

SWING AWAY GOLF™



*T&E*SOFT

WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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

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

USE OF UNAUTHORIZED PRODUCT:

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

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

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

HOW TO REACH US ONLINE

Internet E-mail: support@ea.com

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In **Australia**: For Technical Support and EA HOTLINE: 1 902 261 600 (95 cents per minute). If you are under 18 years of age parental consent is required.

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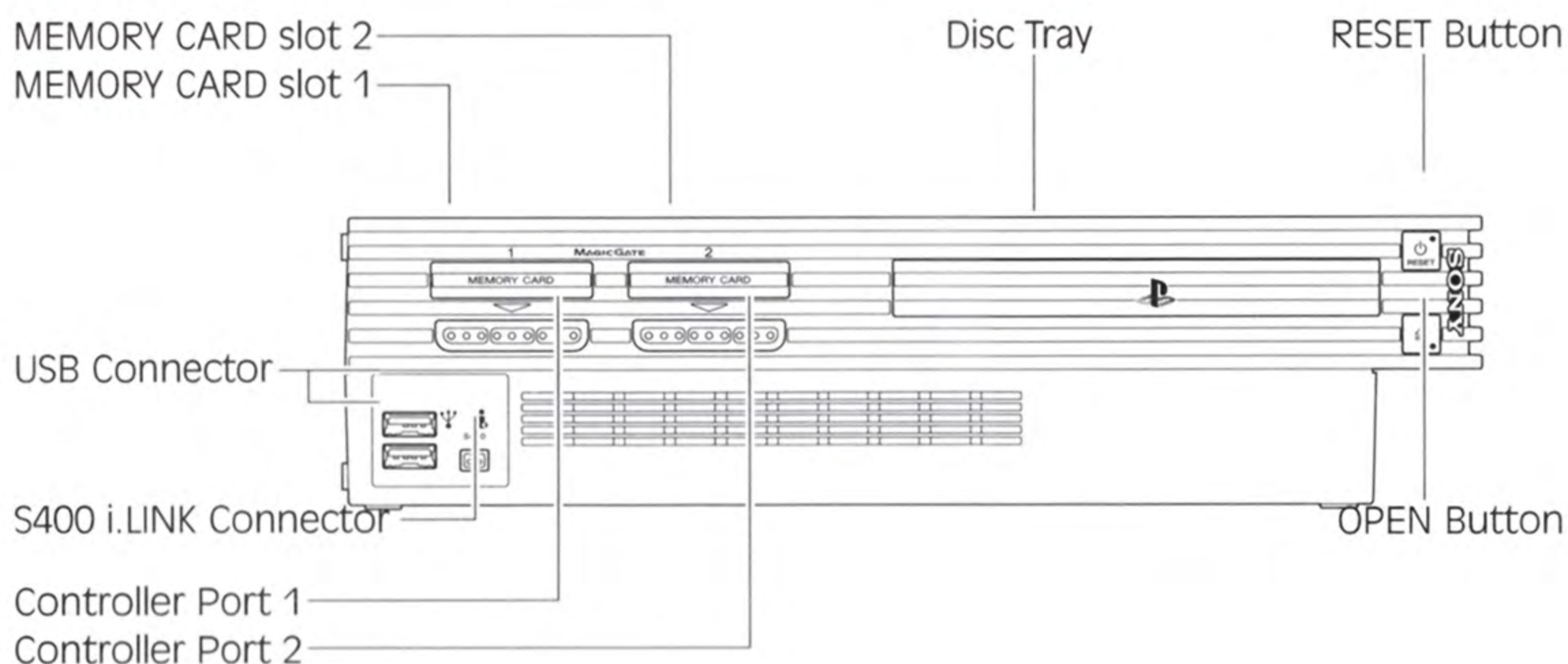
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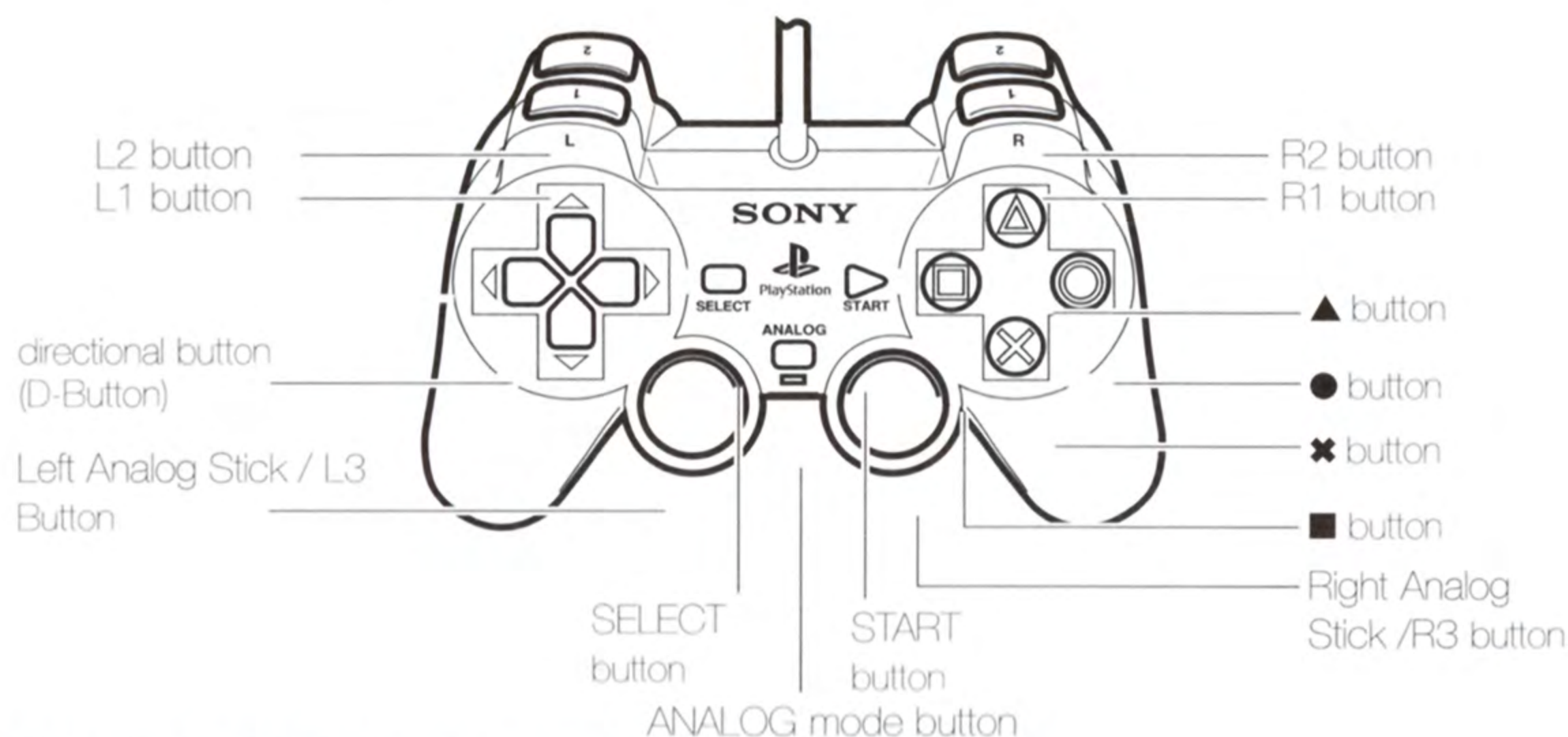
GETTING STARTED

