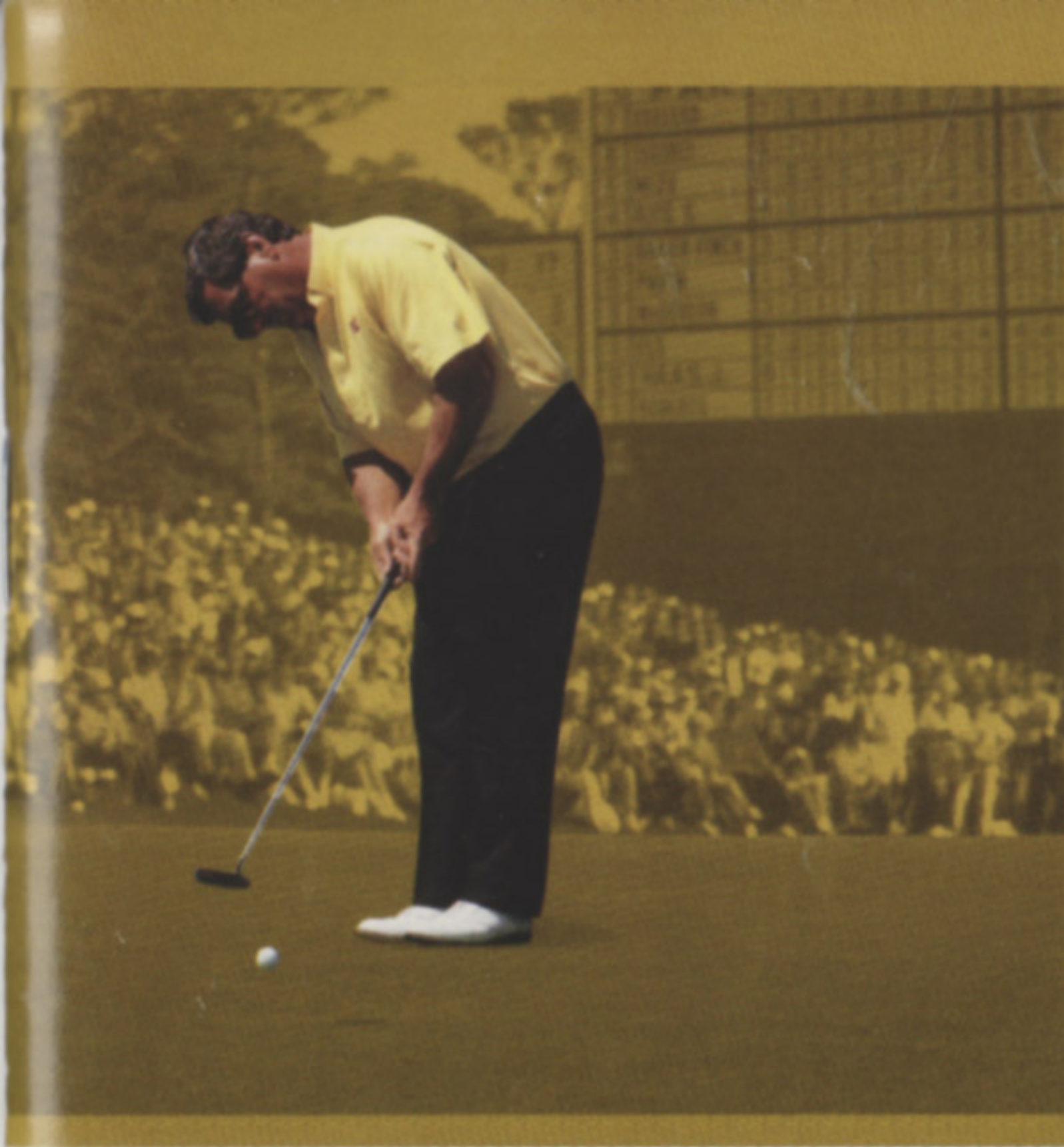




BY NUFX, INC. AND HITMEN PRODUCTIONS

PGA TOUR 96



WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

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

WARNING To Owners of Projection Televisions!

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

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

TABLE OF CONTENTS

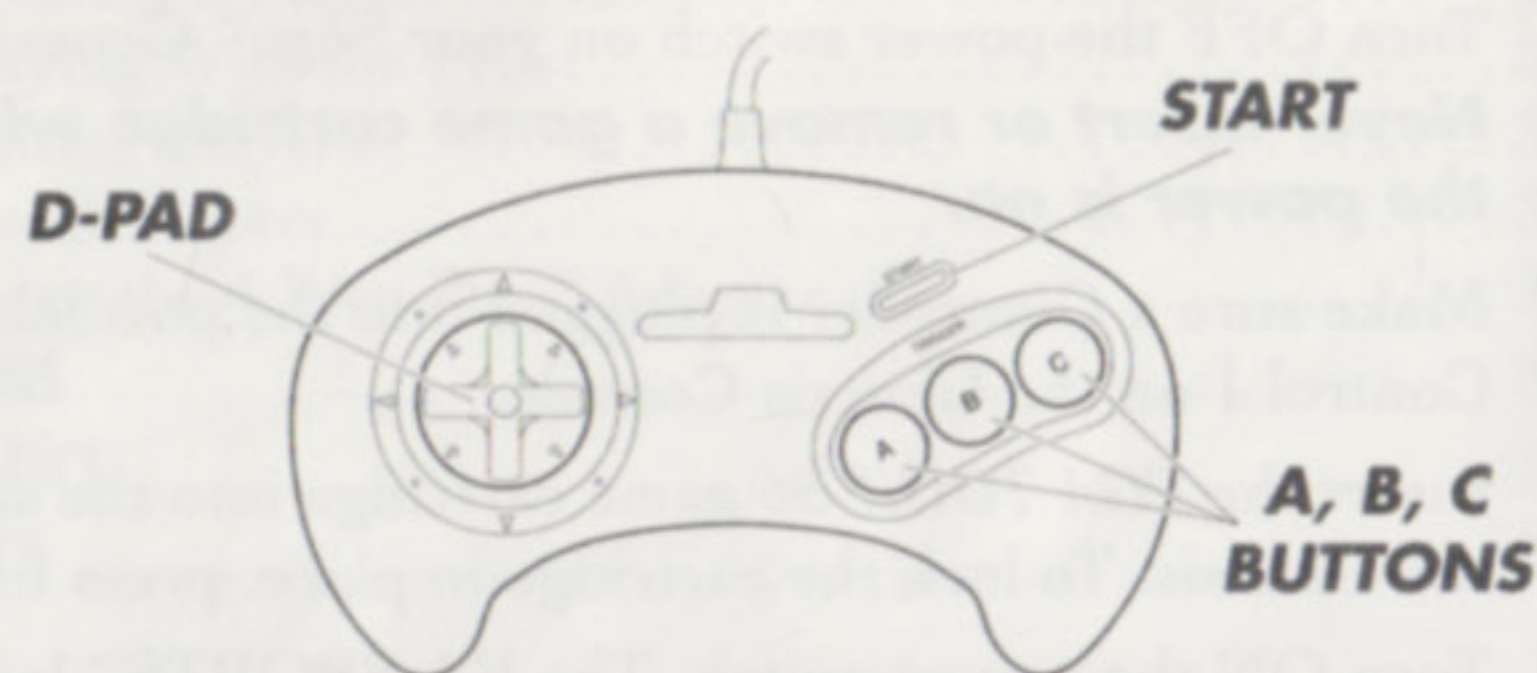
STARTING THE GAME	3
COMMAND SUMMARY	4
WELCOME TO PGA TOUR 96!	6
MAIN MENU	7
PLAYING A PRACTICE HOLE	9
PLAY GOLF	10
The Information Bar	10
The Swing	11
The Swing Meter	11
Changing Clubs and Distance Potential	13
Gauging the Wind	13
Calculating Your Shot	14
Aiming Your Shot	14
Swing Selection	15
Ball Spin	15
Putting	16
AFTER EACH SHOT	17
Replay	18
Save Shot	18
Rehit/Drop	18
Scorecard Screen	19
THE PAUSE MENU	20
GAME MODES	23
Stroke Play	23
Tournament	24
Match Play	25
The Skins Game	26
EA Shoot-Out	26
Driving Range/Practice Putting	27
Practice Hole	27

