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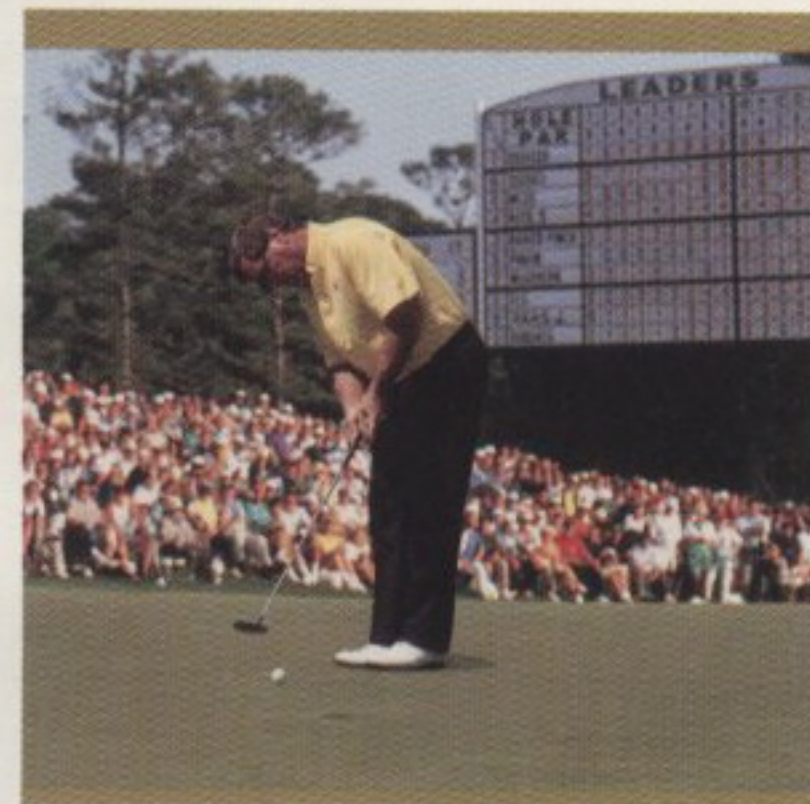
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SEGA

GAME GEAR™



PGA TOUR 96



Instruction Manual

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- This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
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- 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.



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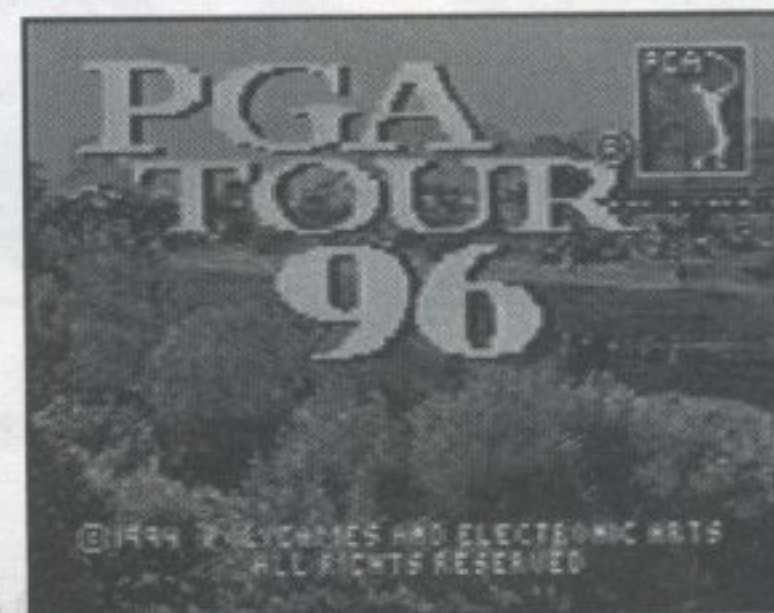
WELCOME TO PGA TOUR® 96

Here is your chance to experience the fairways and greens you've always dreamed of. Walk the 18th on the TPC at Sawgrass with the best on the PGA TOUR, then pass the field by as you march on to win it all.

