



NTSC U/C

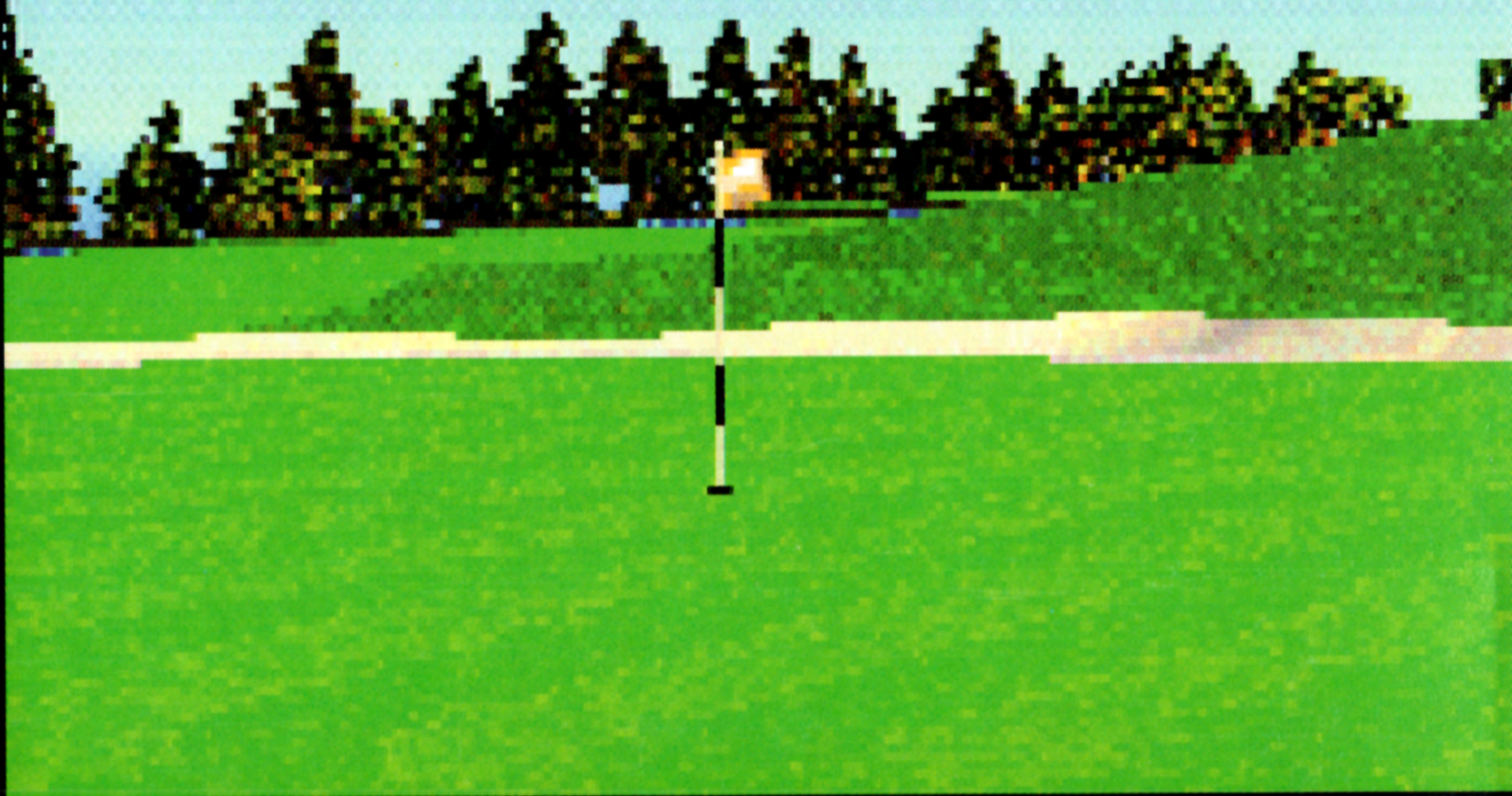
PlayStation®



SLUS-00299  
TCM-1000

# TECMO® WORLD GOLF™

PLAY 101 COURSES IN JAPAN



TECMO®



**WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.**

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 game 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 game 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.

**HANDLING YOUR PlayStation™ DISC:**

- This compact disc is intended for use only with the PlayStation™ game console.
- 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.



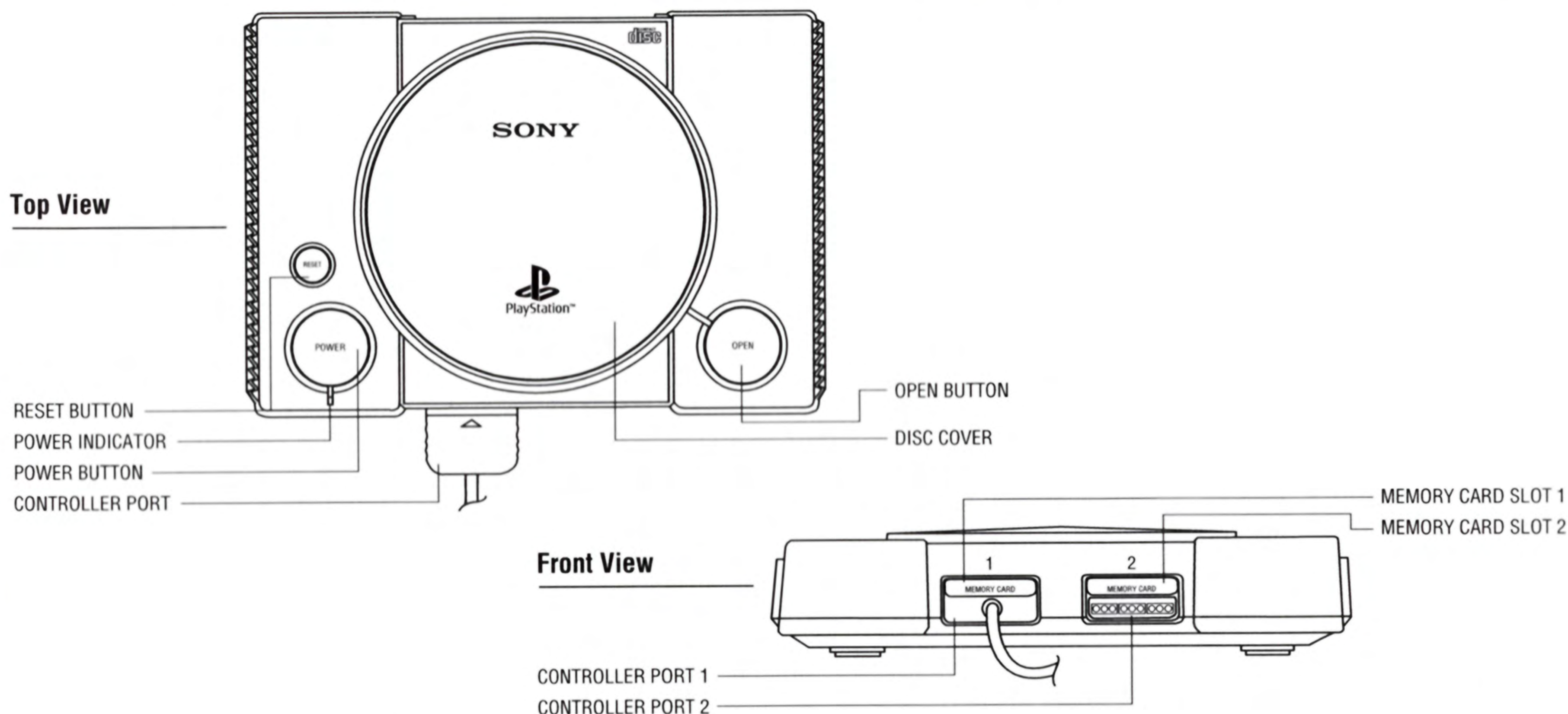
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# GETTING STARTED: POWERING UP