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 coconsole according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the **Swing Away Golf™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this software manual for information on using **Swing Away Golf™**.

COMMAND REFERENCE



DUALSHOCK™2 analog controller

MENU CONTROLS

Highlight menu items	D-Button ↑
Cycle choices/Move sliders	D-Button ↔
Confirm selected items	✕
Cancel selected item/Return to previous screen	▲
Select item/Switch display	L1/R1



GAME CONTROLS

Master all of these commands for complete control of your game. To learn more about adjusting your stance, or changing the impact point on the ball, take lessons in Training Mode (👉 p. 17).

TEEING OFF

Select club	L1/R1
Set impact point on ball	D-Button ⬆
Adjust aim	D-Button ↔
Select swing types (normal/approach)	■
Adjust your stance	L2/R2
Shoot	×
Check the location of your ball	▲
Call up Pause menu	SELECT
Pause game	START

ON THE GREEN

Select putt distance	■
Display the view from the cup	▲

CAMERA CONTROLS

Reset the camera angle	●
Move camera angle up/down/turn	Left Stick
Move camera forward/backward/right/left	Right Stick



SWING AWAY GOLF NOTE: The controller vibrates either in digital mode (the LED is off) or Analog Mode (the LED is on). (👉 Options on p. 11 for vibration on/off control.)





INSTALLING A MULTITAP (FOR PLAYSTATION 2)

Switch off your PlayStation 2 console, and then connect a Multitap (for PlayStation 2) to Controller Port 2.

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- **SWING AWAY GOLF NOTE:** When using the Multitap (for PlayStation 2), at least one controller must be connected to Controller Port 1-A.
-

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- **SWING AWAY GOLF NOTE:** You cannot use the original Multitap (SCPH-1070) with your PlayStation 2 console.
-

INSTALLING MULTIPLE CONTROLLERS

If you want to use two controllers, connect them to Controller Ports 1 and 2. To use three or four controllers, first connect a Multitap (for PlayStation 2) according to the installation procedure described above, and then connect a controller to Controller Port 1 and the other controllers to Controller Ports 2-A, 2-B and 2-C as necessary. Controller Port 1 must always have a controller inserted.

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- **SWING AWAY GOLF NOTE:** Before connecting controllers and/or a Multitap (for PlayStation 2), be sure to switch off the PlayStation 2 console.
-



INTRODUCTION

Golf has never been so stylish or so much fun. Hit the links with your attitude and your best set of clubs to go head to head against some real characters. ***Swing Away Golf*** is golf at its most challenging, from designing courses to working your way up the ranks onto the pro tour, but it's more than just fierce competition. With seven unique golfers and their quirky personalities (plus three more that you can unlock), you're sure to be playing favorites in no time.

Build a career in Story Mode (☞ *Story Mode on p. 18*)

Start as an amateur and graduate to a professional tour golfer. Story Mode is the key to unlocking new games and developing characters. The more you play, the more gear and prizes you'll win. So get out there and start swinging!

Go for some one-time glory in Normal Mode (☞ *Normal Mode on p. 16*)

Play unlocked games like Skins Match, Sudden Death Match, and 2-Ball Foursome. You can also play on your created courses with characters that you create in the Story Mode.

Designing courses (☞ *Designing a Course on p. 22*)

Design your own courses with ease. Created courses can be saved on a MEMORY CARD (8MB) (for PlayStation 2), allowing you to swap 'em with friends and play 'em in Normal Mode.



QUICK START: STARTING A STROKE PLAY GAME



Here's the quickest and easiest way to get on the course and swinging. Compete against up to 3 other golfers for the highest score while playing through 18 holes. Sweeten the pot by betting either items or money acquired in Story Mode.



