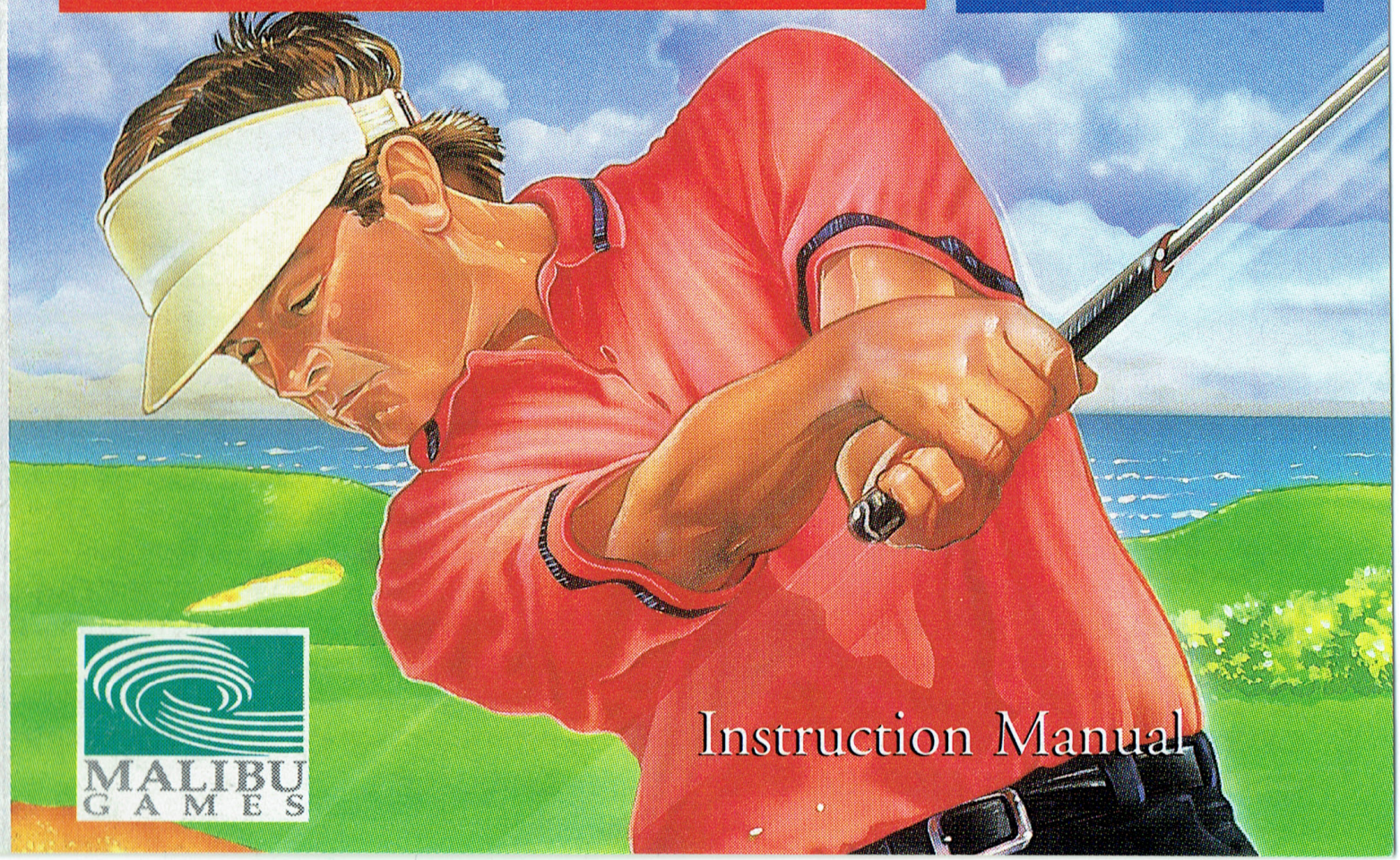
Nintendo®

GAME BOY®

DMG-AGFE-USA

Sports Illustrated®

Golf CLASSIC



MALIBU GAMES

Instruction Manual

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Contents

Starting a Round 2
Play Controls 3
The Game of Golf.....4
Play Selection 6
Player Selection 8
Course Selection.....9
Aiming Your Shot.....10
Selecting a Club 12
Spin, Draw and Fade.....14
The Stroke 16
Continuing Play.....18
Obstacles.....19
The Green.....20
The Scorecard 22
Controls Summary.....24
2-Player Games 25
Using Super Game Boy 26
Tips From The Pros 28
Limited Warranty.....29

Starting a Round

To begin playing Sports Illustrated Golf Classic, make sure your Game Boy's power is off. Insert the Game Pak and turn the power on. Press the Start or A Buttons once the title screens appear to begin the game.

