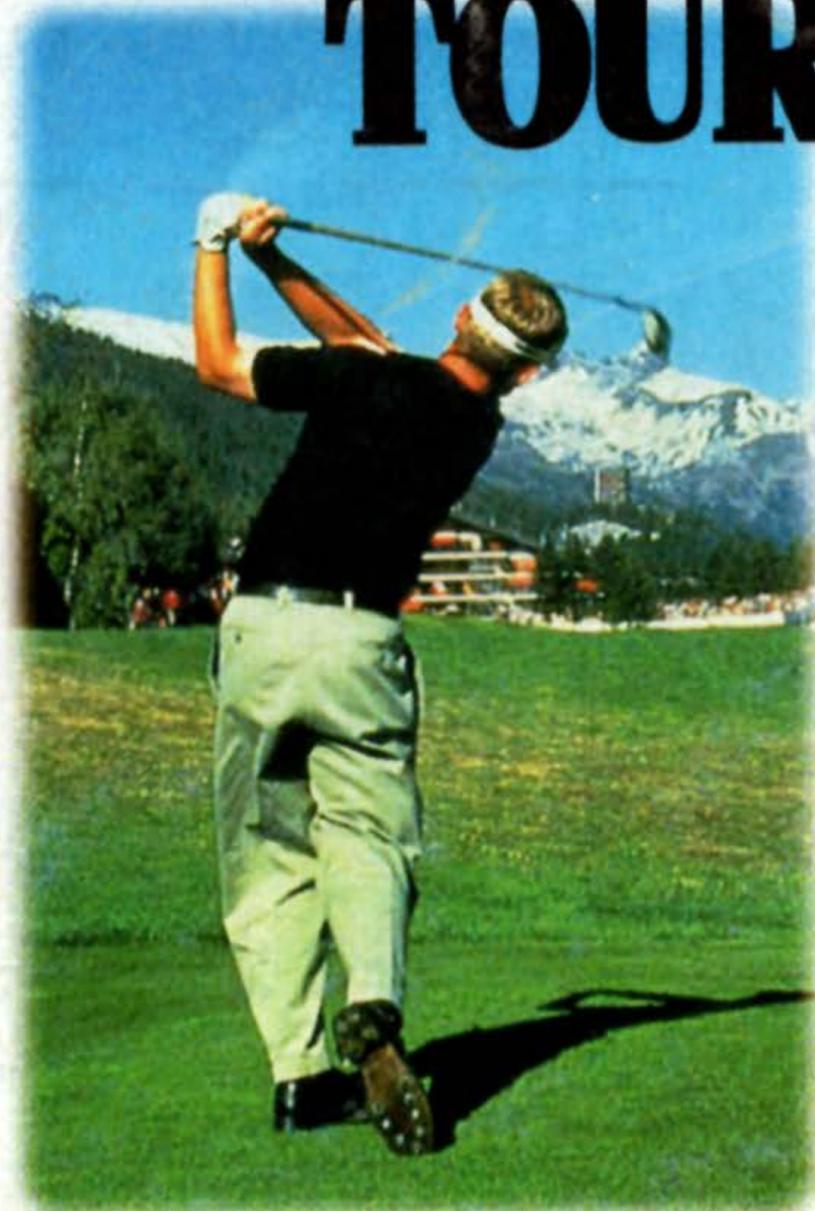


Nintendo

DMG-APRE-USA

GAMEBOY®

PGA EUROPEAN TOUR™



Instruction Booklet

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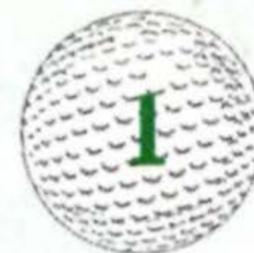
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PGA Euro Golf Titles

