

SEGA

# GAME GEAR



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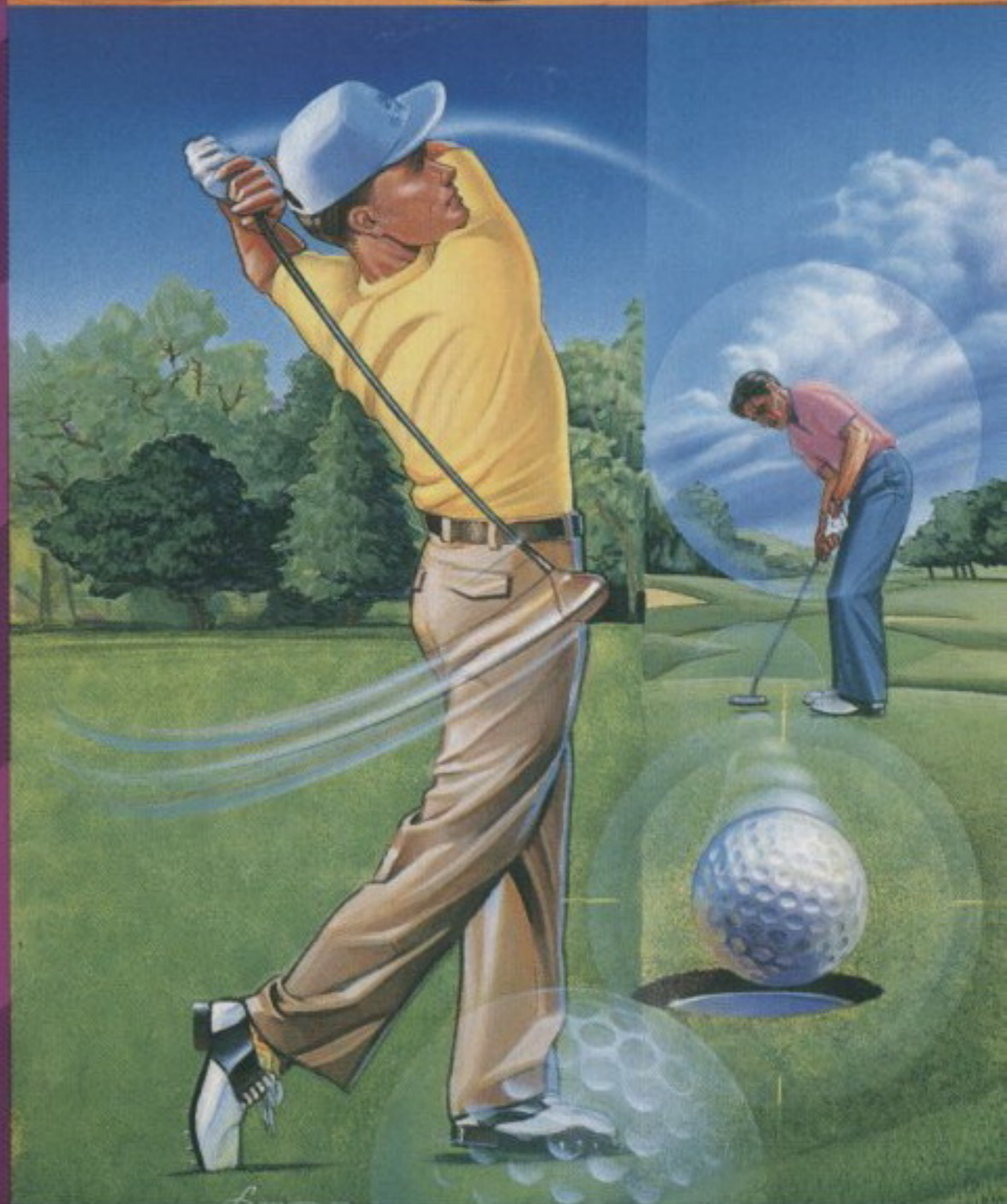


22904 Lockness Ave., Torrance, CA 90501

Printed in Japan

SCRATCH GOLF

TM



**INSTRUCTION MANUAL**



LICENSED BY SEGA ENTERPRISES, LTD. FOR  
PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.

