



PROSTROKE
GOLF
WORLD TOUR 2007



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

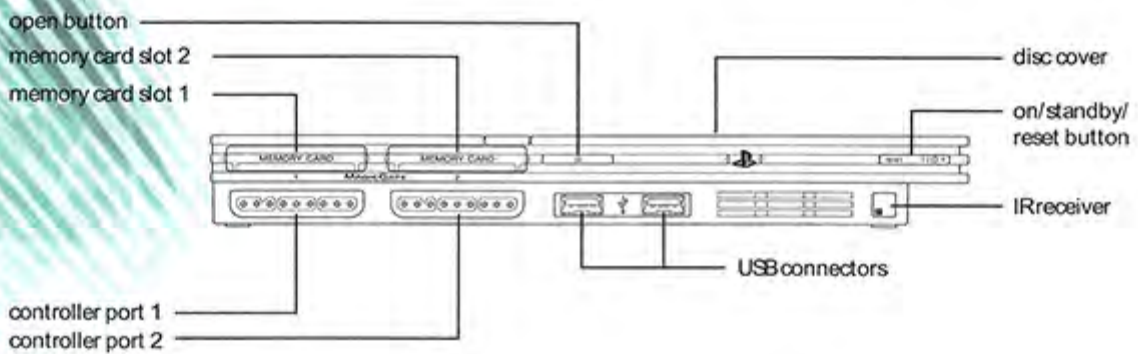
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

Getting Started	2
Memory Card (8MB) (for PlayStation®2)	2
Starting Up	3
Dualshock®2 Analog Controller Configuration	3
Introduction	3
Creating a Profile	4
Main Menu	5
ProStroke Control System	6
Basic Controls	6
Setting up the Shot (Caddie View)	7
Playing the Shot (Swing View)	7
Advanced Control	8
Shot techniques	8
Hints and Tips	10
Career Mode	11
Calender Screen	12
Playing Events	12
Scheduling Challenges	12
Playing Challenges	13
Course Designer	13
Setting up your Course	13
Basic Controls	14
Course Designer Basics	14
Brush Types	15
Helpers	17
Credits	18

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the **ProStroke Golf** disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games. It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on.

This game requires at least 67 Kb of free memory to save a profile and 3407 Kb to save a full course. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

ProStroke Golf only supports memory cards (8MB) (for PlayStation®2) in memory card slot 1. Make sure that the required memory card (8MB) (for PlayStation®2) is inserted into Memory Card slot 1 before beginning play.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



INTRODUCTION

ProStroke Golf puts you in the shoes of a complete golfing novice attempting to embark on a successful professional golf career – and it is entirely in your hands whether he becomes a world Renowned golfer or never makes it out of the semi-pro ranks.

By taking part in training sessions, completing challenges and playing rounds of golf against the computer or your friends, your golfer's skills will increase until he is ready to take on best on the **ProStroke Golf Circuit**.

Will you be crowned Number One on the Money List or fail to make the cut? Find out in **ProStroke Golf**.

CREATING A PROFILE

Before getting out on the course you need to create a Golfer Profile. A Golfer Profile holds every detail of your golfer's career and allows you to chart his progress as he plays rounds and tournaments and rises through the ranks from promising beginner to world Renowned star.

To begin, enter a name for your golfer using the on-screen keyboard. Then choose yourself a player model, and customise his appearance using the selection of hats, shirts, gloves, trousers and shoes to create your star of the future. When you are happy with his name and appearance, select 'OK' and press the ⊗ button.

After you have saved your Golfer he is ready for his first round. All of his achievements (and failures!) are recorded and can be viewed from the 'View Profile' screen on the main menu.

If you want to head straight out on to the course, select Quick Play from the menu and press the ⊗ button. This mode quickly takes you on to any of the courses for a single round of golf.

MAIN MENU

Quick Play

Allows you to jump straight in and play a quick round of golf on any of the available courses.

Game Modes

Play Round

Allows you to play a round of golf that is fully customisable from the number of holes to the strength of the wind. Choose Match or Stroke play against various levels of computer difficulty or compete with up to 3 friends using a controller in controller port 1, or 2 controllers in both controller port 1 and controller port 2. Select which player uses which controller from the set up screen menu. Player one will then commence their round of up to 18 holes. Once completed player two will take their turn and so on.

Play Tournament

Allows you to set up a custom tournament against up to 68 computer controlled opponents of variable difficulty.

WTG Career

Take your golfer from obscurity to glory in **ProStroke Golf's** career mode.

