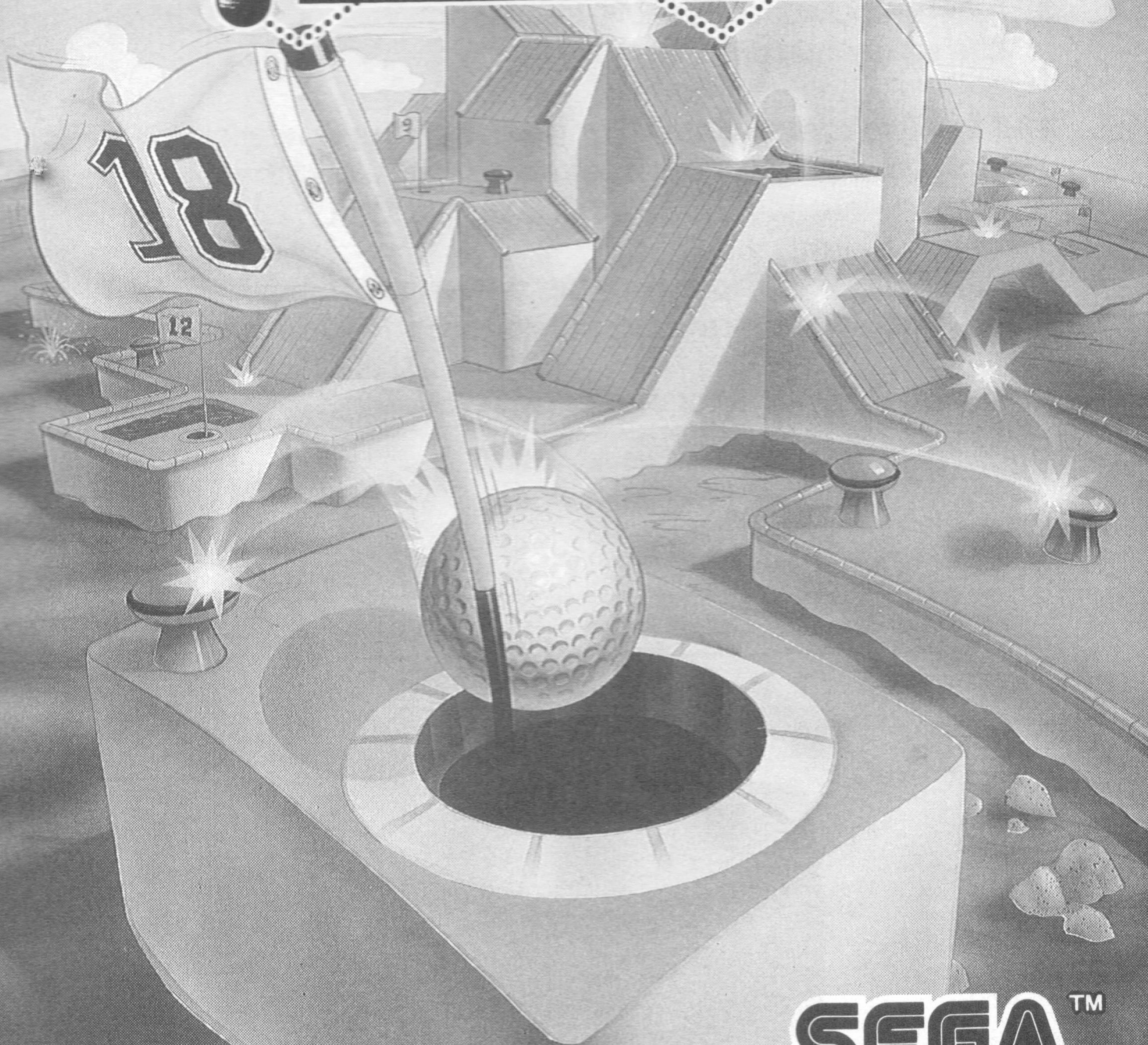


GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

Putt & Putter

MINIATURE GOLF™



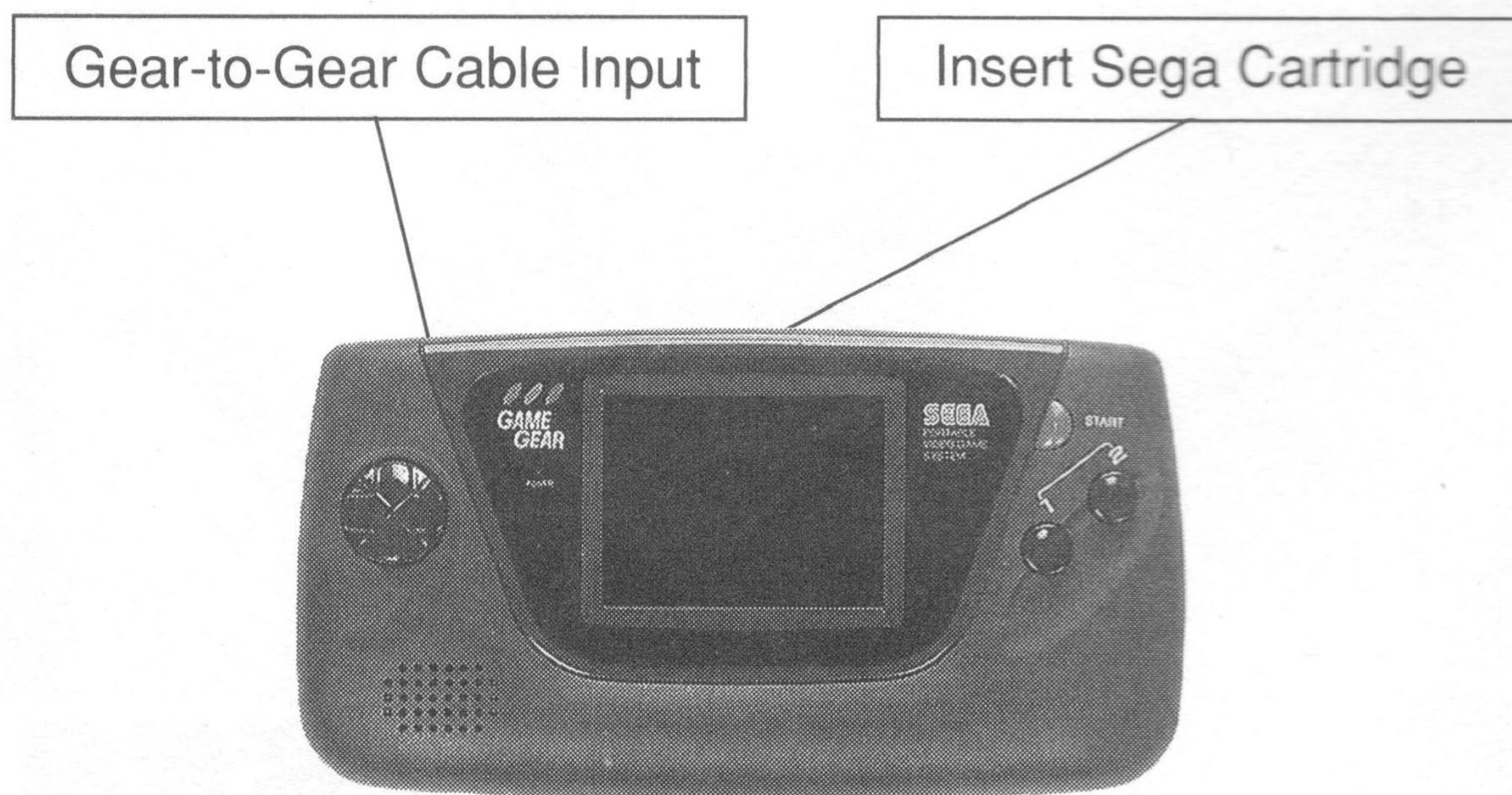
SEGA™

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual. For two-player games, use the Gear-to-Gear Cable™ (sold separately) to connect the Game Gear units.