SWING AWAY GOLF NOTE: Default options are listed in **bold** in this manual.

To start a Stroke game:

1. From the Title screen select Normal Mode. the Normal Mode screen appears.
2. To choose Stroke Play, D-Button **↑** until it is in view on the left and then press **×** to confirm. The Select Controller screen appears.
3. To set a controller for each golfer, press D-Button **↔**. To switch golfers, press D-Button **↑**. When all golfers are set, press **×** to advance to the Select Character screen.
 - To change the selected golfers handicap, D-Button **↔**.
5. To choose a caddie for your golfer, D-Button **↔** or **↑**. Press **×** to confirm the caddie.
 - Repeat steps 4-5 for each golfer until each golfer has a selected character and caddie. When all golfers have been chosen and caddies assigned, press **×** to advance to the Select Course screen.
6. To scroll through available courses, press D-Button **↑** and then press **×** to select.
 - ◇ Initially, only the Forest Course is available for play. You must unlock other courses by competing successfully in Story Mode.
 - To select tee position, D-Button **↔** through BACK/FRONT/REGULAR.
7. Tee off! (👉 **On the Course** on p. 12.)

SETTING UP THE GAME

Get into the game and play it the way you want. From finding a golfer whose style you like to choosing a caddie, to setting your option, you control not only your swing, but all of the finer details of the game as well. In Story Mode you can create and watch him or her grow from a novice golfer to a Pro Tour Golfer. In Normal Mode, you have access to golfers and courses you created in Story Mode as well as all of the basic golf games (including those that you unlocked in Story Mode).

MAIN MENU

From the Main menu, you can select Story Mode or Normal Mode, create a course, or access the Options menu.

STORY MODE:

Play your way from rank amateur to pro tour golfer

CREATE COURSE:

Build your dream course



NORMAL MODE:

Take on a friend in Match Play or tee up for a some stroke play

OPTIONS: Adjust game options

GOLFERS AND CADDIES

Select a golfer and a caddie. Different golfers have different strengths, choose the golfer whose playing style and personality best suit your attitude. When play data is loaded, you can use created golfers. More players can be unlocked in Story Mode.

Caddies also have diverse characteristics, and advise you differently. Choose a caddie who compliments your golfer's playing style.

❖ You cannot choose a caddie in Normal Mode if you are using the characters you created in Story Mode. Your caddie is the same caddie as you used in Story Mode.

➡ To set handicaps for the golfers, D-Button ↔.

CHOOSING A GOLFER

Normal

Normal-type characters have average abilities and no strange tendencies. They are recommended for beginners.

RYAN

This gung-ho young man loves playing golf. His straightforward manner may or may not be admirable in a golfer.

RACHEL

She is an aggressive golfer with a no nonsense attitude.

Recovery

Recovery-type characters are characterized by their ability to get out of the rough or a bunker. They are long shooters, but sometimes not very accurate.

BILLY

He acts and talks wildly, and plays the same way.

JULIE

Although she seems like a ditz, don't underestimate her. She may be smarter than you think.

Power

Power characters are known for their long drives but don't have the best ball control. These golfers can be difficult to manage.

JOE

Joe is a big, strong guy with a powerful shot. Strangely enough, he can be very timid.

JAMES

He is slim, but tough and confident. His long shots are proof of his top physique.

Technical

Technical characters are not long shooters but are very good at ball control. They rarely miss shots. These characters are rather easy to control.

KELLY

Kelly is a very precise golfer. She calculates every shot carefully and rarely makes mistakes, but may collapse under pressure.



CHOOSING A CADDY

JESSICA

Jessica is knowledgeable about golf and always gives sound advice. She is a skilled caddie who helps you get a good score.

MOLLY

No golf expert, Molly gives next to useless advice. But she's cheerful and supportive and encourages you to do your best.

COURTNEY

Tough and active, Courtney likes an aggressive golfer and encourages you to take the risky shot.

CAROL

Carol is a capable caddie but shows little enthusiasm. She tends to react to your good and bad shots in the same lukewarm way.

PETER

Peter has a good understanding of golf and is a competent caddie, but sometimes he advises you to take risks.

MIKE

Mike has a thorough understanding of golf and gives you accurate and practical advice. Playing with him usually means a higher score, but be careful—he may criticize you harshly when you make mistakes.

THE COURSES

The first time you play *Swing Away Golf*, you can use only the Forest course. Up to five other courses become available the more you play in Story Mode.

FOREST

A typical course surrounded by forest, its fairway is wide and the terrain is relatively smooth. This is the ideal course for beginners.

RESORT

This course features a southern-country atmosphere. You need good ball control to manage the many bunkers. Its sloped green requires some skill but the difficulty level of the course is rather low.



LAKE

With its many ponds, you might end up in the drink if you don't gauge the lie and wind conditions carefully. A good approach shot is essential for a good score because the terrain of the green is complicated. The difficulty of this course is rather high.

DESERT

What is considered the rough for other courses is the bare ground on this course. Depending on where your ball lands on its uneven fairway, it could run a long distance in an unexpected direction. Accuracy is the key to handling this course. This course is recommended for intermediate level players.

CLASSIC

The difficulty of this course is rather high because of its many long holes and the terrain of the fairway. Add to that some deep bunkers and you'd better be careful with your approach shot. To further challenge you, the green is hard and your ball tends to run farther.

SEASIDE

This is the most difficult course. The terrain of the fairway and the green is extremely bad, the bunkers are big, and the coastal wind is strong. Only a skilled golfer plays well on this course. Can you handle it?