Training

Learn all there is to know from your very first swing to more complex draw, fade and punch shots in the **ProStroke Golf** training mode.

Course Designer

Try your hand at making a course of your own with the comprehensive and easy to use course designer. When you've finished your creation you can share it with your friends or stage your own tournaments.

Options

Customise your settings in ProStroke Golf.

View Profile

Keep track of how your golfer's career is faring in the view profile screen.

Change Profile

Create a new profile or load an existing profile from the memory card (8MB) (for PlayStation®2).

PROSTROKE CONTROL SYSTEM

Pro-Stroke is a revolutionary new control system developed to allow beginners to hit good shots and expert players to hit great ones. It gives the player the extra control to really hit the ball the way they want to hit it. Adding spin and bend is no longer a case of selecting the right option on a menu, but actually hitting the ball in the same natural way that a real golfer would.

Basic Controls: Menu Screens

- Left Analog Stick Navigate Menu
- ↔↔↑↓ - (Directional buttons) Navigate Menu
- △ Button Goes back in Menu screens
- Button Jump to the top or bottom of a menu
- ⊗ Button Selects on menus

Basic Controls: In Game

- Right Analog Stick **Caddie View:** Free Look.
Pre-Swing View: Free Look
Swing View: Move Right/Left – Swing the Golf Club
- Left Analog Stick **Caddie View:** Aim Shot (moves target marker)
Swing View: Move Left/Right – Lean Golfer's Weight left and right. Move Up/Down – Opens/Closes the club face
- ↔↔↑↓ - (Directional buttons) **Swing View:** Move ball forwards or backwards in your stance. Moves your feet to change your swing plane
- △ Button **Swing View:** Toggle the Shot Shaper
- Button Scale the power bar
- Button **Caddie View:** Zooms camera to Target Marker
Swing View: Looks up at the hole.
- ⊗ Button Toggles between Caddie and Swing views.
- [START] Button Calls up the pause Menu
- [SELECT] Button Toggle Map
- L1 Change to next longest club <LW to 1WD>
- R1 Change to next shortest club <1WD to LW>

MAIN MENU

Setting up the shot (Caddie View)

Using the Left Analog Stick, you can adjust your aim by moving the yellow target marker to the point you want the ball to land. The target marker also tells you the distance to and the height of the point you're aiming at as well as the currently selected club. To change your selected club, press the **L1** button to cycle up or the **R1** button to cycle down. To toggle the view between your golfer and where the ball will land, press the **○** button. When you are happy with your aim, press the **×** button to change to the swing view.

Playing the shot (Swing View)

You are now looking down the shaft of the club at the ball from a golfer's eye view. Pressing the **○** button looks down the hole so you can check your aim. If you want to change your aim, press the **×** button to return to the Caddie View.

To begin the backswing with your club, move the Right Analog Stick to the right. The swing meter will rise. As it reaches the required power, move it swiftly back to the left in a straight line, and your golfer will hit the ball. If on your downswing you move the Right Analog Stick up or down your golfer will lean forwards or backwards and will hook or slice the ball, but as long as you move the right analog stick in a straight line (and there is no wind) the shot will be straight and true. If during the backswing you decide you don't want to play the shot, allow the Right Analog Stick to re-center and your club will return to the address position behind the ball.



ADVANCED CONTROLS

Once you have got to grips with the basics of your golf swing, the ProStroke system allows you to customise your swing and play a variety of different shots.

Shot Techniques:

Shifting Your Weight with the Left Analog Stick – When in Swing mode, moving the left analog stick to the left and right shifts your golfer's weight to the left or right – the further it is pushed, the greater your golfer's weight is shifted. You can see how much your weight is being shifted using the footprints in the top right of the screen while in swing mode. This has three possible effects on the shot being played:


- Holding the Left Analog Stick Right makes your golfer lean on his back foot, opening the clubface and applying more loft and backspin, but reducing the distance on the shot. Useful for getting over intervening bunkers and obstacles.
- Holding the Left Analog Stick Left makes your golfer lean forward, closing the clubface and lowering the trajectory of your shot, adding a little more roll in the process. Useful for 'punching' the ball under overhanging trees and obstacles, and playing 'chip and run' shots.
- Moving the left analog stick from right to left at the same time as you swing with the right analog stick makes your golfer add power to their swing by putting their weight behind the ball. If you only swing using the Right Analog Stick, you'll only ever achieve about 90% of the maximum distance of the club because you won't be using your weight to help power the shot. Moving both the right and left analog sticks simultaneously will achieve 100% power, while moving them a fraction of a second apart (with the Left Analog Stick finishing first) can give you as much as 110% power but your accuracy will suffer as a result. Timing with this move is crucial – if you finish with the Left Analog Stick too late you'll be leaning back thus hitting the ball higher and shorter, or moving the Left Analog Stick too early will result in a low trajectory shot.

