

EAGLE EYE GOLF™



AKSYS
G A M E S

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EmuMovies

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.

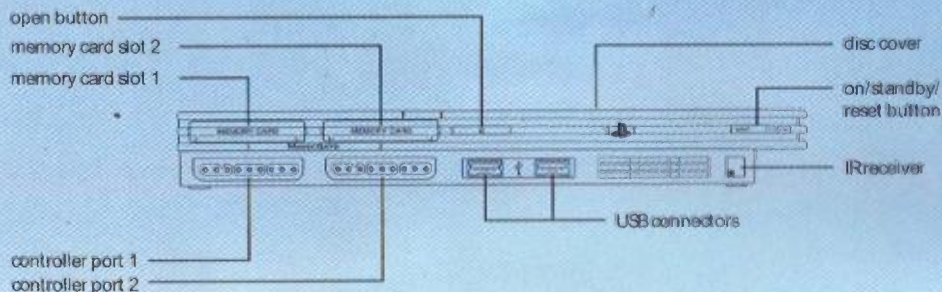
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Thank you for purchasing EAGLE EYE GOLF. We recommend that you read this manual before playing the game, so that you can get the most enjoyment from the game.



GETTING STARTED*



Set up your PlayStation(R)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 EAGLE EYE 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.

Starting the Game

After creating your system data file, wait for the screen on the right to appear, then press the START button.

Now, you're all set to begin!



CONTROLLER

DUALSHOCK 2 ANALOG CONTROLLER CONFIGURATIONS



To enable more than two users to play "Eagle Eye Golf" together, take turns using two controllers inserted in controller ports 1 and 2. Up to four users can enjoy the game this way.

You can also use the multitap (for PlayStation®2) (sold separately) to enable more users to play together.



CONTROLS

SELECT button
Display Score

L2 button
Display Hole Map

L1 button
Select Club
Replay (after shot)

directional buttons
Change Impact Point

left analog stick
To move the camera horizontally, move the left analog stick up and down while pressing the R2 button.

To adjust the shot direction, move the left analog stick from side to side.



CONTROLS

START button
Display Options menu

R2 button
To move the camera horizontally, move the left analog stick up and down while pressing the R2 button.

R1 button
Select Club

△ button
Raise camera

○ button
Reset camera

X button
Lower camera
Skip (after shot)

□ button
Switch shot mode
Replay (after shot)

right analog stick
Move down (backswing)
Move up (hit the ball)
Reset camera

CREATE YOUR OWN PLAYER!

Creating Your Own Player

You can use the Character Edit feature to create up to four of your own players. You can also groom these characters by collecting Bonus Points.

Note: You can use ready-made characters as well. See page 20 for details of the characters available.

CHARACTER EDIT



First, select the "Character Edit" option from the Main Menu.



There will be a choice of four files: select an empty one. If you want to re-edit a character you created previously, align the cursor with the file in question and press Δ button to delete the old character.



Specify your character's name, gender, and other features. When you have finished, select "Save" to save your work to a memory card (8MB) (for PlayStation®2).

UPGRADE YOUR PLAYER USING BONUS POINTS



When you select the "Character Edit" option and specify a character, the screen shown on the left will be displayed. Press the Δ button to call up the Character Setup feature and improve your character's skills.



The first time you create a character, you get ten points. For every two Bonus Points, you can raise your character's status by one level.

Distribute your points wisely and groom your character as you see fit

EARNING STARS



When you score a Birdie or Eagle in either Tournament or Stroke Mode (both of which are single-player modes), you earn a STAR. Each STAR is worth one bonus point. Collect as many as possible, and make your player a force to be reckoned with.

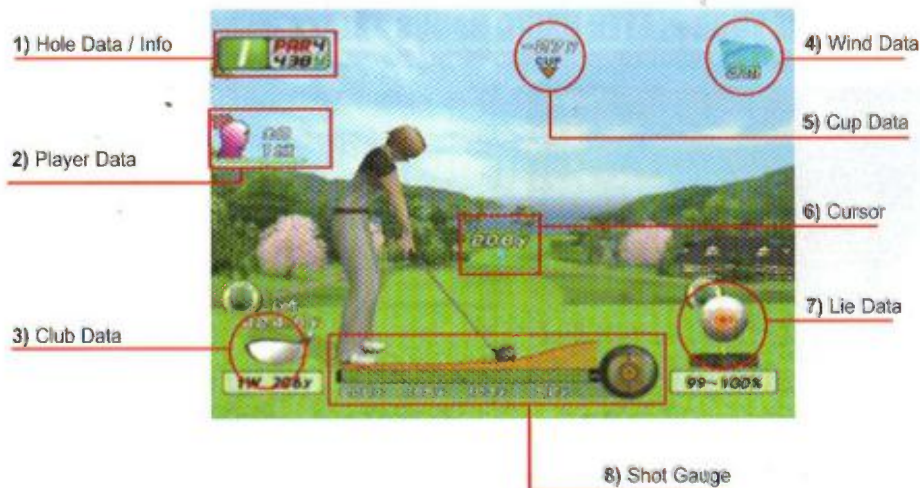
Aim for as many Birdies and Eagles as possible!



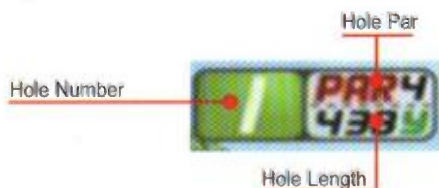
TIP

Be careful when upgrading your character's status. Once upgraded, a character cannot revert to his or her former status!

