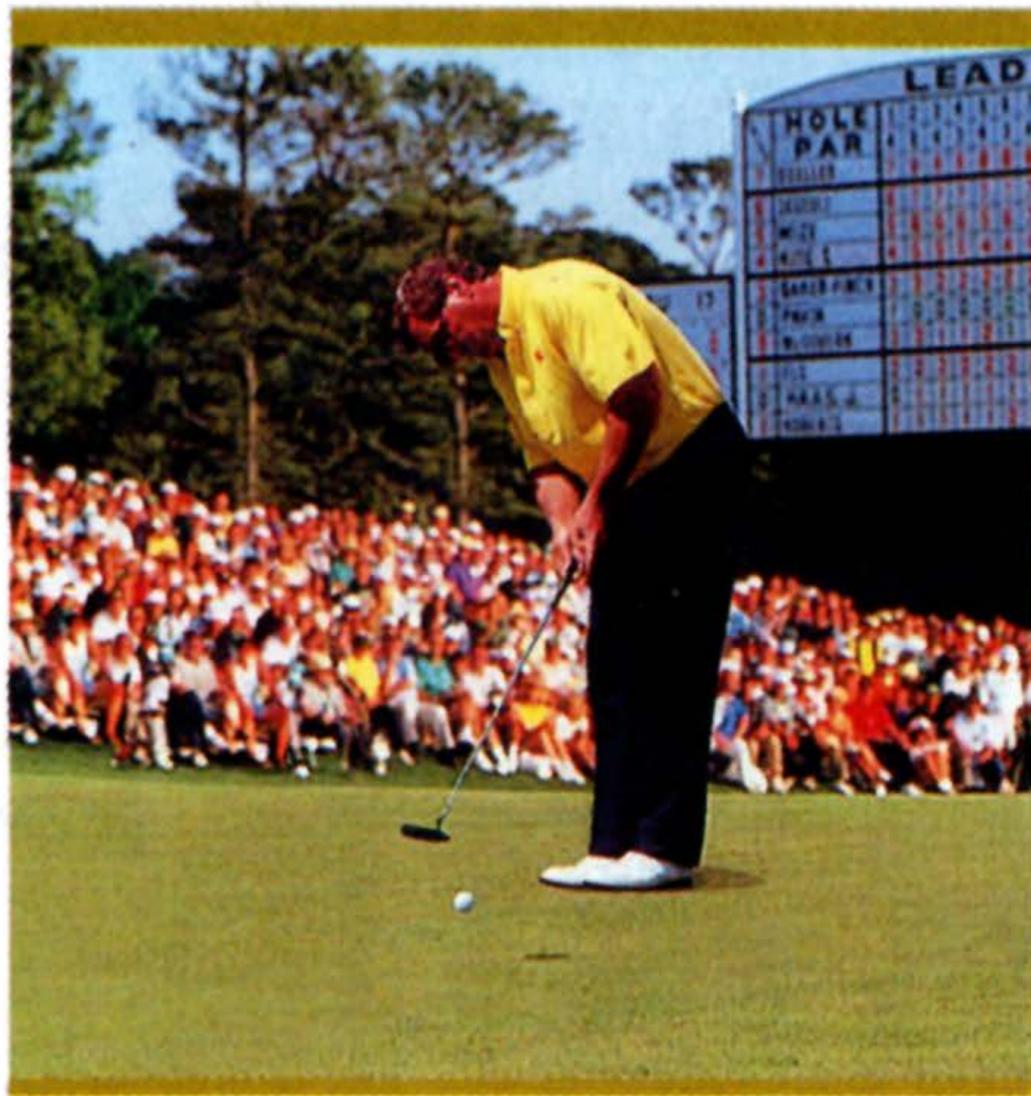


Nintendo®

GAMEBOY®

DMG-A3GE-USA

PGA TOUR 96



Instruction Booklet

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CONTENTS

CONTROLLING THE GAME	2
WELCOME TO PGA TOUR® 96	4
STARTING THE GAME	5
THE GAME SETUP SCREEN	6
STARTING A PRACTICE ROUND	9
BASICS FROM THE CLUB PRO	12
HITTING THE BALL	13
VIEWING THE COURSE	22
TOURNAMENT PLAY	25
SKINS CHALLENGE	27
PASSWORDS	29
USING YOUR GAME BOY ADAPTER	30
WARRANTY	31

CONTROLLING THE GAME

The Game Setup Screen

A Button

Confirms a selected menu item.

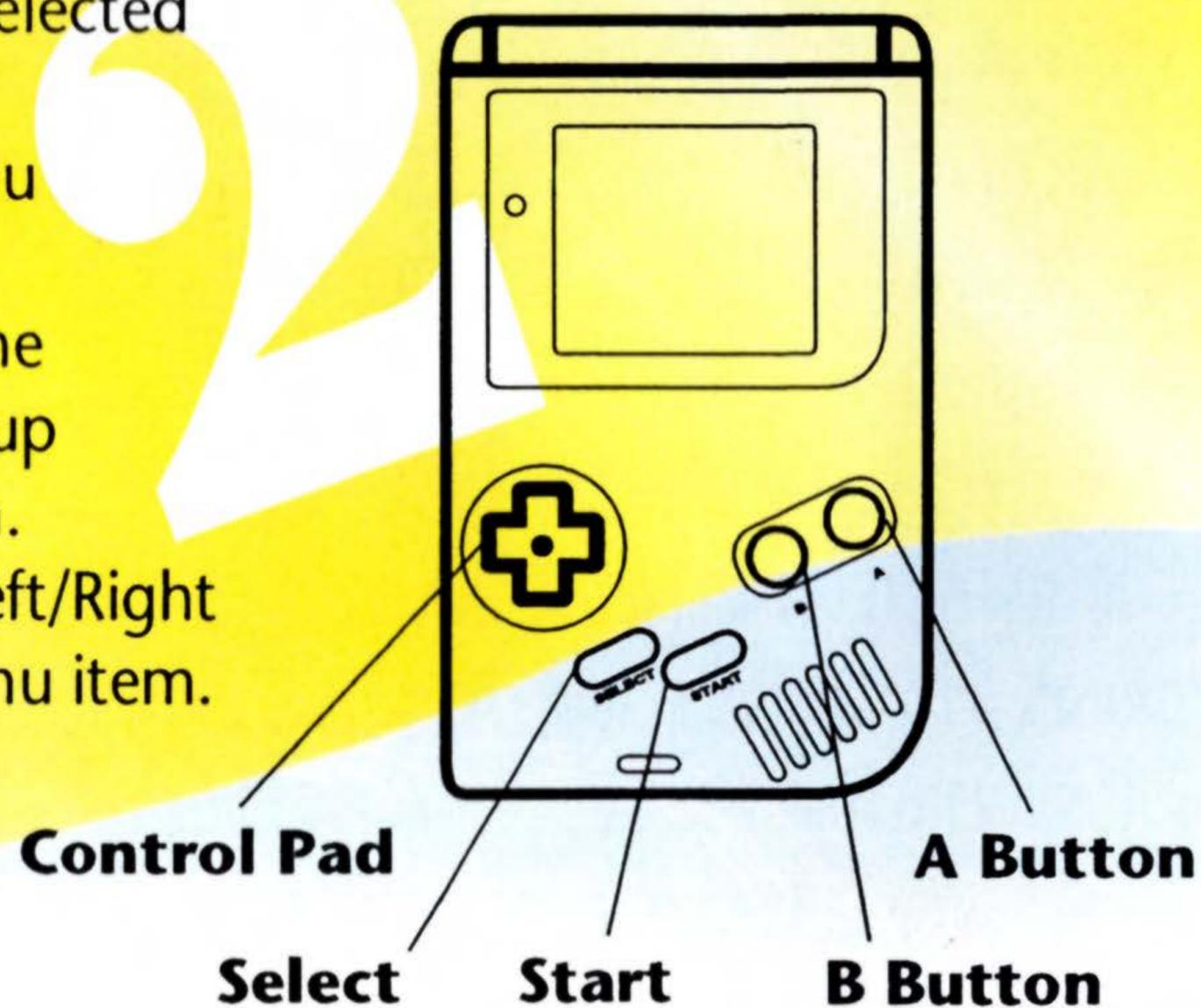
B Button

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

Selects or confirms a menu choice.
Locks in aiming cursor.
Press three times to hit the ball.

