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PlayStation

PlayStation®
NTSC U/C

PlayStation®

EVERYONE
E
CONTENT RATED BY ESRB

SLUS-01371
01371

PUTTER GOLF™

agetec™

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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

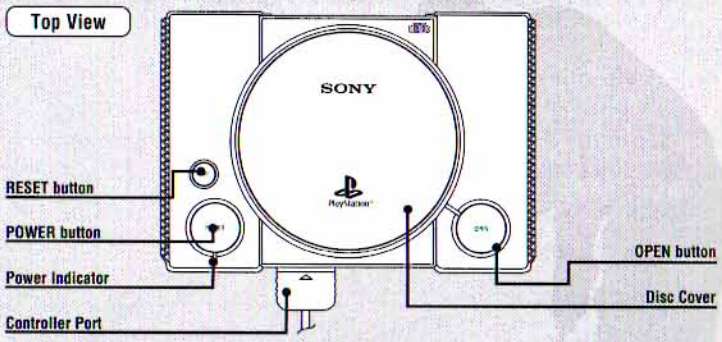
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc 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

Thank you for purchasing PUTTER GOLF, software designed for use with the PlayStation® game console. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety considerations. Keep this manual in safe place for your reference.

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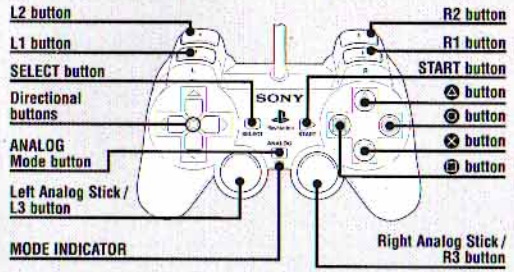
CONSOLE INSTRUCTIONS



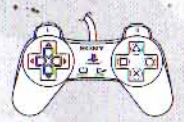
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the PUTTER GOLF disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

OPERATING INSTRUCTIONS

DUALSHOCK™ analog controller



Digital Controller



Note: You may have a controller that looks like this, if so please follow the digital instructions outlined left.

Game Screen

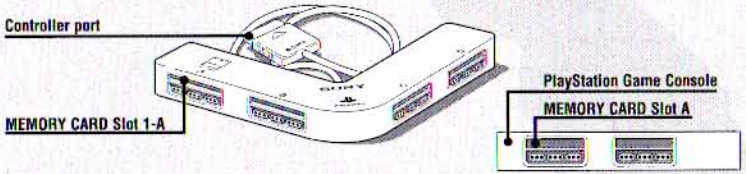
Directional buttons ↑ ↓	Move camera view forward/backward. Rotate the overhead view of the hole. (Press the START button to access the overhead view.)
Directional buttons ← →	Adjust shot direction.
○ button	Cancel menu selections/ cancel shot/ face the cup.
✕ button	Confirm menu selections/ commence shot.
□ button	Turn shot grid display ON/OFF.
△ button	Switch between putters.
START button	Display overhead view of the hole.
SELECT button	Display score card/ Exit game.
L1 button	Rotate camera view up.
L2 button	Rotate camera view down/ Rotate overhead view.
R1 button + Directional buttons ← →	Adjust shot direction (fast).
R1 button + Directional buttons ↑ ↓	Move camera view forward/backward (fast).
R2	Rotate overhead view.

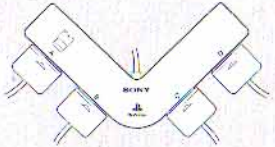
Menu Screen

Directional buttons ↑ ↓ ← →	Highlight menu selections.
○ button	Cancel menu selections.
✕ button	Confirm menu selections.
START button	Display menu selections at Title screen.

MULTITAP

The following diagram illustrates when a Multitap (sold separately) is connected to Controller port 1 or 2 of the PlayStation game console.





WHEN USING THE MULTITAP

Connect the Multitap to Controller port 1 or Controller port 2. Next, connect the controllers to the controller ports on the Multitap. When the Multitap is connected to Controller port 1, always make sure to connect a controller to Controller port 1-A on the Multitap first and then connect additional controllers to each of the other Controller ports B, C and D.

GOLF TERMS

PAR	The standard number of strokes for a hole.
BIRDIE	Term for scoring one stroke under par on a hole.
EAGLE	Term for scoring two strokes under par on a hole.
ALBATROSS	Term for scoring three strokes under par on a hole.
HOLE IN ONE	Getting the ball into the cup in one stroke.
BOGEY	Term for scoring one stroke over par on a hole.
DOUBLE BOGEY	Term for scoring two strokes over par on a hole.
TRIPLE BOGEY	Term for scoring three strokes over par on a hole.
FAIRWAY	The groomed grass that makes up the majority of the area surrounding the green.
GREEN	The area of short, cut grass surrounding the cup.
ROUGH	Patches of tall, dark green grass.
BUNKER	Sand filled obstacle.
WATER HAZARDS	Water filled obstacle. A player is penalized one stroke if their ball is hit into a water hazard.
OB	Short for out-of-bounds. Term describing the area outside the normal confines of the hole. A player is penalized one stroke if their ball is hit out-of-bounds.

