PlayStation®

NTSC U/C

PlayStation®

EVERYONE

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CONTENT RATED BY ESRB

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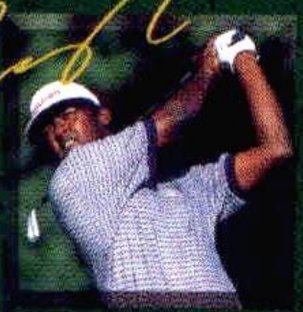
PRO 18
WORLD TOUR GOLF™



MARK O'MEARA
1998 The Masters and British Open Champion



TOM LEHMAN
1996 British Open Champion



VIJAY SINGH
1998 U.S. PGA Champion



COLIN MONTGOMERIE
1998 Volvo PGA Champion

PSYGNOSIS™

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.

CONTENTS

STARTING THE GAME 02

CONTROLS 03

MENU NAVIGATION 04
THE MAIN MENU: Game Mode, Golfer Setup, Options

GETTING ON TO THE FIRST TEE 05
GAME MODES: Practice, Strokeplay, Fourball, Shootout, Skins, Tournament, LOAD GAME

CHOOSING GOLFERS FOR A GAME 09
Player Selection Screen

CHOOSING A COURSE 10
Course Selection Screen, Course Screen, Conditions Screen, Hole Selection, Weather, Tee Type, Pin Positions, Mulligans

CREATING AND EDITING PLAYERS 11
Create a New Player, Club Selection, Golfer Set-up, Load/Save Players

TRAINING 14
Practice Options

ON THE COURSE 15
Game Information, Ball Lie and Wind Indicator, Aiming, The Pro Swing Meter

THE CONTROL PANEL 16
Before you take a shot, View Options, Caddie Options, Club Options, Swing Options, Game Options, Quit, Save

HOW TO JUDGE A SHOT 18

THE PERFECT SWING 19
To produce the Perfect Swing

OPTIONS 21
Screen Position, Commentator Volume, SFX Volume, Music Volume, Controls

GLOSSARY 22

STARTING THE GAME

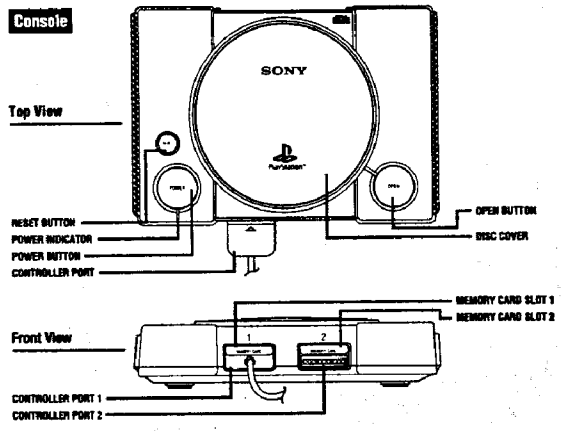
To play Pro 18: World Tour Golf ™ on your PlayStation® game console:

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 Disc onto the bed of the drive, ensuring the printed side faces upwards.

3. Close the Disc cover. If the unit is switched off, press the POWER button to begin play. If the unit is already on, press the RESET button.

To skip through intro screens, press the ⊗ button on the Controller. Press the START button to skip all intro screens.



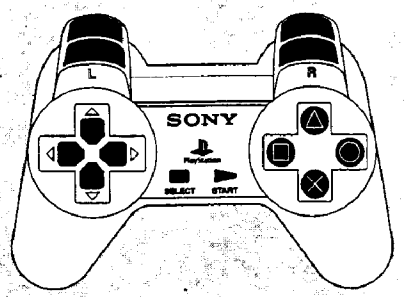
WARNING! Do not insert or remove Controllers, Memory cards or other peripherals during the game.

CONTROLS

Directional buttons: Move highlighting effect when in menu screens/Move markers in game.

L1/L2 button: Change Club

R1/R2 button: Change Swing



△ Cancel and Move back one screen when in menus/Access Control Panel

□ Caddie Map

○ Change View

⊗ Select/Hit Ball

START button: Pause Game

If the game is left on the Main Menu screen it will enter into a demo - this can be bypassed by pressing the ⊗ button.

Once loaded, the game will begin with an intro sequence. To skip through intro screens, press the ⊗ button on the Controller. Press the START button to skip all the intro screens.

MENU NAVIGATION

Menu navigation in Pro 18: World Tour Golf has been designed to be as simple as possible. Use the Directional buttons to navigate around the menus. Press the ⊗ button to select. The DONE button on each screen allows you to confirm changes and move on to the next screen. Press the △ button to cancel any choices and move back one screen.

