

# actua GOLF 2



PAL



CARNOUSTIE LINKS



KIAWAH ISLAND

OCEAN COURSE



THE OXFORDSHIRE

instruction manual

actua  
SPORTS  
SERIES



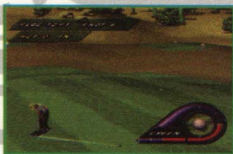
# PlayStation™

# actua SPORTS GOLF 2

SUOMENKIELINEN KÄYTTÖOHJE  
MANUAL EN CASTELLANO  
NORSK BRUKERHÅNDBOK  
DANSK MANUAL  
SVENSK HANDBOK  
MANUALE IN ITALIANO  
NEDERLANDSE HANDLEIDING



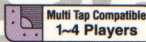
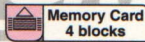
Play your way through six challenging courses, including the world famous Oxfordshire, Kiawah Island and Carnoustie courses. Featuring brand new live interactive commentary from Peter Alliss and Alex Hay, Actua Golf 2 is as close to real championship golf action as you can get.



Spielen Sie auf sechs verschiedenen Plätzen, unter anderem den weltbekannten Kursen Oxfordshire, Kiawah Island und Carnoustie. Das Spiel kommentieren mit einem brandneuen Livekommentar Peter Alliss und Alex Hay. Actua Golf 2 ist so realistisch, daß Sie das Grün im heimischen Wohnzimmer riechen können.

Exercez vos talents sur six parcours de renommée mondiale, plus stimulants les uns que les autres : Oxfordshire, Kiawah Island et Carnoustie. Grâce aux nouveaux commentaires interactifs de Peter Alliss et Alex Hay, découvrez avec Actua Golf 2 la simulation de championnats de golf la plus réaliste du moment.

actua SPORTS SERIES



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For Ages - Pour Ages - Para Niños - Für Jahre - Per Anni



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## ATTENTION

Chez certaines personnes, l'utilisation de ce jeu nécessite des précautions d'emploi particulières qui sont détaillées dans la notice jointe



# actua GOLF 2

SLES-00044



COMPACT  
disc



## actua SPORTS SERIES

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
## STARTING THE GAME

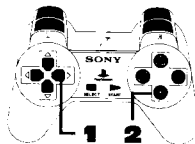
To play Actua® Golf2 on your PlayStation™

1. Set up your PlayStation in accordance with the instruction manual supplied with the system.
2. Follow your system directions to open the Disc cover and place the CD into the Console, ensuring the printed side faces upwards.
3. Close the Disc cover and press the POWER button to load and play the game.

**Warning:** It is advisable that you do not insert or remove Memory cards or other peripherals once the power is turned on. A Controller must always be inserted into Controller port 1 in the Console while playing the game. Make sure there are enough free blocks on your Memory card before commencing play.

## Menu Screen Controls

To select Menu items or Menu bars from the menu screens use the Directional buttons (1) to highlight options. Press the  button (2) to select where necessary, yellow highlighted text will turn blue when the menu bar is active, (red text indicates a selected item). To select the options contained within the menu bars, highlight and select the required option, when it's active use the Directional buttons in the direction of the arrows to reveal further options, leave the option visible and press the  button to confirm and de-activate the menu bar. To return to the Main Menu screen, highlight and select the Main Menu icon from the History Bar situated at the bottom of the screen, or select DONE on the option screens. When you proceed onto the Player Set-Up screen, the relevant icons will appear in the History Bar, allowing you to return to any option screen, including the Main option screens on the right and left of the screen. If you leave Actua Golf2 playing on your PlayStation unattended on the Main Menu screen, an automatic screen saver will start to run, to return to the Main Menu press any button on the Controller plugged into Controller port 1 or Controller port 1a of your Multi tap.



At any point in the game hold down both the  button and the  button for two seconds to return to the Main menu

## MAIN MENU

Once Actua Golf2 has loaded, you will enter the Main Menu screen. Before you start to play Actua Golf2 read the rest of this manual to learn how to set up your game options. Once you've selected everything you want, highlight and select DONE on the Main Menu.



**(1) No. OF PLAYERS (2) GAME STYLES (3) HELP (4) HISTORY BAR**

ITEMS 5 TO 12 ARE OPTION SCREENS

**(5) MEMORY CARD (6) AUDIO & VISUAL (7) GAME OPTIONS (8) GOLFER SET-UP (9) CONTROLS  
(10) WEATHER CONDITIONS (11) SELECT CLUBS (12) PLAYER RECORDS**

From the Main Menu you set up your game styles and the number of human players taking part, you can also access other screens where you can set up the sound, golfer's appearance, club set, controls and even the weather.