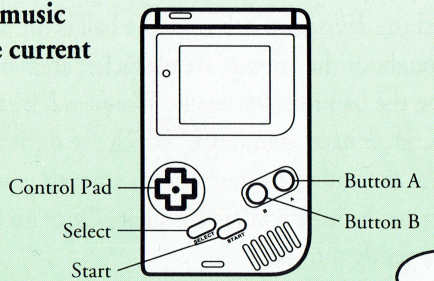
If you are familiar with the game of golf, the bold sections at the beginning of each chapter and the controls summary on page 30 will guide you quickly through basic controls and game play.

For those not so experienced at golf, read carefully through this manual for an explanation of the game and its terms.

Play Controls

- **The Control Pad is used to indicate which direction you want to hit the ball and to change menu selections.**
- **The A Button is used to select items from menus and to control your stroke.**
- **The B Button is used to move backwards through your selections.**
- **The Start Button turns the music on and off and displays the current password.**

These controls also have other functions which will be detailed as different sections of the game are discussed.



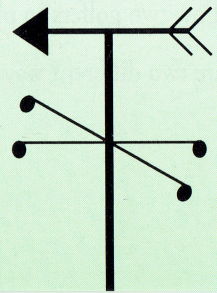


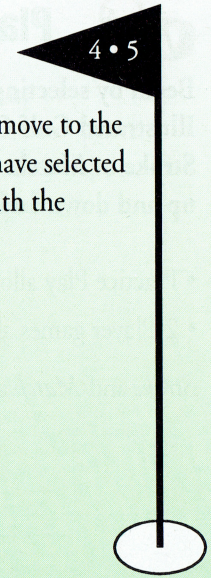
The Game of Golf

This is a very quick explanation of how a game of golf is played – **if you are familiar with the game, you may want to skip ahead to the bold sections of the manual, or to the controls summary on page 30.**

A round of golf consists of 18 numbered holes played in order. At each hole, players use various clubs to hit their ball along a smooth, grassy area called the *Fairway*. Each time the ball is hit, it counts as a *stroke*. Throughout the fairway are obstacles: areas of higher grass called *Roughs*, where the ball rolls less easily, *Woods* and *Water Traps*, into which balls are lost and *Bunkers* (sandtraps) which are difficult to hit out of. The player's goal at the end of the fairway is a smooth grass area called the *Green*, which contains the hole marked by a flag. Once on the green, players *Putt* the ball more gently into the hole.

When each player has hit their ball into the hole, players move to the next hole. (This can change, depending on whether you have selected *Match* or *Stroke* play, see page 7.) In general, the player with the fewest number of strokes overall wins the game.







Play Selection

Begin by selecting the number of players and type of play. Sports Illustrated Golf Classic provides for 1-Player Practice or 2-Player Stroke or Match. Choose one of these by moving the Control Pad up and down and select with the A Button.

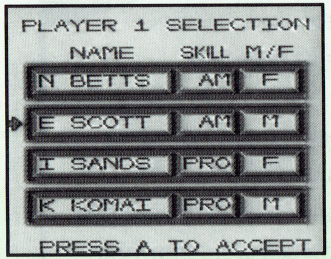
- Practice Play allows one player to play the course on their own.
- 2-Player games allow two golfers to play.

Stroke and *Match* are two different ways of scoring a round of golf.

In Stroke Play, each stroke of the ball is counted, and the player with the fewest total strokes for all 18 holes wins the game.

In Match Play, the player with the fewest strokes for any given hole wins that hole, and the player who wins the most holes wins the game. Match play has an advantage in that you can hit very poorly on a hole and lose only that hole, without having a bad score ruin your entire game.