2. Make sure the power switch is OFF. Then insert the *Putt & Putter* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *Putt & Putter* Title screen will appear.
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 before inserting or removing the Sega cartridge.

Note: *Putt & Putter* is for one or two players.



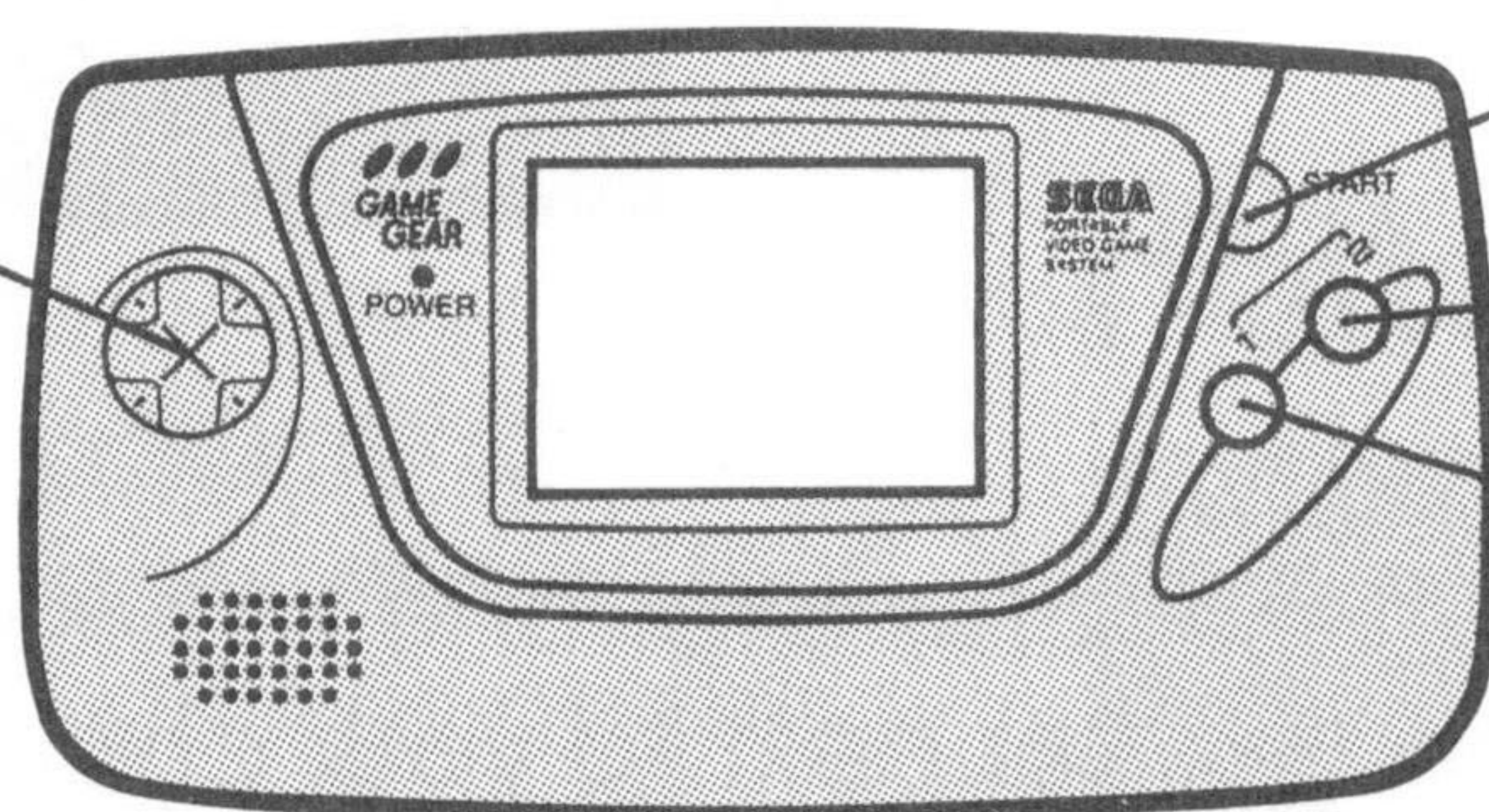
Wild & Wacky!