OPTIONS

Swing Away Golf lets you set the following options to play the way you like.

MUSIC

Adjust the volume of music.

SOUND EFFECTS

Set the volume of sound effects and speeches.

MESSAGE

Set how fast messages scroll up on the screen.

VIBRATION

Determine whether or not the controller vibrates to simulate the impact from a shot.

SOUND

Adjust the magnitude of sound output.

OVERALL HOLE MAP	Determine whether or not a hole's view is displayed on the play screen.
NARRATION	Determine whether or not players and caddies talk during a game.
AUDIENCE	Determine how the gallery is displayed.



SWING AWAY GOLF NOTE: Do not reset or switch off your PlayStation 2 console when data is being saved. If you do, the data will be lost. It is a good practice to reset or switch off only in the Main Menu screen.

ON THE COURSE

This section covers everything you need to know to rule the links. Brush up on swinging the clubs and putting, checkout the guidelines on using the Shot Meter, study the gameplay tips, and review your options on the Pause menu.

GAME SCREEN

Pin target

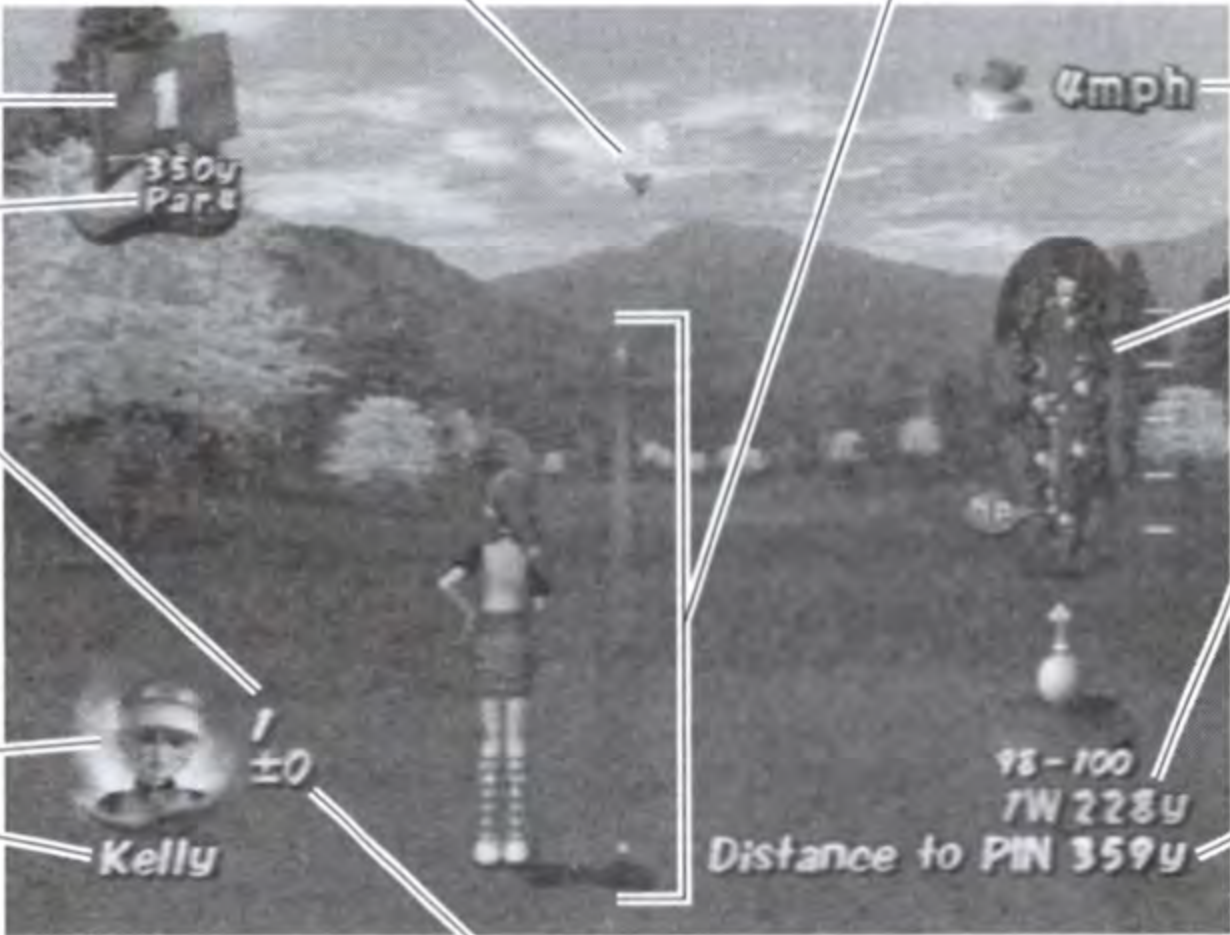
Shot direction indicator

Wind direction and speed

Map of this hole

Current club selected and maximum distance for that club

Distance remaining to pin



Hole Number

Par for hole

Golfer's strokes per this hole

Golfer(s)

Golfer's current score

SWINGING

Start off on the right foot by familiarizing yourself with these basics for swinging your clubs.

- To **adjust your swing direction**, D-Button , taking into consideration the shot path estimation, wind, and the ground condition around the estimated landing point.

- ⇒ To **view the estimated landing point** of your ball, press ▲.
- ⇒ To **show the terrain** of the area near the landing point, press ▲ again. Red areas indicate higher elevation and blue areas indicate lower (than the landing point).



EA TIP: The landing point estimation does not consider the effect of wind or course gradient; you must account for such conditions yourself.