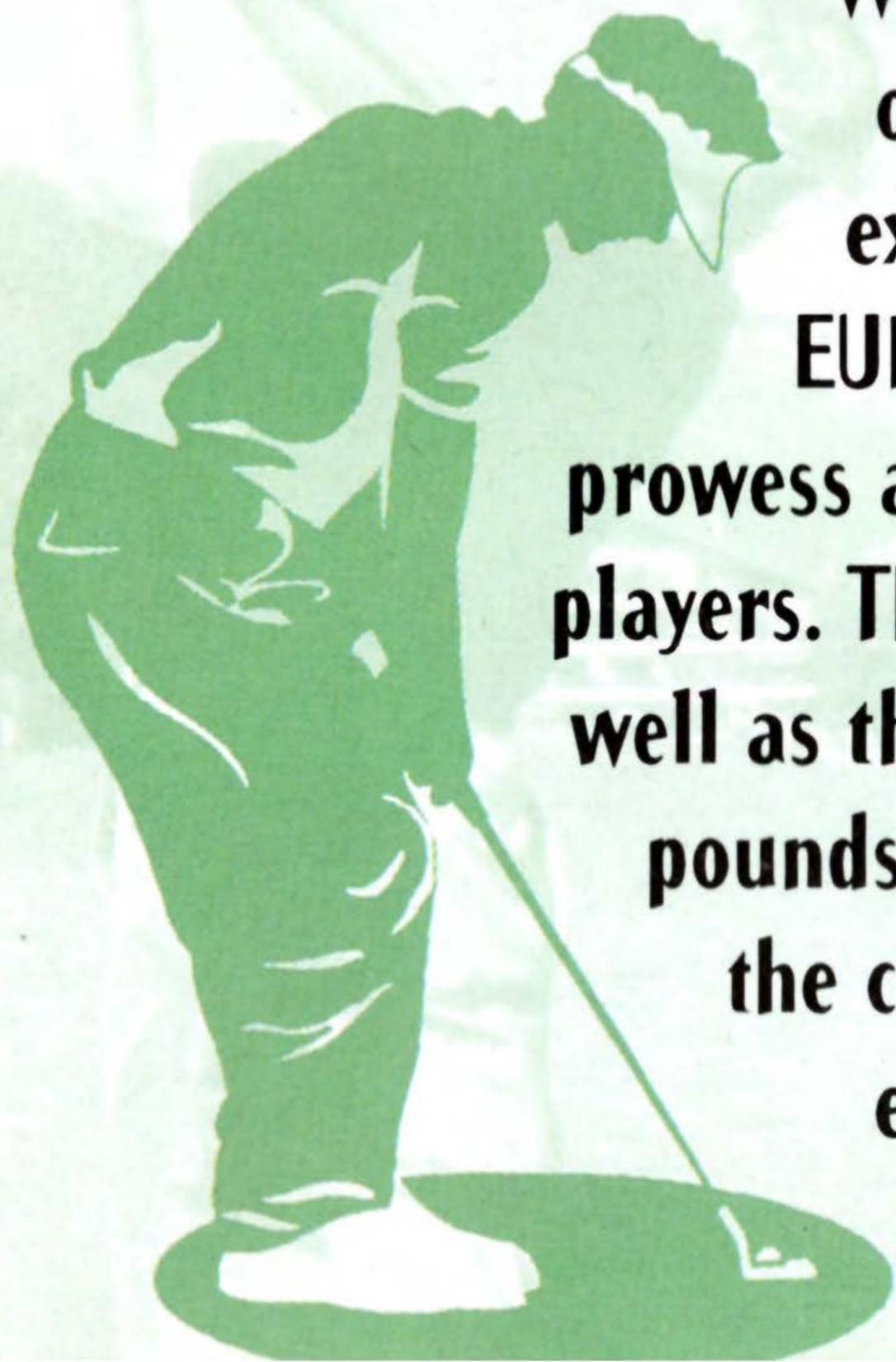


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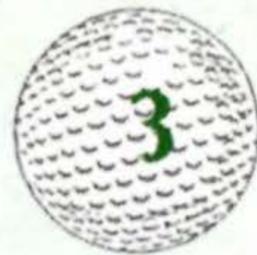
Welcome to PGA EUROPEAN TOUR™



Welcome to a whole new world of golf! Play some of the most exciting courses on the PGA EUROPEAN TOUR™ while testing your prowess against the finest international players. There's a Tournament Play mode as well as the Skins Game, with literally pounds of money riding on the outcome of the contests. The game's more real than ever. So grab your clubs and passport and head for the links!



Getting Started



1. Turn OFF the power switch on your Game Boy. Never insert or remove a Game Pak when the power is on.
2. Insert PGA EUROPEAN TOUR™ into the slot on the Game Boy. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The EA SPORTS™ logo appears. If you don't see it, begin again at step 1.
4. The PGA EUROPEAN TOUR™ title screen appears, followed by the game credits screen.
5. If you want to play right away, press the Start Button to go to the Pro Shop.
6. When you're in the Pro Shop, press the A Button to bring down the Game Menu. Press the Control Pad Up/Down to choose either Start New Game or Restart Old Game. Press the A Button to confirm your selection.

Controls

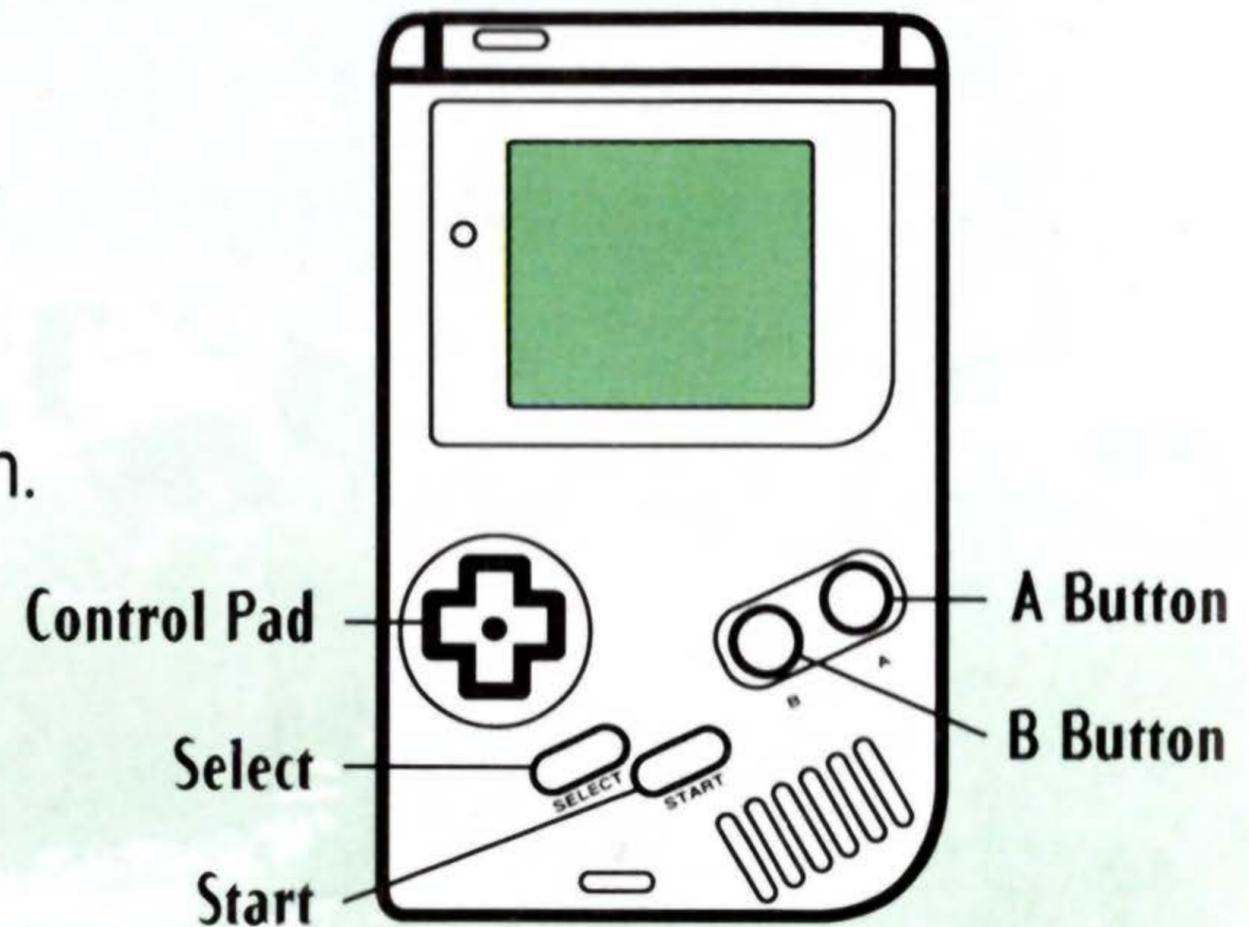


In the Pro Shop

A Button: Confirms a selected menu item.