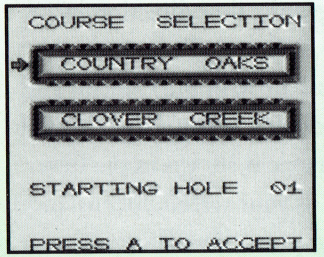
Player Selection



There are 4 pre-programmed golfers: an amateur male, amateur female, pro male and pro female. Select one of these by moving the Control Pad up and down and press the A Button to select.

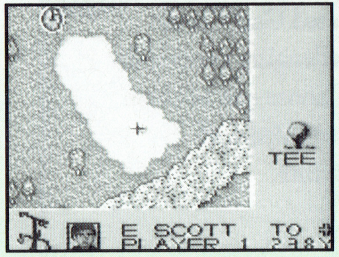
Amateur players have slower strokes and are easier to control. Amateurs have the option of taking one *Mulligan* on each hole, or replaying a stroke with no penalty. Pro players have the ability to hit the ball further, but require practice in order to hit the ball just right.

Course Selection



Sports Illustrated Golf Classic presents 2 challenging courses for you to play. Choose one of these with the Control Pad and A Button as before.

Aiming Your Shot



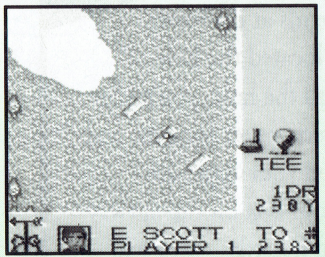
Begin setting your shot direction by pressing the A Button. Then move the flashing crosshair with the Control Pad to the location where you'd like the ball to land. Distance is shown in the lower right corner of your screen, for instance: "230Y". Then press the A Button to return to the tee. If you want to change your aim, press the B Button to go back to the tee and start the process again.

Each hole begins at the *Tee.* The computer will set your ball according to your skill level. Notice the *Wind Gauge* in the lower left of the screen; it indicates wind direction and speed. Wind affects your ball's travel, so keep it in mind (see Draw and Fade, pages 17 and 18).

The distance to your crosshair will appear in yards at the lower right. Scroll around the course until you have located the hole, marked by a flashing flag. Between your tee and the hole, you'll see light-colored fairways, dark-colored roughs, trees, water hazards, and bunkers. Check out the entire hole to decide on your *Approach* (how you're going to get to the green). Keep your ball on the fairway at all times, if possible. Stay clear of woods and hazards – they will cost you strokes. NOTE: the position of the crosshair is only to indicate the desired direction of your stroke and to give you the distance. Where your ball travels depends on your club selection, stroke power and snap.



Selecting a Club



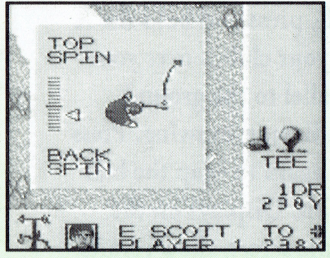
The computer's autocaddy will suggest a club for you in the lower right, for example: "1DR 230Y". Move the Control Pad up or down to change the club. Press A to select.

Club selection allows you to control how far you hit the ball. The computer's autocaddy will suggest a club for you according to distance. The following clubs are available to you, shown with their average maximum stroke distance in yards:

Code	Name	Pro	Amateur
1DR	Driver	270	230
3WD	3 Wood	245	200
5WD	5 Wood	—	180
1IR	1 Iron	225	—
3IR	3 Iron	205	170
4IR	4 Iron	195	160
5IR	5 Iron	180	150
6IR	6 Iron	170	140
7IR	7 Iron	155	125
8IR	8 Iron	140	110
9IR	9 Iron	130	95
PW	Pitching Wedge	90	75
SW	Sand Wedge	70	55
PT	Putter	20	15

Woods are used for long, hard drives. *Irons* are used for medium-range strokes, and cause the ball to fly higher than a wood. This may make a difference in your stroke – the higher the ball, the more it will be affected by wind. *Wedges* are used for shorter shots, and to get your ball out of a difficult spot, such as roughs or a bunker. *Putters* are used only on or near the green, for very precise hitting near the hole. Remember, the distances in the chart are ideal maximum distances – hitting against the wind or from the rough will decrease the distance your ball travels.

