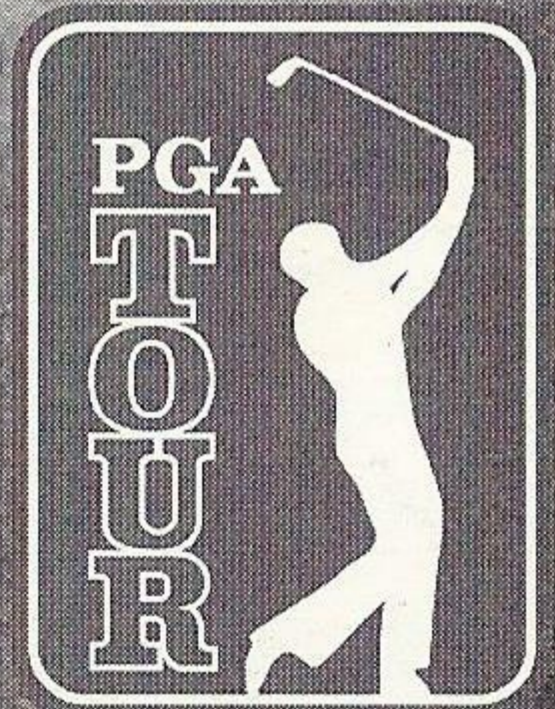


SEGA™

PGA TOUR® GOLF II

GAME GEAR™



MANUFACTURED FOR PLAY ON THE
SEGA™ GAME GEAR™ SYSTEM.



WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

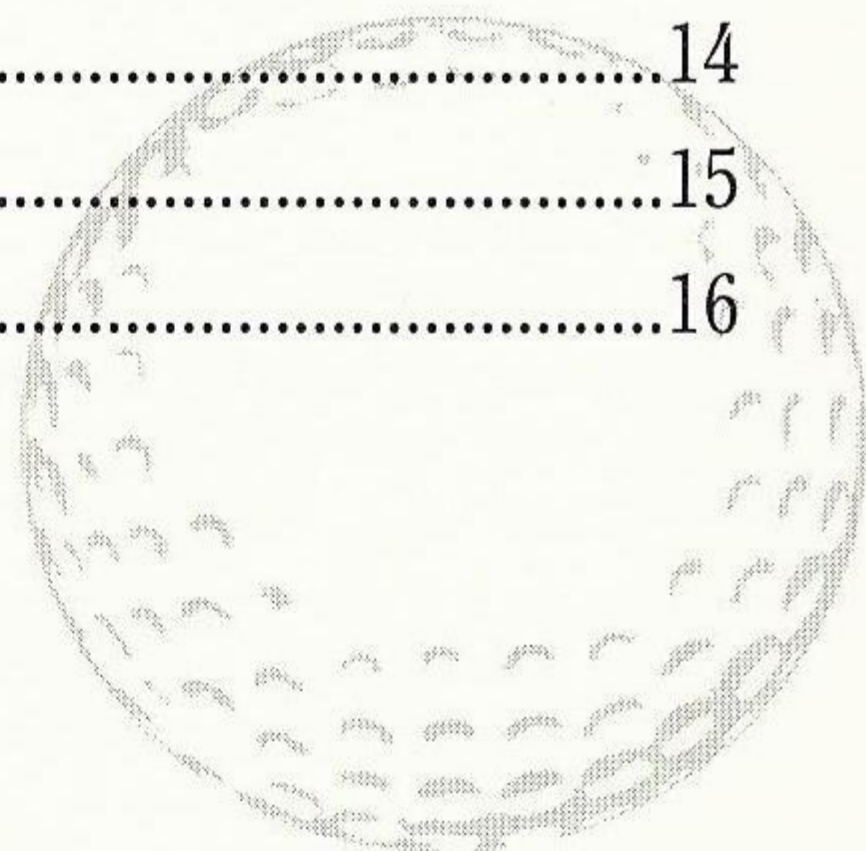
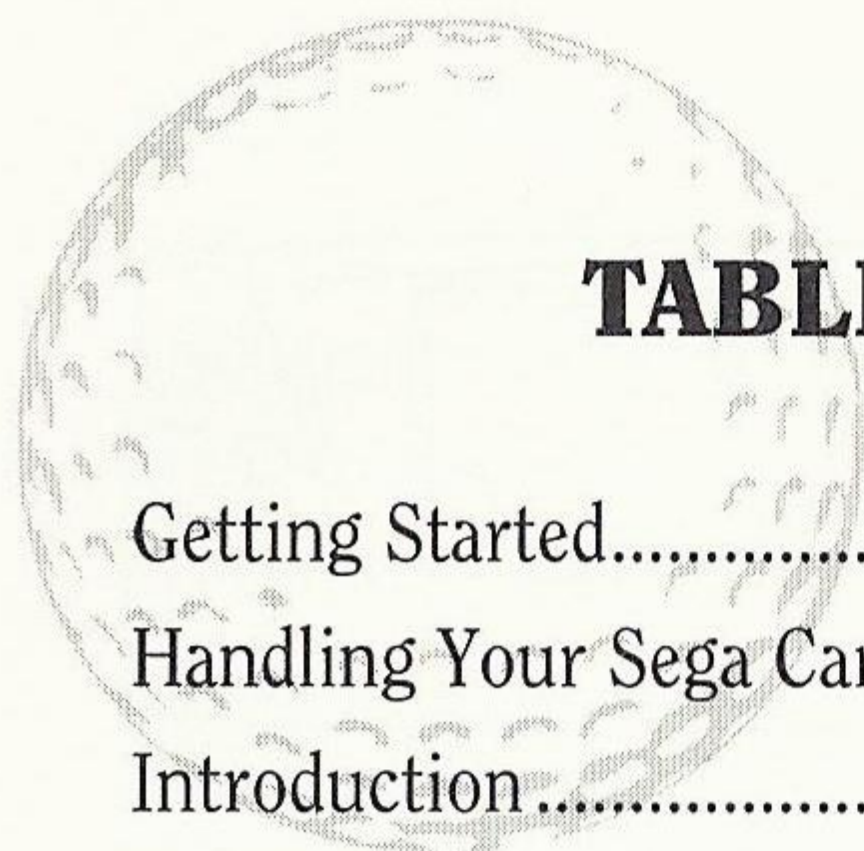
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions 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.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.