- Look at the numbers: 3 TPC courses, 5 play modes, and Practice, Skins, and Tournament.
- If you win a Tournament, you win trophies and prize money!
- New Ball Lie Window with Arc meter provides accurate shot control and a great perspective.
- Updated PGA TOUR roster includes featured PGA TOUR pros.
- Awesome new state-of-the-art graphics.

STARTING THE GAME

1. Turn OFF the power switch on your Sega™ GameGear™. Never insert or remove a game cartridge when the power is on.
2. Insert PGA TOUR® 96 into the slot on the Game Gear. To lock the cartridge in place, press firmly.
3. Turn ON the power switch. The Sega logo appears. If you don't see it, begin again at step 1.
4. If you want to play right away, press START to go to Game Setup Screen.



CONTROLLING THE GAME

The Game Setup Screen

Button 1

Confirms a selected menu item.

Button 2

Cancels menu selection.

Returns to the previous Setup Menu screen.

D-Pad Up/Down/Left/Right

Selects a menu item.

On the Course

Button 1

Selects or confirms a menu choice.

Brings up Info screen (Putting, Driving)

Button 2

Cancels menu selection.

Press three times to hit the ball.

D-Pad

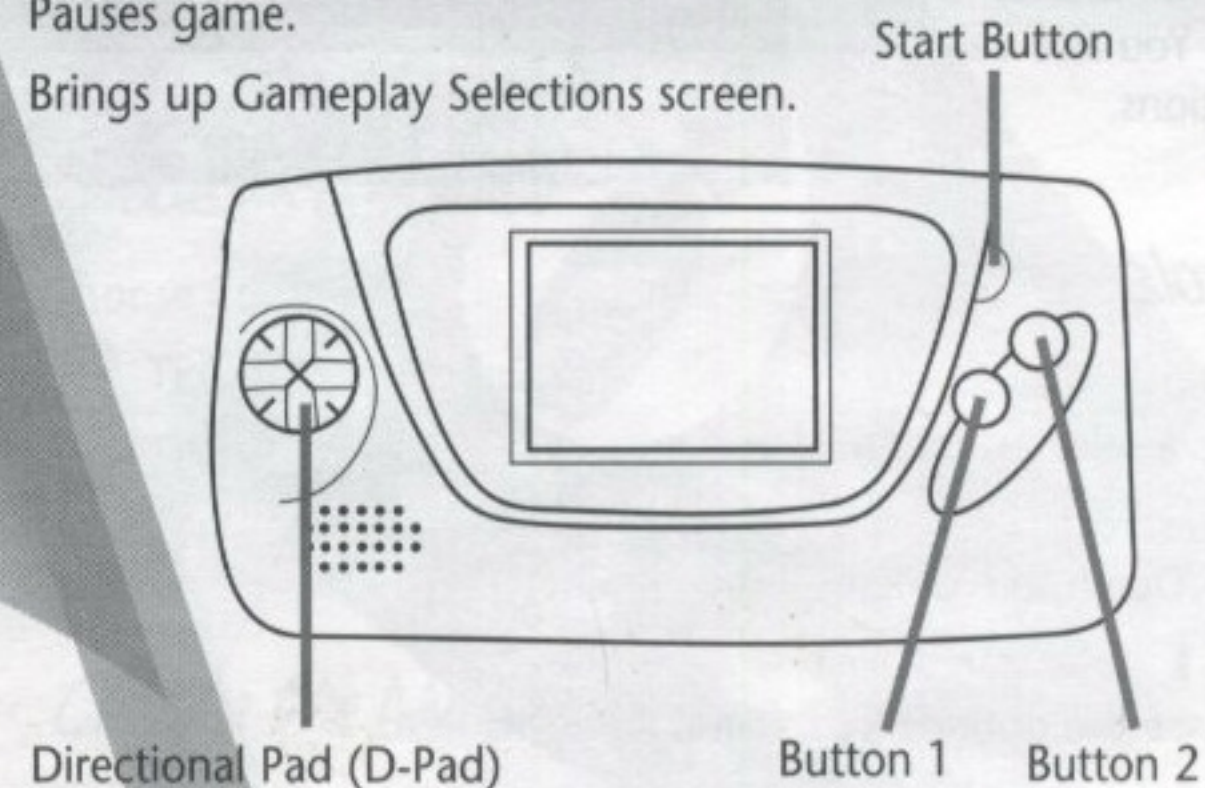
Moves aiming cross hairs.