THE MAIN MENU

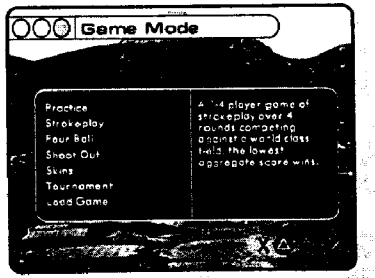
This consists of three icons: Game mode, Golfer and Options



GAME MODE

Allows you to make the selections to begin a game.

See section GAME MODES for more information.



GOLFER SETUP

Create or edit your own golfers.

See section CREATING AND EDITING PLAYERS for more information.

OPTIONS

Alter various in game effects such as commentary volume.

See section OPTIONS for more information.

GETTING ON TO THE FIRST TEE

GAME MODES

As well as PRACTICE and LOAD GAME, you'll find the choice of five different game modes. Use the Up and Down Directional buttons to switch between the game modes. Press the ⊗ button to select.

PRACTICE

Practice on the course and hole of your choice.

STROKEPLAY

This is the most basic format for golf tournaments. In strokeplay the object is to complete a round with the fewest number of strokes. A round can be the front nine, back nine or all eighteen holes.

The total number of strokes taken for the round is then calculated against the total par for the course to provide the final par score. For instance, if a player takes eighty strokes on a par seventy-two, eighteen hole course then his final par score will be eight over par (+8).

Honor system for Strokeplay: The player who records the lowest score for the preceding hole will tee off first on the next hole.

FOURBALL

Two teams of two compete in best ball format. Each golfer plays his own ball and the best score of the two players' counts for the team. This score is then used to calculate a strokeplay score for the team. Selecting the first player for each team designates this player as the team captain. This means he/she will always tee off first for that team.

Honor system for Fourball: The team that records the lowest score on the preceding hole will tee off first on the next hole.

SHOOT OUT

Shoot Out is one of the quickest gameplay formats to complete. Between two and eight players compete against each other on a knock out basis from a chosen starting hole. The winner of each hole is the player with the least number of strokes. In the event of a hole being tied, the tied players go into a shoot out to determine the winner. Players play one shot from a pre-defined position and the player with the shot furthest from the hole is eliminated.

Cash rewards are awarded as follows:

Surviving a hole - $2,000

Overall winner - $10,000

SKINS

In this game, the object is to win the most 'Skins'. Players compete over 18 holes and a 'Skin' is awarded to the player with the lowest score on the hole. Each 'Skin' has a set cash value per hole and the player who wins the 'Skin' takes the money. If any players tie on a hole, the 'Skin' is carried over to the next hole. If there is a carryover after the final hole, then play will resume at the eighteenth hole. If there is still a tie after this then the sixteenth, seventeenth and eighteenth holes will be played again until a winner is determined. Before a 'Skins' game begins you may enable the 'Concessions' option. With this option enabled, a player will 'concede' the hole if it gets to a stage where it is impossible for him to beat another player.

Cash value per 'Skin':

Holes 1-6 are worth $10,000 each.

Holes 7-12 are $20,000 each.

Holes 13-18 are $30,000 each.

Honor system for Skins: The honor order is the same throughout the competition regardless of the scoring.

TOURNAMENT

A standard golf tournament of four rounds of eighteen holes played over four days. This is the main format of play in Pro 18: World Tour Golf and all seventy-two golfers compete on a strokeplay basis. After two rounds a cut is made which reduces the number of golfers in the field. To make the cut for the next round your score must rank you in the top half of the field.

The top thirty-six golfers (and any golfers that are tied with them or who are within ten shots of the leader) now go on to play the third and fourth rounds of the tournament. In the event of a tie after seventy-two holes, there is a sudden death playoff. The eighteenth hole is played again and, if the players are still tied, then the sixteenth, seventeenth and eighteenth holes are played again until a winner is determined.

Prize money in the tournament mode of Pro 18: World Tour Golf is awarded as follows:

1st	$450,000
2nd	$282,000
3rd	$202,500
4th	$144,000
5th	$112,500
6th	$88,500
7th	$74,250
8th	$64,500
9th	$58,050
10th	$53,250
11th	$49,950
12th	$46,800
13th	$43,500
14th	$40,350
15th	$37,050
16th	$33,900
17th	$30,600
18th	$29,100





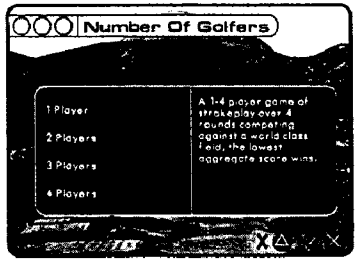
19th	$27,450
20th	$25,800
21st	$24,150
22nd	$22,650
23rd	$21,000
24th	$19,350
25th	$18,600
26th	$17,700
27th	$16,950
28th	$16,125
29th	$15,450
30th	$15,000
31st	$14,550
32nd	$14,100
33rd	$13,725
34th	$13,275
35th	$13,050
36th	$12,900

Any players tying for 36th place will receive $12,900 each.