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GETTING STARTED

1. Set up your Sega Game Gear System as described in its instruction manual.

2. Make sure the power is off, then insert this cartridge into the Game Gear.

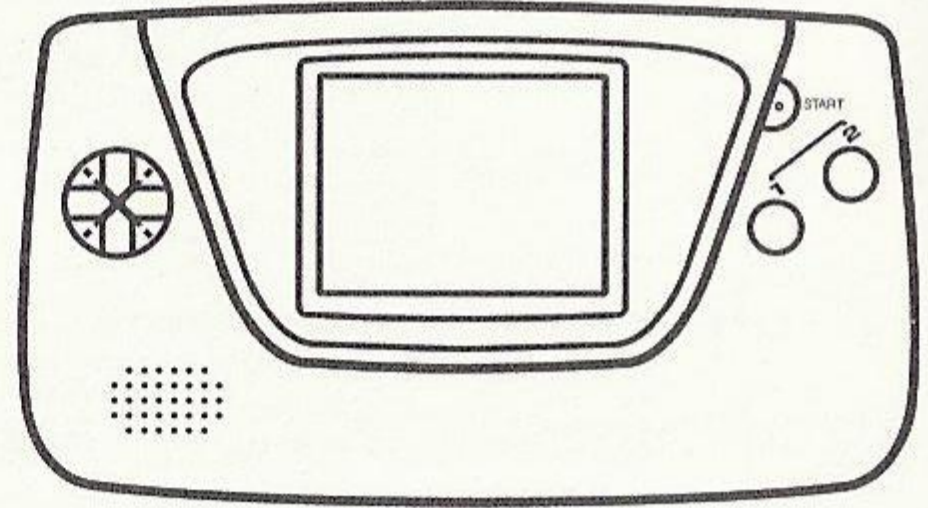
3. Turn the power switch on. In a few moments, the title screen appears.

4. If the title screen doesn't appear, turn the power switch off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch on again.

Important: Always make sure the power switch is turned off when inserting or removing your cartridge.

HANDLING YOUR GAME GEAR CARTRIDGE

- The Sega Game Gear Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- 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 recess during extended play, to rest yourself and the Sega cartridge.



INTRODUCTION

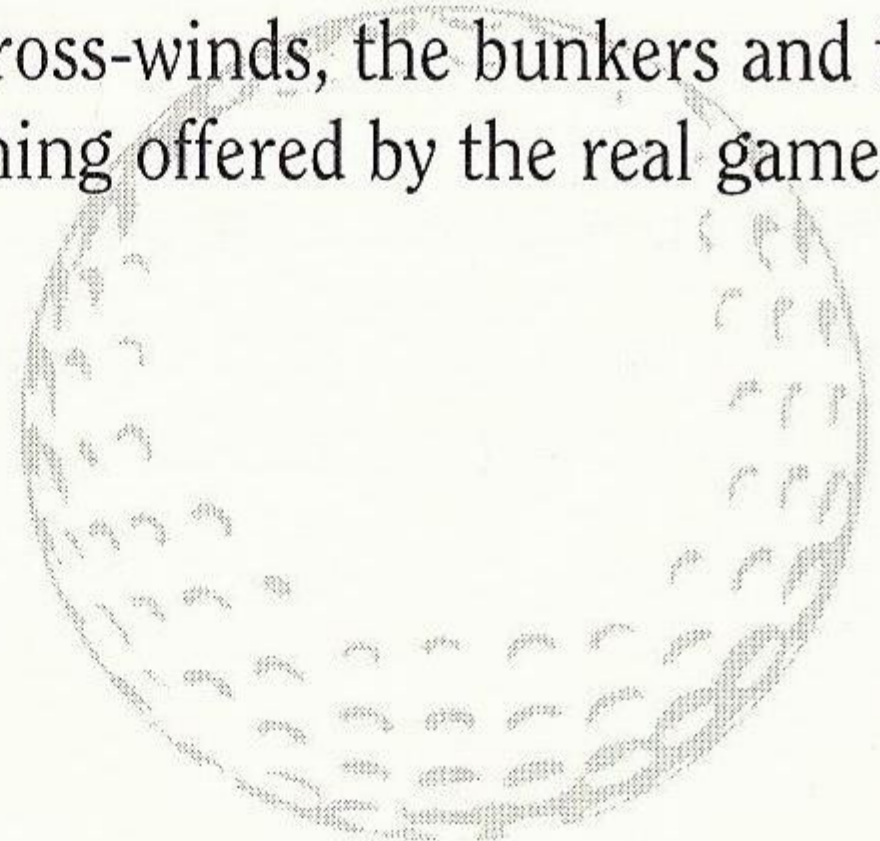
Welcome to PGA TOUR® Golf II, the only game that lets you play against the most competitive pros on some of the world's great courses. It's you against a field of choice PGA TOUR professionals, all battling for a \$2,000,000 take.



PGA TOUR Golf II will challenge your nerves and skill as you size up and execute shots from a variety of lies, overcome the pressure of a win-it-all putt from the fringe, and defend your reputation as a master of coordination, power and

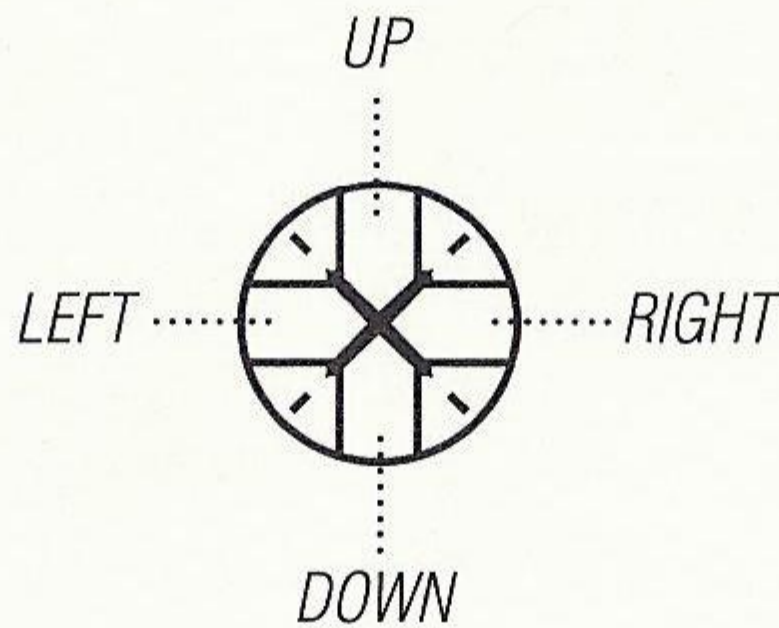
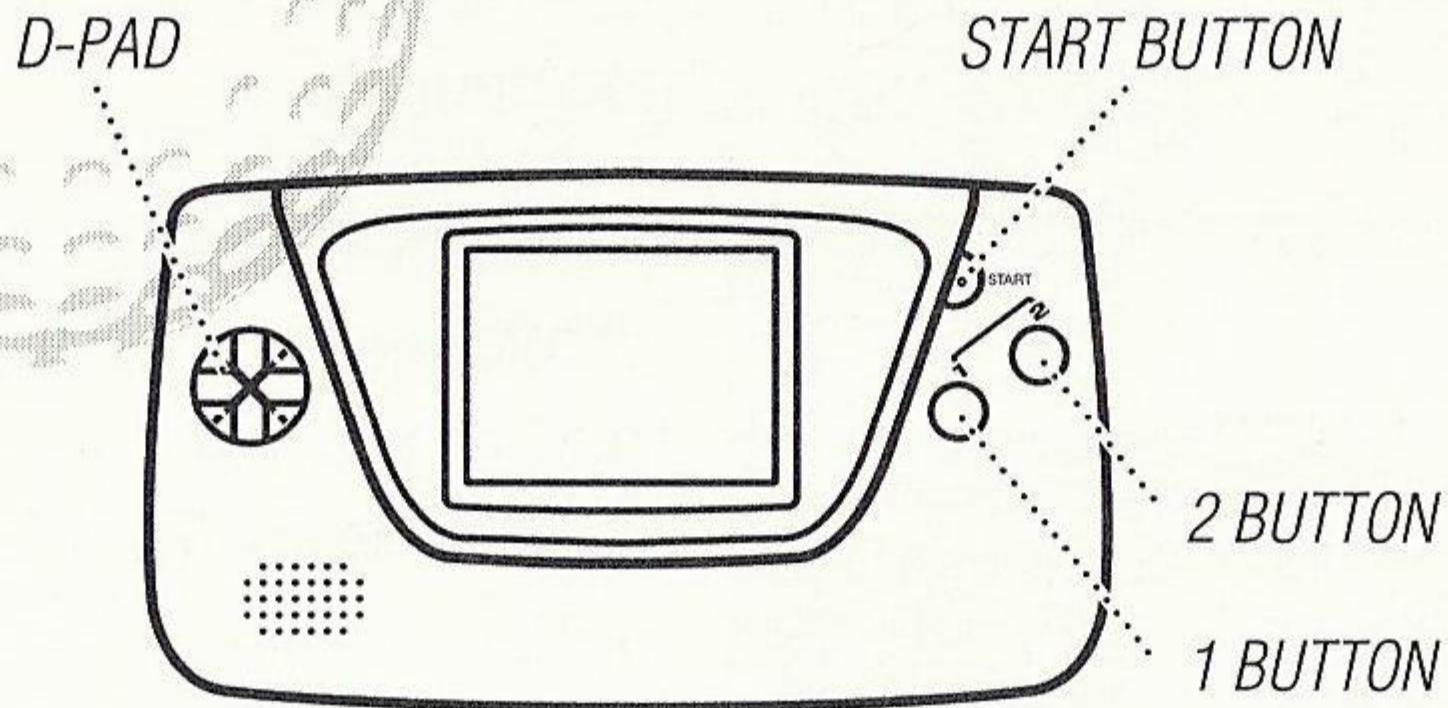
touch. Like the real PGA TOUR, it demands your best efforts.

