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Hints and Tips line.

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This is a fully automated service that provides hints
and playing tips for many of the games in the
Electronic Arts range.

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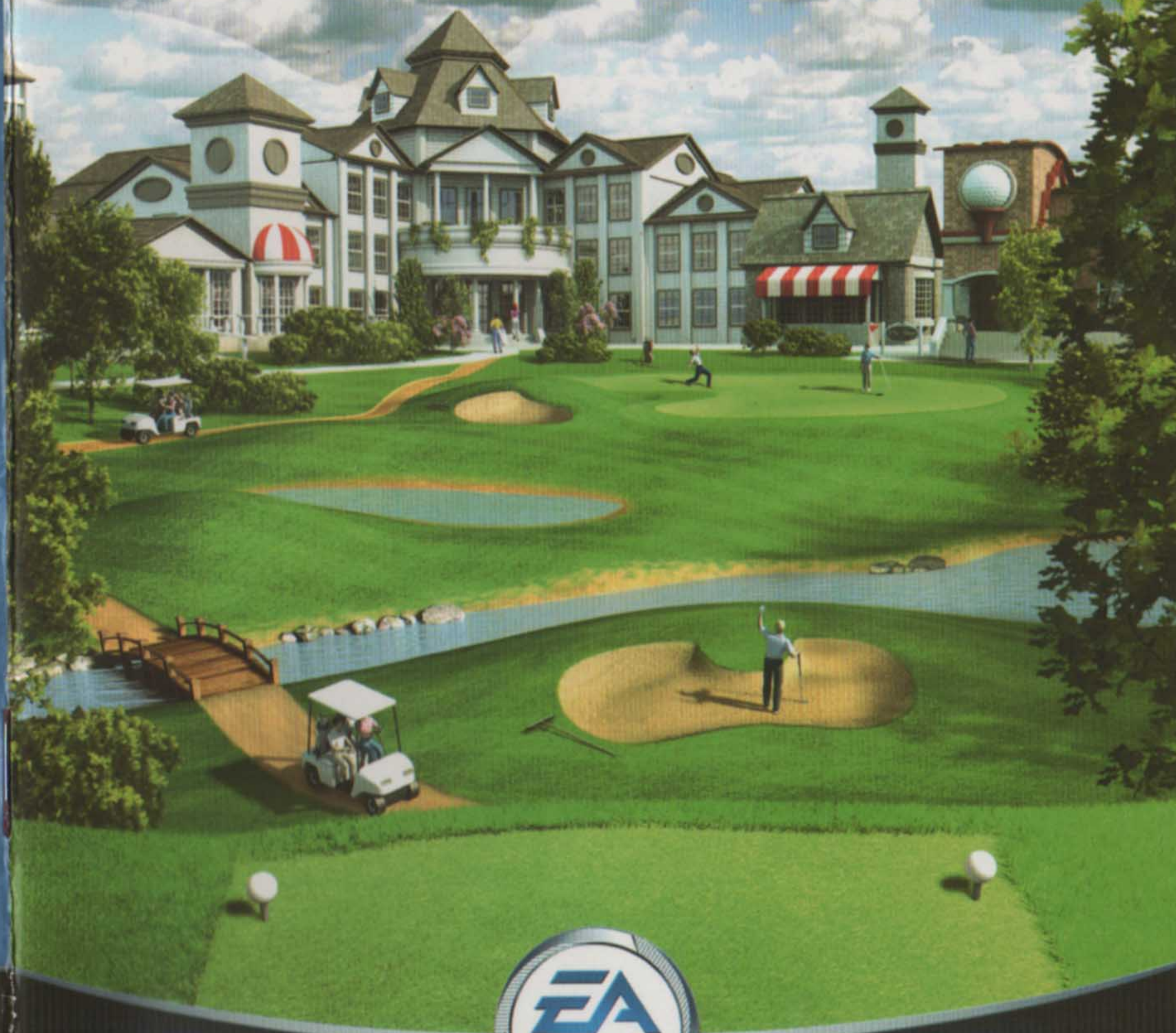
*Details correct at time of print.



EAE08803576M

Serial Number:

Sid Meier's **SIM Golf**™



Warning: To Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Epilepsy Warning

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

Precautions to Take During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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For more information about this and other titles, check out EA GAMES™ on the web at <http://eagames.ea.com>

Note: See enclosed Install Guide for Technical Support information.

Introduction

Congratulations! You've been given the opportunity of a lifetime. Your Great Uncle Harry recently passed away and you've been willed a decent chunk of cash. Of course, there's a little catch. Great Uncle Harry's final request is that you spend your inheritance on completing his life-long dream: to create the ultimate golf course... and to eventually build a world-class golf empire.

The good news is that Harry has started the job for you. He left a list of potential properties around the world which you can purchase and begin your career as a golf course proprietor. The bad news is that Harry's money only goes so far. The properties are nothing but untouched land and it's up to you to turn them into successful, world-class golf resorts.

It won't be easy to turn bare land into a sprawling golf oasis. As the new owner, you must build a resort that is fun and profitable, and that's no small order. Design your golf course to include first-class amenities such as spas, hotels and airstrips and you'll attract golf enthusiasts from around the world. If your course is successful, you'll have the cash to develop other properties, build even greater resorts and fulfil the dreams of your great uncle by being the envy of the golf world!

Command Reference

It's easy to navigate *Sid Meier's SimGolf™* using your keyboard and mouse. This section provides basic controls for menu navigation and gameplay.

Navigation Hotkeys

Action	Keyboard
Save	SHIFT + S
Access Load Menu	SHIFT + L
Repeat Last Message	SHIFT + ?
Zoom In	Z
Zoom Out	X
Pause/Unpause Toggle	SHIFT + P
Display Trees Toggle	SHIFT + T
Quit	ESC

Terrain Menu Hotkeys

Elevation Grid	E
Fairway	F
Green/Tee	G
Tree	T
Pathway	P
Rough	R
Sandtrap	S
Water	W
Lower Elevation	-
Raise Elevation	=
Rotate Building	TAB

Report Hotkeys

Course Status Report	F1
Player Comments Report	F2
Histogram	F3
Financial Report	F4
Course Overview Map	F5
World Screen Menu	F6
SGA Evaluation	F7
Keyboard Commands	F8
Membership Roster	F9
Professional Accomplishments	F10

Additional Hotkeys

Build Benches	B
Toggle Golfer Names	SHIFT + N
Open Hole for Business	H
Analyse Golf Shot	/

Getting Started

How hard is it to build a world-class golf course? That's up to you. Choose the type of gameplay you wish to engage in, customise themes and select the type of property you wish to develop.

Main Menu

After launching the game, you see the Main Menu. Start a new game, engage in tournament play, practise course architecture, enable themes or load a saved game from this menu.



START NEW GAME

Select your difficulty level, then begin building on one of 16 properties. Start with a fixed allotment of cash and create a course from its bare beginnings.

CONTINUE SAVED GAME PLAY A CHAMPIONSHIP

Resume playing a previously saved game. Compete for fame and cash prizes when you tee off as a pro-golfer.

SANDBOX MODE

Hone your design skills by creating a golf course without the stress of financial worries.

SELECT A THEME

Activate a Theme Pack in which characters, dialogue and course design are all customised to a specific theme.

EXIT

Quit gameplay and return to your Windows® desktop.

Note: The term *standard* in brackets beneath START NEW GAME indicates that you do not have a Theme Pack enabled.

Starting a New Game

- To begin a new game, click START NEW GAME. A screen appears asking you to select a difficulty level. Choose between EASY, MODERATE, DIFFICULT and IMPOSSIBLE gameplay modes.
- Player attitudes become more volatile as the level of difficulty increases. Issues that normally don't bother golfers, or do so only moderately, are more irritating to them at higher difficulty settings.
- Once you have selected your level of difficulty, you can choose your plot of land and get started on building a golf empire (for more information on selecting property, see *World Screen* on p. 7).

Continuing a Saved Game

To continue playing a previously saved game:

1. Click CONTINUE SAVED GAME. A menu offering the names of your game saves appears.
2. Select the game save you wish to resume and click LOAD. The game is resumed.
 - To return to the Main Menu, click CANCEL.

Playing in Sandbox Mode

- To access Sandbox mode, click SANDBOX MODE.

Build the ultimate golf course without the constraints of financial worries. Start with unlimited funds and all property locations available to you for purchase (for more information on selecting property, see *World Screen* on p. 7). Get the hang of constructing tricky holes and building impressive 18-hole courses.

- To return to the Main Menu, click CANCEL.

Playing in Championship Mode

- To enter Championship mode, click PLAY A CHAMPIONSHIP.
- Select your difficulty level. Choose between EASY, MODERATE, DIFFICULT and IMPOSSIBLE.

You see a screen offering a choice of the courses you have saved to play in Championship Mode (for more information on saving courses for Tournament mode, see *Retiring* on p. 25).

- To select the course you wish to compete on, click the name of the course then click LOAD.

Once you've selected a course, choose a pro-golfer to play as. A menu featuring a choice of pro-golfers appears. Choose between the default pro-golfer or one custom-made by you (for more information on saving a pro-golfer for tournament mode, see *Retiring* on p. 25).

- To select the pro-golfer you wish to play, click the name of the pro-golfer then click LOAD.

Once you have selected your course and pro-golfer, you are ready to compete for money and fame!