LOAD GAME

Once highlighted, press the ⊗ button to select LOAD GAME. Use the Directional buttons to highlight the required Memory card block and press the ⊗ button to load it. Alternatively, press the △ button to return to the previous screen.

CHOOSING GOLFERS FOR A GAME



Once you have selected the game mode, Pro 18: World Tour Golf will move on to the NUMBER OF GOLFERS screen, where you can allocate the number of players for the chosen game mode. Use the Up and Down Directional buttons to highlight the number of players. Press the ⊗ button to select.

If you have loaded in a previously saved game, the game will start at the point it was saved.

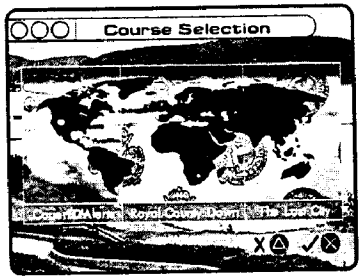
The game will move on to the PLAYER SELECTION screen.

PLAYER SELECTION SCREEN

When you arrive at this screen, you will see empty player slots allocated on the left of the screen and the list of AI and human players on the right. To allocate a player to a slot, simply use the Up and Down Directional buttons to highlight the player slots of your choice and press the ⊗ button to select. The highlighting effect will move to the right side of the screen. Use the Up and Down Directional buttons to scroll through the AI and human player list and press the ⊗ button to select. The human players are represented by a hand icon and the computer players by a computer chip icon. When you have allocated all player slots, highlight DONE, press the ⊗ button to select and the game will move on to the COURSE SELECTION screen.

If you wish to set up a demo game, simply select all AI players. Any empty spaces in the player list will be filled with random AI opponents.

CHOOSING A COURSE



COURSE SELECTION SCREEN

Use the Left and Right Directional buttons to choose from the Royal County Down course in Northern Ireland, The Lost City course in South Africa and the Coeur d'Alene course in USA. Press the ⊗ button to select. This will take you to the COURSE SCREEN.

COURSE SCREEN

Use the Left and Right Directional buttons to scroll between the choices. Press the ⊗ button to select.

Choose CONDITIONS to bring up the CONDITIONS SCREEN.

Choose PROFILE for a description and photographs of each course.

Choose START GAME to begin the game.

CONDITIONS SCREEN

Use the Up and Down Directional buttons to switch between the options. Use the Left and Right Directional buttons to scroll the choices. ***Note that certain options are not available in all game modes.***

HOLE SELECTION

Decide which hole you wish to start on. Or in PRACTICE mode which hole you wish to practice.

WEATHER

Choose between very foggy, foggy, misty, hazy, dull, bright, light rain, and rain.

TEE TYPE

Choose between Medal or Championship tees. The Championship tee is the tee furthest from the hole. All male professional players play from the Championship tee. The Medal tee is the forward tee that is used by female professional players and also all amateur players.

PIN POSITIONS

During the course of a Championship tournament, the pin positions are moved daily to further challenge the golfers during the four rounds. Choose between Thursday, Friday, Saturday, or Sunday.

MULLIGANS

If you are not satisfied with your first drive, enabling the Mulligan feature allows you to take a second drive without penalty. This practice is illegal in professional golfing but is commonly allowed in friendly play. Choose between on or off.

CREATING AND EDITING PLAYERS

Highlight and select the GOLFER icon on the MAIN MENU SCREEN. This will take you to the GOLFER SET UP SCREEN.

Select CREATE GOLFER and the EDIT PLAYER SCREEN will be revealed.

Every player that you create when playing Pro 18: World Tour Golf is added to the GOLFER LIST in the PLAYER SELECTION SCREEN.

CREATE A NEW PLAYER

1. Use the Directional buttons to highlight EDIT NAME. Press the ⊗ button to select.

2. Create a name for your new player. Use the Directional buttons to move the cursor around the letters. Press the ⊗ button to select. Highlight and select OK to finish the name edit.

3. Highlight and select GOLFER IMAGE and choose the animation for your new golfer. If you choose a pro player, your new golfer will adopt the pro player's abilities. E.g., if you select Colin Montgomerie you will be able to hit drives further. Use the Directional buttons to highlight the choices. Press the ⊗ button to select.

4. Select the settings you want for this player from the list below.

Iron Type

Choose between cavity or blade irons. Cavity back clubs hit the ball longer and straighter but spin the ball less. Blade irons are the traditional type and allow more spin to be applied to the ball..

Shaft Type

Choose between graphite and steel. A graphite shaft allows the ball to be hit longer but with less control. Steel shafts allow for more control but produce less distance.