Two iron or three wood? Hook or slice? Easy swing or maximum power? Whether you're a duffer or a real-life pro, the challenges are here: from the famous 17th hole at the Tournament Players Club (TPC) at Sawgrass to the notorious tiered green of the 13th at the TPC at Avenel. Battle the cross-winds, the bunkers and the water hazards. Experience everything offered by the real game.



THE CONTROLS

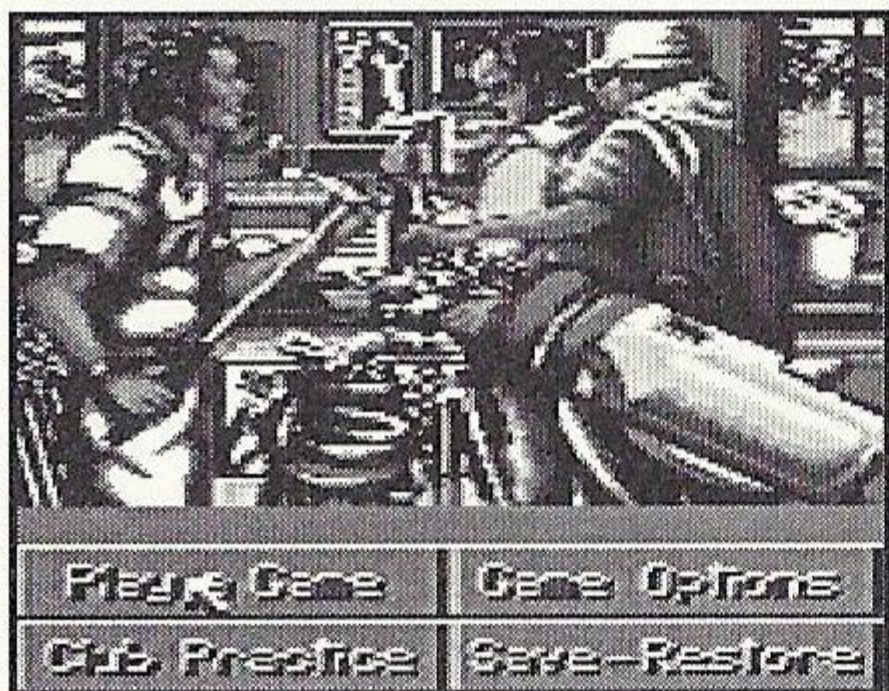
Use the controller as shown to control the action:



Where the Pros Shop

After starting up PGA TOUR Golf II on your Game Gear, the title screen will appear and it will display the message "PRESS START TO BEGIN." This will take you to the Pro Shop:

PRO SHOP

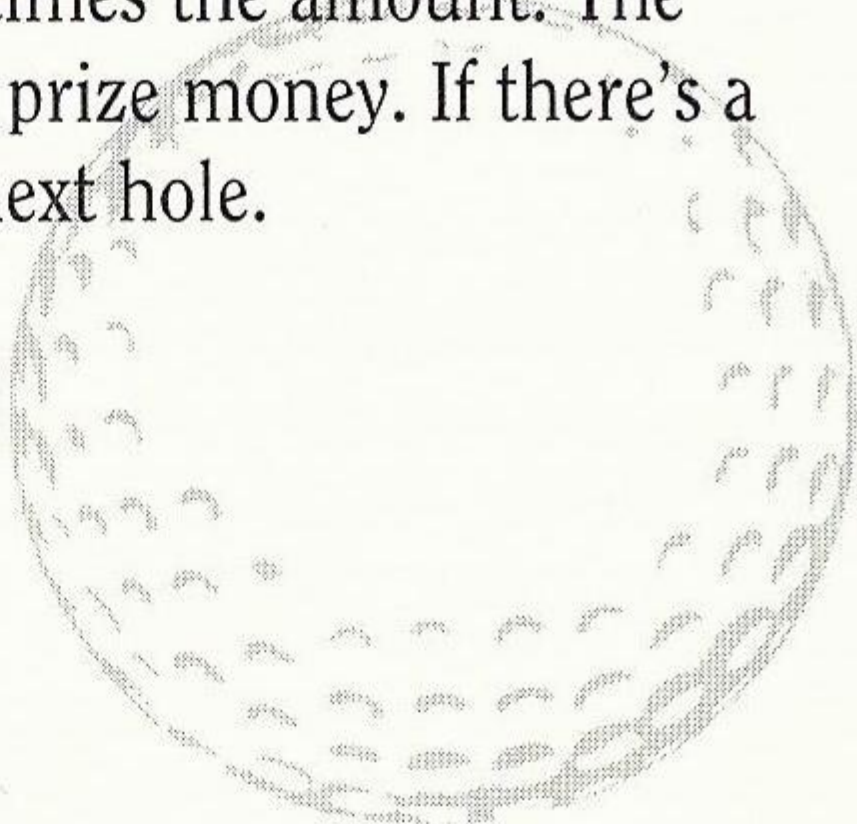


Press your **D-Pad Up, Down, Left** or **Right** to move the cursor over the option you want, then press **START** to select.