**WARNING:**  
**READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.**

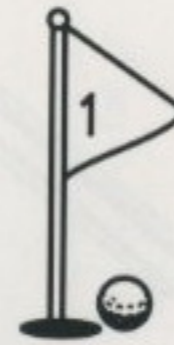
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions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

**Handling the Sega 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 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.

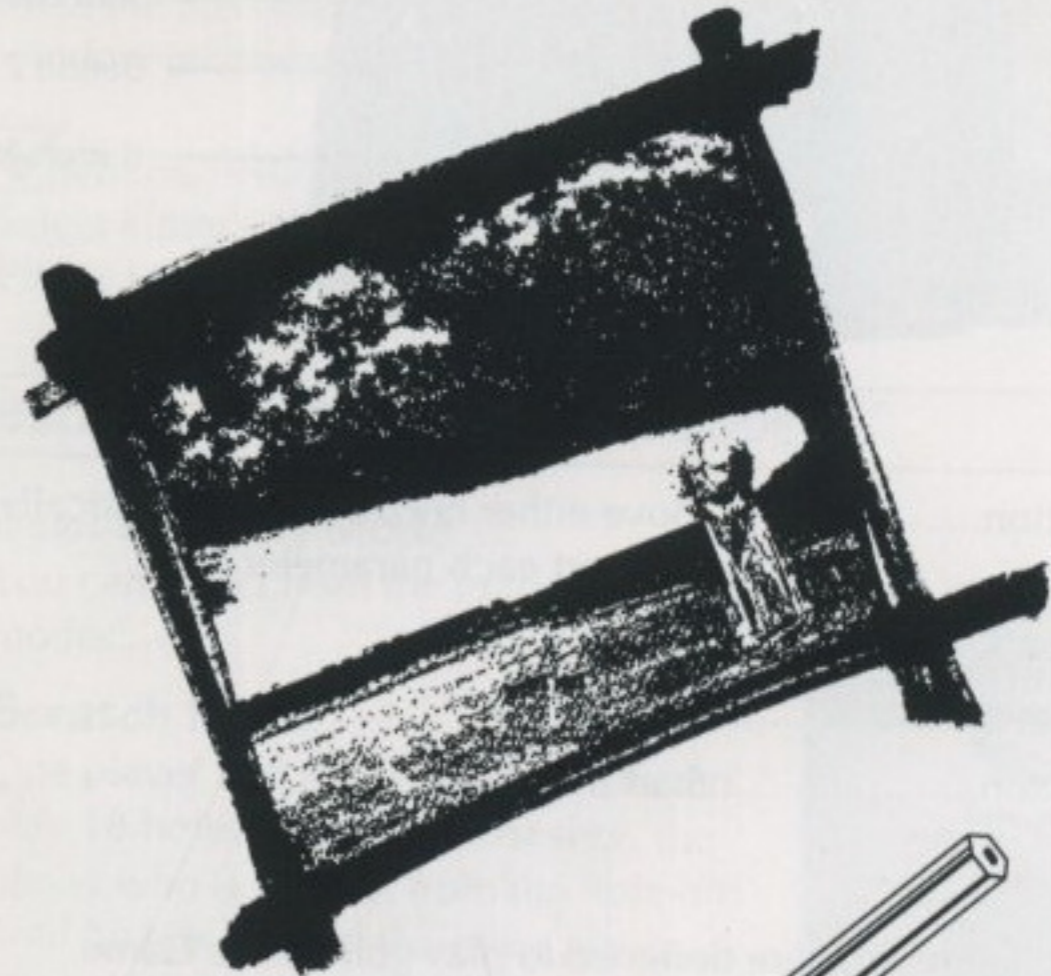


This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure they are compatible with the SEGA™ GAME GEAR™ SYSTEM.



