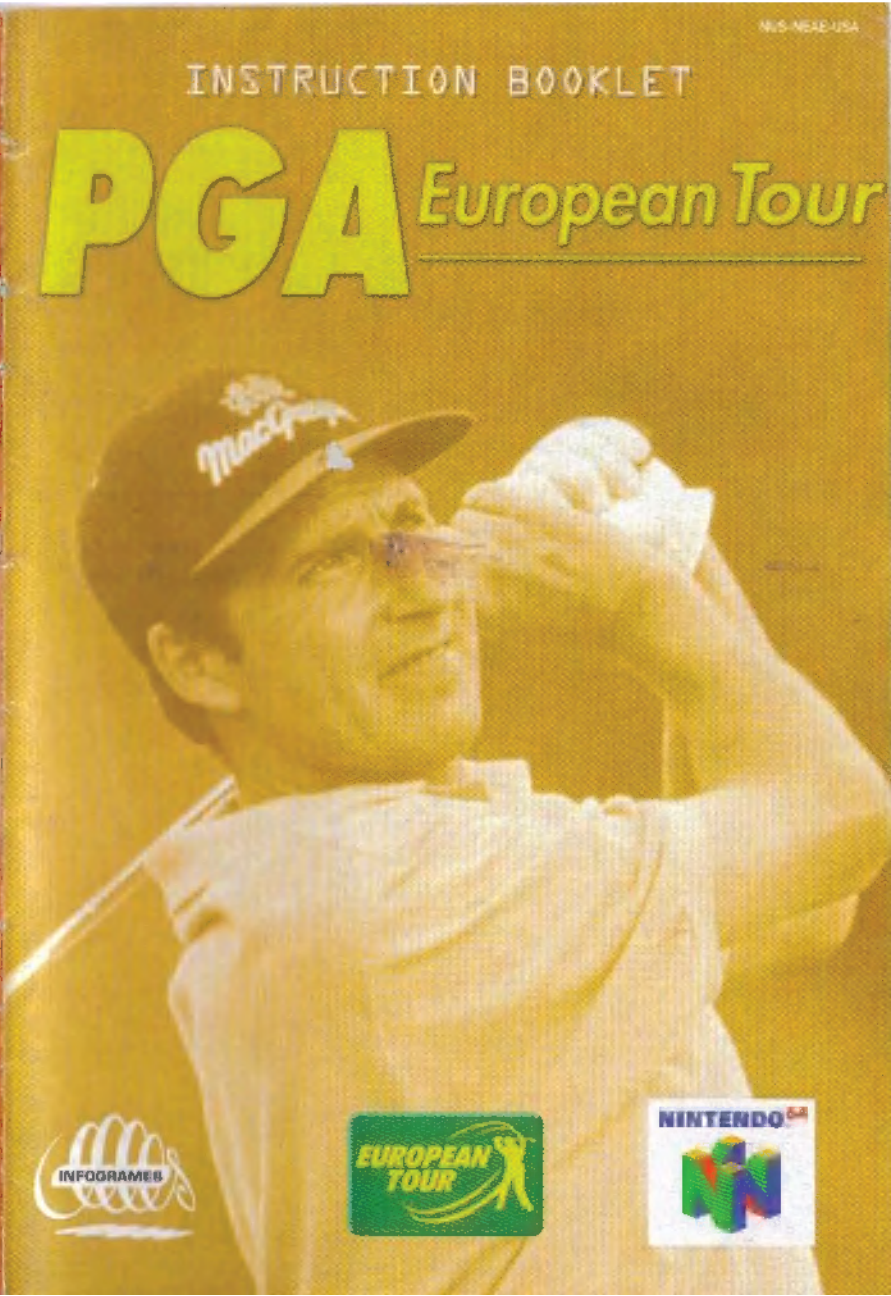
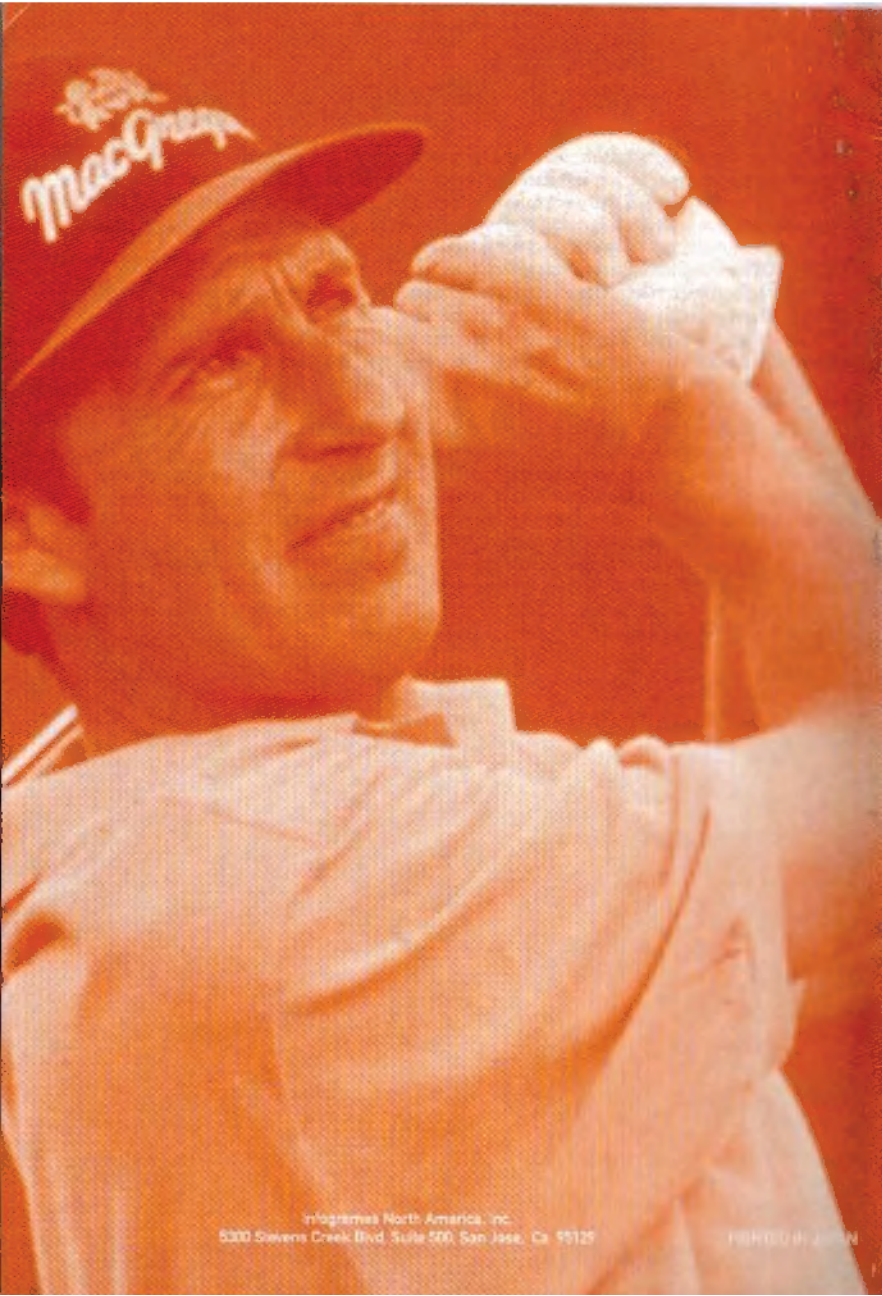