B Button: Cancels menu selection.
Returns to the previous Setup Menu screen.

Control Pad: Up/Down/Left/Right
selects a menu item.





On the Course

A Button: The A Button is used to select items from menus to control your stroke. Press three times to hit the ball.

B Button: Cancels menu selection.

Control Pad: Up/Down/Left/Right moves aiming cross hairs.

Select: Press to view the green while cross hairs are over green.

Start: Toggles music on/off.

Basics From the Club Pro



Throughout PGA European Tour™, there are menus to help you play and move you through the game. While specific instructions for each menu and aspect of game play are included within this manual, certain constants remain the same and are listed below.

- Press the Control Pad Up/Down to highlight various options within a menu.
- Press the A Button to confirm a selected menu option.
- Press the A Button to leave the Title and Credit screens.

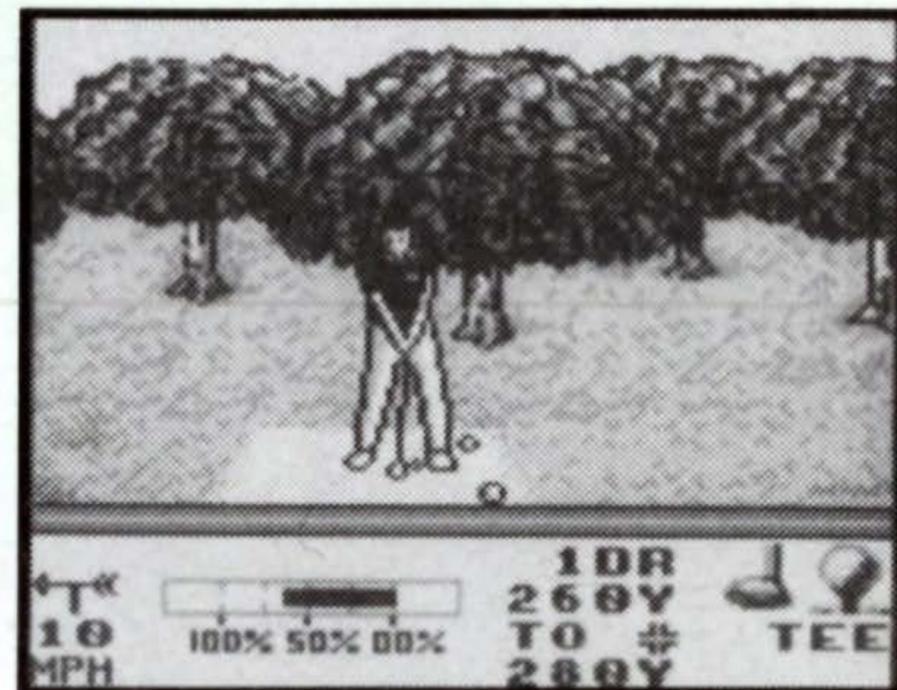
Hitting the Ball



The Stroke Meter and the Accuracy Point

Stroke Meter: The tool you use to determine the strength of your shot.

Accuracy Point: The spot on the Stroke Meter that you use to determine the direction of your shot.



An important skill to develop is stopping your swing exactly on the accuracy point; if you do your shot goes straight. If you miss the accuracy point to the right, the ball slices right. If you miss the point to the left, the ball hooks left. The greater your distance from the accuracy point, the greater the degree of the hook or slice.



1. Press the A Button to start your backswing.
2. Press the A Button again to stop your backswing and begin your swing.
3. Press the A Button a third time to hit the ball (at the accuracy point).

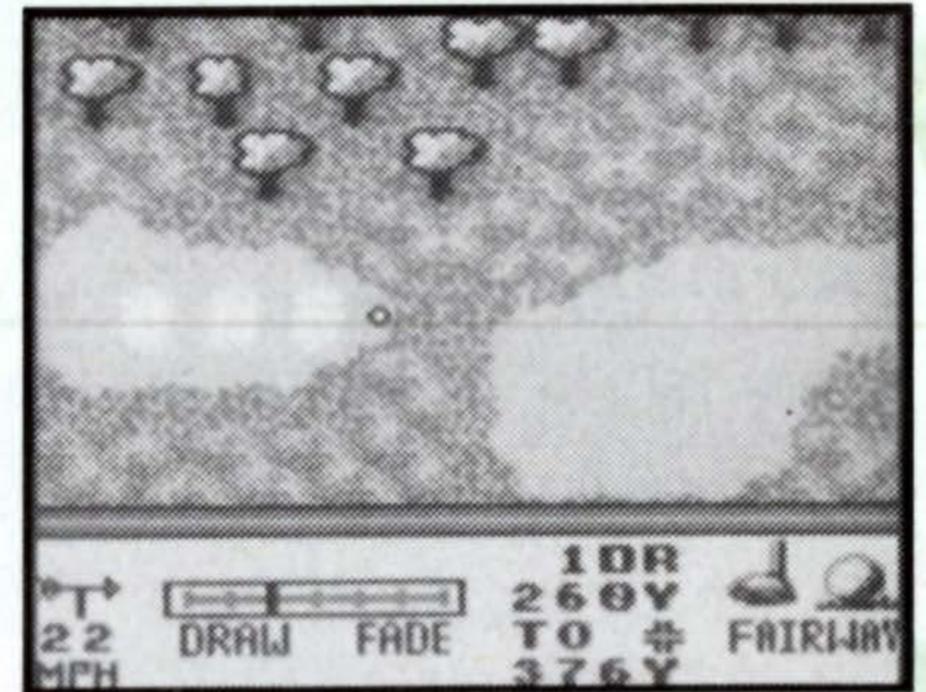
Overswing

The area to the left of the 100% mark on the Stroke Meter is the "overswing" area. If you venture into the overswing area, you can increase your potential power and hit the ball farther than the maximum distance potential listed on the Stroke Meter. Be careful if you choose to go into this area; if you fail to hit the accuracy point, the results can be costly. All hooks and slices are magnified in direct proportion to the degree of power you have chosen. Overswing, by definition, eliminates reliability.