- ⇒ To **adjust your stance**, press **L2/R2**. **L2** causes the ball to fade, **R2** causes it to draw.
- ⇒ To **adjust the impact point** (where your club strikes the ball), D-Button ↑. D-Button ↑ causes topspin and D-Button ↓ causes backspin.

THE SHOT METER

The Shot Meter is your guide to when and how hard to hit the ball. Get acquainted with its layout and functions to get the most out of every swing.



Underswing

Sweet spot

Overswing

To use the shot meter:

- 1.** To show the meter, press ✕.
- 2.** To start the shot meter, press ✕ again. The level indicator rises.
- 3.** When the ball meter reaches the desired power level, press ✕ again to start the indicator back down.



4. When the shot meter reaches the sweet spot of the impact zone, press ✕ again to hit the sweet spot on your ball. If you press the button too early or too late, your shot diverges to the right or to the left.
- ◇ The uppermost red part of the shot meter indicates the over-swing (over 100%) level. If the power is set at this level, your shot is more powerful than normal but the level indicator comes down faster, making the sweet spot more difficult to obtain, and the accuracy of your shot suffers.

PUTTING

There's little satisfaction in getting on the green with a great drive if you can't put it in the cup. Learn these fundamentals of putting to take strokes off your score.

- ⇒ To set the putter distance, press ■.
- ⇒ To view from the cup, press ▲.
- ◇ A putting line is shown instead of the shot path estimation. The putting line disappears if the D-Button is move left or right and reappears if the D-Button is pressed up.
- ◇ There is no sweet spot on a putter, so only power can be adjusted.

Terrain

When your ball is on the green, the green's terrain is shown. Red areas are higher than your ball and blue areas are lower. For uphill shots, compensate for the grade by hitting the ball a little harder (depending on how steep the grade is). For downhill shots, compensate by hitting the ball a little softer, depending on the degree of the incline.

Approach Shot Path Estimation

When the cup is within 100 yards, your next shot is an approach shot, and the shot path estimation is shown as a dashed line. The shot path estimation for an approach shot is based on the **distance to the cup**, not the carry of your selected club.



GAMEPLAY TIPS



Nothing can take the place of some solid lessons with a good golf pro, but here are a few pointers to get you started.

LONG DRIVES ARE NOT ALWAYS BEST

You may want to drive the ball far, but a long driver is not always a good golfer. Suppose you are playing a 400-yard hole. If your ball flies as far as 350 yards or as short as 250 yards from the tee, your total strokes could be the same if your next shot is equally successful in driving your ball onto the green. While this theory may not apply to an extremely long hole, accuracy is usually as important as power.

KNOW THE LAY OF THE LAND

A carry is the distance traveled by a flying ball, and a run is the distance covered by a rolling ball. The distance of a shot is the sum of the two. The distance of your shot depends not only on the type of club you use, but also on weather, lie, and ground gradient.

BE AWARE OF GROUND GRADIENT

Some holes have an elevated green and some holes have a downhill ground. Note that the carry depends on the height of the landing point: the higher the landing point, the shorter the carry; The lower the landing point, the longer the carry.

A GOOD APPROACH IS KEY

A long tee shot followed by a poor approach shot won't get you on the tour. Putting difficulty greatly depends on the putt distance. A few feet could easily cost you another stroke. Try to get your ball as near the cup as possible on your approach shot and make your putt that much easier.

PUT PRESSURE ON THE CPU GOLFERS

The CPU golfers are more likely to take risks if you make a great shot. This can lead them to make easy mistakes. So, while the CPU golfers are impressive opponents, don't give up.



PAUSE MENU

Access the Pause menu to replay a shot, give up on a hole, back up one shot, or quit the current game.

⇒ To bring up the Pause menu, press **SELECT** during game play.

REPLAY

Check out your last shot. To save it as a replay, press ▲ after viewing and select Yes to save.

GIVE UP

Give up the current hole. Your score for the hole will be three times par.

UNPLAYABLE

Resume play at the earlier position at the cost of one stroke. Use this option when your ball is in the forest or in a deep bunker.

QUIT

Quit and save your game. When you load saved data, you always resume play on the hole with a tee shot, regardless of the last progress on that hole. In betting games, you cannot save data in the middle of play.

GAME MODES

There are three basic game modes in *Swing Away Golf* to choose from. Swing against a CPU golfer or a friend in Normal Mode, develop a character in Story Mode, or create your very own course with Course Design.

NORMAL MODE

Play 18 holes with a friend in a Match or against a CPU golfer. Normal Mode gets you on the course without all the setup options of Story Mode.

BEFORE STARTING A GAME

1. From the Main menu, choose NORMAL Mode.

◇ If you are playing *Swing Away Golf* for the first time, you can only choose Stroke Play or Match Play. As you play more in Story Mode, more game types are unlocked in Story Mode.

⇒ To resume an interrupted game, select CONTINUE here so that the saved play data is loaded.

2. To select the number of players, D-Button $\updownarrow$ and then D-Button $\leftrightarrow$ to assign a controller to a player. Select COMPUTER to designate a CPU-controlled golfer.

3. Select a golfer. (☞ *Choosing a Golfer* on p. 9).

⇒ To define teams in a Best Hole Match, press ■ to move the VS mark.

Selecting Bet Modes

If you are using created characters from Story Mode, you can bet your items or money on a match against the computer in some game modes. You cannot bet on a match between human players. To skip betting, choose WAGER NOTHING.

