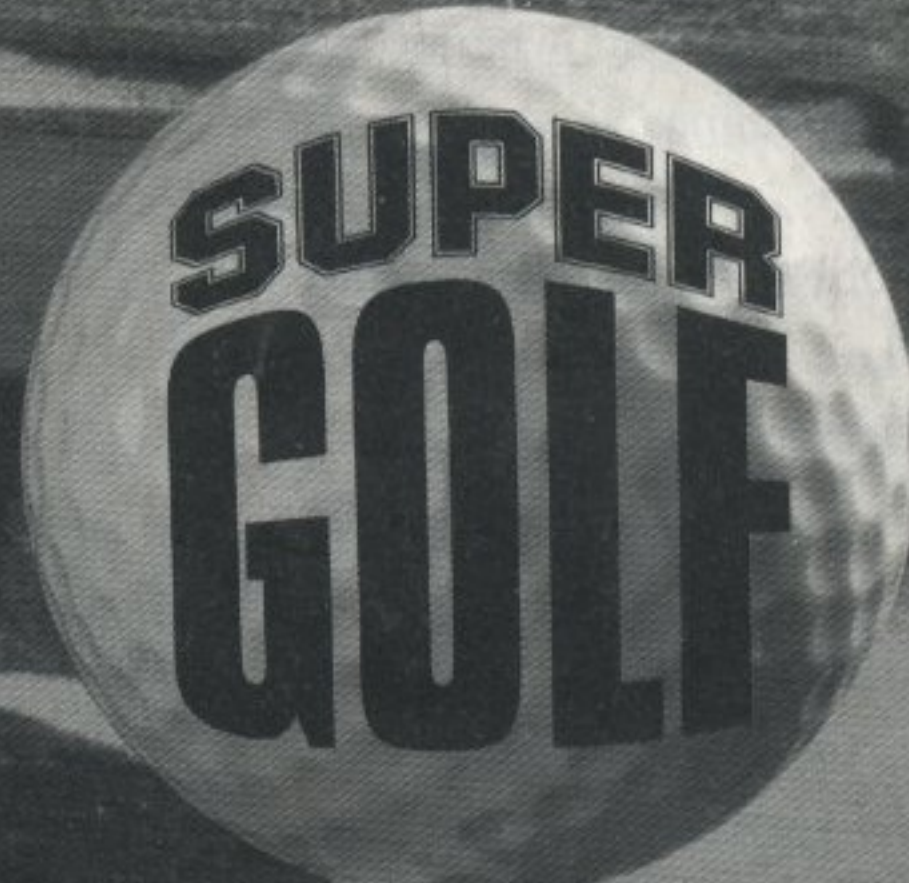


SAGES
CREATION

513



SEGA™

1 TO 4
PLAYERS

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

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SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