### No. OF PLAYERS

First select how many players will be taking part. Four Players can play on one PlayStation at a time, sharing one or two Controllers, or using up to four Controllers connected to a Multi tap. When using the Multi tap make sure it is only inserted into Controller port 1 in your PlayStation. Always ensure that a Controller is in Controller Port 1a of the Multi tap. You cannot use two Multi taps, creating an 8 Player environment, as Actua Golf2 does not support this feature. Now choose the style of game but remember that Matchplay is a 2 Player environment. Don't select DONE until you want to start play. Following is a list describing each style:

## **Practice**

This mode of play allows you to practice your game to perfection. 1-4 Players may play each other over 1 or more Holes, on any of the available courses. If Practice mode is selected you will also have the option of playing Pitch and Putt, Driving Range or on the Gremlin Interactive Variety Golf course (See Course & Hole Selection later in this manual).

## **Strokeplay**

This is probably the oldest and most typical form of golf. 1-4 Players, Human Players or Human versus CPU players compete against each other over 1 Round of either 18 holes or by playing the Front or Back 9 holes. Your score is determined by the number of strokes you take against the par of the course. The Player with the lowest score at the end of the round is the winner. A Player's handicap and ranking being unaffected by the result.

## **Matchplay**

This is the head-to-head classic, in Matchplay 2 Players compete to win the course. At the first tee both Players are 'Level', on completion of a hole, the Player who has taken the least number of shots goes '1 UP' while the losing Player goes '1 DOWN' and so on. If the hole is drawn (Hole Halved) the score remains 'Level'. If all is level on the deciding Hole, and this Hole is then Halved, a sudden death Hole will be played until there is a winner. A Matchplay game is over 1 round of 9 or 18 holes, but the match could easily finish before the last hole. For example, if a Player 1 is '6 UP' and there are only 5 holes to play, it is impossible for Player 2 to win. The remaining holes are not played and Player 1 has won the match 6 & 5.

As with Strokeplay, a Player's handicap and ranking have no effect on the score, and are unaffected by the result.

## **Skins**

This style of match is very similar to Matchplay but instead of going 1UP or 1DOWN on each hole, you will win the amount of money placed in the Pot. Before Tee off each Player places an initial and mutually agreed bet. If a hole is Halved the Pot is carried over to the next hole and added to that Pot. When playing 9 Holes, the Pot will Double after 3 Holes and Treble after 6 Holes. If you are playing the full 18 Holes the Pot will Double after 6 Holes, and Treble after 12 Holes. If all is level and the deciding Hole is Halved the game continues until there is a winner. Skins winnings will not be added to the player's career statistics.

## **Foursome**

A Foursome game is a team oriented game where you depend on your partner's skill as much as your own. To play you will need 4 Players (all Human or a combination of Human and CPU), once you have selected a partner, you and your partner play against another partnership in a Matchplay

style game. Each partner in the team alternates their shots using the same ball. Human Players will get the option after their shot to CONTINUE or REPLAY, for MULLIGAN and GIMMIE to be available, these options must be turned on, see In Game Options screen. When playing with CPU Players their shots are all played automatically, so just sit back and watch. The number of shots taken by both Players in the team are added together and count as the team's score, the scoring system is the same as a Matchplay game. If all is level and the deciding Hole is Halved the game continues until there is a winner.

### **Fourball**

In Fourball you need 4 Players (either Human or CPU), of which one will be your partner, each Player plays as an individual within a team. The lowest score from one partner in a team is the only score that counts as the team's score, for example if you take 3 shots and your partner takes 4 shots, your team took 3 shots for that hole. The scoring system is the same as a Matchplay game. If all is level and the deciding Hole is Halved the game continues until there is a winner.

### **AMA Tour (Amateur)**

AMA Tour comprises of a field of up to 4 Human Players and the rest are Computer Players, making a field of 24 competing over one of the courses. At the start of a competition a Draw is made pairing each Player with another, producing 12 pairs. An opponent will automatically be selected for you to play one round of 18 holes, the winner will be the Player with the lowest score taking into account their handicap. The Players will compete under Strokeplay rules, no Gimmies or Mulligans are allowed. Each Player's Rankings and Handicaps are reviewed at the end of each Hole. Players will compete against each other for the chance to win a trophy relating to the course being played.

The object for a Player on the AMA Tour is to achieve a 0 Handicap. When you have achieved 'SCRATCH' status - (0 Handicap) yourself and 5 other golfers, will be invited onto the exclusive PRO Tour as a Professional.