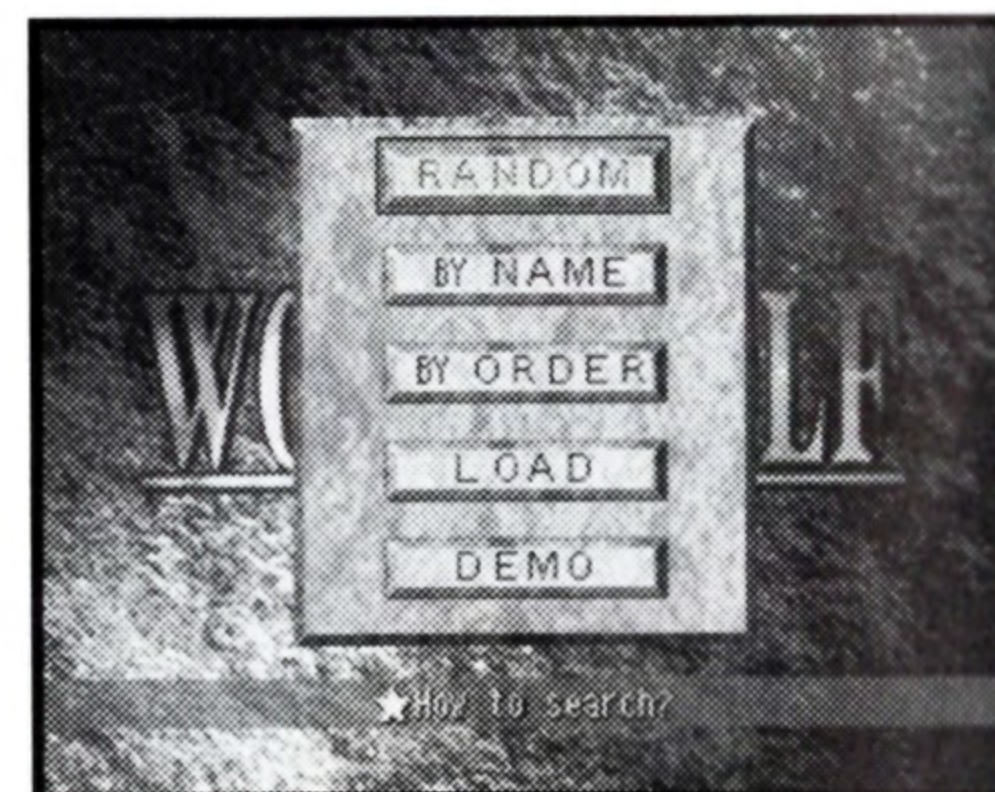


## Inserting "World Golf" CD-ROM into the PlayStation™ game console.

Set up your PlayStation™ game console according to the instructions in its Instruction manual. Make sure the power is off before inserting or removing a compact disc. Insert the "World Golf" CD-ROM disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

## DEMONSTRATION MODE.

When any button is pressed during the demonstration screen, the search screen appears. You can go back to the demonstration by selecting DEMO and pressing **X** button or press **Δ** button to return to the demonstration.



