

EA SPORTS
ELECTRONIC ARTS

P R E S E N T S

PGA
TOUR[®]
GOLF
III



Dennis Koble and Lee Actor

Lee Actor and Dennis Koble formed Polygames in 1988 to bring together their diverse talents for creating entertainment software. With thirty impressive software titles to their credit, we think PGA TOUR GOLF II is their best effort yet.



Lee and Dennis are inveterate golfers, who try to hack their way around the local courses at least once every week or two. They'd like to tell you they're scratch handicappers, and they are—as long as they're playing PGA TOUR GOLF II.

!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.

PGA TOUR® GOLF II



EA SPORTS
ELECTRONIC ARTS

COMMAND SUMMARY



IN THE PRO SHOP

A Selects a high-lighted menu option. Confirms (OKs) a choice.

B

Toggles options from Setup menu on/off.

C Cancels menu selection.

ON THE GOLF COURSE

A Selects or confirms a menu choice.

B Press B three times to strike the ball.

Toggles options from Setup menu on/off.

C Hold C to display the draw/fade meter. (Press D-Pad L/R to adjust draw/fade.)

Cancel menu selection.

On the tee, displays the Overhead view.
On the grass or in the sand, shows Ball Lie.
On the green, shows the Green Grid.

Start Activates/Deactivates menu bar. Cancels menu selection.

D-Pad Left/Right displays different menus.

Up/Down highlights menu items.

Start Activates/Deactivates menu bar. Cancels menu selection.

Clears Ball Lie window and Overhead view.

D-Pad Left/Right moves aiming cross-hairs. Up/Down selects different club.

Highlights pull-down menu items.

There are additional commands governing the Green Grid and the Hole Browser. Please see those sections in the manual for more information.

TABLE OF CONTENTS

Welcome to PGA Tour® Golf II.....	7
Starting PGA Tour Golf II.....	8
Basics from the House Pro.....	10
The Accuracy Point.....	10
Draw and Fade Meter.....	11
Selecting the Proper Club.....	12
Checking the Wind.....	13
Adjusting Your Aim.....	14
Measuring Your Shot.....	14
Overswing.....	16
Fine Points from the Master.....	17
Ball Lie.....	17
Special Shots.....	20
Roll and Backspin.....	24
The Secret to Putting.....	25
Viewing the Course.....	28
Overhead View.....	28
Ball Lie.....	29
Green.....	29
Fly-by Hole Preview.....	30
Hole Browser.....	31
Instant Replay.....	32
Auto Views.....	32

Stats.....	34
Current Players.....	34
Tournament.....	36
Scorecard.....	38
Leaderboard.....	39
Tourney Results.....	40
Practice Play.....	41
Number of Players.....	41
Selecting Players.....	42
Naming New Players.....	43
Tee Selection.....	44
Golf Bag.....	44
Course Selection.....	45
Hole Selection.....	46
New Course.....	47
Take a Mulligan.....	47
Pick Up Ball.....	48
Putting Green.....	48
Driving Range.....	50
Tournament Play.....	51
Making the Cut.....	51
Skins Challenge.....	53
The Genesis Pros.....	54
Save Game.....	55
Restore Game.....	56
Delete Player.....	56
Reset Pros.....	57

SetUp	57
Overhead (Auto-View)	57
Ball Lie (Auto-View).....	58
Greens (Auto-View)	58
Fly-by Hole Preview	58
Use 2 Controllers.....	58
PGA Tour Press Guide.....	59
A Brief History of the PGA Tour	59
PGA Facts and Figures.....	62
"10 of the Best" on the PGA Tour.....	65
Tournament Players Clubs.....	75
Courses and Tournaments in PGA TOUR GOLF II	77
About the Artists.....	88
Credits	89

WELCOME TO PGA TOUR® GOLF II



PGA TOUR GOLF II offers everything contained in the original PGA TOUR GOLF, and plenty more besides. You'll find three new golf courses, a precise "Draw/Fade" control, a "skins" contest format, expanded statistics, and a new user-controlled fly-by option called the "Hole Browser". Also, you'll notice clear improvements in the graphical and audio presentation of the game. If you're familiar with the first PGA TOUR GOLF, you can probably play the game using little more than the command summary chart at the front of this manual. But if you'd like to excel more quickly, you'd do well to consult the *Basics from the House Pro* and *Fine Points from the Master* sections on page 10 and 17. So, without further adieu, let's get out on the course.

STARTING PGA TOUR GOLF II

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 Console.

If you want to use two Controllers, see *Using 2 Controllers*, p. 58.

3. Insert the game cartridge into the slot on the Genesis. Press firmly to lock the cartridge in place.
4. Turn ON the power switch.

The EA SPORTS™ logo will appear. If you don't see it, begin again at step 1.

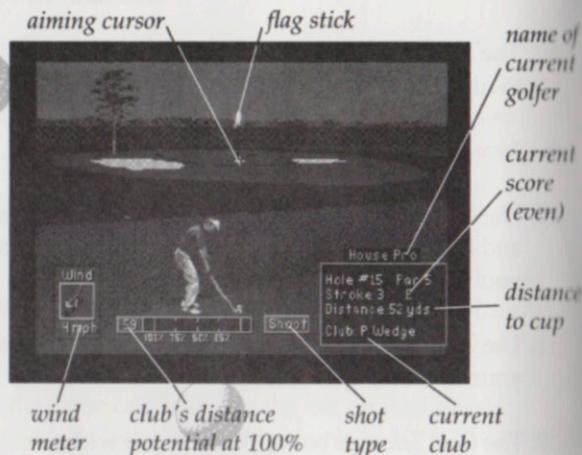
5. The PGA TOUR GOLF II title screen appears, followed immediately by the game credits screen.

If you want to play right away, press **Start** to go to the Pro Shop.

6. Press **Start** to bring down the *Play Menu*.

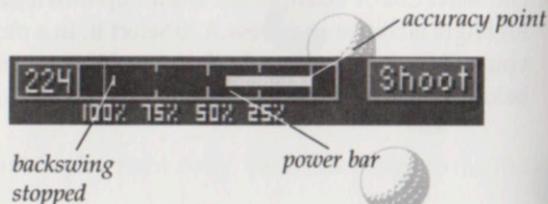
7. *Practice Round* is automatically highlighted. Press **A** to select *Practice Round*.
8. The *Select Number of Players* box appears. D-Pad **left/right** to highlight desired number of players, and then press **A**.
9. *New Player* is highlighted automatically. Press **A**.
10. The *Players Card* appears. D-Pad **up/down** to select letters and **left/right** to enter letters and move the cursor. When you've successfully entered a name, press **Start**.
11. The *Tee Selection* box appears. D-Pad **left/right** to select your tees, and then press **A**.
12. The *Club Selection* box appears. If you wish to substitute one or more clubs, follow the on screen instructions or see page 44. Press **A** to continue. You will need to repeat steps 9-12 for each player.
13. The *Select Course* box appears. D-Pad **up/down** to highlight a course and press **A** to select it. In a moment you will find yourself on the first tee of that course. See below for instructions on how to golf.

BASICS FROM THE HOUSE PRO



The information below is essential for good play.

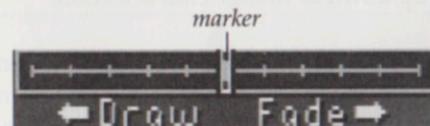
THE ACCURACY POINT



The most important skill to develop in PGA TOUR GOLF II is stopping your swing exactly on the accuracy point. If you miss the accuracy point to the right, the ball will slice to the right. If you miss the accuracy point to the left, the ball will hook to the left. The greater your distance from the accuracy point, the greater the degree of the hook or slice.

- Press B to start your backswing, press B to stop your backswing and begin your swing, and then press B to strike the ball (at the accuracy point).

DRAW AND FADE METER



You might want to hook or slice the ball to get around a corner or avoid a hazard. The best way to control a hook or a slice is to set the "draw/fade" meter before you swing the club, and to hit the accuracy point as usual. It's not advisable to employ draw or fade when your ball lies in the heavy rough or the sand. The draw/fade meter is not available when you're putting. (See page 14 for more on draw and fade.)

- Press and hold C to bring up the draw/fade meter. D-Pad left/right to adjust the draw/fade marker.

SELECTING THE PROPER CLUB

Hole #15 Par 5
 Stroke 3 E
 Distance: 52 yds.
 Club: P Wedge

The computer automatically selects a club for every situation, but you don't have to use that club.

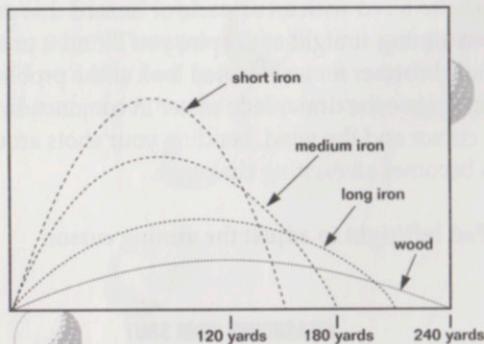
- D-Pad up/down to change club selection.

The name of the selected club appears at the bottom of the information box in the lower right corner of the screen. Each club has different characteristics (see page 13 for more on club selection), the most important of which is its maximum distance potential. A club's maximum distance potential accounts for the ball lie, and assumes landing and rolling on the fairway. It does not indicate "distance in the air". The maximum distance potential of a club is shown at the left side of the stroke meter.

CHECKING THE WIND



The wind indicator is located at the bottom left corner of the screen. The wind effects all shots except for putts. When the arrow is pointing up, the wind is blowing from your back and will add distance to your shot. When the arrow is pointing down, the wind is blowing into your face and will reduce the distance of your shot. When the arrow is pointing right or left, the wind will blow your shot to the right or left respectively. Of course, the stronger the wind, the greater its influence over the shot.



Note: The short irons impart a greater arc to the shot than do the woods and long irons. Consequently, the higher the arc of the shot, the more the wind will influence the flight of the ball.

ADJUSTING YOUR AIM

The flashing cursor at the center of the screen indicates the direction in which the ball will travel immediately after you strike it. On tee shots, the computer places the aiming cursor in the optimum position for a straight shot with no wind. On all subsequent shots, the computer places the aiming cursor directly in line with the pin, regardless of whether the pin is visible on the screen. It's always up to you to compensate for the wind, either by using the draw/fade meter, or by adjusting your aim.

When you're faced with an obstacle or hazard that prohibits you from aiming straight at the pin, you'll find it useful to go to the hole browser for an elevated look at the problem. Once you learn to use the draw/fade meter in conjunction with the aiming cursor and the wind, bending your shots around corners becomes an exciting challenge.

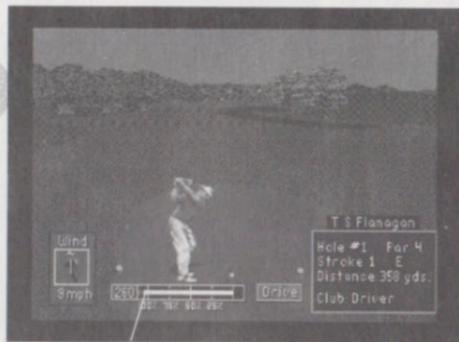
- D-Pad left/right to adjust the aiming cursor.

MEASURING YOUR SHOT

Hitting the accuracy point won't help you if you don't measure your shot correctly. The distance of your shot is determined when you stop the power bar in the backswing. In order to decide where to stop the power bar, you have to do a little quick arithmetic.