Ball Type

Choose between 3-piece and 2-piece balls. A 2-piece ball travels further but with less spin and control. A 3-piece ball has more spin and control but achieves a shorter distance.

CLUB SELECTION

Pro golf rules dictate that no more than 14 clubs can be carried during the course of a round. As the putter is automatically selected, that leaves you with 13 clubs to choose from. In Pro 18: World Tour Golf, the clubs are divided into 3 types:

Woods

These clubs can be divided again into driver and woods. Normally used for teeing off, the driver has a very low loft and long shaft which allows the ball to be hit long distances with a low trajectory. Woods are similar to a driver in that they have very little loft and are used to hit the ball long distances. Woods run from 2 through 7, with the 2 having the lowest loft.

Driver	260 yards
2 Wood	250 yards
3 Wood	240 yards
4 Wood	235 yards
5 Wood	210 yards
6 Wood	185 yards
7 Wood	160 yards

Irons

A more lofted club which hits the ball with a higher trajectory. However, the low irons can achieve the same distance as a middle wood.

1 Iron	220 yards
2 Iron	205 yards
3 Iron	195 yards
4 Iron	185 yards
5 Iron	173 yards
6 Iron	160 yards
7 Iron	150 yards
8 Iron	140 yards
9 Iron	125 yards

Wedges

The four wedges, Pitching, Sand, Lob and Gap Wedge are special irons with a broad sole and a high loft. Because of their shape, wedges hit the ball higher in the air with less run after the ball pitches. Typically used for approach shots around the green and for getting out of troublesome lies.

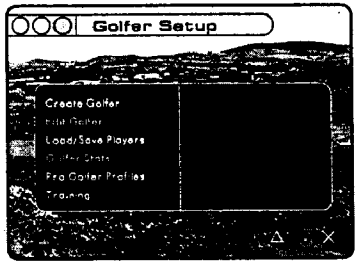
PW	100 yards
GW	90 yards
SW	80 yards
LW	65 yards

Use the Directional buttons to move around the choice of clubs. Press the ⊗ button to select.

NOTE: All distances are approximate and vary according to the golfer selected and course condition.

GOLFER SET UP

When you are happy with your choices, highlight and select DONE. The game will now revert back to the GOLFER SET UP MENU. You will notice that all the options are active and that the name of your new golfer is on the right. Use the Directional buttons to highlight and press the ⊗ button to select from the following choices:



Create Golfer

Create a new golfer as described in CREATING AND EDITING PLAYERS on pg. 11.

Edit Golfer

Edit the newly created golfer.

LOAD/SAVE PLAYERS

To load or save players, make sure that you have a Memory card inserted according to the system instructions. Pro 18: World Tour Golf only supports Memory card slot 1.

The PlayStation® will look for a saved player file on the Memory card. If it cannot find one, you will be prompted to create one. Saved player files take up one Memory card block and hold up to 16 saved players. There can be only one saved player file per Memory card.

Once the saved players file has been found, the load/save screen displays all players currently on the Memory card in a list on the left. All players currently in the game are displayed in a list on the right. To load or save a player, simply use the Directional buttons to move the highlighting effect to the desired player. When the player you wish to load or save is highlighted, select the arrow that corresponds to the direction you would like to move the player. Players can be deleted from the Memory card by highlighting the player of your choice and then selecting the trash bin icon.

When should I use this feature?

At the beginning of a gaming session, go to the load/save player screen to restore any players saved in a previous session.

At the end of a gaming session, before you switch off your PlayStation® game console, return to the load/save screen and save all your players back to the Memory card. You will receive a prompt asking if you want to overwrite the previously saved players' stats. Use the Directional buttons to select Yes and press the ⊗ button. This will update all saved player files with stats from the current session.

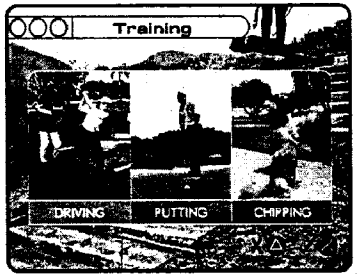
Players are never saved automatically.

Golfer Stats
Access the match stats of all the currently loaded golfers. Use the Left and Right Directional buttons to scroll between the stats.

Pro Golfer Profiles
Access the pro golfer profiles. Choose from Colin Montgomerie, Ian Woosnam, Mark O'Meara, Vijay Singh, Tom Lehman, Dottie Pepper, Jesper Parnevik, and Laura Davies.

TRAINING

Pro 18: World Tour Golf lets you train on a number of pre-set scenarios. From the MAIN MENU, select GOLFER SETUP and then choose TRAINING from the GOLFER SET UP SCREEN. Choose from practicing AROUND THE GREEN, PUTTING or take a visit to the DRIVING RANGE.



PRACTICE OPTIONS

Around the Green
Practice your chipping onto the green.