**Welcome to Scratch Golf for Game Gear.**

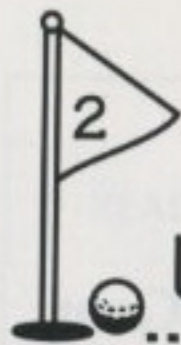
Before starting the game, please read this instruction manual carefully to learn the correct operating procedures and features in Scratch Golf.



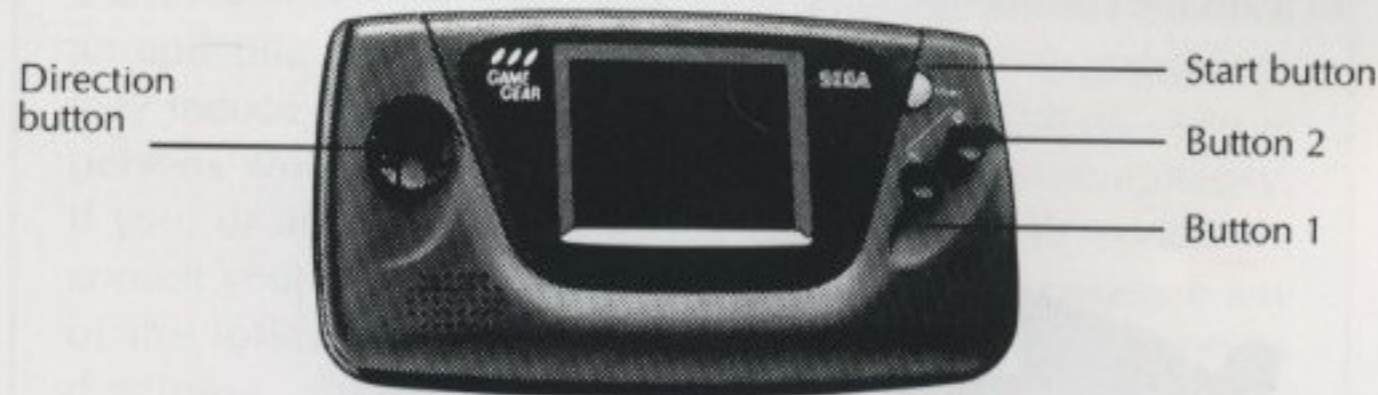
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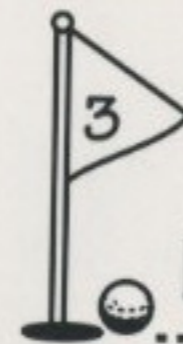


## Use of the controls



- Direction button.....Move either horizontally or vertically to select each parameter
- Button 1.....Cancel
- Button 2.....Select
- Start button.....Start the game

Scratch Golf is game software designed to play golf on the Game Gear. There are two 18 hole courses (total of 36 holes). Select a desired course from the two courses before playing a round of golf. The first nine holes of each course is referred to as the Front 9 and the last nine holes as the Back 9. You will take a break at the club house after the front nine is played.



## Beginning the game



**STARTING THE GAME**  
Press the Start button when the title window is displayed.

**SELECTING PLAYER MODE**  
Select either One-Player Mode or Two-Player Mode.



### SELECTIONS FOR ONE-PLAYER MODE

#### Selecting Play Mode

You can select from the following three modes:

#### Scratch Mode

One player and three computer players play 18 holes. After the first shot, the player who is furthest from the hole hits until he hits beyond the other player. (The screen does not show the actual play by the computer players, but displays their scores.)

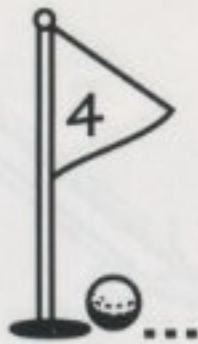
#### Exercise Mode

In the exercise mode, you can rehit the ball and select the hole you want to play.