B Button

Cancels menu selection.

Control Pad

Moves aiming cross hairs.
Selects menu items.

Select

Brings up draw/fade menu after aim is locked.
Brings up post-shot selections screen.
Press to view the green.

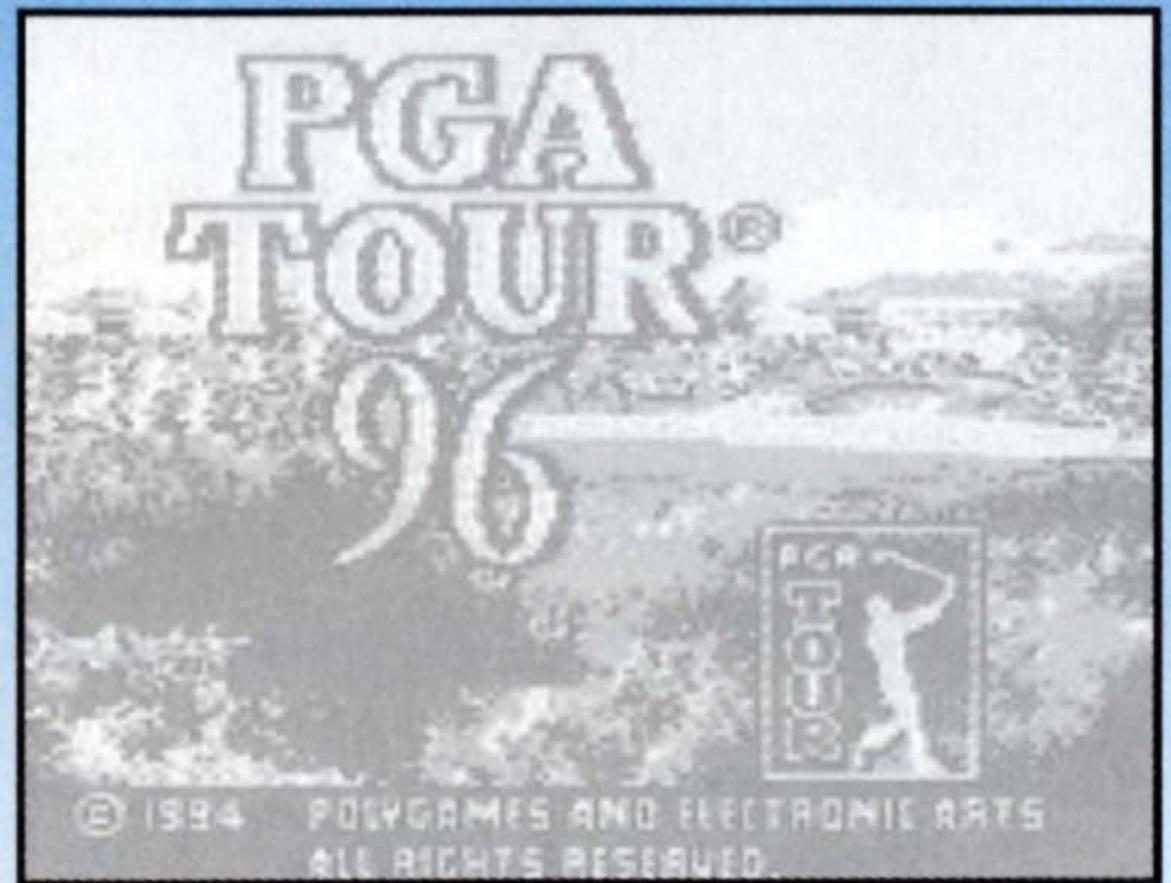
WELCOME TO PGA TOUR® 96

Here is your chance to experience the fairways and greens you've always dreamed of. Walk the 18th on the TPC at Sawgrass with the best on the TOUR, then pass the field by as you march on to win it all.

- Look at the numbers: 5 TPC courses, 5 new tournaments, and 3 different play modes; Practice, Skins, and Tournament.
- If you win a Tournament, you win trophies and prize money!
- New Ball Lie Window with Arc meter provides accurate shot control and a great perspective.
- Updated TOUR roster includes 8 featured PGA TOUR pros.
- Awesome new state-of-the-art graphics.

STARTING THE GAME

1. Turn OFF the power switch on your Nintendo™ Game Boy™. Never insert or remove a game cartridge when the power is on.
2. Insert PGA TOUR® 96 into the slot on the Game Boy. To lock the cartridge in place, press firmly.
3. Turn ON the power switch. The Nintendo logo appears. If you don't see it, begin again at step 1.
4. The PGA TOUR® 96 title screen appears, followed by the game credits screen.
5. If you want to play right away, press START and then press the A Button to go to Game Setup Screen.



THE GAME SETUP SCREEN

The Game Setup screen is where you choose your play mode, the course and the number of players. You also have access to instant replays and can set your options.

Controls

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.



Game Type Screen

Choose to play either a NEW GAME or resume an OLD GAME.

If you select OLD GAME, press the Control Pad Up/Down to scroll through letter, number and symbol choices, then press the Control Pad Left/Right to move on to the next space. When you are finished, press the A Button to enter your password.

If it is correct, you will resume your OLD GAME at the place where you left off.

If it is incorrect, you may try again or press the B Button to return to the Game Type screen.



Play Mode

The different play modes available are:

- Practice A Round
- Play In A Tournament
- Skins Challenge



Choose the Number of Players

Select the number of players (1 or 2) by pressing the Control Pad Left/Right and pressing the A Button to confirm.

You may choose to either control the player (Human Player) or let the Game Boy control the player (Game Boy Pro). Press the Control Pad Up/Down and press the A Button to confirm.

If you are controlling the player, enter your name (up to 8 characters) by pressing the Control Pad Up/Down to select a letter, then pressing the Control Pad Left/Right to move on to the next space. Press the A Button when you are finished.

STARTING A PRACTICE ROUND

1. Press the A Button to Start New Game.
2. Press the A Button to select Practice A Round (default).
3. The Select Number of Players Box appears. Press the Control Pad Left/Right to highlight desired number of players (1 or 2), then press the A Button.
4. Select a player type for Player 1. Press the Control Pad Up/Down to select either a human player or the Game Boy Pro. The Human Player is the default. Press the A Button to confirm.

If you selected a two player game, repeat for Player 2.