Draw and Fade Meter

You might want to hook or slice the ball intentionally to avoid a hazard. The best way to control a hook or slice is to set the Draw/Fade Meter before you swing, then hit the accuracy point as usual. The Draw/Fade Meter is not available when you're putting.



When the Draw/Fade meter appears, press the Control Pad Left/Right to adjust the marker.



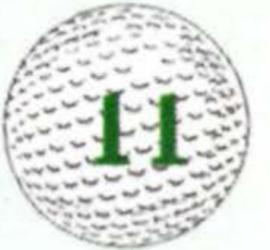
Selecting the Proper Club

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

- To change clubs, press the Control Pad Up/Down.

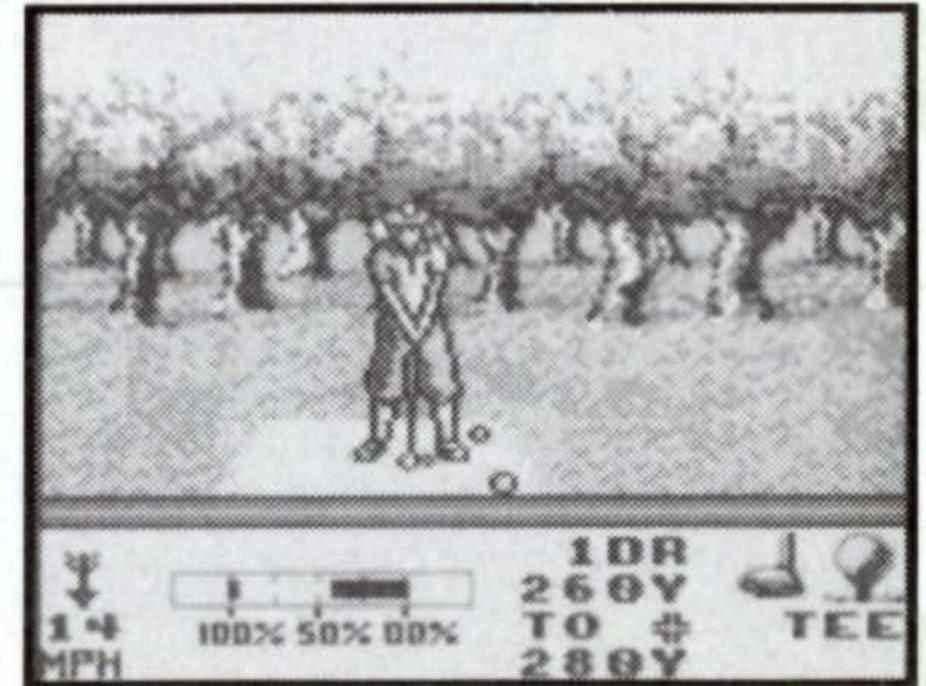
The name of the selected club appears at the bottom of the information box in the lower right corner of the screen.

Each club has different characteristics, one being its maximum distance potential. When we talk about distance potential, we're referring to total, not aerial distance. These potentials assume a perfect lie, no wind, and a flat spot for the ball to land so it can bounce and roll. The distance potential of a club is shown at the left side of the Stroke Meter.



Calculating Your Shot

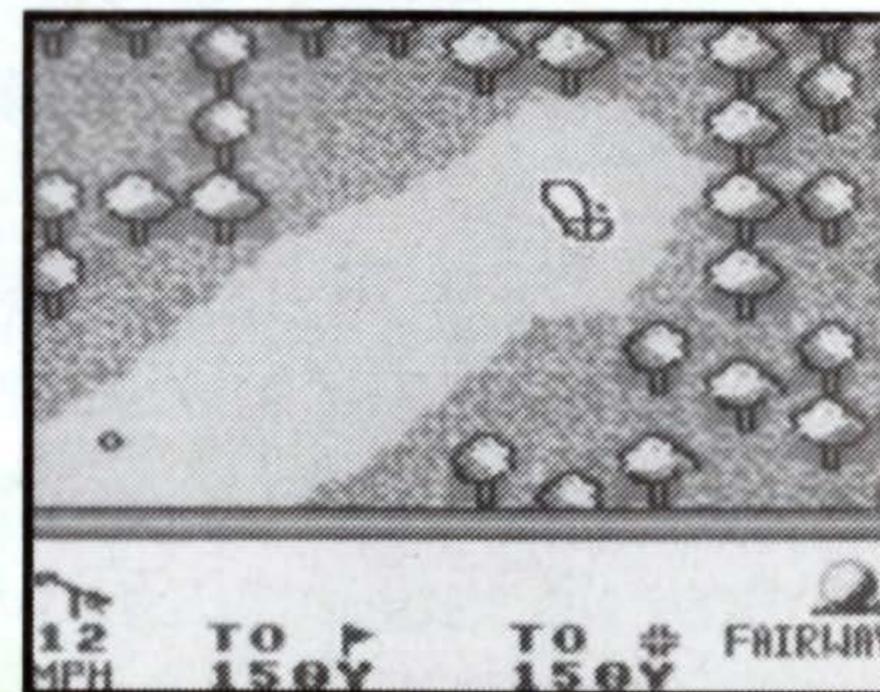
There's more to hitting the ball than simply aiming the cross hair and swinging the club. You should take into consideration the wind, the ball lie, your follow-up shot, and the potential hazards on the course itself. Let's say your driver's distance is 270 yards. If you stop your backswing when the Stroke Meter reaches 50%, your shot's calculated distance will be 135 yards, but this can be affected by the above factors.