For example, let's say your ball is lying cleanly on the fairway 120 yards from the pin. The computer selects the nine iron, which in this circumstance has a distance potential of 131 yards. The wind is blowing across the fairway to your right at 15 mph. Before you hit the ball, you'll want to move the aiming cursor to the left several increments to compensate for the wind. Now you have to decide how far up the stroke meter you want to let the power bar run before you stop it. First consider that 120 yards is roughly 90% of 131 yards. Then realize that the strong crosswind is going to slow up the ball, and that the ball will actually have to travel farther than 131 yards to reach the pin since your aim is to the left of center. Finally, account for a certain amount of backspin on the ball. (See page 24 for more on backspin.) In the final analysis, it's probably best to stop the power bar just a hair shy of 100% and, of course, hit the accuracy point right on the button.

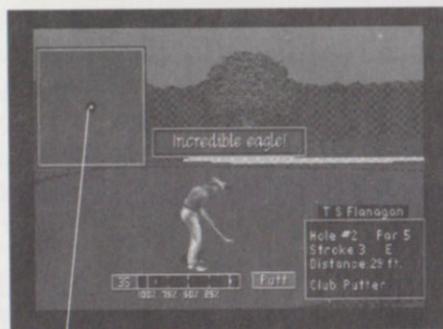
OVERSWING



*backswing stopped in
overswing area*

The area to the left of the 100% mark on the stroke meter is called the "overswing area". If you venture into the overswing area, you can actually hit the ball farther than the maximum distance listed on the stroke meter. But if you don't hit the accuracy point, the results can be costly. Any hook or slice will be magnified according to how far into the overswing area you actually went. Hitting the accuracy point becomes especially important when you decide to pull out all the stops.

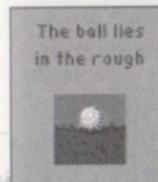
FINE POINTS FROM THE MASTER



ball in cup

If you really want to get good at this game, you have to be aware of all the factors that can influence the outcome of a given shot.

BALL LIE



There are seven surfaces where the ball can lie: tee, fairway, green, fringe, rough, heavy rough, and sand. The latter four surfaces pose unique problems for the golfer. First, let's talk about the more desirable surfaces.

- Press A when not on the tee or the green to see the ball lie.

The Tee—Every hole begins at the tee. All you have to worry about here is the wind, the aiming cursor, and your ability to hit the accuracy point.

The Fairway—When you're not on the green or the fringe, it's best to be on the fairway. Occasionally, you'll find your ball "in a depression" on the fairway. No, we're not talking about a black mood. When your ball is in a depression, the maximum distance for a given club is slightly reduced, and the possibility of a wild shot increases if you decide to use a wood or a long iron.

The Green—Knowing how to read a green is essential if you want to shoot low scores. The computer allows you to use only the putter, and the wind is not a factor. (See page 25-27 for a full description of the Green Grid controls.)

The Fringe—The dark green area surrounding each green is called the fringe. Here you can choose the putter or any other club. If you're using the putter, make sure to strike the ball extra-hard when there's a lot of fringe to putt through. When there's only a little fringe to putt through, the fringe will have little effect on the putt. On long shots from the fringe, you might want to try a chip shot. (See Special Shots on page 20-24)

The Rough—The rough reduces the maximum distance potential of whatever club you select, and it increases the effect of a hook or slice. Even if you strike the ball exactly on the accuracy point, your shot might hook or slice a bit. If the

ball winds up "Half-buried in the Rough", the maximum distance potential of the clubs is further reduced, and the degree of hook or slice becomes even more unpredictable. Also, there's a chance that you'll flub the shot altogether, especially if you choose a wood or a long iron.

The Heavy Rough—As you might expect, the heavy rough is more undesirable than the ordinary rough. Here, the distance potential of the clubs is further reduced, and the outcome of your shot becomes even more unpredictable. It can be dangerous to attempt a long shot from the heavy rough. If you find yourself "Half-Buried in the Heavy Rough", you must exercise even more caution. Nowhere is the "flub" factor more ominous. Also, we suggest that you not use the draw/fade meter when you're hitting from heavy rough.

The Sand—At all costs avoid the sand traps, especially the ones along the fairway. It's very difficult to make an accurate long shot from the sand. The distance of your clubs is greatly reduced, and the chance for a wild hook or slice is greatly increased. When your ball is "Half-Buried in the Sand" the program will almost certainly select the sand wedge, which is the best club for scooping the ball out of the sand. Using a longer club (such as a one or two iron) to get greater distance is risky, as there's a good possibility of flubbing the shot with a flat iron. We advise against using the draw/fade meter when you're lying in the sand.

On short shots from the sand, the ball will roll forward after it hits the green. The number on the shot meter indicates the

distance the ball will travel before it lands, so you should measure the shot so that the ball lands well in front of the cup. The longer the shot, the farther the ball will roll after it lands on the green.

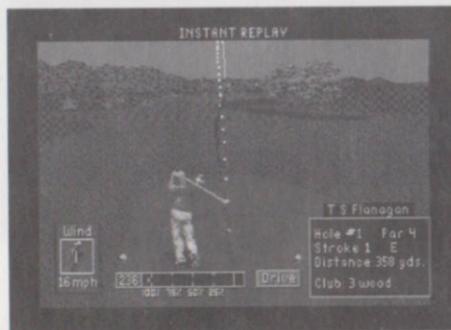
SPECIAL SHOTS

Your ball lie and your distance to the cup should determine your shot selection. Normally, the program decides the best shot-type for your situation, but you might not agree. To change the shot-type, you have to go up to the menu bar.

- Press Start to highlight the menu bar. D-Pad right to display the shot menu. D-Pad down to highlight the shot you wish to perform. Press A to select that shot-type.

Normal Shot

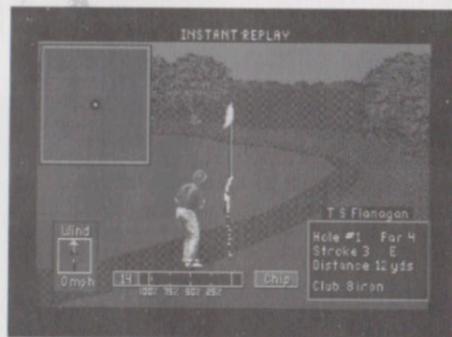
The normal shots are "drive", "shoot", "pitch", "blast" and "putt". You "drive" from the tee. You "shoot" when you're far from the pin on the fairway, rough, or heavy rough. You "pitch" when you're close to the pin on any surface. You "blast" when you're in a sand trap. You "putt" when you're on the green or the fringe. But bear in mind that, whenever you're not on the green, you can elect to "chip" or "punch" the ball.



Chip Shot

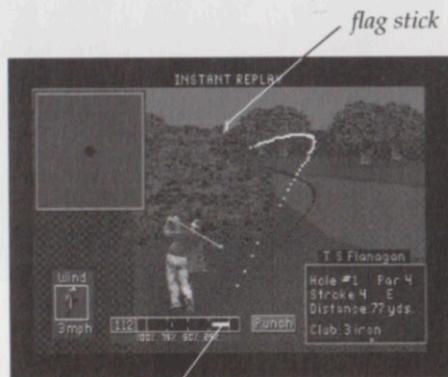
Normally, you'll use a chip shot when you're close to the pin but not on the green. The maximum distance of a chip shot is 52 yards (that being with the driver), but you really shouldn't chip from that far out. The number on the shot meter indicates the total distance of the shot after the ball lands on the green and rolls to a stop. Be sure to check the Green Grid

before you chip the ball, and keep in mind that the ball will be airborne over the nearest part of the green on a short chip. The standard rule of thumb when chipping is that the ball will travel in the air approximately half the club's total distance potential, and it will roll the other half of the way, depending on the slope of the green of course.



Punch Shot

The punch shot should be used exclusively for "half-buried" and "buried" situations. You have to give up some distance when you punch the ball, but the chances of flubbing the shot are greatly reduced. Be aware that the program will never select the punch shot for you, so when you find yourself buried in the sand or half-buried in one of the rough surfaces, it's up to you to select the punch shot.



Fringe Putt

Remember that when you're on the fringe you don't have to putt the ball. The program will always select the fringe putt, but if you'd rather chip, pitch, or punch, you can choose to do so. Now, if you change your shot type and then change your mind, you can select "Fringe Putt" from the shot menu.



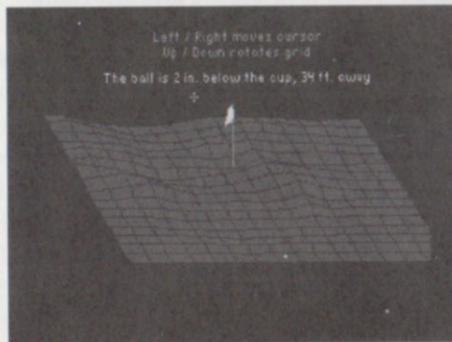
fringe

ROLL AND BACKSPIN

When aiming for the green, you'll want to account for the amount of roll or backspin on the ball. **You get backspin only on the green and only when using a short iron and only when shooting from the fairway or off the tee.** Backspin takes effect after the first bounce. The ball hits the green, bounces forward, then grabs on the second bounce and rolls backward. If you hit the green with a wood from far away, the ball will rocket off the putting surface into the rough or sand beyond. If you hit the green with a medium or long iron,

there's a chance the ball will stop on the green after the first bounce, if the green is large enough.

THE SECRET TO PUTTING



The green grid provides two critical pieces of information: the elevation of the ball with respect to the cup, and the contours of the putting surface. The distance between the ball and the cup is listed in both the info box on the golf course screen and on the putting grid screen. If the ball is more than a few inches above the cup, you'll want to hit it softly. If the ball is more than a few inches below the cup, you'll want to hit it extra hard. With practice, the strength of your putt will become second nature.

- Press A when on the green to see the green grid. Press any button to return to golf course.

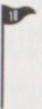


NOTE: You can access the green grid from the View menu when you're not on the green as long as you're within 39 yards of the cup.

- **D-Pad up/down to rotate the grid left/right.**

It's reading the breaks of a green that poses the greatest problem. When the lines that form the boxes on the grid are unbroken, the green is as flat as a pool table. When the green is absolutely flat, you need only putt the ball with the proper strength, and hit the accuracy point perfectly, to sink it. When the squares between the ball and the club are broken downward to the left, the green is sloped to the left. If the squares are broken downward to the right, the green slopes to the right. You have to compensate for these slopes with the aiming cursor if you want the ball to have a chance of falling into the cup.

- **D-Pad left/right to move the cursor left/right.**



NOTE: Unlike in the Overhead View, when you reposition the cursor on the green grid screen, it remains in that exact position when you return to the golf course.

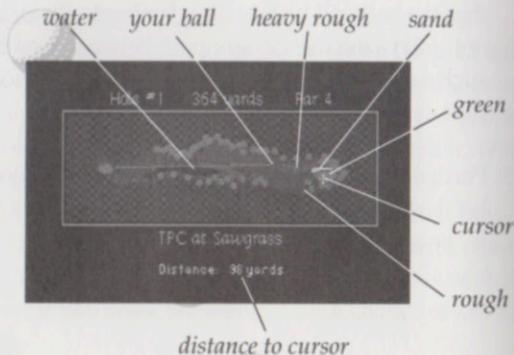
There is no hard-and-fast rule for determining just how much to compensate for breaks in the green, but you will certainly improve with practice. Below are a few reliable rules of thumb.