Computer controlled opponents include:

Brad Faxon

Tom Kite

Davis Love III

Craig Stadler

Lee Janzen

Bruce Lietzke

Jeff Sluman

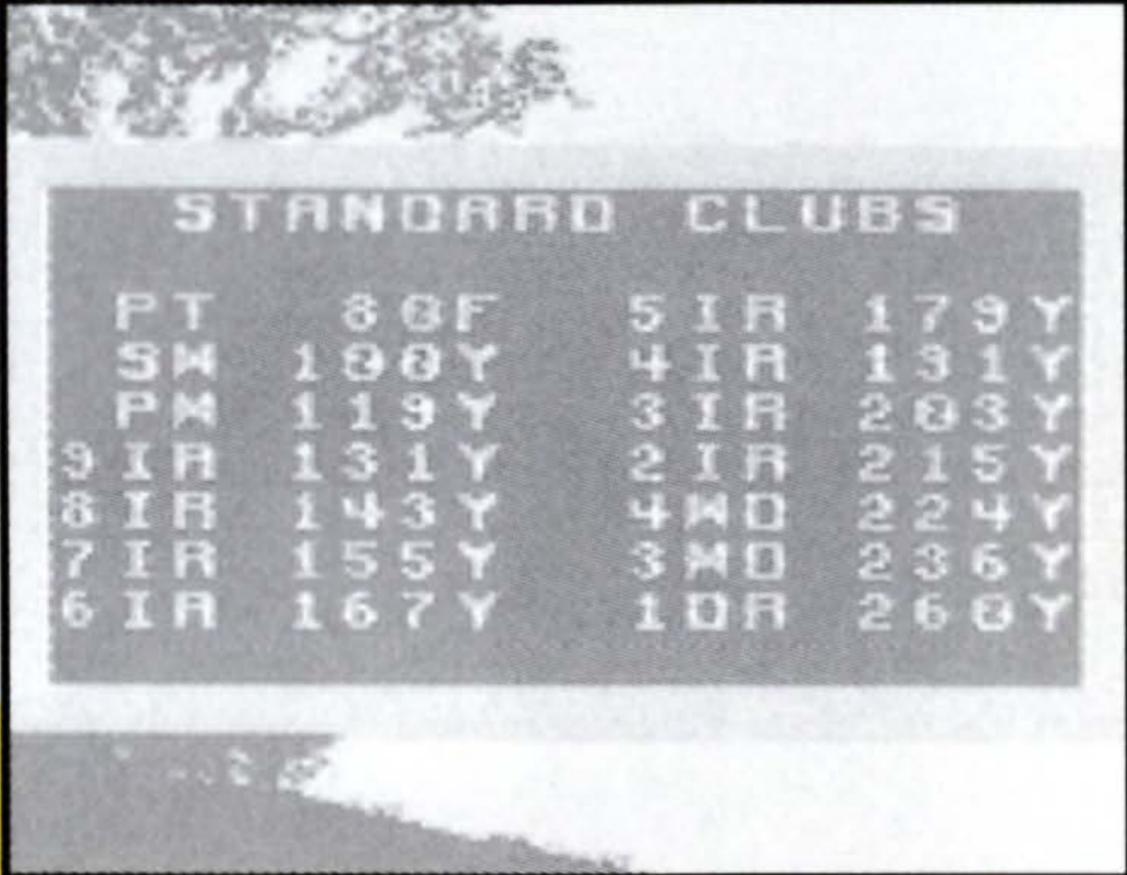
Fuzzy Zoeller

5. The Select Clubs Box appears. Press the Control Pad Up/Down to select a set of clubs.

Choose from:
STANDARD CLUBS
MATCH CLUBS
SKILL CLUBS
POWER CLUBS

Press the A Button to continue.

6. The Tee Select Box appears. Press the Control Pad Up/Down to select either Men's Amateur Tees or Professional Tees. Press the A Button to confirm.



STANDARD CLUBS			
PT	88F	5 IR	179Y
SW	100Y	4 IR	131Y
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	268Y

7. The Select Course Box appears. Press the Control Pad Left/Right to select a course.

Choose from:

TPC at Summerlin, Las Vegas, NV
TPC at Sawgrass, Pointe Vedra, FL
TPC at Avenel, Potomac, MD
TPC at Woodlands, Houston, TX
TPC, Scottsdale, AZ

Press the A Button to continue.

8. The Select Starting Hole Box appears. Pressing the Control Pad Up/Down changes the whole number by 1. Pressing the Control Pad Left/Right changes the whole number by 6.

BASICS FROM THE CLUB PRO

Throughout PGA TOUR® 96, 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 B Button to back up to the previous menu.