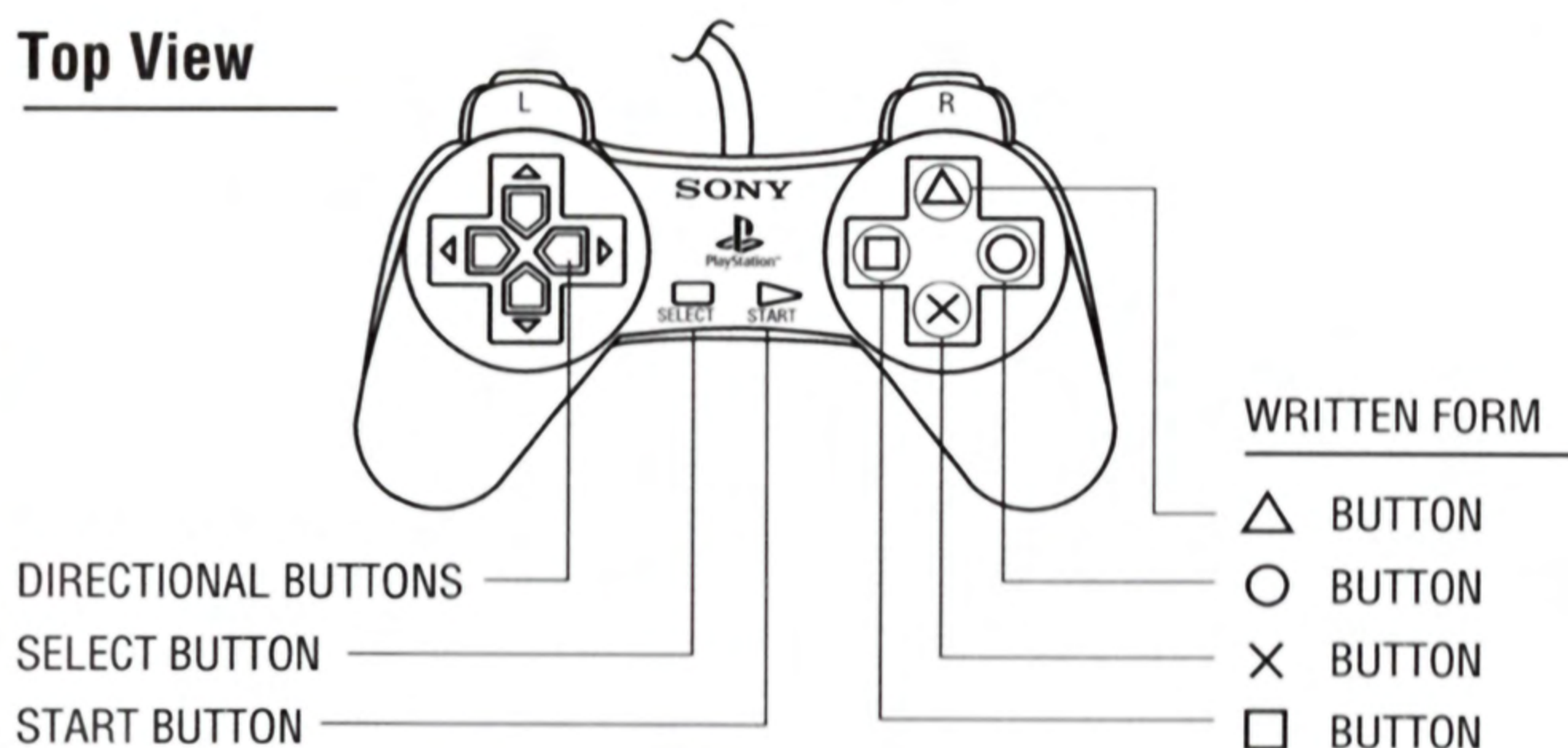
## GAME MODE.

You can choose golf courses by three methods: RANDOM, BY NAME, or BY ORDER. Select one of the search methods and press **X**. You are ready to play one of the 101 courses.

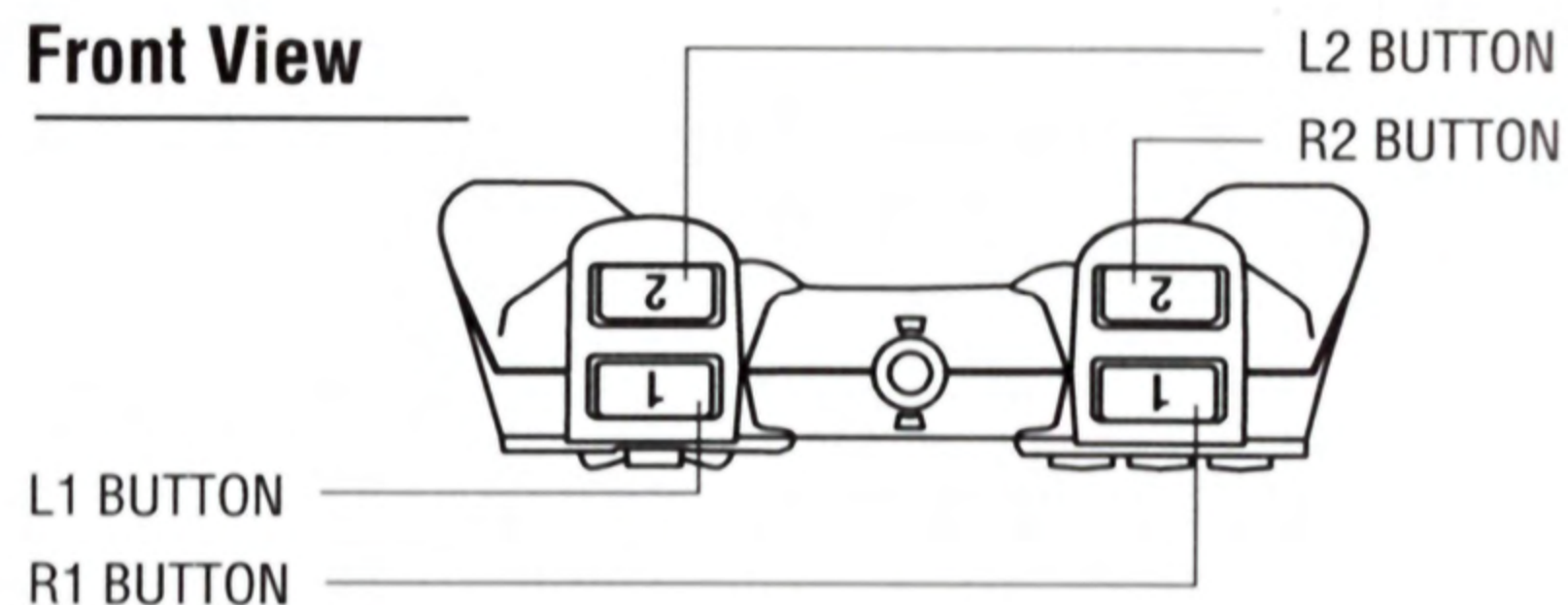


# GETTING STARTED: CONTROLS

**Top View**



**Front View**



|             | NORMAL<br>FUNCTION                                      | OPTIONAL<br>FUNCTION         | AFTER SETTING<br>DIRECTIONS                                     |
|-------------|---------------------------------------------------------|------------------------------|-----------------------------------------------------------------|
| <b>DPAD</b> | Select an item<br>Select direction<br>Change view point | Select an item               | Set power<br>Set impact point                                   |
| <b>×</b>    | ENTER/YES                                               | ENTER/YES                    | ENTER/YES                                                       |
| <b>△</b>    | Reset the cursor<br>to "DIRECTION"                      | Return to<br>normal function | CANCEL                                                          |
| <b>□</b>    | HELP message                                            | HELP message                 | HELP message                                                    |
| <b>L1</b>   | Turn direction<br>to left                               | Turn direction<br>to left    | Turn direction<br>to left                                       |
| <b>L2</b>   | Turn ON/OFF<br>CONTOUR A                                | Turn ON/OFF<br>CONTOUR A     | Turn ON/OFF<br>CONTOUR A<br>Regular terrain grid                |
| <b>R1</b>   | Turn direction<br>to right                              | Turn direction<br>to right   | Turn direction<br>to right                                      |
| <b>R2</b>   | Turn ON/OFF<br>CONTOUR B                                | Turn ON/OFF<br>CONTOUR B     | Turn ON/OFF<br>CONTOUR B<br>Terrain grid with emphasized height |