Selects menu items.

START

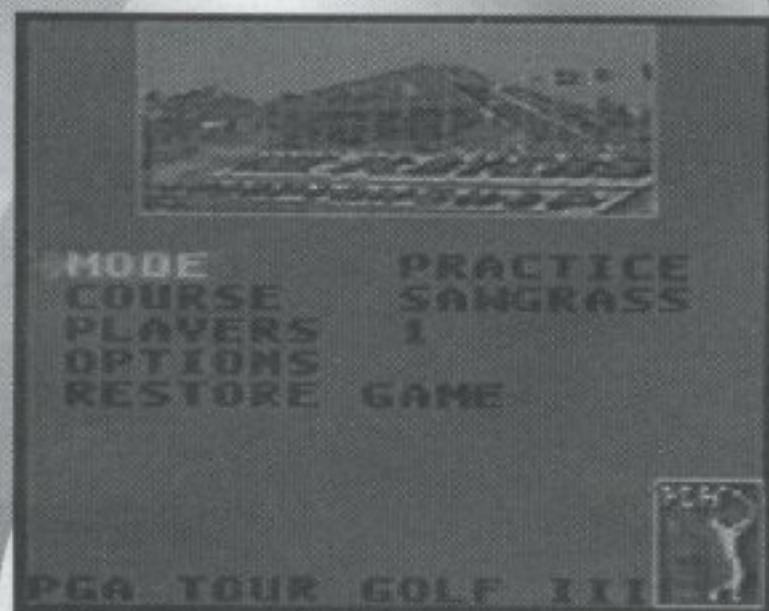
Pauses game.

Brings up Gameplay Selections screen.



THE GAME SETUP SCREEN

At the Title Screen, press Button 1 to go to the Game Setup screen. The Game Setup screen is where you choose your play mode, the course and the number of players. You also can set your options.



Controls

START

Confirms a selected menu item.

D-Pad

Press Up/Down to highlight a menu item.

Button 1

Press to see the options for each highlighted item.

Button 2

Swings Club

Cancels menu selection.

Returns to the previous Setup Menu screen.

Selecting Play Mode

The different play modes available are:

- Practice
- Putting
- Driving
- Skins
- Tournament

Choosing a Course

Choose from:

- TPC at Summerlin
- TPC at Sawgrass
- TPC at River Highlands

Choose the Number of Players

Select the number of players (number available depends upon game mode selected) by highlighting Players. Press Button 1 to view the choices, then press START to confirm.

Selecting Options

In the Options screen, you can adjust the game to fit your golfing style. Press Button 1 to change each option's setting and press Button 2 to return to the Setup screen.

Hole Stats

Gives how players did on this hole. Press Button 1 to turn On or Off (default).

Overhead

Shows a bird's-eye view of the hole. Press Button 1 to turn On (default) or Off.

Green Grid

Helps you to judge how close you are to the hole. Press Button 1 to turn On (default) or Off.

Auto-Lie

Displays Ball Lie Window on the fairway. Press Button 1 to turn On (default) or Off.