PLAYERS	28
Creating a Player.....	29
Playing With the Pros.....	32
Editing Players	32
Saved Players	33
Using the 4 Way Play™ Adapter	34
OPTIONS.....	34
STATISTICS.....	35
CREDITS	37

STARTING THE GAME

1. Turn OFF the power switch on your Sega™ Genesis™.
Never insert or remove a game cartridge when the power is on.
2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert the *PGA TOUR® 96* game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch. The EA SPORTS™ logo appears (if you don't see it, begin again at step 1).

COMMAND SUMMARY



THE MAIN MENU

Highlight Option	D-Pad ↑
Cycle through Options	D-Pad ↔
Select an Option	C
Start the game	START

THE NEW PLAYER SETUP SCREEN

Enter a Name at Players Card	D-Pad
Toggle between Players Card, Clubs, and Setup	B
View all clubs	D-Pad ↔
Remove/Add Club from Bag	D-Pad ↑
Highlight Tees, Level, Caddie, Grid, and Input	D-Pad ↓
Cycle between choices available at the Setup card	D-Pad ↔

THE NEW PLAYER SETUP SCREEN (cont'd)

Exit screen and return to Main menu without saving any selections	A
Exit screen and go to course	Highlight DONE and press C (only if you entered screen by pressing START at the Main menu).

ON THE COURSE

Display Ball Spin Window	Press and hold A
Hit the Ball	B (Press 3 times to hit the ball.)
Display Swing Selection Window	C
Adjust Aiming Cursor	D-Pad ↔
Change Club Selection	D-Pad ↑
Display/Exit Pause menu (also pauses game)	START

THE PAUSE MENU

Highlight Option	D-Pad ↑
Cycle through Options	D-Pad ↔
Select an Option	C
Exit Pause menu and return to game	START or A

WELCOME TO PGA TOUR 96!

EA SPORTS and the PGA TOUR present the most realistic looking golf game for the Sega Genesis, including realistic 3D courses with hills and valleys. Players can play as or against 10 PGA TOUR pros, whose actual digitized swings are in the game. Experience what it's like to play on the PGA TOUR.

- PGA TOUR license
- 10 featured PGA TOUR pros
- Three fantastic courses from which to choose: Spyglass Hill™ Golf Course, TPC at Sawgrass, and TPC at River Highlands
- Digitized golfer swings (photo-realistic)
- Next generation interface
- Multiple pin placements
- Instant Replay
- Digitized sounds
- Save players and statistics, games, and shots
- Different types of play: Tournament, Stroke, Skins, Match, Shoot-Out, Driving Range, Practice Putting, and Practice Hole
- Mulligans and Gimmies

MAIN MENU

The Main menu is the place where you select the type of game you want, the course, the number and type of golfers, and wind conditions. You can also customize your game with commentary and display options, or resume a game in progress.



To make selections from the Main menu:

1. D-Pad ↑ to highlight an option.
 2. D-Pad ↔ to cycle through selection available under an option.
 3. Press **C** to select an option and continue to a submenu for that option (if applicable).
 4. Press **START** to tee off from the Main menu. If you are not in a Practice mode, and you haven't chosen any players, you will be taken to the Players Setup screen first. See *Players* on p. 28.
- Throughout this manual, default menu options are listed in **bold** type.

The options available at the Main menu are:

- | | |
|-------------|---|
| GAME | Select the game mode you want, as well as the number of holes. There are 14 different configurations from which you select. For example, you can play a full round of Match play, or you can elect to play just the front 9 holes. See <i>Game Modes</i> on p. 23 for descriptions of each game mode. |
| COURSE | Select a course to play. There are 3 to choose from: TPC AT RIVER HIGHLANDS, TPC AT SAWGRASS, and SPYGLASS HILL GOLF COURSE. |
| WIND | Choose from CALM, BREEZY, or WINDY. The wind affects the flight and course of the ball. See <i>Gauging the Wind</i> on p. 13. |
| PLAYERS | Choose the type and number of golfers you want. You can play AS or AGAINST a PGA TOUR pro, or you can create your own persona. See <i>Players</i> on p. 28. |
| OPTIONS | Access a submenu with 6 different options to customize your game. See <i>Options</i> on p. 34. |
| RESUME GAME | Resume a saved game. See <i>Save Game</i> on p. 22. |

PLAYING A PRACTICE HOLE

Before you enter a Tournament and play for mass quantities of cash, you might want to try playing a practice hole on the course of your choice.