Moving the Ball Position and altering your Stance –

When in Swing mode, pressing the directional buttons left and right changes the position of the ball in your stance, while pressing them up and down, alters your golfer's stance by moving his feet. This has four possible effects on the shot being played:

- Pressing the right directional button moves the ball back in your stance, resulting in you hitting the ball earlier in your swing. This lowers the trajectory of the flight of the ball as the further the ball moves back in your stance, the more the clubface closes as it strikes the ball. Use together with the Left Analog Stick to play 'punch' and 'chip and run' shots.
- Pressing the left directional button moves the ball forward in your stance, resulting in you hitting the ball later in your swing. This raises the trajectory of the flight of the ball as you are hitting the ball 'on the up'. Use together with the Left Analog Stick to play high trajectory 'flop' shots.
- Pressing the up directional button moves your front foot forwards, closing your stance and changing your swing plane to in-to-out, adding draw (right to left movement) to the ball. Remember to adjust your aim right to compensate for the movement of the ball.
- Pressing the down directional button moves your front foot backwards, opening your stance and changing your swing plane to out-to-in, adding fade (left to right movement) to the ball. Remember to adjust your aim left to compensate for the movement of the ball.

HINTS AND TIPS


Judge your shot power by using the Target Marker - To judge how much power to put on the ball, look at the percentage on the target marker. This value tells you roughly how much power you need with the currently selected club to get the ball to pitch on the marker. Use this percentage and try to judge where to stop your backswing on the power meter. As you get closer to the pin, the upper limit of the power meter drops from 100% to 40% to 20% to give you greater control over the power of your shots from close range. You can also manually change the upper limit of the power meter by pressing the  button.

Always check your lie – Both the percentage of power you get and the direction of the ball are affected by your lie.

- The type of surface the ball is on dictates the overall percentage of power of the shot you take. From the fairway or tee you'll get close to 100% of however much power you put on the ball with your swing but from the rough or a bunker you'll only be able to put as little as 50% to 60% power with some clubs.
- The shape of the surface your ball is on affects the way the ball is going to travel. On a left to right slope, the ball will travel out to the right and likewise, a right to left slope causes the ball to move out the left. Playing downhill lowers the trajectory of the ball and playing uphill causes it to fly higher.

Don't swing too hard – You don't get any extra power by slamming the left and right analog sticks about, and you're only going to make it harder to hit a straight shot so be gentle and go for precision over speed when taking your swing.

- The Right Analog Stick affects the way your golfer's weight moves during the shot. The perfect swing should see you move it from right to left in a straight line; if you deviate up or down during the swing your golfer will lose balance and you'll push or pull the shot.
- The Left Analog Stick controls your arms during the swing. As with the Right Analog Stick, the perfect swing is right to left in a straight line; deviate from this up or down and your golfer will open or close his wrists, affecting the clubface angle on impact and hooking or slicing the ball.

Use the Shot Shaper – If you're having trouble working out how to shape your shots, switch on the Shot Shaper in Swing View, using the  button. The Shot Shaper shows how the ball will move in the air, how it will spin when it lands and roughly how far it will travel in the air. The shorter the Shot Shaper becomes, the shorter the distance the ball will go, the faster the arrows move, the more spin the ball will have and the bluer the gradient, the higher the ball will fly – this should give you some idea of how shifting your weight onto the front or back foot will affect the flight of the ball.

Your swing has momentum – When swinging the club with the Right Analog Stick, you'll notice that the swing has momentum – you'll have to take this into account when judging where to start the downswing as the backswing won't stop immediately. If you wait until the backswing reaches 100% before starting the downswing, you've probably left it too late and you'll lose a bit of distance on the shot. You should always aim to start the downswing fractionally before the backswing reaches the point on the power bar you're aiming for.

Don't half swing and then swing again – A golf swing should be one smooth motion, from backswing to downswing with no pauses. If you're unsure of the power, just release the Right Analog Stick and it will return to the address position behind the ball.

CAREER MODE

Once you have created a profile (see page 2) you are ready to take on the career mode of **ProStroke Golf**.