HITTING THE BALL

The Stroke Meter and the Accuracy Point

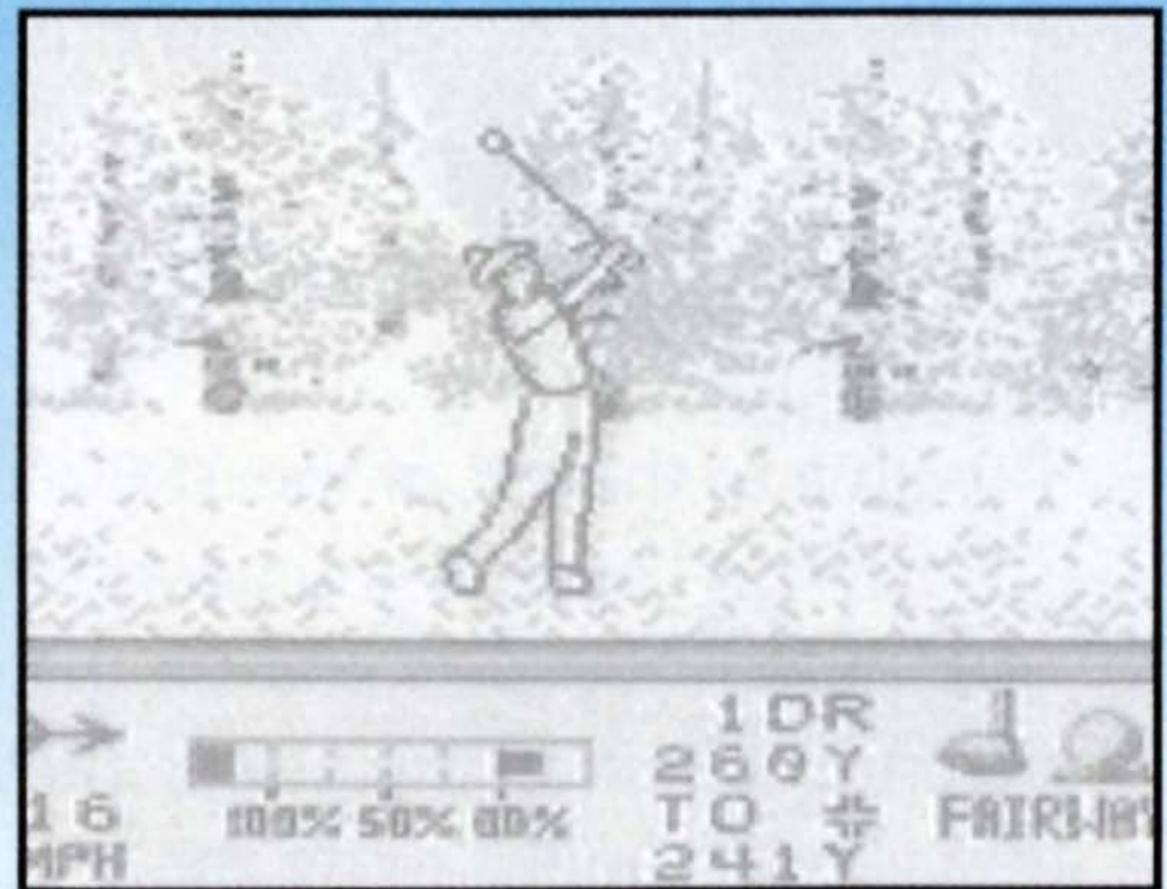
Stroke Meter

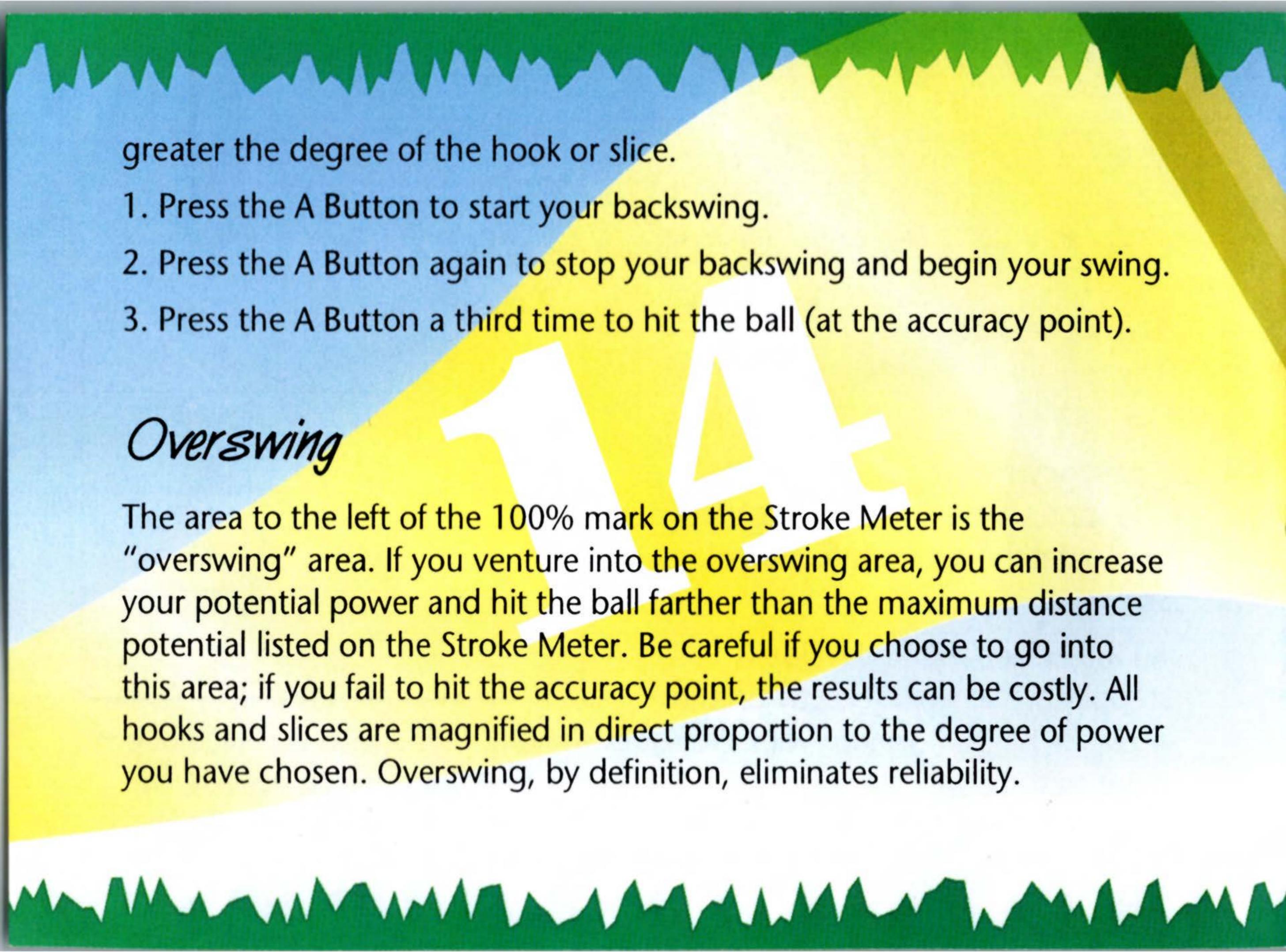
The tool you use to determine the strength of your shot.

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.

- To adjust the Draw/Fade meter from the Ball Lie Window, press the Control Pad Left/Right. The more you increase the number for draw, the more the ball hooks to the left; the more you increase the number for fade, the more it slices to the right.

Arc Meter

There's a new feature in PGA TOUR® 96 which increases shot control. Use the Arc meter to change the amount of arc you give the ball. When you hit under the ball, you increase the arc; when you top it off, you decrease the arc. More arc means less roll on landing, and vice versa.

- To adjust the Arc meter, Press the Control Pad Up/Down.

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 along the bottom 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, move 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.

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. To refresh your memory on how to use the Stroke Meter, see The Stroke Meter and The Accuracy Point on page 13.

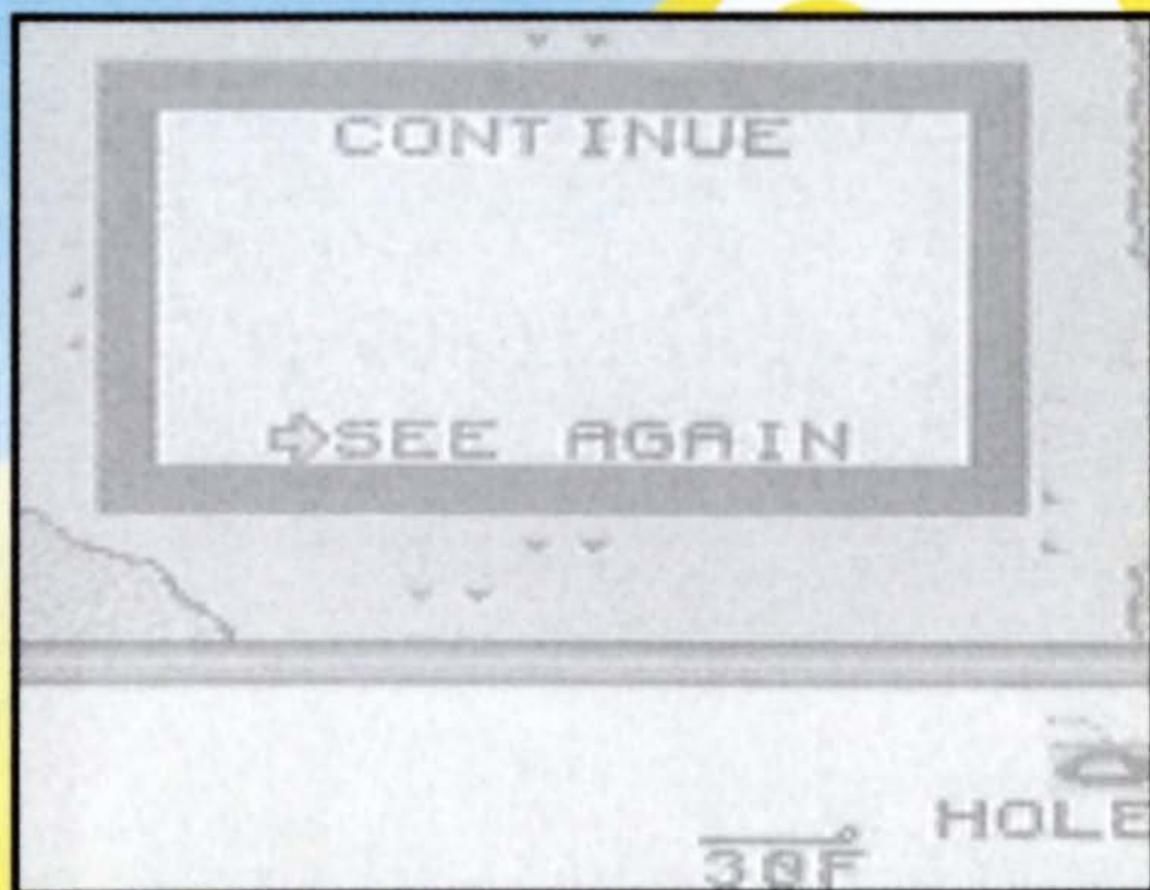
The distance potential of your putter can be changed in increments of 5 feet over a range of 5 to 80 feet.