### **Pro Tour (Professional)**

You can only play Pro Tour when you have become a professional, this option will be unavailable for selection until you have achieved 'SCRATCH' status. As with AMA Tour, you will be competing over one of the courses. A field of Players, up to 4 Human Players, the rest comprising of CPU Players compete against each other. A Draw is made selecting a Tee off partner for you to compete against, times will also be allocated. The Competition will last 4 rounds/days of 18 holes. The winner will be presented with a Trophy and prize money, you will then have the option of playing for other Trophies and Prizes. Some of the competitions play under Strokeplay rules, others play under Matchplay rules.

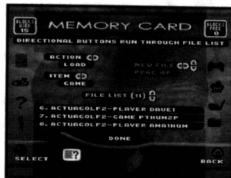
The Leaderboards will keep you in touch with the competition. At the end of day 2 The Cut will take place, this will automatically deselect those players with poor scores from continuing through to the 3rd and 4th rounds. If you miss The Cut you are out of the competition. The number of players going through to day's 3 and 4 will depend where The Cut falls. If you qualify for the final two rounds, the game will select a suitable partner for you to play with. The 4th Round of a Matchplay competition will have a 3rd and 4th play off between the losing semi-finalists from Round 3. At the end of the competition prize money is handed out and world rankings and statistics are updated. When the tour is over, the 6 bottom golfers are returned to AMA Tour.

## MEMORY CARD

Before selecting the MEMORY CARD icon from the left of the screen, make sure you insert a Memory card into Memory card slot 1, making sure you have enough free blocks to save on to your Memory card before commencing play.

**Save** - To save a Player or Game highlight and select the ACTION menu bar to toggle through to SAVE option, leave this visible. Then choose whether you are saving a Player or a Game from the ITEM menu bar, up to 4 players will be available depending on the amount of players set in the No. OF PLAYERS menu bar on the Main Menu. Finally, highlight and select the NEW FILE menu bar, then enter a file name, this will help you identify the save when you wish to load it again, use the  or  buttons to delete letters and press the  button to confirm and Save Game or Player. A confirmation screen will need to be verified before the game can be saved, if YES has been selected the saved file will be added to the FILE LIST. When you save a game for example an AMA Tour, the player(s) appearance, stats and point reached on the course will be saved; when the tour has finished it would be a good idea to save the player, especially if they have improved their handicap, so that this player can be used on any game style.

**NOTE:** Each saved file will use 1 Memory card block for a Player save and 3 Memory card blocks for a Game save.



**Load** - To load a Player or Game highlight and select the ACTION menu bar to toggle through to LOAD option, leave this visible. Then choose whether you are loading a Player or Game from the ITEM menu bar, highlight and select the file you wish to load from the FILE LIST menu bar, select DONE to confirm, when loading a Player select the player position, this is useful when playing a multiplayer game. A confirmation screen will need to be verified before the game will load, when YES and DONE have been selected you will automatically enter the game from the saved point.

**Delete** - To Delete a file from the file list, highlight the ACTION menu bar and toggle through to the DELETE option. Then highlight and select the file you wish to delete from the FILE LIST menu bar. A confirmation screen will need to be verified before the file can be deleted, when YES has been selected the save will no longer be visible on the FILE LIST. You can see non Actua Golf2 saves, so be careful not to delete the wrong file.

**WARNING** - Never remove or insert a Memory card during saving, loading or formatting.



## AUDIO & VISUAL

To access this screen highlight and select the AUDIO & VISUAL icon from the left of the screen. From here you can adjust all the in game volumes, choose a type of commentary and adjust the screen position. Highlight and select your choice, when it's active, press the ➡ Directional button to increase and the ⬅ Directional button to decrease the volume levels, pressing the ✕ button to confirm the change.

**Crowd** - This affects the volume of the crowd noise.

**Sound FX** - This affects the volume of the course sounds.

**Commentary Volume** - This affects the Commentary volume.

**Music** - This slider affects the music volume on the Menu Screens.

**Commentary Type** - This lets you select the type of commentary that will be used in Game. Your choices are Peter Alliss, Alex Hay or Mixed Commentary.

**Screen Pos.** - This option allows you to move the picture area to suit your television. Once selected use the Directional buttons to move the picture around the screen, pressing the ✕ button to confirm the pictures position.

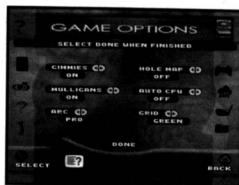
**Please note:** If the Sound FX or Commentary volume levels are set to zero or turned OFF on this menu, but later turned ON using the In Game Options screen once you've started a game, the levels will automatically be set to default.