Playing With a Theme Pack Enabled

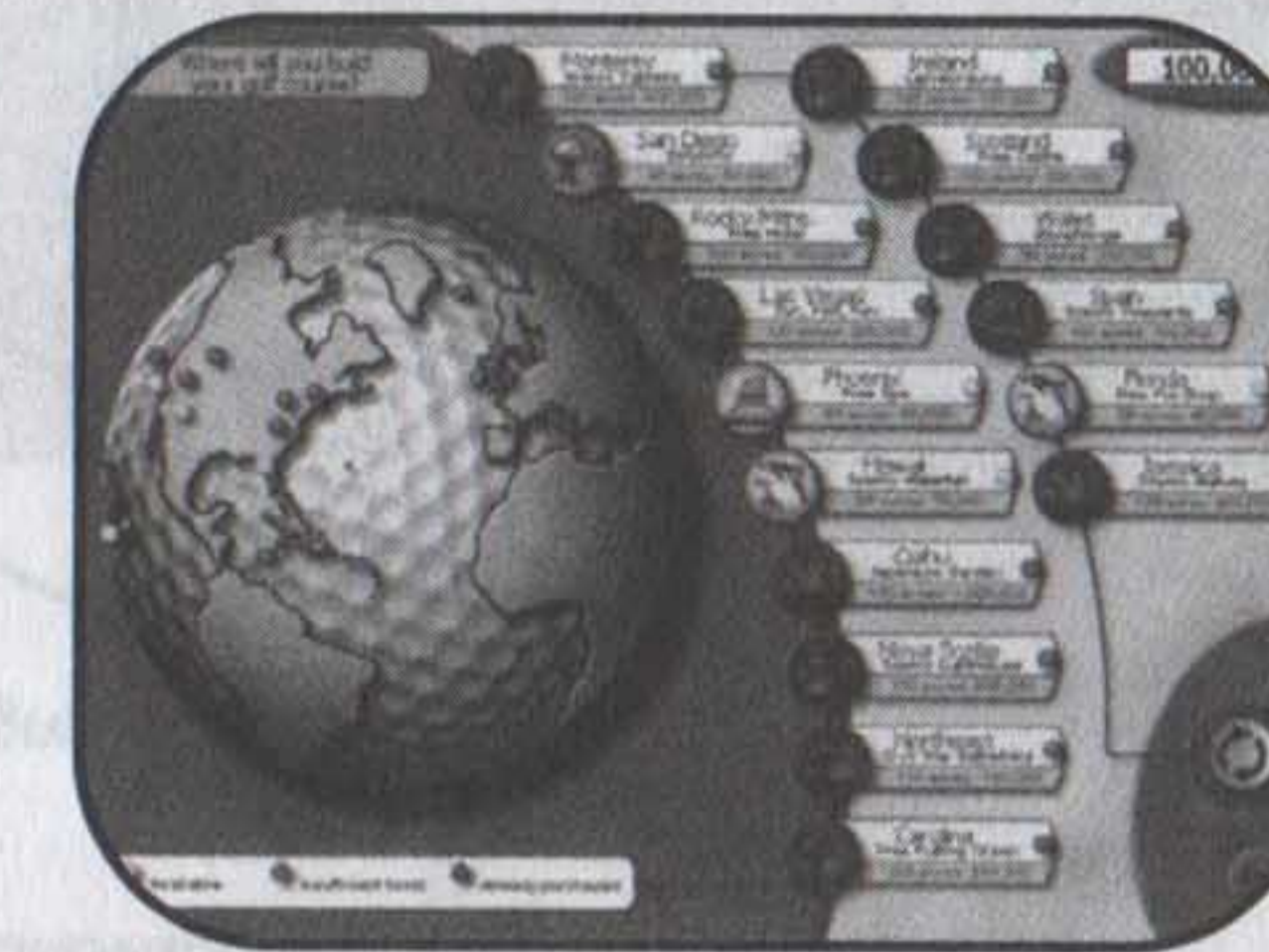
- To enable a Theme Pack, click SELECT A THEME.

Theme Packs may provide players, stories, celebrities, pro-golfers and/or courses, all customised to a specific theme. If a Theme Pack does not contain one of these elements it uses the default game elements.

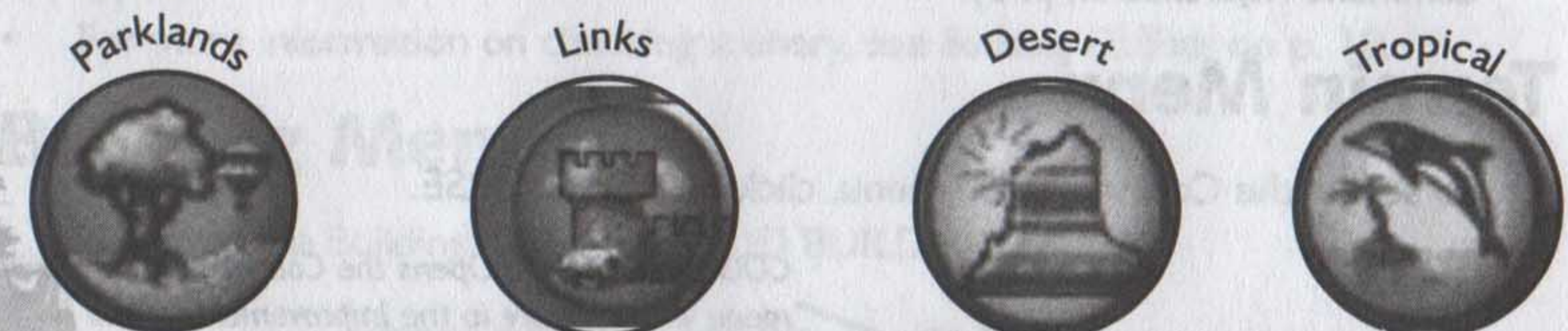
- To return to the Main Menu, click CANCEL.

World Screen

Now that you have your inheritance, it's time to spend some cash on the golf course of your dreams.



Decide on a golf course from a selection of sixteen options located around the world. Each property varies in size, location and cost.



Properties you can afford are indicated by a yellow pin. Properties you cannot currently afford are indicated by a grey pin. Properties you have already purchased feature a magenta pin.

- To purchase a course, click the property icon you wish to choose.
- To return to the Main Menu, click CANCEL.

Note: After purchasing a new course, you will not be able to return to your current course.

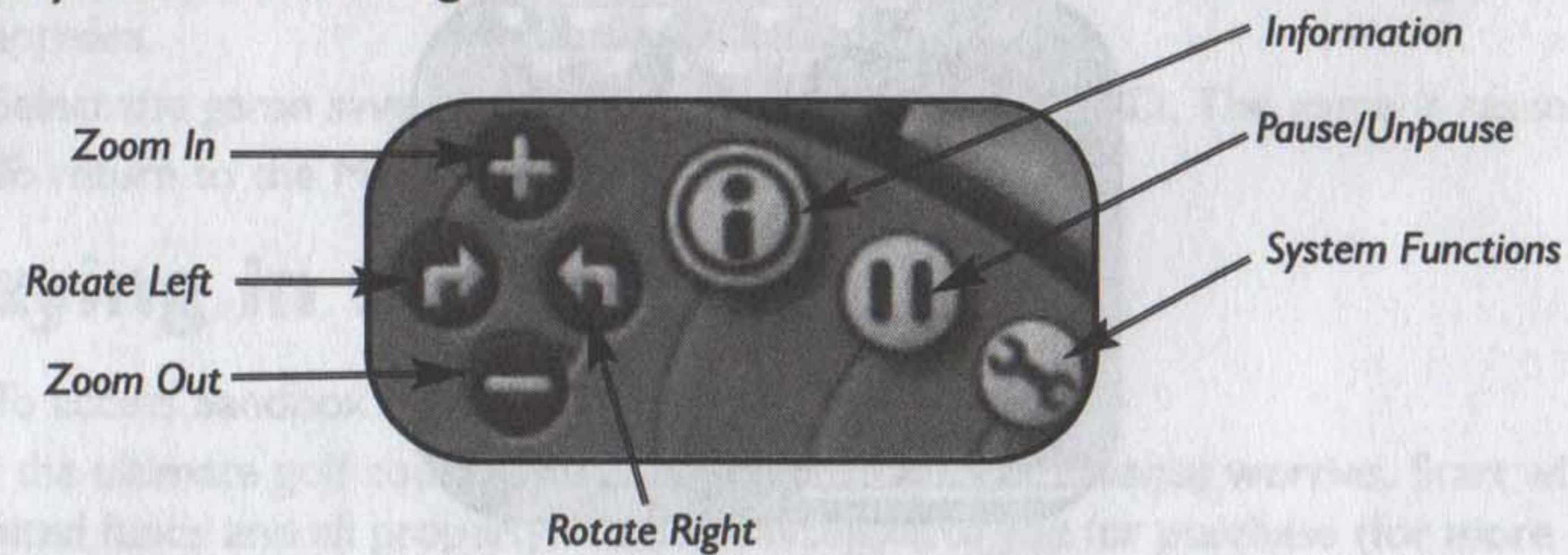
Control Panel

Welcome to your new resort! It's time to start building the course and amenities that will make you a famous name in the golf world! First, you need to familiarise yourself with the tools at hand. Create terrain, build structures or customise your golfers via the control panel, located at the bottom left-hand corner of the screen.