INSTRUCTION BOOKLET

PGA *European Tour*



Infogrames North America, Inc.
5300 Stevens Creek Blvd., Suite 500, San Jose, Ca 95129

PHOTO BY JIM JON



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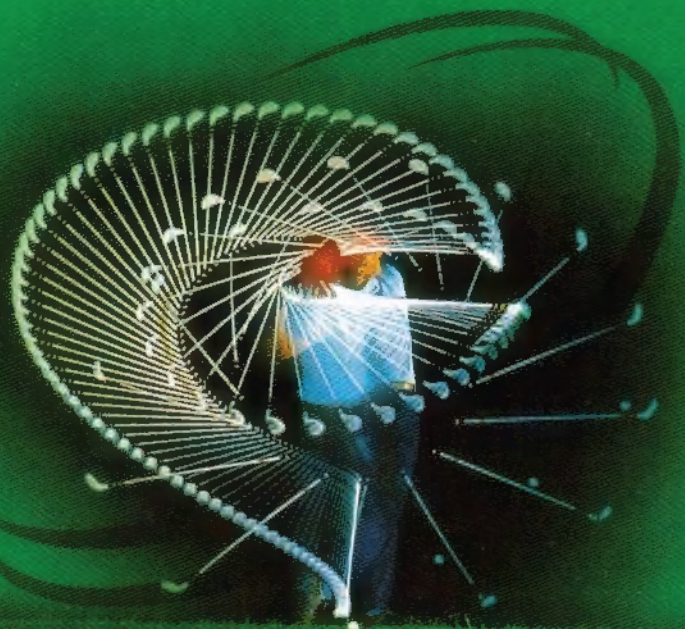
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THE NINTENDO® 64 CONTROLLER

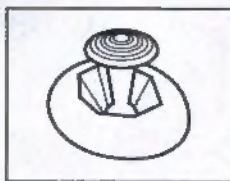
Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

Holding the Nintendo 64 Controller



While playing PGA European Tour Golf, we recommend you use the hand positions shown at left. By holding the Controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access A, B or C Buttons. Use your left index finger to operate the Z Button on the back of the Controller and your right index finger to operate the R Button on the top.