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

Instant Replay

You can replay any shot you like, even those made by the pros.

1. Press SELECT to bring up the Instant Replay Menu after your shot. To see a replay, select SEE AGAIN from the menu.

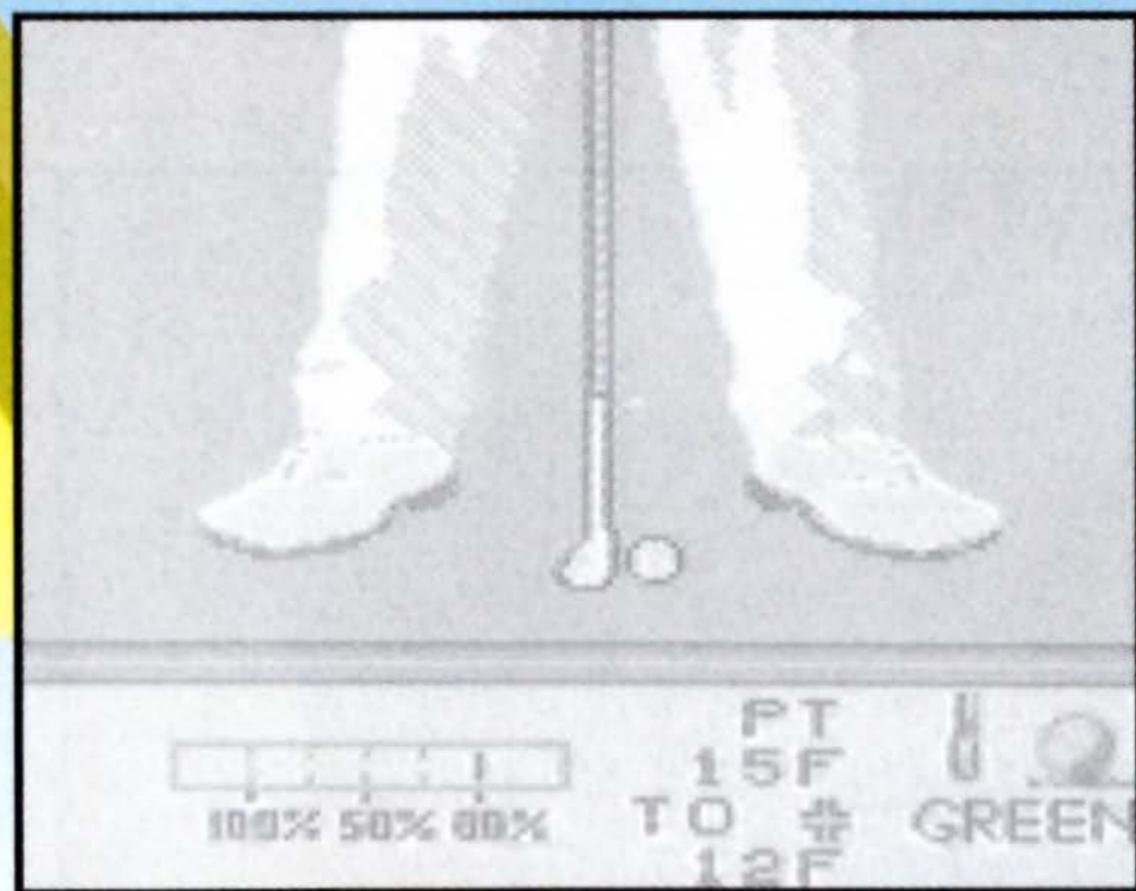


2. Press the A Button to see the last shot replayed. Press the A Button again to return to your game.

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

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 guidelines.



- 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.

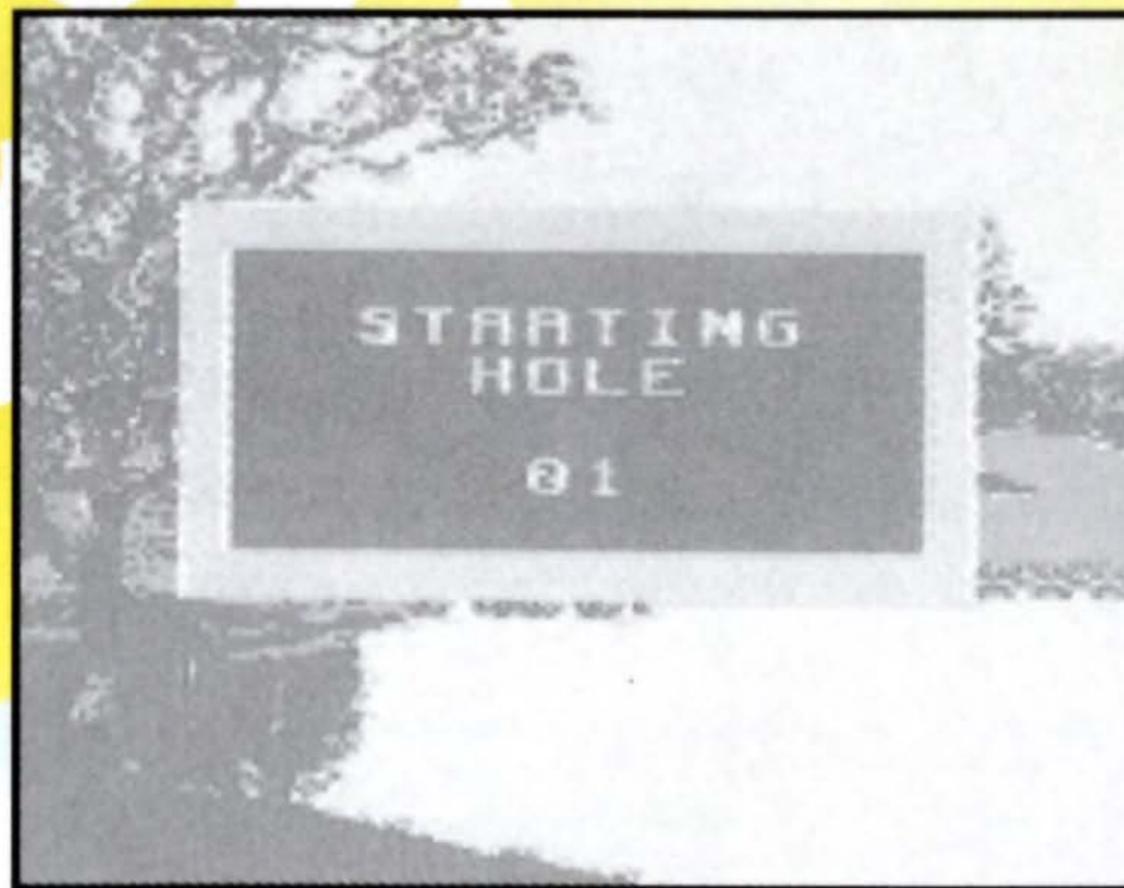
VIEWING THE COURSE

The view of the course is an Overhead view which will help you to measure long shots, particularly when there are hazards or trees involved.

Ball Lie

The Ball Lie Window shows you what kind of terrain your ball is resting on.

- Ball Lie is displayed in the lower right corner of the screen.



Leaderboard

The Leaderboard lists all the players in an ongoing tournament in order of lowest total score. 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.