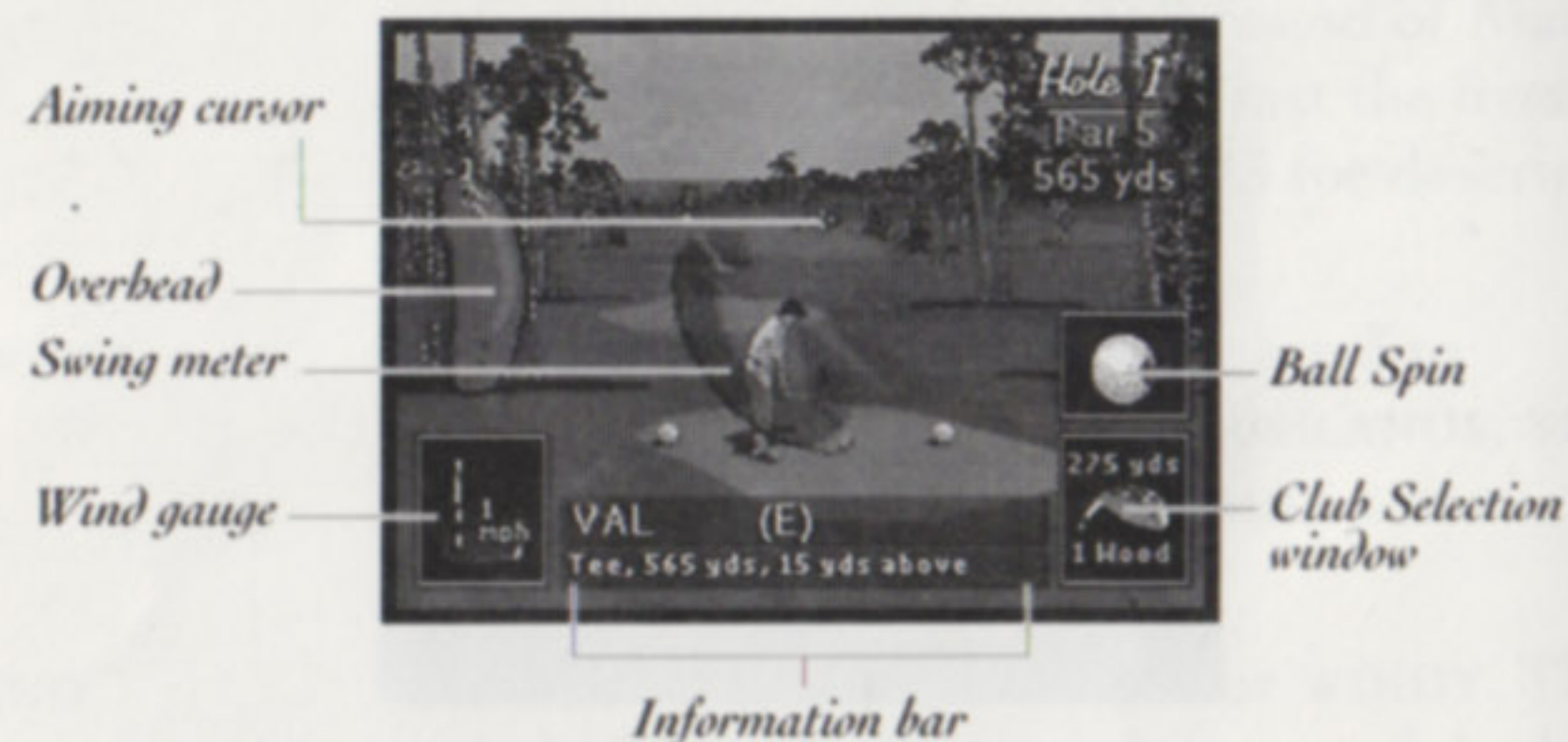
To play a practice hole:

1. From the Game option at the Main menu, select PRACTICE HOLE.
2. Select a course to play; D-Pad ↑ to COURSE, and D-Pad ↔ to cycle through your choices.
3. Press **START**. The Hole Selection screen appears.
4. D-Pad ↑ to cycle through the 18 holes. An overview of the hole, yardage, and par appear on the screen.
5. When you've decided on a hole, D-Pad ↔ to highlight PRACTICE and press **C**. You are taken to the tee.
 - To exit the Hole Selection screen and return to the Main menu, D-Pad ↔ to QUIT and press **C**.

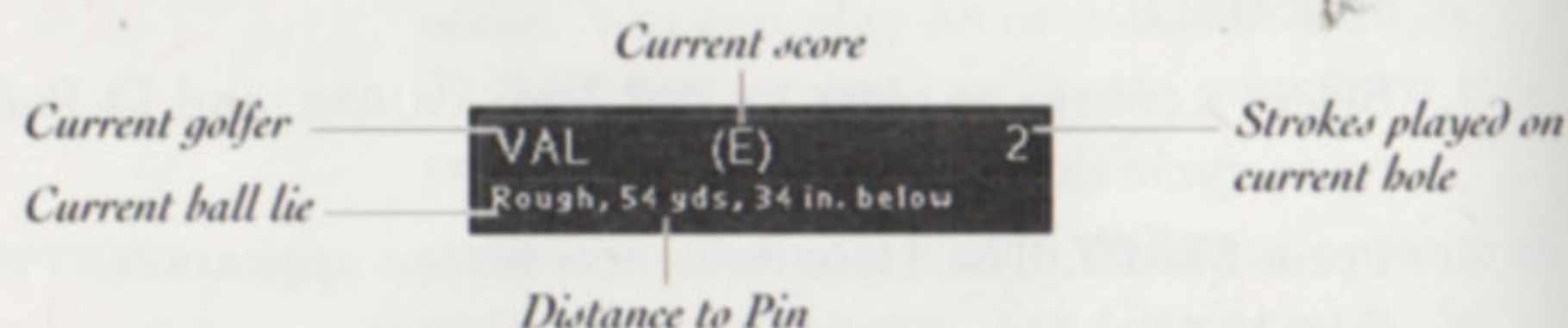
After playing the hole, you return to the Hole Selection screen. Choose another or return to the Main menu.

PLAY GOLF

Out on the course is where you want to be; this section contains all the information you need to play a round of golf.



THE INFORMATION BAR



The Information bar at the bottom of the game screen gives you the following information before and after each shot: golfer name, total score, strokes played on current hole, your ball lie, the distance to the pin, and the height of your ball relative to the pin (if Ø is displayed, the ball and pin are level).

After your shot, the Information bar displays the distance of your shot and the new ball lie.