1. The breaks in the green effect the ball more as the ball slows down. This means that it's more important to compensate for the breaks around the cup than for those directly in front of the ball.
2. When compensating for a drastic break, keep in mind that the ball will be traveling farther to the cup since it's not following the straight path between two points. In such a case, make sure you add a little distance to the putt.
3. Particularly on short putts, it's generally a good idea to hit the ball too hard rather than too soft. Don't try to cozy in your short putts.

VIEWING THE COURSE

We've already covered the Ball Lie View and the Green View. Another important view is the Overhead View.

OVERHEAD VIEW



The Overhead view is best used in measuring long shots, particularly when there are hazards or trees involved.

When you're on the tee,

- Press A to bring up the Overhead view.
- Press any button to return to the golf course.

When you're between the tee and the green,

- Press Start to highlight the Menu Bar.
- D-Pad right to View (Overhead is already highlighted)
- Press A.
- Press any button to return to golf course.

When in the Overhead view screen, you can move the cursor with the D-Pad to measure the distance between your ball and any other spot on the course. In this way, you can determine exactly what you need to do to put the ball just where you want it.



NOTE: Unlike the green grid view, when you reposition the cursor on the Overhead view the change is not reflected on the Golf Course screen.

BALL LIE

The Ball Lie window shows you what kind of terrain your ball is resting on. See page 17-20 for more about the different ball lies.

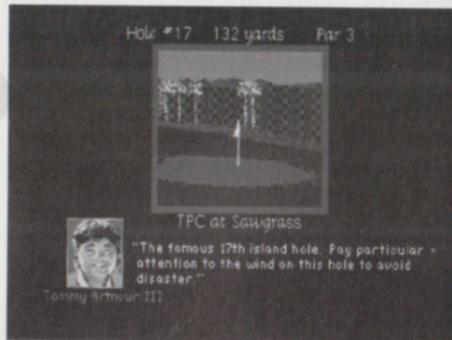
- Press A (unless you're on the green) to check your ball lie.

GREEN

When you're on the green or within 40 yards of the cup, you can access the green grid to check out the contours of the putting surface.

- Press A when you're on the green to see the green grid.
- Select Green from the View menu when you're near the green to see the green grid.

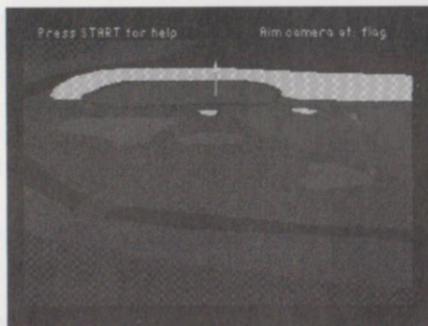
FLY-BY HOLE PREVIEW



The Fly-By Hole Preview appears at the beginning of every hole. It not only gives you a sweeping aerial view of the hole, but a pro appears on the screen and offers advice on how to play the hole. This feature is particularly useful for beginning players.

- Press Start to bypass the Fly-By Hole Preview, or go the Setup box in the Options menu to deactivate it.

HOLE BROWSER



The Hole Browser provides a user-controlled fly-by of the entire hole and offers much more detail than either the Overhead View or the Fly-By Preview. This can be very useful on your approach shot, so you can see exactly where the hazards and obstacles are positioned in relation to the cup and to your ball lie.

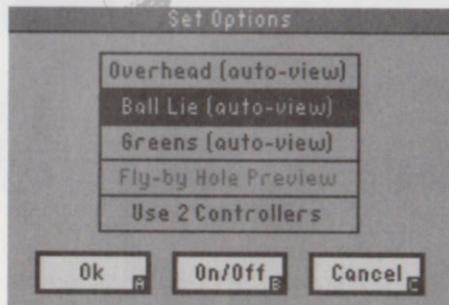
- Select Hole Browser from the View menu.
- D-Pad up/down/left/right to browse the hole.
- Press B to switch views.
- Press C to resume game.
- Press Start for Help instructions.

INSTANT REPLAY

The program automatically shows an instant replay after an outstanding shot, but you can replay any shot you like, even one made by a computer-operated pro.

- Select Instant Replay from the View menu.
- Press A.
- Press Start to cancel Instant Replay.

AUTO-VIEWS



You can set the program to automatically show any or all of the views at the appropriate time(s).

- Select Setup from the Options menu either at the PGA Tour Tent or on the golf course.
- Highlight the feature you wish to activate or deactivate and press B.

- Press A to confirm your choices.

Auto Overhead appears before your shot every time the ball is more than 100 yards from the hole.

Auto Ball Lie appears before your shot whenever the ball lies between the tee and the green.

Auto Greens appears before your putt, whenever the ball is on a green or within 39 yards of the hole.

Auto Fly-by Hole Preview appears at the beginning of every hole, before you tee off.

- Press Start to bypass any view.

STATS

PGA TOUR GOLF II offers a variety of stats.

- Select any of the Stats from the Stats menu.

CURRENT PLAYERS

	T. S. Flingo	McCumber	F. Zoeller	C. Stadler
Longest Drive	239 yds.	232 yds.	236 yds.	309 yds.
Driving Acc.	84.3%	69.6%	72.4%	76.1%
Greens in Reg.	78.8%	66.1%	71.7%	66.3%
Putts/G.I.R.	1.24	1.86	1.76	1.77
Par Breakers	70.8%	16.9%	15.6%	15.5%
Par Saves	68.8%	36.7%	50.5%	36.4%
Avg. Par 3	2.45	3.17	3.13	3.11
Avg. Par 4	3.37	3.31	3.38	3.87
Avg. Par 5	3.67	4.89	4.86	4.82
Holes-in-One	0	0	0	0
Skins Won	4	0	0	0
Tours Won	1	0	0	0
Earnings	\$479,400	\$57,482	\$0	\$162,470
Avg. Score	56.75	71.20	76.50	71.20
Best 10 Holes	51	67	74	68
Best 72 Holes	227	295		297

This screen shows the complete stats of all the players currently in your party. The program keeps the stats for up to 16 saved human players and all the computer controlled pros. A player's stats are updated every time s/he plays in a tournament or a skins challenge, but not in practice rounds.

Reset Stats

You can reset a human player's stats only from the Current Players stats screen. (See screen). You can reset all the pros from the Options menu on the PGA Tour Tent screen. You

can reset one or more pros individually from the Current Players stats screen if they are currently in your party.

Some of the stats (Longest Drive, Earnings, Best 18 holes, etc) are self-explanatory. Below is an explanation of the statistical categories that might not be so obvious.

Driving Acc. stands for "Driving Accuracy." An accurate drive is one that stops on the fairway or the green. This stat shows the percentage of times the player drives the fairway or the green.

Greens in Reg. stands for "Greens in Regulation." On a par 3, the ball must lie on the green after your drive to be considered on the green in the regulation number of strokes. On a par 4, the ball must lie on the green after your second shot. On a par 5, the ball must lie on the green after your third shot. The stat shows the percentage of times the player makes the green in the regulation number of strokes.

Putts/G.I.R. (Greens in Regulation) is the average number of putts it takes you to sink the ball in the hole when you reach the green in the regulation number of strokes. Ideally, a golfer should reach the green in regulation and putt no more than twice to hole out. Reaching the green in regulation and "two-putting" is the standard recipe for "par". The stat here shows the average number of strokes it takes for the golfer to hole out when he reaches the green in regulation.

Par Breakers are those holes in which a player beats ("breaks") par. The stat here shows the percentage of times the player breaks par.

Par Saves are those holes in which a player shoots or breaks par without making the green in regulation.

Avg. Par stats indicate the average number of strokes a player takes on the par 3s, 4s and 5s, respectively.

- Press C to exit.

TOURNAMENT

Leading Money Winners				
	Earnings	Wins	Top 10	In Money
1 T S Flanagan	\$478,400	0	1	1
2 Craig Stadler	332,470	0	0	1
3 Larry Mize	295,640	0	1	1
4 Mack McCumber	57,482	0	0	1
5 Mack Lye	57,362	0	1	1
6 Mike Sullivan	57,362	0	1	1
7 Dan Pohl	57,362	0	1	1
8 Jim Carter	42,598	0	1	1
9 Mark Wiebe	42,598	0	1	1
10 Andrew Magee	34,918	0	1	1
11 Lon Kinzie	34,918	0	1	1
12 Jay Haas	31,175	0	0	1
13 Mike Donald	31,175	0	0	1
14 Doug Tewell	28,681	0	0	1

The tournament stats begin with a list of *Leading Money Winners* ranked in order of earnings. Money won in Skins Contests counts equally with money won in tournaments.

Next to the earnings column is the "Won" column, which indicates the number of tournaments each player has won. Next to the "Won" column is the "Top 10" column, which indicates the number of times each player has finished in the top ten. Next to the "Top 10" column is the "In Money" column, which indicates the number of times each player has finished a tournament in high enough standing to collect some of the purse. Generally, the top 32 players in a tournament each receive a piece of the pie.

- Press A to page rapidly through the list.

After the *Leading Money Winners* comes the list of *Leading Scorers*, ranked in order of lowest average score for 18 holes. Next to the "Average" column is the "Best 18" column, which lists the best score each golfer has recorded on an single round of 18 holes. Next to the "Best 18" column is the "Best 72" column, which lists the best score each golfer has recorded for an entire tournament.

- Press Start to return to the golf course or PGA TOUR Tent.

SCORECARD

TPC at Sawgrass																		
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Yards	388	541	162	360	454	381	439	215	512	342								
Par	4	5	3	4	4	4	3	5	3	4	28							
T S Flanagan	4	4	2	3	3	3	3	2	4	28								
Fred Couples	4	5	2	3	4	6	4	2	4	34								
Fuzzy Zoeller	5	4	2	4	4	4	5	3	5	36								
Paul Azinger	4	4	2	3	6	5	3	3	6	36								

TPC at Sawgrass																	
	10	11	12	13	14	15	16	17	18	T	Stk						
Yards	395	529	328	170	408	408	497	192	440	3365	6187						
Par	4	5	4	3	4	4	5	3	4	36	72						
T S Flanagan	4	3	3	2	3	3	3	2	3	26	-18						
Fred Couples	4	4	4	3	4	5	6	2	5	37	-1						
Fuzzy Zoeller	4	4	4	3	4	5	6	3	5	38	+2						
Paul Azinger	4	7	5	4	4	5	5	2	5	41	+5						

The scorecard appears after every hole in a tournament or practice round. You also can access the scorecard from the Stats menu. The scorecard in tournaments and practice rounds shows the name of the course you're playing on, the names of the players in your party, and all 18 holes. Beneath the number for each hole is the distance of that hole in yards, from tee to green. Beneath the yardage of the hole is the par requirement for the hole. Each player's score on a given hole is entered into the box across from his name beneath the applicable hole number. Par scores appear in blue. Scores lower than par appear in red. Scores higher than par appear in black.

In the Skins Challenge, the scorecard shows only the names of the players, the number of skins won, the amount of money won, and the stroke total on the current or most recent hole. (See page 53 for more on the Skins Challenge.)

TPC at Sawgrass			
	Skins	Money	Strokes
T S Flanagan	7	\$190,000	0+
Mark McCumber	2	\$50,000	0+
Bruce Lietzke	0	\$0	0+
Craig Stadler	8	\$170,000	0+

Holes Played: 17
 Purse Remaining: \$40,000
 Hole #18: 1 Skin for \$40,000

- Press Start to return to the golf course or PGA TOUR Tent.