Navigation Controls

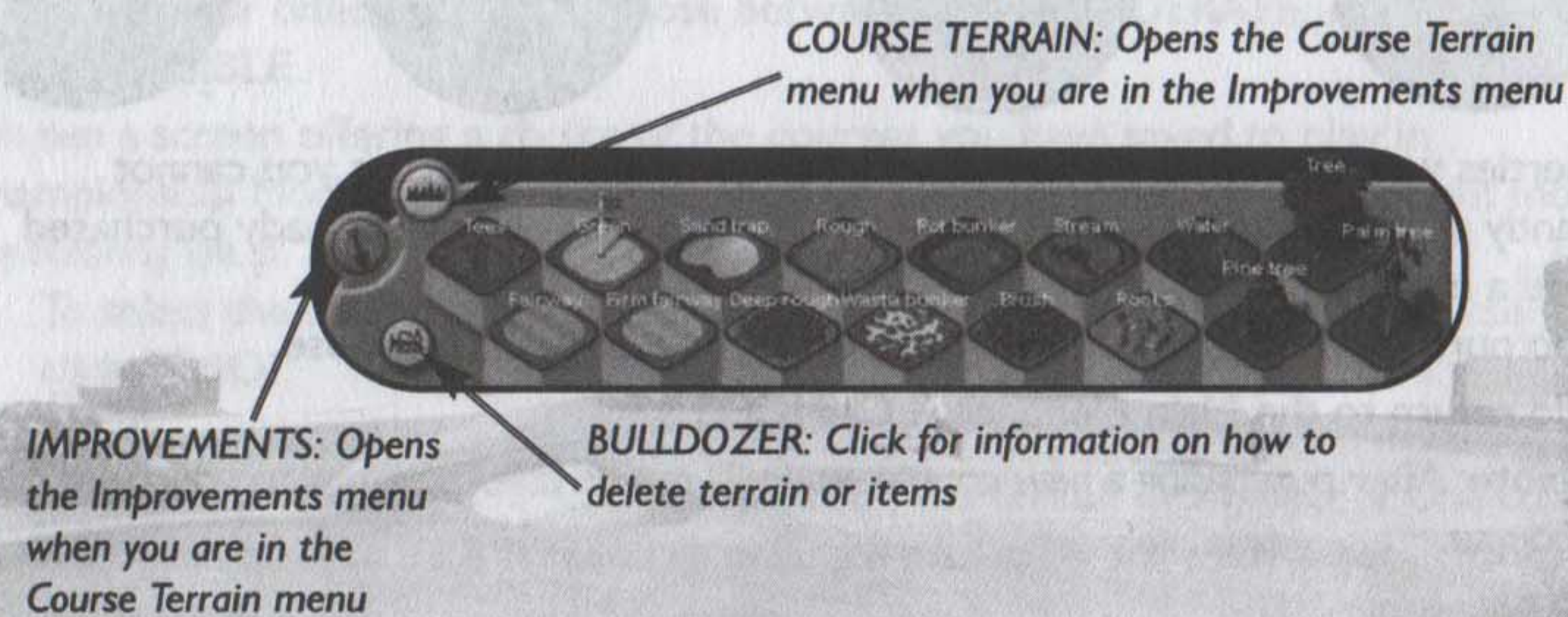
Use the Navigation Controls to manipulate the view of your course, get facts on your property or save and load games.



Note: You can also navigate via hotkeys (for more information on hotkeys, see *Command Reference* on p. 3).

Terrain Menu

- To access the Course Terrain menu, click BUILD COURSE.



- Move the cursor over a terrain icon to access a pop-up window displaying statistics on that type of terrain.

To create terrain:

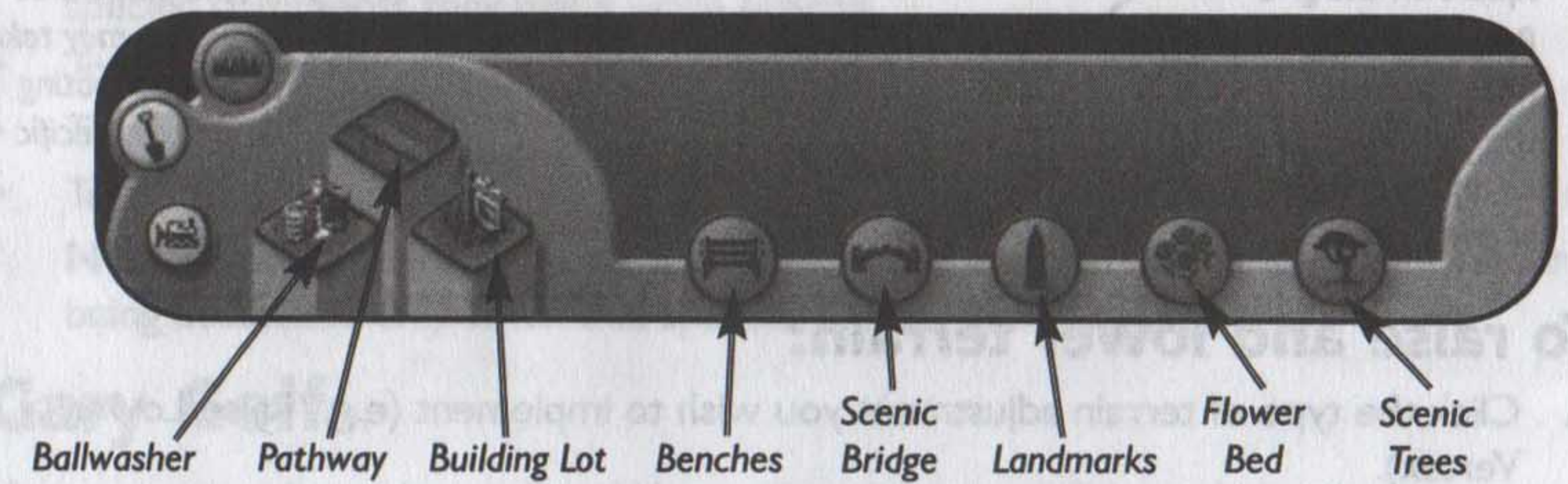
- Select the icon of the terrain type you wish to add.
- Click the location on the screen where you wish to place terrain. New terrain now appears.

To remove terrain (and buildings):

- Right-click the terrain (or building) you wish to remove. A message appears indicating the action to be taken (i.e. "Remove Bench").
- Right-click again and the action occurs.

For more information on terrain types, see *Terrain Options* on p. 16.

- Select IMPROVEMENTS to access scenery and facility building options.

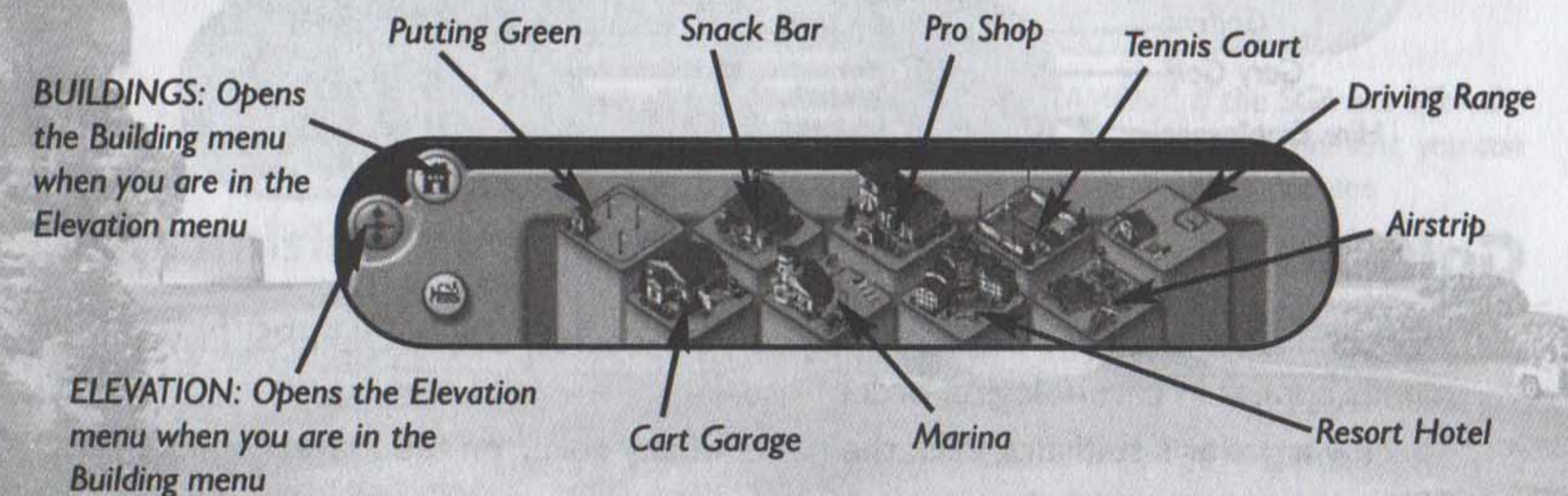


To add pathways or scenery:

- Click the icon of the item type you wish to add.
 - Click the location on the screen where you wish to place the item. The item now appears.
- For more information on choosing scenery, see *Building Options* on p. 18.

Building Menu

- To access the Building menu, click ADD BUILDINGS.