Hole Tip

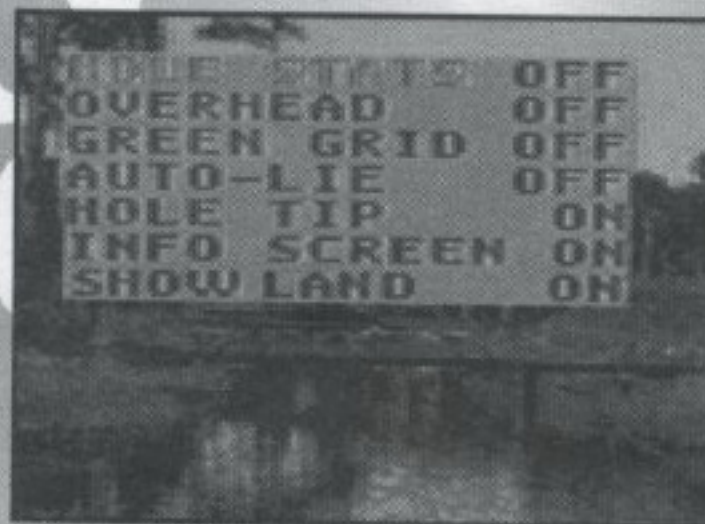
Tells you a pro's view on the best way to approach the hole. Press Button 1 to turn On (default) or Off.

Info Screen

Gives you information about the club to use and the shot you will attempt. Press Button 1 to turn On (default) or Off.

Show Land

Displays a close-up of the ball landing on longer shots. Press Button 1 to turn On or Off (default).



STARTING A PRACTICE ROUND

1. Press the D-Pad down to select Mode and press Button 1 until you see Practice.
2. Press the D-Pad down to select Players. Press the D-Pad Left/Right to highlight desired number of players (1 to 4).
3. Press the D-Pad down to select Options. Adjust the options to your liking.
4. Press START to begin the game.
5. You will then go to the Player/Clubs Select screen.

Selecting a Player

To select a Player, press the D-Pad Left/Right until you find the player you want. Choose from:

Generic 1
Generic 2
Lee Janzen
Tom Kite
Craig Stadler
Fuzzy Zoeller



Selecting Clubs

To Select Clubs, press the D-Pad Up/Down to view the selection of clubs. Button 2 selects or deselects a club. You can only carry 13 clubs in addition to your putter. When you have the clubs you need, press START to continue. You will be given a weather report and see a tip from a PGA TOUR® 96 pro.



HITTING THE BALL

The Stroke Meter and the Accuracy Point

Stroke Meter

The tool you use to determine the strength of your shot.

Accuracy Point

The spot on the Stroke Meter that you use to determine the direction of your shot.

An important skill to develop is stopping your swing exactly on the accuracy point – if you do your shot goes straight. If you miss the accuracy point to the right, the ball slices right. If you miss the point to the left, the ball hooks left. The greater your distance from the accuracy point, the greater the degree of the hook or slice.

1. Press Button 2 to start your backswing.
2. Press Button 2 again to stop your backswing and begin your swing.
3. Press Button 2 a third time to hit the ball (at the accuracy point).



BASICS FROM THE CLUB PRO

Throughout PGA TOUR® 96, there are menus to help you play and move through the game. While specific instructions for each menu and aspect of game play are included within this manual, certain constants remain the same and are listed below.

- Press the D-Pad Up/Down to highlight various options within a menu.
- Press START to confirm a selected menu option.
- Press Button 2 to leave the Title, Credit and Hole Preview screens.

Overswing

The area to the left of the 100% mark on the Stroke Meter is the "overswing" area. If you venture into the overswing area, you can increase your potential power and hit the ball farther than the maximum distance potential listed on the Stroke Meter. Be careful if you choose to go into this area; if you fail to hit the accuracy point, the results can be costly. All hooks and slices are magnified in direct proportion to the degree of power you have chosen. Overswing, by definition, reduces reliability.