Putting
Practice your putting technique.

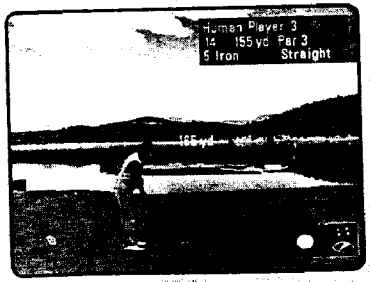
Driving Range
Practice your driving on the range.

ON THE COURSE

Once you have selected a gameplay format, chosen a course, selected the golfers, and indicated the rules and course conditions that you wish to play under, then you are ready to tee off. The in-game view is always from behind the golfer looking along the fairway or green.

GAME INFORMATION

Player, hole and shot information is displayed in a box in the upper right corner of the screen. A description can be found below.



Player Information
The current player display is located at the top of the box. Subject to game mode, the player name and their score in relation to par is shown here.

Hole Information
Displayed immediately below the PLAYER INFORMATION are the current hole number, the yardage and the par value for the hole.

Shot Information
The shot number, its relationship to the par value and the distance to the pin is displayed at the bottom of the box. Club and shot type are also displayed here.

BALL LIE AND WIND INDICATOR

This information is displayed towards the bottom right of the screen. The wind compass shows wind direction and velocity. The lie box displays the current lie of the ball.

AIMING

Use the Directional buttons to move the black and white marker pole into the position you wish to aim for. The distance to the marker is shown just above it, although this is for reference only and does not actually change the distance of the shot. If you move the marker into an out of bounds position it will change color to red and white. As you move the marker pole, the ball lie indicator shows the type of terrain that the marker is over at that particular time. Note that the aiming pole position defaults to the direction you are most likely to want to hit the ball in.

THE PRO SWING METER

This is displayed to the left of the golfer and consists of an upper and lower gauge. Once you are happy with all the information and are ready to take the shot simply press the ⊗ button on your Controller. This will bring up the Pro Swing Meter on screen and you will need to press the ⊗ button again to begin the swing.

THE CONTROL PANEL

The control panel provides access to all pre and post-shot operations. To access the panel before taking a shot, simply press the △ button and the panel will be revealed. Following a shot, any available options will be displayed on screen. The CONTROL PANEL options are detailed below.

BEFORE YOU TAKE A SHOT

The following menus are offered before you take a shot: VIEW, CADDIE, CLUBS, SWING, and GAME. Use the Left and Right Directional buttons to move along the choices. Use the Up and Down Directional buttons to move the highlighting effect in the menus.

VIEW OPTIONS

Green Grid

Turn this option on to activate the green grids which will give you a better idea of the way the green lies when you come to line up a putt. The vertical lines on the grid represent the height difference between the grid and the present ball position. Blue lines represent points lower than the ball. Orange lines represent points above the ball. This option is only available when you are on the green.

Look Ahead

This is used to view the course from a better position to judge your next shot. Activate the option and then use the Directional buttons to move the marker pole to the vantage point you want to view your next shot from. Press the ⊗ button and look at the course from your chosen vantage point. This feature simulates a golfer walking ahead of his current lie in order to get a better view.

Look Around

This is useful if you find yourself with a restricted view because of a bad lie. Use the Left and Right Directional buttons to move the view of the golfer to your satisfaction. Press the ⊗ button to render the view.

Commentator

Turn commentary on or off.

Score Card

Brings up the scorecard.

Leader Board

Brings up the leaderboard.

CADDIE OPTIONS

Drop Ball

This incurs one penalty stroke but is useful when you are faced with a troublesome lie or shot.

Caddie Guide

A detailed visual guide to the hole you are currently playing

Auto Club

Check this option if you want the caddie to auto select the best club for the shot in hand.

CLUB OPTIONS

Choose a different club if you are unhappy with the one selected by the caddie. All clubs have a distance next to them. This is the maximum distance the ball can be hit by an average player performing a perfect swing when normal conditions are prevailing.

SWING OPTIONS

Choose from a range of swings designed to get the most out of your range of clubs.

Straight

Check this swing to hit the ball squarely. Good for driving and simple iron shots.

Draw

Check this swing if you want the ball to describe a controlled right to left flight.

Fade

Check this swing if you want the ball to describe a controlled left to right flight.

Pitch

Useful for short and accurate approach shots, the pitch swing is three quarters of a full swing.

Punch

A controlled shot that keeps the ball flight low, the punch is useful for avoiding overhanging obstacles and minimizing the effect of the wind.

Chip
A low short shot mainly used from the edge of the green or as a recovery shot.

Lob
Used for getting out of bunkers and over obstacles, this shot gives a high 'floating' trajectory.

GAME OPTIONS
Allows you the choice of quitting the current game or saving it to a Memory card. Use the Directional buttons to highlight your choice. Press the ⊗ button to select.