There's never been a putter golf game like this before. Crazy bank shots, pinball bumpers, and water hazards that would frighten the crustiest old sailor! Try the Beginner level and hone your skills. Then attempt to clear the Master level— a true test of patience and eye-hand coordination. *Putt & Putter* provides a challenge for even the most experienced miniature golfers!

Take Control!

For best game play, learn the functions of each button on your Game Gear.

**Directional Button
(D-Button)**



Start Button

Button 2

Button 1

D-Button

- Press up or down to move the marker in decision screens.
- Press in any direction to survey the hole you're playing.
- Press in any direction to aim your next shot.

Start Button

- Press at the Title screen to bring up the Game Select screen.
- Press during play to see the Scorecard. Press again to resume play.
- Press to enter selections made in decision screens.

Button 1

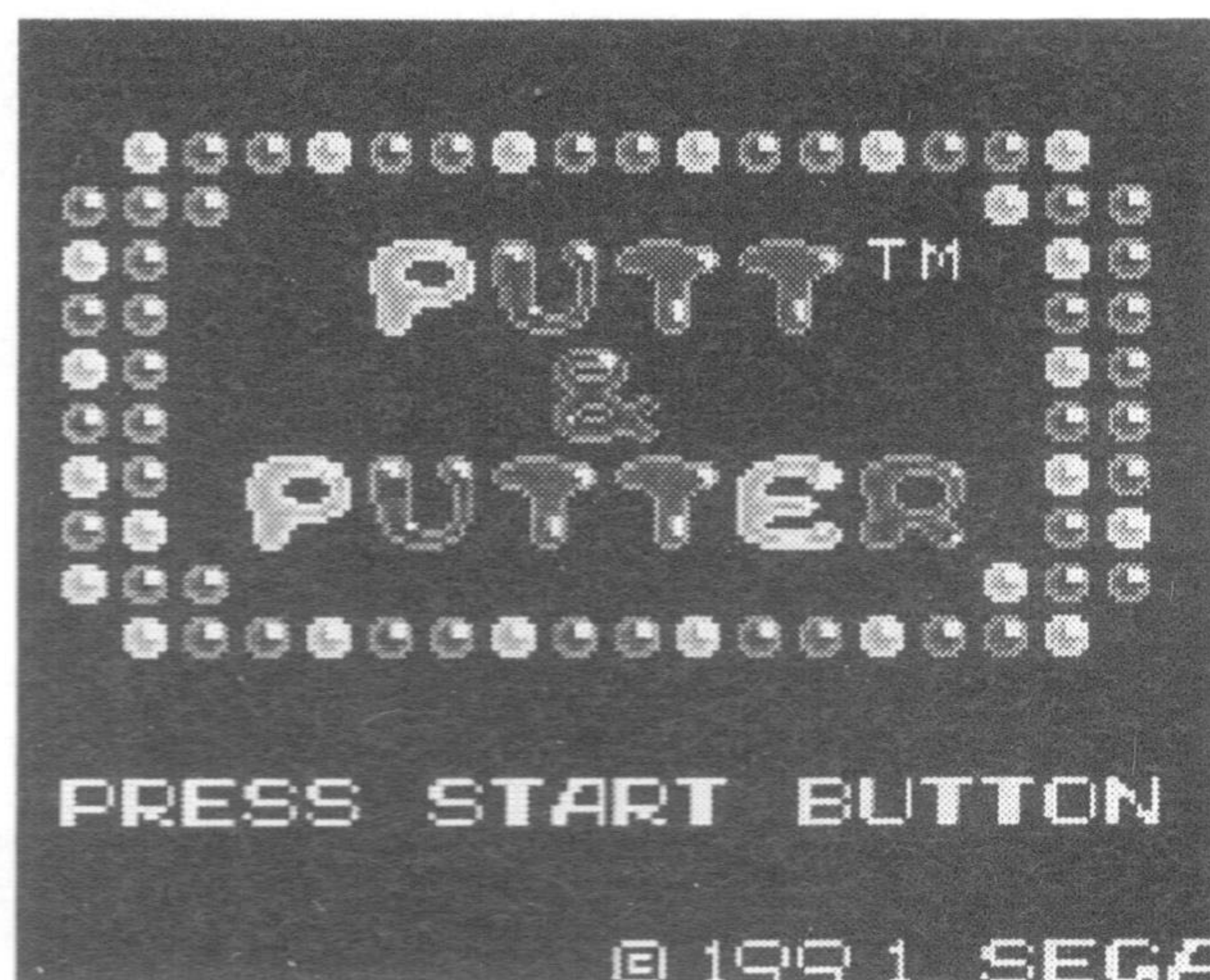
- Press to return to the previous screen or to cancel a selection (cannot be performed once the game begins).
- Press to cancel a shot alignment during play.