Starting the game

To play PGA European Tour on your Nintendo® 64 system:

1. Turn the power OFF on your N64
2. Insert the Game Pak into the slot on the N64. Press firmly to lock the Game Pak in place.

3. Turn the power ON. Once the game starts you can press START to skip the title and credits screen.



The game controls

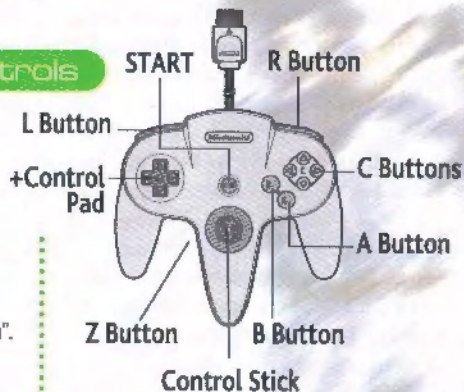
The game can be played using up to four controllers for a 4 player game. The controls are as follows:

Main Menu Controls:

- **Control Stick / + Control Pad:** Choose Menu Option.
- **Start:** Switch between "Options" & "Main Menu".
- **A Button:** Make Your Selection.
- **B Button:** Back / Exit.

In-Game Controls:

- **START** Pause / In-Game Options Menu.
- **Control Stick / +Control Pad** Aim Shot / Choose Menu Option.
- **A Button** Take Shot / Select / Skip Shot or Animation.
- **B Button** Change Club & Shot Type / Back.
- **R Button** Apply Draw.
- **L Button / Z button** Apply Fade.



C Buttons:

- **CA** Reset Camera to Default.
- **CV** Shot Zoom Camera.
- **CL** View Hole Map.
- **CR** Free Camera.
- **CR Held + L Button** Camera down.
- **CR Held + R Button** Camera up.
- **CR Held + Control Stick / +Control Pad** Move Camera.

The Main Menu allows you to select the game type you wish to play and also access the Options Menu. To operate the menus, follow the on screen help text. Use the Control Stick or + Control Pad to move through the available options and press the A Button to select your choice. Press the B Button to go back or exit a menu or option. Pressing START will switch between the Main Menu and the Options Menu.

From the Main Menu the following game modes are available:

QUICKMATCH

The Quick Match option will act as a quick start allowing you to go to a one player, 18 hole Strokeplay round on a random course.

NON-TOUR GOLF

The Non-Tour Golf option allows the player to compete in various non-tour related game types:

Strokeplay: This option allows one to four players (Human or CPU) to compete in a Strokeplay contest. In a Strokeplay game with more than one player, the total score is taken into account and the player who takes the least number of strokes is the winner. When playing with a one player game, you will compete against the par of the course.

Matchplay: This game is for two players or two teams (Human or CPU). In a Matchplay game each player attempts to win more holes than their opponents. 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'. This continues through the chosen length of the course or until one player or team has a lead which makes it impossible for the opposition to win. For team games select either Fourball or Foursome from the Player Groupings Option.

Skins: This allows two, three, or four individual players or two teams of two (Human or CPU) to compete in a Skins contest. Skins is similar to Matchplay except each hole is played for money which is placed in a pot at the start of each hole. The Skins pot for each hole starts at 100 Euros. This amount will double once a third of the holes have been played and treble after two thirds of the holes are completed. (i.e. in a full round of 18 holes, the Skins pot will have a value of 100 Euros each for holes 1-6, 200 Euros each for holes 7-12 and 300 Euros each for holes 13-18). If there is a tie on a hole, the pot is carried over and added to the value of the next hole. The next person to win a hole will receive the total amount.

Practice: This option allows up to four human players to practice different aspects of their game. Once selected, you can choose to practice a particular hole, go out on the driving range, get some putting practice or practice your short game. These practice games are described below:

• **Practice Hole**: This mode allows you to choose any hole from any course. Once you have completed this hole, you will be returned to the tee to play the hole again until you decide to quit.

• **Driving Range**: The Driving Range helps you to perfect your long distance game. You will be informed of the distance you have achieved, your average shot distance and your longest drive.

• **Putting Practice**: Practice your putting with the aid of a target on the green. You will be scored on the accuracy of your shot and finishing position within the target.

• **Short Game**: This mode also uses a target on the green to give you a rating for your finishing position, but places you around the edge of the green, allowing you to practice short range shots to the green.

Player Groupings (Strokeplay, Matchplay, or Skins): When playing a Strokeplay, Matchplay, or Skins contest you will also be given the opportunity of selecting player groupings – this will allow team games. The following player grouping options are available:

• **Singles**: This player grouping option allows up to four players (human or CPU) to compete individually with no team set-up. The number of players able to compete will depend on the game type you have chosen.

• **Fourball**: This option is a team oriented game which requires four players (Human or CPU). There will be two teams of two players, but each player has their own ball with which to complete the hole. Only the best score from each team will count towards the team's total – the other two scores will be ignored.