Career mode is based around five seasons of golf tournaments and challenges, and your performance is measured in two ways, Renown and Prize Money.

To top the **ProStroke Golf** Money List you'll need to have accrued more prize money than your rivals, but not anyone can enter the big-money tournaments, so you'll have to build your Renown on tour before getting invited to play for the top prizes.

So you want to be number one on the Money List? Get your clubs and hit the tour!

The Calendar Screen



After selecting a profile and starting a new career mode, you will be taken to the calendar screen. This screen shows you all of the upcoming events for the coming month, as well as free days when you are able to schedule your own challenges.

The calendar screen also allows you to view the current standings on the Money List, skip to the next event, and view your golfer's profile and his current Renown.

Playing Events

Events consist of tests of skill, one-on-one challenges and tournaments, from small amateur affairs to full blown, multi day championships on famous courses. If you place high enough in these tournaments, you'll win both Prize Money to go towards your Money List ranking and Renown which measures your level on the World Tour.

You will only be invited to enter events that match the current level of your Renown – you won't be able to enter high ranking tournaments until your standing on the World Tour has increased. Events that you are prohibited from entering are highlighted in red

Scheduling Challenges on Free Dates

On some free dates it is possible to schedule challenges of your own – to view available challenges to be scheduled highlight a free date and select Schedule Challenge. You will be able to see all the currently available challenges, along with their victory conditions and potential winnings in terms of both Renown and Prize Money.

Playing challenges

To play a challenge in Career Mode, simply select the date on the calendar with the Left Analog Stick or Directional buttons and you will be presented with two options, Play Challenge and Show Details. If you want to play the challenge, select Play with the ⊗ button, or select Show Details to view the Course, holes, 'Renown' required to play, prize money, Renown reward, and "win" condition of the challenge.

If you'd rather not play the challenge, press the △ button to return to the calendar screen. There is no penalty for missing challenges, but you won't be able to attempt the same challenge again unless they are also scheduled in a following season and you still meet the Renown criteria. The major tournaments are scheduled in the same month every year – so don't worry if your Renown isn't high enough to begin with, there's always another chance next year!

COURSE DESIGNER

ProStroke Golf comes complete with a powerful yet simple to use course designer that will have you creating your own masterpieces in minutes. Starting with a bare piece of land, add a tee, greens, fairway, rough and bunkers until you are happy to play your creation. When you're satisfied with your handiwork you can put it in a course or save it and share it with your friends.

Setting up your course

After selecting the Course Designer option from the main menu, you will be asked to set up a new course or edit a course you have previously built. Saving courses and holes requires a memory card (8MB) (for PlayStation®2).

Setting up a new course is as simple as entering a name using the on-screen keyboard, and then selecting a hole to edit. Each hole can be renamed, and then a par needs to be chosen for the hole, which will determine its maximum length. Once you are happy with the setup, select next to continue to the designer.

BASIC CONTROLS

● Left Analog Stick	Move cursor
● Right Analog Stick	Rotate camera
(Directional buttons left and right)	Select Brush Type on Brush Menu. Resize cursor (when using an appropriate brush)
(Directional buttons up and down)	Scroll through available Sub-Brushes. Move through object list (when using an appropriate brush)
⊗	Places shapes/objects
△, □, ○	Context sensitive depending on currently selected brush
L1	Zoom in
R1	Zoom out
L2	Cycle through list boxes
R2 (Hold)	Open Brush menu box

Course Designer Basics

There are a number of basic rules that must be followed when making holes on the course designer. Firstly, every hole must have three tees (Ladies, Club and Championship), a green, and a hole (obviously). The hole must also be placed on the green.

After that it is up to you how large and easy you make the fairways, or how dense and tricky you make the rough.

The editing tools are known as Brushes, which are used for selecting the type of terrain (such as fairways, trees, buildings and paths) you want to edit. These are then altered using Sub-Brushes, which allow you to add, resize and copy your objects. The cursor for using the brushes is moved around with the Left Analog Stick, while the camera is controlled on the Right Analog Stick.

Pressing the start button at any time brings up a menu allowing you to jump straight in and test your hole as it is being built.

Brush Types

To select a brush type, hold down the **R2** button to open the Brush Menu and use left and right on the directional buttons to select the required brush between Shapes, Objects, Scenery, Terrain and Helpers.

Each Brush Menu also has a Sub-Brush Menu with which to further customise your brush. To scroll through the Sub-Brush Menu, hold down the **R2** button to open the Brush Menu and use the up and down directional buttons to select the appropriate Sub-Brush.