Button 2

- Press to enter selections in decision screens.
- Press to place your golf ball on the tee mat for the first shot.
- Press to putt the ball.

Getting Started

An introduction follows the Sega logo. The Title screen appears next. Press the D-Button up or down to place the marker next to a category, and press left or right to cycle through the options.



Game Selection

PUTT AND PUTTER

▶ 1 PLAYER
DEMO

Putt & Putter is for one or two players. Place the marker next to your choice by pressing the D-Button up or down, then press Button 2 or the Start Button to enter your selection. If

you select "1 Player" or "Versus," the Start/Continue screen appears. To return to the demonstration, select "Demo" and press the Start Button or Button 2.

Note: You won't be able to select the two-player game without the proper equipment (see One-on-One for more information).

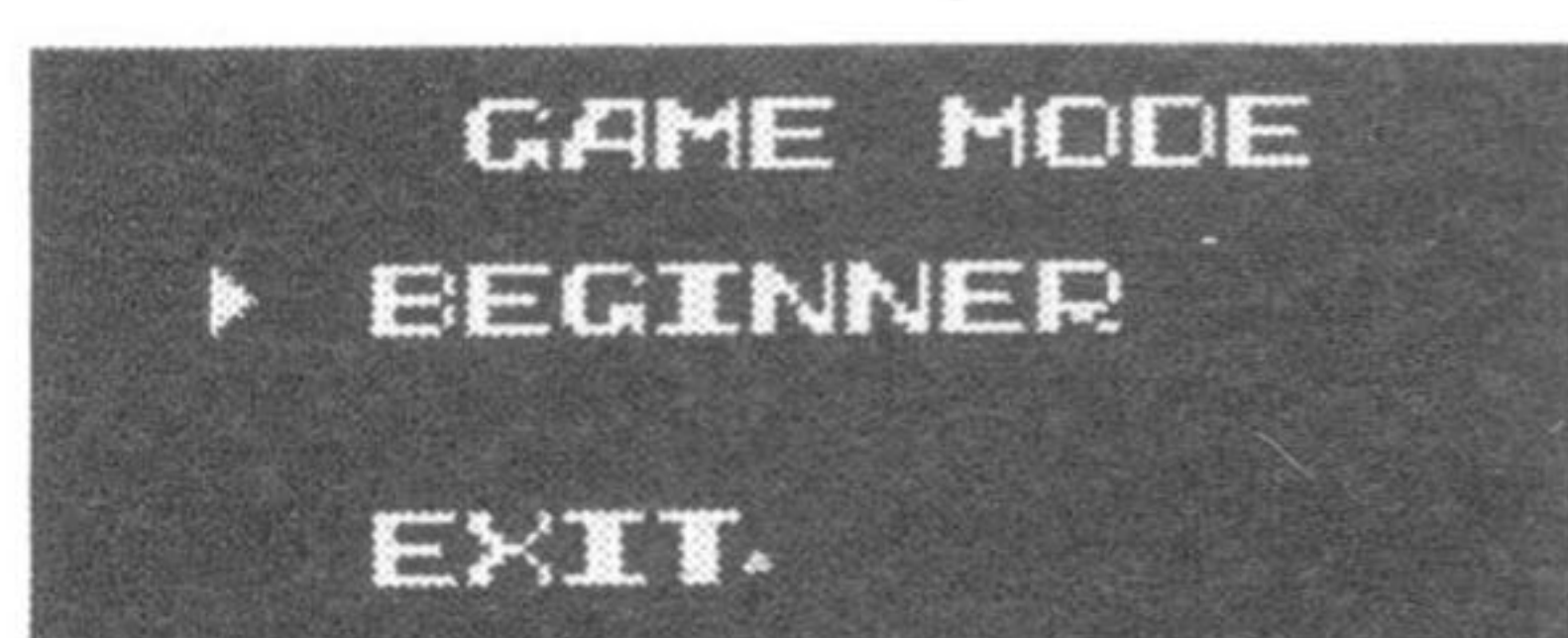
One-Player Game

From this point you can begin a new game (Start), take up where you left off earlier (Continue), or return to the Game Select screen (Exit). Place the marker using the D-Button and press the Start Button or Button 2 to enter your selection.

1 PLAYER MODE

▶ START
CONTINUE
EXIT

Mode Selection



Choosing Start at the Game Select screen brings up the Mode Select screen. When playing alone, select Beginner Mode. Press the Start Button or Button 2 to enter your selection. The Status screen for the first hole appears.

Status Screen

Before each hole, the Status screen appears. The number of the hole you're about to play, its par rating, and the number of balls remaining are displayed.

Each hole has a par rating depending on how difficult it's determined to be. If you can put the ball in the cup in three strokes, and the par rating for the hole is four, you receive one ball. If it takes you eight strokes on the same hole, you lose two balls. You gain a number of balls equal to the difference between the par rating for the hole and the number of strokes it takes you to finish. On the other side of par you have a 2-stroke cushion. You don't lose any balls until you're three strokes over par.