QUIT
Quits the current game.

SAVE
To save a game, make sure that you have a Memory card inserted according to the system instructions.

Make sure there are enough free blocks on your Memory card before commencing play. Pro 18: World Tour Golf only supports Memory card slot 1.

Use the Directional buttons to highlight SAVE as described above and press the ⊗ button to select it. This will reveal the SAVE GAME screen. Use the Up and Down Directional buttons to highlight the Memory card block you wish to save to, then press the ⊗ button. Your current game and all player settings will then be saved to your chosen Memory card block. Highlight and select CONTINUE to carry on with the game.

HOW TO JUDGE A SHOT

To set up and gauge the right power level for a shot, follow these simple steps.

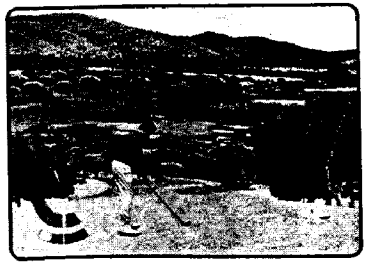
First, use the aiming pole to set your aim and to see how far away the point is that you are aiming at - as described in the section AIMING. Next, look at the currently selected club and note the distance that can be achieved if the shot is hit perfectly. You can then judge the shot strength required in relation to the distance that you want to achieve. If you want to achieve less distance simply stop the power level indicator early – see section THE PERFECT SWING for more details on shot power and strength. As with all sports, plenty of practice is necessary to achieve good shot judgement.

THE PERFECT SWING

One of the many unique features of Pro 18: World Tour Golf is the PRO SWING meter. Many other golf games have a two-click swing contained within the one swing meter. The first click determines the power and the second click, or the snap, determines how straight the ball will go. Pro 18: World Tour Golf is different. The double gauge PRO SWING meter is actually a more faithful simulation of a real golf swing as it allows you to apply spin to the ball as well as power and direction.

TO PRODUCE THE PERFECT SWING

Press the ⊗ button to start the swing and RELEASE immediately.



Just before the blue indicator within the upper swing gauge reaches the red area, press the ⊗ button again. A white line will mark where you clicked. The indicator will continue forwards for a moment before reversing its course.

The point where you press the ⊗ button determines the power level of the shot. Hit the line where the blue becomes red and your swing will be gentler and more controlled. Hit after the line, in the red area, and your swing will be more powerful than usual. This will mean that the other parts of the shot will need to be perfect to avoid an aggravated hook or slice.

When the indicator reaches the thick, central white line, press and HOLD the ⊗ button. A white line will mark where you clicked. The lower swing gauge will now be activated.

This second PRESS and HOLD determines the direction of the shot. It is called the snap. Stop before the line and your shot will go to the left. Stop after the line and your shot will go to the right. The severity of this movement depends on how close to the line you click and how powerful your swing is. In Pro 18: World Tour Golf position is more important than power. A swing with plenty of power but no position is no use to anybody.

When the green indicator within the lower swing gauge reaches the thick, central yellow line, RELEASE the ⊗ button. Your golfer will swing and hit the ball.

The final button RELEASE determines the amount of spin that is applied to the ball. Release the ⊗ button exactly on the line and zero spin will be imparted to the ball. If you do not hit the line you will impart spin, creating draw or fade accordingly. Release the ⊗ button before the line and you will execute a draw shot, where the ball describes a controlled right to left flight. Release the ⊗ button after the line and you will execute a fade shot, where the ball describes a controlled left to right flight

PUTTING

Putting reverts to the more traditional style of Swing Meter. Follow the steps below to execute a putt.

Press the ⊗ button to start the swing and RELEASE immediately.

Just before the blue indicator within the swing gauge reaches the red area, press the ⊗ button again. A white line will mark where you clicked. The indicator will continue forwards for a moment before reversing its course.

The point where you PRESS the ⊗ button determines the power level of the shot. Note that you rarely stop the gauge on the red area as that would result in too much power. You must stop the gauge when you judge that it has the correct strength for the putt you are making.

When the indicator reaches the thick, central white line, press the ⊗ button. A white line will mark where you clicked.

The point where you PRESS the ⊗ button determines the direction of the shot. If you clicked right on the line you will strike the ball squarely and produce a straight putt. Click before the line and you will 'pull' the ball to the left. Click after the line and you will 'push' the ball to the right

AFTER YOU TAKE A SHOT

Following a shot, all available options will be listed on screen and these will vary according to game mode and where your shot finished up.

The POST SHOT choices are as follows:

Continue

Accept your last shot and move on to the next stroke.

Rehit

Take the shot again from the same position. This incurs a one-stroke penalty and can only be taken if you have hit the ball into a hazard or out of bounds.