Shape Brush

Shapes in the Course Editor refer to the various shapes that make up a golf hole including the rough, the fairway, the green and bunkers. Shapes are made up of a series of Control Points that are linked together to form a complete shape.

The Shapes brush has the following sub-brushes:

- **Add** – Allows you to add predefined shapes from the List Box in the bottom left of the screen. Switch between the various available shapes (Tee, Fairway, Green, Bunker) using the **L2** button, and scroll through the lists using up and down on the directional buttons. Shapes can be rotated by holding the **□** button and moving the left analog stick and resized by holding the **○** button and moving the Left Analog Stick. When you're happy with the shape, press the **⊗** button to add the shape to the hole.
- **Draw** – Allows you to draw a shape from scratch using a series of Control Points. Press the **⊗** button to lay out your control points in any shape you choose – when you complete a circuit by connecting the start and end contact points the editor will ask you to select a material (Green, Fairway, Light Rough, Sand etc.) from the menu.
- **Edit** – Edit allows you to move, rotate and scale shapes that already exist in the hole. You can alter the way a shape looks by selecting a Control Point with the cursor and holding down the **⊗** button, then moving the point with the Left Analog Stick. You can also alter the 'material' (rough, heavy rough, sand etc.) that the shape is made of by moving the cursor over the shape and pressing the **△** button to call up the material menu.
- **Copy** – Allows you to move, rotate or scale a shape but also duplicate it at the same time. Controls are the same as the Edit sub-brush.

Objects brush

The Objects Brush allows you to add objects such as trees and buildings to the course. When adding trees, the size of the brush can be altered with the Left and Right directional buttons, thus allowing you to add groups of trees instead of adding them one at a time.

The Objects brush has the following sub-brushes:

- **Add** – Allows you to add various objects from the List Box in the bottom left of the screen. Switch between the various available objects (Bushes, Buildings & Objects, Trees) using the **L2** button and scroll through the lists using up and down on the directional buttons. Controls are the same as for the Shapes brush.
- **Edit** – Allows you to move, rotate, scale and delete objects using the same controls as the Add Sub-Brush.
- **Extended Edit** – Allows you to tilt objects by holding the **X** button and moving the Left Analog Stick, as well as rotating a whole group of objects by holding down the **□** button and moving the Left Analog Stick. Pressing the **○** button resets objects to their original orientation.

Scenery brush

The scenery brush allows you to add linear objects such as hedges, walls, tree walls and paths by drawing a line using control points and selecting the type of scenery you want from the List Box.

The Scenery brush has the following sub-brushes:

- **Add** – Allows you to add a variety of scenery walls from the List Box in the bottom left of the screen. Scroll through the lists using up and down on the directional buttons to select the type of scenery, and then draw a line using the Left Analog Stick and pressing the **X** button to insert control points. When you are happy with the scenery item, press the **○** button to finish.
- **Edit** – Allows you to move, rotate, scale and delete entire scenery walls by moving the cursor over any line of the scenery wall, or individual control points can be edited by highlighting them with the cursor and then moving them individually to alter the shape as appropriate. The controls are the same as the Add Sub-Brush.

Terrain brush

The terrain brushes allow you to edit the physical shape of the landscape by adding bumps or sloping entire portions of terrain. The terrain brush is also used to alter the depth and type of bunkers that have been added with the shape brush.

The Terrain brush has the following sub-brushes:

- **Bump** – To add bumps, move the brush with the Left Analog Stick to select the area of land you want to raise or lower by holding the ⊗ button. You can flatten out bumps by pressing the d button.
- **Slope** – Affects a larger area than the bump brush. Anything to the right of the cursor is moved up in a gradual slope. Hold down the ⊗ button and move the analog stick up and down to raise and lower the land.
- **Edit Bunker** – To edit a bunker, move your cursor over the bunker shape and hold the ⊗ button while moving the Left Analog Stick up and down to increase or decrease the depth of the bunker. Pressing and holding the ◎ button while moving the Left Analog Stick allows you to modify the type of bunker between flat and cup bunkers of different depths.

Helpers

The helpers section allows you to move the course markers, tee markers and the pin position. It also places a red highlight over the hole – anything in the areas of the editor that are in red are classified as out of bounds. All helpers are in place at the start of each hole.

The helpers menu has only one sub-brush (Edit). To edit individual helpers, move the cursor over them with the Left Analog Stick and hold the ⊗ button to pick up the item. Move it to the required location and put it down by releasing the ⊗ button.