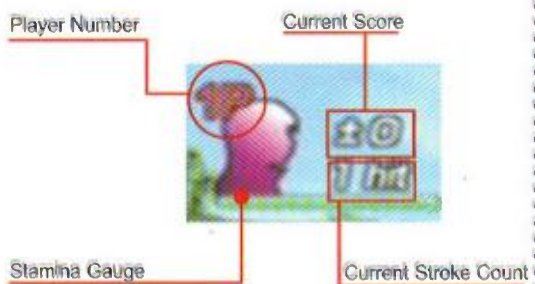
GAME SCREEN



1) HOLE DATA / INFO



2) PLAYER DATA



Note: See TIP below

3) Club Data

This shows the club currently selected and its carry, plus the distance from the cup.

4) Wind Data

Wind direction and strength.

5) Cup Data

This shows the pin orientation, current ball position, and height difference between your current location and the cup. When putting, the orange V shows where the cup is.

6) Cursor

Shows direction and shooting distance.

7) Lie Data

A• Ball Bend

Some golf clubs have a nasty habit of hitting the ball too far to the left or the right. As shown in the diagram on the right, this "bend" is indicated by the red line above the ball. The thinner the line, the straighter your shot will be.

B• Impact Point

Pressing the Directional buttons when you hit the ball puts spin on it: this gives you more control over where it goes.

C• Lie

The Power Loss Rate will increase when shooting from a rough, bunker, or bare ground.

D• Power Loss Rate

The Power Loss Rate varies according to the lie. If the figure shown is "60 - 100%", then even an excellent shot will only have 60% to 100% of its true power. In the case of a poor shot, the loss may be even greater than indicated.

8) Shot Gauges

The five Shot Gauges are as follows.

A• Slope Gauge

This gauge shows the slope within the carry capability of the selected club.

B• Power Gauge

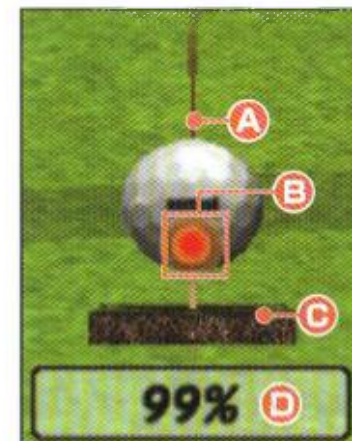
This gauge determines the power of the shot.

C• Impact Zone

This gauge indicates the difficulty of the shot. The wider the Impact Zone, the easier the shot will be, although the player's skill level and the Items with which he or she is equipped will also have an effect.

D• Shot Mode

This is displayed when you hit a Power Shot or an Approach Shot.



E• Shot Cursor

This displays the right analog stick's operating status.

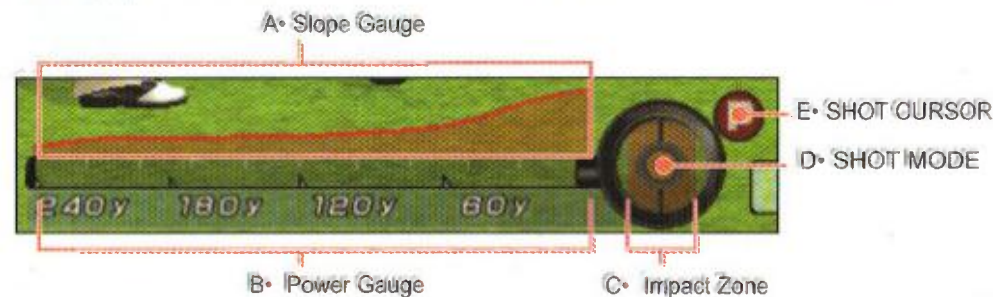


Press the button to switch between modes.

For a regular shot, switch to Power Shot mode, and for an Approach Shot, set your approach distance to 20, 40, or 60m. You can also press the button to switch the distance when putting.

- Regular shot: You will wield more carry, but also use up more stamina.

- Approach shot: You can set an approach distance of up to 60m, and adjust the carry of the shot.



TIP

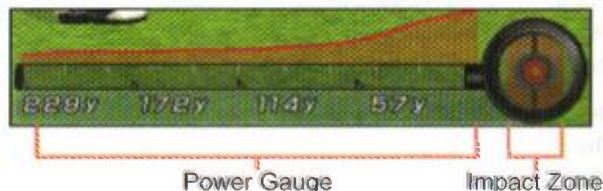
As you play, your stamina gets depleted. When your Stamina Gauge changes color, your game starts to suffer. Playing as few strokes as possible helps to conserve your stamina, but you need to put out some great shots as well! Certain Items could help you reduce the amount of stamina you use up.

HITTING THE BALL

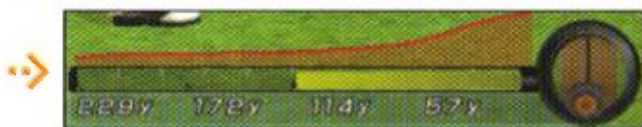
In "Eagle Eye Golf", the right analog stick is used to hit the ball. The key is to learn how to shoot the ball as straight as possible, which you will learn in this section.



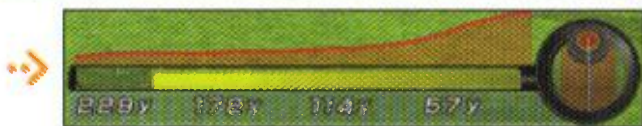
Before you hit the ball, move the left analog stick right or left to set the "address", i.e. direction of the shot.



1 >> Once you have set the address, move the right analog stick down to set the power meter in motion.



2 >> When the Power Gauge has filled up far enough for the distance you want to cover, MOVE THE RIGHT ANALOG STICK UP! Make sure you stay inside the Impact Zone.