LEADERBOARD

PGA TOUR LEADERBOARD			
ELECTRONIC ARTS			
	Par	Hole	Par Hole
1 T S Flanagan	-17	18	9 Fred Couples -2 18
2 Hale Irwin	-8	--	10 Gene Sauers -2 --
3 Mike Sullivan	-9	--	11 Mark Lye -2 --
4 David Ogren	-9	--	12 Dave Rummels -2 --
5 Mark McCumber	-3	--	13 Jay Haas -2 --
6 T. Armour III	-3	--	14 Don Pooley -2 --
7 Jeff Sluman	-3	--	15 Andrew Magee -2 --
8 Lon Hinkle	-3	--	16 Jim Carter -2 --
1 T S Flanagan	-17	18	
9 Fred Couples	-2	18	
10 Fuzzy Zoeller	+1	18	
11 Paul Azinger	+9	18	

The leaderboard lists all the players in an ongoing tournament in order of lowest total score. The names of human players appear in blue both in the list and separately

below the list. Next to the name of each player is his current score in relation to par. '-2' means "two under par for the tournament." 'E' means "even par for the tournament." '+2' means "two over par for the tournament." Next to the "Par" column is the "Hole" column, which indicates which hole that particular player is on. A double dash (—) in the hole column indicates that the player has finished the round.

- Press B to page through the list.
- Press Start to return to golf course or the PGA Tour Tent.

TOURNEY RESULTS

Final Results			
1	T S Flanagan	54-61-61-51--227	\$249,400
2	Larry Mize	71-69-66-66--274	193,040
3	Tommy Armour III	68-67-72-66--273	93,525
T 4	Mark Lye	70-70-67-70--277	57,362
T 4	Mike Sullivan	68-67-73-69--277	57,362
T 4	Dan Fohl	73-65-68-71--277	57,362
T 7	Jim Karter	76-66-69-74--278	92,396
T 7	Mark Wiebe	74-69-67-68--278	92,396
T 9	Andrew Magee	76-72-67-70--279	34,816
T 9	Lon Hinkle	68-69-69-72--279	34,816
T 11	Jay Haas	70-70-69-71--280	31,175
T 11	Mike Donald	70-73-68-69--280	31,175
T 13	Doug Tewell	71-70-69-71--281	28,581
T 13	Larry Rinker	71-70-70-70--281	28,581
T 15	Bobby Wadkins	71-68-72-71--282	26,187

The tourney results screen shows a list of all the golfers who are currently in the tournament ranked in order of lowest total score, which appears on the far right. Each player's individual round scores are listed in order, the first round being on the left.

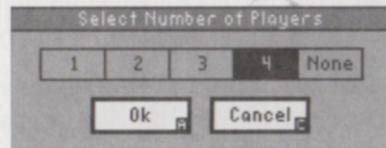
- Press B to page through the list.
- Press Start to return to golf course or the PGA Tour Tent.

PRACTICE PLAY

The *Practice Round* mode offers more flexibility of play without the "money" pressure. We recommend that you play a few practice rounds with one or more computer-controlled pros in your party before you move on to the *Tournament* or *Skins Challenge*. That way you'll get some idea of what you'll be up against when you decide to play for money.

- Select Practice Round from the Play menu and press A.

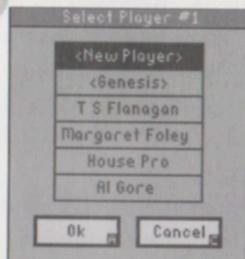
NUMBER OF PLAYERS



A box appears asking you to select the number of players in your golfing party. You can have up to 4 players.

- D-Pad left/right to highlight the desired number, and then press A to confirm your choice.

SELECTING PLAYERS



Next, a box appears asking you to select Player #1. This player can be a new human player, one of the ten computer-controlled pros, or an existing human player.

- D-Pad up/down to highlight the desired player and then press A to confirm your choice.

The program allows you to save up to 16 human players. If the roster is full, the program will indicate that there is no more room for new players. In a practice round, you can go ahead and play with a golfer called "Player #1", but the program will not retain his/her stats after the round is over. If you don't want to play with an anonymous player, press 'A' for 'Ok' then 'C' for 'Cancel'.

NAMING NEW PLAYERS

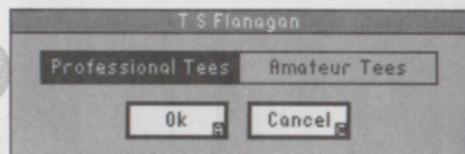


If there is room for a new player, a new players card will appear on the screen. It's here that you name the new player.

- D-Pad up/down to toggle through the upper and lower case letters of the alphabet (there is a blank space after the capital 'Z').
- D-Pad left/right to select a character and move on to the next space.

When you're finished naming the golfer, press **Start**. If you wish to play with an anonymous golfer and not save his statistics, press 'C' at the Players Card screen. You'll play with a generic player (#1, #2, #3, or #4) as described on page 42. This feature is available only in Practice mode.

TEE SELECTION



Once you select a player, the program asks you to select a tee-off position for that player. Amateur Tees are closer to the green than Professional Tees.

- D-Pad left/right to highlight the tees of your choice, and then press A to confirm your selection.

GOLF BAG



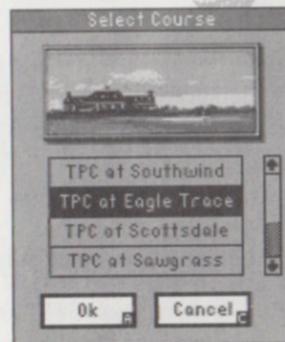
You are allowed 13 clubs in your bag, in addition to your putter, which you always carry. Before you add a club to your full bag, you must remove one. The clubs in your bag appear in bold type. The clubs not in your bag appear in pale type.

- D-Pad left /right/up/down to highlight the club in bold type you wish to remove, and then press B.
- D-Pad left/right/up/down to select the club in pale type you wish to add, and then press B.
- Repeat the above process until you're satisfied with your selection of clubs, and then Press A.

You must choose a tee-off position and a golf bag for every player you select before you choose your golf course.

IMPORTANT: If you cancel at any time during the above process, you have to go back and start at the beginning. However, the tee selection and bag selection remain the same for all the players you select.

COURSE SELECTION

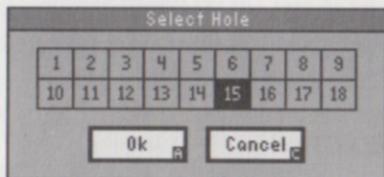


Once you've set up all the players in your party, the course selection box appears.

- **D-Pad up/down/left/right to highlight the course of your choice, then press A to confirm your choice.**

The program will start you off on hole #1, and you'll play through all the holes on the course in sequence unless you choose not to.

HOLE SELECTION



The great thing about *Practice Round* mode is that you can use it to practice individual holes you might have had trouble with earlier. You need not play the holes in order.

- **Press Start to highlight the menu bar.**

The *Go to* menu is highlighted automatically, as well as the Hole option.

- **Press A.**

The Select Hole box appears.

- **Use the D-Pad to highlight the hole of your choice, and then press A to select the hole.**

You can play a hole as many times as you wish. The scorecard shows your most recent score on the hole.

NEW COURSE

You can change golf courses at any time during a practice round. Simply select *New Course* from the *Go to* menu. The Select Course box appears. After you make your selection, the program shows you an overhead view and then takes you to the first tee of the new course.

TAKE A MULLIGAN

In a practice round, you can take back a shot and try it again.

- **Highlight *Take a Mulligan* from the Shot Menu and press A.**

The program will take you back to your previous lie. If you wish, you can keep taking mulligans until you get back to the tee. Note that the program will not keep statistics for holes on which you take mulligans, except for "Longest Drive".

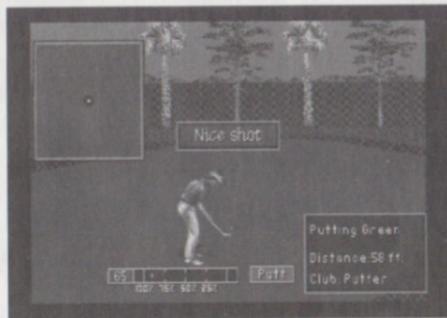
PICK UP BALL

If you're doing so poorly on a hole that you're in danger of taking more than 12 strokes (or if you're just frustrated and want to move on) you can pick up your ball and accept a

score of 12. The Pick up Ball option is probably most useful in the Skins Challenge (see page 53 for more on the Skins Challenge).

- Highlight Pick up Ball on the shot Menu and press A.

PUTTING GREEN



PGA TOUR GOLF II allows you to practice putting on any of the 126 greens in the game. You'll find that some greens are much more uneven than others, and it's on these difficult greens that you might want to practice your putting.

- Highlight Putting Green from the Play menu at the Pro Shop or PGA Tour tent, and then press A.
- Highlight the course of your choice, and then press A.

The program will automatically take you to the 1st green. If you want to go to a different green, pull down the Go to menu and select Hole as explained in the Practice Round section above.

The program places the ball and the cup randomly on the green. As soon as you sink the ball in the cup, the program places the ball and the cup in different, randomly chosen spots. But you need not sink the putt to change the spot of the ball.

- Select Pick up Ball from the Shot menu to change the spot of the ball and the cup.

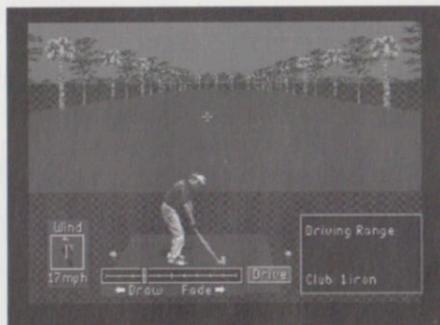
You may find yourself faced with a particularly challenging putt which you're unable to sink on your first attempt. No problem. You can practice the same putt over and over again until you sink it.

- Select Take a Mulligan from the Shot menu to retry a putt.

You can also change courses just like in Practice Round.

- Select New Course from the Go to menu.

DRIVING RANGE



Each course has its own driving range, lined by the same trees found on the course. The driving ranges are useful in practicing your driving accuracy, wind adjustment, power measurement, as well as in experimenting with the Draw and Fade meter and the Chip and Punch shots.

- **Highlight Driving Range on the Play menu and press A.**
- **Select a course from the Select Course Box.**

If you're in the middle of a round and decide to practice your driving, you need not select a course. The program will automatically take you to the driving range at the course you're currently playing.

TOURNAMENT PLAY

When you get good enough that you think you can play with the pros (which generally means averaging par or better over the long haul) you should enter a tournament and put your mettle to the test. A tournament encompasses four full rounds (72 holes) on the same course. Sixty professional golfers, plus one to four players in your party, compete for hundreds of thousands of dollars in cash. You are required to use professional tees, and mulligans are not allowed.

MAKING THE CUT

Results after Round 2	
1	T 3 Flonogen 54-61--115
2	Mike Sullivan 68-67--135
T 3	Jim Carter 70-66--136
T 3	Hale Jones 69-72--141
T 3	Mark [redacted] The following players did not make the cut for Round 3
T 3	Tomm [redacted]
T 7	Len M [redacted] Fred Couples
T 7	Don P [redacted] Fuzzy Zoeller
T 9	Larry [redacted]
T 9	Bobbi [redacted]
T11	Mark Lye 70-70--140
T11	Larry Mize 71-69--140
T11	Kenny Know 72-68--140
T11	Jay Haas 70-70--140
T15	Lance Ten Broeck 71-70--141

Generally, if you shoot par or better you will make the cut.

At the end of the first round, the top 48 players, plus all those players tied for the lowest qualifying score, move on to the second round.

At the end of the second round, the top 32 players, plus all those tied for the lowest qualifying score, advance to the third round.

