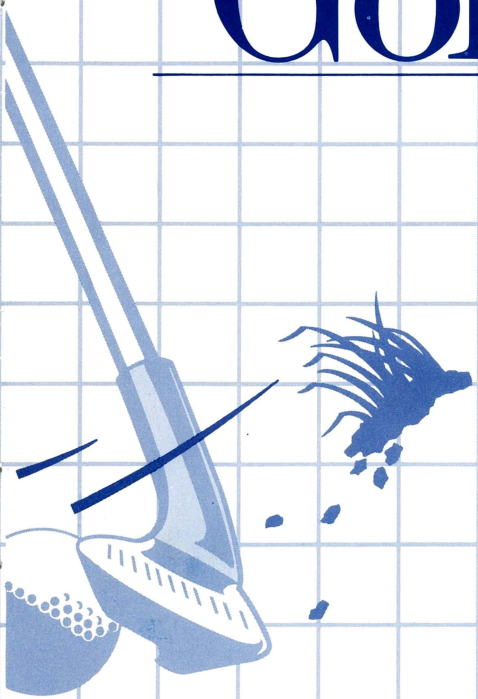
Great Golf™



SEGA®

Loading Instruction: Starting Up

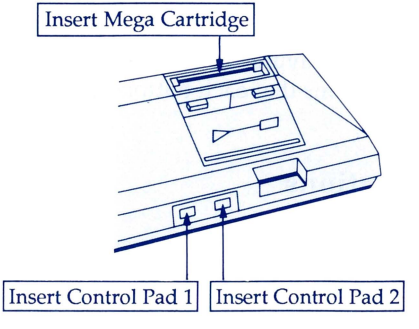
1. Make sure the power switch is OFF.

2. Insert the GREAT GOLF™ cartridge into the Power Base (shown below) by following instructions in your SEGA SYSTEM™ manual.

3. Turn the power switch ON. If nothing appears on screen, recheck insertion.

IMPORTANT: Always make sure the Power Base is turned OFF when inserting or removing your Sega Card/Cartridge™.

Game start: Perss Button (1) on Player 1's Control Pad.



The challenge

The world invitational Golf Tournament is about to begin. And you're about to take on one of the toughest golf courses in the world.

The course: 18 holes full of challenge, adventure, surprise and heartache. You'll need strategy as well as skill. Do you attack the dogleg with a bold hook, or play it cautious? Aggressiveness could take you to the top...but it could also land you in a bunker or water hazard.

Take your choice of two divisions — stroke play, with one to four players, or head-to-head match play.

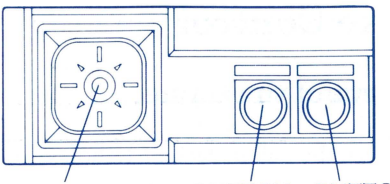
From tee to green, you'll enjoy an exciting round of championship challenge.

Now Make Your Move

Before you begin playing, orient yourself with the movements and functions that each button on your control pad executes.

Basic Functions

Your control pad is equipped to execute these moves with its various buttons.



Your Directional Button (D-Button)

- Selects match play or stroke play
- Selects number of players
- Moves cursor on Name Entry Screen
- Selects the club you wish to use
- Adjusts your stance
- Determines angle of shot

Button 1

- Starts game
- Checks wind direction and slope of the greens
- Returns to the previous screen or sub-screen

Button 2

- Activates sub-screens for club selection, stance selection and shot angle.
- Executes a shot

Use either Button 1 or 2

- To start play on each hole
- To enter a selection made with the D-Button

Now that you know how to activate each move, you're ready to play.

Take Control

Object of the Game.

To place the ball in each of 18 holes, just like in real golf. There are two possible variations of play:

- Stroke play (for 1 to 4 players) — The purpose is to finish a course of 18 holes with the least number of strokes. The game ends when all 18 holes have been played.

- Match play — Whichever player uses the fewest strokes on each hole is the winner of that hole. Score is not determined by the number of strokes, but by the number of holes won. The game ends whenever one player wins 10 holes.

- Sudden death playoff — If in either stroke play or match play, players have an equal score after eighteen holes have been played, an additional hole will be played until one player outscores the other.

To Start Play

Activate the cursor > with the D-Button and align it with the mode of play you want. Press Button 1 or 2 to enter.

> STROKE PLAY
  MATCH PLAY

If you select STROKE PLAY...
Use D-Button to move the cursor > to the number of players.

Press Button 1 or 2 to enter.

> 1 PLAYER
2 PLAYERS
3 PLAYERS
4 PLAYERS

Player 1 and Player 3 will use control pad 1.
Player 2 and Player 4 will use control pad 2.

Sighn-Up

Before play starts, each player, starting with Player 1, signs up for the tournament by entering his or her name or initials. You can enter 5 letters for each player, including a period or a space.