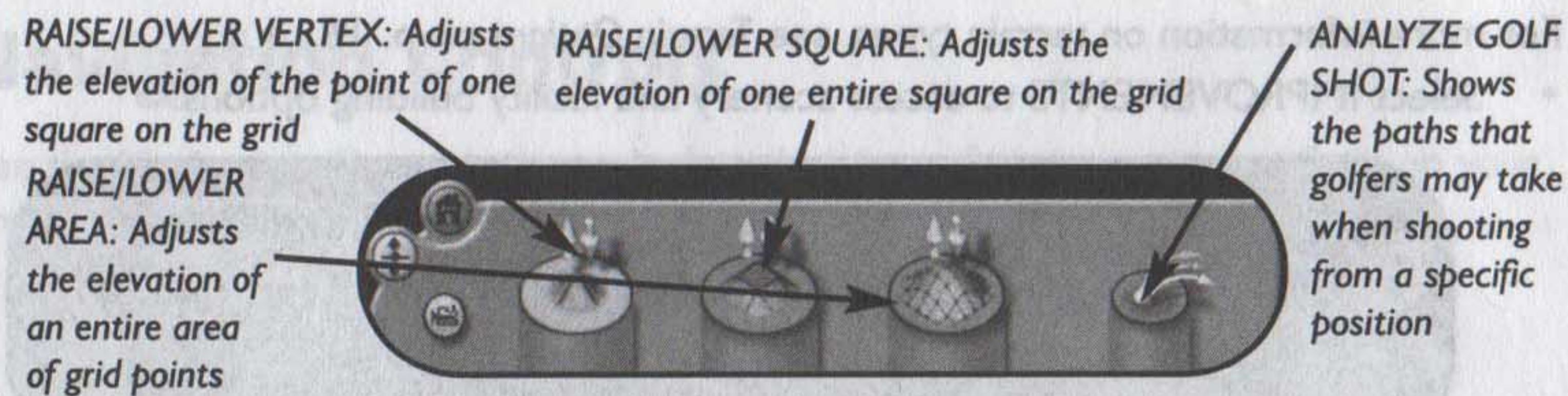
Note: The Snack Bar is replaced by the Pub on Links courses. The Tennis Court is replaced by the Stable on Links courses, Spa on Desert courses and Swim Club on Tropical courses. The Marina is replaced by the Church on Links courses and Helipad on Desert courses. The Airstrip is replaced by the Castle on Links courses, the Casino on Desert courses and the Theme Park on Tropical courses.

To add a building or structure:

- Select the icon of the building you wish to add.
- Click the location on the screen where you wish to place the building. A building appears.

For more information on choosing building and structure types, see *Building Options* on p. 18.

- Click ELEVATION to access the Elevation menu. The menu opens and you see a grid pattern covering the terrain on your course.



To raise and lower terrain:

1. Click the type of terrain adjustment you wish to implement (e.g., Raise/Lower Vertex).
 2. Click the location on the screen where you wish to raise terrain. Terrain elevation is now adjusted.
- To lower terrain, right-click the location on the screen where you recently adjusted elevation. Terrain is lowered.

Player Menu

Hire staff for your golf course, hone your golf skills for tournaments and challenges, or access data on your patrons via the Player menu.

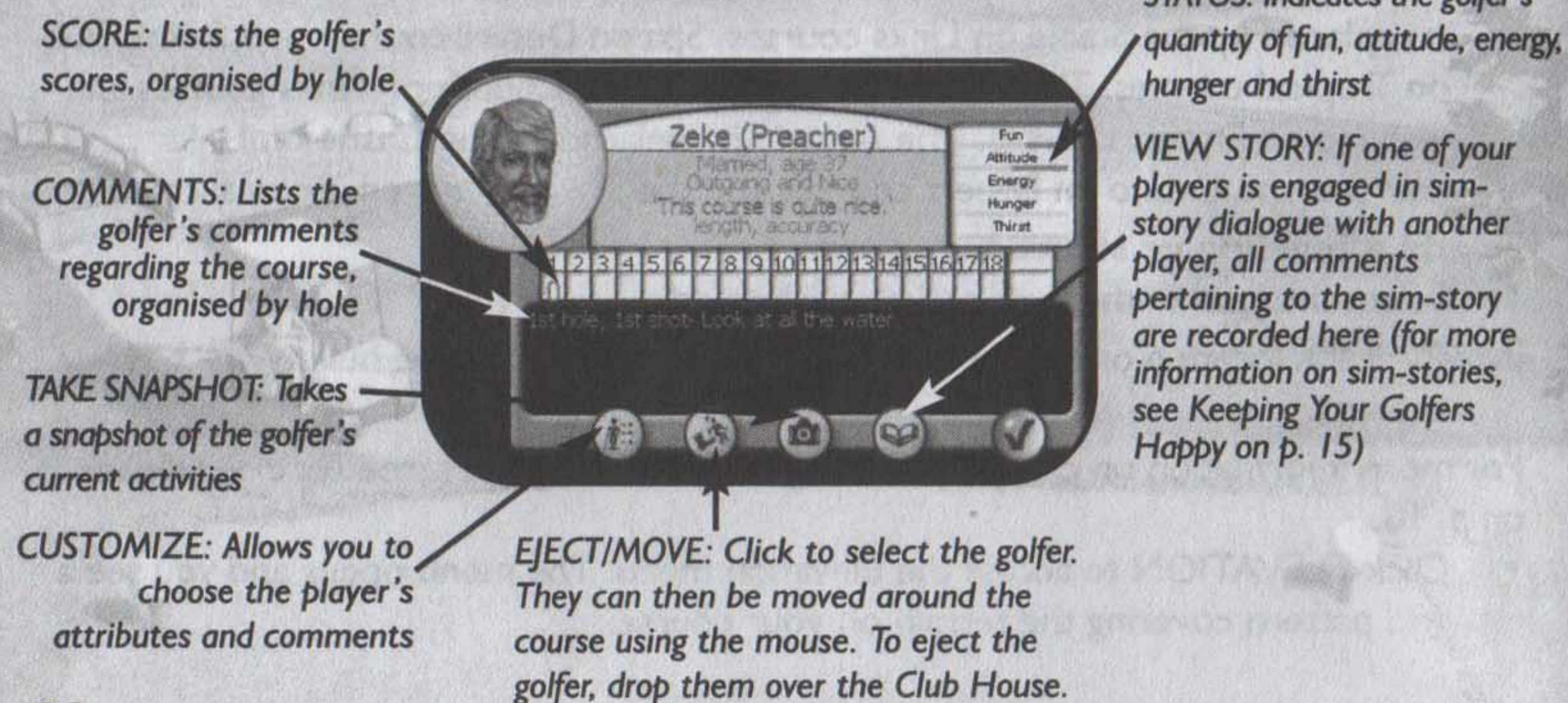
- To access the Player menu, click PEOPLE.



Golfers

- To obtain a list of golfers currently playing your course, click GOLFERS. Player names appear in chronological order.
- To view a golfer's statistics, click the name of any golfer on the Player menu.

Note: You can also click the image of a golfer playing your course to access his or her statistics.



- You have the option to customise any traits associated with a golfer. These include name, appearance, profession, marital status, age, personality traits and the specific comments they make while playing.
- To customise your golfers, click CUSTOMIZE on the Golfer menu.
- To save a customised golfer, click SAVE CHARACTER.
- To load a previously customised golfer, select LOAD CHARACTER.

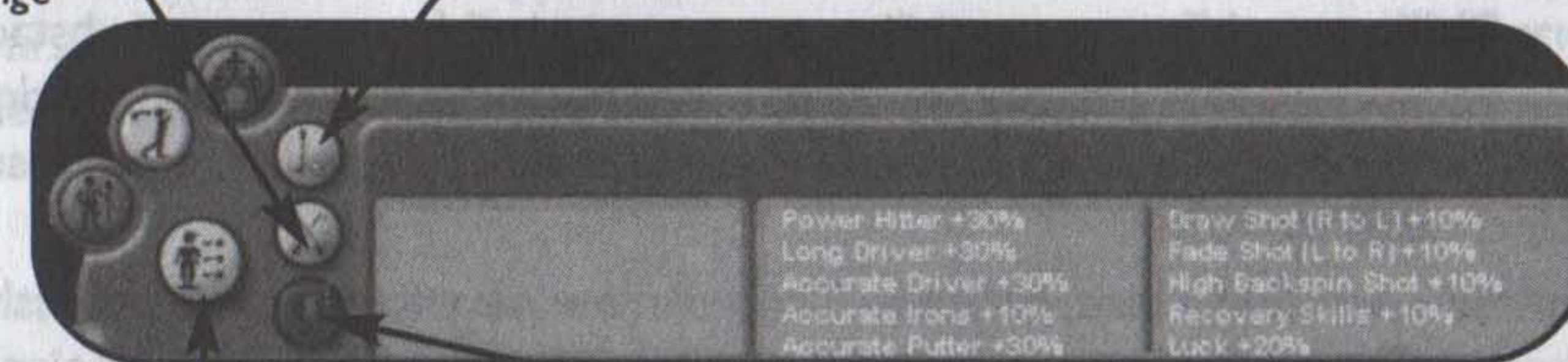
Note: Saving a character while a Theme Pack is enabled results in that character being accessible only when that specific Theme Pack is utilised.

Gary Golf

Meet your resort's resident golf pro! Your golf pro's responsibilities include greeting patrons and playing in tournaments and pro-challenges. Customise the appearance and personality of your golf pro, then select his or her skills before teeing off on your own course!

PLAY VS. A PRO: Your golf pro plays one-on-one with a pro-golfer when issued a challenge

PRACTICE ROUND: Get your golf pro to play a round of golf against one of your course patrons



CUSTOMIZE GARY GOLF: Customise your golf pro

BEGIN TOURNAMENT: If the SGA has offered you the option of hosting a tournament, you can do so by clicking the Tournament icon

Customising Your Golf Pro

You have the option of customising many features associated with your golf pro, including his or her name, physical appearance, gender, comments, skills, traits, age and marital status.