3 >> How was that?



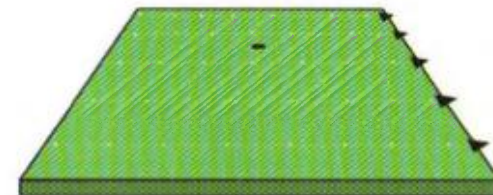
TIP

Are you having trouble hitting the ball properly, no matter how you try? Perhaps you've invited a friend to play a game with you, but, being inexperienced, you find you just can't hit the ball straight. No problem: just select the Beginner Club and Beginner Ball options. Your player's status may drop a little, but at least you won't have to worry about staying inside the Impact Zone!

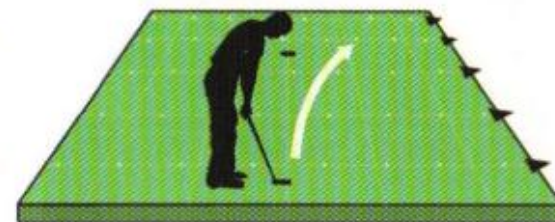
PUTTING

In "Eagle Eye Golf", the gradient of the green is expressed by differences in the color of the gridlines, and by the white dots running along the gridlines. Read the following information carefully so that you will be able to read the green accurately.

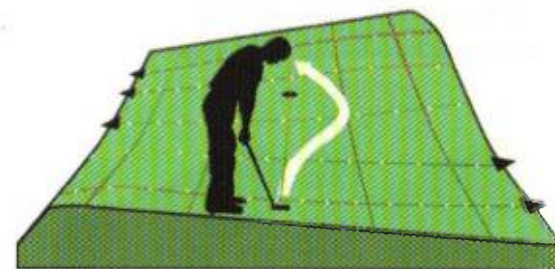
The white dots on the grid flow from high points to low points. The steeper the green is, the more numerous the dots. Note that on the gentlest slopes, the dots don't flow at all.



When you putt on a green that slopes to the right, the ball will roll to the right, as shown in the diagram on the right. Factor this tendency into your calculations, giving your putt a slight bias to the left.



On the grid, areas higher than the ball's current position will be displayed in red, while areas lower will be displayed in blue. Putt harder when aiming for a cup on higher ground, and putt more gently when aiming for a cup on lower ground.



A "snake" putt like the one shown above is an example of a type of S-curve trajectory. This is a very difficult shot to sink with a single putt!

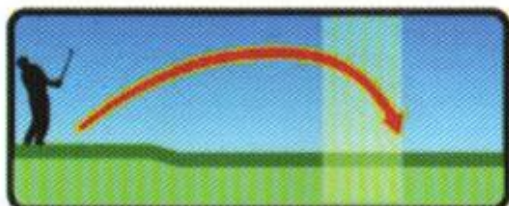


TIP

When putting, you don't need to worry about hitting inside the Impact Zone. Just concentrate on hitting hard: after all, if the ball doesn't get as far as the hole, you may as well not bother. On rainy days, the ball will not roll as easily, so you need to compensate by hitting it harder.

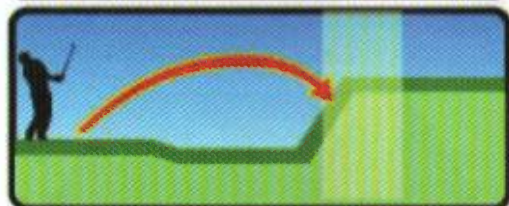
HONING YOUR GOLFING SENSE

This section gives some useful golfing hints to help you make your way around the course. Learning about differences in ground height, the effect of the wind, and other factors, will help you gradually improve your scores.

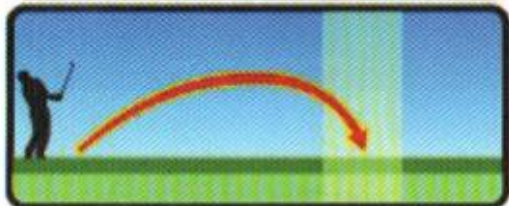


Differences in height produce differences in carry.

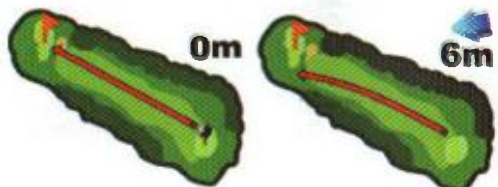
The carry of any given club will vary depending on the height of the landing point. If the landing point is high, hit a little harder, and if it is low, hit a little more gently.



When faced with a height difference of close to 10 yards or so, you will also need to select a larger or smaller increase or decrease the size of the selected club.



SEE THE DIFFERENCE!



Wind affects carry!

One thing you should never forget when playing golf is the effect of the wind. The stronger the wind and the higher the ball's trajectory, the greater this effect will be. When a side wind is blowing, bear in mind its effect on the ball when you decide on your address.

TIP



The term "carry" refers to the distance a ball travels in one shot. Any additional distance it travels from there is known as a "run". Note that the carry and the run vary according to the club and the spin you put on the ball!

SPIN SHOTS

By pressing the directional buttons before your swing you can determine the Impact Point and add spin to your shot. Mastering spin shots will greatly increase your golfing capabilities.



Backspin

Backspin gives the ball a higher trajectory. Because this creates more carry, the ball will land relatively close to the point you are aiming at. A backspin shot is also more vulnerable to the effect of the wind. If you use a low-number club such as a Pitching Wedge or a Sand Wedge, the ball will not roll far on the green. If your player has an aptitude for spin, it will be easier to put backspin on the shot.