• **Foursome**: This player grouping option is a team oriented game which requires four players (Human or CPU). In a Foursome game you depend on your partner's skill as much as your own. There will be two teams of two players. Each team will share one ball and alternate turns in taking their shots.

Player Select: Selecting players can be done via the player select screen. Up to four players can be chosen, one of which must be a Human player. From the player select screen, the following options are available:

- **Choose Player:** By highlighting any player slot and pressing the A Button, you can select a player from the list given.
- **Controller Select:** To the left of each player slot is an icon which, once highlighted, allows you to select whether the player will be Human or CPU controlled. You can also select which Controller (of a possible 4) will be used to control the player.
- **Golfer Set-up:** To the right of each player slot is an icon which, once highlighted, allows you to access and change the corresponding player's Golfer Set-up.
- **OK:** This option will allow you to continue.

Course Select: When playing a Strokeplay, Matchplay or Skins game you will have the opportunity to select one of four courses. This will be done via the Course Select Screen. From this



screen you can also access the course information by highlighting and selecting the *i* graphic which is situated to the left of the course name.

Set-up Round: When playing a Non-Tour golf game you are given the opportunity to set-up the round. The Non-Tour game type you select will determine the Set-up Options provided. The options will be as follows:

- **Round Type:** You can select to play a Full Round or either the Front 9 or Back 9 holes of the course.
- **Weather:** This determines the type of weather conditions which will be experienced out on course. You can select Sunny, Cloudy, Overcast, Rain, Foggy, Changeable or Random.
- **Wind:** This will allow you to change the wind conditions. You can choose from Calm, Breezy, Medium, Strong, Changeable or Random.
- **Pin Position:** This option allows you to alter the position of the hole on the green. There are four Pin Positions available to choose from.
- **Gimmies:** This enables you to set the Gimmie distance or turn them off altogether. Opting to take a Gimmie allows the player to sink the ball without playing a shot, but only when the ball has landed within the specified distance. If Gimmies are on, this distance can be set. One stroke will be added to the player's total but

they will not be required to complete the hole.

- **Mulligans:** Taking a Mulligan lets the player retake their shot without adding to the number of shots taken. A player may choose to play a Mulligan when they are not satisfied with their shot, but only in Strokeplay, Skins or Matchplay games. The Mulligan option is not available in Tours. Mulligans can be set to Tee-Off Only, 9, 18, or Unlimited.
- **Play:** Select this option and you will be head out to the course to begin play.

START NEW TOUR

This option will start you off on the challenge of becoming the number one golfer on the PGA European Tour:

Select Player: You must select your player before starting out on the Tour. The Tour is one player only. You must choose one player from the four available.

Tour Type: This option allows you to choose between a Long or Short Tour. A Short Tour will reduce the number of rounds in each event - Challenge Tour events will have 1 round and European Tour events will have 2 rounds. A Long Tour will increase the number of rounds in each event - Challenge Tour events will have 2 rounds and European Tour events will have 4 rounds.

Next Tour Event: The Next Tour Event options will allow you to begin the event and access tour information. The following options are available:

- **Golfer Set-up:** By highlighting and selecting your golfer's name you can access the Golfer Set-up options.
- **Play:** The Play option will get the competition underway and take you out on course.
- **Practice:** The Practice option will provide you with an opportunity to practice the course on which the next event is taking place. During these practice rounds you will also have the chance to reduce your handicap but only if you complete the full 18 holes. By playing practice rounds, you will have a greater chance of gaining a scratch handicap by the end of the season.
- **Rankings:** View the current Tour rankings and winnings so far.
- **Schedule:** This screen details the events which make up the current season.

CONTINUE LAST TOUR

You can continue a previously-saved Tour game with this option. The game will continue at the hole where you made your last save.



PGA European Tour will require you to progress through a number of stages in order to achieve your goal of becoming the number one ranked player on the PGA European Tour. These stages are described below:

AMATEUR SEASON AND YOUR HANDICAP

When starting a new tour you will be given a handicap. This will have to be reduced to scratch (zero) in order for you to progress from Amateur to Professional Status. You can reduce your handicap during competitive play or during practice rounds which are available between Tour events. However, your handicap will not effect your final placing in Challenge Tour events.

Once you have turned Professional, you will be ready to compete for a place at the PGA European Tour qualifying school. If during an amateur season you reduce your handicap to scratch and finish among the top 8 ranked players on the Challenge Tour you will automatically turn professional and gain a place at the Qualifying School.

CHALLENGE TOUR

The Challenge Tour will consist of four events and 24 players. Once you have become a Challenge Tour Professional you must attempt to qualify for the

European Tour Qualifying School. To gain a place at the Qualifying School you must finish the season among the top 8 ranked Professionals on the Challenge Tour. If you fail to gain a place among the top 8 professionals you will have to try again next season. Rankings will be based on prize money; the player with the most prize money is the number one ranked player.