Selecting the Proper Club

The program automatically selects a club for every situation, but you don't have to use it. Many factors, including wind and ball lie, can influence your club choice.

- To change clubs, press Button 1 to bring up the hole information screen. Then press the D-Pad Up/Down to toggle through all the clubs.

The name of the selected club appears at the bottom of the information box along the bottom of the screen. Each club has different characteristics, one being its maximum distance potential. When we talk about distance potential, we're referring to total, not aerial, distance. These potentials assume a perfect lie, no wind, and a flat spot for the ball to land so it can bounce and roll. The distance potential of a club is shown at the left side of the Stroke Meter.

CALCULATING YOUR SHOT

There's more to hitting the ball than simply aiming the cross hair and swinging the club. You should take into consideration the wind, the ball lie, your follow-up shot, and the potential hazards on the course itself. Let's say your driver's distance is 270 yards. If you stop your backswing when the Stroke Meter reaches 50%, your shot's calculated distance will be 135 yards, but this can be affected by the above factors.

Aiming Your Shot

The aiming cross hair (flashing in the middle of the screen when you're about to hit) indicates the direction the ball will travel if you hit square and there is no cross-wind.

- To adjust the aiming cross hair, press the D-Pad Left/Right.



Gauging the Wind

The rotating arrow at the bottom left of the screen indicates the wind speed and direction. Watch out for occasional gusts and pay attention to the weather report given before each round.

NOTE: The short irons impart a greater arc to the shot than do woods and long irons. Consequently, the higher the arc of the shot, the more the wind will influence the flight of the ball.

VIEWING THE COURSE

There are several different ways to view a course. These alternate views give you insight into potential hazards and help you play the best round of golf possible.

Overhead View

The Overhead View is best used in measuring long shots, particularly when there are hazards or trees involved.

When you're on the tee or between the tee and the green:

1. Press START to bring up the Menu.
2. Select Overhead and press Button 1. Then press any button to return to the course.

When in the Overhead View Screen, you can move the cursor with the D-Pad to measure the distance between the ball and any spot on the course. The Overhead View also shows the location of your opponent's ball after the tee shot.

Ball Lie

The Ball Lie Window shows you what kind of terrain your ball is resting on.

STATS

Leaderboard

The Leaderboard lists all the players in an ongoing tournament in order of lowest total score. Next to the name of each player is his current score in relation to par. Next to the 'Par' column is the 'Hole' column, which indicates the current hole for that player. A double dash (--) in this column indicates the player has finished the round.

- To page through the list, press the D-Pad Up/Down.
- To go to the course, press the START Button.

TPC AT SAN GRASS			
GOLFER	PAR	HL	
12. J. GALLAG.	- 1	4	
13. G. SAUERS	- 1	6	
14. MARK WIEBE	- 1	7	
15. W. GRADY	- 1	7	
16. BOB LOHR	- 1	9	
17. D. TENELL	- 1	11	
18. JIM BOOROS	- 1	11	
19. D. MALDORF	- 1	14	
20. JIM HALLET	- 1	15	
21. TOM KITE	- 1	16	
22. LEE JANZEN	E	1	

Tourney Results

The Tourney Results screen shows a list of all golfers who have completed a tournament and their respective scores.

- To page through the list, press the D-Pad Up/Down.
- To go to the course, press the START Button.

PUTTING

To putt, press Button 2 three times. To refresh your memory on how to use the Stroke Meter, see The Stroke Meter and The Accuracy Point.

The distance potential of your putter can be changed in increments of 5 feet over a range of 5 to 120 feet.

- To change the distance potential, press Button 1 to bring up the hole information screen. Then press the D-Pad Up/Down to toggle through the distances.



Grid View

When you're out playing a round and you're on the green or within 40 yds of the cup, you can access the Green Grid. (If Auto Green Grid is on, this occurs automatically.)

- To view the Grid, select Green Grid from the menu.