- To customise your resident golf pro, click CUSTOMIZE in the Gary Golf menu.
- Note:** Gary Golf is the default name of your resident golf pro. You have the option of changing this name to whatever you desire. When you change the name, the new name replaces Gary Golf on the Golfer menu.

Preparing Your Golf Pro For Playing Your Course

After choosing to play a round of golf, a screen appears offering you the chance to customise your golf pro's skills. You start with 10 skill points. Each point can be redeemed for a +10% increase in the following skills:

- Power Hitter** Influences how much power fuels your shots.
- Long Driver** Affects the length of the drive.
- Accurate Driver** Affects how precisely you hit the ball towards the hole when teeing off.
- Accurate Irons** Indicates how accurate your golf irons are.
- Accurate Putter** Affects how precisely you hit the ball towards the hole when putting on the green.
- Draw Shot** Indicates your ability to perform this specific type of shot (for more information, see *Draw Shot* on p. 22)
- Fade Shot** Indicates your ability to perform this specific type of shot (for more information, see *Fade Shot* on p. 22)
- High Backspin Shot** Indicates your ability to perform this specific type of shot (for more information, see *High Backspin Shot* on p. 22)
- Recovery Skill** Affects your ability to recover a ball from a course obstacle.
- Luck** Indicates how much luck you possess while executing tricky shots.
 - To use skill points, click the Up Arrow next to the skill you wish to increase. That skill increases by 10%.
 - To remove a skill increase, click the Down Arrow next to the skill you wish to decrease. That skill decreases by 10% and you are credited one skill point.
 - If your golf pro pulls off impressive or tricky shots, he or she may be rewarded by an increase in skill percentages.
 - For each milestone you complete on your Professional Accomplishments report you receive additional skill points which you can use to improve your golf pro's statistics (for more information, see *Professional Accomplishments* on p. 24).

Saving and Loading your Golf Pro

You have the option of saving your resident golf pro and transferring him to a new course.

- To save a golf pro, click SAVE CHARACTER in the Customize Gary Golf menu.
- To import a previously saved golf pro onto a new course, select LOAD CHARACTER in the Customize Gary Golf menu.

Hire Employees

Learn how to build a first rate staff.

To hire employees:

1. Click HIRE EMPLOYEES on the People menu.
2. Click the type of employee you wish to hire. Newly hired employees begin serving customers immediately.
- Click the icon of a specific employee in the Hire Employees menu to find statistics such as when the employee was hired, how much the employee has been paid to date and how much work the employee has completed.

To move an employee:

1. Click MOVE THIS EMPLOYEE. Your cursor becomes an image of that employee.
2. Click the location on the screen where you wish the employee to be. The employee begins to walk to the location you indicated.
 - To remove an employee, click FIRE THIS EMPLOYEE. The employee is removed.

To change the name of an employee:

1. Click RENAME THIS EMPLOYEE in the Hire Employees menu. A prompt appears asking you to provide a new name.
2. Enter a new name and press ENTER. The employee is renamed.
 - For more information on the types of employees available, see *Hiring Employees* on p. 20.

Course Statistics

There are two locations at the top of your screen, to the left and right respectively, that offer up-to-date statistics on your resort.

The windows located on the upper right-hand corner of the screen provide data on your course's current funds, fun-rating and skill-rating.

Fun Rating An averaged measurement of how happy your resort patrons are (for more information, see *Keeping Your Golfers Happy* on p. 15).

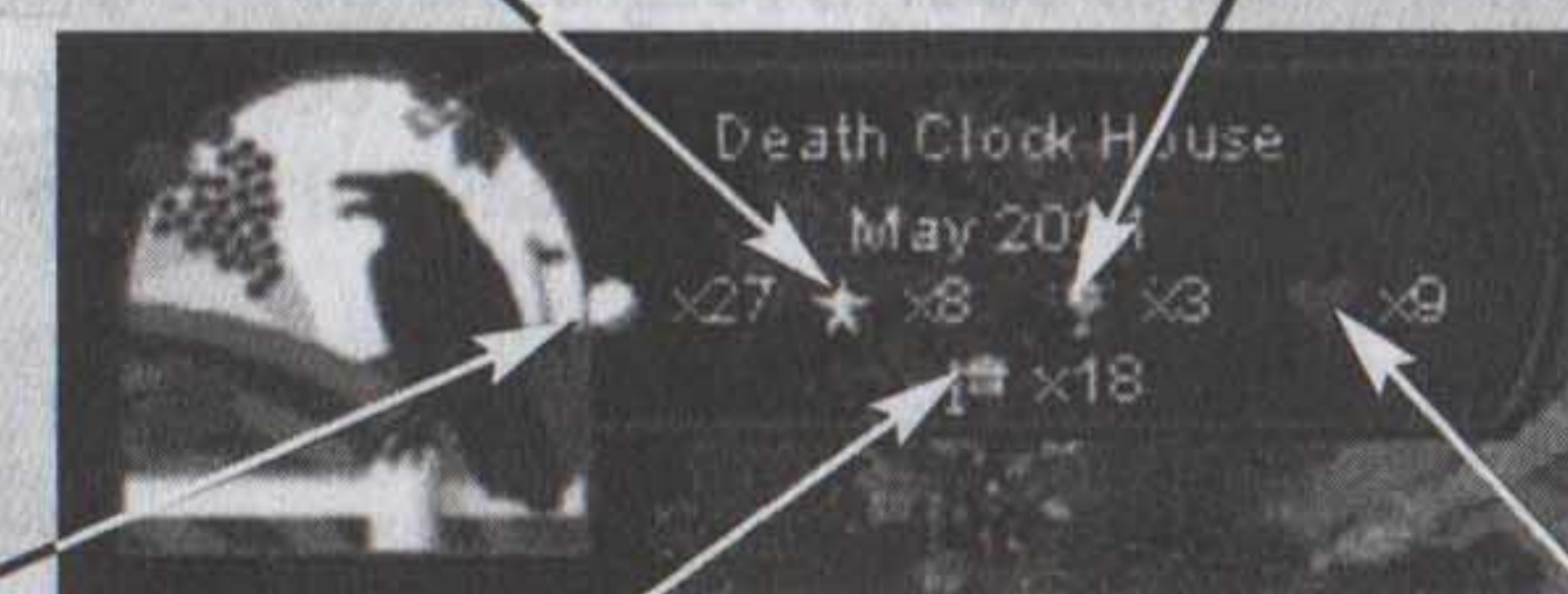
Skill Rating Averages how often the holes on your course exercise the three golfer skills (length, accuracy and imagination) in the variety of golfers who play at your resort (for more information, see *Keeping Your Golfers Happy* on p. 15).

Tip: The higher your skill and fun ratings are, the more opportunities you have to purchase additional land for your course, host pro-challenges and tournaments, and attract wealthy patrons who donate landmarks.

The Course Information window appears on the left-hand side of the screen:

CELEBRITY HOMES: Quantity of building lots on your course inhabited by celebrities

TOURNAMENTS: Indicates the amount of tournaments that have been hosted by your golf course



TOP RATED HOLES: Quantity of holes on your course rated by the Sims Golf Association

BUILDING LOTS: Indicates the number of people wanting to take up residence on your course.

SIM-STORIES: Quantity of happy endings to sim-stories that have occurred on your course

Building Your Course

Learn how to design a golf course that will impress golfers far and wide with your cunning design and four-star amenities!

Building Your First Hole

While envisioning the resort that would make Great Uncle Harry proud, it is important to remember all great courses are built one hole at a time.

All holes require two features: a tee and a hole. The following steps teach you how to build these on your course.

To create a tee:

1. Click TEE on the Terrain menu.
2. Click the location on the screen where you wish to place the tee. A tee appears.

To create a hole and surrounding green:

1. Click GREEN on the Terrain menu.
2. Click the location on the screen where you wish to place the hole and surrounding green. A flag appears, indicating the location of the hole. Subsequent clicks create additional green.

After the tee and hole are placed, a visible white line connects them, indicating the path that most golfers are likely to attempt while playing the hole. You can use this line as a guide for placing fairway terrain.

The fairway is an exceedingly important feature of any hole because it provides a wide-open space which golfers can use to aim safe drives towards the green.

To create a fairway:

1. Click FAIRWAY on the Terrain menu.
2. Click the location on the screen where you wish to place fairway terrain. Fairway terrain now appears.

Tip: Try to think as a golfer would while approaching the hole. Place the fairway within the golfer's line of sight from the tee in order to give him or her an open area in which to aim.

Hazards

Spice up your golf hole with hazards such as roughs, sandtraps and water features.

To add a hazard (such as a sandtrap, grass bunker or stream):

1. Click the icon of the hazard you wish to place on your course from the Terrain menu.
2. Click the location on your screen where you wish the hazard to be placed. The hazard now appears on your screen.

Open for Business!

Once you are completely satisfied with the design of your hole, you can open for business.

- Press H or left-click on the flag to open a hole for business.
- Finishing touches, such as additional terrain, scenic elements and hazards, can be

added both before and after the hole is open for business.

- For more information on terrain options, see *Terrain Options* on p. 16.

Green Fees

Once a hole is open for business, golfers begin to play your course. When they complete your hole they pay you a stipend, called a *green fee*. Green fees are the primary source of your course's income, so it really does pay to keep your golfers happy!

Keeping Your Golfers Happy

A good golf course should be one that is enjoyable to play, relaxing and a fair test of a golfer's ability. To judge how well your course meets the needs of your players, assess their skills, attitude and physical requirements.

Skills

There are three main skills which golfers possess: *Length*, *Accuracy* and *Imagination*.