- You can turn on the scrolling message anytime during the game by pressing □.
- The ○ button is not used for this game.
- Be careful not to press the △ button by mistake since it works the same as CANCEL, BACK, or RESET. Keep your thumb over the × button to avoid pressing the △ button by mistake.



# GETTING STARTED: BEGINNING A GAME

## HOW TO SELECT THE COURSE.

Pick out one of the selections and press **X**.

**RANDOM:** The computer selects one of 101 courses to play.

**BY NAME:** Spell the name of a course you want to play.

**BY ORDER:** 101 courses are shown in alphabetical order. Select one of the courses by moving the DPAD up and down and press **X**.

**LOAD:** With a memory card, you can load stored data from the card. You can restart the game exactly where you finished last.

## SELECT A PLAY METHOD.

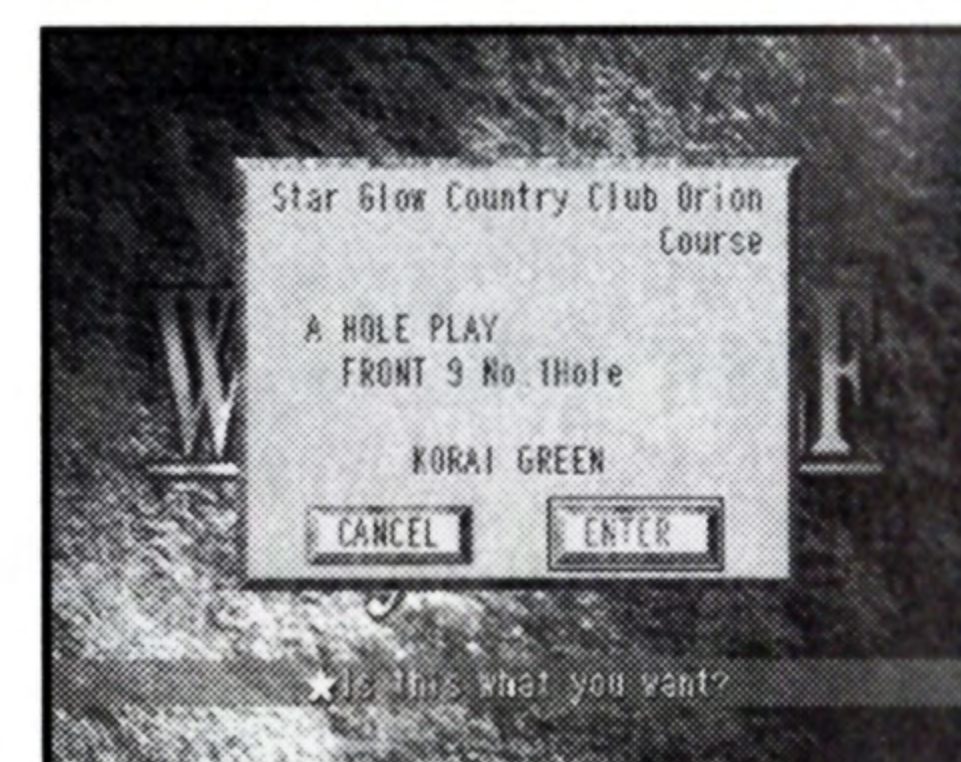