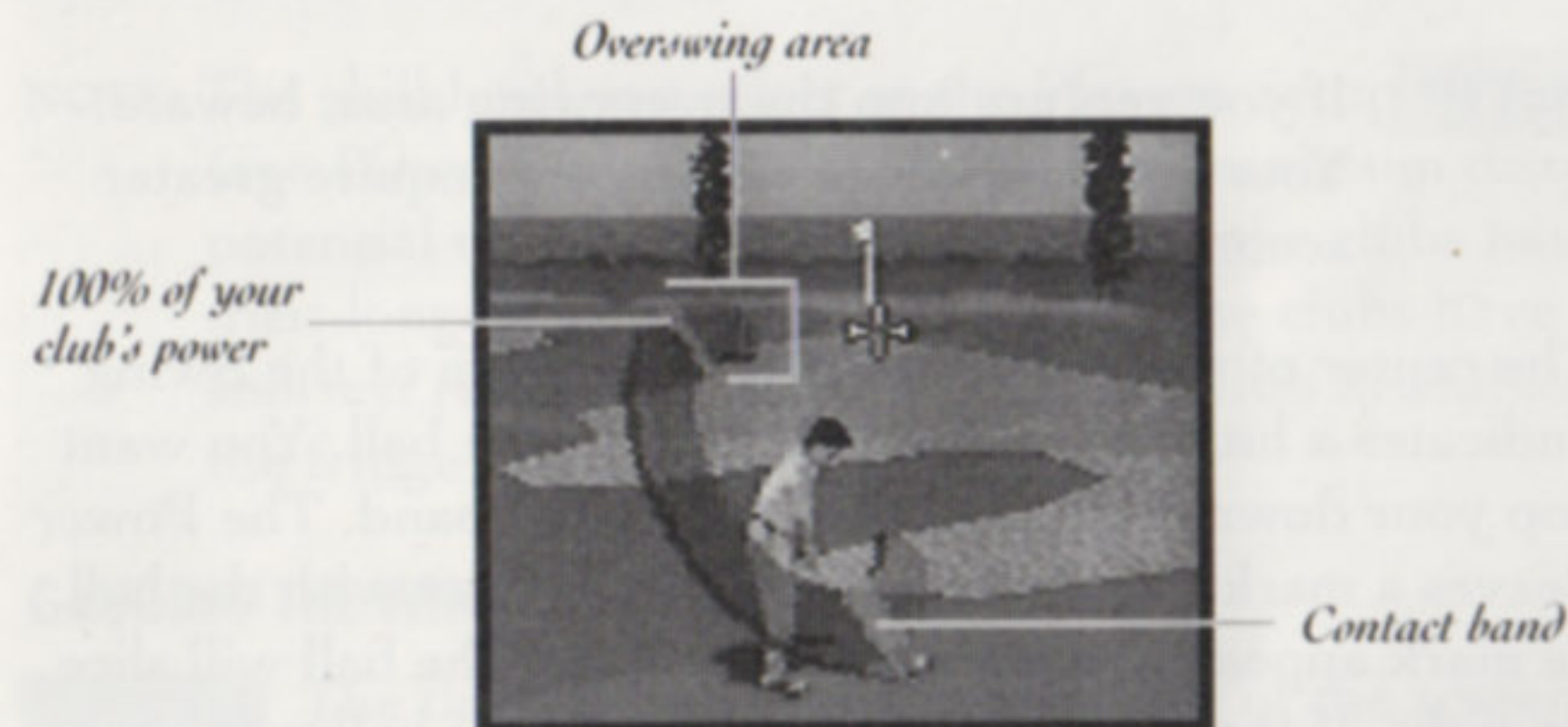
THE SWING

The swing is divided into three separate parts: the backswing, the downswing, and the contact.

1. Press **B** to begin the backswing.
2. Press **B** again to stop the backswing and determine your shot power (distance of the shot).
3. Press **B** a third time to strike the ball and determine the accuracy of the shot.

NOTE: If the second and/or third button presses are not made, a "duff" shot occurs as a penalty.

THE SWING METER



The Swing meter consists of a blue Swing arc with an Overswing area, a yellow Contact band at the bottom, and the moving Power bar.

You need to understand the Swing meter before you can make accurate shots consistently. When you start your swing, a black Power bar begins traveling up the Swing arc. When you stop your backswing, the Power bar leaves a mark to indicate where it stopped and begins traveling back down the Swing arc. The farther up the arc the Power bar moves, the greater distance you can get on your shot. 100% of a club's distance potential is reached when the Power bar stops right on the yellow band separating the blue Swing arc from the red "overswing" area.

On shots where you're too far away to reach the green, you might want to venture into the overswing area to increase your distance, but on shots aimed at the pin you should always choose a club that can get you there without overswing.

EA TIP If you venture into the overswing area, beware. Your shots are more erratic and require greater accuracy.

The center of the yellow band at the bottom of the Swing arc indicates a hit with no hook or slice on the ball. You want to stop your downswing in the center of that band. The Power bar leaves a mark where the club makes contact with the ball. If the mark appears to the right of the band, the ball will slice to the right. If the mark appears to the left, the ball will hook to the left. The further the mark is from the center, the more the ball will hook or slice.

NOTE: If you are playing at the Pro level, no contact band appears at the bottom of the Swing arc.

CHANGING CLUBS AND DISTANCE POTENTIAL



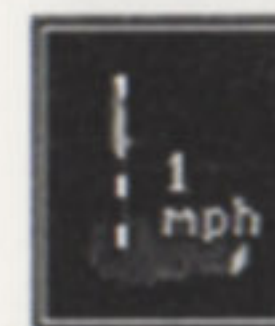
The program automatically selects a club for every situation, but you don't have to use it. Many factors, including wind and ball lie, can influence your club choice.

- To select a longer distance club, D-Pad ↑. If you keep pressing the D-Pad, you will go through your entire golf bag.
- To select a shorter distance club, D-Pad ↓.

Each club has different characteristics, one being its maximum distance potential. These potentials assume a perfect lie, no wind, and a flat spot for the ball to land so it can bounce and roll. The distance potential is above the club.

NOTE: The skill level you select at the Players Setup screen (see *Players* on p. 28) determines the maximum distance potential of a given club. At Pro level, the clubs have their longest range. At Novice level, the clubs have their shortest range. The putter is the only club available on the fringe and the green.

GAUGING THE WIND



The flag blowing in the bottom left of the screen indicates the wind speed and direction.

EA TIP

The short irons impart a greater arc to the shot than do woods and long irons. Consequently, the higher the arc of the shot, the more the wind influences the flight of the ball. Take this into consideration when choosing clubs, *and* when adjusting for draw and fade.

CALCULATING YOUR SHOT

If the distance to the pin is 135 yards, and your club has a distance potential of 140 yards, you'll want the Power bar to go to the top of the Swing arc. Make sure you always take into consideration the wind, ball lie, and other factors before calculating your shot.

AIMING YOUR SHOT

The aiming cursor (in the middle of the screen when you're about to hit) indicates the direction the ball will travel if you hit square and there's no cross-wind. The cursor always points to the center of the fairway or the pin, so you might want to adjust it if there's an obstacle in your way, or pin placement demands a change.

NOTE: On par 3's, the cursor always points to the center of the green.

- To move the aiming cross-hair left/right, D-Pad $\leftrightarrow$.

SWING SELECTION

You can change the type of swing you make depending upon the club and the current ball lie. The Swing menu is only available from certain ball lies. Choose from the following swing types:

NORMAL	All irons, woods and putter default to normal.
CHIP	All irons, including wedges.
PITCH	All irons, including wedges.
BLAST	All irons: available for bunker shots only.

- To display the Swing menu, press **C**. D-Pad $\updownarrow$ to select the swing type you want. Press **C** again to confirm your choice and return to the game screen.