Play a Game will take you directly to the links. You're offered three game type options

and an option (**BACK**) to return to the Pro Shop. The Game Types are:

- **Practice Round** – Select this option to play eighteen rounds of practice golf. Select any hole or course to go to since there's no tournament or leaderboard.
- **Tournament Play** – This option lets you play a full four-round tournament against up to three built-in pros.
- **Skin Challenge** – Play for the big bucks against up to three built-in pros. The first six holes have an assigned prize money amount. The next six holes are worth twice that amount, and the final six holes are worth three times the amount. The lowest score on each hole wins the prize money. If there's a tie, the money carries over to the next hole.



Game Options lets you turn various options **On** (green check mark) or **Off** (red X). Press your **D-Pad Up, Down, Left** or **Right** to move the cursor over the option you want, then press **START** to turn it on or off. Select **MORE** to view more options. The options to turn **On** or **Off** are:

- **Music** – Background music during game
- **Sound FX** – Sound effects during game
- **Birds** – Sounds of chirping birds
- **Overhead** – Automatic Overhead view of the hole
- **Ball Lie** – Automatic mention of the ball's lie on the course
- **3D Putting** – Automatic 3D grids of putting greens before putting
- **Pro Advice** – Automatic advice from a pro golfer before each hole
- **Ball Distance** – Automatic mention of the ball's distance following each stroke

Club Practice sends you right to the **Driving Range** and **Putting Green** practice options. Select either option and you'll go to the Course Selection Screen and choose which of the six courses you would like to practice driving or putting on (see **Course Selection**, pg. 8, for details).

- **Driving Range** – Practice your Driving skills before you play a full round or take on the pros in a tournament.

- **Putting Green** – Practice the difficult task of putting. This is an art form, so make sure your skills are refined before you take on the pros. Before each practice putt, the putting green grid will appear. You'll first be shown the 3D contour grid revealing the topography of the practice green. Follow on-screen instructions to study the green before you putt. Press **START** to select **OK** and go to the green.

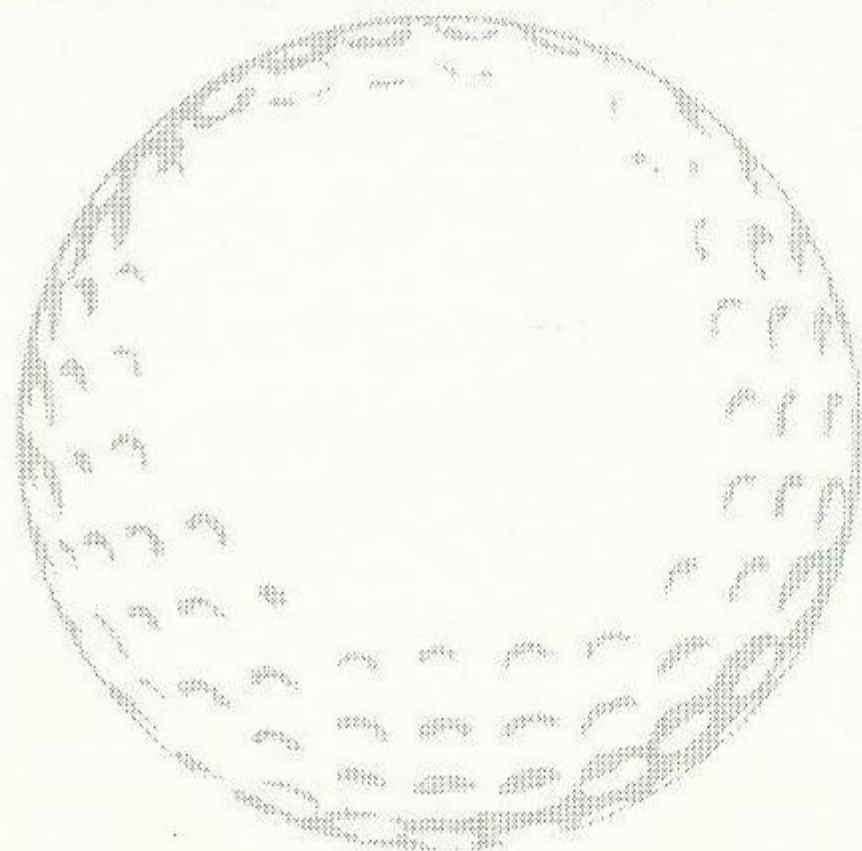
Select **BACK** to return to the Pro Shop.

Save-Restore lets you save a game or tournament in progress. During a game, you'll need to return to the Pro Shop to get to this option. (See **Course Options**, pg. 12, for details on returning to the Pro Shop).

NUMBER OF PLAYERS

After selecting a game type, the Number of Players Screen appears. Up to four players may be chosen. Press your **D-Pad Up**, **Down**, **Left** or **Right** to move the cursor over the number you want, then press **START** to select and go to the Player Type Screen.

Note: The Skins Challenge can only be played by 2-4 players. One can be computer-controlled.



PLAYER TYPE

This screen allows you to choose whether each player is human controlled, a computer pro, or a computer controlled amateur. Place the cursor over the **Human** or **Pro** option, then press **START** to toggle between **Human** and **Computer** or **Pro** and **Amateur**. You can also change player names. Here's how:

1. Select **NAME**.
2. Press your **D-Pad Up, Down, Left** or **Right** to move the cursor over the letter you want, then press **START** to select. Select the "Black Arrow" to backup and fix mistakes.
3. Repeat the process to select up to 7 characters.
4. When finished, select **OK** to return to the Player Type Screen.

Note: Each player selected (1-4) on the Number of Players Screen repeats the above process to determine the player type of each player.

When you're finished with Player Types, select **ALL DONE** to go to the Select Your Clubs Screen.

SELECT YOUR CLUBS

Each player can select up to 13 clubs to take to the links. To select your club, press your **D-Pad Up, Down, Left** or **Right** to move the cursor over the club you want, then press **START** to select or de-select. If thirteen clubs are already selected, you must de-select a club to make room in your bag for another club. When you're finished selecting clubs, select **OK** to go to the Course Selection Screen.

Note: When you're in Practice or Game Play, your caddy will hand you the club he thinks is appropriate for the shot, but the final choice is yours. To hit over trees, use a pitching wedge rather than the club your caddy suggests.