THE EUROPEAN TOUR QUALIFYING SCHOOL

The Qualifying School will involve the Top 8 ranked Challenge Tour Professionals. It will also include the bottom 8 ranked players from the PGA European Tour who will have to attempt to regain their places on the Tour. Having entered the Qualifying School you will be required to play 1 round (Short Tour) or 2 rounds (Long Tour) and finish the event among the top 8 to qualify for a place on the European Tour. If you fail to do this and finish among the bottom 8 players you will return to the Challenge Tour and have to try again next season.

THE PGA EUROPEAN TOUR

Once you have successfully completed the Qualifying School and gained a place on the PGA European Tour, you will be competing against some of the best golfers in Europe and the rest of the world. Your aim now is to become

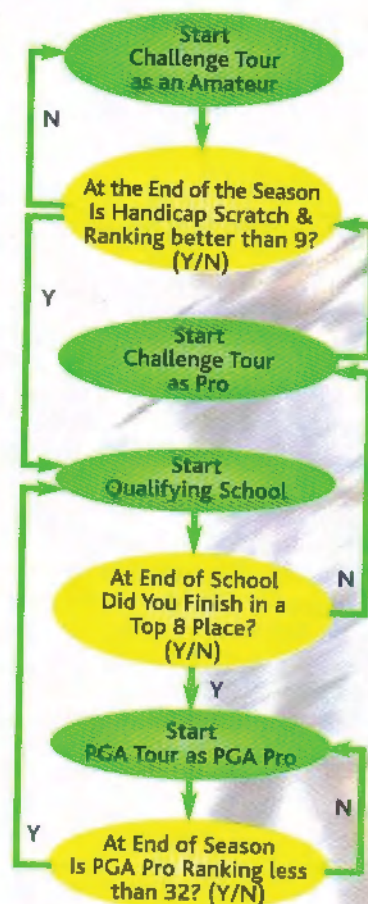


the number one ranked player on the Tour—the PGA European Tour Champion. The European Tour is composed of 40 of the world's greatest professional players and consist of seven real life events played on actual tour courses.

During PGA European Tour events a Cut will take place to reduce the number of competing players. This Cut will occur when the event has reached the half way stage (after the 1st round in a short tour and after the 2nd round in a long tour). The lowest scoring players will drop out of the event after the cut and the rest of the field will progress to the next round.

The last event of the season will be a Matchplay event contested by the top 16 ranked players on the PGA European Tour. This event will be the Matchplay Championship.

The flowchart to the right shows how you can progress from the Challenge Tour on to the PGA European Tour.



Options

The Options can be accessed at any point prior to going out on the course by pressing START. From the Options Menu the following are available:

GOLFER SET-UP

This menu enables you to create up to four golfers. It also allows you to edit the set-up for the other tour players, as well as view their records. Once you have entered the Golfer Set-up screen the following options are available (and they will vary, depending on whether you choose a Human or CPU player):

Name Set-up: Rename the Human players.

Appearance: Change your player's outfit, nationality and skin tone.

Clubs: You can customize the clubs the Human players will have available to them when out on the course. You can choose any of the clubs (minimum of 7, maximum of 14.) You must always include the putter in your club mix.

Records: View the selected player's European Tour details (Profile and Statistics). These are the players real life records, not their achievement in the game.

Play Mode: The Play Mode option will allow you to choose either a Standard or Advanced level of play. This essentially sets the difficulty level for Human players. More details on the differences between the two modes can

be found under the section heading "Playing The Game".

Control: The control option allows you to change the control method used for the player. There is a choice of either the 3 Click Swing, 2 Click Swing, X Swing or the Y Swing (These are described in more detail later under the heading "Swing-o-Meter Operation").

Tee: This option will let you select the tee off position for the player. You can choose between Competition, Professional and Amateur tees. These will only apply on Non-Tour games. In Tour games the Competition tees are always used.

COURSES

The Courses option allows you to access the course information. Once selected you will be required to select one of the four courses, which makes the following options become available:

Course Guide:

This displays the par and distance of the hole you have chosen. You may also view a fly-by or a hole map.

Score Card: The score card will provide you with information such as the Amateur, Professional and Competition Tee distances and also the par for each hole.

Course History: This option provides you with a brief history and information about the course.

Options

AUDIO

The audio settings for the game can be adjusted by selecting this option.

In-game menu

The In-Game Menu functions in the same manner as the Main Menu and can be accessed by pressing START Button. Once selected, the game pause. You can select from the following options (although the exact options will depend on the game type being played):

CONTINUE

This exits the in-game menu and allows you to continue your game.

MOVE BALL

This option allows you to reposition the ball when practicing.

WALK HOLE

This gives you control over the game camera, allowing you to walk and view the entire length of the hole at your own pace.