BEGINNER MODE	
HOLE	01
PAR	3
BALLS	09

Birdie (one under par) = You get 1 ball

Eagle (two under par) = You get 2 balls

Albatross (three under par) = You get 3 balls

Three over par = You lose 1 ball

Four over par = You lose 2 balls

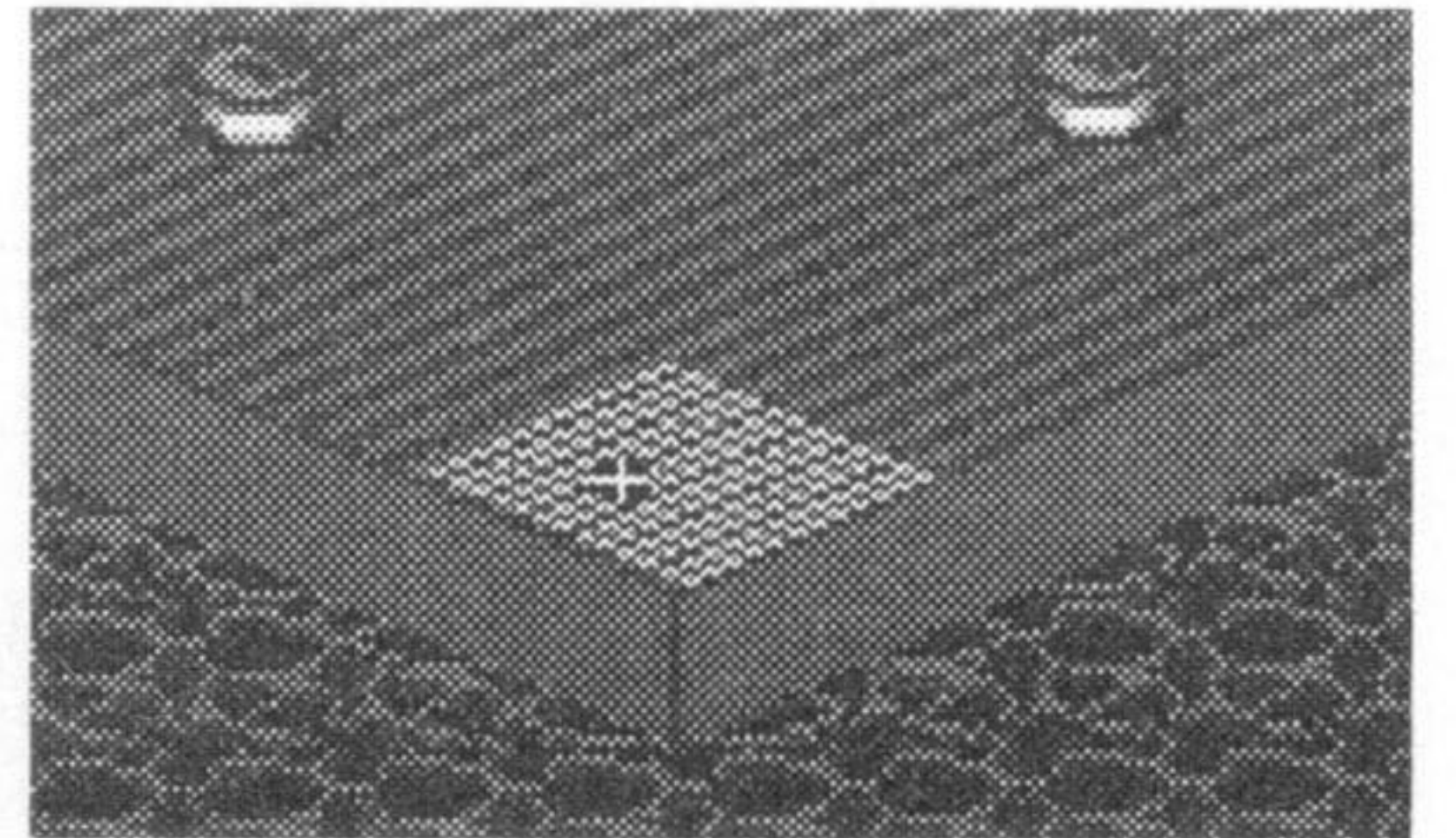
Five over par = You lose 3 balls

And so on...

If you put the ball in the hole on your first shot, you're congratulated with a breathtaking fireworks display! Super putting!

Championship Putting

Your first glimpse of this crazy course is the first tee mat. To survey the hole, press the D-Button to change the view. You can see the entire hole, which will help you to decide on a strategy. You'll also see a marker. Use this marker to place your ball on the tee mat. Move the marker to the desired location and press Button 2. Your ball appears in the spot you selected.



Press Button 2 again and the directional marker appears. Use it to aim your next shot. Move the marker clockwise by pressing the D-Button to the right. Pressing left moves the marker counter-clockwise. The ball will roll in the direction indicated by the marker. If your ball is close to a wall and you set the marker for a bank shot,

the direction in which the ball will travel after it hits the wall is also indicated.

Now you're ready to putt. Watch the Power meter at the bottom of the screen. When the bars in the meter are all red, your putting power is at its peak. Press Button 2 when the power is where you want it, and watch the ball roll. Learn to use the meter effectively, and you'll surely see results!

Scorecard

Check your progress by pressing the Start Button during play.

HOLE	PAR	STR	SCORE	BALL
01	3	-02	0000	11
02	3	001	0050	11
03	3	000	0600	12
04	3	001	0050	12
05	3	---	0000	12
06	3	---	0000	00
05	12	000	0700	12

Labels for the scorecard:

- Par Rating (points to PAR column)
- Strokes Over/Under Par (points to STR column)
- Points Earned (points to SCORE column)
- Hole Number (points to HOLE column)
- Remaining Balls (points to BALL column)
- Holes Played (points to the 05 in the summary row)
- Total Par Rating (points to the 12 in the summary row)
- Total Strokes Over/Under Par (points to the 000 in the summary row)
- Total Points (points to the 0700 in the summary row)
- Remaining Balls (points to the 12 in the summary row)

Since the results for every hole can't be shown on the screen at the same time, press the D-Button up or down to scroll through the entire Scorecard. At the bottom of the screen your overall standing is displayed.