Often more than 32 players qualify for the third round. In such cases, the cut is reapplied at the end of the third round. Just as before, the top 32 players, plus all those tied for the lowest qualifying score, advance to the fourth round.

While there is obviously no cut after the fourth and final round, you can fail to finish "in the money", which to some feels worse than having been cut in one of the earlier rounds. It is in the fourth round that thousands, tens of thousands, and maybe even hundreds of thousands of dollars can ride on a single putt or chip.

Money is apportioned out according to score at the end of the fourth round, the winner or winners taking the lion's share.

SKINS CHALLENGE

TPC at Sawgrass			
	Strokes	Dollars	Skins
T S Flanagan	7	\$190,000	0+
Mark McCumber	2	\$50,000	0+
Bruce Lietzke	0	\$0	0+
Craig Stadler	8	\$170,000	0+

Holes Played: 17
 Purse Remaining: \$40,000
 Hole #18: 1 skin for \$40,000

Two to four players compete in a Skins Challenge for cash. The game is played over the course of 18 holes, with each hole assigned a dollar value. The value of the holes increases as you play, so that the holes on the back nine are worth much more than the holes on the front nine. The size of the total purse varies from competition to competition, depending in part on the number of players competing.

In order to win cash, you must win skins. Each hole contains one skin, so there are 18 skins in all. To win a skin, you must win a hole outright, which means you have to make a lower score on that hole than each of the other players. The more players there are, the more difficult that is to do. If two or more players tie for the lowest score on a given hole, the skin for that hole (which amounts to money) is carried over to the next hole. Now you are playing for two skins. If two or more

players tie for the lowest score on that hole, then the two skins are carried over to the following hole, and so on. Theoretically, all 18 skins could ride on the 18th hole. Now, if no one wins the 18th hole, the players return to the 1st hole, and play continues until someone wins the remaining skin(s).

Since the total score for the round has no bearing on who wins and who loses, when one of the players clinches a skin on a given hole, the other players simply pick up their balls and head to the next hole. No statistics (except Longest Drive) are kept on holes for the player(s) forced to pick up their balls.

THE GENESIS PROS



When you're selecting/creating players at the beginning of a game, you can choose to include one or more computer-controlled opponents in your party.

- **Highlight <Genesis> on the Select Player box, and press A.**

A list of the ten Genesis pros appears. These ten golfers are based on the actual pros whose names they bear, and they're certain to provide stiff competition even to the most seasoned Sega golfer. Each of the ten pros comes with a base set of stats that indicates his strengths and weaknesses. To check out a pro's base stats, select the pro and begin a game. If you check the stats of the current players, that pro's stats will appear. Reset his stats to see his base stats.

Tony Armour III is a long hitter who favors a big draw.
Paul Azinger is a long hitter who uses only a slight draw.
Fred Couples is a very long hitter who uses a slight fade.
Bruce Lietzke hits a medium drive and employs a big cut.
Mark McCumber is a short hitter who uses a medium cut.
Larry Mize hits the ball short and straight.
Mark O'Meara hits the ball long and straight.
Joey Sindelar hits the ball long with a big draw.
Craig Stadler hits the ball long with a big draw.
Fuzzy Zoeller hits the ball long with a medium draw.

SAVE GAME

The cartridge is designed to save only one game. When you save a game, you "overwrite" the previously saved game and will never be able to return to it.

- **Select Save Game from the Options menu, and press A.**

The program will ask you if it's "Ok" to overwrite the previously saved game, unless your cartridge contains no saved game.

- **Press A to overwrite the previously saved game.**

The game you just saved will remain saved until another game is saved over it.

RESTORE GAME

- **Highlight Restore Game on the Options menu, and press A twice.**

DELETE PLAYER

You must be at the Pro Shop or the PGA Tour Tent to delete players.

- **Highlight Delete Player on the Options menu, and press A.**

The program shows you a list of all the players you can delete. You cannot delete a player who is part of the current game. If you delete a player who is part of a saved game, that player will be "undeleted" when that saved game is restored.

If the saved players list is full at the time the deleted player is "undeleted", the player at the bottom of the saved player list will be deleted.

RESET PROS

The Reset Pros command resets the tournament and individual stats for all the pros, including the Genesis Pros, unless one of the Genesis Pros is currently involved in a game. You can reset the pros only from the Pro Shop or the PGA Tour Tent.

- **Highlight Reset Pros on the Options menu, and press A twice.**

SETUP

The Setup menu allows you to activate and deactivate the three "auto-view" features, the Fly-by Hole Preview, and the Use 2 Controllers option. When an option is inactive, the letters on the screen are dimly lit. When an option is active, the letters are bright blue.

- **Highlight the option of your choice and press B to toggle it on/off. When you've made all your selections, press A.**

OVERHEAD (AUTO-VIEW)

When this option is active, the program automatically shows an overhead view of the hole, provided you're more than 99 yards away from the pin.

BALL LIE (AUTO-VIEW)

When this option is active, the program automatically shows you a picture of your ball lie before every shot between the tee and the green.

GREENS (AUTO-VIEW)

When this option is active, the program automatically shows you the Green Grid when your ball is on the green or within 40 yards of the pin.

FLY-BY HOLE PREVIEW

When this option is on, the program automatically shows an aerial panning shot of the entire hole, ending at the tee.

USE 2 CONTROLLERS

When both controller jacks are active, Player #1 and Player #3 use controller 1, while Player #2 and Player #4 use controller 2.

PGA TOUR PRESS GUIDE**A BRIEF HISTORY OF THE PGA TOUR**

The beginning of professional golf in America is difficult to discover. The names of the best golfers from the early 1800s are for the most part lost to us. But that there were professionals dedicated to the game, and fans who thrilled to their outstanding play, no one doubts.

Beginning in 1898, the historical record starts to yield more concrete information. On New Year's Day of that year, ten professional golfers played 36 holes of stroke play at the Ocean County Hunt and Country Club in Lakewood, New Jersey and competed for a total purse of \$150. Despite the winter weather, a large, appreciative gallery came out to see Val Fitzjohn defeat his brother in a sudden-death playoff and take home \$75.

The New York Times provided extensive coverage of the tournament. Shortly thereafter, tournaments began to pop up across the country. But this was not "tour" golf, as we know it today, because the events lacked continuity. Interest in the game, however, continued to grow. American professionals were rapidly improving their games and crowds were becoming more knowledgeable. When John McDermott became the first native-born to win the U.S. Open (1911), enthusiasm for the game expanded exponentially.

Helping this growth was a commercially-backed exhibition "tour" by Englishmen Harry Vardon and Ted Ray. The two

traveled across the country and attracted huge crowds whenever they stopped to play during the summer of 1913. However, the biggest explosion of interest in the game occurred that September. A 20-year old "local boy," Francis Ouimet, defeated the pair in a playoff for the United States Open Championship at Brookline, MA. Suddenly, golf became front page news and a game for everyone.

The early Twenties saw the first development of what we know as the PGA TOUR. In the winter, tournaments were held on the West Coast, Texas and Florida. By the middle of the decade, the TOUR was offering \$77,000 in total purses and donating a substantial amount of money to charity. Names like Walter Hagen, Gene Sarazen and Bobby Jones became folk legends in a nation hungry for heroes.

In the Thirties, the TOUR continued to grow. The PGA of America provided support to the fledgling tour and despite the financial woes caused by the Great Depression, golf tournaments were able to attract large crowds. It is interesting to look back at some figures of the time. Paul Runyan was the leading money winner of 1934 with \$6,767. In contrast, in 1989, the top two money winners — Tom Kite and Payne Stewart — each earned over \$1 million (see PGA Facts and Figures, The Growth of TOUR Purses, below for more information).

Like other outstanding professional athletes of the era, the names of the TOUR's best golfers became household words

in the late 1930's. By the early 1940's Sam Snead's name started to appear in the headlines with regularity. Then came Ben Hogan, Byron Nelson, Jimmy Demaret and others who were to gain nationwide fame.

Following World War II, the TOUR became more structured and as television appeared in more and more of the nation's homes in the late 50's and early 60's, interest in the game exploded. Once television became a player in the game, the eyes of the world were on golf. The exposure inspired millions to try the game and at the same time, TV-advertising revenues sent purses soaring. The bulk of these revenues, which are distributed by the PGA TOUR to all co-sponsors, have gone back into the purses, accounting for the tripling of prize money in the last decade alone.

During Commissioner Deane Beman's administration, which began in 1974, the value of tournament purses has escalated at an unprecedented rate. PGA TOUR assets have grown from \$730,000 in 1974 to \$80 million today, and total revenues have increased from \$3.9 million to \$140 million in the same time period. This tremendous growth in revenues has created a number of wealthy athletes, but more importantly it has allowed the PGA TOUR to vigorously pursue its goal of being a major contributor to charitable causes.

Charitable donations have been a hallmark of professional golf almost from the very beginning. The idea of turning over

a tournament's after-expenses profits to charity has its origin in 1917. During World War I, a professional tournament was played to raise funds for the Red Cross. Likewise, numerous exhibitions were staged for the same purpose. These practices set the mold for the TOUR and since 1938, PGA TOUR events have donated \$145 million dollars to charity. Each of the last 13 years have seen charitable contributions increase dramatically, to the point where over \$100 million has been donated since 1984. The slogan, "The leading money winner on the PGA TOUR is Charity," is definitely not just a catch phrase.

Great athletes, knowledgeable fans, progressive and inventive administration, and corporate involvement have made PGA golf the great game it is today.

— adapted from the Official 1990 PGA TOUR Media Guide

PGA FACTS AND FIGURES

Golfers and fans from every level of the game have a love affair with the statistics of golf. After all is said and done, the numbers tell us who won, and who didn't do as well. Though the game is played in tranquil settings, in reverent silence, this outward calm conceals a frantic excitement caused by the large prizes that are at stake.

What follows are three different kinds of statistics that we thought you would enjoy. They are all a part of the fascinating texture of the PGA TOUR.

GROWTH OF TOUR PURSES:

Year	No. of Events	Total Purse
1970	55	\$6,751,523
1971	63	7,116,000
1972	71	7,596,749
1973	75	8,657,225
1974	57	8,165,941
1975	51	7,895,450
1976	49	9,157,522
1977	48	9,688,977
1978	48	10,337,332
1979	46	12,801,200
1980	45	13,371,786
1981	45	14,175,393
1982	46	15,089,576
1983	45	17,588,242
1984	46	21,251,382
1985	47	25,290,526
1986	46	25,442,242
1987	46	32,106,093
1988	47	36,959,307
1989	44	41,288,787
1990	44	46,251,831
1991	44	49,628,203

PRIZE MONEY DISTRIBUTION

To finish a tournament "in the money" is every professional's goal when he starts his first round on Thursday morning. If he makes the 36-hole-cut, he accomplishes his goal and has a chance for a really big payday. How much a golfer can make in a given tournament depends entirely on the total purse being offered by the tournament sponsors. Below is an

example of what the PGA TOUR pros are playing for when they tee it up on Saturday and Sunday.

Total Purse: \$1,500,000 (THE PLAYERS CHAMPIONSHIP, TPC at Sawgrass, Ponte Vedra, FL)

Position	Prize
1	\$288,000
2	172,800
3	105,200
4	75,000
5	62,000

1990 PGA TOUR STATISTICAL HIGHS/LOWS

Those with 50 rounds or more based on 192 ranked players.