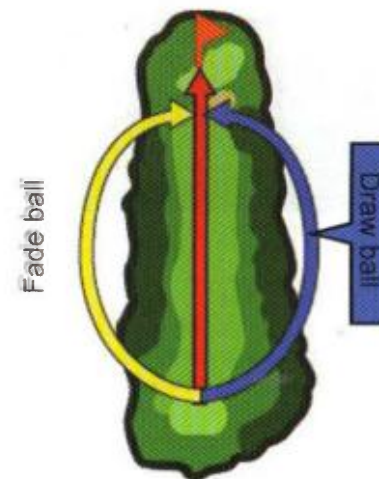
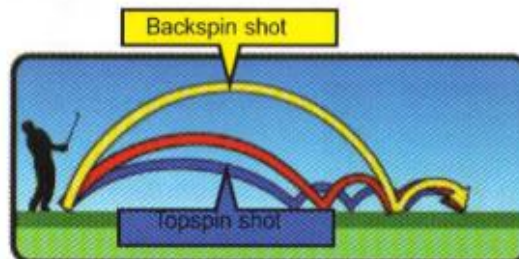
Topspin

Topspin gives the ball a lower trajectory. A topspin shot has a short carry, but a long run, so this is the best choice when you want the ball to roll quite a distance. A topspin shot is resistant to the effect of the wind, so this is the most effective shot to use when the wind is against you.



Fade Balls and Draw Balls

The Power Loss Rate will increase when shooting from a rough, bunker, or bare ground.



TIP



You can improve the spin shot capabilities of a character you have created. To improve their ability to hit backspin and topspin shots, raise the "SPN" gauge. To improve their ability to hit fade balls and draw balls, increase the "F/D" gauge. And if you're playing against a rival whose SPN and F/D gauges are high, you know they're going to be good at spin shots!

READING THE STATUS SCREEN

The Status Screen shows you the status data for each character when you are selecting the character you will control. This section will focus on the following three types of status data:



1. Status Gauges
2. Equipped Items
3. Other

1. Status Gauges



POW [ER]	Affects carry
CON [TROL]	Affects control
IMP [ACT]	Affects shot difficulty (width of Impact Zone)
REC [OVERY]	Affects recovery shots from roughs and bunkers
SPN [SPIN]	Affects ability to hit spin shots
F/D [FADE/DRAW]	Affects ability to hit fade balls and draw balls
Yellow Gauge	Shows current status
Blue Gauge	Shows character's basic status (when not equipped with Items)

The letter to the right of the Status Gauge is the current Status Ranking. Rankings range from F to SS.

2. Equipped Items



Items currently equipped and Equipment Points
A character can be equipped with a maximum of four Items: a club, a ball, and two accessories. Note also that there are a certain number of Equipment Points for each Item. When the total number of points for the Items currently equipped is within the maximum, you can equip and remove Items at will. If an Item is not available to you, because you don't have enough points, or for some other reason, the name of the Item will be greyed out.

3. Other

Natural Shot

The type of shot the character will hit when no directional buttons are pressed.



Points for Items currently equipped / Maximum points

Maximum Carry



Character's natural shot is straight



Character's natural shot is a draw ball.



Character's natural shot is a fade ball.



Character hits shots with a low trajectory.



Character hits shots with a medium trajectory.



Character hits shots with a high trajectory.

ITEMS

"Eagle Eye Golf" features many Items. Items can be acquired by fulfilling certain conditions in single-player modes. Each Item has a Skill level: as an Item's Skill level rises, its properties grow. The conditions for raising the Skill level vary from Item to Item, but for most Items, this level is increased through regular play.

Note: Not all Items have a Skill level.



When an Item's Skill level has been upgraded, an announcement will appear on the screen.

SOME OF THE ITEMS FEATURED IN "EAGLE EYE GOLF" ARE LISTED BELOW.



Normal Clubs

Available right from the start, these clubs are easy to use and easy to upgrade.



Balance Ball

This ball has good impact control, which makes it easier to achieve a good score.



Great Clubs

These clubs greatly increase your carry, but their Impact Zone is very narrow.



Dry Glove

Worn on a sunny day, this mysterious glove increases your carry.



Beginner Ball

This ball is ideal for novices, because you don't have to worry about the Impact Zone. However, it doesn't have a Skill level, and if you use it, it will lower all your character's Status Gauges.



Camel Shoes

Heirlooms handed down for generations among the desert nomads, these shoes are ideal for playing on sandy ground like bunkers.

TIP

Each Item has a peak Skill level. The orange triangle to the right is your current level. When this turns grey, your Skill Level has reached its peak, and cannot be raised any higher.



SINGLE-PLAYER MODES

"Eagle Eye Golf" features five Single-Player modes. With the exception of Training Mode, new records set in any of these modes will be automatically saved on your memory card (8MB) (for PlayStation®2). So break as many records as you can!

» TOURNAMENT MODE: GO FOR THE GRAND SLAM!

In Tournament Mode, you can take part in lots of competitions. Your aim is to win all four major world tournaments and achieve the ultimate "Grand Slam"!



Take Part in Tournaments!

You start with the Amateur tournaments. To clear this level, you have to score high enough to be ranked inside the colored box in the "Score Ranking" menu. Your current ranking is indicated by the name shown in red.

« Press the SELECT button to view the "Score Ranking" menu.

Win the Qualifier and the Final!

Sometimes, when you win a tournament, more tournaments become available for you to select next time. Some of these will be tournaments that must be won in order to go up to the next rank. To clear a rank-up tournament, you have to win both the qualifier and the final round in succession.

« A rank-up tournament is a long battle: You have to win both rounds in succession!

Make things happen!