Length	How far a golfer is able to drive the ball.
Accuracy	The ability to control how and where the ball lands.
Imagination	The ability to control the behaviour of the ball in order to overcome obstacles or hazards.

Tip: The more options a golfer has to play a specific hole, the fairer the hole is. Holes that offer options for both novice and advanced players keep the most golfers happy.

Attitude

A golfer's attitude is based on the amount of fun he or she is having at your resort. This fun-rating is based on the accumulation of his or her comments made while playing your course.

A golfer's attitude is colour-coded. Red indicates that the player is not having a good time on your course. Yellow suggests that your course is providing an okay, but not exceptional, golf experience for the player. A player with a green fun-rating is having an excellent time.

- Click the name of any golfer in the Golfers menu to access his or her data screen. The golfer's fun-rating is located at the top right-hand corner of the window.

Physical Requirements

Golfers, like anyone, become tired, hungry and thirsty. It is your responsibility to see that all of their needs are met. Check your golfers' status meters (by clicking the individual names of your patrons in the Golfers menu) to see if they need access to resources such as Soda Vendors, Snack Bars and Benches.

Tip: Monitoring a golfer's needs is a great way to improve your course. If you work to keep your players happy, comfortable and entertained, they return the favour by bringing their friends to your course and even purchasing memberships!

Sim-Stories

If two golfers with the right compatibility are paired together on your course, they may engage in story dialogue rather than typical golf banter. Depending on how happy they are with your course, the story concludes positively or negatively. If a story concludes with a happy ending on the course, you gain a heart icon in the Course Information window. If the story is a successful love story, you receive a special love bench on your course to commemorate the occasion.

Customising and Playing Your Course

This section explains how to add features such as additional terrain, buildings and staff to your resort, as well as how to host tournaments and pro-challenges. You also have the opportunity to play your own golf course!

Terrain Options

The following are descriptions of the terrain types available to you.

- For more information on adding terrain, see *Building Your First Hole* on p. 14.

Course Essentials

These terrain options are necessary for building any hole on your golf course.

Tee

Create a Tee, the location where golfers tee off their initial drives towards the green.

Green

The terrain surrounding the hole – best suited for short, precise strokes.

- To switch to tricky green terrain, press TAB.

Fairway

A type of closely mown grass typically used to land long drives that may fall short of the green.

Firm Fairway

Causes balls to bounce higher and roll farther than standard fairway terrain.

Hazardous Terrain

Hazardous terrain makes gameplay more difficult for your golfers and challenges more advanced players.

Rough

The standard coarse grass terrain that typically borders fairways but may also be present near green, tees and bunkers. It is more difficult to golf on than either fairway or green because the height and coarseness of the grass limits club/ball contact. Rough is replaced by *Desert* on Desert courses.

Deep Rough

Terrain characterised by thick grasses. This is even more difficult to play on than typical rough because club/ball contact is extremely limited. Deep Rough is replaced by *Rough* on Desert courses.

Sandtrap

A depression in the course filled with sand. This is an intimidating hazard because a golfer's footing is less sure in sand and his or her club cannot be grounded.

- To rotate a Sandtrap before placing it on your course, press TAB.

Waste Bunker

A depression in which longer turf grows. Such a hazard is more difficult to play than rough because elevation is also a factor.

Pot Bunker

Deep depressions that are unfilled. These are severe hazards for golfers because they offer no terrain with which the golfer can ground his or her club.

Stream

Balls are impossible to recover if they happen to land within a Stream.

A Stream is replaced by a *Ravine* on Desert courses and a *Burn* on Links courses.

Brush

Any kind of non-turf plant-life, typically growing beyond the limits of the rough. It is difficult for golfers to recover their balls out of Brush.

Brush is replaced by *Gorse* on Links courses.

Rocks

Rocks cause a random deflection of the ball.

Water

It is impossible for a golfer to recover a ball that lands in the water, thus making this hazard the most dangerous for a player.

Trees

Trees can deflect long drives as well as ensnare balls that might land near them.

- To adjust the size of a Tree selected from the Improvements menu before placing it on your course, press TAB.

Scenic Trees

Scenic Trees function in the same manner as other trees, but have the distinction of also being especially pleasing to your golfers. Plant a Scenic Tree on your property and you not only challenge your golfers, but lift their spirits as well.

Note: Scenic Trees are located under Improvements in the Terrain menu.

Expanding Your Course

Periodically, I.M. Picky, the county commissioner, plays your course. If sufficiently impressed, he may offer you the option to expand the size of your course by

providing a selection of plots that you can purchase for a fee. If I.M. Picky does not enjoy himself, he leaves disappointed and does not offer you additional land. Expanding the size of your course allows you to build more holes and facilities on your resort, thus increasing its money-making potential.

Building Options

As any good resort owner knows, if you build it, they will play golf. Find instructions on building essential structures such as pathways or benches, as well as tips on acquiring snazzy features that make your resort a place golfers flock to...and pay high green fees for.

- Click ADD BUILDINGS to activate the Building menu.

Basic Course Features

The following structures are the basic building blocks of a high-quality resort.

Note: Pathways, Ballwashers, Building Lots, Benches, Scenic Bridges, Landmarks and Flowerbeds are all located under Improvements in the Terrain menu.

Clubhouse

The Clubhouse is the core facility of your golf course. Most buildings need to be connected to the Clubhouse by an unobstructed Pathway in order to function.

Note: All properties come with a Clubhouse already built. You have the option of tearing down and rebuilding your Clubhouse elsewhere on your course.

However, doing this costs you a replacement fee.

Pathways

Pathways are used to connect buildings to the Clubhouse in order to open them for business. Pathways that are not connected properly to the Clubhouse appear as mud tracks. Pathways that are connected properly to the Clubhouse appear to be fully built.

Benches

Benches provide spots where your golfers may take a much-needed rest when playing your course. Longer courses require more strategic placement of Benches.

Scenic Bridges

Build attractive bridges that span streams, water hazards or other waterfront nooks on your property.

Flower Beds

Building Flower Beds is a great way to lift your golfers' spirits as they play your course.

Ballwashers

Ballwashers allow your players to make their ball clean and shiny. For the remainder of the hole, the player will hit their shots more accurately. This can be helpful on holes that your players might consider to be too difficult. A Ballwasher can also slow down the pace of play, so they should be placed carefully.

Building Lots

Building Lots offer you the ability to gain a sizeable amount of income relatively quickly. Lots near water, trees and fun golf holes are especially valuable.

Landmarks

Periodically, a golfer by the name of Ivana Richman, a wealthy heiress, plays your course. If she enjoys herself, she may donate a Landmark. Once she has donated a Landmark, more are available for you to purchase.

Course Facilities

When you select a facility from the Building menu, your cursor becomes a transparent version of that structure, allowing you to see exactly how your facility fits on your course.

- Click TAB to rotate the facility 90 degrees.
- If the cursor is outlined in red, you cannot place the new facility in its present location.
- Once you place your facility, you cannot rotate it or move it without destroying and rebuilding it, so choose carefully.
- Not all facilities are immediately available to you to build, even if you have earned enough money to afford them.

Putting Green

Putting Greens provide an increase to a golfer's imagination skill, provided that he or she has already acquired this skill. A Putting Green does not, however, bestow the imagination skill on golfers who do not already possess it.

Snack Bar

Snack Bars offer a place where hungry golfers may stop and eat.

A Snack Bar is called a *Pub* on Links courses.

Pro Shop

Pro Shops cater to golfers who value accuracy. With a Pro Shop on your resort, golfers who have already acquired this skill enjoy an increase in their accuracy rating.

Driving Range

A Driving Range on your course provides an increase to a golfer's length skill. A Driving Range does not, however, bestow the length skill to those golfers who do not already have it.

Cart Garage

Decrease the time your golfers spend waiting to play a hole and increase the speed at which they complete your course by building a Cart Garage.

Tennis Court

Owning a Tennis Court starts every golfer with a positive attitude before playing your course. Golfers start with no less than a yellow attitude rating with this facility on your resort property. Tennis Court is replaced by the *Stable* on Links courses, the *Spa* on Desert courses and the *Swim Club* on Tropical courses.

Marina

Building a Marina universally increases the profit gained from all building lots and also increases the chance that an International Celebrity moves into one of your Building Lots.

Marina is replaced by the *Helipad* on Desert courses and the *Church* on Links courses.

Resort Hotel

The addition of a Resort Hotel to your course aids players with their stamina. At higher levels of difficulty, golfers tire as they play through a course and may need to combat the fatigue of playing 18 holes. Building a Resort Hotel generates well-rested golfers who are able to play the entire course and stay happier longer.

Airstrip

Airstrips increase green fees per hole. This increase is cumulative, with increases gained on holes rated in the Top 100 or Top 18 by the SGA (for more information see *SGA Evaluation* on p. 24)

Airstrip is replaced by the *Castle* on Links courses, the *Casino* on Desert courses and the *Theme Park* on Tropical courses.

Hiring Employees

Every resort needs first rate staff to tend to the needs of its patrons. Here you have the option of handpicking the perfect employees for the benefit of your customers.

Note: You can only hire skilled employees after you have created a daily fee course consisting of six or more holes.

Basic Employees

Once you have the cash, you can hire any one of these employees to better maintain your course.

Club Pro

A Club Pro greets golfers and makes them feel welcome, thus providing a boost to their fun-ratings.

Ranger

Rangers facilitate your course by speeding up play and hurrying players along congested areas.