## ? GAME OPTIONS

To access this screen highlight and select the GAME OPTIONS icon from the left of the screen. From here you can set up your game environment if you fancy a little helping hand around the course. Following, is a description of each option available to you:

- Gimmies** - If Gimmie is turned On; when the ball is very close to the hole, your opponents don't require you to actually putt the ball into the hole. If you take a Gimmie one stroke is added to your score. When playing AMA or PRO Tour you are not allowed Gimmies.
- Mulligans** - Is a bit of a cheat really, if you turn Mulligans On you'll get infinite shots, or you can select up to 20 attempts to re-hit your bungled shot without incurring a penalty stroke. You are not allowed any Mulligans when playing AMA or PRO Tour.
- Arc** - The Arc is a tool showing the direction of the ball. In AMA mode the Arc shows the trajectory of the ball and surface undulations on the Green. In PRO ARC mode the trajectory is shown, the Ball Arc Line will show the distance the Ball will travel on the Green but no surface undulations. When the ARC is turned off, No Trajectory, Undulations or Caddie Line will be shown in Play Mode, so players will have to determine how much power is needed per shot, but beware this option is not for the Amateur Golfer!
- Hole Map** - The hole map shows an overhead view of the current hole being played, details are marked out for Fairway, Rough, Bunkers, Water and the position of the Tee and Flag. A white dot will show the position of each players ball. Select this option to display the map on the Play Mode screen, hold down the **R2** button and use the Directional buttons Left and Right to rotate the Hole Map anti-clockwise or clockwise and Up/Down to zoom in and out. The Default setting for this option is OFF.
- Auto CPU** - With this option you can either view CPU players shots or select ON to just show your own shots, this is useful when playing a full AMA or PRO Tour to speed up the tournament. If the Auto CPU player option is ON or OFF, you can skip human or CPU players shots (when the ball is in-flight) by pressing **L1**, **L2**, **R1** or the **R2** button, the finished position of the ball will be shown before proceeding onto the next player's shot.



## Grid -

This shows the surface undulations. It's very useful for shots taken on the Green, or this can be zoned to where you are playing on the course. This option can be set to Green, Zone or Off.

## GOLFER SET-UP

Highlight and select the Golfer Set-Up icon on the left of the screen. From here you can alter the name of the golfer and his general appearance, but first you must select which player this all relates to.

Highlight and select the PLAYERS menu bar and toggle through to the appropriate player, now you're ready to set up your Golfer's appearance.

To enter your name as the golfer, highlight and select the NAME menu bar, when it's active you'll notice a square cursor appear over a letter in the name, use the Directional buttons to scroll up and down through the letters; to move onto the next letter press the ➡ Directional button and press the □ or ● buttons to delete letters, to confirm your name entry press the X button. To change your Golfer's appearance highlight and select the SKIN, CLOTHES and HAT type menu bars, now toggle through the various options, look at the animation on the left as your choice is instantly applied to him.

It might be a good idea to save your Golfer and his appearance at this point, see the MEMORY CARD section earlier in this manual for further instructions on saving your Golfer Set-Up.



## CONTROLS SET-UP

This Menu option allows you to configure your controls that will be used in game, to access it highlight and select the CONTROLS icon on the right of the screen. Highlight and select the PLAYERS menu bar to toggle through to the desired Player, then allocate Controllers to individual players or share between multiple players. Highlight and select the CONFIGURATION menu bar to change the buttons from the default settings, repeat this process depending on the number of players wanting different button configurations.



If you want to play Actua Golf2 with more than two Controllers, plug your Multi tap before you switch on your Console into Controller port 1, attaching up to four Controllers into your Multi tap. Place Memory cards into the Memory card slot 1a in your Multi tap, not into your Console.

**Note:** Do Not remove your Multi tap while the power is switched on.

Following is a list of default buttons and what they do in game:

**Directional buttons** - When the Ball Arc Line is not on the Play Mode screen, use the Directional buttons to move the point you view the Golfer from. When the Ball Arc Line is on the Play Mode screen use Directional buttons to move Ball Arc Line and Caddie line (on Swingometer) shortening or lengthening the shot.

Combine the Directional buttons with the **R2** button to rotate the Hole Map clockwise, anti-clockwise or zoom in and out.