BALL SPIN**Draw and Fade**

You can play a draw or a fade with any wood or iron from the fairway or the tee. Draw curves the ball from right to left, while fade curves the ball from left to right. Draw and fade are useful when trying to avoid hazards or negotiate doglegs.

- To play a draw or fade, press and hold **A**. The Ball Spin window appears. D-Pad $\leftrightarrow$ to adjust the amount of draw/fade. A blue arrow appears on the ball; the greater the arrow, the greater the degree of draw/fade. An arrow on the left side of the ball adjusts the draw; the arrow on the right adjusts the fade.

Backspin



To improve control, you can increase backspin on the ball. The short irons impart more backspin than the long irons, and the woods impart no backspin. The Ball Spin window displays the degree of backspin with a blue arrow.

- To increase backspin on the ball press and hold **A**, and D-Pad ↓. There are two degrees of backspin available; the greater the blue arrow, the greater the amount of backspin.

Ball Lie

Ball lie affects the distance and accuracy of your shot. Shots from sand traps and the rough are less reliable. When playing from undesirable lies, it's important to be very accurate on your backswing and contact. In *PGA TOUR 96*, you even have lies on hills. The ball lie is displayed on the Information bar, or, when your ball is on a hill, a window appears showing the lie.

PUTTING

The Swing meter on the green works just like anywhere else.

- To putt, press **B** three times.
- To remove the golfer from the putting green and get a first-person perspective of the putting grid, press and hold **A**.

The distance potential of your putter can be changed over a range of 10 to 100 feet.

- To change the distance potential, D-Pad ↑.

If Commentary is ON, a window appears before every putt, giving you some advice on how to play it. Press **C** to close the window and take your shot.

EA TIP To increase your chance of making putts (particularly long putts) it's wise to consult the grid for any significant breaks in the green (see *Grid* on p. 31). The commentary provided before each putt is also very helpful (see *Commentary* on p. 22).

EA TIP Note that a ball usually breaks more at the end of the putt as the ball slows down. On uphill putts, make sure you give the ball enough power to reach the cup.

AFTER EACH SHOT

After each shot, several options appear on the game screen. OK and REPLAY appear after every shot, while MULLIGAN and GIMMIE appear only when those options are active (see *Mulligans* on p. 23, and *Gimmies* on p. 23). If you hit out of bounds the REHIT button appears, and if you land in the water, you can select DROP as well.



- To continue to the next shot or hole, D-Pad ↑ to highlight OK and press **C**.

REPLAY

- To view a replay of your shot, D-Pad $\updownarrow$ to REPLAY and press **C**. If NORMAL is selected from the Options menu, a forward angle replay occurs. If REVERSE has been selected, a reverse angle replay occurs.
- Press **A** to toggle between REVERSE/REPLAY.

SAVE SHOT

Save a spectacular shot to review at your leisure.

To save your shot for the record books:

1. After each shot, press **A** to display the SAVE SHOT option.
2. D-Pad to select and press **C** to save the shot. Only one shot can be saved at a time; each time you save a new shot, it replaces the previously saved shot.

To review your saved shot:

1. Go to the GAME option at the Main menu.
2. D-Pad $\leftrightarrow$ to the REPLAY SAVED SHOT option, and press **START**.

REHIT/DROP

The rules of golf penalize players one stroke for hitting the ball into a water hazard or out of bounds.

Water Hazards

When the ball lands in a water hazard, you have one of the following two options:

- You can REHIT the ball from its original spot and take a one stroke penalty.
- You can DROP the ball where it crossed the water, then hit from there with a one stroke penalty.

Out of Bounds

When the ball lands out of bounds, you must REHIT your shot from its original spot, adding one stroke for the penalty. For example, if your tee shot lands out of bounds, you'll be hitting three from the tee on your next shot.

SCORECARD SCREEN

Between Holes

When you finish a hole during a non-practice round, you return to a Scorecard screen. If you're on the front nine, the scorecard for holes 1-9 appears. If you're on the back nine, the scorecard for holes 10-18 appears. Three options are displayed along the bottom of the screen.

Back/Front 9

- To bring up the scorecard for the other nine holes, highlight this option and press **C**.

Putts/Score/G.I.R./Fairways

- To see how you rate in these categories, highlight this option and press **C**. SCORE returns you to the standard scorecard.
- To go to the next hole, select DONE.

THE PAUSE MENU

The Pause menu gives you access to several game play features, and lets you reconfigure certain aspects of the game in progress.



- To display the Pause menu, press **START** at any time before or after a shot. The Pause menu appears.
- To highlight an option, D-Pad $\updownarrow$.
- To toggle an option, D-Pad $\leftrightarrow$.
- To select a highlighted option, press **C**.
- To exit the Pause menu and return to play, press **START** or **A**.

SCORECARD

Displays a hole by hole scorecard for the current course. See *Scorecard Screen* on p. 19.

LEADERBOARD

This option is only available during tournament play, and displays a leaderboard with each player's current position. See *The Leaderboard* on p. 24.

SHOW PUTTING GRID

Displays a putting grid when you're on the green. If grid has been turned OFF at the Players Setup screen, choose this to see the grid for the current hole. See *Players* on p. 28.

ROTATE VIEW ANGLE

Change your view perspective by 15° to hit around obstacles on the course. When you select this option, a big, blue arrow appears on the game screen, pointing in the current view direction.

- To change the angle, D-Pad $\leftrightarrow$ to rotate the arrow in the direction you want. Press **C** to select the view. Press **C** again to remove the arrow from the screen.

RETIRE THIS PLAYER

In a multiple player game, select this option to remove an individual, human-controlled player from the group.

SAVE GAME

Save one game to the battery-backed memory. Each time you select this option, you overwrite any previously saved game. After selecting this option, a dialog box appears telling you the game is saved.

- To resume your saved game, select RESUME GAME from the Main menu. See *Main Menu* on p. 7.

END GAME

Ends the game in progress and returns you to the Main menu.

CONFIGURE PLAYER

Change a player's Setup features. See *Creating a Player* on p. 29. If you're playing as a featured pro, you can't change Tees and Levels.

REPLAY

Toggle between NORMAL/REVERSE replay.

AUTO REPLAY

Toggle ON/OFF. Great shots are automatically replayed if this is on.

HOLE OVERHEAD

Toggle ON/OFF the graphical representation of the current hole that appears on the game screen.

COMMENTARY

Toggle ON/OFF the commentary you see before a putt.

MULLIGANS

Toggle ON/OFF. Simply put, a mulligan is a "take back." When you take a mulligan, you get to replay your last ball as though you'd never hit it.

GIMMIES

Toggle ON/OFF. A "gimmie" is a putt so short that most players don't require their opponents to actually putt the ball into the hole. When you take a gimmie, a stroke is added to your score and the hole is completed.