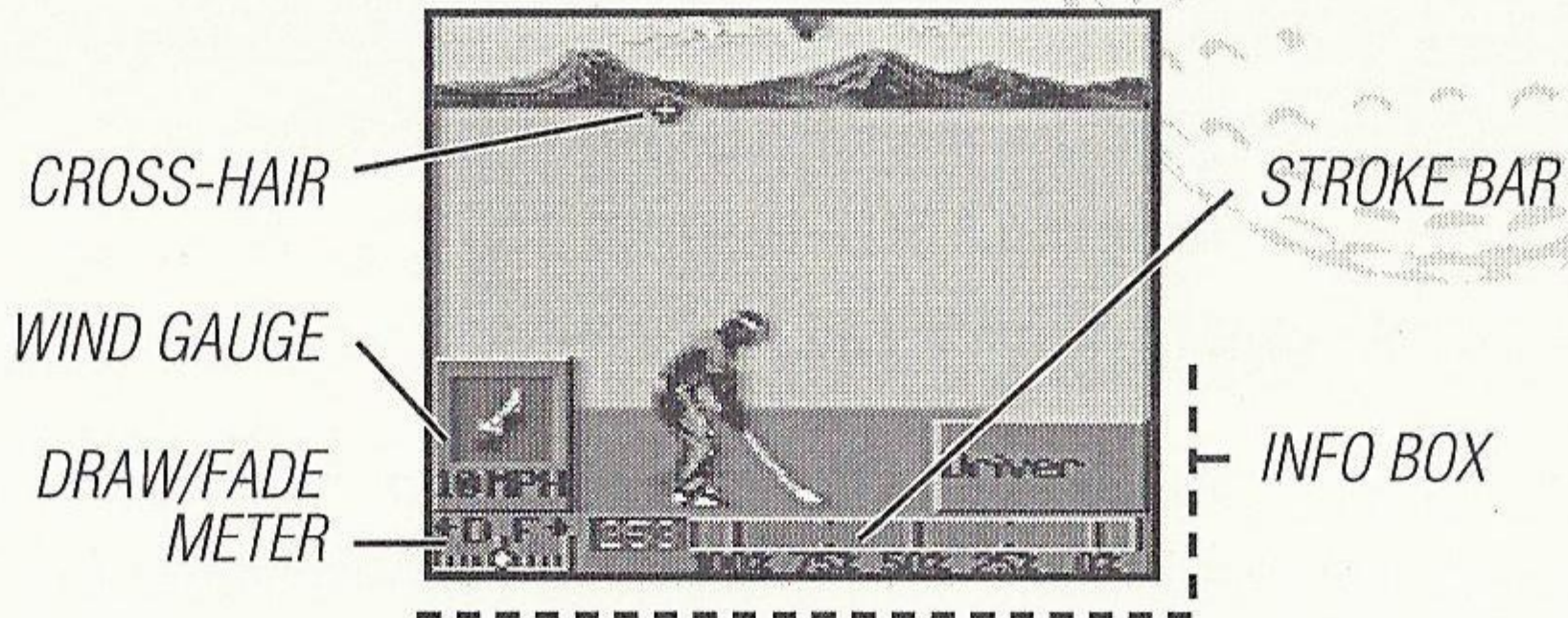
COURSE SELECTION

This screen lets you choose one of six great courses. Use your **D-Pad** to move the cursor over the left or right arrow to cycle through each course. Each course has its name and description displayed below a photo. When you find the course you want, select **OK** to go to the Hole Preview Screen for the 1st hole.

HOLE PREVIEW

Before each hole, a PGA pro will give a review and advice for each hole. After you read the advice, select **Hole Browser** to get an overview of the up-coming hole. The screen tells you which hole you're playing, the yards to the tee, and the par. Use your **D-Pad** to place the cursor over any area on the course, then press the **2 Button** to get a close-up view of that area. When you're finished browsing, press the **START Button** to return to the Hole Preview Screen. Select **ALL DONE** to go to the next hole.

AT THE TEE



Stroke Bar

This indicates the distance potential of the club you're using, and lets you control the power and accuracy of your swing. To hit the ball, you need to press the **2 Button** three times. The first starts your backswing; the second ends the backswing and determines the power of your stroke; and the third hits the ball and determines whether the shot will hook, slice or travel straight. (See **Swinging the Club**, pg. 11, for details).

Wind Gauge

The rotating arrow indicates the wind speed and direction. Adjust the direction and strength of your strokes to compensate for the wind, but watch out for the occasional wind gusts!

Aiming the Drive (The Crosshair)

The aiming cross-hair in the middle of the screen indicates the direction the ball will travel if it is well-hit. At every new ball lie, the cross-hair will be aimed at a "safe zone" – a recommended

area to aim the ball. To compensate for the wind and the hazards between you and the cup, change the position of the cross-hair by pressing the **D-Pad LEFT** or **RIGHT**.

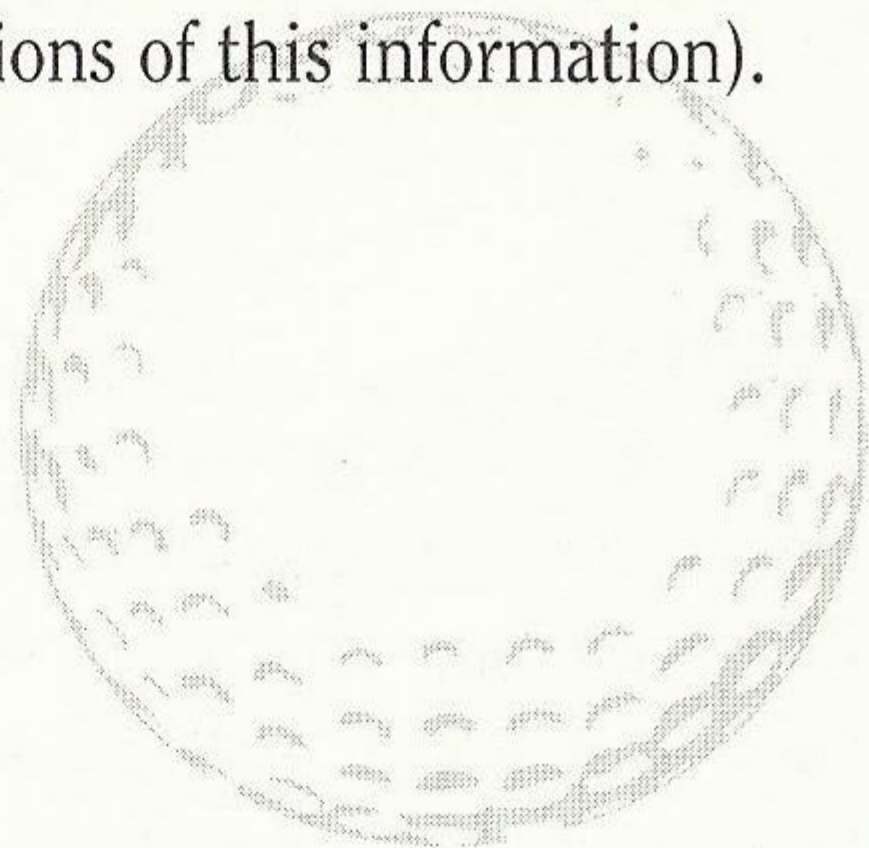
Draw/Fade Meter

To hook or slice the ball around a corner or avoid a hazard, use this option before you swing the club. Press the **START** Button to activate the cursor within the meter. Press the **D-Pad Left** or **Right** to move the cursor to the desired spot. Arrows next to the "D" and "F" show the direction the ball will draw or fade. Press **START** to deactivate the cursor and return control to your player.

Note: The Draw/Fade Meter makes no adjustments on the putting green.