#### Super-Exercise Mode

In this mode, you can enter the direction of the wind, wind strength, and shot type in numeric values. You can also rehit the ball and select the hole you want to play.





**SELECTIONS FOR TWO-PLAYER MODE —  
FOR PLAY ONLY ON ONE GAME GEAR UNIT.**

**Selecting Play Mode**

You can select from the following two modes:

**Scratch Mode**

Two players and two computer players play 18 holes. (The screen does not show the actual play by the computer players, but displays their scores.)

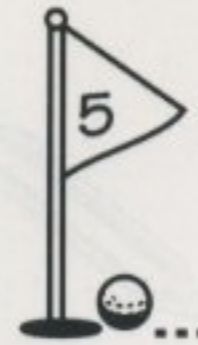


**Match Play Mode**

Two players play a round of golf in the match play format. After the first shot, the player who is furthest from the hole hits until he hits beyond the other player. If a tie occurs, another round of 18 holes will be played.



\* In the case of Two-Player Mode, since the players alternate, player #1's ball will be red, and player #2's ball will be blue.



**CREATING PLAYERS**

Enter the name of a player using up to five letters.



**SELECTING A COURSE**

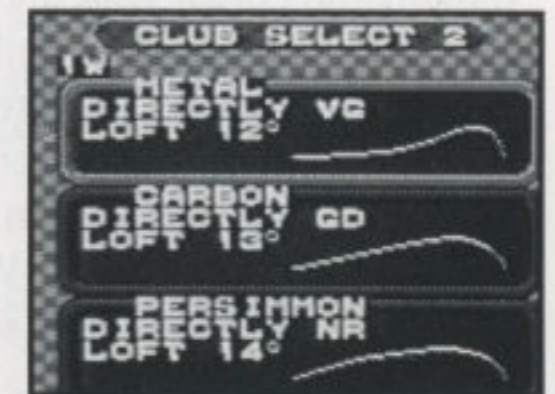
Select one of two courses.

**CLUB SELECTION 1**

Select a set from four sets of clubs.

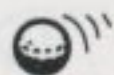
**CLUB SELECTION 2**

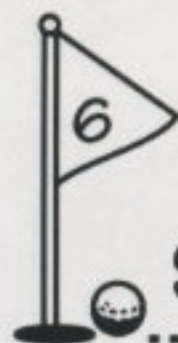
Select the type of driver you are going to use from metal, carbon and persimmon. With the metal driver, you can hit longer, but your drive tends to be affected by the wind because of the high trajectory of the metal wood. With the carbon driver, you hit slightly shorter than the metal driver, and your drive is slightly affected by the wind. The persimmon driver does not produce long distance, but does produce a straight ball that is not affected by the wind.



**CARRY SELECTION**

Select the carry of each golf club starting from the driver. Select the carry only in Super-Exercise Mode.





## Selections during the game



The direction, clubs, stance and the ball hitting point are initially selected by the computer. However, you may change the set-up anyway you like. After changing a selection, the color of the command will change. Selections may be changed as many times as you like.

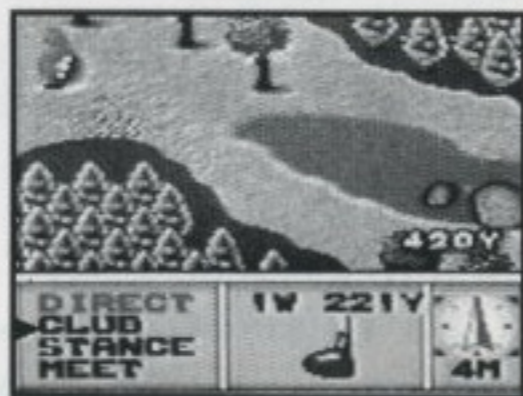
### DIRECTION

Select the direction of your shot by moving the cursor with the vertical direction button. In the initial setting, the cursor points to the direction of the cup. You can scroll the screen with the horizontal direction button. To stop scrolling, press Button 2. When you release Button 2, you can scroll again.