Aiming Your Shot

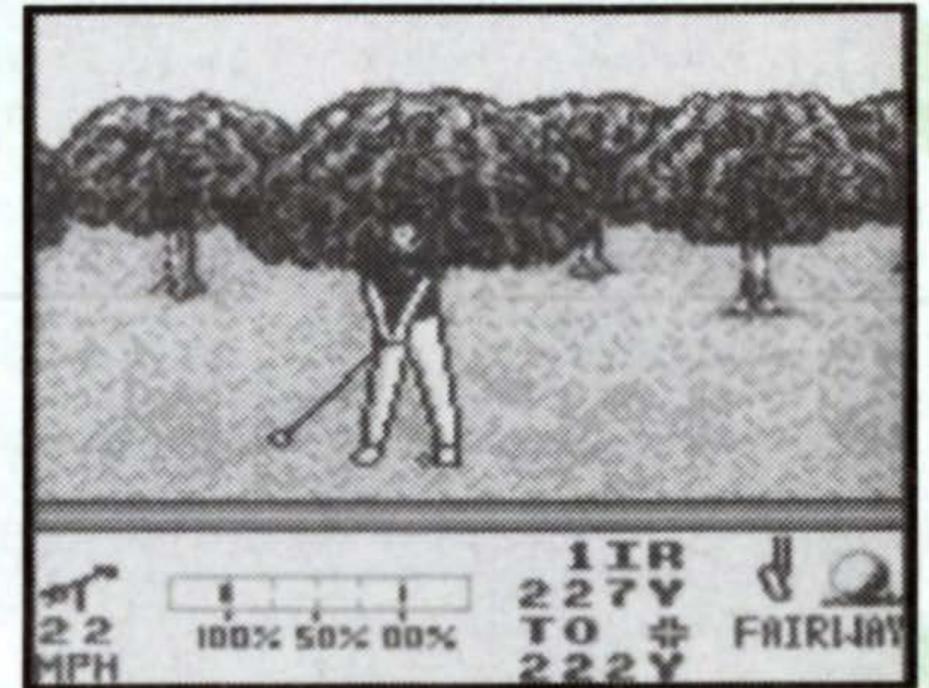
The aiming cross hair (flashing in the middle of the screen when you're about to hit) indicates the direction the ball will travel if you hit square and there is no cross-wind.



- To adjust the aiming cross hair press the Control Pad Up/Down/Left/Right.

Gauging the Wind

The rotating arrow at the bottom left of the screen indicates the wind speed and direction. Watch out for occasional gusts and pay attention to the weather report given before each round.



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

How to Putt



The Stroke Meter on the green works just like anywhere else.

- To putt, press the A Button three times.

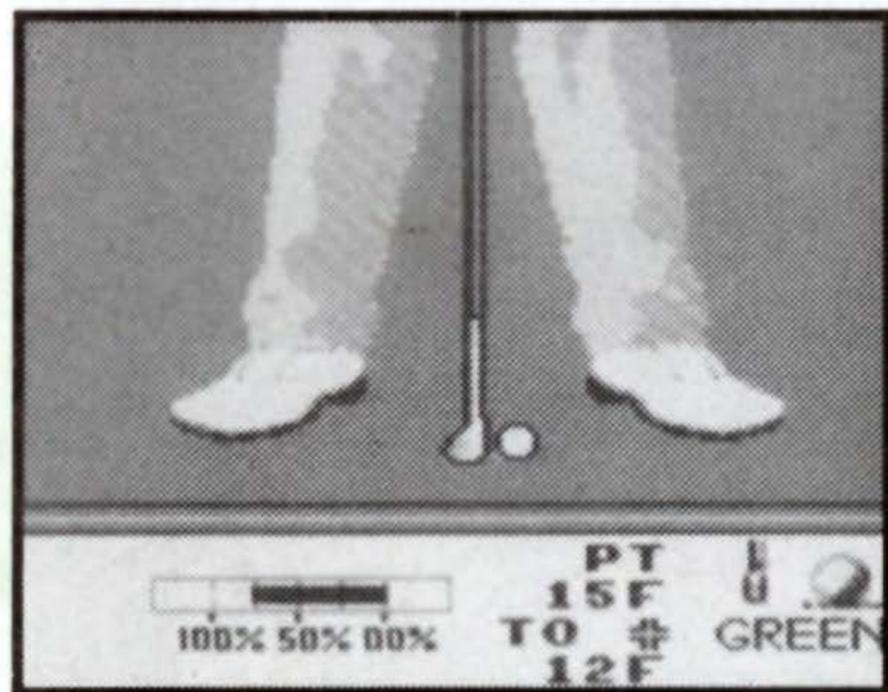
The distance potential of your putter can be changed in increments of 5 feet over a range of 5 to 80 feet.

- To change the distance potential, press the Control Pad Left/Right.

NOTE: You can see an instant replay of your putt if you make it in! Press the Select Button to bring up the Instant Replay menu after your shot. To see the instant replay, select "See Again" from the menu, then select "Continue" to return to your game.

To practice a specific putt over and over again, select Take a Mulligan from the Shot Menu and press the A Button.

NOTE: Mulligan's only an option in Practice Mode.



The Secret to Putting

Reading the breaks of a green can be tricky and requires practice. There are no fixed rules for determining just how much you should compensate with the aiming cross hair for a break, but below are a few reliable guides.



- The breaks in the green influence the ball more as the ball slows down. It's more important to compensate for the breaks around the cup than for those directly in front of the ball
- When compensating for a drastic break, keep in mind that the ball must travel farther to the cup and plan your distance accordingly.
- 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 your short putts. On the other hand, if you're "lipping" a lot of your putts, try hitting the ball a little softer.

Ball Lie

The Ball Lie Window is shown at the bottom right hand corner of the screen and shows you what kind of terrain your ball is resting on.

Instant Replay

1. To view an Instant Replay, press the Select Button after your shot and select "See Again" from the menu.
2. Press the A Button again and then select "Continue" from the menu to return to your game.



Leaderboard

The Leaderboard lists all the players in an ongoing tournament in order of lowest total score. The players names appear on the list with an arrow next to them. Next to the name of each player is his current score in relation to par. Next to the 'Par' column is the 'Hole' column, which indicates the current hole for that player. A double dash (- -) in this column indicates the player has finished the round.

- To page through the list, press the Control Pad Up/Down.
- To go to the course, press the Start Button.

Practice Round



The Practice Round play mode offers flexibility of play without the money pressure.

Playing a Practice Round

- Select Practice Round from the Play Menu and press the A Button.

The Select the Number of Players Box appears. Press the Control Pad Up/Down to choose either one or two players, then press the A Button to confirm.