	Highest	Average	Lowest
Driving Distance	288.9	261.4	240.8
Driving Accuracy	.783	.672	.421
Greens in Regulation	.733	.663	.566
Putting	1.867	1.785	1.733
Par Breakers	.241	.193	.144
Eagles	15	5	0
Birdies	446	286	136
Scoring Average	69.59	71.18	74.85
Sand Saves	.649	.505	.358

"10 of the best" in PGA TOUR GOLF

As you play the challenging TPCs, ten outstanding professionals from the PGA TOUR offer their insights and advice to help you along. Learn from these masters and let them guide your play through the exhilarating TPC courses.

Tommy Armour III



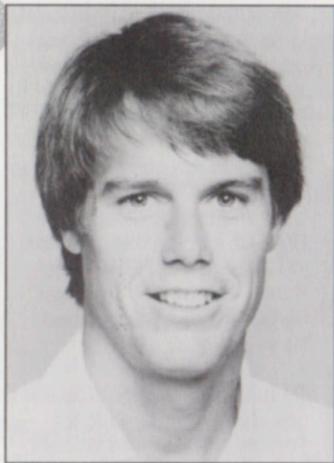
Tommy is the grandson of the "Silver Scot," winner of the U.S. and British Opens, the PGA Championship, charter inductee to the PGA Hall of Fame, and one of the great names in the distinguished history of golf.

Despite his lineage, a career in golf was not automatic for Tommy (III). He was a fine school-boy athlete, who excelled in several sports. By the time he entered the University of New Mexico, however, he was committed to golf. Tommy qualified for the TOUR in 1981, but then lost

his card in 1982, and couldn't win it back for five years.

Disappointed but undaunted, Tommy used his time off the TOUR to practice hard and gain competitive experience in events on the European and Asian Tours. His perseverance paid off. Since he regained his card in 1987, his career has taken off brilliantly and he has advanced steadily up the prize money list. In 1989 he tied for runner-up in the Kemper Open, and in 1990 he captured his first TOUR victory at the Phoenix Open. Always a long ball hitter, he again ranked in the top 10 in Driving Distance in 1990. In 1991 he finished the year with 13 eagles, putting him in 4th place in that category.

Paul Azinger



Paul honed his game with collegiate experience at Brevard Junior College and Florida State University. Following an unheralded entry to the PGA TOUR in 1982, and a couple of undistinguished years, Paul began a meteoric rise to the highest levels of the game in 1985. He improved every aspect of his game including his competitiveness, and in 1987, when he won three tournaments, he was named PGA Player-of-the-Year.

While never terribly long off the tee, Paul is always among the TOUR leaders in hitting

greens in regulation. His uncanny ability to select just the right club has positioned him consistently high among the Par Breakers, and in both 1989 and 1990 he was ranked best all-around golfer on the TOUR.

Paul's boyish good looks and engaging manner have won him a loyal and enthusiastic following. But it's his superlative all-around game which has made him popular with galleries and golfing fans everywhere. In 1990 he won the MONY Tournament of Champions and finished in the money in 22 out of the 26 tournaments he entered. His consistency foretells even greater accomplishments for this fine competitor. In 1991 he finished in the top ten twelve times in the 26 tournaments he entered, including a victory at the AT&T Pebble Beach National Pro-Am. Notably, Paul Azinger has won at least one tournament each year for the past six years, most recently the 1992 Tour Championship.

Fred Couples

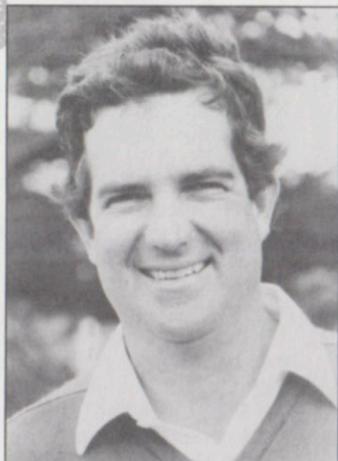


A fine all-around athlete, Fred was encouraged by his father to begin competing in junior golf events in his native Seattle. He became an All-American at the University of Houston in 1978 and 1979. After qualifying for the TOUR in 1980, he showed that he was equal to the challenge of professional competition by becoming the leading money winner among rookies in 1981. By 1983 pros and fans everywhere were discovering that Fred has as much talent as anybody on the TOUR. He is consistently ranked in the top 15 professionals in scoring, eagles, putting, and

driving distance. At the 1983 Kemper Open, Fred calmly won the now famous 5-player sudden-death playoff. In 1984, after shooting a record-tying 64 in the first round of THE PLAYERS Championship (TPC at Sawgrass), Fred held the lead and won the event by one stroke.

A great shot maker who's immune to pressure: sounds like a winner! It came as no surprise that Fred was ranked number two in the 1989 all-around ratings of players on the TOUR (right behind Paul Azinger) and was also named to the Ryder Cup team. His victory in the Nissan Los Angeles Open in 1990 capped his biggest career earnings year. 1991 was even better for Fred. He won the St. Jude Classic on his way to eight top ten finishes. He finished the year ranked third overall, with the best scoring average (69.59) and the third best average driving distance. His most recent achievements include winning the Verdon Trophy for the last two years, Money List Leader 1992, and earning his first major victory with becoming the 1992 Masters Champion.

Bruce Lietzke



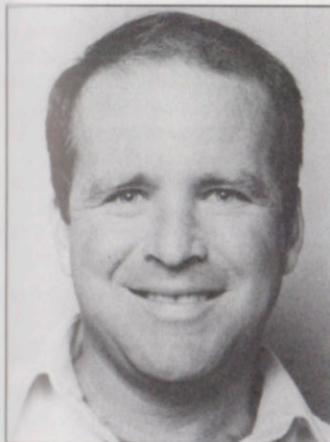
Bruce learned the game as a boy from his older brother, a club professional in Wichita, Kansas. He became a fine high school player, and won a scholarship to the University of Houston.

Ironically, Bruce's early start in the game led him to give it up. Shortly after he left Houston in 1973, Bruce felt he had played so much golf that he had nothing left to give back to the game. After six months away from golf, he reordered his priorities, revived his enthusiasm, and qualified for the PGA TOUR in the spring of 1975.

He played well on TOUR almost from the start. Bruce's sparkling shot-making won him a place on the Ryder Cup team (1981) and allowed him to finish in the top twenty of the money list for the next several years. He reasserted his exacting game in 1988, winning the GTE Byron Nelson Classic at the TPC at Las Colinas.

Once again in 1990 Bruce's accuracy with the driver and his consistent fairway play helped him finish in the money in 16 of 18 tournaments he entered. 1991 was an even better year for Bruce, statistically and financially. He was first in Greens in Regulation, first in Total Driving, and third in Scoring Average. At this writing, the 1992 season is still in progress, and already Bruce Lietzke has collected more cabbage than he won in 1991.

Mark McCumber



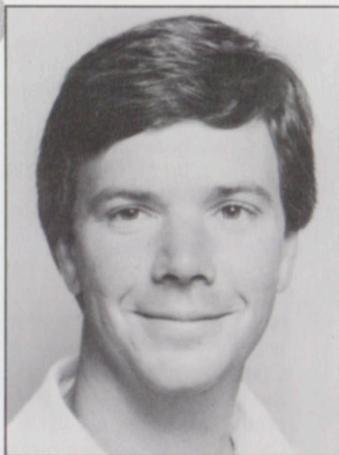
Quite recently Mark has solidified his position as one of the finest players in the game. In 1987 he won the Anheuser-Busch Classic and followed that victory with an awe-inspiring triumph at THE PLAYERS Championship shooting a record-breaking 273 (15 under par).

He continued his winning ways in 1989. In addition to winning the Beatrice Western Open and tying for second at the U.S. Open, he had five other top 10 finishes. This amazing performance placed

him 14th on the money list and insured his selection to the Ryder Cup team. In 1990 Mark finished in the money in 20 of 24 tournaments he entered.

Considering his consistently fine performance at THE PLAYERS Championship, it's no surprise that Mark and his family make their home in Ponte Vedra, Florida. But Mark may have another reason for living nearby the Tournament Players Club (TPC) at Sawgrass: it gives him an opportunity to study and learn the lessons of one of the most beautiful and challenging courses in the U.S. This is appropriate because when Mark puts on his other hat, he's among the best of the new generation of golf course architects.

Larry Mize



As a complement to his superbly consistent game (of 23 tournaments entered in 1990, he finished 21 of them in the money) and in recognition of his valuable off-course contributions to the game, Larry was elected by his fellow professionals as a Player Director of the PGA Tournament Policy Board.

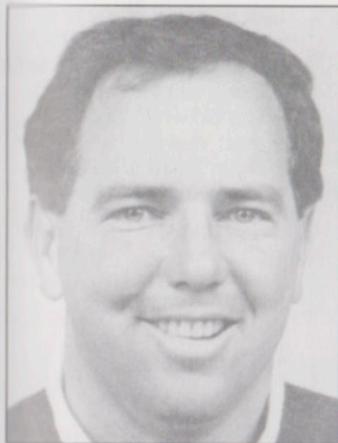
Larry learned the game from his father—a scratch handicapper—in Augusta, Georgia. He had a fine collegiate career at Georgia Tech, and qualified for the TOUR in 1981. Six years

later he returned to Augusta to win the Master's Tournament (1987) with one of the most thrilling shots in recent memory.

After dropping an 8-foot birdie putt on 18 to force a tie with Greg Norman and Seve Ballesteros, Larry birdied the second playoff hole by holing out with a 140-foot chip shot. Norman later missed his putt for birdie and the victory was Larry's. This, as it happened, was tit for tat, because Greg had beaten Larry on the sixth hole of a fiercely contested playoff at the Kemper Open (TPC at Avenel) in 1986.

Larry's middle name is Hogan. Considering the feats of his revered namesake, is Larry destined for even greater things on the course? If 1990 is any indication, the answer is yes. He finished the year ranked second in Driving Accuracy and Scoring, and had his best year on the prize money list. In 1991 he again finished second in Driving Accuracy.

Mark O'Meara



Mark started to play the game seriously in high school in Mission Viejo, California. Dedication and constant improvement won him a scholarship at Long Beach State, where he became an All-American in 1979. He also won the United States Amateur Championship that year.

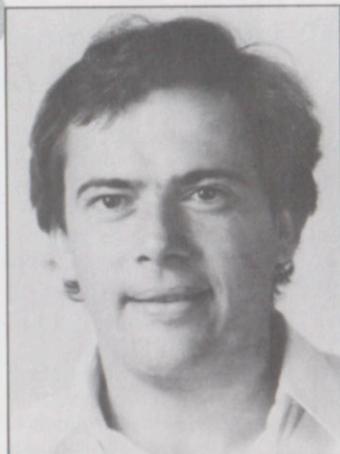
Mark fulfilled his boyhood dream and qualified for the PGA TOUR in 1980. Predictably, his work habits and his talent impressed everyone. He was named TOUR Rookie-of-the-Year in

1981. Although it took him a couple of years to break away from the pack, Mark showed in 1984 that he was destined to become a great player.

In 1984 he finished second on the money list, putting together an almost unequaled record of top three finishes (9) and forged a well-deserved reputation for consistency and toughness. His performance has led to his being named to the Ryder Cup team in 1985 and 1989.

Mark has always been known by his peers as a great putter, a superb tough-course player, and an avid student of all facets of the game. As if to prove his colleagues right, Mark won (for the second time) the difficult Pebble Beach National Pro-Am in 1990; and earned the respect of golf course architects with his creative advice on course design.

Joey Sindelar



Like so many of the fine players on the PGA TOUR, Joey learned the game at his father's elbow. He was six years old when he first picked up a club, made his first par as an adolescent, and never looked back.