**X button** - Swing/Hit ball/Select game options.

**□ button** - Ball Cameras/Player Views.

**△ button** - Cancel Arc/Views (when pressed in

Play Mode without the Ball Arc Line activated the camera moves from Behind the Golfer, to half way down the Fairway, and finally Behind the Pin, press it again to return to Behind the Golfer).

When practising on a Pitch & Putt course, press the **△** button to change which hole you will play, 1 to 9 holes are available.

**○ button** - Club Selection/Shot Type, this option does not apply when Putting.

**Note:** When a CPU player tee's off and the Control configuration is set to type 2, 3 or 4, you will always need to press the **X** button to select CONTINUE, WALK HOLE or FLY-BY HOLE.

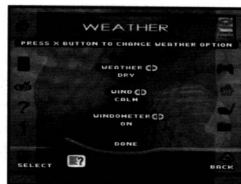


## WEATHER CONDITIONS

To alter the Weather conditions highlight and select the WEATHER CONDITIONS icon on the right of the screen. Weather and surface conditions affect the roll of the ball after it lands. Highlight and select the WEATHER menu bar, scroll through to the options that will suit your own skill level; DRY (ball rolls farther and faster), DAMP (perfect fairway conditions), WET (ball rolls slower and not as far).

WIND conditions affect the direction and flight of the ball, highlight and select the option that you want from: CALM conditions, the ball will travel close to the Ball Arc Line. Increased skill is needed for BREEZY and WINDY conditions.

If you want to be aware of the WIND conditions while playing Actua Golf2, turn the WINDOMETER On. The Windometer will now appear on the Play Mode Screen, continually fluctuating to give you an indication of the wind direction and speed.





## SELECT CLUBS

To access the Select Clubs screen highlight and select the **SELECT CLUBS** icon on the right of the screen. The maximum amount of clubs you can take onto the range or selected course is 14, if you select less than this amount, a message will appear in the **HELP** bar at the top of the screen advising you that more clubs may be selected, the Putter is the only club that cannot be de-selected, beginners should choose a wide selection of clubs or the default set if you are unsure of what clubs to select.



## PLAYER RECORDS

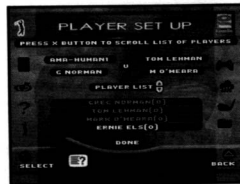
Highlight and select the **PLAYER RECORDS** icon on the right of the screen, to display the Player Records screen. To view each player's personal stats, highlight and select the **PLAYER LIST** menu bar making this section active, now scroll through the list of players using the Directional buttons **↑** or **↓** and press the **⊗** button when the player is visible on screen, now highlight and select the Players name you wish to view the stats for, his name will now

appear on the Statistics section of this screen. To look through this player's stats, highlight and select the **STATISTICS** menu bar, when you have made this section active you can scroll up and down through all the selected players stats, as the tours are played more stats accumulate.

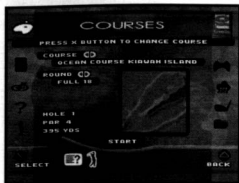


## PLAYER SET-UP SCREEN

Once you have selected your Game options, you are ready to take to the fairway. After selecting **DONE** on the Main Menu, you will enter the Player Set-Up screen, from here you select your Partners and/or Opponents to play with on the course. Some options on the Player Set-Up screen may differ from one game style to the next, for example when a Practice, AMA or PRO Tour game style has been selected, you can only view the players and their Handicaps. To select opponents and/or partners highlight and select a player's name from the top of the screen, when this is active, highlight and select the **PLAYER LIST** menu bar, and scroll up and down using the Directional buttons until you can see the



player you want. Highlight and select the player you want and then press the **X** button, he should appear in place of the active player's name, repeat depending on the number of players you want. If you want to change or load another human player return to the MEMORY CARD screen and load the desired player, then highlight and select DONE to return to the PLAYER SET-UP screen. To rotate the players so you end up with a different partner, highlight the **'V'** (versus) symbol and select it, the players will rotate clockwise around you, stop when you have the desired partner. Highlight and select DONE to proceed onto the Course & Hole Selection screen, (when a Skins game style has been chosen, you will continue onto the Hole Pot screen before proceeding onto the Course & Hole Selection screen, highlight and select the HOLE POT menu bar, when it's active scroll right to increase the stake and left to decrease, the min. stake is \$500 - max. \$25,000, highlight and select DONE to continue onto the Course & Hole Selection screen).



## COURSE & HOLE SELECTION SCREEN

Once you have completed your Player Set-Up, you will enter the Course and Hole selection screen, in many of the Game Styles you will have the option of selecting a course and holes. Highlight and select the COURSE menu bar and scroll left or right to highlight the desired Course. Then highlight and select the ROUND menu bar and scroll left or right, to play all 18, front 9 or back 9 holes on the selected course.