Press the START button at the Title screen to display the Main Menu. Use the ← → directional buttons to highlight the desired menu and press the ⊗ button to confirm the selection.



Start

Select from the three main course types here: Normal, Trick and Mix. Each of these courses consist of nine holes that can be played using either Match or Stroke rules against a CPU opponent or friends.

Practice

Select this option to practice putting. One Normal and one Trick hole are available in this mode. The following settings can be adjusted on the Normal hole: distance to cup, cup position, and terrain elevation. The practice Trick hole provides an opportunity to experience all the different obstacles that are encountered on the main Trick course. Use the practice options to familiarize yourself with different shots and obstacles.

Option

Make adjustments to various game settings here. Highlight menu options using the ↑ ↓ directional buttons and confirm selections by pressing the ⊗ button. Press the ○ button to return to the Title screen.



BGM Settings	During the game, choose to listen to only sound effects, or both music and sound effects.
Sound	Set the sound setting to either Stereo or Mono.
CPU Difficulty	Set the difficulty level of CPU opponents to either Normal or Hard.
Memory Card	Access this option to Save/Load game data.

COURSE SELECTION

Course selections can be made after selecting the Start option on the Main Menu. Highlight the desired course using the ↑ ↓ directional buttons and confirm the selection by pressing the ⊗ button. Press the ◉ button to return to the Title screen.

1.Select a course



Normal	A nine-hole course with standard golf obstacles.
Trick	A nine-hole course with unique obstacles.
Mix	A nine-hole course with holes randomly selected from both the Normal and Trick courses.

2.Select a style of play



Stroke	Play through nine holes and compete for the best score. The player with the best overall score after all nine holes wins. This is for 1-4 players.
Match	Compete to see who can win the most holes. The player with the fewest strokes on a hole wins that hole. This is for 1-2 players.

3.Select opponent



VS Human	Compete against a mix of human and/or CPU opponents. Select the number of players, the controller assigned to each player (as necessary), and character representations here.
VS CPU	Compete against the CPU. This is for 1-player mode.

4.Character selection



This screen only appears when VS CPU is selected. Assign the CPU opponent's character here.

5.Confirm settings



Select OK to confirm game settings and begin the game. Select Previous Screen to go back one screen. Select Start Over to return to the course selection screen.
All selections are confirmed by pressing the ⊗ button.

GAME SCREEN



1. Select shot distance/change putter (△)

Press the △ button to switch between putters (15yds and 30yds). Switching between the two putters changes the shot gauge. The distance to the pin is the determining factor when selecting a putter. Press the ⊗ button to initiate the shot gauge, press the ⊗ button again to determine the strength of the shot. Take into account the distance to the pin, lie of the ball and any obstacles between the ball and the pin before deciding on the shot strength.

2. Select shot direction (← → directional buttons)/shot grid (◉)

Press the ← → directional buttons to change the direction of your shots. Pressing the ◉ button hides/displays the shot grid. Red grid lines indicate an incline; blue grid lines indicate a decline. Generally, the darker the lines, the more severe the incline/decline. Take advantage of the natural contours of each hole when making your shots.

3. Overhead view (START button)

Press the start button during a game to access the overhead view. While in this mode, adjustments can be made to the following: putter selection and shot direction. Press either the ↑ ↓ directional buttons, or the L2/R2 buttons to rotate the overhead view. Press the START button to return to the game screen.

4. Adjusting the camera view on the main game screen

Press the ↑ ↓ directional buttons to move the camera view backward and forward, press the L1 button to raise the camera and L2 to lower it. Press the ◉ button to revert the camera view to its original setting (facing the pin).

5. Hitting the ball

Once the pin has been lined up and a putter selected, it's time to make your shot. Press the ⊗ button to initiate the shot gauge. When the shot gauge reaches the desired level, press the ⊗ button again to swing the putter. Press the ◉ button to cancel a shot.

6. Checking the score card (SELECT button)

Press the SELECT button to view the scorecard.

TRICK COURSE OBSTACLES



Dash Wall

Accelerates the ball when contact is made.



Conveyer Belt

Carries the ball along the belt when contact is made.



Dash Tile

Accelerates the ball when contact is made.

Warp Zone

Transports the ball to another warp zone when contact is made.

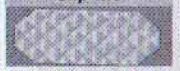


Warp Tunnel



Transports the ball from one end of the tunnel to the other.

Slip Tile



This slippery surface makes it difficult to slow/stop the ball's movement.

PRACTICE

Access this option from the Main Menu screen to practice putting.

Normal Practice



1. Increase/decrease the distance to the hole using the ↑ ↓ directional buttons.
2. Change hole placement using the ← → directional buttons.
3. Press the L1/L2 buttons to increase/decrease the elevation between the tee off position and the hole. Press the ⊗ button to confirm settings and begin practicing. Press the ○ button to reset any changes made to the practice hole. Press the R1/R2 buttons to raise or lower the camera.
4. All adjustments to the practice hole are reset automatically after taking one practice shot.

Trick Practice



Learn the ins and outs of all Trick course obstacles here. Once the ball has been hit into the cup, the practice session resets.

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