Using the Password

CONTINUE PASSWORD

BEGINNER MODE

STAGE 04

[YANAW]

A new password appears after every third hole. Make sure to write it down for later use. To pick up a game you stopped earlier, select "Continue" at the Start/Continue screen. A character grid

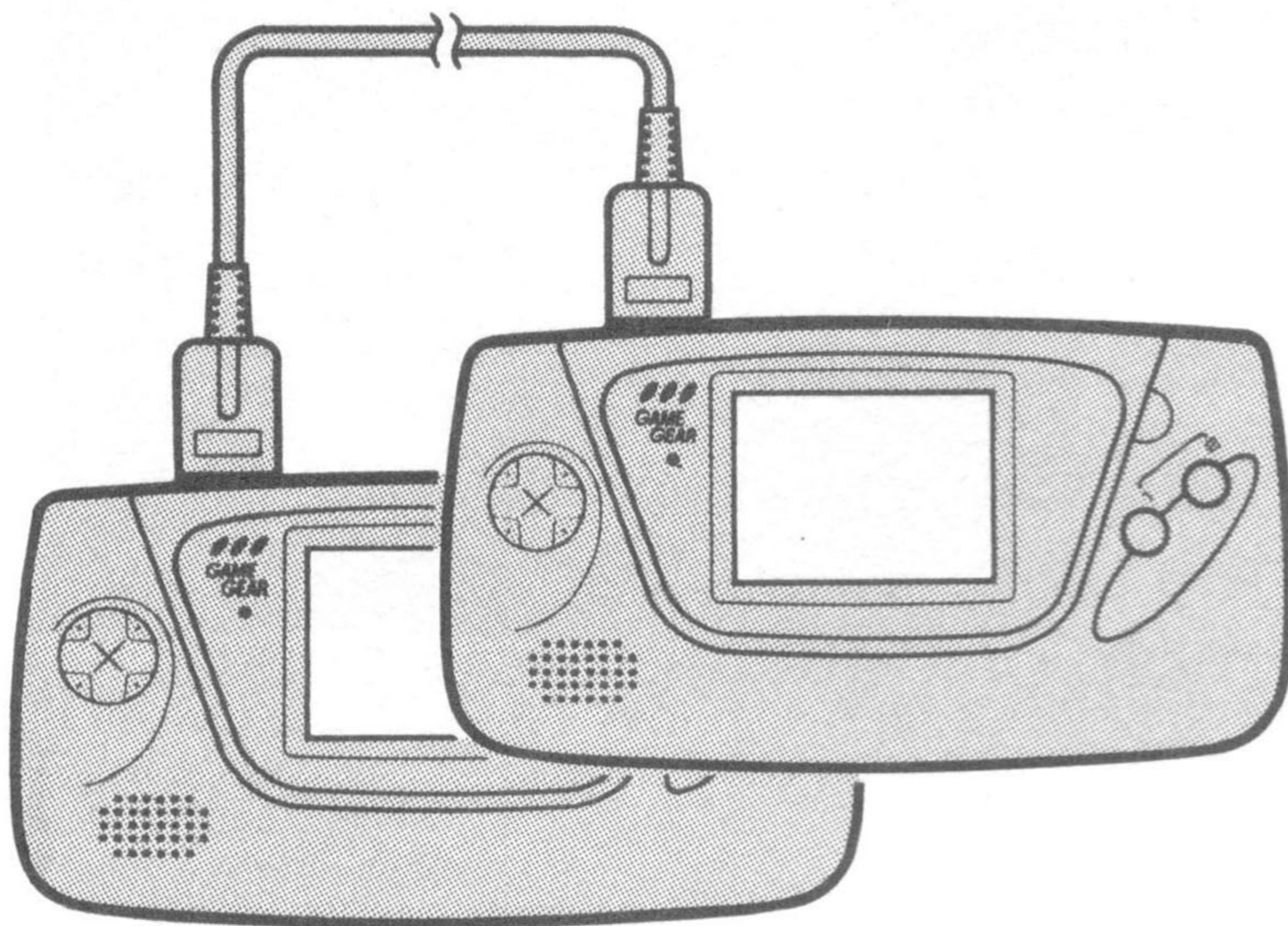
appears. Most passwords contain five characters. Notice the display at the bottom of the screen.

To choose a character, place the marker next to it using the D-Button and press the Start Button or Button 2 to enter it. If you want to correct a mistake, select the appropriate arrow from the character grid and see that a marker appears above the display at the bottom of the screen. Control the marker with the D-Button and select a new character as explained above.



When you're done, move the marker in the character grid to "ED" and press the Start Button or Button 2. If you've made a mistake, pressing either button takes you back to the Start/Continue screen.

One-on-One



Take on a friend in a 3, 5, or 7-hole Match Play event, or play the full 18-hole beginner course and see who can get through in the fewest number of strokes. You need two Game Gear units, two Putt & Putter cartridges, and one Gear-to-Gear Cable™ (sold separately). Make sure the

power to both units is turned off. Then insert a cartridge into each unit. Plug one end of the Gear-to-Gear Cable into each unit, and turn the power to both units on.