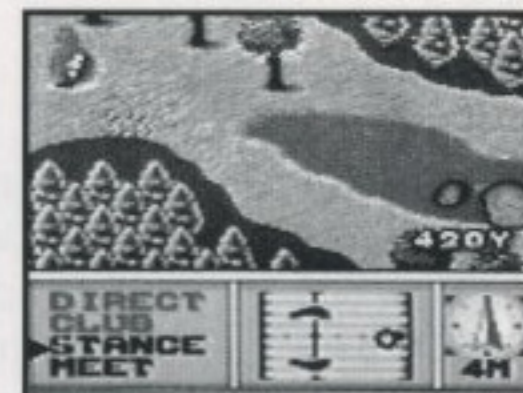
### CLUBS

Select which club you will use from the set of clubs you selected in Club Selection 1. The computer will automatically recommend a club, however, there may be a better club selection, depending on the situation. Once the ball is on the green, only the putter can be used.

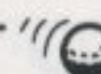


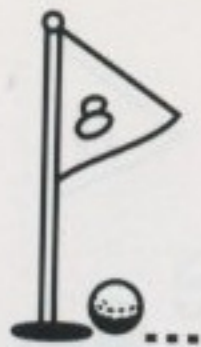
### STANCE

Select the position of your feet (stance) and the position of the ball. To change the position of your feet, move the direction button horizontally. To change the position of the ball, move the direction button vertically. When you place the left foot forward (closed stance), the ball will draw (hook slightly to the left). When you place the right foot forward (open stance), the ball will fade (slice slightly to the right). When the ball is placed forward of your stance, the ball will fly high. When the ball is placed back of your stance, the ball will run low.



\* When you are on the green, you cannot change your stance or the position of your ball.





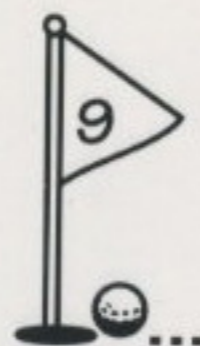
Selections during the game

### BALL HITTING POINT

Select the ball hitting point. The cursor moves from the top to the bottom on the cross section of the ball. Select the hitting point with Button 2. If you do not press Button 2, the cursor will continue to move.



In the Super-Exercise Mode, select the hitting point by moving the cursor with the direction button. Hitting the right edge of the ball will cause the ball to fly to the left, and hitting the left edge will cause the ball to fly to the right when viewing the ball from the side. When you are on the green, the ball hitting point is always in the center.



### SHOTS

Select the power and timing for hitting the ball with Button 2. When you press Button 2 the first time, the cursor starts moving. When you press Button 2 a second time, the ball hitting power is selected. When you press Button 2 a third time, the impact timing is selected.

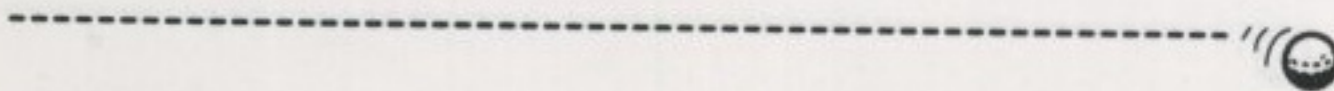
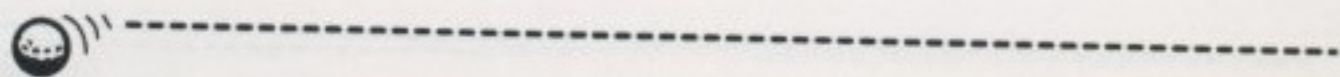


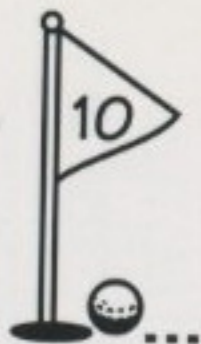
The colors used for impact selections are as follows:

- Red: Best shot**
- Yellow: Chip**
- Orange: Run or fly**
- Green: Whiff**

If you do not complete the button operation before the cursor makes a round, it is treated as a whiff.