When a **Practice** game style has been selected the options on this screen will change slightly, as well as having all the courses to play on, Driving Range, Pitch & Putt and the Gremlin Interactive Variety Course are available from the COURSE menu bar. The ROUND menu bar will change to HOLES, as you can select any hole on any course to practice. This option is ideal if one particular hole or course is giving you problems, you can practice it till you improve your technique. If you select to play **Pitch & Putt** you will be able to select to play 5 to 20 holes in increments of 5 from the HOLES menu bar. On Pitch & Putt you are placed on a central tee surrounded by 9 holes, each with a par of 2. The idea here is to hone your pitching and putting skills so you can come in well under par when you take to the course. To view your stats press **R2** button, press the **R2** button again to toggle off your stats to continue. You can play the same hole or select a different hole for each shot, the choice is yours. After each hole your score will be displayed, select Continue to play the remaining holes.

On the **Driving Range** the HOLES menu bar will change to BALLS, the maximum basket of balls you can take with you on the driving range is 100. Once on the range you have to hit the balls into the 3 circles placed at 100, 200 and 300 yards. Each circle has a inner and outer circle and the idea is to land all your balls perfectly into the inner circle. After each shot you can select to Continue or to Set Wind. To change the wind direction and speed highlight and select Set Wind, then use the **← or → Directional buttons** to change the direction of the wind and the **↑ or ↓ Directional buttons** to increase/decrease the wind speed. Press the **⊗** button to confirm the changes.

**Note:** The Wind Speed and Direction cannot be set on the first ball.

If you select the **Gremlin Interactive Variety Course** you can play a round made up from any of the holes available, from any of the available courses! To select a hole first select the course you want, then select a hole from the course from the HOLES menu bar - this becomes (User) Hole 1 on the course. Now change the User Hole to 2 in the USER HOLE menu bar and select another course (if you wish to) and another hole until you've selected all 18 user holes for your course. To select 18 random holes from the available courses, highlight and select the RANDOM 18 menu bar.



If you select to play an AMA or PRO Tour some of the options stated in the Player Set-Up and the Course & Hole Selection screen will change, for example after the Course & Hole Selection screen you will enter the Tee-Off Times screen, highlight and select the DRAW menu bar then scroll up or down through the list of players to see when your tee off time is and who's your opponent, highlight and select DONE to continue onto the Tour summary screen, nothing on this screen is selectable, check whether you're happy with all the selections on this screen, if so then highlight and select START to start the tour. If you want to change some of the options, for instance the course, then highlight and select the COURSE icon at the bottom of the screen and make the necessary changes, highlight and select DONE to proceed through the menu screen again to start the tour.

## IN GAME CONTROLS

When in Play Mode use the Controller to perform the following operations:

- L1 button** - Moves view up above Player towards an Aerial View.
- L2 button** - Moves view down from an Aerial to Player View.
- R2 button** - When Ball Arc Line is not activated, press the **R2** button to bring up the Hole Status panel, in Strokeplay or Strokeplay rule games press the **R2** button again to show the Score Card panel. This panel shows the Par for every Hole, underneath the Par is the score for the Player whose turn it is, White - par for that Hole, Red - Over Par, Blue - Under Par. Press the **R2** button again to clear the panels.  
When the Ball Arc Line is on screen, press the **R2** button to display your, Club choice, Shot type, Flag distance, Shot number and Arc distance, the Hole Map will also appear temporarily if this option is set to OFF.
- R2 button** + **←** or **→** **Directional buttons** (when Hole Map and Ball Arc Line ON) - rotates Hole Map view clockwise and anti-clockwise. Use **↑** or **↓** Directional buttons to Zoom in and out.
- R1 button** + **←** or **→** **Directional buttons** - Fade/Draw.
- SELECT button** - Game Options panel.
- START button** - Game Paused plus the option to Quit Game Yes or No.

Press either the **L1**, **L2**, **R1** or **R2** button on the Controller when the ball is in-flight, to skip view player's shot and show the final position of the ball.

### Can't see the Wood for the Trees

Faced with your first hole, why not get a better look at it. In the top left hand corner of the screen you are faced with three options, Play, Walk Hole or Fly By Hole, highlight and select the desired option:

- Play** - If Play is selected, the Player will be seen in a Driving Stance in the default setting "Behind Golfer", ready to Tee off, this is called Play Mode.
- Walk Hole** - When this option is selected the Player can move around the Hole using the following controls; Directional buttons move the Player around. The **L1** and **L2** buttons will raise and lower the view. Pressing the **X** button will return the Player to the Play, Walk Hole or Fly By Hole options.