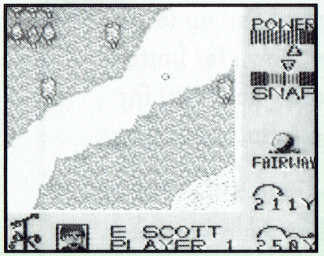
Spin, Draw and Fade



Move the Control Pad up to select top spin, down for bottom spin, left for draw and right for fade. Press the A Button to select.

Top Spin makes your ball roll further on the ground for added distance. *Back Spin* decreases the distance your ball rolls. If you are aiming for a small patch of fairway, a normal hit will bounce and roll past it – add backspin to keep your ball from rolling too far. *Draw* is a curve to the left and *Fade* is a curve to the right, which you may want to offset wind or to avoid an obstacle.

The Stroke



To hit the ball, press and hold the A Button until your club is over your head and parallel to the ground. Release the A Button to swing. Press the A Button again to snap the ball as it is being hit. Displays on the right side of the screen show results.

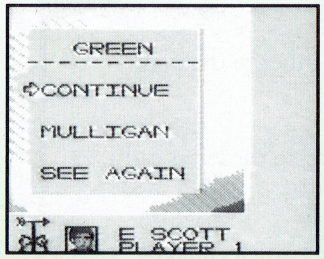
If you snap too soon, the ball will *Hook* (curve left), too late and the ball will *Slice* (curve right). If you forget to snap, that's a *Flub* and the ball probably won't go very far.

After you hit the ball, Display Meters along the right side of your screen will show (top to bottom):

- The *Power* (or overpower) of your stroke – further to the right equals more power.
- The *Timing* of your snap – centered is perfect, to the left is early, to the right is late, and a flub is just a flub.
- The ball's *Lie* – or where the ball came to rest, which could be anywhere; the fairway, the rough, a lake, etc.

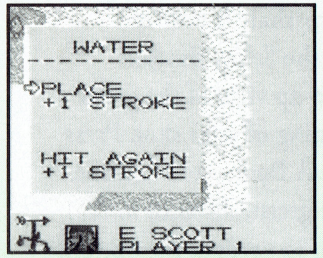
The backswing and swing are much slower and easier to time in amateur players than in professionals, and the odds of getting a flub or wild shot are lower when you're an amateur.

Continuing Play



The Continue Screen shows the lie of your ball and allows you to continue play, take a Mulligan, or see your last stroke again. Choose one of these with the Control Pad and press the A Button to select.

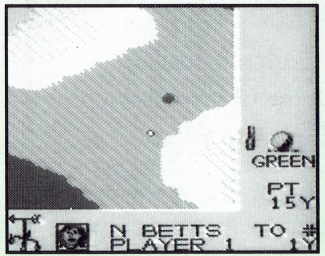
Obstacles



If your ball is lost, select place or hit again (both one stroke penalty) with the Control Pad and press the A Button to select.

If your ball lands in a bunker or rough, selecting a wedge should allow you to *punch* the ball back onto the fairway – a short hit onto the fairway might be a better strategy than trying a long drive from the rough or a bunker.

The Green



When the crosshair is over the green, press the Select Button to get a close-up view of the green for exact aiming of your shot. Press Select or the A Button to continue. Once on the green, distance to the cup is shown in yards at the bottom right. When putting, hold the A Button for backswing, release to putt.

Once you sink your putt, a score will appear on your screen.

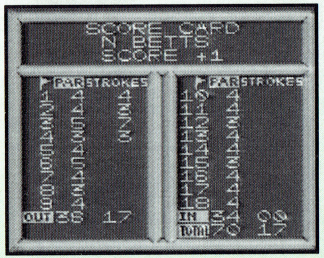
After each hole, a password will be displayed – record this if you want to stop a game in progress and continue later on.

Scoring in golf is labeled as follows:

Hole-in-One	Incredible!
Double Eagle	3 strokes under par
Eagle	2 strokes under par
Birdie	1 stroke under par
Par	Your goal for each hole
Bogie	1 stroke over par
Double Bogie	2 strokes over par
Triple Bogie	3 strokes over par
Mega Bogie	Don't give up your day job

For an explanation of scoring, see the next section.