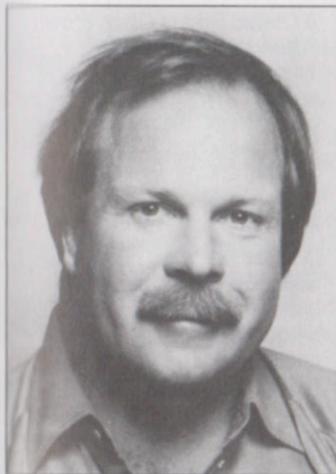
Joey improved his game in high school and was New York State Junior Champion in 1972. He realized then that golf could help him continue his education. He accepted a scholarship to Ohio State University, following in the footsteps of Jack Nicklaus and Ed Sneed,

where he was named All-American three consecutive years.

After graduating in 1981, Joey qualified for the PGA TOUR and started impressing his peers. Many pros think Joey plays the long courses as well as anyone. He is often among the TOUR leaders in Distance Driving and Par Breakers.

Following a spectacular year in 1988, including two TOUR victories, Joey was named to the Kirin Cup team. His earnings that year were over half a million dollars. He probably used some of his winnings to indulge his passion for antique golf equipment. It's likely that his fellow pros often find themselves wishing that he'd bronze his own clubs. In 1990 he won the Hardee's Golf Classic.

Craig Stadler



With a current total of eight TOUR victories, a bushel basket full of top ten finishes, and the ungrudging respect of his peers, Craig Stadler has proven his mettle. But Craig's amateur and early professional history is an instructive example of how difficult it is for even a great golfer to rise to the top of his profession, and how truly competitive the PGA TOUR has become.

If anyone ever looked like a "sure thing" entering the TOUR in 1976, it was Craig. He started playing the game year-round with his

dad in California, at the age of five. At eighteen, he won the World Junior Championship (1971). In 1973 he became United States Amateur champion. Unanimously selected as an All-American at the University of Southern California (1974, 1975), he was named to the Walker Cup in 1975, and then qualified for the TOUR.

Unexpectedly, four years of mediocrity followed. He wasn't playing badly; he just was not excelling. But in 1980 his star began to shine, with two PGA TOUR victories. Craig won the Kemper Open in 1981. In 1982 he notched four more victories, including the Master's and his second Kemper title and finished the year by winning the Arnold Palmer Award as the leading money winner on the TOUR. In 1991 he won the Tour Championship, which helped him that year to earn nearly twice as much money as he had ever won before, finishing the season in second place on the Money List. The rising star became a supernova. And he keeps on shining!

Fuzzy Zoeller



A United States Open crown (1984) and a Master's Tournament title (1979) are enough to insure Frank Zoeller's place in golf history. But one might think that Fuzzy's nickname was "Potential," so often is that word connected to the Indiana native.

Discussing "what might have been" in Fuzzy's case is understandable. From the time he qualified for the TOUR (1974) until he had back surgery (1985), he lived with pain, resulting from a high-school injury. Fuzzy has never used his health as an excuse, but pain

does affect performance. He won seven events on the TOUR before 1985. In the first year after his surgery, he won three events. Draw your own conclusions.

Fuzzy's overall play has been outstanding. He has been chosen for three Ryder Cup teams (1979, 1983, 1985). His stylish game combined with an open and winning personality have made him a gallery favorite, and his fellow professionals have admired him for more than a decade.

While he currently ranks among the PGA leaders in hitting greens in regulation, par breaking, and scoring average, most pros think the strongest part of Fuzzy's game is making a difficult shot under pressure. He used this skill at the awesome TPC at La Quinta where he won The Skins Game against great competition in 1986. In 1991 Zoeller finished second in Total Driving and third in Greens in Regulation.

TOURNAMENT PLAYERS CLUBS [TPC]



Perhaps the most exciting and original concept developed by the PGA TOUR in the past decade is the invention and construction of the Tournament Players Clubs (TPC). Sometimes referred to as Stadium courses (due to the amphitheater-like greens), the TPCs feature spectator mounds that allow fans unrestricted views of the tees, fairways, and greens. In fact, the 18th hole at the first TPC at Sawgrass can accommodate more than 40,000 people. You won't see any periscopes at an event on a Tournament Players Club course!

All TPCs are designed to host PGA TOUR or Senior PGA TOUR events and to date the courses have been designed by some of the top architects in the business — Pete Dye, Ron Pritchard, and Arthur Hills, just to name a few. In addition to securing the services of topflight designers and architects, the PGA TOUR often assigns a Tour player to act as a consultant to the designer.

Serious fans and players alike love the TPC courses. The courses have beautiful and varied terrain making them a spectator's delight. For the pros the challenging course layouts demand precision shot-making, courageous club selection, and a willingness to go for broke when the situation requires.

Tournament Players Clubs

Club	Architect	Consultant	Hosts
TPC at Sawgrass Ponte Vedra, FL	Pete Dye		The Players Championship
TPC at Eagle Trace Coral Springs, FL	Arthur Hills		Honda Classic
TPC of Connecticut Cromwell, CT	Pete Dye	Howard Twitty	Canon Greater Hartford Open
TPC at Prestancia Sarasota, FL	Ron Garl	Mike Souchak	Chrysler Cup
TPC at Avenel Potomac, MD	Ed Ault Associates	Ed Sneed	Kemper Open
TPC at StarPass Tucson, AZ	Bob Cupp	Craig Stadler	Northern Telecom Tucson Open
TPC at Scottsdale Scottsdale, AZ	Jay Morrish/ Tom Weiskopf	Jim Colbert/ Howard Twitty	Phoenix Open
TPC at Piper Glen Charlotte, NC	Arnold Palmer		Paine Webber Invitational
TPC at Southwind Memphis, TN	Ron Prichard	Hubert Green/ Fuzzy Zoeller	Federal Express St. Jude Classic
TPC at The Woodlands The Woodlands, TX	Von Hagge/ Bruce Devlin		Independent Insurance Agent Open
TPC at Las Colinas Irving, TX	Jay Morrish	Ben Crenshaw/ Byron Nelson	GTE Byron Nelson Classic
TPC at PGA West, Stadium Course, La Quinta, CA	Pete Dye		The Skins Game

COURSES AND TOURNAMENTS IN PGA TOUR GOLF II

THE PLAYERS CHAMPIONSHIP

Tournament Players Club [TPC] at
Sawgrass, Ponte Vedra, Florida

When the PGA TOUR went looking for a permanent site for THE PLAYERS Championship, TOUR officials saw beauty and greatness in a lush tropical setting near Ponte Vedra.

The designer for this first "Stadium" course was the notorious Pete Dye. His mission was to build a course that would challenge the players and provide lots of spectator amenities, including unobstructed views of the golfing action. Dye succeeded admirably! Three of the first nine holes are ranked among the 100 hardest holes in the USA. The pressure-packed precision required by almost every shot is offset perfectly by the spacious serenity of the course. And from well-positioned mounds and amphitheatres, the fans can see it all!

No detail was overlooked at Sawgrass. The 6,857 yards of the course are beautifully integrated into the natural terrain rather than being imposed on it. And the challenging combination of narrow fairways, extensive water hazards, and wide sand bunkers make the course a perfect location for THE PLAYERS Championship.

Every year this tournament gathers the 144 best PGA TOUR professionals to pit their skills against the course, and golfing fans around the world have been thrilled by their outstanding performances. Among the most memorable feats were Fred Couples' astonishing 64 (8 under) in the first round of the 1984 tournament and Mark McCumber's incredible record-setting victory round of 273 in 1988.

KEMPER

 OPEN

Tournament Players Club [TPC] at Avenel, Potomac, MD

In typical TPC fashion, the layout of the course at Avenel, with its natural amphitheatres and sculpted mounds, offers spectators unobstructed views of all the golfing action. The mixed topography of the rolling Maryland countryside requires a player to take a substantial number of risks to win. Like all great courses, Avenel demands good shots, and penalizes poor ones.

Avenel is the home of the Kemper Open, the oldest continuously corporate-sponsored golf tournament on the PGA TOUR. Since its inception, the tournament has given Kemper the opportunity to donate more than one million dollars to local and national charities.

The course itself is a wonder of diversified design. At almost 7,000 yards in length, the successful player needs to control every club in the bag to score well consistently. Elevated tees, a variety of doglegs, tiered greens, rock runs, and water hazards contribute to the course's exciting character. The scenic and demanding 9th hole is typical of Avenel: It's not long, but the elevated tee complicates the player's perspective. Ponds guard the front and right side of the green; a bunker looms on the left. In short, the course is a great shotmaker's paradise.



Stadium Course at PGA West, La Quinta, California



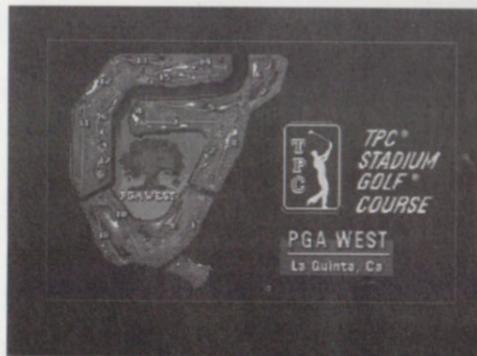
The TPC Stadium Course at La Quinta is the current site of The Skins Game. The USGA rates it as one of the 100 greatest golf courses in the world. That means it's beautiful—and tough. In fact, faint-hearted hackers simply expire here. A dizzying collection of valleys, swales, mounds, cavernous bunkers, and merciless water hazards give a case of the shakes to even the most courageous players.

Course designer Pete Dye has created fairways that are thin ribbons of undulating turf. Unforgiving sand, pot hole, and fairway bunkers make every shot an adventure. Most greens are hidden and conspiratorial. Like all great courses, it demands your best shot every time you address the ball. If you try to play safe, you'll get burned.

Each hole is descriptively named, and the pros know these aren't jokes. The signature bunkers of the San Andreas Fault (16) and Eternity (11) are duffers' nightmares. Amen (6), ranked among the 18 toughest pars in the USA, is thought by some to be the hardest hole on the planet.

All fun aside, the pros and the fans love this course. The galleries get superb views of TOUR professionals precisely executing a magnificent variety of impossible shots that the rest of us only dream about.

The United States Ryder Cup team will host its European competition at PGA West, which is the chosen site of 1991 Ryder Cup matches.



TPC

Tournament Players Club (TPC) at Southwind, Memphis, Tennessee

Every year since 1958, golf fans in the Memphis area have been treated to spectacular play at a fine PGA TOUR event. The tournament, known through the years as the Memphis Invitational Open, the

Danny Thomas Memphis Classic, and the St. Jude Classic, has been sponsored by Federal Express since 1985 and is now called the Federal Express St. Jude Classic.

The city's strong and long-standing tradition on the Tour made it an obvious site for a Tournament Players Club, and the TPC of Southwind was opened in March, 1988. Like all TPCs, it was designed from the outset to accommodate a major PGA TOUR event. Beautifully designed by Ron Pritchard, with PGA TOUR Professionals Hubert Green and Fuzzy Zoeller serving as expert consultants, Southwind has shown itself to be a competitive test for championship caliber golf.

At over 7000 undulating yards in length, the course challenges every player from tee to green. An impressive variety of doglegs, small and/or narrow, well-bunkered greens, and a startling abundance of water, reward precision shot-making and courageous play. The course is beautifully integrated into the natural terrain and provides lots of spectator amenities, including a variety of unobstructed views of all the golfing action. Overall this course has a U.S.G.A. Rating of 74.8, which is the average score of "scratch" handicappers.