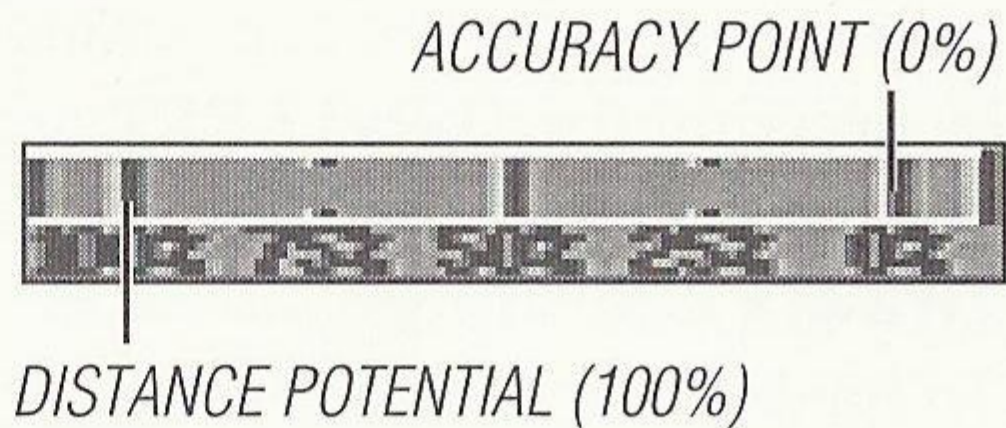
Info Box

The Information Box displays all the information you'll need to keep track of your progress on the course. It displays the player's name, the number of the hole, the Par for the hole, your current stroke, your score, the yards to the tee, and the current club you're using. (See fig. pg. 9, for locations of this information).



SWINGING THE CLUB

To master the art of a good “backswing” and “follow through”:



1. **Press the 2 Button to start your backswing.** The Power Bar quickly shows the growing force of your shot.
2. **Press the 2 Button to stop your backswing.** Each club has a distance average, displayed in the Info Box. The percentages below the Bar indicate the percent of the total distance potential. Upon pressing the **2 Button** the second time, the Bar begins to retract to the Accuracy Point, leaving a small line at the point you stopped the backswing.
3. **Press the 2 Button to hit the ball.** Pressing when the Power Bar has returned to the Accuracy Point hits the ball straight. Pressing before the Bar reaches the Accuracy Point hooks the ball to the left. Pressing after the Bar has moved to the right of the Accuracy Bar slices the ball to the right. The further away from the Accuracy Point, the more the ball will hook or slice.

Example:

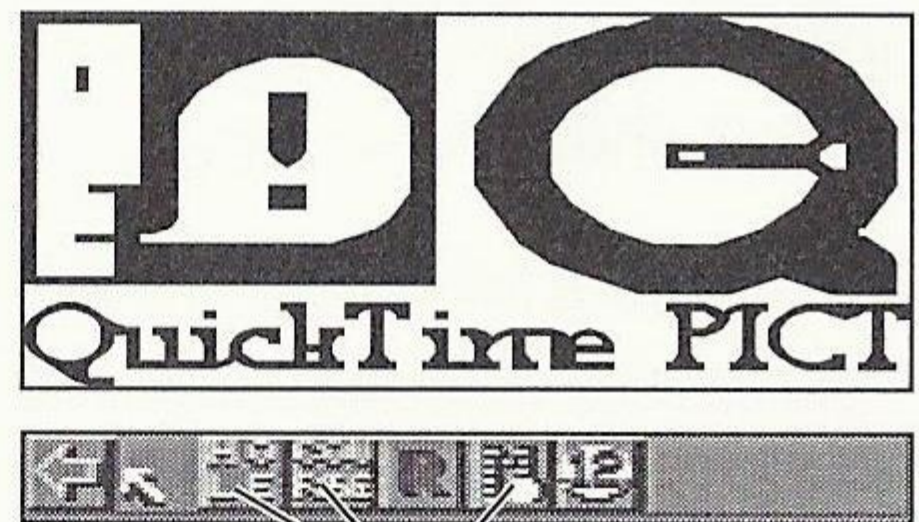
Let's say you're going to use your driver, which has a distance average of 260 yards. If you press the **2 Button** when the Power Bar is at 75 percent, your shot's calculated distance will be 195 yards. The actual distance of your stroke varies depending upon the wind, type of terrain on which the ball lands, the lie of the ball and your accuracy.

Overswing

The area to the left of the 100% Power mark on the Stroke Bar is for “overswing.” The farther you let the Power Bar go into this area, the farther you will be able to hit the ball. But there’s a price: if you don’t hit the shot perfectly (i.e. precisely at the Accuracy Point), the ball can and most likely will react erratically because you aren’t in total control of your swing. Hooks and slices will also become more pronounced.

COURSE OPTIONS

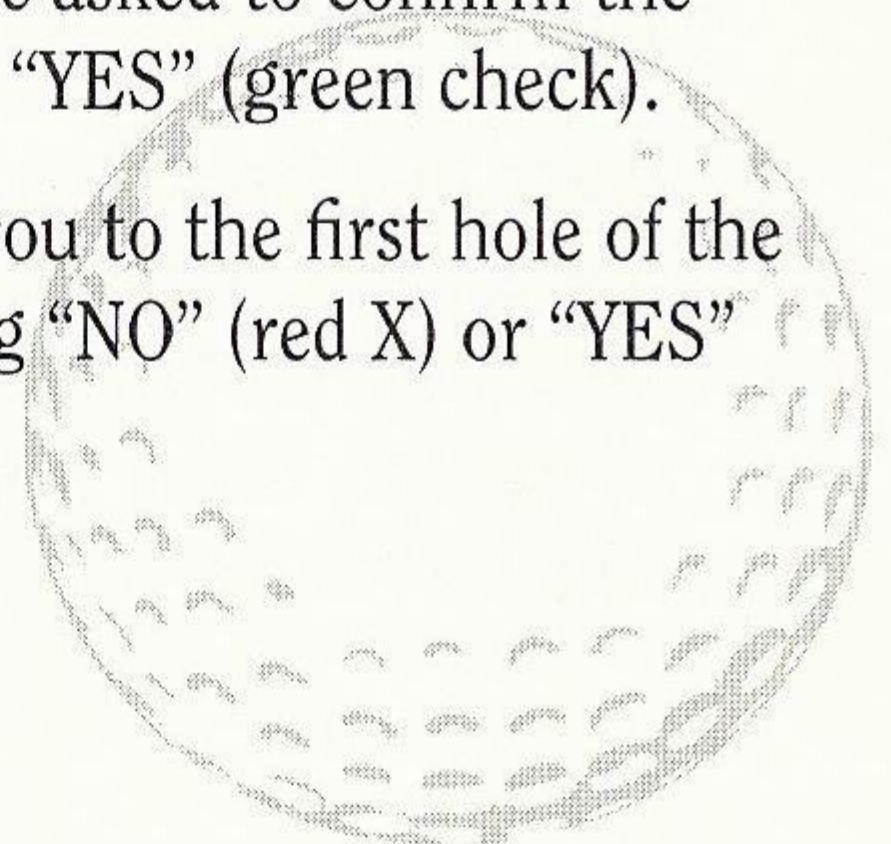
At any time while preparing to drive or putt, hold down the **1 Button** and you’ll get a series of icons that appear below the player. The icons (listed from left to right) represent the following options:



PRACTICE MODE ONLY

- **Overhead View** icon reveals the hole from a bird’s eye view.
- **Putting Green Grid** replaces the **Overhead View** icon (on the putting green only). It displays the grid before you putt.
- **Exit** icon will leave Course Options Menu
- **Return to Shop** icon will take you back to the Pro Shop, show earnings (Tournament, Skins only), or show you the leaderboard (Tournament, Skins only). In Practice mode, you can **Resume Game**, **Abandon Game**, call up the **Game Options Menu** (see **Game Options**, pg. 5), or **Save** the game.
- **View Scorecard** icon reveals your scorecard.