Once you satisfy certain conditions, rival characters will appear and significant events will start to occur. Some rival characters will turn up in the tournaments you play. Their names will be displayed in blue in the "Score Ranking" menu.

« Find out what happens when you outrank a rival playing in the same tournament...



TIP

All sorts of data can be viewed in the "Score Ranking" menu. In Tournament Mode, you can check the clearing conditions for the current tournament, as well as your current rank. You can also check how many Bonus Points you need to improve your character's skills!

» STROKE MODE: GO FOR THE BEST SCORE!



Stroke Mode is recommended if you want to try and break the record for each hole, or simply to play an entire course. When you have played all 18 holes, your data will be saved on your memory card (8MB) (for PlayStation®2). At first, only a limited range of courses and Items are available for selection, but as you make progress in the game, this range will increase. In this mode, you can acquire Items by achieving a good score for each course.

» MISSION MODE: OVERCOME ALL OBSTACLES!

Mission Mode consists of 100 tasks which you attempt in order. Each time you clear a level, you acquire an Item. Try to clear them all!



Each level features ten tasks.



Many of the early tasks are designed to help you practice your shots.



There are certain Items that can only be acquired in this mode.

Note: Tasks that require you to earn the evaluation "Excellent" cannot be cleared using the Beginner Clubs. For those tasks, try using some other equipment!

» SURVIVAL MODE: TEST YOUR LIMITS!

In Survival Mode, your aim is to defeat as many opponents as possible. The opponents get tougher and tougher as you go on, and when you defeat a certain number of them, you acquire a valuable Item.

It's a one-on-one showdown! No second chances if you lose!



» TRAINING MODE: MASTER THE TRICKIEST COURSES!

In Training Mode, you can practice on any course currently available to you. While playing, press the SELECT button to open the Hole Options menu, where you can change the wind, weather, holecup position and other settings. Intelligent use of this mode will help you master the most challenging courses.

Press the SELECT button to open the Hole Options menu. Practice each hole to your heart's content! No matter how difficult the course, practice makes perfect!



MULTIPLAYER MODES

The game consists of six Multiplayer Modes, each of which can be played by two to four users. If you don't have enough users, computer-controlled players can be used to make up the numbers. Each mode has its own rules, so try them all out.

• Stroke Mode: Compete for the Best Score!

In this mode, two to four users compete to see who can rack up the best score. A handicap option is also available. Be sure to use it wisely.

• Match Play Mode: Two Players Go Head-to-Head!

In this mode, two players play each hole in turn, and whoever wins the most holes is the overall winner. Your score when you hole out is irrelevant: All that matters is how many wins and losses you chalk up.

• Skins Match Mode: Score the Most Points to Win!

In this mode, two to four users play a number of holes, competing for the best score. At each hole, the winner is awarded 100 points. If the top score is tied, the points will be rolled over to the next hole. After several successive roll-overs, the next win can really turn things around!

• Best Ball Mode: Play in Teams!

This mode can be played by three or four users, forming two teams. Each team can have one to three players, and the two teams play against one another. The team with the better total score wins.

• 2BALL4SOME Mode: Play with a Partner!

This mode is for four users, forming two teams of two. The two members of one team each play a stroke in turn, then the two members of the other team do the same, and so on. The teams compete for the best score. Good teamwork is the key to victory.

• Sudden Death Mode: Who has the last laugh?

This mode is for two to four users. At each hole, the player with the worst score is eliminated, and the winner is the last player left standing. A winner could emerge after the first hole, or the game could go on forever. There's no predicting what will happen.

BE A RECORD-BREAKER! DATA SCREENS

By selecting the "Data" option from the Main Menu, you can access several data screens. These screens can be used to view the records set so far, as well as other data. As you advance through the game, you will discover new dimensions to the data screens.

• Course Records

On this screen, you can check the records set for each course in Tournament, Stroke and other modes. You can also check player rankings for Survival Mode by pressing the L1 or R1 button.



• Item Data

On this screen, you can view the data for the Items you have acquired in the course of the game.



• Rival Data

On this screen, you can view the profiles and status of each opponent available to you so far.



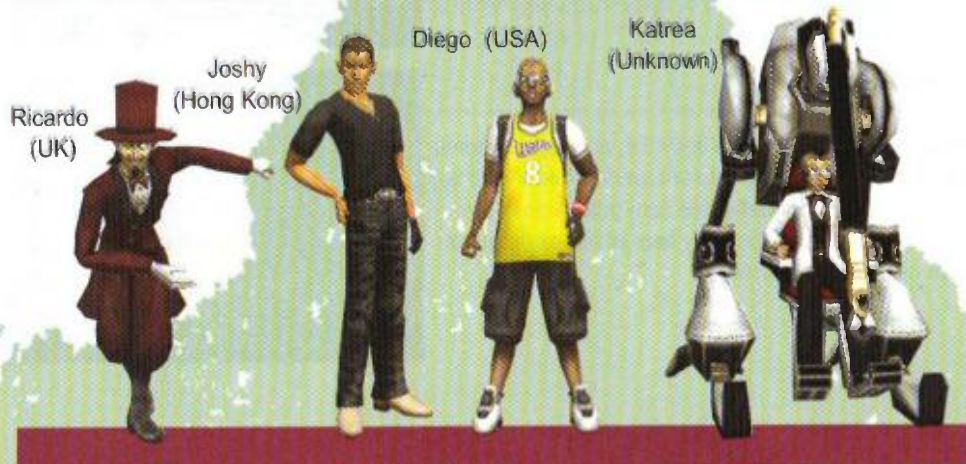
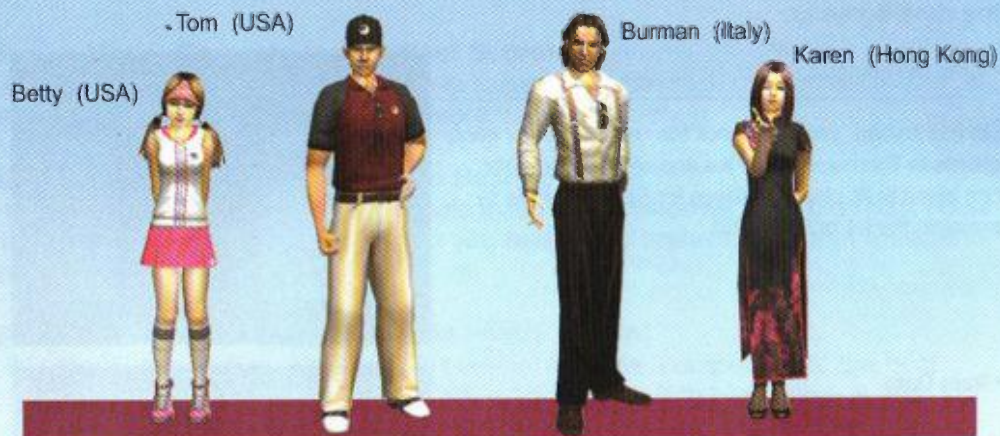
• Replay Data