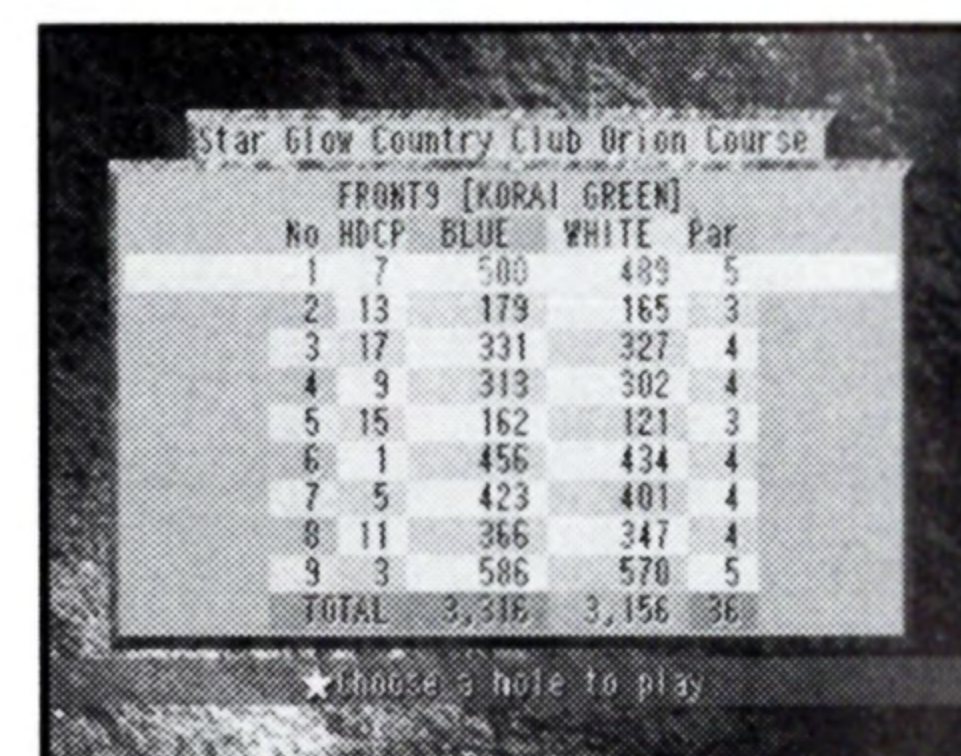
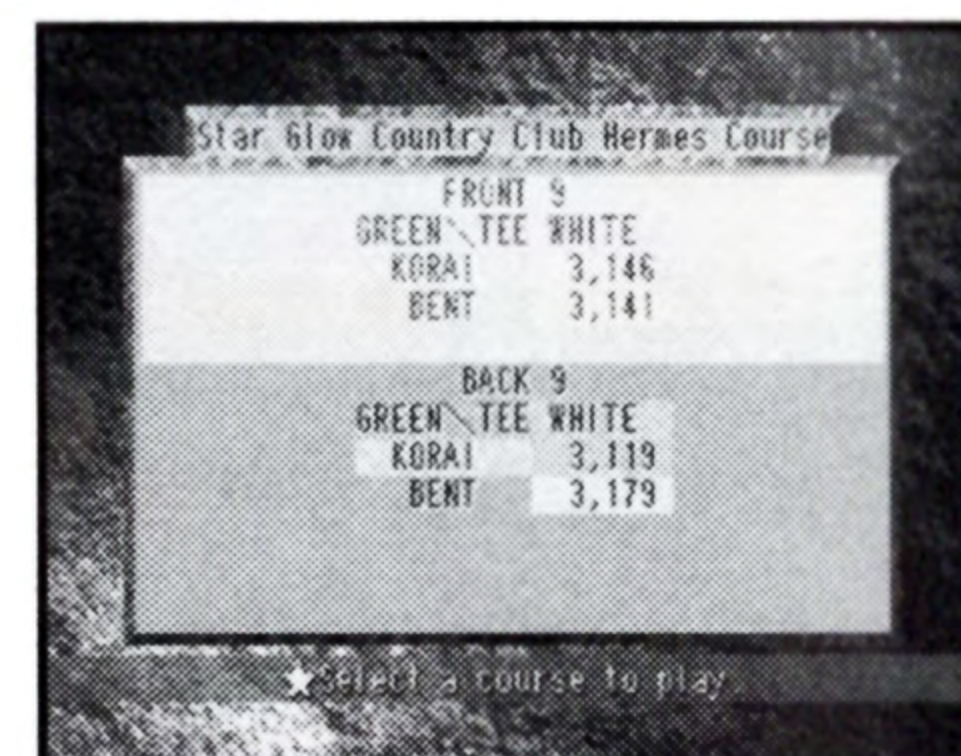
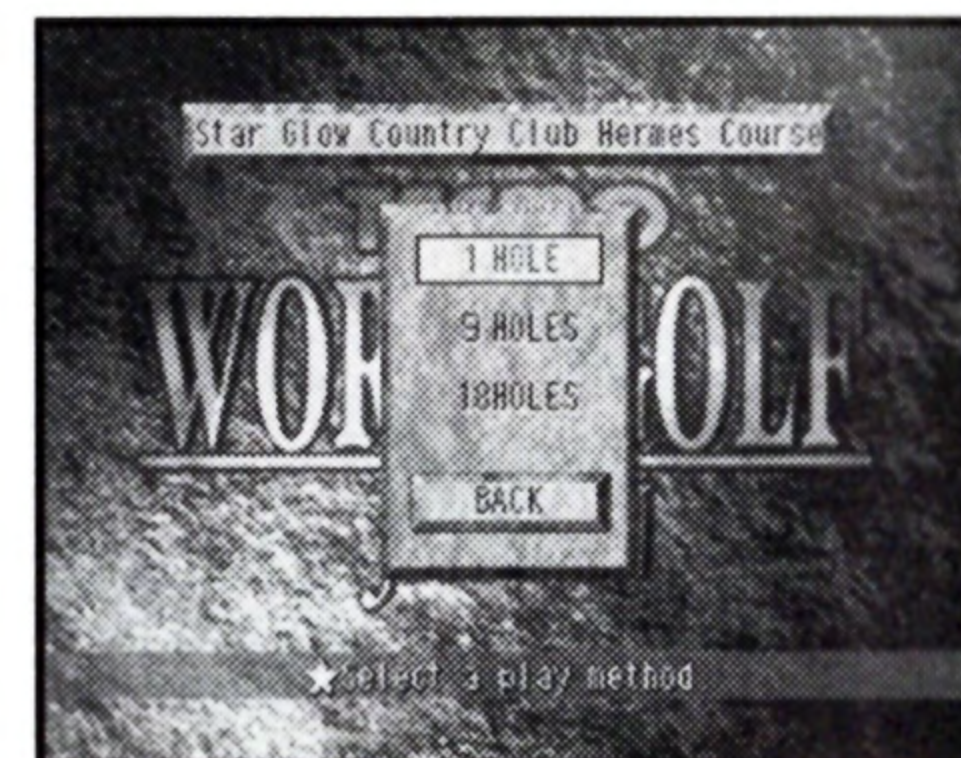
Select one of three play methods: 1 HOLE PLAY, 9 HOLE PLAY or 18 HOLE PLAY. When 9 or 18 HOLE PLAY is selected you may be asked to choose two (2) courses to play in certain places. You will choose one of the holes to play when 1 HOLE PLAY is selected.

In some courses, you may select between two (2) types of greens (BENT, KORAI).

**NOTE:** *BENT=Blades are soft with low resistance; therefore, your ball will roll a further distance when putting.*  
*KORAI= Blades are stronger and have more resistance than bent greens; therefore, your ball will not roll as far when entering the green or when putting.*