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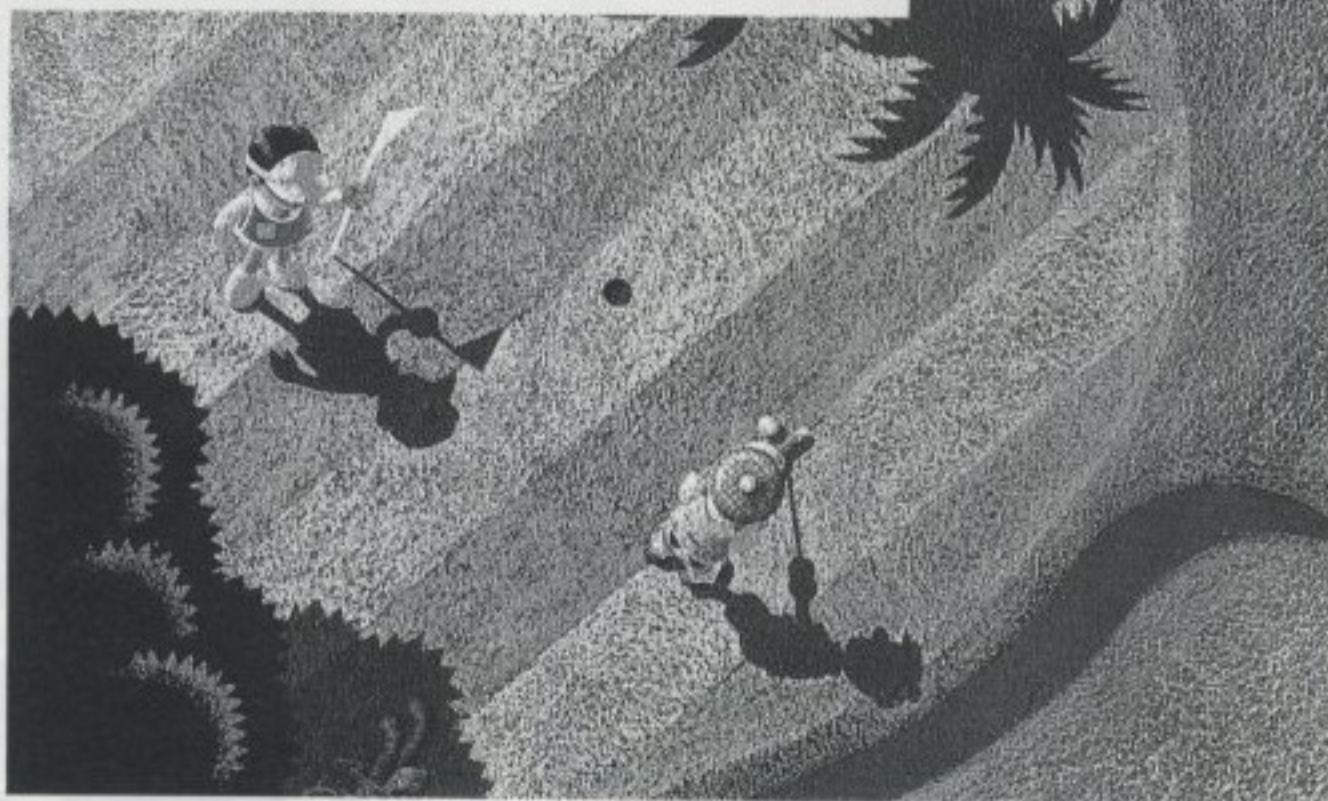


GAME SUMMARY

Golf is the kind of sport where players must pay attention to their surroundings.

SUPER GOLF is a real golf game with bunkers, water hazards, and roughs. Wind conditions also are an important factor when you play.

There are various types of games such as stroke play, match play, or training. In addition to that, this game has 1 to 4 players, so the players can enjoy a competitive game.



HOW TO OPERATE



Direction Button; (D-Button) You can use the direction button to:

1. Select a club or ball
2. Set a direction
3. Scroll the maps

Start Button; You can use the start button to:

1. Start game at the title screen
2. Look at the map or status of each player during a game

Button 1: You can use Button 1 to cancel the settings at a shot.

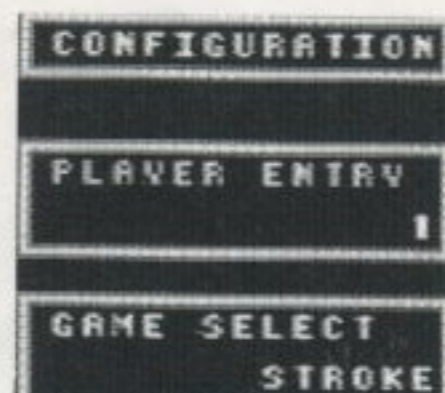
Button 2: You can use Button 2 to set the settings at a shot.

GETTING STARTED

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



2. Make sure the power switch is OFF. Then insert the cartridge into the Game Gear Unit.



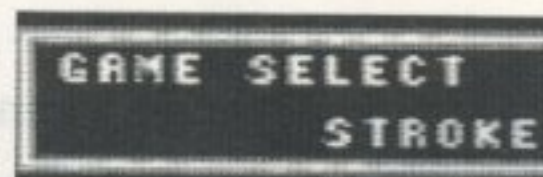
3. Turn the power switch ON. Following the SEGA logo, the Title Screen will appear slowly.

*This game can be played by 1 to 4 players. Select the number of players and type of game using the up-down on the D-button, and use left-right for setting up.

GAME SELECTION

There are three types of games you can play.

* Stroke play: The player with the fewest strokes (shots) through 18 holes wins.