When you choose a Bet Mode, the computer specifies which item to bet. If you have no such item (or money), then you cannot bet. In a Bet Mode for a match between a player and the computer, the bet item (or money) always goes to the winner.

Selecting Courses and Holes

Select a course to play on. You can only play on the Forest course until you unlock the other courses in Story Mode.

⇒ To select a hole (red, white, or blue), D-Button $\leftrightarrow$.

MATCH PLAY

Play against a friend or a CPU golfer for each hole. Play to win as many holes as possible, not for lowest overall stroke score. Match play is set up much like a Stroke game (☞ *Quick Start: Starting a Stroke Play Game* on p. 7).

TRAINING

Polish your golf skills with state of the art lessons. There are five different training modes: Practice Modes, Driving Range, and Putting Green.

To begin a training session:

1. To select TRAINING from the Normal Mode screen, D-Button $\updownarrow$ and press ✕. The Select Character screen appears.
2. Choose the character you want to train as. The Training sub-menu appears.
3. Select the kind of training mode you want (☞ *Training Modes* on p. 18) and press ✕ to begin your lesson.



Training Modes

PRACTICE

Get a general idea on how to play golf. These are the same as the practice rounds found in Story Mode.

DRIVING RANGE

Practice driving at the range. Press **SELECT** to open the Driving Range menu. From there, you can set various conditions (lie, wind direction, wind speed, and weather).

PUTTING GREEN

Practice putting on the green. Press **SELECT** to open the Putting Green menu. From the menu, you can replace your ball.

STORY MODE

Work your way through the ranks from amateur to professional golfer to tournament pro golfer. Your final goal is to win the world contest, the Master Emporium. If you play well, you increase your character's capability and get golf gear and prizes. You must play a considerable number of games before you graduate from level to level.

CREATE A CHARACTER

You must create a golfer before playing in Story Mode.

To create a golfer:

1. Select a character model.
2. Name your golfer.
3. Set your golfer's parameters by distributing the initial 100 points between the four attributes using the D-Button . You earn more parameter points as you compete in Story Mode ( **Golfer Attributes** below for more information).

⇒ To use a golfer's default settings, choose automatic.

4. Select OK to accept your established parameters and advance to the tee.

Golfer Attributes

DISTANCE

The power of a golfer. The greater the power, the longer the carry.

ACCURACY

The accuracy of a shot. The more accurate the character is, the easier it is to make a good shot.

CONTROL

Indicates degree of ball control. The higher the value, the more the ball spins, draws, or fades.

RECOVERY

Defines your skill in recovery. The higher the value, the better a shot from a bunker or the rough.

STORY MODE STEPS

Improve your golf game the more you play.

- 1.** Prepare for a game. Go through the menus to set your golf gear and buy items necessary for a contest.
 - 2.** Enter a contest. Select the games you want to participate in for the month from the MODES screen. To skip that month, D-Button →.
 - 3.** To see details for a particular contest, press ✕.
 - 4.** To advance to the tee, press ✕ again.
 - 5.** To cancel a selection and return to the previous screen, press ▲.
- ◇ If character icons are shown, those golfers also play.
 - ◇ A trophy mark indicates that you once won that contest.
 - ◇ You must play three specific Pro tournaments in Amateur Mode to play in the Test. If you win the Test, you advance to the Professional Golfer level.
 - ◇ If you are a tournament pro golfer, and perform well in a contest, you can earn tour points.
 - ◇ Some games include Event Demonstration. Listen to other competitors talk to each other and look out for new characters.
- 6.** Participate in a contest. Experience many new game features. The new game features you experience here will also be available in Normal Mode.
- ◇ View the contest results. Points and items you win in a contest are shown here.



THREE LEVELS IN STORY MODE

Story Mode is characterized by the three levels corresponding to your golf skill: amateur golfer, professional golfer, and professional tour golfer.

AMATEUR GOLFER

Start as an amateur golfer and take part in as many amateur contests as you can, preparing to test to become a professional golfer. You must pass this test to graduate to professional golfer status. An amateur golfer cannot win prize money.

PROFESSIONAL GOLFER

Once you pass the test for professional golfers, the Professional Golfer period begins. Now you can participate in more contests, play on more courses, and win prize money. Expect to play a lot before you can pass the test for professional tour golfers.

TOURNAMENT PRO GOLFER

Join the six annual world pro-golf tours and earn tour points at each tour. If you get a total of 30 points in one year, you are entitled to join the world's top tour, the Master Emporium. Your final goal is to win this tour.



SWING AWAY GOLF NOTE: In Story Mode, a month passes as you participate in a contest. This is of no disadvantage to you until you reach Tournament Pro.

STORY MODE MENU

Access different game modes; review the My Home menu to see your user records, acquired gear, and choose a caddie; or browse and buy in the Golf Shop.

Home

The Home menu includes the following options:

SEE RECORDS

View course records and total records for a particular golfer.

GOLFING EQUIPMENT Select golf gear. You can select clubs, but you cannot modify the configuration of a club set. If you use the default, 5W, you can select a club from the club set.



TROPHY ROOM

View the trophies you have collected.

ITEM LIST

See golf gear and items in your possession.

PRIZE MONEY RANKING Check the ranking of golfers based on their total prize winnings. The ranking is not on an annual basis but on a life-long basis.

POPULARITY RANKING Check the ranking of golfers based on their popularity. A golfer's popularity improves as the golfer makes a nice shot, gets good scores, or has attractive items.

CADDIE

Choose a caddie to assist you.

REPLAY SCENE

Replay saved scenes and watch your hole-in-one and chip-in shots again and again. Save up to 20 shots for each category. If additional plays are saved, the oldest scenes are deleted to make room for the newest ones.