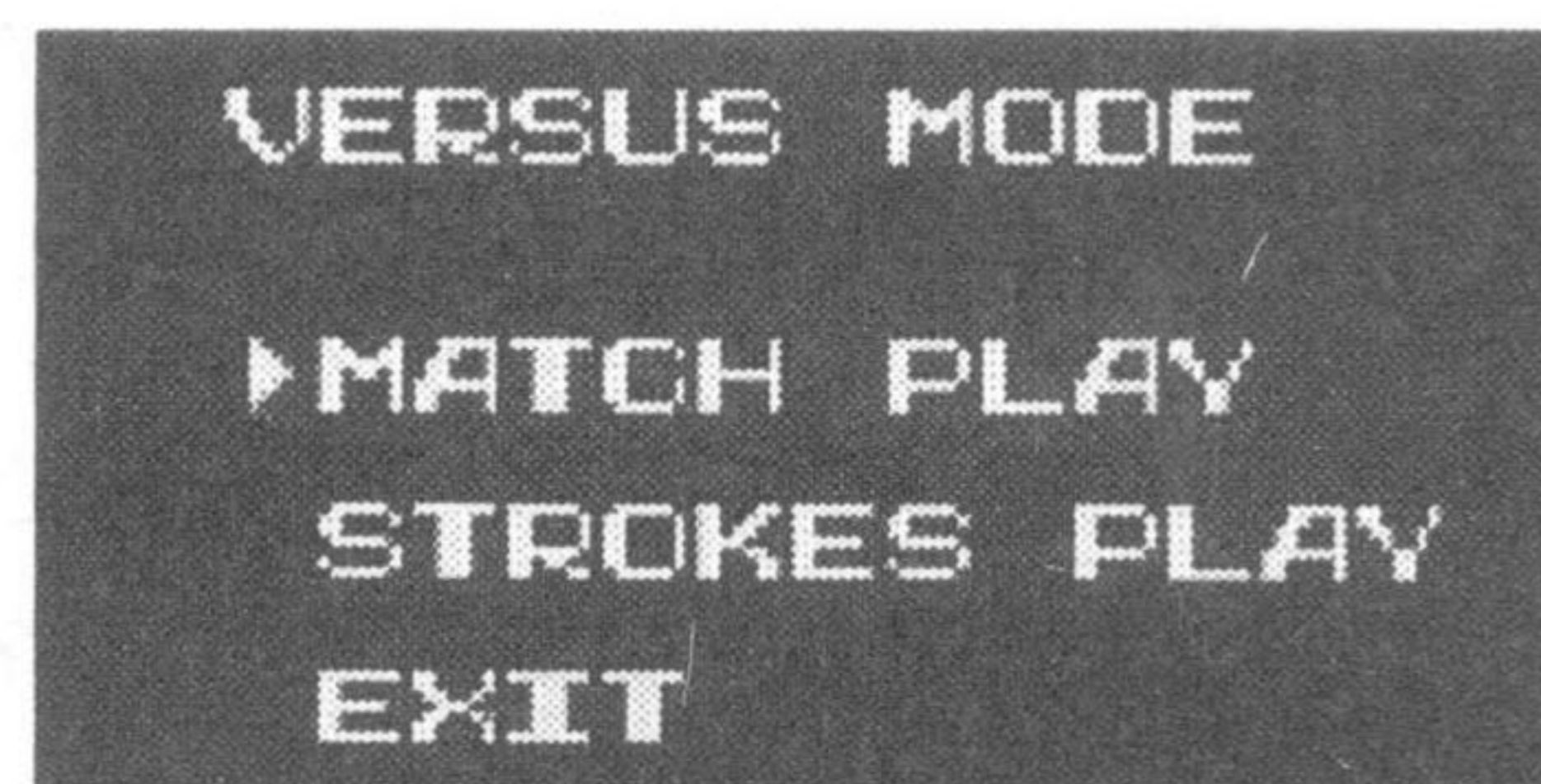
Select "Versus" at the Game Select screen. Either player can make the selections. Press Button 2 or the Start Button, and the Mode Select screen appears. (The player that makes the selections becomes player one, and his/her opponent is player two.)

Game Selection

Now that you've properly connected two Game Gear units, you can select the Versus mode. Place the marker next to "Versus" and press the Start Button or Button 2.

Mode Selection

You can choose to try the Match Play format (3, 5, or 7-hole match) or play 18 holes in the Stroke Play format. Place the marker next to your choice and enter it by pressing the Start Button or Button 2.



Match Play: Select a match of 3, 5, or 7 holes. Place the marker next to your choice and enter it by pressing the Start Button or Button 2. Both players play the full number of holes selected. To win a hole, you have to put the ball into the cup in less strokes than your opponent. After all holes have been played, the player who has won the most holes wins the match. (Check the Scorecard during play by pressing the Start Button. Press again to resume play.)

If the players win an identical number of holes (some of the holes may result in draws), the player with the higher point total wins (see *Obstacles* on page 11).