Each time you score a Chip-in-Birdie, an Eagle or some other triumph, the replay data is saved. When the replay data list is full, the lowest-score item gets overwritten. Press the Δ button to lock any item of replay data that you do not want overwritten.



MEET THE GOLFERS!

To earn the right to use each rival character as a playable character, you have to fulfill certain conditions. This applies to them all except Tom and Betty, who are available right from the start.



THE COURSES



• Tsukushino Country Course

This Japanese course is built along the coastline. While the front nine is a breeze, strong sea winds make the back nine more difficult.



• Redrock Country Course

Built in the Arizona desert, this American course boasts a stunning backdrop of large, red-brown rocks.



• Premium Nights Course

Located in the suburbs of Las Vegas, this unusual course is only open at night. Players can enjoy their game against a glittering neon-lit background.



• Bumps of King Course

Built along the British coastline and lined with historic buildings, this course challenges all comers with its strong winds and tall roughs.



• Crystal Park Course

Set within a theme park, this special course is subject to a time-limit. As you work your way around the attractions, you may find yourself having to time your shots carefully.



• Eden's Garden Course

Located in an upmarket, residential suburb in the USA, this course features rivers and ponds that must be negotiated with care. On the green, the well-manicured grass makes the ball roll a long way.



• Avalon's Hill Course

Set in the high plains of Guiana, Avalon's Hill has been cleverly designed around sheer cliffs, rocks and other features of the unspoiled natural environment. You'll find you need to adopt a highly unconventional approach when playing this course.

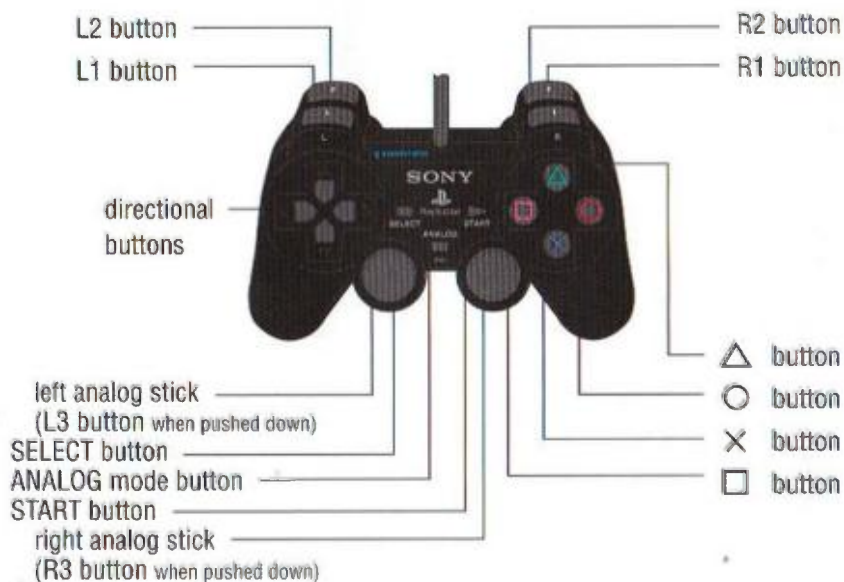
TIP

When you select a course to play, bear in mind that each course has a Type A and a Type B "situation". In some cases, the two situations require completely different strategies. Learn the features of each situation and tailor your approach appropriately.

CREATE YOUR OWN COURSE, PART 1

"Eagle Eye Golf." contains a Course Edit feature which allows you to create up to two courses (36 holes). Once you master the basic controls, it's very straightforward to use. After creating a course of your own, you can invite friends and family to play it with you!

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



Directional buttons	Mainly used to select options. Function differs according to command.
○ button	Cancel and withdraw from command in question.
△ button	Operate Dropper.
□ button	Delete object.
X button	Mainly used to confirm selections. Function differs according to command.
SELECT button	Undo action and return to previous state.
START button	Turn grid display ON/OFF.
left analog stick	Move camera in direction specified.
right analog stick	Move camera around cursor in direction specified.
L1 button	Select command or item.
R1 button	Select command or item.
L2 button	Press left analog stick while holding L2 button to move camera rapidly.
R2 button	Press simultaneously with right analog stick to move camera up or down around cursor.

PLAY A SAMPLE COURSE

When you enter Course Edit Mode, you will be asked whether you want to start creating a new course from scratch. If you select "YES", a sample course will be loaded from the game. If you do not want to load a sample course, select "NO".