Use the D-Button to move the cursor > up or down, left or right, to select each letter, then press Button 1 or 2 to enter each letter.



If you want to cancel a letter you've selected, move the cursor to the left arrow and then press Button 1 or 2.

If you want to insert a space between two letters, move the cursor to the right arrow and press Button 1 or 2.

When you use up five letters or spaces, you'll automatically be transferred to the next player's entry line. Or, you can go to the next player's line by moving the cursor to END and pressing Button 1 or 2.

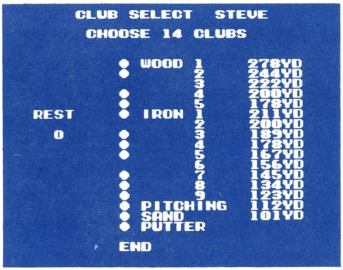
Select Clubs

You can carry up to 14 clubs in your bag. Once you're on the course, you can't change. One club has to be a putter... you get to choose the other 13.

Use the D-Button to move the cursor > to the club you wish to select, then press Button 1 or 2 to enter.

You'll see a dot • in front of the club you've selected. If you want to cancel any club, use the D-Button to position the cursor next to it, then press Button 1 or 2 to cancel.

After you've selected your clubs, move the cursor > to the END sign, then press Button 1 or 2 to enter the Course Screen.

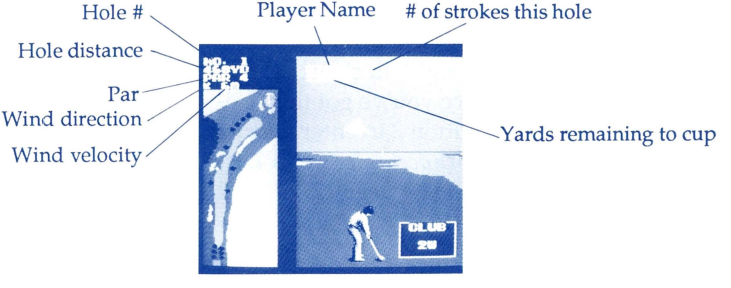


Course layout

When the game begins, you'll see a map of the complete course layout.



Then, press Button 1 to go to a screen showing the overhead view of the hole you're playing, and the player's view from the position of the shot.



Course Conditions

- Take a careful look at each hole...the layout of the fairways, the locations of the roughs, hazards and bunkers, the distance to the cup.

- Check the wind. Press Button 1, and your player tosses a few blades of grass in the air. Look carefully to see which direction the wind blows it as it falls.

Shot Mode

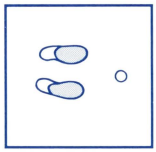
If you press Button 2, you'll see a sub-screen in the lower right corner of the screen. Use the sub-screen to decide the club, stance and power you want to use for each shot.

Club Selection Sub-Screen



To choose a club: Move the D-Button up or down. The name of the club will appear on the sub-screen. Stop at the club you want, then press Button 2 to enter.

Stance Selection Sub-Screen



To determine stance: Move D-Button up or down and to the left or right, to change the position of the feet. Once you've got the position you want, press Button 2 to enter. ***For a helpful hint regarding stance, refer to "A Lesson in Footwork" section on page 17.***

Shot Angle Sub-Screen



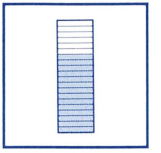
To determine the direction of shot: You'll see a flashing triangle sign on the screen. Move D-button to the left or right to aim the triangle in the direction you want your shot to go.

Usually, you'll want to aim straight for the green. Check the course map to see which direction you need to aim on each hole.

If you want to try and slice or hook around curves, remember: The triangle indicates only the direction of the ball as it leaves your club... not where a sliced or hooked shot will land.

Power Sub-Screen

To determine the strength of the shot: You'll see a scale on the left side of the screen, with a bar moving up and down. The higher the red bar, the more powerful your shot will be.

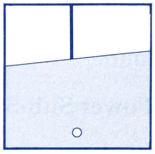


Shoot

Consider the wind direction, the distance to the green, and the stance and club you're using. When the timing is right and the power bar is at the level you want, press Button 2 to take your shot.

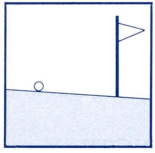
NOTE: You can change any item you've selected, anytime before you take your shot. Press Button 1 to move back one screen at a time, then use the D-Button to change your selection, and Button 2 to enter the new selection.

On the Green



Once the ball is on the green, the putter is selected automatically.
Press Button 1 and you'll see a sub-screen that shows the horizontal slope direction...the slope across the angle of your shot. Press Button 1 again and you'll see the vertical slope...uphill or downhill slope going towards the cup. Take both these slopes into account when you choose the direction and strength of your putt.