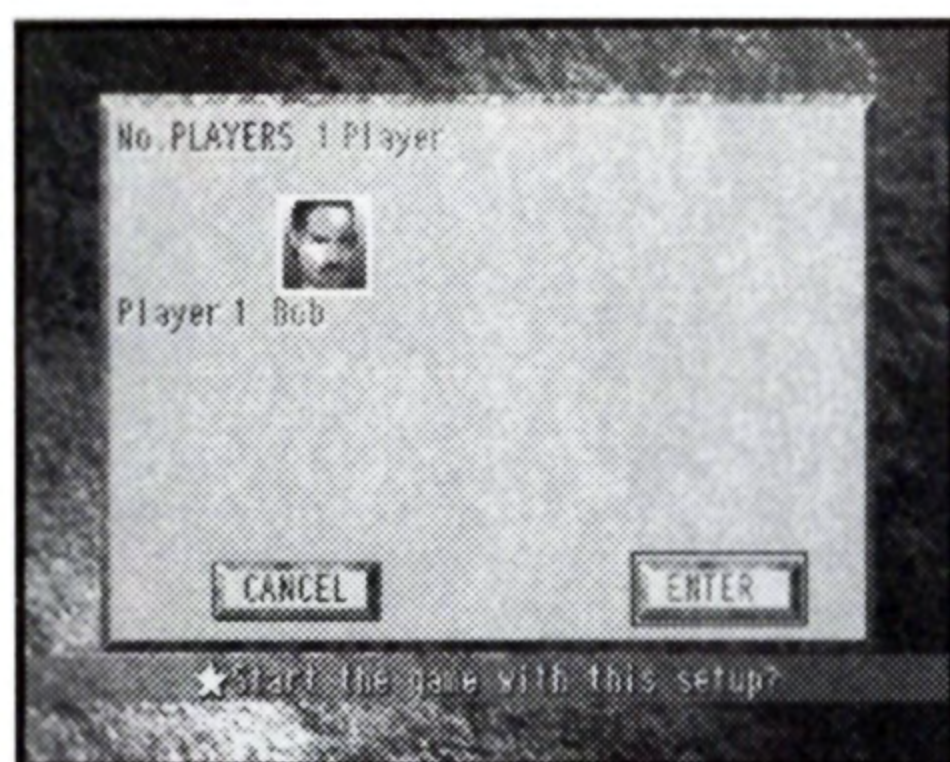
## CONFIRM THE HOLE AND COURSE.

After selecting the courses, the confirming screen appears. If that is what you want to play, press **X** to ENTER.





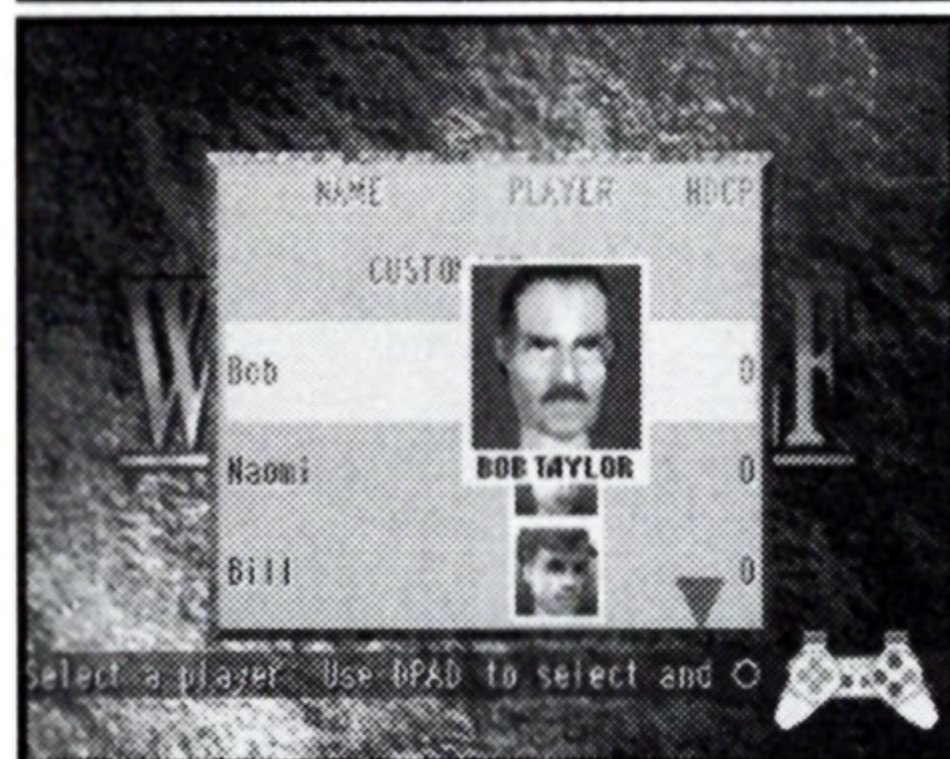
# PLAYER SETUP



## No. of Players

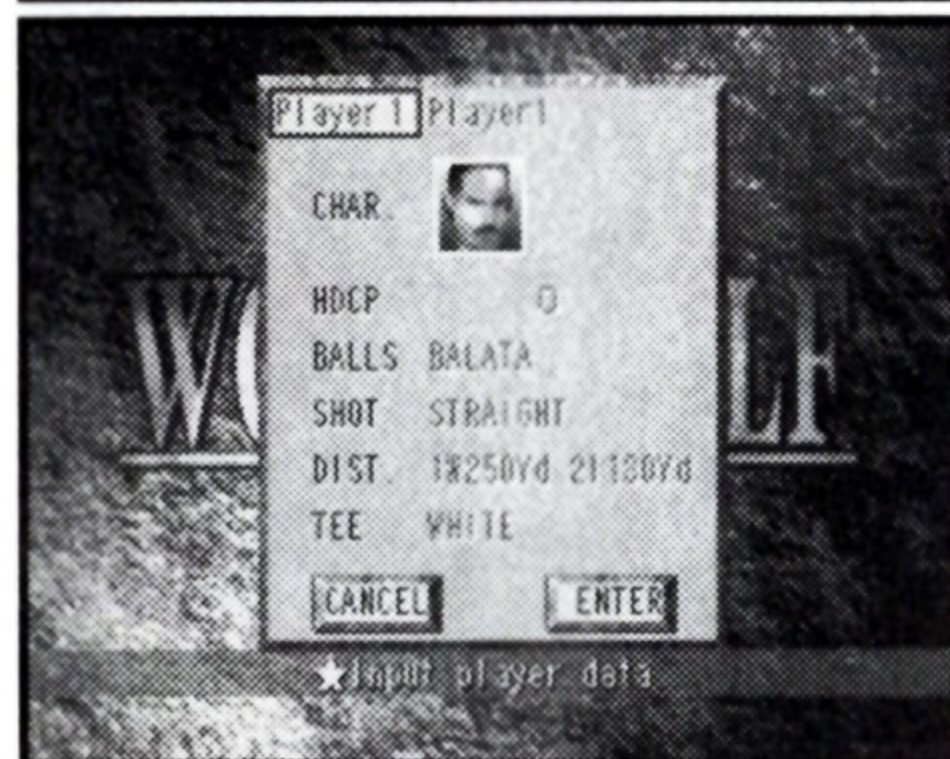
Use the DPAD to move the cursor to determine the number of players. Press **X** and choose the number of players (1-4) from the sub-window. There is a maximum of four (4) players.