The Choose Your Player Box appears. Select either a Player or a Game Boy Pro.



Entering Your Name

If you have chosen to control a golfer, enter your name by pressing the Control Pad Up/Down. After selecting a letter, press the Control Pad Right to go to the next space and select a letter. When you have finished, press the A Button to confirm.

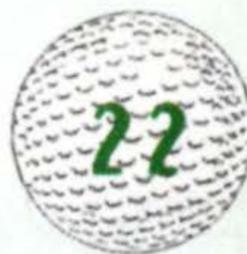


Choose Your Tee

After you select a player, select a tee position. Amateur Tees are closer to the green than Professional Tees and are only available during a Practice Round.



- Press the Control Pad Up/Down to highlight the tee you want.
- Press the A Button to confirm your selection.



Selecting Clubs

After you select a player, you need to select your clubs.

You may choose from:

- Standard Clubs
- Match Clubs
- Skill Clubs
- Power Clubs

Press the Control Pad Up/Down to choose a set of clubs, then press the A Button to confirm your choice.

STANDARD CLUBS			
PT	80F	5 IR	179Y
SM	100Y	4 IR	191Y
PM	119Y	3 IR	203Y
9 IR	131Y	2 IR	215Y
8 IR	143Y	4 MD	224Y
7 IR	155Y	3 MD	236Y
6 IR	167Y	1 DR	260Y

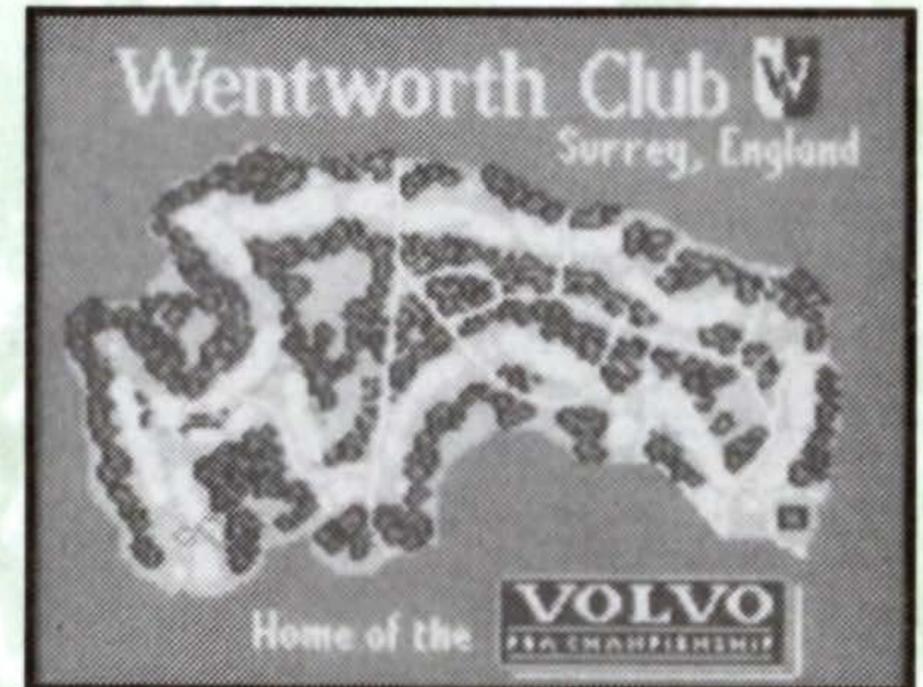
Selecting a Course

You may play any of the following courses:



Forest of Arden
Warwickshire, UK

Wentworth
Surrey, England



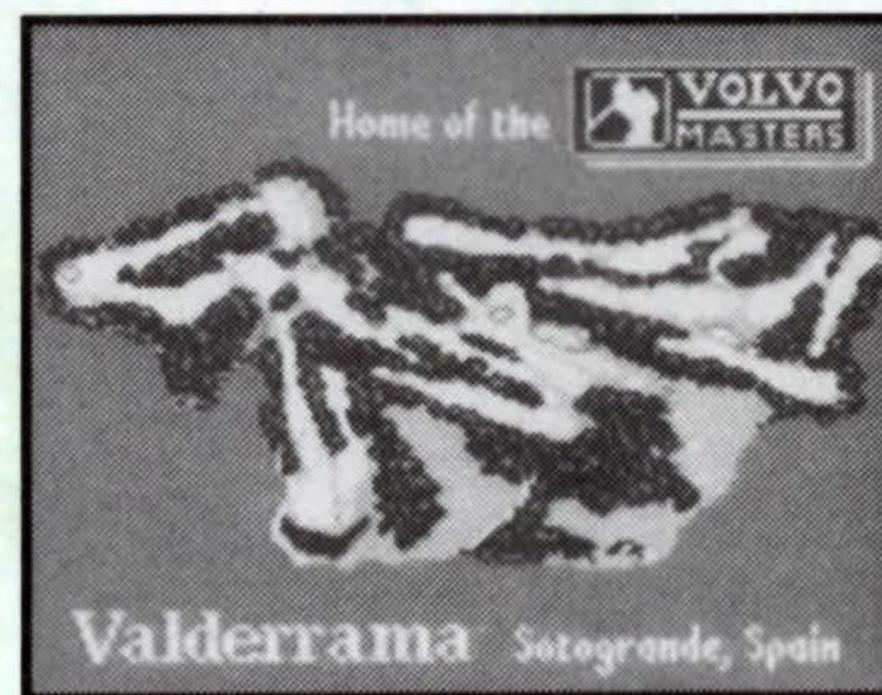


Crans Sur Sierre

Switzerland

Valderrama

Sotogrande, Spain



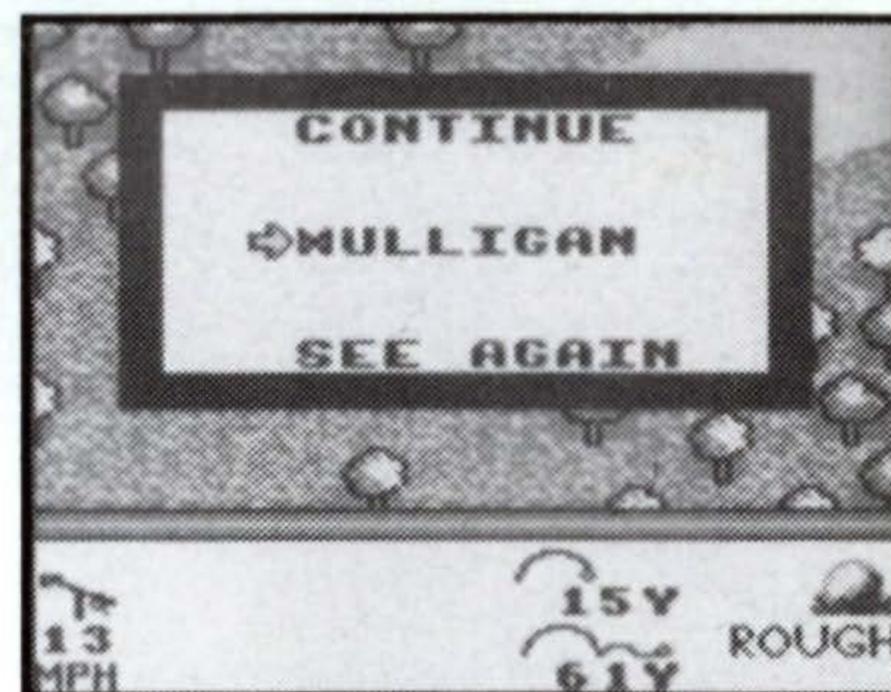
1. Press the Control Pad Left/Right to select the course you want.
2. Press the A Button to confirm your choice.
3. You will see the course's logo and a map.

Taking a Mulligan

In a Practice Round, you can take a shot over and over again until you get it just right.

- Press select after your shot to bring up the Shot Menu.
- Highlight Mulligan from the Shot Menu, then press the A Button.

The program takes you back to your previous lie.



Tournament Play



LEADER BOARD		TOURNAMENT ROUND 1	
	GOLFER	PAR	
1	KARLSON	-5	77
2	NOBILO	-3	178
2	MOODY	-3	88
4	SPENCE	-2	16
4	TORRANCE	-2	16
4	M McNULTY	-2	65
7	SINGH	-1	11
7	ROMERO	-1	15
7	TURNER	-1	10
7	GILFORD	-1	7
7	MIJOVIC	-1	14
7	MURRAY	-1	11
7	RIVERO	-1	12
14	MCGINLEY	:0	

Now that you've mastered the basics and perfected your skills, it's time to put it all together and play a tournament. A tournament comprises four full rounds (72 holes) on the same course.

NOTE: You must use professional tees and mulligans are not allowed.

How to Play

Say good-bye to your buddies in the Pro Shop and choose Tournament from the Play Menu. You are asked the same questions as when you played a Practice Round.

After you choose your course, an overhead shot of the entire course appears. The Tournament Board then introduces the tournament and total prize money. The Leader Board, which shows the current standings for all tournament participants, appears. Following each ranking is the player's name, score, and the hole he is currently playing.

Making the Cut

Generally, if you shoot par or better you will make the cut. At the end of the first round, the top 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 players, plus all those players tied for the lowest qualifying score, move on and so on to the fourth and final round.

Skins Challenge

SKINS PLAY ROUND		
GOLFER 1		GOLFER 2
HOLES ↓ 2		HOLES ↑ 2
STROKES		LEADER
1	4	4 *
2	4	4 *
3	4	3 *
4	5	
5	4	
6	4	
7	4	
8	4	
9	4	

Two players compete in a Skins Challenge for cash. The game is played over the course of 18 holes, with each hole assigned a monetary value. The value of the holes increases as you play.

In order to win cash, you must win the skin for that specific hole. To win a skin, you must win a

hole outright by making a lower score on that hole than the other competitor. If both players tie for the lowest score on a given hole, the skin for that hole carries over to the next hole. Theoretically, all 18 skins could ride on the 18th hole. If no one wins the 18th hole, the players continue playing until someone wins the remaining skin(s).

Since the total score for the round has no bearing on who wins, 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. This is reflected on the Scorecard. If the winning player scores a 3 for a hole, the other players show a score of 3+ on the scorecard. This means that they would have taken more than 3 strokes to finish the hole, but simply went on as the competition was finished.

Passwords



After you get the ball into the hole, you will be given a password so that you can resume the game at that point later if you want.

- When you turn the game on, instead of selecting New Game, select Resume Old Game.
- The Password Screen will come up. Enter your password by pressing the Control Pad Up/Down. To move to the next blank, press the Control Pad Right. To return to the previous blank, press the Control Pad Left.
- When you are finished, press the A Button and you will return to where you left off.

NOTE: Turning your Game Boy off erases your password from memory. You can not resume a game in the Skins Game Mode.

Fine Points From the Master



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 several different surfaces where the ball can lie: **tee, fairway, green, rough, sand**, etc. The latter surfaces pose unique problems for the golfer.

- Ball Lie is shown prior to aiming your shot.

The Tee

Every hole begins at the tee. Check your distance, the wind gauge and the location of hazards. Make sure you hit the accuracy point.



The Fairway

When you're not on the green or the fringe, this is the best place to be. Occasionally, you'll find your ball "in a depression" on the fairway. When your ball is in a depression, the maximum distance for a given club is slightly reduced, and the possibility for a wild shot is slightly increased.

The Green

Knowing how to read a green is essential if you want to shoot low scores. The putter is the only club allowed on the green, and the wind is not a factor.

The Rough

The rough reduces the maximum distance potential of any club you select, and increases the effect of a hook or slice. If you're "Half-buried in the Rough," these consequences are greater still.

The Heavy Rough

As you might expect, the heavy rough is more undesirable than the ordinary rough. Nowhere is the "flub" factor more ominous. Exercise extreme caution and avoid using the Draw/Fade Meter.

The Sand

At all costs avoid the bunkers, especially the ones along the fairway. It's extremely difficult to make an accurate long shot from the sand. If your ball is "Half-buried in the sand," you might want to go with the sand wedge. Using a longer club (a one or two iron) to get distance is risky: the possibility of blowing the shot increases with a flat iron.