NOTE: Gimmies and Mulligans are not available during any form of tournament play (i.e., Tournament, Skins, Match, Shoot-Out).

GAME MODES**STROKE PLAY**

The goal in Stroke play is to complete a round in the fewest strokes. Whether you're one player or in a group, you're competing against par. This is your basic round of golf. In Stroke play, players can choose to play from the red, white, or blue tees, and mulligans and gimmies are allowed. First tee-off honors are awarded to the player with the lowest score on the previous hole.

You can choose to PLAY 18 HOLES, PLAY FRONT 9, or PLAY BACK 9 on a course as stroke play.

TOURNAMENT

Once you've mastered the basics and perfected your skills, you need to put it all together and play a Tournament. Fifty-six PGA TOUR professionals, plus one to four players in your party, compete for thousands of dollars. You start from the blue tees, and mulligans and gimmies are not allowed. The Skins Game™, Match Play, and Shoot-Out game modes also follow these rules of Tournament play.

MAKING THE CUT

No players get cut after round one. After the second round, the top forty players move on to the third round. If more than one player ties for 40th, those players also make the cut and move on to the third round.

After the third round, the players with the top 40 scores move on to the fourth round. As with the third round cut, those tying for 40th also survive.

THE LEADERBOARD

The Leaderboard screen appears automatically before the competition begins and at the completion of every hole. It can also be accessed from the Pause menu (see p. 20). The Leaderboard screen displays the top five players in the tournament.

The players are ranked in order of total score, with a "T" indicating "Tied". Also listed is the hole they just completed.

- To see the rest of the field's scores, press **A** or **B**, or wait a moment until the screen shifts to the next grouping.
- To see your own grouping, select FOURSOME and press **C**.
- To exit the Leaderboard and continue, select DONE and press **C**.

SUDDEN DEATH PLAYOFF

If two or more players are tied for first place after the end of the fourth round, the tied players begin a sudden death playoff to determine the winner.

Human controlled player earnings and scores are displayed after completing the 4th round.

MATCH PLAY

Two to four players compete against each other or against the PGA TOUR pros in a round of Match play. You can select an 18 HOLE, FRONT 9, or BACK 9 MATCH PLAY game.

You must try to win each hole. If you tie or 'halve' a hole, the score remains the same.

At the end of the round, whoever has won the most holes, wins the match. A round continues only so long as there is uncertainty over the outcome.

If two players end a round tied, they return to the first hole played for a sudden death playoff. The winner of that playoff wins the match.

THE SKINS GAME

For two to four players, the goal of The Skins Game is to win as many holes as possible against the other players. Each hole is assigned a monetary value called a "skin." As with Match Play, you can play a FRONT 9, BACK 9, or 18 HOLE SKINS game.

- To win a skin you must win the hole outright. If two or more players tie ("halve") a hole, then the skin for that hole is carried over to the next hole. Theoretically, all the skins can carry over to a single hole.
- If two or more players "halve" the last hole, they begin a hole-by-hole playoff to determine the winner of the remaining skin(s).
- The winner is the player with the most money. Only earnings are accumulated in your Statistics.

EA SHOOT-OUT

In EA Shoot-Out play, four players line up to play three holes of golf. At each hole, the player with the highest score is eliminated. The players who score the lowest on each hole continue to the final hole where only two players are left to compete for a \$5,000 purse. \$4,000 is awarded for first and \$1,000 for second place.

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

If two or more players tie, a one-shot tie-breaker is played. The ball is placed randomly in a position close to the green. The shot can be a chip or a putt, and each tying player takes the same shot. The player farthest from the hole is eliminated. If players are still tied, then a second tie-breaker is played, and so on. As with the Skins game, only earnings are accumulated in your Statistics.

DRIVING RANGE/PRACTICE PUTTING

Designed for one player only, the Driving Range and the Putting Green are great for practice and polish.

While at the Driving Range, change clubs and shot types: try out your irons as well as woods. Practice using draw/fade, and backspin.

- To choose to change your level or exit the Driving Range, press **START**.

When you select Practice Putting as your game mode, you can choose to play any green on any course in the same way as you select a hole during a Practice Hole (see *Playing a Practice Hole* on p. 9).

NOTE: When you select any of the practice game modes, you do not make Player Setup choices. See *Players* on p. 28.

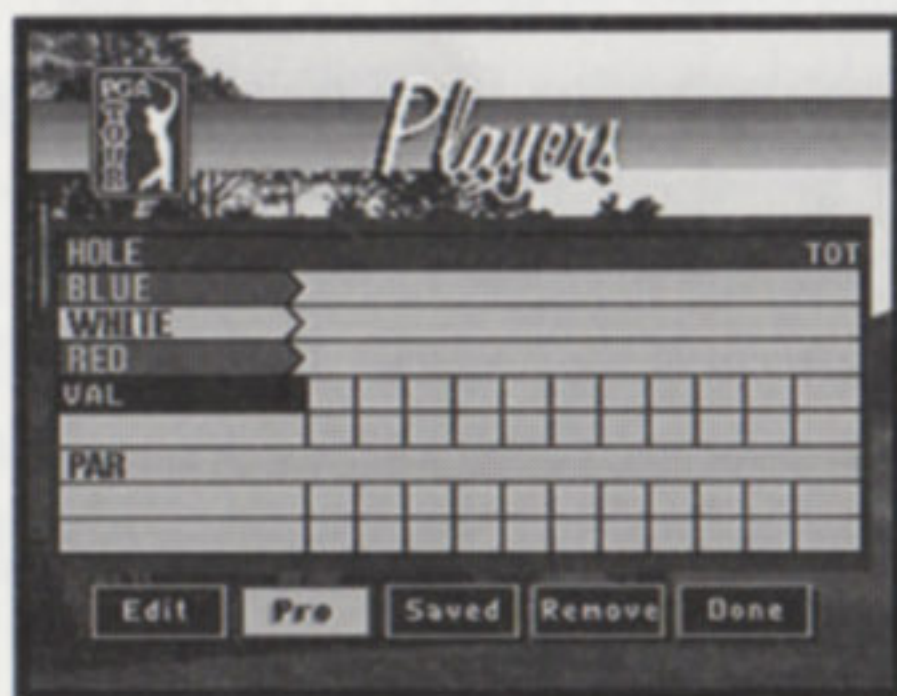
PRACTICE HOLE

See *Playing a Practice Hole* on p. 9.

PLAYERS

Select this option to create a new player, play AS or AGAINST a PGA TOUR pro, get statistical information about a golfer, and make up your foursome.

When you select this option, the Players Setup screen appears. The Players Setup screen consists of a scorecard, four entry slots, and five option boxes along the bottom of the screen.



- To highlight a player entry slot, D-Pad $\updownarrow$.

NOTE: The golfer animation (other than the pros) that you play with is dependent upon the player entry slot you select.