* Two players try to get the fewest number of strokes at each hole. Whoever has won the most holes at the end of the game wins.



* The player can select a hole to practice at.



CHARACTER SELECTION

There are 4 characters the player can choose. Select a character by using the D-button and press Button 2 to input the selection.



Iron Lewis (Atlanta, 33 years old)
 Iron is a powerful, long hitter. If he does have a weakness, it is his lack of accuracy. However, he has no rival in a long hole match.



Cindy Thomson (San Diego, 22 years old)
 Cindy shows her natural talent on the green. She is a good putter, and has a good chance of a birdie on a short hole.



Olympus Alexander (Athens, 29 years old)
 Olympus places shots with the accuracy of a precision machine. His score is always good even at a tricky hole.



Patty Austin (Australia, 19 years old)
 Patty has a booming, super shot which can terrorize other players. Her unpredictableness is her strong (or weak?) point.

CADDIE SELECTION

Select an appropriate caddie to match each player's strategy. Select the caddie by using the D-button and press Button 2 to input the selection.



Nancy
 Nancy always seems to be around when a ball looks like it will be out of bounds, but hits a tree and drops on a fairway. Some people seem to bring good luck, and Nancy seems to be that type of person.



Dr. Rock
 Dr. Rock is a caddie who can bring good luck also, especially with super shots. If you want good strokes, choose him!



Linda
 Linda can point out the best direction to make a shot, except when putting. She is the best caddie for wind conditions.



Silvia

Silvia can tell you the green conditions and the best direction to make your shot. As long as she is your partner, you will get a good score.

CHARACTER EDIT

You can create your own game based on the characters you have chosen, by using the D-button, and pressing the Button 2 to input your selection.

First, the initial parameters of a character you selected are displayed. Use the D-button to reduce unnecessary parameters, or increase necessary parameters.

The game differs completely depending on your settings. The player must make this selection by either balancing parameters or bolstering each player's strong points.

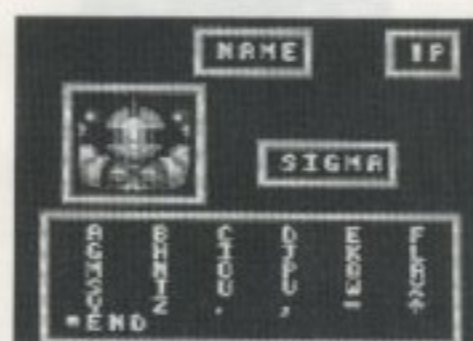
*You can increase or reduce the initial parameters by up to 2 points.



PLAYER SELECTION



You can play a match against your partner or the computer in the case of a match play. Use the D-button to select "PERSON" or "COMPUTER" and press Button 2 to input your selection.



Name Entry: Use this function to input the name of your character. Use the D-button to select the name and press Button 2 to input your selection. To go back 1 letter, use Button 1. The name can be up to 5 letters. Select "END" to exit.

GAME SCREENS

*During the play: The windows on the screen displays information such as the club used, wind direction and wind velocity, and green condition.

The current club

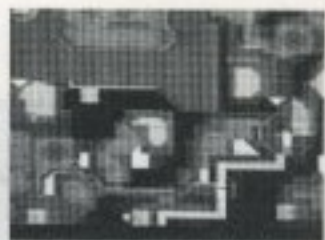
Wind direction & Wind velocity
Green Conditions



The course conditions are more difficult, in the order of BLUE, YELLOW, AND RED.

* Other information: To display the map and status window, press the Start button, and select by using the D-button and Button 2.

Map: The map displays the entire 18-hole course and the current ball position. The cup position is also shown.



Status: The status displays the current hole number, number of pars, number of shots, and the distance between the ball and cup.



Score: When a hole is over, the score is shown. By using the D-button, you can check the score for each hole. After checking the score you can exit by pressing the Start button.

SCORE			
NEXT PLAYER			
TOTAL + 03			
HOLE	2	3	4
YARD	496	226	340
PAR	5	3	4
SCORE	+ 3		

HOW TO MAKE A SHOT

1. To set up the tee:

When making a tee shot, you can set up the tee position by using the D-button and Button 2. Once it is set, you cannot change the tee position.