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



LEADER BOARD		1	OF	2
TOURNAMENT		ROUND	1	
	GOLFER	PAR		
1	T KITE	-4		17
1	LOVE III	-4		11
1	R MEDIATE	-4		18
1	B BRITTON	-4		17
1	J HARS	-4		18
6	B FAXON	-3		5
6	D POOLEY	-3		12
6	R WALTBEIE	-3		9
9	L JANZEN	-2		8
9	F ZOELLER	-2		13
9	R MAENN	-2		4
9	N LYE	-2		7
9	J HALLEY	-2		14
9	H TANTN	-2		12

Tourney Results

The Tourney Results Screen shows a list of all golfers who have completed a tournament and their respective scores.

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

Taking a Mulligan

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

- Highlight MULLIGAN from the Shot Menu, then press the A Button.

The program takes you back to your previous lie.

TOURNAMENT PLAY

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.

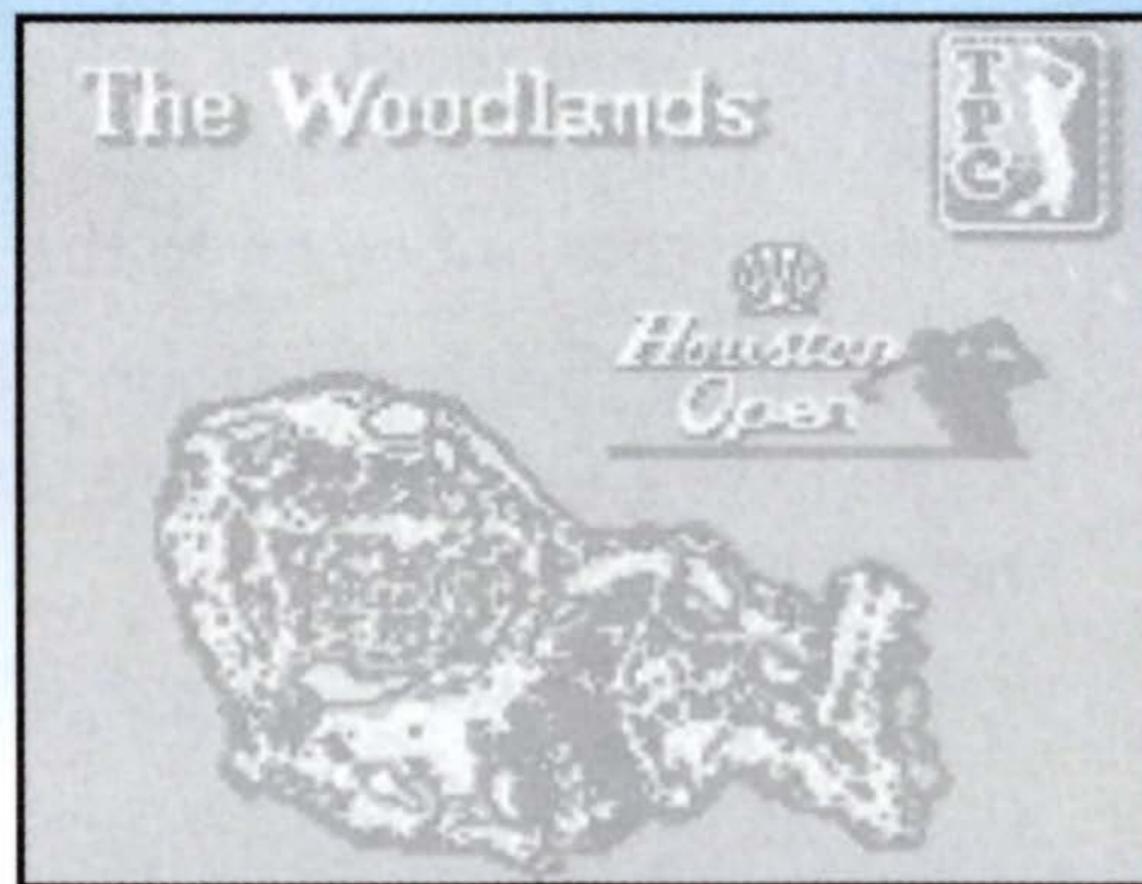
NOTE:

You must use professional tees and mulligans are not allowed.

How to Play

Choose Tournament from the Game Setup screen (see Game Setup Screen, page 6).

After making your selections from the Player Setup screen an overhead of the course appears. The Leader Board,





which shows the current standings for all tournament participants, appears. Following each ranking is the player's name, score, and the last hole played.

- To exit any screen, press START.

Making the Cut

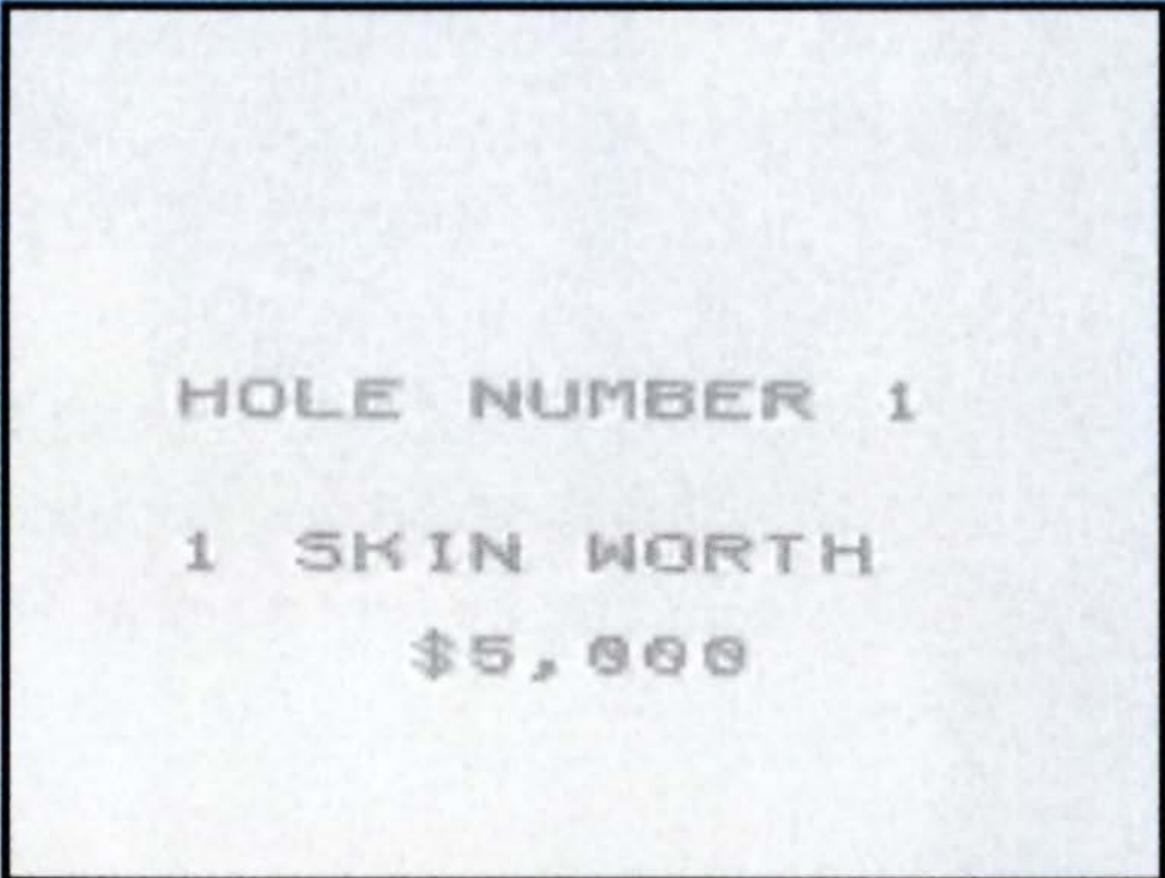
Generally, if you shoot par or better you will make the cut. At the end of the first round, the top players, plus all those players tied for the lowest qualifying score, move on to the second round.