Note: If you already have Course Edit data saved on the memory card (8MB) (for PlayStation®2), you will not be able to load a sample course. If you wish to re-load a sample course, you will need to delete your current Course Edit data from the memory card (8MB) (for PlayStation®2), so take care. (To delete data from the memory card (8MB) (for PlayStation®2), you will need to go to the console's Internal Browser Screen.)



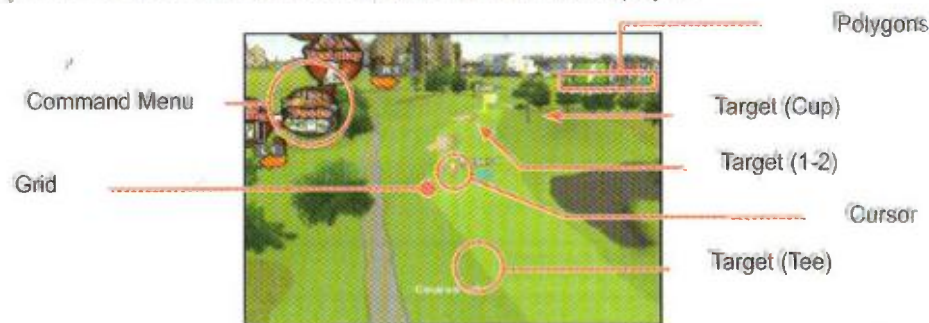
CONFIGURE THE COURSE SETTINGS

When creating your own course in Course Edit Mode, start by configuring the setting for the overall course. On the first screen in Course Edit Mode, you can set the name, club mark, and background, among other things. You can also use this screen to copy or replace individual holes.



READING THE EDIT COURSE SCREEN

When you start to create a hole, the screen shown below will be displayed.



Command Menu	This is where you find all the tools you need to create your course.
Grid	Centering on the cursor, the grid indicates the slopes.
Polygons	This figure indicates the maximum number of polygons that can be used in the course.
Target	Shows the ideal ball path by connecting the tee, target(s), and cup.
Cursor	This is used to execute commands.



TIP

You can either create your course from scratch, or select Auto-create course > Autocreate and have the course assembled from randomly-chosen elements. The game contains a sample course created using Course Edit Mode: You can modify this sample.

CREATE YOUR OWN COURSE, PART 2

» COMMAND MENU

The Command Menu contains the tools you need to create your course. Why not use them all?

Hole Setup	This sets the Par for each hole. The Par can be anywhere from 3 to 5.
Autocreate	This creates a hole at random. Press the Δ button to activate it.
Test Play	Select this to try out your newly-created course.
Work Tools	The Work Tools are used to edit the course. They have a Command Menu of their own, containing the following commands:

Ground Change the ground type.	Flat Level out the selected area.
UpDown Add slopes to the ground surface	Object Place an object on the ground. You can also use this command to place a target indicating the shot path.
Smooth Smooth out the selected area	
Actions The Action commands are listed below. Select the desired Action command on the Command List, then press the X button to execute it.	
Flatten green	Set all greens to the same height.
Even out fairway	Smooth out all fairways.
Flatten water	Set the water surface of all water features to the same height.
Slope tee ground	Make the tee ground a slightly raised mound.

» CREATING YOUR COURSE

Now for a step-by-step tutorial on creating your own course. If you don't want to create your own course, you can always let the computer randomly generate one for you; however, this tutorial will show you how to construct your own course from scratch.

1. SET THE PAR

Command used: Hole Setup

First, set the Par for the hole you are about to construct. This can be changed at any time.



2 SET THE GROUND LAYOUT

Command used: Tools > Ground

Lay out the tee ground, the fairway, the green and other elements. When you move the cursor with the left analog stick while holding down the X button, a red grid will appear, and you can position the ground within the area indicated. To paste in the currently-selected ground to replace the ground in the cursor position, press the X button. Set the overall length of the hole, within the range indicated.



3. SET THE TARGETS

Command used: Tools > Object

Position the tee shot and cup, and set the shot path. Pick one of the following 3 settings to set the length of the hole.

Par-3: Under 250 yards

Par-4: 251 to 470 yards

Par-5: Over 471 yards



4. POSITION THE TREES

Command used: Tools > Object

Position the trees on your course. The currently-selected (tree) object, indicated by a white line, can be moved around or made bigger/smaller by holding down the X button and operating the left analog stick or the directional buttons at the same time. You can only set out a limited number of trees. Once you reach the maximum, you will have to make do with moving around or deleting your existing trees.



5. ADD THE SLOPES

Commands used: Tools > Up, Down, Smooth, Flat

Use the Up, Down, Smooth, and Flat commands to add slopes to the course. If a slope is too pointy, use the Smooth command to pare it down to a more natural shape. Pressing the START button will display a white grid making it easy to detect unnaturally-shaped slopes.



6. TRY OUT YOUR COURSE

Command used: Test Play

Once the course is complete, try it out, and re-edit any areas that aren't quite right, until it feels like a proper course. Use Betty as your test-play character.



TIP

Standard golf courses consist of four Par-5 holes and four Par-3 holes, with the rest being Par-4. Keep this in mind when creating your course. Once you have created an 18-hole course, you will be able to use it for tournaments as well!



OPTIONS

Use the Options Screen to configure the game settings.



Sound

BGM

Turn the in-game background music ON/OFF.

Sound FX

Turn the in-game sound effects ON/OFF.

BGM Test

Try out in-game background music.

During Gameplay

Shot Scale

Set your shot measurement units to Yards or Meters.