Groundskeeper

A Groundskeeper can clear naturally occurring dandelions from your course. Dandelions are an eyesore and negatively affect player attitude.

Soda Vendor

Soda Vendors cater to thirsty golfers by offering refreshments.

Skilled Employees

Once you've built a daily fee course (consisting of six or more holes), you can upgrade your staff to skilled employees.

Celebrity

Like the Club Pro, the Celebrity also greets golfers, but because of his fame and name-recognition, provides an even greater boost to a golfer's fun-rating.

Marshall

Marshalls, like Rangers, can speed up play by hurrying players along in congested areas. In addition, Marshalls can also eject angry players who would normally storm around the course, upsetting other players.

Turf Technician

The Turf Technician can kill dandelions and remove divots and crabgrass. Divots appear as a result of player traffic and crabgrass develops in heavy divot areas.

Refreshment Consultant

The Refreshment Consultant offers drinks to thirsty players, improving golfer attitudes, regardless of whether they were originally thirsty or not.

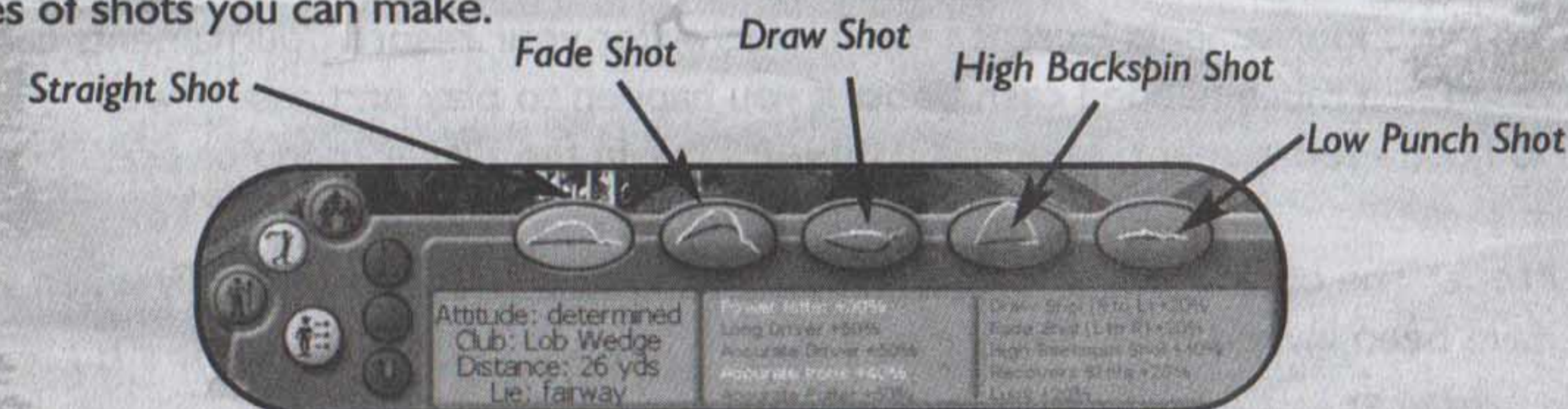
Playing Your Course

You have the opportunity to play your own course as your resident golf pro when you select a practice round, are invited by the SGA to host a tournament or issued a pro-challenge.

You are presented with an additional menu displaying your attitude, the hole's distance, the lie of the ball, the club you are currently using and your skill ratings.

Shot Techniques

When playing your course, you have the option of choosing the type of shot you feel is best suited for the hazards you face on a specific hole. Read the descriptions of the types of shots you can make.



- Click the icon of the type of shot you wish to make. A white line appears on the screen emanating from your character and represents the trajectory of your ball. Move the line about the screen by moving your mouse. Choose the best place to land the ball and then click to tee off!

Straight Shot

A Straight Shot is the default shot. By definition, it is a high shot that strives for distance. The Straight Shot requires no specific skill to obtain, but can be augmented by skills such as Power Driver for greater distance.

Fade Shot

A Fade Shot attempts to avoid hazards by curving the ball from left to right. This shot is generally performed by those players who have the Imagination skill.

Draw Shot

A Draw Shot is similar to the Fade Shot. It attempts to avoid hazards by curving the ball from right to left. This shot is generally performed by those players who have the Imagination skill.

High Backspin Shot

The High Backspin Shot is commonly used near the green. It is a high shot that causes the ball to roll back slightly (depending on elevation) upon landing. Such a shot allows the golfer to slightly overshoot while allowing the ball to gently roll backwards, avoiding a hazard.

Low Punch Shot

The Low Punch Shot allows the golfer to push through certain problem areas of terrain in which a high-altitude shot would not be favoured. For example, if there is a risk of a high-flying ball hitting a group of trees, a better tactic may be to hit the ball low and hard under the branch cover.

Events

As your course becomes better known and more successful, you have the opportunity to host events such as tournaments and pro-challenges. Tee off with pro-golfers!

Tournaments

The SGA is constantly evaluating your course. When your fun-rating and skill-rating reach a high enough level, they offer you the option of hosting an SGA tournament at your course. Tournaments increase the fun factor for your resort. Tournaments can also result in a much needed cash boost if you happen to play particularly well.

- To host a tournament, select TOURNAMENT in the Player menu or press SHIFT + J.

Note: The option to host a tournament becomes available to you only when you have been invited to do so by the SGA.

Pro-Challenges

When issued a challenge by a professional golfer, you have the opportunity to exhibit your golfing prowess as well as potentially win a sizeable cash prize for your efforts. Your resident golf pro and the famed golfer play one round of golf on your course. Wagers are set according to hole, the loser paying the winner the specified amount of cash. In the end you either gain money, lose money or break even in the case of a tie.

Snapshots

When you or your players execute impressive shots or when historic moments, such as tournaments, happen at your resort, Snapshots are taken to commemorate the event. You can also take Snapshots of cool moves executed by individual golfers by clicking the TAKE SNAPSHOT button in the Golfer Statistics menu.

Reports

Reports give you the option of assessing, at a glance, the status of your course.

- To access reports, click INFORMATION on the Navigation Control menu
- You can also use hotkeys to access reports (for more information, see *Command Reference* on p. 3).

Course Report

The Course Report provides statistics on each hole on your course, including size, par for the hole, average actual par, in-game time required to complete the hole, the fun factor, golfers' skill use, hole type classification, average green fee per hole, total revenue and the total profits the hole has accumulated. The Course Report also displays totals of the above categories for the entire course.

Player Comments

The Player Comments report is a list of comments made by your golfers and indicates the frequency at which they are said on your course.

Routing Map

This map offers a list of the holes on your golf course in order of when they were built and allows you to switch the order in which they are played. It also allows you to track employees, locate areas that are pleasing or displeasing to players and evaluate the value of building lots on your course.

To change the order of holes on your course:

- Left-click the hole number you wish to move.
 - Right-click the number you wish to replace the hole with. The holes now switch places in the order in which they are played on the routing map.
- Select EMPLOYEES to see where your employees are presently located and the range in which they are working.
 - Select AURA to discover which areas of your course have the highest concentration of player mood-altering scenery such as landmarks and flowerbeds. Use this to also discover which places on your course are particularly troublesome to players.
 - Select HOME VALUE to assess the value of plots of land on your resort. Plots with the brightest green patches earn you the most money. Sections on the map that are black are either extremely undesirable or impossible to build a home site on.

Histogram

The Histogram is a quick evaluation of the overall success of your golf resort (or lack thereof). It graphically displays information such as fun rating, skill rating and funds. It also lists events that have occurred on your course (for more information, see *Events* on p. 22).

SGA Evaluation

The Sim Golf Association (SGA) is constantly rating your course. To access your rating, view the SGA Evaluation report. This report lists the SGA accreditation requirements and indicates how well you are fulfilling them. These requirements are: course length, number of holes, time required to play the complete course, minimum fun rating, course variety, quantity of scenic holes, quantity of holes that work a golfer's length, accuracy or imagination skills and the number of facilities onsite.

The SGA provides the following classification for holes:

Breather	A hole that does not require golfers to possess any particular skill in order to play it well. Novice golfers are likely to enjoy a Breather hole.
Freeway	A hole notable for its length. Golfers with the Length skill commonly enjoy Freeway holes.
Precise	Holes known as Precise reward golfers who have the Accuracy skill.
Creative	Creative holes reward golfers who have the Imagination skill.
Challenge	Challenge holes exercise a golfer's Length and Accuracy skills.
Heroic	Heroic holes reward golfers with both the Length and Imagination skills.
Strategic	Strategic holes cater to those golfers who have the Accuracy and Imagination skills.
Classic	Classic holes reward golfers who possess all three skills. Pro-golfers commonly flock to Classic holes, as they provide a fair test of all their skills.

If the SGA ranks one of your holes in its list of top 100 holes, green fees for that hole increase. After your hole has made the Top 100, the SGA may further accredit it as one of its Top 18 holes – its green fees would then further increase.

Financial Report

The Financial Report is a display of your resort's financial history. This includes a list of expenses, income and profits for your course, sorted by year.

Membership Roster

This report provides a complete list of golfers who have played on your resort, indicating those who have purchased memberships.

Professional Accomplishments

There are over 20 separate accomplishments you have to complete before being a bona fide golf mogul. On the Professional Accomplishments report your status as a golf course owner is represented by a trophy. As you garner accomplishments your trophy increases in size. You also receive additional skill points per accomplishment achieved, which can be redeemed for a +10% increase in one of your golf pro's skills (for more information, see *Gary Golf* on p. 11).