Press Button 2 twice to return to the Putting Mode.



To putt, first choose the stance and the direction of the putt, using the D-Button and Button 2. When the power scale is at the strength you want, press Button 2 to putt.

Progress of the Game

- Player 1 takes the tee shot (first shot) on the first hole.
- From then on, the tee shot on each hole is taken by the player with the best score on the previous hole.
- After the first shot on each hole, the player farthest from the hole takes the next shot...even if that means the same player shooting twice or more in a row.
- The name of the player whose turn it is to shoot will appear on the screen. Make sure it's your turn!
- The score will be displayed at the time of each hole out (when each hole is completed).
- When you've played all 18 holes, final scores and order of finish will appear on the screen.

Match Play

Match play is played with two players only. After the name entry, the procedure is identical with Stroke Play...except the winner is determined by the number of holes won, not total number of strokes used, and play on each hole stops as soon as it is won, even if one player has not holed out.

Sudden Death Playoffs

In both Stroke Play and Match Play, if the score is tied after 18 holes, you go into a Sudden Death Playoff.

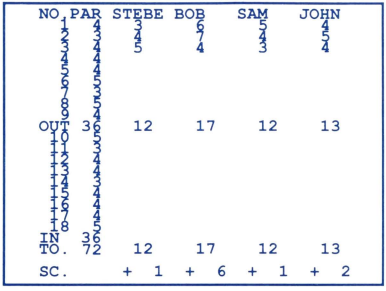
1. Playoff starts on hole 1 of the course.
2. Player 1 takes the first shot.
3. From the second shot on, the player farthest from the cup takes the next shot.
4. Play stops as soon as the winner is determined, even if all players have not holed out (completed the hole).
5. If two or more players are still tied when the hole is com pleted, another hole will be played. This continues until one player wins.

Know The Score

After all players have holed out (completed play) on each hole, a Scorecard screen appears.

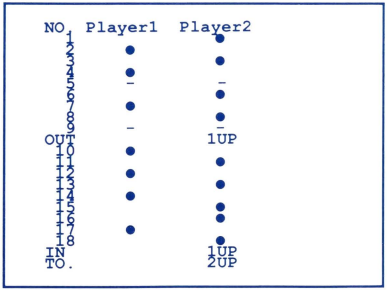
Stroke Play Scorecard

The score for each player is listed for each hole, as well as the cumulative score for 9 and 18 holes. At the bottom of each column, you'll see how far each player is above or below "par".



NO.	PAR	STEBE	BOB	SAM	JOHN
1	4	3	5	5	4
2	3	4	3	4	3
3	4	5	4	3	4
4	4				
5	4				
6	5				
7	3				
8	5				
9	4				
OUT	36	12	17	12	13
10	3				
11	3				
12	4				
13	4				
14	3				
15	4				
16	4				
17	4				
18	5				
IN	36				
TO.	72	12	17	12	13
SC.		+ 1	+ 6	+ 1	+ 2

Match Play Scorecard



NO.	Player1	Player2
1	•	
2		•
3	•	
4		•
5	-	
6		•
7	•	
8		•
9	-	
OUT		1UP
10	•	
11		•
12	•	
13		•
14	•	
15		•
16		•
17	•	
18		•
IN		1UP
TO.		2UP

- • - - indicates winner of each hole

OUT - Number of holes leading player is ahead for the first 9 holes.

IN - - Number of holes leading player is ahead for the second 9 holes.

TO. - -Total number of holes leading player is ahead by.

Sega's Course Rules

- Should the ball go out of bounds, a one-stroke penalty will be added to the score. The screen will return to where the shot was played from, and the next shot will be taken from there.
- Should the ball enter a water hazard, a one-stroke penalty will be added to the score. The screen will return to where the shot was played from, and the next shot taken from there.

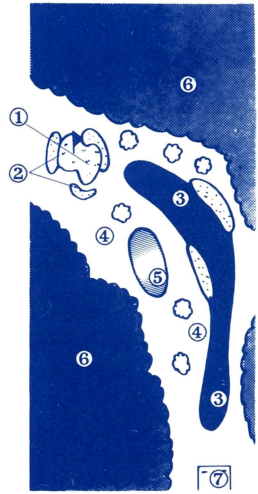
Sega Golf School

Glossary of Terms

① Putting Green
The area where the cup (the target) is located. Grass in this area is kept closely trimmed and the ball tends to roll farther.

② Bunker
A sand trap...a scooped-out area of the course filled with sand, difficult, but not impossible, to get a good shot out of.

③ Fairway
The course from the tee to the green, where the grass is trimmed to facilitate shooting the ball.



④ **Rough**
The out-of-bounds area, and some areas along the course, where grass is untrimmed, trees may be in the way, and shooting is more difficult.