*You can set up the player and game configuration in this screen.*



## Player

Move the cursor to the player you want to play. Press **X** to open the player selection screen. Move the DPAD up/down and select one of eight (8) predetermined characters in the player selection screen.



## Customize Player

You can also customize characters. Move the cursor (all the way up) to the top to CUSTOMIZE in the player selection screen. Press **X** to start setting up the player and press **X** again to open the player setup screen.

## You can configure the following items:

- |                    |                           |
|--------------------|---------------------------|
| 1. Name            | 5. Shot tendency          |
| 2. Character looks | 6. Shot distance per club |
| 3. Handicap        | 7. Tee position           |
| 4. Ball            | (See 11 Characters)       |

Move the DPAD up/down to select an item and press **X** to open a sub-window. In the sub-window, you can make a selection with the DPAD and **X** button.

*NOTE: There are scrolling messages on the bottom of the screen. Follow the instructions if necessary. You can turn off the messages by pressing the ☐ button. To show the messages, press the ☐ button again.*



# GAME IN THE COURSE

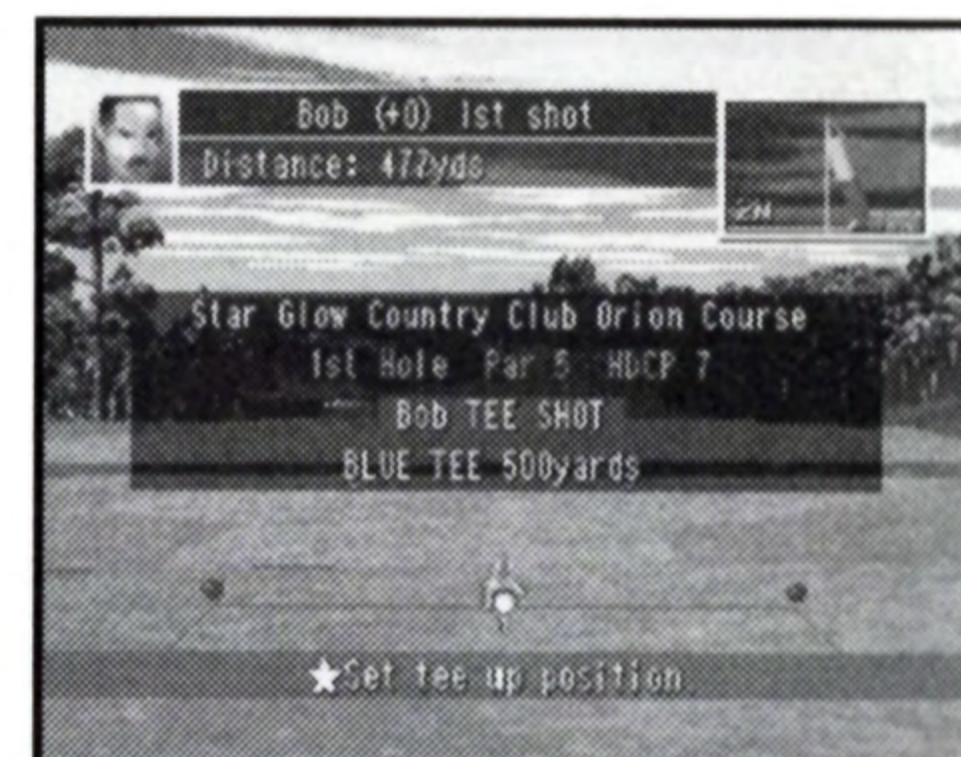
## HOW TO GET INTO THE GAME FAST!!

In the course screen, there are lots of options. However, you can get right into playing by following these procedures:

### TEE Position

Move the ball with the DPAD within red lines and place the ball with the **x** button.

*NOTE: UNPLAYABLE item is replaced with TEE after the first shot. In this option, you can drop or reshoot the ball.*



DROP IN THE LINE OF PLAY: Move the DPAD up/down to set the position to drop.

DROP WITHIN 2 CLUB LENGTHS: Move the DPAD to drop the ball within two club lengths.

SHOOT AGAIN: Shoot again from the previous position.

### MAP

You will see the top view map of the course. Press the DPAD left/right to change direction. Move the DPAD up/down to scroll the map up and down. Press the L2 button for scaling the map.

*NOTE: After the tee position is set up, the top view map is shown next for you to decide the shot direction.*

### SHOT

Select this item with the DPAD and the **x** button.

1. Set the power gauge by moving the DPAD.

*NOTE: Each dot means 10% of the power. For example, 1W 250Y with the gauge at the 8th dot may give a shot distance of 200 yards.*

2. Set the impact point with the DPAD and press **x**. A red dot starts changing its size on the ball.
3. Set the timing. Press **x** when the red dot is the smallest for the best shot.

*NOTE: The best club may be provided by the computer automatically. After each shot, the DIRECTION item is always selected before the next shot.*



# OTHER ITEMS FOR A BETTER PLAY

The following items are selectable for a better play.

## TEE

You can relocate the ball at the tee position.

## GREEN

You can check the green. Press the DPAD right/left to rotate the green and up/down for changing the viewpoint. The L2/R2 buttons show the terrain grid. Press **X** or **Δ** to return to the previous position.

## MAP

You can check the hole and course from the top view. Shot direction may be changed in this option.

## STANCE

You can change the stance with the DPAD. A total of five (5) positions are available.

## CLUB

Choose a club by pressing the DPAD left/right and press **X**. The number next to the club type shows the optimum shot distance with the club.

## DIRECTION

You can change the shot direction with this option. Move the DPAD left/right or press L1/R1 to change the direction. Move the DPAD up/down to change the view point. Press the L2 button to show CONTOUR A (regular terrain grid). Press R2 for CONTOUR B, which shows more emphasized height than the actual terrain.