Two holes on this challenging course deserve special mention. Contrary to conventional expectation, both holes are par 3s, which demand accuracy more than power. The 231-yard 14th is ranked fifty-third among the toughest holes on the PGA TOUR. The trouble begins on a monstrous elevated tee; the shot must carry over water to a severely undulating green, which is set in a natural amphitheater. This is no walk in the park! The treacherous 11th green is an island. Modeled after the famous 17th hole of

the TPC at Sawgrass, the 11th adds a pot bunker to guard the front edge of the green and add to the hole's difficulty.

Southwind is an ideal venue for the Federal Express St. Jude Classic. Federal Express' corporate headquarters are in Memphis and every year hundreds of the company's employees volunteer time and service to the tournament. Since Federal Express began its sponsorship of a Tour event in 1985, the purse has more than doubled (to \$1,000,000). The success of the tournament has allowed Federal Express to contribute more than \$2,000,000 to St. Jude Hospital, the world's largest childhood cancer research center. Once again, everyone wins at a PGA TOUR event.



TPC

Tournament Players Club (TPC) at Eagle Trace, Coral Springs, Florida

In typical TPC fashion, the layout of the course at Eagle Trace, with its natural amphitheaters enclosing several greens, and high spectator mounds, offers clear views of all the golfing action. Spectators never have to strain to see their favorite pros.

The course at Eagle Trace was the second of the Players Clubs built specifically for the PGA TOUR. Arthur Hills designed the course in 1984, hauling in millions of cubic yards of dirt to sculpt the massive mounds and amphitheaters. While course design is clearly influenced by the first TPC at Sawgrass, course topography and layout are intentionally reminiscent of the finest of the famed Scottish links. However, the enormous quantity of water — an elaborate system of canals which weaves through 16 of the 18 holes — makes Eagle Trace unique. As a result, the course demands precise iron shots and unerring approaches — unless your ball knows how to swim!

The front nine describe a clockwise circle, and the back nine run counter-clockwise, so that skilled players are forced to change their shots on the long holes from fades to draws midway through a round. The aforementioned water hazards mean that there is always a premium on well-placed iron shots with lots of loft. And if these facts aren't enough to daunt the steadiest of "down-the-middle" golfers, keep in mind that many holes are bounded by tracts of untended scrub and sand called "waste bunkers". Playing from the scrub is politely known as a "nightmare."

The course is a model of thoroughly diversified design, so the successful player needs to control every club in his bag to score consistently well. The scenic and demanding 12th hole is typical of the challenges presented by Eagle Trace. It's not long (a 391-yard, par 4), but features a dizzying variety of hazards. A well-controlled left-to-right tee shot leaves the best angle to the difficult green, a banana-shaped peninsula with water on the right

and grass bunkers on the left. The green is almost sixty yards long and mounded in the center. If the approach does not find the flagstick end of the banana, the first putt will have to go through a long stretch of fringe.

As at Sawgrass, the four par 3's at Eagle Trace head in four different directions. These "short" holes tend to give players the most trouble on this unpredictable course, particularly the 7th and the 17th. The 7th requires a tee shot almost completely over water (and often into the wind), and presents bunkers at the back of the green. Miss the green and par becomes a real problem. The 17th is even more hazardous, with water at the front and back of the green, and two imposing bunkers. Only the very best, or the incredibly lucky, lower their scores on these two holes.

From 1984 to 1991, the TPC at Eagle Trace has hosted the prestigious Honda Classic, which celebrated its 20th anniversary in 1991. Since its inception, the tournament has provided thrilling excitement for the fans who are constantly awed by the magnificent golf played by the greatest champions in the game. Most importantly the tournament has given Honda the opportunity to raise more than four million dollars for South Florida charities.





Tournament Players Club (TPC) of Scottsdale, Arizona

The TPC of Scottsdale, designed by Jay Morrish and PGA TOUR professional Tom Weiskopf, was fashioned out of completely barren desert terrain.

What was a design challenge, to say the least, has become a starkly beautiful course, and site of the Phoenix Open, one of the PGA TOUR's oldest and most revered tournaments. Played since 1935, the Open has traditionally drawn the greatest names on the PGA TOUR to its field.

Funded by the City of Scottsdale, this TPC was the first municipal facility to join the family of Stadium Courses. As such its design posed unique challenges to the course architects and their player consultants, Jim Colbert and Howard Twitty. The course had to be sufficiently difficult to test the world's best players in the Phoenix Open and yet provide enjoyment to the golf-playing residents of Scottsdale.

The designers seem to have succeeded admirably. Professionals and amateurs alike have to make hard choices to score well on this course. Here are some prime examples.

The 15th hole is a par five of 515 yards — reachable in two by every pro on the Tour (and a good many amateurs as well). But most players (and many Tour pros) will think twice before they blast their tee shots. A lake on the left side cautions against any attempt to crush the ball. Even after a good drive, the second shot will have to be as high and straight as it is long, because the green sits on an island. Fifteen is an excellent three-shot par five for the amateurs and a fine opportunity for the aggressive pros to make 4 — or 6.

Another subtly challenging hole is the tiny 17th, at 303 yards a driveable par four for the TOUR's biggest hitters. But chances are, few will try. With bunkers in the center of the fairway and water to the left of the green, that 300-yard tee shot will have to be hit with the accuracy of a 9-iron.

As a general rule, keep this fact in mind: When you hit the ball off the playing area of the TPC of Scottsdale, you're basically in the desert. It's maintained terrain, but it's also very rugged in spots, grown over with cactus, creosote bushes, brittle brush, and other species of desert flora. It's a lot tougher to hit out of than it looks.

We mentioned earlier that the Phoenix Open has featured a list of distinguished champions — winners all. But, as with all PGA TOUR events, charity is the biggest winner at the Open. The tournament is sponsored by a justly famous Phoenix service organization known as the Thunderbirds. This organization devotes as much time channeling Phoenix Open proceeds into worthy activities as it spends preparing for the next tournament.

Over four and one-half million dollars have been donated to state-wide charities over the years. These funds have benefited a variety of community groups and people in need of assistance. Contributions in the area of sports have enabled many amateur athletes to represent Arizona in national and international competition. Donations to the Arizona Recreation Center and to the Special Olympics have helped provide therapeutic recreation for mentally and physically challenged children.



CREDITS

Programming and Design: Lee Actor, Dennis Koble
Executive Producer: Jim Rushing
Producer: Happy Keller
Graphics: Lennia Wilgren
Sound/Music: Rob Hubbard, Don Veca, Tony Berkeley
Assistant Producers: Randy Delucchi, Steve Imes
Product Manager: Karen Schulman
Testing: Michael Hensley, Jeff Glazier, Scott Probin
Documentation: T.S. Flanagan, R.J. Berg
Documentation Layout: Emily Favors
Quality Assurance: Rob Cavaness, Terrence Chin

The following player names are used with permission of
 PGA TOUR:

Paul Azinger	J.C. Snead	Mark O'Meara
Mike Donald	Fuzzy Zoeller	Dan Pohl
Bruce Lietzke	Loren Roberts	Mark McCumber
Tom Purtzer	Larry Mize	Gene Sauers
Tommy Armour III	Kenny Knox	Craig Stadler
David Frost	Joey Sindelar	Jeff Sluman
Fred Couples	Wayne Grady	Jay Haas
Jim Hallet	Clarence Rose	Andrew Magee
Stan Utley	Jim Carter	Larry Rinker
Larry Nelson	Brad Faxon	Billy Andrade
Robert Wrenn	Ian Baker-Finch	Mike Reid
Lon Hinkle	Phil Blackmar	Hale Irwin
Dave Barr	Howard Twitty	Mark Lye
Jim Booros	Dave Rummells	Doug Tewell
Mark Wiebe	Robert Lohr	Peter Jacobsen
Hal Sutton	Ed Fiori	Roger Maltbie
Lance Ten Broeck	Bill Britton	Duffy Waldorf

Don Shirey	Scott Simpson	Steve Jones
Bill Glasson	Bobby Wadkins	Pat McGowan
Ted Schulz	David Ogrin	Don Pooley
Dan Forsman	Rocco Mediate	Mike Hulbert
Mike Sullivan		

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 either repair or replace, at its option, 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.

In Australia and New Zealand, contact: Electronic Arts Pty. Limited, P.O. Box 539, Ashmore City, Queensland, 4214, Australia. Phone: (075) 911 388

Unless indicated otherwise, all software and documentation is ©1992 Electronic Arts. All Rights Reserved.

NEED A STRATEGY TIP? CALL

1-900-288-HINT

1-900-288-4468

24 Hours a day, 7 days a week!

95¢ for the first minute, 75¢ for each additional minute. If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone and is only available in the US. Call length determined by user; average length is four minutes. Messages subject to change without notice.

NOTE TO HOTLINE CALLERS: To assist you in quickly locating the information you need, Electronic Arts will gladly provide printed hotline menus. To receive a copy, please send your name and address to:

Hotline Menus
P.O. Box 7578
San Mateo, CA. 94403-7578

Unless indicated otherwise, all software and documentation is © 1992 Electronic Arts. All Rights Reserved.

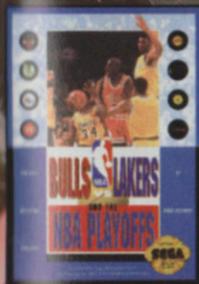
PGA TOUR GOLF II Software © 1992 Polygames and Electronic Arts

PGA TOUR GOLF II is a trademark of Electronic Arts.

This game is licensed by Sega for play on the SEGA GENESIS SYSTEM.

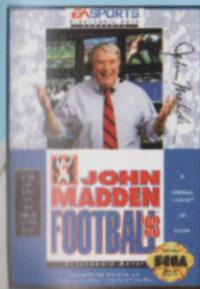
SEGA and GENESIS are trademarks of Sega Enterprises, LTD.

EA SPORTS PRESENTS



BULLS VS. LAKERS AND THE NBA® PLAYOFFS

New teams, new players, new moves. Real NBA action featuring all 16 of the actual 1991 NBA playoff teams. Over 90 players with new moves including alley-oops. Free-throw shot meter. Improved offensive/defensive controls. Current game stats.



JOHN MADDEN FOOTBALL™ '93

The best selling football videogame now includes 28 1992-93 pro teams based on 1992 stats, plus the 8 Greatest Ever teams and 2 All Madden teams. John Madden's real voice reactions, new Split Playcalling screen and "No Huddle" offense add a whole new dimension to gameplay.





Ron Barr, sports anchor, EA SPORTS

Emmy Award-winning reporter Ron Barr brings over 20 years of professional sportscasting experience to EA SPORTS. His network radio and television credits include play-by-play and color commentary for the NBA, NFL and the Olympic Games.

In addition to covering EA SPORTS sporting events, Ron hosts Sports Byline USA, the premiere sports talk radio show broadcast over 100 U.S. stations and around the world on Armed Forces Radio Network and Radio New Zealand.

Barr's unmatched sports knowledge and enthusiasm afford sports fans everywhere the chance to really get to know their heroes, talk to them directly, and discuss their views in a national forum.



LISTEN IN!

Tune in to SPORTS BYLINE USA for the ELECTRONIC ARTS SPORTS TRIVIA CONTEST for a chance to win a free EA SPORTS game. Check local radio listings.

10:00 p.m. to 1:00 a.m. E.T.

9:00 p.m. to 12:00 a.m. C.T.

8:00 p.m. to 11:00 p.m. M.T.

7:00 p.m. to 10:00 p.m. P.T.

715505