⑤ **Water Hazard**
A pond, a river...once you're in, you can't get out.

⑥ **Out-of-bounds**
Because of the huge gallery attending this tournament, you're not allowed to play from out-of-bounds - - it's an automatic one-stroke penalty, and the ball is repositioned at the spot from which you took the shot.

⑦ **Tee area**
Where play begins for each hole.

Par
The number of shots an expert player needs to put the ball in the cup on each hole - - the standard to compare your play with.

On each hole...

A score of one shot less than par is called a *Birdie.*
Two shots less than par is an *Eagle.*
Three shots less than par is an *Albatross.*

One shot over par is called a *Bogey.*
Two shots over par is a *Double Bogey.*

Hole-in one

If your first shot on any hole goes in the cup, you've scored a Hole-in-one...one of the rarest shots in golf.

Kinds of Clubs

1W - 5W

Woods - - the head of the club is made of wood. This kind of club is best for hitting the ball a long way.

The number in front of the "wood" indicates the distance that club will drive a ball. The "1 Wood" drives the ball the farthest, the "2 Wood" the next farthest, and so on. The "1 Wood" is usually used for tee shots.

1i - 9i

Irons - - The head of the club is made of iron. This type of club is best for lifting the ball in the air. The higher the number of the iron, the higher the angle of flight will be (and the shorter the distance of flight will be).

SW

Sand wedge - - Used to lift the ball out of sand traps (bunkers).

PW

Pitching wedge - - Used to knock the ball out of rough terrain that's often found just outside the green. The pitching wedge lifts the ball onto the green.

PT

Putter - - The straightest, surest club, used to aim at the cup once you're on the green.

Flying Distance for Every Club

The "flying distance" is an average that the ball will travel off of each club. But the actual distance of each shot is determined by power, stance, wind and the lay of the land as well as by the club used. You should choose a club that corresponds to the distance remaining to the cup for each shot, and adjust the power of your shot to add or subtract distance.

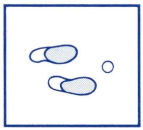
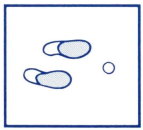
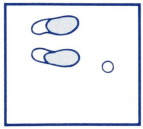
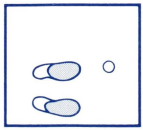
CLUB	FLYING DISTANCE	CLUB	FLYING DISTANCE
1W	278	5i	167
2W	244	6i	156
3W	222	7i	145
4W	200	8i	134
5W	178	9i	123
1i	211	PW	112
2i	200	SW	101
3i	189	PT	110
4i	178		

Remember, you can only carry 14 clubs with you, including the putter. You can't change once play has begun. So make sure you choose the range of clubs you'll need.

A Lesson in Footwork

The way a ball moves once it leaves the club depends on the stance. Most of the time, you'll want to hit the ball straight ahead, since these shots will get you the farthest, fastest. But with a "dogleg" hole - - a hole where the fairway curves around a bend - - you may want to try going partway around the curve by "hooking" or "slicing" the ball.

Hooks and slices are tricky, and may take some practice. They're worth learning, though. On doglegs, they can help you get to the green in fewer shots.

STANCE	DIRECTION OF THE BALL
	Slicing (curving to the right)
	Hooking (curving to the left)
	Low trajectory
	High trajectory

Some Final Advice

Remember all the different factors that affect your approach from the tee to the green. The club you use, the stance, the power and the wind direction all determine where each ball will land. The more you take into account all of these factors, the better you'll do on each hole.

On approach shots - - the shot that, if successful, puts you on the green - - and on putting, careful adjustment of your stance and power are especially important. Remember to consider the slope and tilt of the green as well as the direction to the cup.

The more you play, the more these techniques will become second nature to you. Keep practicing, and you'll soon be on par with the best golfers in the world!

Scorecard

Date			Name	Name	Name	Name
Hole	YD	Par				
1	468	4				
2	177	3				
3	330	4				
4	399	4				
5	351	4				
6	495	5				
7	141	3				
8	546	5				
9	267	4				
OUT	3,174	36				
10	534	5				
11	210	3				
12	309	4				
13	270	4				
14	192	3				
15	414	4				
16	375	4				
17	384	4				
18	471	5				
IN	3,159	36				
Total	6,333	72				

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™ / Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card / cartridge, at its option, free of charge.
This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA
Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*
Sega's service center is located at the following address:

Sega of America, Inc.
Warranty Repair
573 Forbes Blvd.
South San Francisco, CA 94080

Limitations On Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations of exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Now, there are no limits.®

SEGA®

SEGA OF AMERICA, INC., 573 Forbes Blvd., South San Francisco, CA 94080, (415) 742-9300
A CSK GROUP COMPANY
Printed in Japan
©1987 SEGA OF AMERICA, INC.