⇒ To protect a particular scene from being deleted, press ●. A delete-protected scene is indicated by a lock icon in its upper right corner.

⇒ To delete a saved replay, select it and press ■.

SUPER SHOT

Hole-in-one, albatross and eagle shots are saved here. Review your super shot from tee-shot to cup-in.

CHIP-IN

Long-distance chip-ins are saved here.

LONG PUTT

Long putts are saved here.

USER REPLAY

Any scene you have specified to be saved for replay is saved here. (☞ **Pause Menu** on p. 16.)

GOLF SHOP

Use your winnings to buy golf gear at the pro shop. The shop doesn't sell all available golf gear in the game. (☞ **Golf Gear** on p. 27.)

SAVE

(☞ p. 28) Save Story Mode play data in a MEMORY CARD (8MB) (for PlayStation 2).

◇ You cannot save data when no MEMORY CARD is inserted or if there is not enough free memory space.

MAIN MENU

Quit Story Mode and return to the Main Menu.

How Characters Develop

Characters collect parameter points as they play. In the setting screen after a completed contest, you can allocate newly acquired parameter

points. If you select the Automatic Setting function, the parameter points are automatically allocated according to default statistics of the characters.

DESIGNING A COURSE

In Story Mode you can design your own golf course easily with *Swing Away Golf's* exclusive course design tool, Genesys-G. Save your course on an MEMORY CARD (8MB) (for PlayStation 2) and you can access it in Normal Mode also. You can also load, modify, and play courses designed by other players. Or save/load hole data using a password and you don't need a MEMORY CARD (8MB) (for PlayStation 2).

This mode has two options: Overall design and Hole design. The Overall Settings menu allows the computer to make all 18 holes. The Hole Settings menu allows you to set details for each hole using 13 parameters.

COURSE DESIGN MENU

This menu is recommended for golf beginners or those who want to play immediately. A golf course of 18 holes is generated for you. If you don't want to modify the course, you can save the course data by selecting Save Course.

⇒ To delete the current course data, and create a new 18-hole course, press ■. Any hole-design settings you created are also deleted.

Modifying a Course

You can customize an automatically generated course. Custom options are described below.

Custom Options

COURSES

Choose from up to 6 courses: Forest, Resort, Lake, Desert, Classic, and Seaside. The number of available courses increases the more you play in Story Mode. Forest is the only course available initially.

COURSE DIFFICULTY

Adjust the difficulty of the course. The size and undulation of the fairway, the number of hazards, and the strength of wind all depend on the difficulty.



**COURSE NAME
AND DESIGNER**

Name courses and register the names of the course designers.

LOAD COURSE

Load course data that you have saved. Modify or delete the loaded course data with the Hole Design menu. To load the course data, follow the on-screen directions.

SAVE COURSE

Before you can load and use the course data, you must save it first. Be sure to save the course data before quitting. To save the course data, highlight Save Course and press ✕.

QUIT

Return to the Main menu.

HOLE DESIGN MENU

Design each detail of every hole. There are 13 different parameters for each hole that you adjust to create your course..

- ⇒ To confirm your settings for a hole and regenerate the course, press ■. Make sure that the course is correctly updated by displaying it on the preview screen.
- ⇒ To go to the hole design menu, D-Button →.
- ⇒ To select a specific hole, D-Button ↔.
- ⇒ To return to the Course Design menu, select hole #1 (1H) and press D-Button ←.
- ◇ You must be in the Course Design menu before you can save course data.

HOLE PARAMETERS

Adjust the details of each hole. To have the console set parameters for you, choose Automatic Setting. Most of the hole parameters are self-explanatory, those requiring further description are listed below.

LAYOUT

How a course winds

INCLINE

How a course goes down and up

HILLS

Roughness of a course

ROUGH

Depth of the rough



GUARD BUNKER

Amount of sand bunkers around the green

PASSWORD

A new password is allocated if any of the parameters change. Write it down for future reference.

- ⇒ To go to the password entry screen, press **✕** or **START**.
- ⇒ To load hole data without a MEMORY CARD (8MB) (for PlayStation 2), enter the password for the hole.

PREVIEW SCREEN

- ⇒ To regenerate the hole with new parameters, press **■** at the Hole Design menu. The updated hole is shown on the Preview screen.
- ⇒ To test play on the hole, press **▲** at the Preview screen.

PREVIEW SCREEN CONTROLS

Change the viewpoint in the preview screen	D-Button ↓ ↔
Zoom the preview screen	L1/R1
Return to the menu	▲
Test play on the hole	✕

- ◇ Test Play functions the same as normal play, except that when you make the shot, you are automatically returned to the Preview screen.

UNLOCKABLE GAMES

There are eight additional types of games to unlock in *Swing Away Golf*. The more you play in Story Mode, the more games you earn access to.

SKINS MATCH

1 to 4 players; \$ bet is available

Win as many holes as possible to collect more prize money. The prize for a hole goes only to a single winner. If two or more players have the same low score for a hole, no one wins the prize and it is added to the prize for the next hole.





POINT TOURNAMENT

1 to 4 players; item bet or \$ bet is available

Collect as many points as possible in 18 holes.
See table below for scoring.

Points

The table below lists the number of points awarded (or subtracted) for each score.

Albatross	10	Par	0
Eagle	5	Bogey	-1
Birdie	2	Double bogey or worse	-3

BEST HOLE MATCH

3 to 4 players; \$ bet is available

This is a team match. A team wins the hole if its best player has a lower score than the best player of the other team. The team that wins the most holes, wins the match. 2 vs. 2, 1 vs. 2, or 1 vs. 3 are available.