FLY-BY

Select this option and sit back while the camera pans from Tee to Green. Press the A Button to return to the in-game menu.

SCORE CARD

Selecting this option allows you to view the current player's score card. By

SELECT LANGUAGE

The language can be changed with this option.

LEADERBOARD

This option displays the current Leaderboard. Push up and down on the Controller Stick / + Control Pad if you want to scroll up or down the Leaderboard.

HOLE STATUS

By selecting this option you will be provided with information on the hole being played along with the current status of the players taking part.

OPTIONS

This displays the following sub-menu:

Continue: Takes the player back into the game.

Hole Map: Turn the Hole Map on, off or set it to toggle mode (using the C Button).

Grid: This option enables you to turn the Green Grid on or off.

Ball Trail: Sets the length of the ball trail.

Commentary: Turns the commentary on or off.

In-game menu

Distances: Choose the unit of measurement you wish to be displayed (yards or meters).

Volume: Adjust the master volume level.

Drop Out: This allows the player whose turn it is to remove themselves from play for the duration of the present hole. This player will be brought back into play on the next hole. Selecting this option when playing Practice Hole will return the player to the tee.

QUIT

This will exit you from the game and take

you back to the Main Menu. If you are in a Tour, you will also be provided with the following additional options:

Continue Game: This option exits the quit menu and continues your game.

Save and Quit: This option saves the Tour before quitting, allowing you to resume it at another time.

Quit without Saving: Abandon the Tour and quit without saving your progress or overwriting any previous saves.

Playing the game

When setting up a shot you will have to aim, select the required club and choose an appropriate shot type. The controls needed to set up and take your shot are provided at the beginning of this manual, but here are a few basic steps to help you make the ball go where you want it to:

AIMING YOUR SHOT

When playing in Standard Mode you can aim your shot via the Ball Arc using up, down, left and right on the Control Stick / + Control Pad. The Ball Arc will display the flight path of the ball and the first landing/bounce point assuming that the shot is hit perfectly. However, the ball's path can be affected by factors such as weather

conditions, wind speed, ground surface, etc. When playing in Standard Mode you will also see how any fade or draw applied to the shot will affect the ball's flight path (See "Applying Fade or Draw" for more details). When on the green in Standard Mode, you will be



Playing the game

given a Ball Path Indicator which will show the approximate line the ball will follow. Below is a guide to the color coding of the Ball Arc:

If the Arc is yellow:

it should be virtually unaffected if struck perfectly by the golfer.

If the Arc has orange shading:

the ball is liable to be affected by the wind. The darker the shading, the greater the affect on the ball's trajectory.

If the Arc is red:

there is an obstacle in the ball's path (e.g. a tree).

When playing in Advanced mode, you will be given a Targeter. This will act as a rough guide to the ball's direction.

APPLYING DRAW OR FADE

This can be done simply by using the R Button (draw) or L Button/Z Button (fade). A draw shot will cause the ball to travel to the right before coming in left towards the target. A fade shot will cause the ball to travel to the left before coming in right towards the target. The amount of fade or draw applied to the shot will be shown in the centre of the Swing-o-Meter on the ball graphic as a red crosshair known as the Ball Spin Indicator. When playing in Standard Mode you will see the applied spin reflected on the Ball Arc.

SELECTING CLUBS AND SHOT TYPES

To select a club and shot type you must first either press and hold, or press and release the B Button. Once you have made your selection, releasing or repressing the B Button will confirm your choice and remove the menu from the screen.

**TAKING THE SHOT**

Once you have set up your shot, it's time to swing the club. Pressing the A Button will activate the Swing-o-Meter, allowing you to hit the ball (For more information on how the Swing-o-Meter operates along with details on the various control methods, see "Swing-o-Meter Operation").


 Swing-o-meter operation


 Swing-o-meter operation

There are four methods of controlling your golfer's swing :

1. 3-Click Swing
2. 2-Click Swing
3. X Swing
4. Y Swing

You can select your preferred method of control in the Golfer Set-up menu. Each of these control methods are described below:

3-CLICK SWING

Press the A Button to activate the Swing-o-Meter and start the backswing. The length of the backswing will determine the power applied to the shot. Once the backswing is in progress, start the downswing by pressing the A button for a second time. Press the A Button for a third time to make contact with the ball, ideally when the downswing reaches the Club-to-Ball Connection Point (perfect shot marker). Stopping the downswing to either side of the required connection point may result in a hook or slice shot.

Easy Guide :

- 1.) Activate Swing-o-Meter and Backswing with the A Button
- 2.) Press the A Button for a second time to stop the backswing and start the downswing.
- 3.) Press the A Button for a third time to hit the ball, ideally on the Club-to-Ball Connection Point.

2-CLICK SWING

Press and hold the A Button to activate the Swing-o-Meter and start the backswing. The length of the backswing will determine the power applied to the shot. Start the downswing by releasing the A Button. Press the A Button again to make contact with the ball, ideally when the downswing reaches the Club-to-Ball Connection Point (perfect shot marker). Stopping the downswing to either side of the required connection point may result in a hook or slice shot.