Mulligan

Takes a mulligan if you have enabled them in the front end. Available in several game modes.

Replay

Displays an instant replay of the shot.

Drop ball

Use this option if you played a shot into a water hazard.

OPTIONS

To access the OPTIONS screen, use the Up and Down Directional buttons to highlight the OPTIONS icon on the MAIN MENU screen. Press the ⊗ button to select. Choose from the following:

SCREEN POSITION

Use the Directional buttons to center the screen to your satisfaction.

COMMENTATOR VOLUME

Use the Left and Right Directional buttons to adjust the in game commentator volume.

SFX VOLUME

Use the Left and Right Directional buttons to adjust the in game sound effects.

MUSIC VOLUME

Use the Left and Right Directional buttons to adjust the music volume.

CONTROLS

Displays all Controller functions.

GLOSSARY

Ace	Hole in one, a feat with odds of 40,000 – 1 against for the average golfer.
address	Positioning of the body and club in readiness to play a shot.
air shot	Achieved when a player swings and misses the ball.
albatross	Score of 3 under par at one hole.
all square	When two or more players are on the same score.
approach shot	Any stroke played with the intention of putting the ball on the green.
apron	The mown area immediately surrounding the green.
arc	Path followed by the clubhead in the course of a swing.
away	The ball farthest from the hole is 'away'.
Back holes	Last nine holes.
backspin	Clockwise spinning action imparted on the ball. Helps control flight and roll.
backswing	Movement of body and club from the address position to the top of the swing.
back tee	Slang for Championship tee.
ball marker	Plastic disc used to mark precise position of ball on green.
better ball match	A match in which two players form a team and the better score of either player counts at each hole.
birdie	Score of one below par.
blade	Striking area of an iron club.
blading	A topped shot that causes the ball to fly low or run along the ground.
blaster	Slang name for a wedge.
blind shot	A shot to a target that is hidden by rising ground, trees or other features.
bogey	A score of one shot over par on any given hole.
borrow	Aiming to one side of the hole to allow for the contours on the green when putting.
bulger	Driver with convex face.
bunker	A deliberate hazard made up of a depression in the ground that is filled with sand.
Caddie	Person who carries player's clubs and offers advice and guidance when required.
caddie cart	two-wheeled trolley for carrying clubs.
card	Official score card of the course.

carry	Distance from where the ball is hit to where it lands.
center shaft	Club with shaft fitted to the center of the head.
chip	Short, low-running shot.
choke	Slang for losing one's nerve.
choke down	Grip the club with hands lower than usual. For short, delicate shots or reduction in distance potential of a full shot.
closed clubface	Club aimed left of target at address.
closed stance	Player's body is aimed right of target with right foot drawn back behind left at address position.
clubface	Lofted and grooved area of clubhead with which ball is hit.
concede	Give up to the opposition – putt, hole or match.
cup	Colloquial term for the hole.
cut-up-shot	Sidespin deliberately imparted to give the ball a curving flight from left to right.
Divot	Turf cut from under the ball while playing an iron shot.
dog leg	Hole designed with an angled fairway.
dormie/dormey	Situation in match play when a player cannot be beaten because he leads by the same number of holes as there are to be played.
double bogey	A score of two shots over par on any given hole.
downswing	Movement of body and club from top of swing to point of impact.
draw shot	Controlled right to left curving flight.
driver	Club with minimum loft designed to give tee shots maximum distance.
drive the green	Tee shot that reaches the green.
driving range	Area specifically designed and maintained for practice.
duck hook	Shot that curves sharply to the left of the target line.
Eagle	Score of two shots under par at any hole.
etiquette	Code of good manners that upholds the tradition of golf being a game for gentlemen.
explosion shot	Recovery stroke from bunker which calls for hitting the sand rather than the ball.
Fade	Controlled left to right flight.
fairway	Mown grass between tee and green.

fat shot	Hitting the ground behind the ball instead of making clean contact.
flagstick	Pole of six feet or more in height, bearing flag, which signifies position of hole in each green.
flat swing	Act of swinging the club on a plane nearer to being horizontal than vertical.
flier	Shot lacking backspin to control flight and roll.
fluff	A bad mishit.
follow through	Continuation of the swing after impact.
fore	Warning cry of 'Fore' is shouted by golfer to alert others in danger of being hit by ball.
fourball	Match involving four players, each playing his own game, though two may form a partnership for a better score.
foursomes	Two players in partnership hit alternate shots with one ball.
fried egg lie	Ball half buried in bunker.
Gimme	Putt so short that it is considered unmissable.
grand slam	The Open Championships conducted by the Royal and Ancient Golf Club of St. Andrews; and the US Masters, Open and PGA Championships.
green	Those areas of a course specifically prepared for putting.
grip	Method of holding a golf club.
ground under repair	Areas of course officially declared unfit for play and from which a golfer is allowed to remove his ball without penalty.
Half	Opponents have halved when they finish a hole in the same number of shots or finish a match tied.
hanging lie	Shot that has to be played off sloping ground.
hazards	Bunkers or any intended areas of water on the course.
head	The striking part of a club.
heel	Angle formed by neck and face of a club.
hole	Rules decree that it must be 4 ¼ inches (108mm) in diameter and at least 4 inches (100mm) deep.
hole in one	Hitting tee shot into the hole.
honor	The right to play first from the tee – a matter of agreement at the start but then the honor automatically goes to the player who did best at the previous hole.
hook	Shot with sidespin that causes pronounced right to left flight.