- **Ball Lie** icon displays the condition of the current ball lie.
- **Normal Shot** allows you to return to a normal shot if you had selected a Chip Shot or Punch Shot first, but changed your mind.
- **Punch Shot** will “punch” the ball, and is a good strategy to get the ball back onto the fairway from whatever trouble your ball may have found. The distance the ball will travel is shorter than if you took a full swing, but you’re not likely to flub or whiff the shot or shank it and have it sail wildly off your clubface.
- **Chip Shot** will “chip” the ball, reducing significantly its flight time and distance. The strategy is to fly the ball just onto the green and hope it rolls the rest of the way to the hole. It is not advisable to use the Chip Shot from a Sand Trap or from the Rough. A ball hit as a Chip Shot will stop dead in its tracks if it lands on the fringe of the green.
- **More Options Arrow** displays more options.
- **Hole** (practice mode only) returns you to the first stroke of the hole. If you select this option, you’ll be asked to confirm the selection by selecting “NO” (red X) or “YES” (green check).
- **Course** (practice mode only) returns you to the first hole of the course you’re on. Confirm by selecting “NO” (red X) or “YES” (green check).



- **Instant Replay** will replay the last drive or putt.
- **Mulligan** (practice mode only) lets you pick up the ball and take your shot over.
- **Pick Up Ball/Take 12** icon will let you pick up your ball and take a 12 for that hole.

TOURNAMENT PLAY

Now you're ready to go for the gold—\$2 million in prize money. Every skill you learned in Driving, Putting and Practice play can now be put to work on the circuit.

During play, you'll get television-style updates on how your competitors are faring. After every hole, you'll see your ranking on the Leaderboard. Keep working at it, you can take first prize with some work on that backswing!

You can visit the Tournament Tent before any shot by holding down the **1 Button**. The choices are described in **Course Options**, page 12.

Selecting **Return to Tent** will give you an opportunity to go back to the Pro Shop, view the Leaderboard, show you how much money each player has won, or see the Leaderboard with the total take for the day's match.

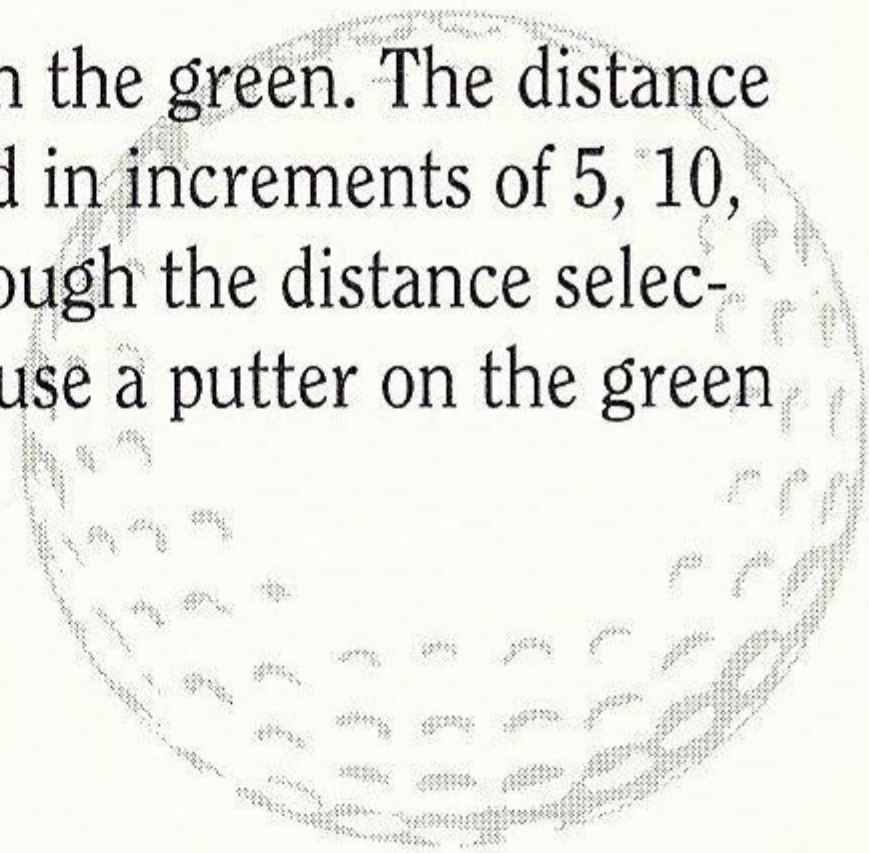
FUNDAMENTALS

As every duffer knows, the secret to a good score is to watch the ball, swing fluidly and follow through. The opportunity to practice Driving and Putting are a good way to get familiar with the game.

The average of each club is aerial distance assuming a perfect lie and no wind. If you try to carry a 4 wood with a distance of 224 yards over a water hazard 200 yards away, you probably ought to teach your ball how to swim! As in real golf, you will generally get some distance from bounce and roll.

During putting, a message below the grid reports how far your ball is above or below the cup, and the distance to it. Pressing the **1 Button** rotates the green **LEFT** and the **2 Button** rotates **RIGHT**, showing you one of four different views from your perspective at the ball. Press the **START Button** to go to the putting green. The Stroke Bar works exactly like the Stroke Bar at the Driving Range. To putt, you need to press the **2 Button** three times, using the same method described on page 11, **Swinging the Club**.

You always use a putter when you're on the green. The distance potential of your putter can be adjusted in increments of 5, 10, 15, 20, 25, 30, and 40 yards. Scroll through the distance selections using **UP** and **DOWN**. You must use a putter on the green or the fringe.



THE COURSES

TOURNAMENT PLAYERS CLUB (TPC) AT AVENEL *Potomac, Maryland*

The mixed topography of the rolling Maryland countryside requires a player to take a substantial number of risks. TPC at Avenel is home to the Kemper Open, the oldest continuously corporate-sponsored golf tournament on the PGA Tour.

STADIUM COURSE AT PGA WEST *La Quinta, California*

The USGA rates this course as one of the 100 greatest courses in the world. It's a tough love, however, as some of California's most beautiful vistas are the backdrop for swales, mounds, cavernous bunkers and merciless water hazards. Like all great courses, it demands your best shot every time you address the ball. If you try to play it safe, you'll get burned. The pros know the descriptive names for each hole, such as "Eternity" (11) and "Amen" (6).

