will present the Player with a menu to highlight and select one of the 15 Replay Cameras. A Replay of the last shot will be shown immediately. When the Replay has finished, CONTINUE, REPLAY and MULLIGAN appear again so that the Player may choose another option.

Mulligans - If Mulligan does not appear, then press the Select button on your Controller (see In-Game Options Screen). This is not a selectable option when playing an AMA or PRO Tour.

Gimmie - If Gimmie does not appear, then press the Select button on your Controller (see In-Game Options Screen). This is not an option when playing an AMA or PRO Tour.

Playing

When you are satisfied with the position of the Camera Angle and the Ball Arc Line is active, a black line can be seen on the Swingometer. This is called the Caddie Line. This line indicates the power needed to reach the end of the Ball Arc Line. The three white Snap Lines at the bottom of the Swingometer determine whether the shot will be Sliced or Hooked. (See Playing a Shot for more information).

Playing A Shot

At the Tee

To take a shot, press the **X** button and release. The power indicator will rise towards the Caddie Line. Press the **X** button again when it reaches the Caddie Line on the Swingometer. When the Caddie Line has been reached, the power will drop towards the Snap Lines on the Swingometer. If the Player presses the **X** button after the power indicator passes the middle Snap line, the ball will be Sliced (ball curves out to the right). If the **X** button is pressed prematurely the ball will be hooked (ball curves out to left). When the Power line hits the center Snap line, the ball will be struck perfectly. If you want to play the shot more accurately,

press the ▲ button to cancel the Ball Arc Line. Press it again until you are positioned Behind the Pin. Press the **X** button to get the Ball Arc Line on screen and allow the Ball to be lined up more accurately.

If you press the ▲ button when practicing on the Pitch and Putt Course, you will toggle between the holes. Use the Ball Cameras and Player Views to change the views on this style of game and get a better look around.

Out Of Bounds

If the ball is hit out of bounds, then you must re-hit your shot from the original position, and you will incur a two stroke penalty: one for the misplaced ball and one for the penalty. Some of the Ball and Replay Cameras do not function if the ball is hit out of bounds.

In The Water

If the ball lands in the drink you have two options: you can either RE-HIT the ball from its original spot and incur a one stroke penalty, or you can select to take a DROP shot and also incur a one stroke penalty. If you select to take a DROP shot, you will have to place the ball, using the ↓↑ D-Buttons to move the ball along a straight line back from the ball's landing position. When a position has been selected, confirm with the **X** button.

Putting

All the controls are the same as for playing a shot, except that the Ball Arc Line cannot be made to Fade or Draw. To get a better look at the Green, use the ←→ D-Buttons and L1 and L2 buttons to adjust the view. This is only possible when the Ball Arc Line is not activated. If you have a Putt within 48 inches of the hole, the power scale will change to a more sensitive Swingometer and replace the existing one.

In-Game Options Screen

Pressing the SELECT button on your Controller brings up a list of options. Highlight and select the desired option. A green check-mark at the side of the option becomes visible when it is on. The following options can be turned ON/OFF:

MAP, GREEN grid, ZONE grid, GIMMIES, MULLIGANS, CADDIE (Player(s) must select their own Club when OFF), Handicap (when checked this displays your present Handicap), AMA/PRO ARC, Sound FX, Commentary, Load/Save. Press the SELECT button again to resume Play Mode.

If you want to Quit Fox Sports Golf '99, press the START button on your Controller then highlight and select the desired option. If QUIT is selected, you will return directly to the Main Menu screen. To pause, press the START button. Press it again to resume.

Credits

Designed and Developed by Gremlin Interactive

Producer - Randy Beverly, Jr., Tony Casson, Peter Cook

Associate Producer - Bill Newsham

Lead Programmers - Philip Rankin, Jonathan Ackerley

Programmers - Dave Harrison, Mike Anderton, Dave Sowerby, Lee Hickey, Mick Lister, Chris Challacombe, Kevin Dudley, Alex (ferret) Ferrier, Jacob Habgood

Additional Programming - John Carlyle , Ali Davison, Steve Camber, Ben Wilson, Mark Lord

Lead Artist - Michael Hirst

Artists - Tony Meredith, Oliver Murray, Les Spink, Kevin Crossley

Software Manager - Tim Heaton

Creative Manager - Pat Phelan

Quality Assurance Manager - Mike Schneider, Carl Cavers

Graphics - Martin Calpin, Richard Cartwright, Chantal Beaumont

Test Supervisior: Jon Watson

Lead Testers - Victor Rodriguez, Lee Campbell, Julia Sturman

Testers - Eric Asevo, Chloe Barber, Aaron Blean, Eric Booker, Lee Campbell, Pete Cesario, Michael Dunn, Mark Freeman, Nicola Grice, Andrew Horne, Jennifer Kelly, Erik Larson, Andrew Lee, Allyson Lund, Bruce Maksin, Matt Parkins, Paul Pawlicki, Timothy Ramage, Harish Rao, Seth Roth, Travis Ryan, Ian Sanderson, Elizabeth Strozewski, Julia Strurman, Matt Tuckett, Ian Whitaker, Matthew Wilson, Neil Wilson, Steve Woodward, Sung Yoo

Test Support - James McCarthy

Commentary Announcers - John Walls (Fox Sports Net), Peter Alliss

Commentary and Capture Script - Peter Cook

Commentary Editing - Carl Bilby

Fly by Script - Neal Cheetham, Peter Cook

Player Research - Richard Stevenson

Motion Capture - Mick Sheehan, Andrew Lee, Rob Millington, Tony Wills, Ben Wilson

Motion Capture Actors: - Neal Cheetham

Capture Editing - Rob Millington, Carl Bilby

Course Photography - Ian Stones

Music, Sound FX & Sample Editing: - Kevin Saville, Colin Anderson, Fiona Robertson, Sean Taylor, Stuart Ross, Simon Short