The contour grid showing the topography of the putting surface appears. A message above the grid reports how far

the ball is above or below the pin, and the exact distance to the cup. To get a better view of how the topography affects the roll of the ball, rotate the grid.

- To rotate the grid left/right, press the D-Pad up/down.

The Secret to Putting

Reading the breaks of a green can be tricky and requires practice. There are no fixed rules for determining just how much you should compensate by aiming the cross hair for the break, but below are a few reliable guidelines.

- The breaks in the green influence the ball more as the ball slows down. It's more important to compensate for the breaks around the cup than for those directly in front of the ball.
- When compensating for a drastic break, keep in mind that the ball must travel farther to the cup and plan your distance accordingly.
- Particularly on short putts, it's generally a good idea to hit the ball too hard rather than too soft; don't try to cozy your short putts. On the other hand, if you're "lipping" a lot of your putts, try hitting the ball a little softer.

DRIVING

Designed for one player only, the Driving Range is great for practice and polish. While at the Driving Range, change clubs and different kinds of shots: try out your irons as well as woods. Practice with the Draw/Fade and Arc meters. To practice driving, select Driving from the main menu and press START.

Clubs:

Press the D-Pad Up/Down until you find the club you want to use.

Shot:

Press the D-Pad Right/Left until you find the shot you want to try.



SKINS CHALLENGE

Two to four players compete in a Skins Challenge for cash. The game is played over the course of 18 holes, with each hole assigned a monetary value. The value of the holes increases as you play.

In order to win cash, you must win the skin for that specific hole. To win a skin, you must win a hole outright by making a lower score on that hole than each of the other competitors. If two players tie for the lowest score on a given hole, the skin for that hole carries over to the next hole. Theoretically, all 18 skins could ride on the 18th hole. If no one wins the 18th hole, the players replay the 18th hole until someone wins the remaining skin(s).

Since the total score for the round has no bearing on who wins, when one of the players clinches a skin on a given hole, the other players simply pick up their balls and head to the next hole. This is reflected on the Scorecard. If the winning player scores a 3 for a hole, the other players show a score of 3+ on the scorecard. This means that they would have taken more than 3 strokes to finish the hole, but simply went on as the competition was finished.

TOURNAMENT PLAY

Now that you've mastered the basics and perfected your skills, it's time to put it all together and play a tournament. A tournament comprises four full rounds (72 holes) on the same course.

How to Play

Choose Tournament from the Game Setup screen (see Game Setup Screen). After making your selections from the Player Setup Screen, an overhead of the course appears. The Tournament Board then introduces the tournament and total prize money. The Leaderboard, which shows the current standings for all tournament participants, appears. Following each ranking is the player's name, score, and the hole he is currently playing.

- To exit any screen, press START.

Making the Cut

Generally, if you shoot par or better you will make the cut. At the end of the second round, the top players, plus all those players tied for the lowest qualifying score, move on to the third round.

At the end of the third round, the top players, plus all those players tied for the lowest qualifying score, move on to the fourth and final round.

NOTES

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LIMITED WARRANTY

BLACK PEARL SOFTWARE warrants to the original consumer purchaser that this Cartridge 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, BLACK PEARL SOFTWARE will repair or replace the Cartridge, at its option, free of charge. To receive this warranty service:

1. DO NOT return your defective Cartridge to the retailer.
2. Notify the BLACK PEARL SOFTWARE 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 BLACK PEARL SOFTWARE 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 Cartridge, and return your Cartridge freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

BLACK PEARL SOFTWARE Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the Cartridge has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the Cartridge develops a problem after the 90 day warranty period, you may contact the BLACK PEARL SOFTWARE Consumer Service Department at the phone number noted. If the BLACK PEARL SOFTWARE 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 Cartridge freight prepaid to BLACK PEARL SOFTWARE. BLACK PEARL SOFTWARE 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 \$10.00 payment refundable.

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