- To highlight an option box, D-Pad $\leftrightarrow$. The five options available are: NEW/EDIT, PRO, SAVED, REMOVE, and DONE.
- To create a new golfer to play with, select NEW. This option changes to EDIT when an existing player is highlighted.
- To play AS or AGAINST a PGA TOUR pro, select PRO.

- To select a player from a list of existing saved players, select SAVED.
- To remove a player from a player entry slot, select REMOVE.

NOTE: Removing a player from an entry slot does not "delete" a player permanently. Rather, you are simply removing them from your current round of play.

- To exit the screen and return to the Main menu without making any selections, press **A**.
- To exit the screen and continue, select DONE.

CREATING A PLAYER

There are three areas to complete on the New Player Setup screen: enter your name at the Players card; choose your tees, skill level, and other options at the Setup card, and select the clubs you want to carry on the course at the Golf Bag.



To create a new player:

1. From the Players Setup screen, highlight an empty player entry slot, and select **NEW**. The New Player Setup screen appears.
2. The Players card is automatically highlighted, with a cursor flashing on the first character spot. Here you enter a name.
 - D-Pad $\updownarrow$ to cycle through the characters available.
 - D-Pad $\leftrightarrow$ to move the cursor to a different character spot.
3. Press **B** to move the highlight to the Setup card. There are five options you can customize: **TEES**, **LEVEL**, **CADDIE**, **GRID**, and **INPUT**.
 - To highlight an option, D-Pad $\updownarrow$.
 - To cycle through the choices available, D-Pad $\leftrightarrow$.
 - To exit the screen without accepting any changes, press **A**.

TEES

There are three tee areas from which you can tee off. The **RED** tees are closest to the hole. The **WHITE** tees are farther back, and the **BLUE** tees are farther still and are used for tournament play.

LEVEL

Cycle between **NOVICE**, **AMATEUR**, or **PRO**. The different play levels affect the size of the contact band at the bottom of the Swing arc and your club's distance potential. The smaller the contact area, the more difficult it is to strike the ball squarely.

- At **NOVICE** level, the contact bands are widest, making it easier to shoot straight, and the meter moves slowly. When you miss the center of the contact band, the resulting hook or slice is not very great. The maximum club distances are at their shortest.
- At **AMATEUR** level, the meter moves fast, and hooks and slices are more pronounced. Also, the maximum club distances are in the midrange.
- At **PRO** level, the contact bands are non-existent, the meter moves fast, and hooks and slices are greatly exaggerated. The maximum club distances are at their longest. Great skill is required to place shots accurately.

CADDIE

Toggle **ON/OFF**. The caddie gives you advice on club selection.

GRID

Toggle automatic grid display on greens **ON/OFF**.

INPUT

Select the Controller you want for this player. A 4 Way Play™ Adapter must be installed to select inputs 3 and 4. See *4 Way Play Adapter* on p. 34.

4. After determining a player's Setup, press **B** to move to the Golf Bag. You are allowed 14 clubs on the course, including the putter. Before you can add a club to your bag, you must remove one.
 - To select a club to remove, D-Pad $\leftrightarrow$; D-Pad $\updownarrow$ to remove the club.
 - To add a club, D-Pad $\leftrightarrow$ to highlight the club you want, then D-Pad $\updownarrow$ to add the club.

5. Press **C** when you are finished to return to the Players Setup screen.

PLAYING WITH THE PROS

You can play AS or AGAINST a PGA TOUR pro.

To select a Pro:

1. Highlight an empty player entry slot and select PRO from the Players Setup screen. The Professionals Setup screen appears.
2. D-Pad $\updownarrow$ to cycle through the 10 different pros. D-Pad $\leftrightarrow$ to move the highlight box between PLAY AS and PLAY AGAINST.
3. Press **C** when you've made your selection to return to the Players Setup screen.

EDITING PLAYERS

To edit a player:

1. From the Players Setup screen, highlight a player entry slot with the name of the player you want to edit. The NEW option now reads EDIT.
2. Select EDIT. The Edit Players Setup screen appears. You can select new clubs for your player and change the Setup, but you cannot change the player's name.

3. See *Creating a Player* for instructions on selecting clubs and changing the Setup.

- To return to the Players Setup screen with all changes saved, press **C**.
- To return to the Players Setup screen without saving any changes, press **A**.
- When you play as a PGA TOUR pro, you cannot change Tees or Level settings, though you can change the Caddie, Grid, and Input options.

SAVED PLAYERS

You can delete saved players, or see their statistics.

To delete a saved player:

1. Select PLAYERS from the Main menu. The Players Setup screen appears.
2. Select SAVED. The Saved Player screen appears. D-Pad $\updownarrow$ to cycle through the different saved players.
3. D-Pad $\leftrightarrow$ to select DELETE and press **C**. A text box appears prompting you to press **A + B + C**. The saved player is deleted.
 - To exit without deleting a player, press **C**.
4. Select DONE to return to the Players Setup screen.

To see statistics for a saved player:

1. Select SAVED from the Players Setup screen. The Saved Player screen appears. D-Pad $\updownarrow$ to cycle through the different saved players.

NOTE: When you play AS a PGA TOUR pro, you don't accumulate statistics.

2. Select **STATS**. The Statistics screen appears. Select **MORE** to see all the statistics available for a player. Select **RESET** to clear the player's statistics.
3. Select **DONE** to return to the Saved Player screen. Select **DONE** from that screen to return to the Players Setup screen.

USING THE 4 WAY PLAY™ ADAPTER

If there are more than one of you playing and you each want to use your own controller, you need to set up the system for two or more controllers. One to four people can play *PGA TOUR 96* at a time.

- To choose which Controller controls each player, make your selections at the Players Setup card. See *Input* on p. 31.

With the 4 Way Play Adapter, up to four players can use their own controller. The Input option changes automatically to reflect the additional controllers, once the 4 Way Play adapter is plugged in.

OPTIONS

The Options menu gives you a chance to customize your game before you begin to play. All of these options are also available from the Pause menu. See *The Pause Menu* on p. 20.

- To select an option, D-Pad ↑.
- To toggle an option, D-Pad ↔.
- To exit the Options menu and return to the Main menu, press **C**.



AUTO REPLAY	Toggle ON/OFF. See <i>Auto Replay</i> on p. 22.
MULLIGANS	Toggle ON/OFF. See <i>Mulligans</i> on p. 23.
GIMMIES	Toggle ON/OFF. See <i>Gimmies</i> on p. 23.
HOLE OVERHEAD	Toggle ON/OFF. See <i>Hole Overhead</i> on p. 22.
COMMENTARY	Toggle ON/OFF. See <i>Commentary</i> on p. 22.
REPLAY	Toggle between NORMAL /REVERSE replay angle.