2-BALL FOURSOME

4 players; \$ bet is available

This is a match between two pairs. After each player tees off, the two players of a pair play alternately for each shot using the same ball as if they were a single player. The pair with the better score wins.

SUDDEN-DEATH MATCH

1 to 4 players; item bet and \$ bet are available

The single winner for a hole wins the game. If two or more players win the same hole, they play another hole to determine the winner.

SURVIVAL

1 player

Finish a hole with a score equal to or better than par to advance to the next hole. Survival Mode is only available on automatically generated courses.



NEAR-PIN MATCH

1 to 4 players; item bet and \$ bet is available

Compete for the best tee shot. The shot closest to the pin on the green, wins.

LONG DRIVE CONTEST

1 to 4 players; item bet or \$ bet is available

Compete for the longest tee shot. The golfer with the longest drive on the fairway wins.

PLACE YOUR BETS

Some game modes of *Swing Away Golf* let you bet items or \$ that you have won in Story Mode. Players who have not earned any items or \$ cannot participate in the Bet Mode. If you win, you get the wagered items or \$ of your opponent. If you lose, the opponent gets your stuff or \$.

When you choose BET ITEMS, the computer specifies which items to bet. Players who do not have the specified item cannot participate. Different characters have different items. Some items can be obtained only through bets.

- ◇ If you do not have any items, you can bet \$ instead. In a Skins Match, Best-Ball Match, or 2-Ball Foursome, you can bet only \$.
- ◇ In Bet Mode, your opponent cannot be a human player.
- ◇ You can only place a wager with players from Story Mode.

ITEM BET

When there are 3 or more players, the winner gets all the items bet.

G BET

If there are 2 or more winners, they equally share the bet money.



SWING AWAY GOLF IMPORTANT NOTE: Once you start Bet Mode, your wagered items or \$ are deleted from your MEMORY CARD (8MB) (for PlayStation 2) until the game is over. You cannot interrupt and save a Bet Mode game.

GOLF SHOP

Get items in contests in the Story Mode, or by the item bet in the normal mode. You can buy golf gear in the golf shop. There are two types of items: golf gear and other items. You can use the golf gear, but not the other items in your game.

To list the items you have, select the My Home menu option.

A blank field in the list indicates a missing item.

GOLF GEAR

Driver 1W	A club for tee shot
3W and 5W	Clubs for long shot, used on the fairway
Utilities 4W and 2I	Clubs which are between wood and iron in characteristics, indicated simply as 4W or 2I
Irons 3I to 9I	Clubs with an angled head that you can use on the rough
Wedges PW, SW, and AW	clubs that you can use for an approach or if you're in a bunker
Putter PT	A club that you use on the green
Ball	A good ball flies far in the right direction and is easy to control.
Shoes	May affect ball control.
Bag	May affect the look and thereby popularity of the owner.
Gloves	May affect ball control.

OTHER ITEMS

The other items are various objects which you cannot use on a golf course, but collecting them is fun.



SAVING AND LOADING

Saving *Swing Away Golf* course data requires 500KB of free space on a MEMORY CARD (8MB) (for PlayStation 2).

 **SWING AWAY GOLF NOTE:** Never insert or remove a MEMORY CARD (8MB) (for PlayStation 2) when loading or saving files.

 **SWING AWAY GOLF NOTE:** You can still play Swing Away Golf without a MEMORY CARD (8MB) (for PlayStation 2).

PLAY DATA

In Normal Mode you can save play data any time during a game. After loading the course data, you start at the tee of your last hole. You cannot stop and save course data in Bet Mode.

To save a game:

- ◇ Data can be saved for up to 10 contests
- 1.** From the Pause menu select Quit. The confirmation pop-up window appears.
- 2.** Choose YES to confirm that you wish to quit. The Save Data Window appears.
- 3.** To save data, highlight YES and press **X**.
- 4.** If this is the first time you saved this particular game, you are prompted to make new data. Press **X** to select and then press **X** again to confirm this choice.

To load a game:

- 1.** From the Game Modes screen choose CONTINUE. The contents of your MEMORY CARD (8MB) (for PlayStation 2) are displayed.
- 2.** To choose a game, D-Button to highlight the game and press **X** to select. A prompt asks you to confirm. Choose YES to load the selected game.





CHARACTER DATA

Character data is the record of how your golfers have progressed in the Story Mode.

You can use your golfers also in the Normal Mode.

To save character data:

- ✧ Data can be saved for up to 10 characters.
- ⇒ Select SAVE from Story Mode menu. If you are mid-game select QUIT from the Pause menu, then select YES to save.

To load character data:

- ⇒ From the Main menu, select STORY MODE and then CONTINUE.

COURSE DATA

Save your created courses. You must save a created course before you can access it in Normal Mode.

- ✧ Data can be saved for up to 100 courses.

To save course data:

- ⇒ Select OVERALL SETTINGS from the Course Generator menu and then SAVE COURSE.

To load course data:

- ⇒ To play on a custom-designed course, select the LOAD COURSE in the Select Courses menu in Normal Mode.
- ⇒ When you want to modify your own course, select LOAD COURSE item at the Designing Courses menu.

SYSTEM DATA

This is a collection of course records and replay records. System data is saved when you complete a mode, or when you interrupt a game and save course data. If system data is not saved, course and replay records, newly developed characters and created courses are not represented accurately.

DELETING SAVED DATA

- ⇒ To delete saved data, select the data to be deleted as you would select data to be loaded and press ■.



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