There must be the following helpers on each hole:

Ladies (white) Tee - The starting point for play in a ladies competition

Club (red) Tee - The starting point for play in a club level competition

Championship (blue) Tee - The starting point for play in a Championship level competition

Course Markers - Helpers that allow you to mark out the best way to play the hole; Place marker 1 for where a player's first shot should be aimed, and marker 2 for the second shot.

The Pin - The object of the hole.

Remember you can select 'Play' from the pause menu at any time to test your hole.

CREDITS

Thanks to:

Golfing Talent:

Sergio Garcia
Colin Montgomerie
Justin Rose
Ben Curtis
Ian Woosnam
Thomas Bjorn
Mark O'Meara
Zhang Lian -Wei

Audio Commentary:

Sam Torrance
Ian Baker-Finch
Alan Green

Oxygen Interactive

CEO

Jim Scott

Publishing Director

Kevin Hassall

Finance Director

Matt Bass

External Producer

David Wiltshire

Production

Nadja Kireta
Henry Allen

Head of Marketing

David Young

Product Manager

Philippa Carroll

Art & Design

Gez Purcell

With special thanks to

Rachel Bichener
Bob Bryant
Michaela Cahillane
Steve Hadley
Sarah Hartland
Dom Lack
Marc Roberts
Spencer Scott

Extra Special Thanks to

Steve, Katy, Lynette and all at
Imagewizard
Vicky, Nick, Dan, Simon and all at
IMG

Sandra and all at Sony DADC
James, Jim and all at SCEE
Simon at Johnny Atom
Harry at Boomtown.net
Mark and the team at The London
Golf Show

Alex and the team at The Scottish
Open

Pandora and all at Golf Punk

Gary at Harrod Design

Simon Walker Videos

Sam at Imagecleaver

Jim at Farmhaus

Dan and Jim at Gorillavision

Jay and David at Gorillascope

Michael Myers and team at MMPR

Iris and Suzanne at Argentur Schafer

Klemens, Ute, Georg at Koch Media

Melanie, MK and Leah at South Peak

Terry, Chip, Debbie and all at Phillip

Sales

Phyllis and Mitch at Tangible

Malcolm and Nichola at Red Ant

Gusto Games

Managing Director

Simon Phillips

Development Director

Steve Archer

Technical Director

Andrew Hersee

Directors

Giles Park
Rod Mack
Geoff Brown

Associate Producer

Struan Robertson

Development Team

Steve Hughes
Gavin Cooper
Rav Tharane
James Roadley-Battin
Iain McLeod
Juan Gill
Xavier Wasmuth
Jeb Mayers
Roger Wade
Mark Milton
Simon Jeffries
Simon Anthony
Mathew Twigg (yes Mathew with one
"t" there)

Roger Womack
Richard Kettlewell
David Kivlin
Rodney Quaye
George Harris

Manual Author

David Albon

QA Supervisor

Marco Vernetti

QA

Mark Povey
Daniel Leese
Richard Stevens
Matt Lowe
Peter Henshaw

Administration

Niki Rodhouse

HighScore Productions

Jeremy Paul Carroll
Hugh Edwards

OMUK

Mark Estdale
Dean Gregory
Jeremy Taylor
Trevor Bent

Special Thanks To

Tim O'Connell
Mark James
Dene Landucci
Simon Hodgkiss
Pete Aunins
Adam Gibbons
Mairin Hennebry
Martin T. Sherman
Sarah Pursey
PMTc
Arnaud Messenger
Pablo Trenado
Andreas Gschwari
Laure Diet
Steven Blackburn
Paul Vallance

NOTES

WARRANTY

Oxygen Interactive warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Oxygen Interactive at the below address, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

Oxygen Interactive Software Inc. 5318 E. 2nd. Street, Suite 428, Long Beach, CA 90803-5354

PRODUCT SUPPORT

If you have any queries about this product, Oxygen Interactive Customer Service department can help. Please go to www.oxygenint.com where you will find FAQ's and contact information.

Customer service toll free: 1-888-213-9375



Oxygen Interactive Software Inc. 5318 E. 2nd. Street, Suite 428, Long Beach, CA 90803-5354

ProStroke Golf: World Tour 2007 © 2006 Oxygen Interactive Software Ltd. All rights reserved. ProStroke Golf and related logo and Oxygen Games and related logo are trademarks of Oxygen Interactive Software Ltd. in the United States and other countries. Developed by Gusto Games Ltd. All other copyrights and trademarks are the property of their respective owners.