TOURNAMENT PLAYERS CLUB (TPC) AT SAWGRASS *Ponte Vedra, Florida*

The architect, Pete Dye, sought to build a course that would challenge the players and provide spectator amenities, including unobstructed views of the action. Three of the first nine holes are ranked among the 100 hardest holes in the U.S. There are 6,857

continues...

yards of course, mostly narrow fairways with extensive water hazards and wide sand bunkers. Among the most memorable moments at Sawgrass were Fred Couples' astonishing 84 (8 under) in the first round of the 1984 tournament and Mark McCumber's incredible record-setting victory round of 273 in 1988.

TOURNAMENT PLAYERS CLUB (TPC) AT SOUTHWIND *Germantown, Tennessee*

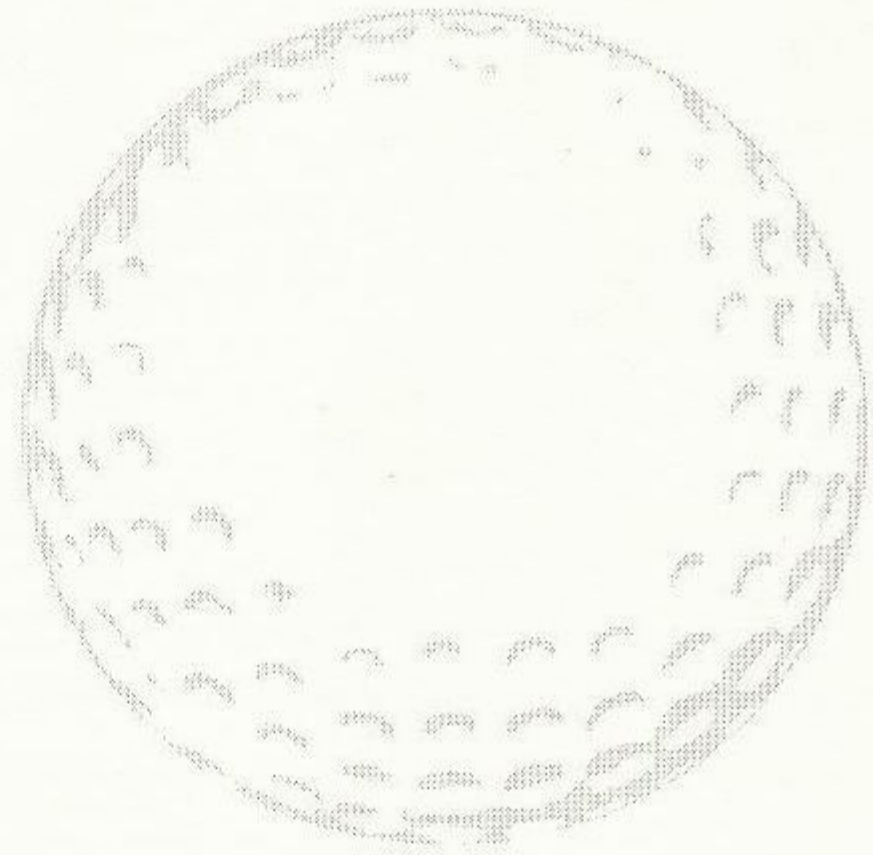
Designed by Ron Pritchard, with PGA Tour professionals Hubert Green and Fuzzy Zoeller, Southwind has become a competitive course for championship golf. With over 7000 undulating yards in length, a variety of doglegs (small and/or narrow), well bunkered greens, and an abundance of water, the course is integrated into the natural terrain. Overall, this course has a U.S.G.A. Rating of 74.8, which is the average score of "scratch" handicappers.

TOURNAMENT PLAYERS CLUB (TPC) EAGLE TRACE *Coral Springs, Florida*

This course was the second of the Players Clubs built specifically for the PGA Tour. Designed in 1984 by Arthur Hills, millions of cubic yards of dirt had to be hauled in to sculpt the massive mounds of amphitheaters. There is an enormous amount of water and an elaborate system of canals that weave through 16 of the 18 holes. In turn, the course requires precise iron shots and unerring approaches.

TOURNAMENT PLAYERS CLUB (TPC) OF SCOTTSDALE *Scottsdale, Arizona*

The TPC of Scottsdale was designed by Jay Morrish and PGA Tour professional Tom Weiskopf. Fashioned out of barren desert terrain, professionals and amateurs alike must make difficult club and strategy choices to score well. The course had to be designed to test the world's best players in the Phoenix Open and also provide enjoyment to the golf-playing residents of Scottsdale. This TPC was the first municipal facility to join the family of Stadium Courses.



CREDITS

Producer *Mac Senour*

Programmer *Bob Pape*

Lead Tester *Mike Kruise*

TIME WARNER INTERACTIVE 90-DAY LIMITED WARRANTY

TIME WARNER INTERACTIVE warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from date of purchase. TIME WARNER INTERACTIVE agrees to either repair or replace at its option, free of charge, any TIME WARNER INTERACTIVE software product. Before any returns are accepted you must call our warranty department (408/473-9400) for a return authorization number. You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLIGENCE OF THE SOFTWARE PRODUCT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT SHALL TIME WARNER INTERACTIVE BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

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 and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Address all correspondence regarding this TIME WARNER INTERACTIVE game to:

TIME WARNER INTERACTIVE, Inc., Warranty Department, P.O. Box 360782, Milpitas, CA 95036-0782

REPAIRS AFTER EXPIRATION OF WARRANTY: If your TIME WARNER INTERACTIVE game cartridge develops problems after the 90-day warranty period, you may contact TIME WARNER INTERACTIVE at 1-408-473-9400. If the TIME WARNER INTERACTIVE customer service technician is unable to solve the problem by phone, they will provide you with a RETURN MATERIAL AUTHORIZATION number (RMA). Write this number on the outside of the package used to return your defective game cartridge to TIME WARNER INTERACTIVE. Return the defective game cartridge, freight prepaid, to TIME WARNER INTERACTIVE at the address below. Enclose a check or money order for \$12.00, payable to "TIME WARNER INTERACTIVE." TIME WARNER INTERACTIVE will, at its option, subject to the conditions above, repair the cartridge or replace it with a new or repaired cartridge. If replacement cartridges are not available, the defective cartridge will be returned and the \$12.00 payment refunded.

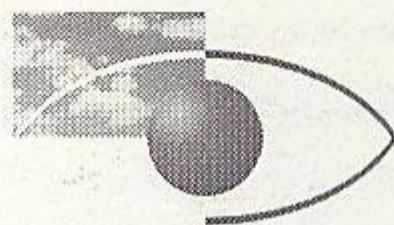
TIME WARNER INTERACTIVE, Inc., 675 Sycamore Drive,
Attn: Customer Service, Milpitas, CA 95035-0782

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Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155;
Japan No. 82-205605 (Pending).



PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this game, please call a **Time Warner Interactive game counselor** at **(408) 433-3999** Monday through Friday from **8:30AM—5:00PM Pacific Time.**



TIME WARNER
INTERACTIVE

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Milpitas, CA 95035

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