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.

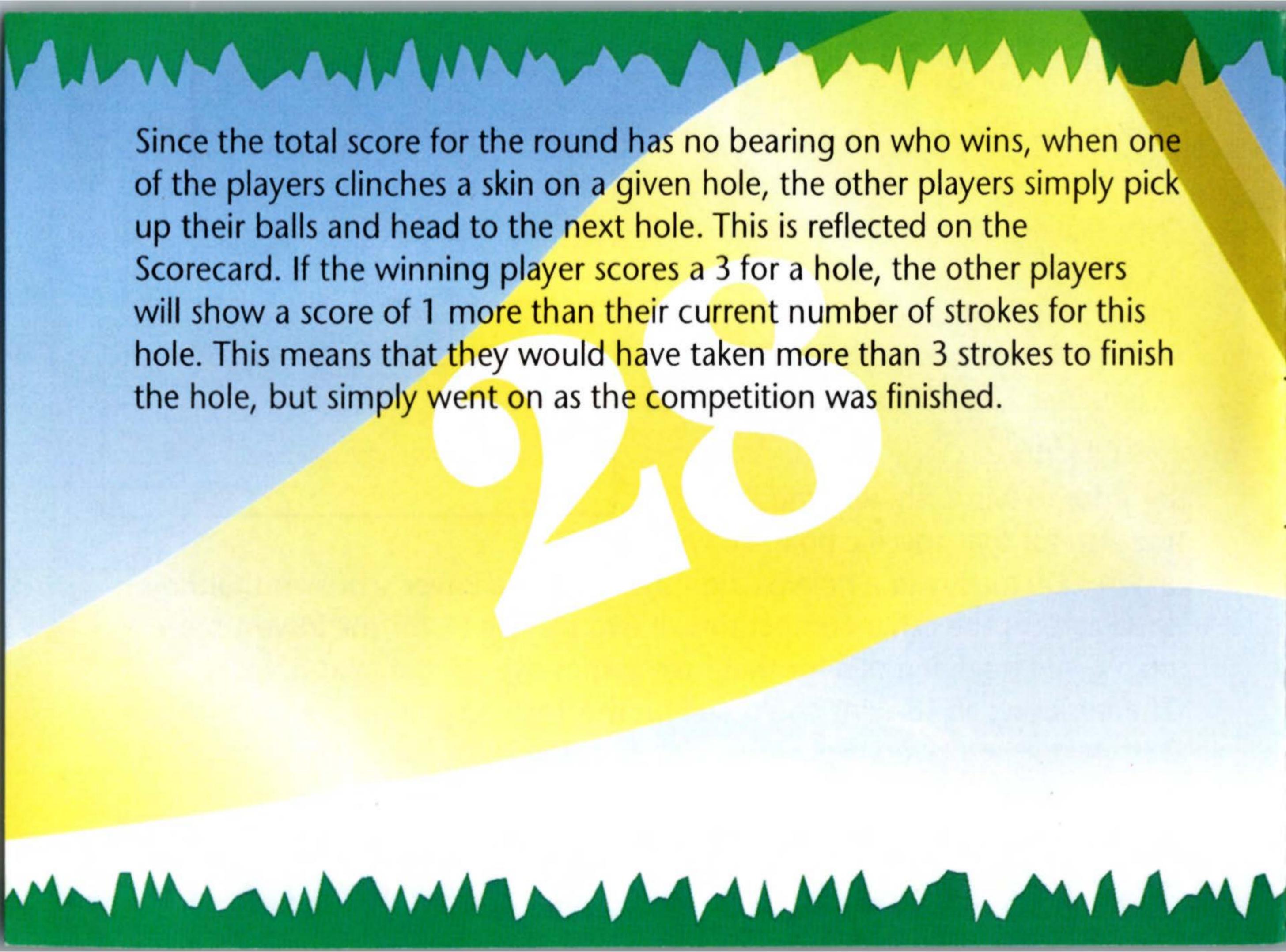
SKINS CHALLENGE

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 each of the other competitors. If two 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 replay the 18th hole until someone wins the remaining skin(s).



HOLE NUMBER 1
1 SKIN WORTH
\$5,000

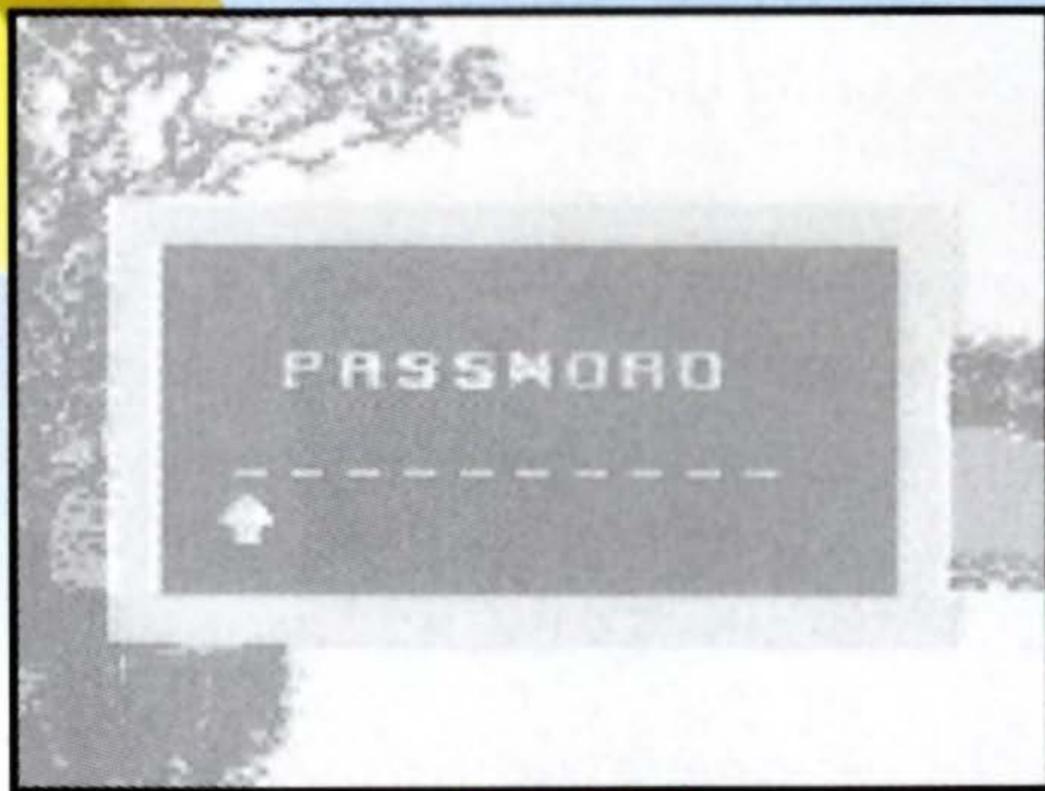


Since the total score for the round has no bearing on who wins, when one of the players clinches a skin on a given hole, the other players simply pick up their balls and head to the next hole. This is reflected on the Scorecard. If the winning player scores a 3 for a hole, the other players will show a score of 1 more than their current number of strokes for this hole. 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.