Putt Scale

Set your putt measurement units to Yards or Meters.

Vibration

Turn the Vibration function ON/OFF.

Data

Save

Save System Data.

Load

Load System Data.

Auto-save

Turn Auto-save ON/OFF.

Main Menu

Exit from the Options Screen and return to the Main Menu.

GOLFING TERMS, PART 1

Iron	An iron is a club with a head made from a thin iron sheet. Iron numbers go from 2 to 9. The higher the number, the shorter the carry and the higher the trajectory.
Out	The first 9 holes of an 18-hole course.
Against	Wind blowing towards (against) you.
Up	The number of rounds by which one player leads in match play (the leading player can be described as "one up", "two up" and so forth).
Address	The direction of your planned shot.
Approach	To aim for the Pin on the green.
Albatross	Finishing a hole 3 strokes under par.
Under Par	Having a negative score during a round.
Unplayable	A verdict meaning that the ball has to be hit from a different location than the one where it landed. One stroke is added to the player's score.
Eagle	Finishing a hole 2 strokes under par.
Even	The situation where neither player reaches a winning score in match play.
Even Par	Having a score of 0 for a round.
Water Drop	When the ball ends up in the pond, costing the player a shot.
In	The latter 9 holes of an 18-hole course.
Impact	The point in time at which a ball is hit.
Wedge	There are Pitching Wedges (PW) and Sand Wedges (SW). A wedge is a club that is shorter and heavier than a 9-Iron. Wedges are used for Approach shots and shots from the bunker. They are good for giving a ball backspin.
Water Hazard	A ponds or river on the course.
Carry Up	A situation where the ball's landing spot is higher than the player's location.
Carry Down	A situation where the ball's landing spot is lower than the player's location.
Wood	A club for hitting shots with a long carry and a low trajectory, unsuitable for use in shots from the rough. Numbered like Irons, Woods were so named because they were originally made of wood.
Ace	A Hole-in-One.
Handicap (HDCP)	Indicates how difficult a hole is. The lower the handicap, the harder the hole.
Out of Bounds (OB)	When a ball lands Out of Bounds, the player loses a shot and has to hit the ball again from the previous spot. OB spots are indicated by white boxes in the game.
On	The number of strokes it took to hit the ball on to the green (e.g. "one on", "two on", etc.)
Guard Bunker	A bunker designed to surround the green.
Cup	A hole placed in the green. To hole out, a player has to hit the ball into the cup.
Collar	A patch of short grass surrounding the green.
Bunt	To tap the ball so it only travels a short distance.
Caddie	A person who accompanies the player on the round, carrying the player's caddie bag.
Carry	The distance from where the ball is hit to where it lands.
Green	A patch of short grass on each hole -- this is where the cup is. Grass Bunker A bunker consisting of grass, like a rough
Club	A golfing tool used to hit the ball.
Creek	A river or stream.
Side Bunker	A bunker located on the side of the fairway.
Sand Wedge (SW)	A club ideal for hitting an approach shot from a bunker, although it does not have much carry.



GOLFING TERMS, PART 2

Short	A shot that falls short of the planned distance.
Short Hole	A short, Par-3 hole.
Stymie	An obstacle such as a tree or building.
Slice	A shot that curves to the right. The curve is different from that of a Fade Ball.
Double Bogie	Finishing a hole 2 strokes over par.
Dogleg	A curved hole, so named because it looks like a curved dog's leg.
Top Spin	A low-trajectory shot that puts spin on the ball.
Driver	A 1-Wood club.
Driving Contest	A contest to see who can hit the ball the farthest.
Triple Bogie	Finishing a hole 3 strokes over par.
Draw	Finishing a match in a tie.
Drop	Placing a ball in a different location when re-hitting it.
Draw Ball	A shot that curves towards the right.
Near Pin	A contest to see who can hit the ball closest to the pin in one stroke.
Par	Finishing a hole in the same number of strokes as the par.
Par On	Hitting a ball onto the green in at least 1 stroke under par.
Birdie	Finishing a hole 1 stroke under par.
Hazard	Any dangerous obstacle, such as bunkers and water hazards.
Putter	A club used mainly for the green.
Backspin	A high-range shot that puts a spin on the ball.
Back Tee	A teeing ground at the back of a golf course.
Putt	Hitting the ball with a Putter on the green.
Runway	A fairway that connects to the green.
Bunker	A hazard consisting of sand.
Club Number	The number of the club (e.g. "31"). If you switch from a 3W to a 1W, for example, you are said to be "raising the club number".
Handicap (HC)	Strokes deducted from the score of weaker players, in the name of fair play.
Pitching Wedge (PW)	An ideal club for Approach shots, a PW makes it easy to add backspin.
Pin	A flag placed in the cup, to indicate where it is.
Foot	Field of measurement used in golf. 1 foot (ft) = approximately 30 centimeters.
Fairway	A patch of short-cut grass, that makes the ball easy to hit.
Fade Ball	A shot that curves towards the left.
Fore	A warning shouted when the ball is heading towards other players.
Follow	A following wind.
Hook	A shot that curves right to left, travelling in the opposite direction from a slice.
Bush	Long grass.
Flat	No height difference from where you're shooting and where you're aiming.
Bare Ground	A bumpy, grass-less area in which it is hard to hit the ball.
Head	The part of the club used to hit the ball.
Hole Out	To "finish" a hole by putting the ball into the cup.
Hole in One	A shot where the golfer hits the ball from the tee all the way into the cup in one shot. Also referred to as an Ace.
Elevation	An elevated section higher than the fairway or the rough. Used in phrases such as "elevated green".
Bogie	Finishing a hole 1 stroke over par.
Middle Ball	A Par-4 hole.

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