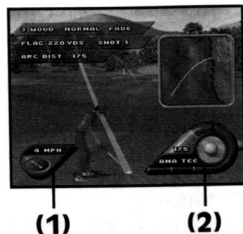
**Fly By Hole** - Sit back and listen to the Commentator describe the current Hole, while the camera pans the Hole from Tee to Green. Press any button at any time will return the Player to the Play, Walk Hole and Fly by Hole options.

## Hole Information


The Hole Information at the bottom right hand corner of the Play Mode screen shows the Hole No. being played, Par for that hole and Pin Distance from the Tee. The Pin position on a Hole may change from time to time altering the distance by as much as + or - 20 Yards. Further information can be located at the top of the play mode screen, the player's name, player id., score (and their handicap if you're playing on a Ama Tour/Pro Tour) and the number of the current shot. When the Ball Arc Line has been activated the WINDOMETER (1) (if turned ON) and SWINGOMETER (2) will become visible, keep a careful eye on the Windometer information as it determines the flight of the ball. The Swingometer shows the power being applied to a ball and whether the ball will be Sliced or Hooked! The Swingometer also shows the lie of the ball, whether the ball is in the rough, fairway etc. and the arc distance. The position of your Ball on the Hole Map can be seen on the right middle of your screen, you must have the Hole Map option switched on in the first place though, see In Game Options screen later in this manual.





When practising on a Driving Range or at the Pitch & Putt, some of the options may differ slightly, for example the information at the top of the screen will usually display the Player's name and their handicap etc., but on the Driving Range this information changes to display the Player's name, ball's remaining and ball's already played.

After the course/hole(s) have been completed, or you have used all your balls on the Driving Range, a Player Stats screen will be displayed, this indicates whether your shots have been on par, over par or how many targets have been hit on the Driving Range and with which club, press the **X** button to exit and return to the Main Menu screen.



## Controlling your Golfer

When you're ready to Tee off you will enter Play Mode. Press the  button if you're ready to take the shot, the Ball Arc Line will now appear.


**Ball Arc Line** - In Play Mode, when using the  and  Directional buttons the Player can move the Ball Arc Line in the required direction, special consideration should be applied when playing in windy conditions. Depending on the clubs selected for the shot, Player(s) can also use the Directional buttons  or  to lengthen or shorten the shot.

**White** - Ball Arc Line is in line with Hole.

**Yellow** - Ball Arc Line is not in line with Hole.


**Orange** - Ball Arc Line has detected an obstacle, but the ball has a possibility of getting past it.


**Red** - Ball Arc Line has detected an obstacle that cannot be passed.

The Ball Arc Line can be turned off in the Game Options screen under Arc, when off in Play Mode the Ball Arc Line will not show the trajectory of the shot making the game even harder. The Caddie Line will not appear on the Swingometer, so you must judge how much power is needed for a particular shot. To help you a little bit when applying Fade or Draw to a shot the Ball Arc Line can be seen. If this style of play is proving too difficult, press the  button when in Play Mode and select AMA ARC on from the options list.


## Draw/Fade

Fade & Draw should be applied to avoid obstacles and navigate Dog-Legs on the course. When Fade is applied to a shot, the ball will curve in flight to the right with Draw applied the ball curves in flight to the left.

**Fade** - Hold Down the  button and move the Directional buttons to the left.

**Draw** - Hold Down the  button and move the Directional buttons to the right.

## Club Selection

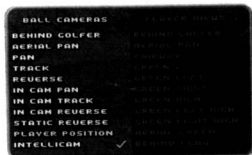
To change the club selected by the Caddie, press the  button, a panel will appear on your screen. If the Caddie is turned on, an appropriate club is selected for the shot, if you want to change the club, highlight and select your choice, a green tick will appear next to the selected club. You also have the option of selecting the type of shot



to be taken, highlight and select a Shot Type, some of the Shot Types can not be applied to certain clubs. If you want to apply backspin to a shot for example, you must first select an appropriate club then select Normal and Backspin from the Shot Type list, notice at the bottom of the panel a summary of selections are displayed. If you are using a Putter the Shot Type cannot be changed. Press the **○** button again to return to Play Mode.

## Ball Cameras & Player Views

This option allows you to view your Player or Shot from many different angles. Press the **□** button to change the Ball Camera or Player View, highlight and select the desired option. The **□** button to return you to Play Mode, applying your camera or choice of Player View.