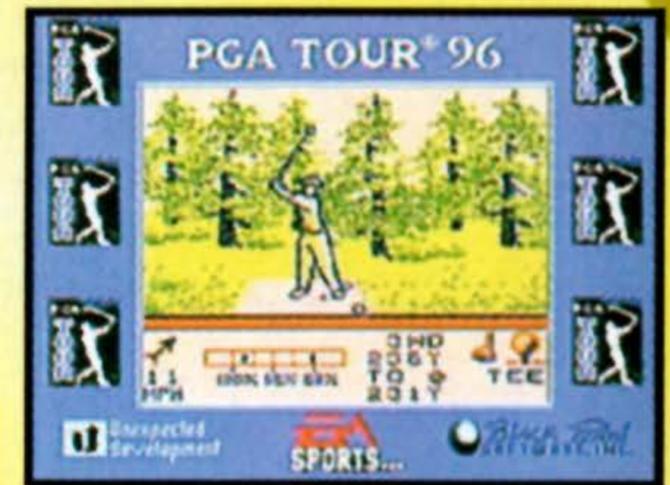
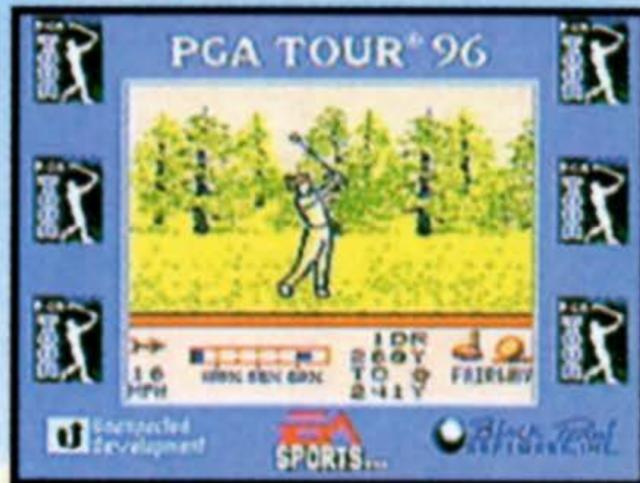


NOTE:

Turning your Game Boy OFF erases your password from memory.

USING YOUR SUPER GAME BOY ADAPTER

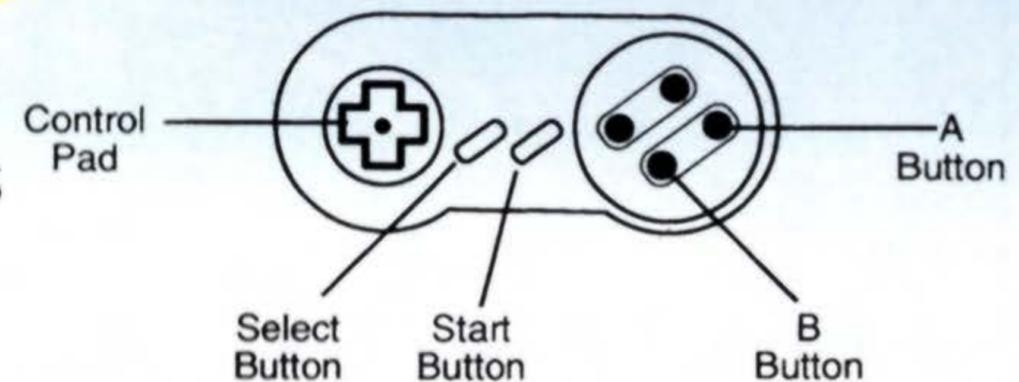
Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position.



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.



WARRANTY

BLACK PEARL SOFTWARE 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, BLACK PEARL SOFTWARE 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 BLACK PEARL SOFTWARE 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 BLACK PEARL SOFTWARE 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: BLACK PEARL SOFTWARE 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 BLACK PEARL SOFTWARE Consumer Service Department at the phone number noted. If the BLACK PEARL SOFTWARE 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 BLACK PEARL SOFTWARE. BLACK PEARL SOFTWARE 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.

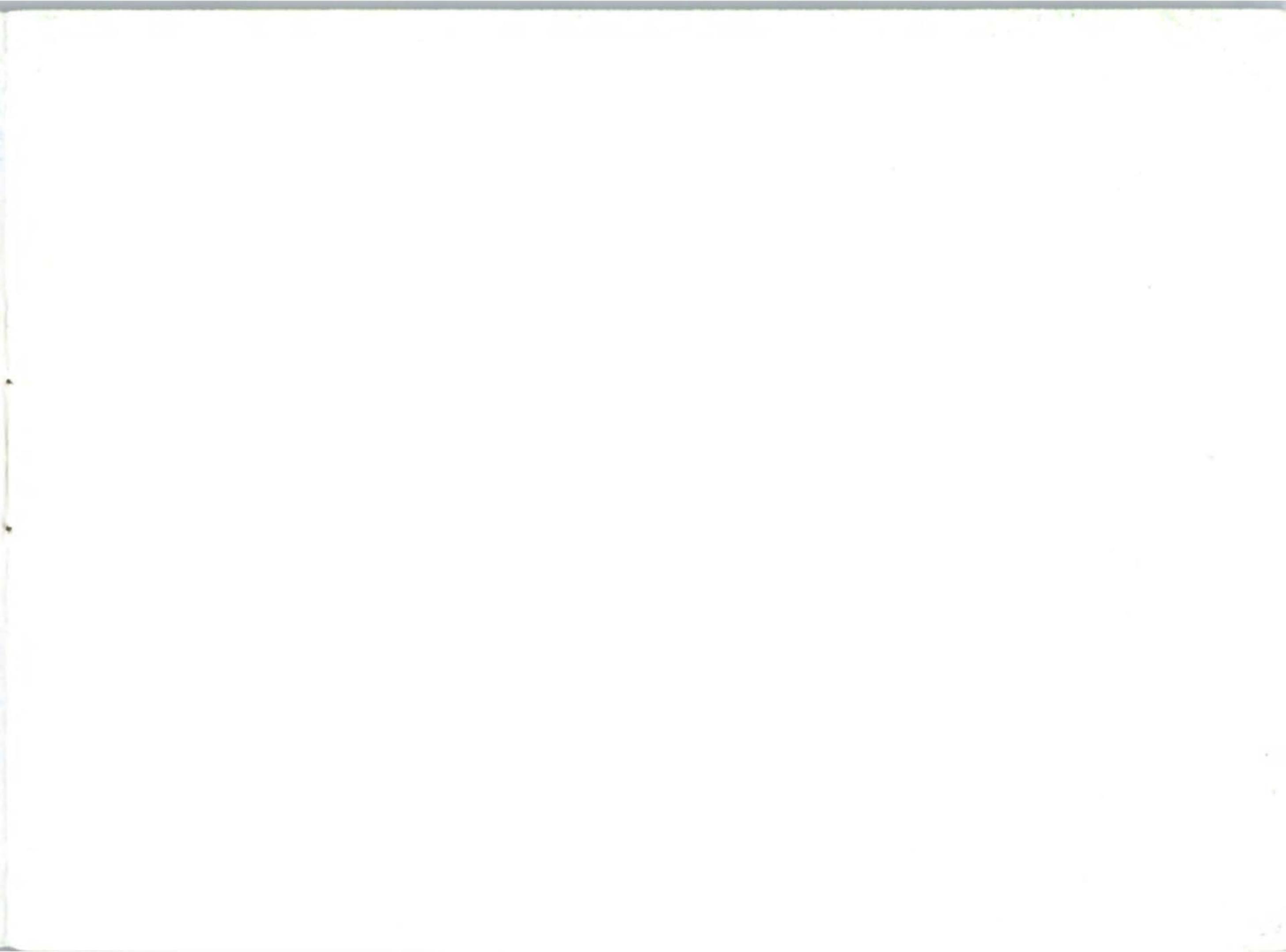
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specific legal rights, and you may also have other rights which vary from state to state.



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Printed in Japan