Easy Guide :

- 1.) Activate the Swing-o-Meter and backswing by pressing and holding the A Button.
- 2.) Release the A Button to stop the backswing and start the downswing.
- 3.) Press the A Button again to hit the ball, ideally on the Club-to-Ball Connection Point.

X SWING

Press and hold the A Button to activate the Swing-o-Meter. Push the directional control (either the Control Stick or + Control Pad) to the left to start the backswing. The length of the backswing will determine the power applied to the shot. Activate the downswing by pushing the directional control to the right. Release the A Button to make contact with the ball, ideally when the downswing reaches the Club-to-Ball Connection Point.

During the backswing and downswing, the left to right movements of the Controller should remain horizontal. Any deviations from the horizontal may result in a hook or slice.

Easy Guide :

- 1.) Activate Swing-o-Meter by pressing and holding the A Button.
- 2.) Push the directional control left to start the backswing.
- 3.) Push the directional control right to start the downswing.
- 4.) Release the A Button to hit the ball, ideally on the Club-to-Ball Connection Point.

Y SWING

Press and hold the A Button to activate the Swing-o-Meter. Push the directional control (either the Control Stick or + Control Pad) down to start the backswing. The length of the backswing will determine the power applied to the shot. Activate the downswing by pushing the directional control up. During the downswing you should release the A Button to make contact with the ball, ideally when the downswing reaches the Club-to-Ball Connection Point. During the backswing and downswing, the down to up movements of the Controller should remain vertical. Any deviations from the vertical may result in a hook or slice.

Easy Guide :

- 1.) Activate Swing-o-Meter by pressing and holding the A Button.
- 2.) Push the directional control down to start the backswing.
- 3.) Push the directional control up to start the downswing.
- 4.) Release the A Button to hit the ball, ideally on the Club-to-Ball Connection Point.

SWING-O-METER DESCRIPTION

On the next page is a diagram identifying the various features of the Swing-o-Meter followed by descriptions of them:

Ball-to-Club Connection Point The "Ball-to-Club Connection Point" is the ideal point at which the club should connect with the ball. Stopping the downswing indicator on this point will result in a straight shot. Stopping the downswing indicator to the left or right side of this point may result in a hooked or sliced shot.

Extra Power Area: The "Extra Power Area" allows you to add extra backswing and therefore extra power to your shot. However, once this area has been entered, the downswing will become faster, therefore making it more difficult to maintain accuracy.

Slice Area: If the downswing indicator is stopped within the "Slice Area" the ball may be sliced. The extent of the slice will depend on the position within the area



the Swing-o-Meter was stopped—the nearer it is stopped to the “Ball-to-Club Connection Point”, the less slice will be applied. When sliced, a ball will bend to the right of its intended target.

Hook Area: If the downswing indicator is stopped within the “Hook Area” the ball may be hooked. The extent of the hook will depend on the position within the area the Swing-o-Meter was stopped - the nearer it is stopped to the “Ball-to-Club Connection Point”, the less hook will be applied. When hooked, a ball will bend to the left of its intended target.

Ball Lie Indicator: The “Ball Lie Indicator” shows the surface the ball has landed on (e.g. bunker, heavy rough, etc.).

Wind-o-Meter: The “Wind-o-Meter” shows the direction and strength of the wind.

Power Indicator: The “Power Indicator” indicates the amount of power to be applied in order for the ball to reach the desired landing area. The actual distance the ball is hit will be affected by elements such as player accuracy, wind and ground conditions.

Spin Indicator: The “Spin Indicator” shows the type of spin being applied to the shot and reflects which shot type has been selected.

Power Bar: The “Power Bar” indicates the backswing and power being applied to the shot. The larger the Power Bar, the longer the backswing and the greater the power applied to the shot.

Putting Mode Active: Once on the green the Swing-o-Meter will change to putting mode. The ball in the centre of the Swing-o-Meter will be enlarged and

a putter graphic will be shown over it. For short putts the scale of the Swing-o-Meter will change allowing you to hit more precise short putts. When the scale changes in this way a magnifying glass will appear over the ball graphic in the Swing-o-Meter.

Invalid Shots: When the shot you have set up is invalid (i.e. you are unable to play the shot, due to the golfer's position, for example) the outline of the Swing-o-Meter will turn red. You will also hear a negative sound effect to signify that the shot you wish to play is not possible.

Putting

You will automatically use your putter when your ball is on the green. Putting with the Swing-o-Meter isn't much different from taking a shot with another club, but there are a few differences which depend on whether you are playing in Standard or Advanced mode and which control method you are using. These are as follows:

STANDARD PUTTING

In Standard mode you will be provided with a controllable Ball Path Indicator which will highlight the path the ball will follow. The Power Indicator on the Swing-o-Meter will change as you alter the distance of the Ball Path Indicator. Hitting the putt required is a simple

matter of lining up your putt, then stopping the Power Bar on the Power Indicator.