The Chip Shot

If you are close to the green this is the perfect time to use your Chip Shot. This shot does not fly very far in the air. The strategy of the shot is to chip the ball just on to the green and hope it rolls the rest of the way to the hole. If you use the Chip Shot, be sure to read the contour grid of the green very carefully. The moment your ball hits the green, it reacts to these contours.

NOTE: A ball hit as a Chip Shot stops dead in its tracks if it lands on the fringe.

The Fringe Putt

When your ball is just outside the green, you may choose to hit a Fringe Putt. The ball will not travel as far when it is off the greens surface however, be sure to compensate for this in your putt.

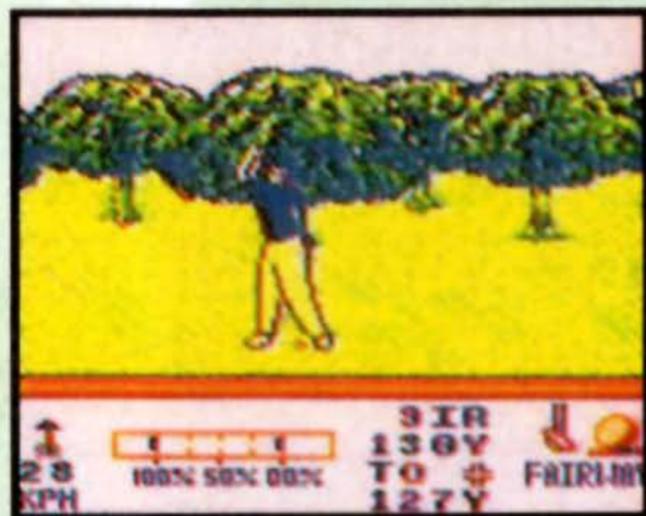
Roll and Backspin

When aiming for the green, you want to account for roll and backspin on the ball. You get backspin only on the green, 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. If you hit the green with a medium to long iron, there's a chance the ball may stop on the green after the first bounce, provided the green is large enough.

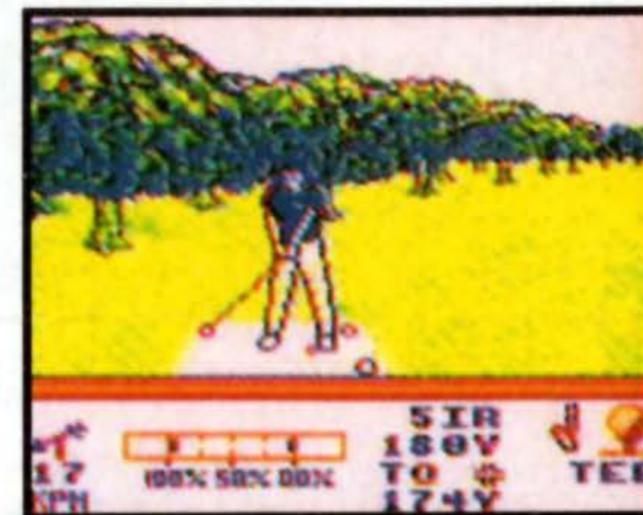
Using Your Super Game Boy Adapter



Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position.

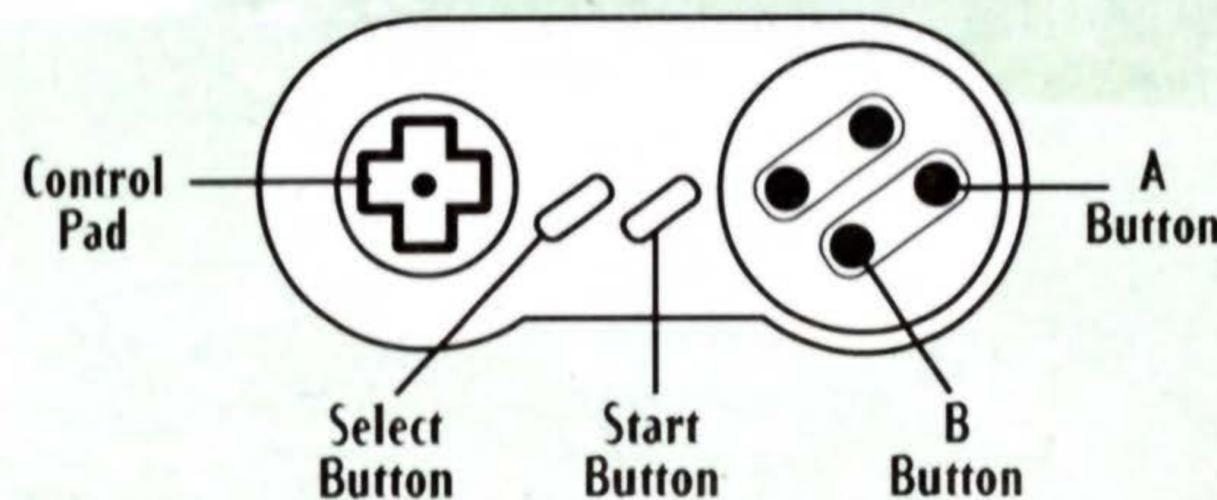


For further operation information, please consult your Super Game Boy and Super NES instruction booklets.



Game play on the Super NES using the Super Game Boy adapter. Both sold separately.

This Game Pak has been specially designed to allow enhanced graphics when using the Super Game Boy. Game controls have been pre-set so that the A, B, Start and Select Buttons on your Super NES Controller correspond to the same controls on the Game Boy. If you want to change the controller settings or the colors set for this game, consult your Super Game Boy instruction booklet.



Limited Warranty



MALIBU GAMES warrants to the original consumer purchaser that this Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, MALIBU GAMES will repair or replace the PAK, at its option, free of charge. To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the MALIBU GAMES Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the MALIBU GAMES service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

MALIBU GAMES Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

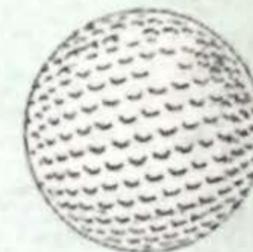
This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the PAK develops a problem after the 90 day warranty period, you may contact the MALIBU GAMES Consumer Service Department at the phone number noted. If the MALIBU GAMES service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to MALIBU GAMES. MALIBU GAMES will, at its option subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refundable.

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