## Post Shot Options

If you've turned Gimmies and Mulligans on in the Game Options screen on the Main Menu, you will be given the option after every shot to Continue, Replay, Mulligan and sometimes on the Green, Gimmie. There are no Mulligans or Gimmies when playing an AMA or PRO Tour.

**Continue** - Will allow the Player to set-up and take their next Shot.

**Replay** - Will present the Player with a menu, highlight and select one of the 15 Replay Cameras, a Replay of the last shot will be shown immediately, when the Replay has finished Continue, Replay and Mulligan appear again so that the Player may choose another option.

**Mulligans** - If Mulligan does not appear then press the **SELECT** button on your Controller (see In Game Options Screen) this is not a selectable option when playing an AMA or PRO Tour.

**Gimmie** - If Gimmie does not appear, then press the **SELECT** button on your Controller (see In Game Options Screen) this is not an option when playing an AMA or PRO Tour.

## Playing

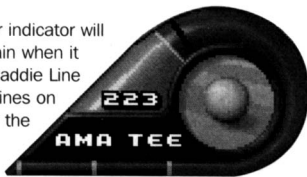
When you are satisfied with the position of the Camera Angle and the Ball Arc Line is active, a black line can be seen on the Swingometer, this is called the Caddie Line, this indicates the power needed to reach the end of the Ball Arc Line. The three white Snap Lines at the bottom of the Swingometer determine whether the shot will be Sliced or Hooked, see Playing a Shot for more information.

## **PLAYING A SHOT**

### **At the Tee**

To take a shot press the **X** button and release, the power indicator will rise towards the Caddie Line then press the **X** button again when it reaches the Caddie Line on the Swingometer. When the Caddie Line has been reached the power will drop towards the Snap Lines on the Swingometer. If the Player presses the **X** button after the power indicator passes the middle Snap line, the ball will be Sliced (ball curves out to the right). If the **X** button is pressed prematurely the ball will be Hooked (ball curves out to left), when the Power line hits the centre Snap line the ball will be struck sweetly and fly like a bird. If you want to play the shot more accurately, press the **△** button cancelling the Ball Arc Line, pressing it again until you are positioned Behind the Pin, press the **X** button to get the Ball Arc Line on screen, this way the Ball can be lined up more accurately.

If you press the **△** button when practising on the Pitch & Putt you will toggle between the holes, use the Ball Cameras and Player views to change the views on this style of game to get a better look around.



### **Out Of Bounds**

If the ball is hit out of bounds then you must re-take your shot from the original position and you will incur a two stroke penalty, one for the misplaced ball and one for the penalty. So if you're very unlucky it's possible that you could be hitting three shots from the Tee. Some of the Ball and Replay Cameras do not function if the ball is hit out of bounds.


### **In The Water**


If the ball lands in the drink you have two options. You can either RE-HIT the ball from its original spot and incur a one stroke penalty or you can select to take a DROP shot and incur a one stroke penalty. If you select to take a DROP shot you will have to place the ball using the Directional buttons **↑** and **↓** to move the ball along a straight line back from the ball's landing position, when a position has been selected confirm with the **X** button.



## Putting

OK! You've made it to the Green but don't get Cocky, you've still got to sink the ball under Par if that's still possible. All the controls are the same as for playing a shot, except that the Ball Arc Line cannot be made to Fade or Draw. To get a better look at the Green use the Directional buttons and **L1** and **L2** buttons to move the view around, this is only possible when the Ball Arc Line isn't activated. If you have a Putt within 48 inches to perform, the power scale will change to a more sensitive Swingometer, replacing the existing one. All controls for putting are the same as above, but remember if you are playing with No Arc, no Caddie line will be visible on the Swingometer, so keep a close eye on the Balls distance from the Hole.

## In Game Options Screen

Pressing the  button on your Controller, brings up a list of options. Highlight and select the desired option, a Green Tick at the side of the option becomes visible when it's on. The following options can be turned On/Off:

Map, Green grid, Zone grid, Gimmies, Mulligans, Caddie (Player(s) must select their own Club when Off), Handicap (when ticked this shows your present Handicap, when the Ball Arc Line is not on visible on the screen), Arc, Sound FX, Commentary, Load/Save (see MEMORY CARD, applies to Games only). Press the  button again to resume Play Mode.

If you want to Quit Actua Golf2 press the  button on your Controller then highlight and select the desired option. If quit is select you will return directly to the Main Menu screen. To pause play press the  button, pressing it again to resume.