ADVANCED PUTTING

In Advanced mode you will be provided with a Targeter which will show the direction which you will be hitting the ball. Once you've selected the direction, check out the distance text and judge the strength of putt which will be required. Hitting the putt is a simple matter of lining up your putt and then stopping the Power Bar at a point which you consider to be correct.

X AND Y SWING PUTTING

If you are using the X or Y Swing, the operation of the Swing-o-Meter when putting is slightly different. When

putting with the X or Y Swing, work out the strength and distance of the putt. Then aim your shot, stopping the Power Bar at the desired power point and try to stop the downswing of the putt on

the Ball-to-Club Connection Point is make sure the putt is hit straight.

Note: You may wish to turn the Green Grid on to aid your putting.

Post shot options

Once the ball has come to rest, you will be presented with details about the shot and a list of options. (The exact options available will depend on the game style you are playing, the shot you have played, options you have selected in the front end, etc.):

Continue: Takes you out of the menu screen and back into game.

Replay: This option will provide you with an action replay of the previous shot from a different angle.

Mulligan: Allows you to play a Mulligan and displays the number of remaining Mulligans.

Gimmie: This enables you to take a Gimmie. It will then be assumed that you holed the ball.

Drop Ball: After landing in the water, you will be given a chance to place the ball in the vicinity of its landing position.

Rehit: After landing in the water, you will also be allowed to rehit the ball from the same position as your previous shot if you wish.

Retake Shot: This also takes you back to play your shot again from the same position, but only applies when in Practice Hole.

Saving games and players

You may save at any point by selecting the Quit option on the in game menu, and then opting to Save and Quit. Continuing this game will take you to the hole you made the save on.

You may save up to four Human players' details. Any changes you make to any of these Golfers' Set-up options will be saved when you go in-game.

Albatross: Hole completed 3 under par.

All Square (A/S): When players have the same score as each other in Matchplay games they are said to be "All Square".

Amateur: A beginner; a player who has not yet achieved Professional status and may require a handicap.

Arc: The ball's line of trajectory.

Birdie: Hole completed 1 under par.

Bogey: Hole completed one or more over par (e.g. 2 over par = Double Bogey).

Bunker: An area of sand which is part of the course.

Cut: The splitting of the field in a Tour event which removes the worst scoring players from the competition.

Draw: Curve applied to the ball's trajectory which causes it to set off to the right before coming in to the left.

Eagle: Hole completed 2 under par.

Even: Finishing a hole or course in the same number of shots as it's par.

Fade: Curve applied to the ball's trajectory which causes it to set off to the left before coming in to the right.

Fairway: The clear area leading up to the green.

Fourball: Team based event. Two teams of two, one ball per player.

Foursome: Team based event. Two teams of two, one ball per team.

Fringe: The border around the green which has slightly longer grass.

Gimmie: An option which enables the player to sink the ball without actually

playing the shot, once they have reached a designated distance from the hole.

Green: The area at the opposite end to the tee; location of the hole.

Greens in Regulation: Getting to the green while at least two under par.

Handicap: A player's handicap is the average number of strokes a player takes to go round a course over the par for the course (under usual strokeplay conditions). A player's handicap will be calculated by taking an average from completed 18 hole scores.

Heavy Rough: An area which has not been cleared; thick or longer grass.

Honor: The player or team who tee off first are said to "have the honor".

Hook: A mis-hit or inaccurate shot which has unintentional spin causing it to swerve to the left.

Level: Drawing with your opponent(s) in Matchplay game.

Light Rough: A border around the edge of the green or fairway, where the grass is longer than that on the area intended for play, but not as dense as in the Heavy Rough.

Matchplay: A game style in which players or teams compete to finish each hole in fewer shots than each other.

Mulligan: An option which enables the player to retake a shot without adding to their shot total.

Par: The number of shots it is expected that a player should be able to complete the hole or course in.

Par Breaker: A hole completed under par.

Pin: The flag which indicates the position of the hole on the green.

Pot: A collection of money awarded to the outright winner of a hole in Skins.

Professional: The highest standard of golfer.

Sand Saves: Completing the hole even or under par after being in a bunker.

Scratch: A player who has a handicap of zero is said to have a "Scratch Handicap"

Skins: A style of game where players or teams compete for money over each hole.

Slice: A mis-hit or inaccurate shot which

has unintentional spin causing it to swerve to the right

Status: The standard of play achieved by a player (i.e. Professional or Amateur).

Strokeplay: A style of game where players or teams play to complete the set number of holes in as few shots as possible.

Tee: The position where each hole is started.

Tee Off: The first shot of each hole.

Tour: Competitive play consisting of a series of events, each played on a different course.

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