## OPTIONS

Select this item to open another window where you can choose other options described below. In this window, select BACK or press **Δ** to return to the first option screen.

## CONTOUR A

In this option, a side view between the ball and the pin is shown with the remaining distance in yards. It also provides a terrain grid to show the slope of the field.

## CONTOUR B

A similar side view map to CONTOUR A shows up in this option, but the height is doubled in these maps to emphasize the terrain's slope.

## SCREEN

This provides the following optional set-up.

CONTOUR: When ON, shows a terrain grid of about 8'x10' around the ball.

SIDE VIEW: When ON, shows the side view between the ball and the pin.

CAMERA: The camera angle can be set to constant or switching.

BALL CHASER: When ON, the camera chases the ball shot.

PUTTING VIEW: The camera can be located in front or side of the player while putting.

BIRD'S EYE VIEW: Can turn on the top view or side view camera from the air.

## FUNCTION

In this option, you can change the CLOCK and can turn ON/OFF the background music (BGM).

CLOCK: The time in the game is adjustable from 6AM to 6PM.

MUSIC: Choose ON or OFF with the DPAD and press **X**.

## END

When this option is selected, you can quit the game with or without saving. A memory card is required to save the game. Press **Δ** to return to the previous screen to continue the game.



# CHARACTERS

There are eight (8) predetermined player characters you can choose from.

| CHARACTERS   | SHOT DISTANCE<br>(Max 5) | TEE POSITION | BALL      |
|--------------|--------------------------|--------------|-----------|
| BOB TAYLOR   | 4                        | BLUE         | TWO PIECE |
| NAOMI ENOKI  | 3                        | RED          | BALATA    |
| BILL CROW    | 3                        | WHITE        | BALATA    |
| SARA MORI    | 1                        | RED          | BALATA    |
| JO OWEN      | 3                        | RED          | TWO PIECE |
| CHEN SASAKI  | 3                        | WHITE        | BALATA    |
| KAREN NELLIS | 2                        | RED          | BALATA    |
| KEN NOMO     | 5                        | GOLD/BLACK   | TWO PIECE |

You can also customize the a player in seven (7) different items factors.

NAME: Enter a name.

CHR: Choose from eight looks for a character.

HDCP: Set the handicap between 1-40.

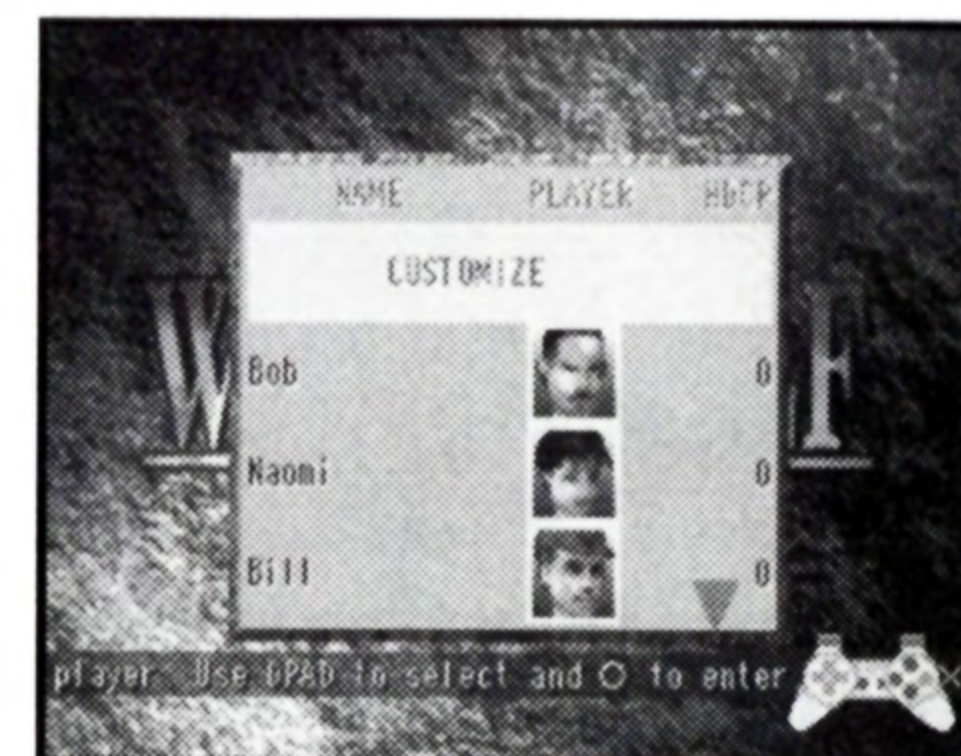
BALLS: Select a BALATA or TWO PIECE ball.

SHOT: You can select the tendency of a shot. Select from seven (7) different trajectories.

DISTANCE: The shot distance of each club is adjustable. The distance range is from 50 yards to 350 yards in 5 yard increments.

TEE: Four (4) tee positions are available: RED is closest to the cup, then WHITE, BLUE, GOLD.

*NOTE: Press the DPAD up to the top to select CUSTOMIZE. Please see Player Setup. You can save the customized player with a memory card. If you want to delete one of the players, choose DELETE and press X.*





# 90-DAY LIMITED WARRANTY TECMO PRODUCTS

## 90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("TECMO") warrants to the original consumer that this Tecmo Product ("TPR") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the TPR, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective TPR to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling: 1-310-787-2900  
Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective TPR, and return your TPR freight prepaid, at your risk of loss or damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

**Tecmo, Inc. Consumer/Service Department:**

**Sequoia Commerce Center**

**19260 S. Van Ness Avenue**

**Torrance, CA 90501**

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

## REPAIRS AFTER EXPIRATION OF WARRANTY:

If the TPR develops problems after the 90-day warranty period, you may contact the Tecmo Consumer Department at the phone number noted above. If the Tecmo service technician is unable to solve the problem by phone, he may provide you with a quote for the repair cost and a Return Authorization number. You may then record this number on the outside packaging of the defective TPR and return the defective TPR "freight prepaid" to Tecmo, enclosing a check or money order for the amount quoted payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above repair the TPR or replace it with a new or repaired TPR. If replacement TPRs are not available, the defective TPR will be returned and your payment refunded.

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You're There

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