2. To select a club:

Use the D-button to select a club. Input the selection with Button 2. To cancel the selection, use Button 1.



3. Balls:

To select the hitting position of a ball, use the D-button and input it using Button 2. A high contact point is used for a low shot and the low contact point is used for a high shot. The contact point is set on the right of the ball. The ball curves to the left.



4. Direction:

To choose a hitting direction, use the D-button's Left and Right. Place by Button 2. You've got to keep in mind



the direction of the wind, and hole layout when deciding the direction.

5. Shot:





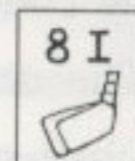
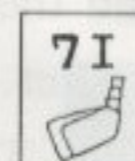
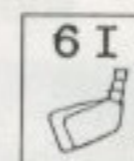




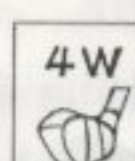
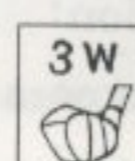
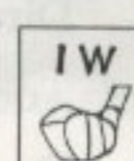
To make a shot, press button 2 while gauging the power. The higher the gauge reading when you press Button 2 the more powerful the shot.



COURSE DATA

Distance achieved with each club(Yards):

The figures shown below represent the average distance that can be achieved with each club. The actual distance will vary depending on the character playing and the power gauge reading set for each shot.

 PT 30	 SW 80	 PW 100	 9 I 115	 8 I 125	 7 I 140	 6 I 150
 5 I 160	 4 I 175	 3 I 185	 1 I 200	 4 W 210	 3 W 220	 1 W 250

NO.	YARD	PAR
1	370	4
2	500	5
3	228	3
4	340	4
5	302	4
6	512	5
7	238	3
8	408	4
9	306	4
OUT	3204	36

NO.	YARD	PAR
10	358	4
11	242	3
12	526	5
13	298	4
14	460	4
15	368	4
16	236	3
17	348	4
18	474	5
IN	3310	36
TOTAL	6514	72

DESCRIPTION OF GOLF WORDS

OB: OB stands for Out of Bounds. Playing is not allowed in this area. If the ball is hit into this area, the player receives a stroke penalty, and the player has to return to the point of the origin and make the shot again.

Water hazard: A water hazard contains ponds and brooks. If the ball is hit into these areas, the player receives a stroke penalty and the player has to return to the edge of the hazard and make the shot again.

Bunker: A bunker is a sandy area. A good shot is hard from a bunker. You are advised to use a special club called a Sand-wedge.

- Rough:** These are the areas where the grass is high. Once the ball is hit into these areas, a long shot is difficult. Use an iron (1 I~PW) to get out.
- Fairway:** The grass is short in this area. A good shot is easy to make from here.
- Green:** The grass is especially short on the green where the cup is located.
- Par:** The standard number of strokes for each hole.
- Birdie:** When you finish a hole with a score that is one stroke below par.
- Eagle:** When you finish a hole with a score that is two strokes below par.
- Albatross:** When you finish a hole with a score that is three strokes below par.
- Hole in One:** The ball goes in the cup on the first shot.
- Bogey:** When you finish a hole with a score that is one stroke over par.
- Double bogey:** When you finish a hole with a score that is two strokes over par.
- Triple bogey:** When you finish a hole with a score that is three strokes over par.

WARRANTY

Handling The Sega Game Gear Cartridge

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

SAGE'S CREATION INC. warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, SAGE'S CREATION will repair or replace the defective cartridge or component part at its option, free of charge. This warranty does not apply if the defects have been caused by negligence, abuse, maltreatment, accident, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the SAGE'S CREATION Consumer Service Department at: 714-373-9136.

Do not return your cartridge to your retail seller. Return the cartridge to SAGE'S CREATION only. Please call first. If our consumer service person is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning to Sage's Creation shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your SAGE'S CREATION cartridge requires repairs after termination of 90 day warranty period, you may contact the SAGE'S CREATION Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage to the SAGE'S CREATION Service Center with an enclosed check or money order payable to SAGE'S CREATION, INC. for the amount of the cost estimate provided to you by the technician.

If after inspection it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitation on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subjected to the conditions set forth herein. In no event shall SAGE'S CREATION, 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 limitation or 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.