\* Depending on the club selected, the maximum power allotted varies. There are four levels of power; 1W - 5W, 1I - 5I, 6I - 9I & SW & PW, and Putter.





In Super-Exercise Mode, enter numeric values with the vertical direction button instead of using the power meter. The entered values will be displayed at the center of the power meter.

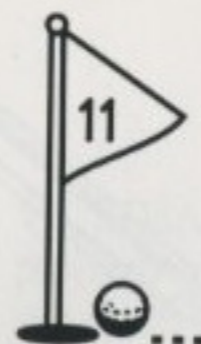


### SCORE

A score card is displayed in both Scratch and Match Play Modes. The current hole number, par and total number of strokes taken so far are displayed. Scores for only three holes are displayed at a time, but you can scroll the score card using the horizontal direction button.

SCORE CARD . OUT.				
NAME	1H	2H	3H	TTL
PAR	4	3	4	36
VIC				
TOKAI				
P3				
P4				

In the case of Match Play, the following symbols will appear with the scores: Circle sign (Win), X (Loss), — (Tie).

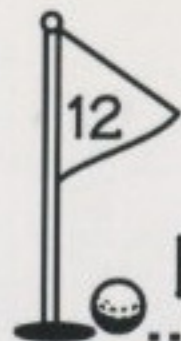


### WIND

This is displayed in Super-Exercise Mode only. Enter the direction of the wind using the horizontal direction button, and the power of the wind using the vertical direction button. To select, press Button 2.

### HINTS FOR THE GAME

- Direction, club, stance and ball hitting point will automatically be selected. However, depending on the situation, better selections may be made.
- On the fairway, always take the wind into consideration.
- On the green, always take into consideration the condition of the green and the direction the grass is growing.
- It is not necessarily best to aim directly for the green. Although it may be a round about way to get to the green, it may be better to avoid water hazards and groves.
- Areas outside the screen in dark green are considered out of bounds (OB). Proceed with caution.



## Basic rules



### BASIC RULES

The estimated standard score for each hole is called par.

The player who has taken the least total number of shots wins a game.

If you hit a ball outside the screen which is indicated by the dark green border, it is out of bounds (OB). In this case, you will be assessed a penalty of one stroke, and you must rehit from the point you originally hit the ball.

If you hit a ball into a water hazard, you will be assessed a penalty of one stroke, and you must rehit from the side of the lake where your ball first crossed the hazard.

You can only use the putter on the green.

### GLOSSARY OF GOLF

**Score:** The number of strokes you take

**Course:** One course has 18 holes, first nine holes (Front 9) and last nine holes (Back 9).

**Impact:** The instance when a club hits a ball

**Run:** A ball rolling on the ground

**Fly:** A ball flying high in the air

**Chip:** Typically a short and accurate shot made with short irons near the green

## 90-DAY LIMITED WARRANTY

VIC TOKAI, INC. warrants to the original purchaser only that the product provided with this manual will perform in accordance with the descriptions in this manual for a period of 90 days from the date of purchase. If the product is found defective within 90 days of purchase, it will be repaired or replaced, at our option. Simply return the product, postage paid, to VIC TOKAI, INC. along with dated proof-of-purchase. Repair/replacement of the product free of charge to the original purchaser (less the cost of returning the product) is the full extent of our liability. This warranty does not apply to damage due to normal wear and tear. This warranty shall be void if the defect to the product is determined to have arisen through abuse, unreasonable use, mistreatment or neglect at which time the product may be deemed irreparable, leaving the owner liable for repair/replacement costs.

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