Retiring

All good things must come to an end. Here is a guide to retiring your golf pro and your course to the good life on the pro-circuit.

Retiring Your Golf Pro

The time comes for even the best resident golf pro to retire and live the life of fame and opulence on the pro-circuit.

- To save your golf pro for championship play, select SAVE GOLFER in the Gary Golf Customization menu. Your golf pro is now saved.
- To try out your golf pro on the pro-circuit, select PLAY A TOURNAMENT from the Main Menu. Select your golf pro from the list of golfers available.

Retiring Your Golf Course

After you have built your property into a veritable golf nirvana, you may decide it's best to retire your course to championship play.

To save a course for championship play:

1. Select SYSTEM FUNCTIONS in the Navigation Controls menu. A prompt appears.
 2. Select SAVE COURSE FOR CHAMPIONSHIP. Your course is now saved.
- To try out your course on the pro-circuit, select PLAY A TOURNAMENT from the Main Menu. Select your course from the list of courses available.

Glossary

Birdie

A score on a given hole of 1 stroke under par.

Bogie

A score on a given hole of 1 stroke over par.

Divot

Turf removed as a result of contact between the club and the ground.

Eagle

A score on a given hole of 2 strokes under par.

Handicap

The number of strokes over or under par a player is expected to play, based on the player's ability level. The lower a player's handicap is, the better a player they are.

Lie

The position of a ball on the ground at any point on the course. A ball that has landed on the fairway or green is generally considered to have a good lie. A ball that has landed on rough has a bad lie. A ball hit onto terrain that does not allow the player to retrieve it (such as water) is considered to have an impossible lie. When a ball lands into a hazard (such as a sandtrap) in a manner such that most of it is buried it is considered to have a buried lie.

Par

Number of strokes it is expected a player will have to make on a given hole, determined by its length and difficulty.

Slice

A shot that often starts to the left of the target and curves mid-air to the right, often more than the player wishes. A common shot among amateur golfers.

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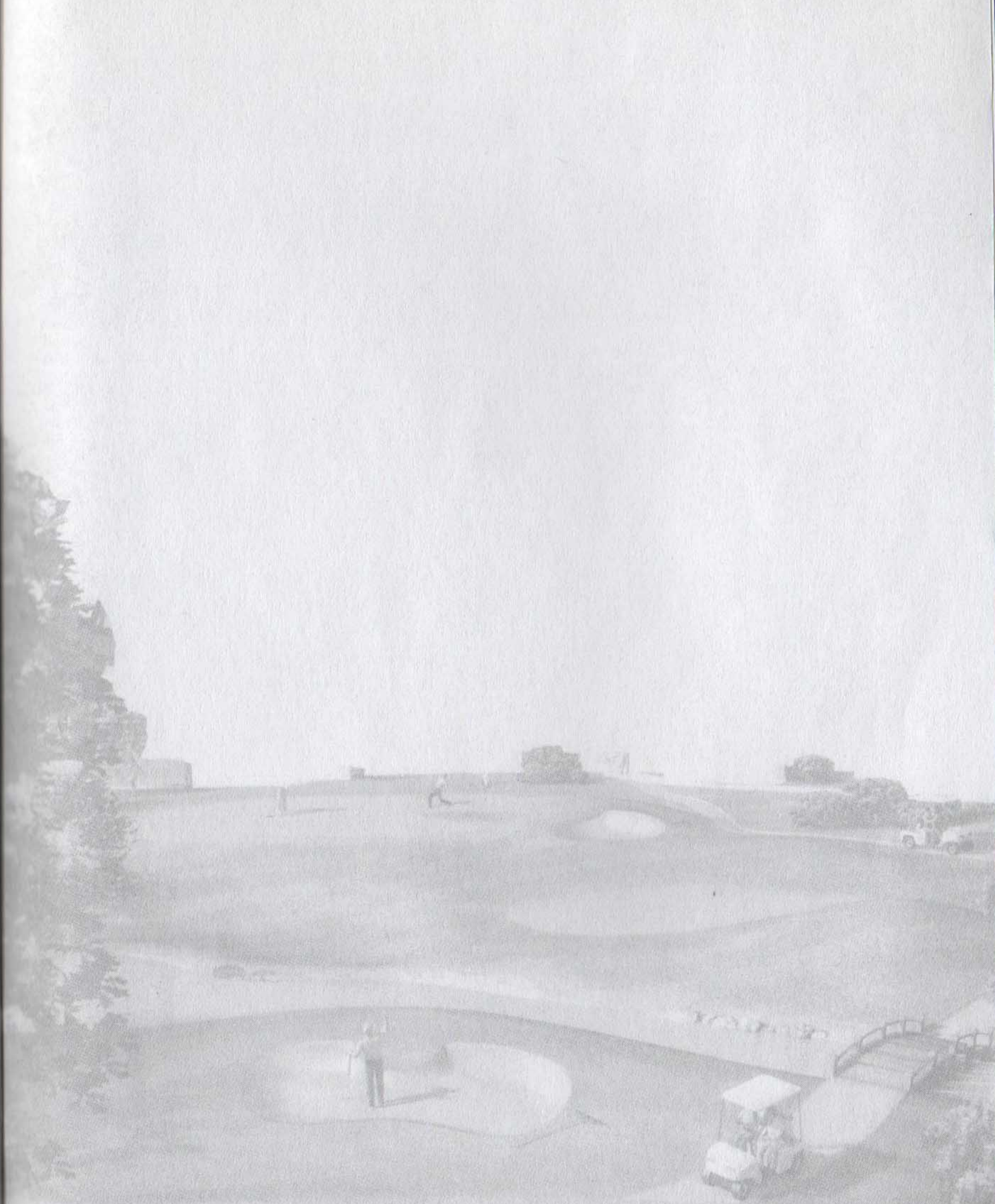
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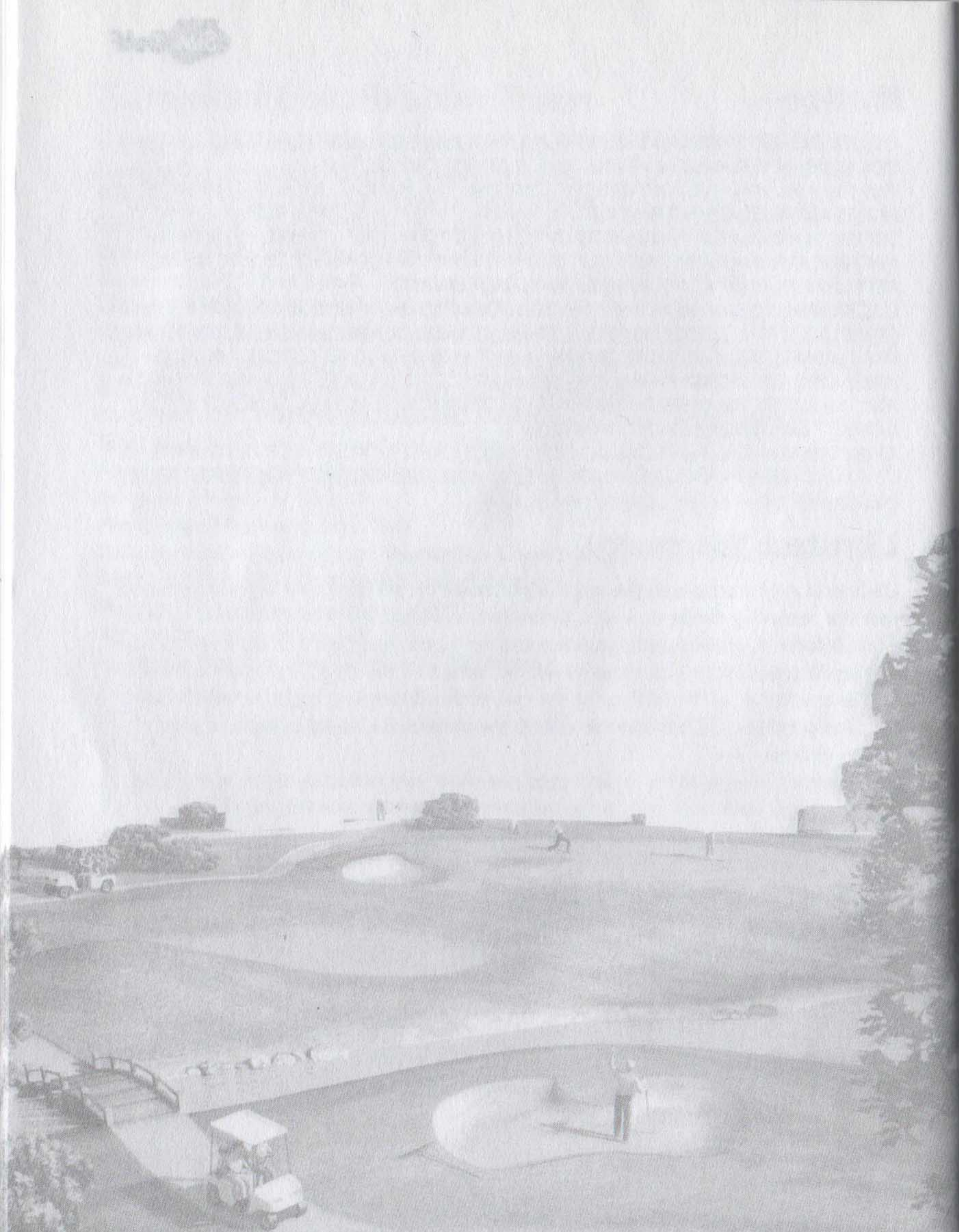
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