The Scorecard



A scorecard is shown after each hole. Press the A Button to continue play.

For a *Stroke Game,* the score card shows each player's name, followed by an indication of whether your current score is at, above, or below par.

The scorecard lists the par for each hole next to the actual number of strokes you have taken for each hole. OUT indicates your score on the *Front Nine* (the first 9 holes) while IN indicates your score on the *Back Nine* (the final 9 holes).

For a *Match Game,* the game will show an arrow pointing up or down to indicate holes in lead or holes from lead. While the computer will keep track of your strokes and show you the par for each hole, the winner of the game will be the player who is up the most holes.



Controls Summary

TEE: Use the Control Pad to set direction of your stroke. Press the A Button. Take note of distance.

CLUB: Use the Control Pad to select a club. Press the A Button.

CURVE: Use the Control Pad to set fade, draw, and spin. Press the A Button.

STROKE: Hold the A Button to backswing, release to swing, press again to snap.

PUTT: Hold the A button to backswing, release to putt.

CONTINUE: Use the Control Pad to select Continue, Mulligan, (if available) or See Again. Press the A Button.

Game play continues in this fashion until all 18 holes are completed.



2–Player Games

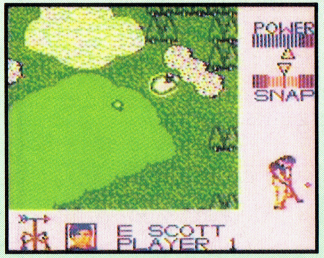
In a 2-Player game, players do not alternate hits, rather, the player whose ball is furthest from the hole continues to hit until they are as close or closer to the hole as the other player. For instance, Player 1 tees off well and is sitting pretty halfway down a long fairway, and Player 2 hits a short shot, then Player 2 will continue to hit until he or she passes or rests the same distance from the hole as Player 1.

Note: Mulligans are not available in 2-player games.

Using the Super Game Boy Adapter

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position.

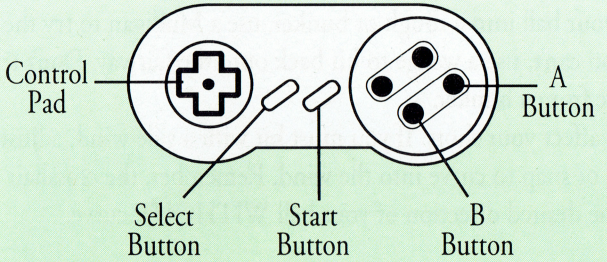




For further operation information, please consult your Super Game Boy and Super NES instruction manuals.

Game play on the Super NES using the Super Game Boy adapter. Both sold separately.

This Game Pak has been specially designed to allow enhanced graphics when using the Super Game Boy. Game controls have been pre-set so that the A, B, Start and Select Buttons on your Super NES Controller correspond to the same controls on the Game Boy. If you want to change the controller settings or the colors set for this game, consult your Super Game Boy instruction manual.





Tips From The Pros

- When you first tee off, the crosshair's starting position away from your tee indicates the general direction of the hole. However, it is seldom a good idea to drive straight for the pin. Look over the hole layout carefully, deciding which fairways you will use and how to avoid hazards.
- Start with an amateur player, and in a 2-player game, use match play. Trust us.
- If you hit your ball into a rough or bunker, use a Mulligan to try the shot again. If you can't, use a wedge to hit back onto the fairway. Don't try a long drive from a bunker.
- Wind does affect your shots. If you must hit with a side wind, adjust your fade, draw, or snap to curve into the wind. Remember, the crosshair indicates the desired direction of your ball WITHOUT curve.



Limited Warranty

MALIBU GAMES warrants to the original consumer purchaser that this Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, MALIBU GAMES will repair or replace the PAK, at its option, free of charge.
To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the MALIBU GAMES Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.

3. If the MALIBU GAMES service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

MALIBU GAMES Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

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If the PAK develops a problem after the 90 day warranty period, you may contact the MALIBU GAMES Consumer Service Department at the phone number noted. If the MALIBU GAMES service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to MALIBU GAMES. MALIBU GAMES will, at its option subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

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