Impact	Precise point at which the clubface strikes the ball.
in play	Ball is 'in play' from the moment it has been struck on the tee until it comes to rest in the hole.
irons	Clubs with metal heads and faces with lofts varied in sequence to determine trajectory and distance of shots.
Jigger	Utility club once used for playing chip shots.
jungle	Slang for trees, bushes, heavy rough or any punishing form of natural growth that borders the fairway.
Lag	A cautiously played long putt with the intention of leaving the ball short of the hole.
lie	The state of the ball when it comes to rest. Can be either good or bad.
line	Direction in which a shot needs to be hit.
links	Golf course built on seaside terrain.
lip	Rim of hole.
lob	A shot resulting in a high floating ball trajectory.
loft	Angle of the clubface.
lost ball	A ball is officially lost if it cannot be found within five minutes.
Match play	Contest decided on the winning of individual holes.
medal play	Contest decided on the total number of strokes taken to complete the course, also known as stroke play.
mulligan	Allowing a player starting a game to hit a second drive if he is unhappy with the first one.
muscle memory	Instinctive observance of correct swing movements developed through repetition.
Nap	The direction of grass growth on greens. Affects ball movement.
nineteenth	First extra hole to decide tied match or colloquial expression for clubhouse bar.
Obstructions	Man-made objects. The player is entitled to move ball without penalty.
open stance	Left foot drawn back so that player's body is turned slightly towards target at position of address.
out of bounds	All areas outside the defined limits of the course.

Par	The score a scratch handicap golfer is expected to make at a hole.
penalty stroke	Added to score for taking relief under the rules or infringing the rules.
PGA	Professional Golfers' Association.
pick and drop	act of picking ball up and placing it in another spot as allowed by the rules in specified circumstances.
pin	Slang term for flagstick.
pin high	Ball that comes to rest level with the flagstick.
pitch	Short, three quarter swing shot.
pitch mark	Made when ball hits the ground. All green pitch marks should be repaired.
play off	Extra hole or holes played to settle a tie.
plugged	Ball embedded in its own pitch mark.
pull	Ball flying left of target.
punch	A controlled shot that keeps the ball flight low.
push	Ball flying right of target.
putt	shot made with putter on green.
putter	straight faced club designed for use on greens.
Rabbit	Novice player.
recovery shot	Hitting ball to safety from position of trouble.
relief	Take ball and drop in another spot as allowed by the rules in specific circumstances.
rough	Long grass cultivated to punish shots which miss the fairway or the green.
rub of the green	Golfing luck.
run	Distance a ball travels after it pitches.
run up shot	Play low shot into the green with intention of rolling ball up to the hole.
Sand iron	Club with broad, rounded sole and lofted face. Designed for bunker shots.
scratch	A golfer with a handicap rating of 0.
sky	To hit an exceptionally high but short shot.
slice	Shot that sends ball in left to right curve.
sole	Base of club head.
square stance	Both feet are parallel to the target line at the address position.

stance	Positioning of feet in readiness for shot.
standard scratch score	Each course has this rating, which is the score a scratch golfer is expected to make in fair conditions.
stroke	An intentional strike of the ball.
stroke play	A mode of play where the number of shots taken to complete the course determines the winner.
sudden death	Play-off to decide a tie.
Takeaway	Start of the backswing.
tee	Prepared area from which the golfer begins each hole.
tee marker	Box or cone indicating where on the tee the drive must be taken from.
tee peg	Wooden or plastic peg on which ball can be placed for tee shots only.
threeball	Three players forming a match.
tiger	Golfer of high ability.
topping	Hitting top half of ball so it scuds along the ground.
topspin	Opposite of backspin used to make ball run a maximum distance.
triple bogey	A score of three shots over per on any given hole.
trolley	Cart for carrying clubs.
trap	Slang for bunkers.
Waggle	Movement of hands and clubhead at the address position. Designed to release tension while establishing feel.
water hazard	Any open water deliberately designed as a hazard.
wedge	Broad-sole, lofted club used for short, high pitches and various trouble shots.
Yips	Nervous affliction that makes controlling the hands difficult, particularly during putting. Also known as the twitch.