STATISTICS

The program keeps a wealth of statistics about every facet of the game. Statistics are accumulated after 18 holes of Tournament play and after 9 holes of Stroke play.

Longest Drive—The player's single longest shot off the tee with the ball landing in the fairway.

Driving Accuracy—The percentage of the player's tee shots that land and stop in the fairway.

Scoring Average—A player's average score over an 18 hole round. We have also included scoring average statistics for par 3, par 4, and par 5 holes.

Best Round—A player's lowest score over an 18 hole round.

Greens in Regulation—The percentage of times the player reaches the green at least two strokes under par. For example, on a par 4, you must reach the green in two shots to be considered as having reached the green in regulation.

Average Putts/G.I.R.—The average number of putts a player takes to finish a hole after reaching the green in regulation.

Par Breakers—The percentage of times the player finishes a hole under par.

Sand Saves—The percentage of times the player finished a hole at or under par after having hit into a bunker or sand trap.

Holes-in-One—The total number of holes-in-one. If your shot makes it in the hole on the first stroke, it's a hole-in-one!

Eagles—The total number of times a player has finished a hole two strokes under par.

Birdies—The total number of times a player has finished a hole one stroke under par.

Tournament Wins—The total number of tournaments won.

Tournament Earnings—Total amount of money won in Tournaments.

Skins Earnings—Total amount of money won in Skins games.

Shoot-Out Earnings—Total amount of money won in Shoot-Out play.

CREDITS

Programmers: Ed Hellesen & Joseph Guagenti

Graphic Artists: Lisa Clarizio, Scott Nychay, John Cortecero, Tammy Daniel-Biske, Dave Pasciuto

CAD Artists: Bob Stone, Bob Tremblay

Producer for NuFX, Inc.: Pat Quinn

Executive Producer: Sam Nelson

Producer: Keith Orr

Assistant Producer: Brian Reed

Product Manager: Glenn Chin

Product Testing: Doug Hollinrake, Tony Lam, Chris Novak, Dan Sletten, Karl Leung, Mike Brown, Peter Petkov, Burton Tam

Sound & Music: Marc Farly, Rob Hubbard, Tony Berkeley, David Whittaker

Documentation: Valerie Hanscom

Documentation Layout: R. Lambing Design

Package Design: E.J. Sarraile Design Group

Package Art Direction: Nancy Waisanen

Quality Assurance Coordinator: Jon Bruce

Quality Assurance: Jeff "Hole-in-One" Juco, Jesse "Eagle" Abney

Special Thanks: Phil Simonsen, Nick Haehn, IMAGETECTS

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to replace, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS—THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRONIC ARTS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

RETURNS AFTER WARRANTY—To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$20.00:

Electronic Arts
Customer Warranty
P.O. Box 7578
San Mateo, California 94403-7578

If you need to talk to someone about this product, call us at (415) 572-9448 Monday through Friday between 8:30 AM and 4:30 PM, Pacific Time. **EA Tech Support Fax:** (415) 286-5080

HOW TO REACH US ONLINE

CompuServe: Game Publishers Forum A (GO GAMAPUB)

Or send E-mail to 76004,237

America OnLine: Send e-mail to ELECARTS

Internet e-mail: support1@ea.com

(Or send e-mail to elecarts@aol.com or 76004.237@compuserve.com)

World Wide Web: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at <ftp://ftp.ea.com>

In Australia, contact:

Electronic Arts Pty. Limited
P.O. Box 432
Southport Qld 4215
Australia

In Australia: Gameplay, Hints, and Tips Line Phone:

1 902 262 062 (1.00 per min.) ITMS

Technical Support Phone: 1 902 263 163 (2.00 per min.) ITMS

7 days a week 8:30 AM—10:30 PM. If you are under 18 years of age parental consent required.

Licensed by Sega Enterprises, Ltd. for play on the Sega™ Genesis™ System.

Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved.

EA SPORTS, the EA SPORTS logo and 4 Way Play are trademarks of Electronic Arts.

PGA TOUR is a registered trademark, and is used by permission.

Images and course designs of Spyglass Hill are trademarks and service marks of Pebble Beach Company and are used under license by Pebble Beach Company.

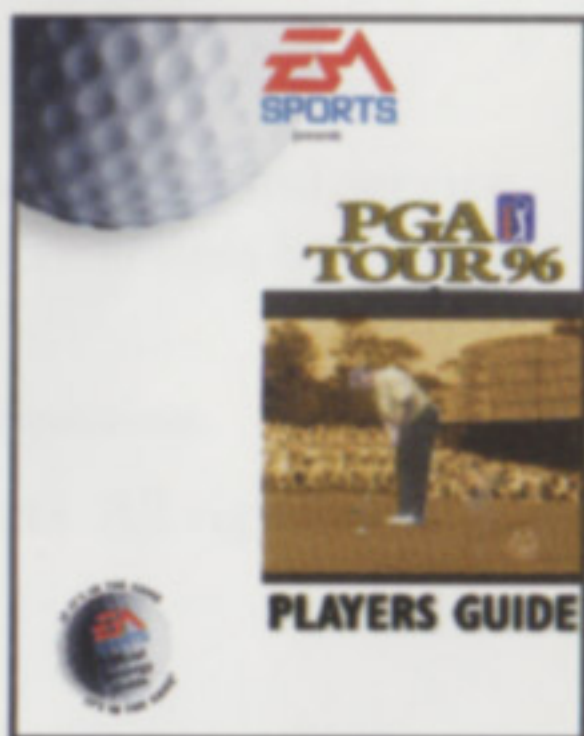
The Skins Game is a trademark and is used by permission.

Software and documentation © 1995 Electronic Arts. All rights reserved.

GET THE COMPLETE *PGA TOUR*® 96 STORY

EA SPORTS™ has compiled its best-kept secrets to make the definitive strategy guide for *PGA TOUR 96*. The *PGA TOUR 96 Player's Guide* provides strategy, tips, course descriptions, and background to enhance and enliven your *PGA TOUR 96* experience.

- Over 200 pages of the *PGA TOUR* info you need to lower your scores—gameplay tips, hints, and tricks.
- Hitting strategies for each hole on the courses.
- Pictures and diagrams with step-by-step instructions.



From the development of the game to the best strategy for blasting out of a sand trap, the *Player's Guide* puts vital information from EA SPORTS insiders at your fingertips. In addition, the *PGA TOUR 96 Player's Guide* offers a comprehensive look at golf to provide you with an in-depth understanding of the sport's rich past as well as its present.

- Tips from Pros who Play—see how your favorite pros and celebrities play *PGA TOUR 96*.
- An inside look at the development of *PGA TOUR 96*.

Playing *PGA TOUR 96* without the *Player's Guide* is like playing golf without your favorite putter!



COMING SOON!
**TO ORDER, VISIT YOUR
NEAREST RETAILER OR
CALL 1-800-245-4525**