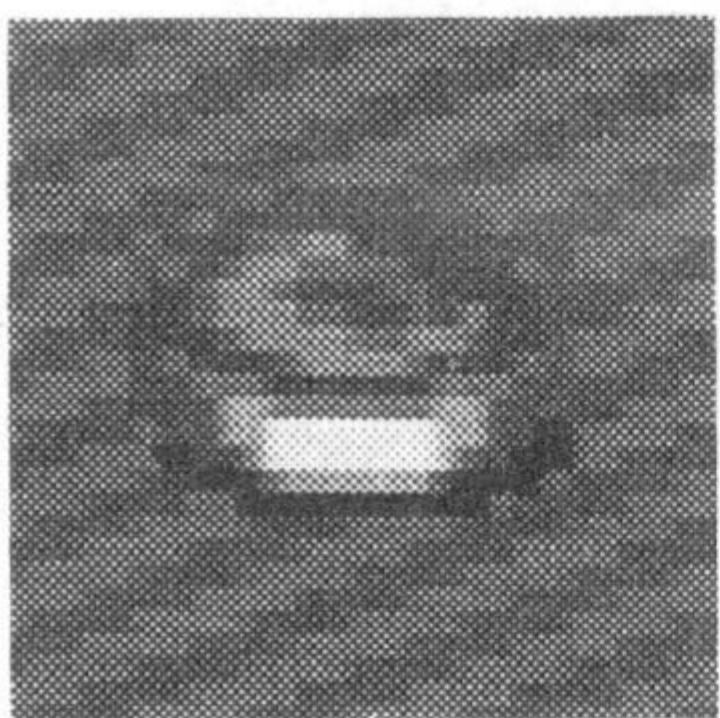
Stroke Play: Play 18 holes and try to finish with a lower stroke total than your opponent. Check the Scorecard (press the Start Button during play) to keep track of things. If the players hole out in the same number of strokes, the player with the higher point total is declared the winner.

Special Notes Regarding Versus Mode

- Player one's ball is white and player two's is pink.
- The hole is not completed until each player has put his ball into the cup. If you take 10 strokes and still can't get it in, however, the game automatically advances to the next hole. In the Stroke Play mode, 10 strokes are added to your total.
- There is no "continue" function in the two-player game.

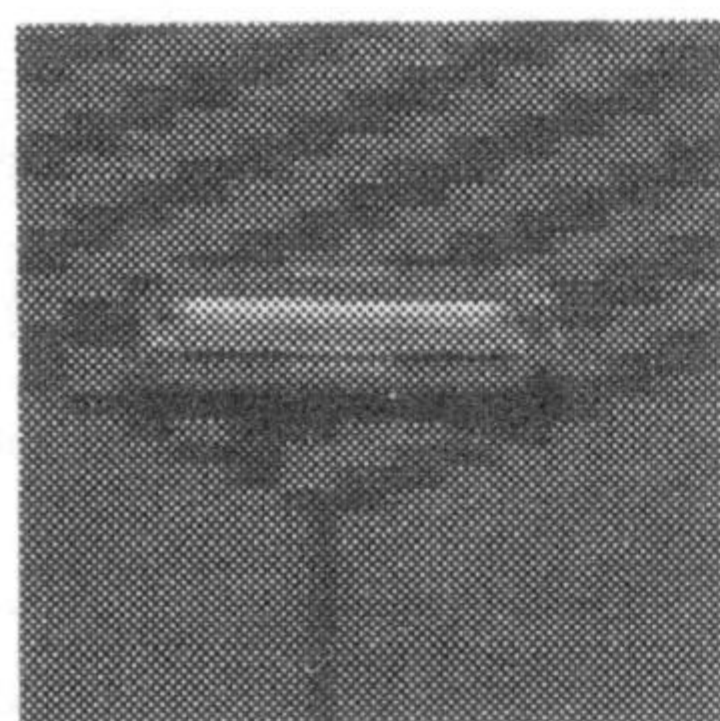
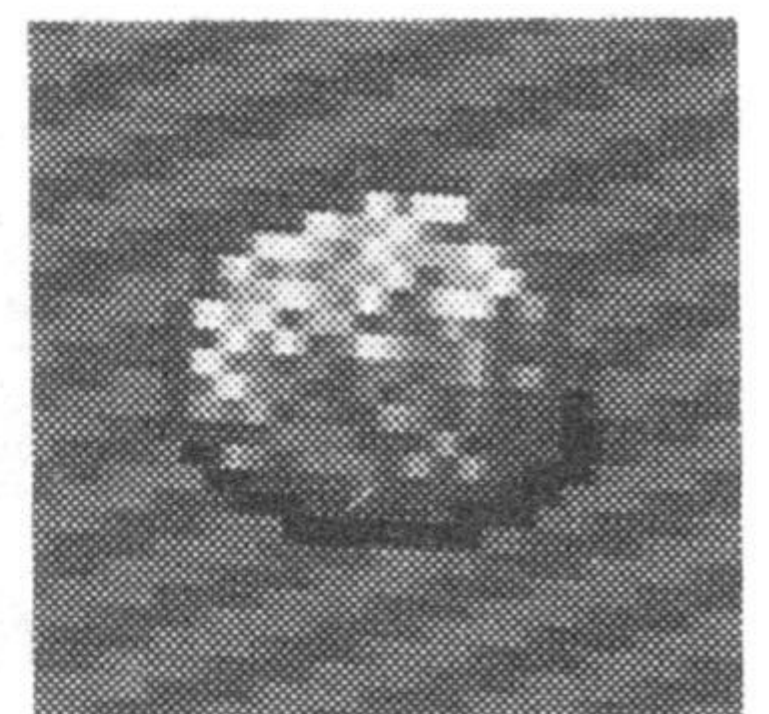
Obstacles

As you play, you'll come across different types of obstacles that you must either use or avoid to be successful. Hitting each of them is worth a certain number of points.



Bumpers can be found on many of the holes in the Beginner and Master courses. You collect 50 points each time your ball hits one. Hit the same bumper three times and it disappears! You are awarded an extra ball if you can make a bumper vanish.

Rocks aren't very common, but hitting one will alter the path of your ball. You get 50 points each time your ball hits one.

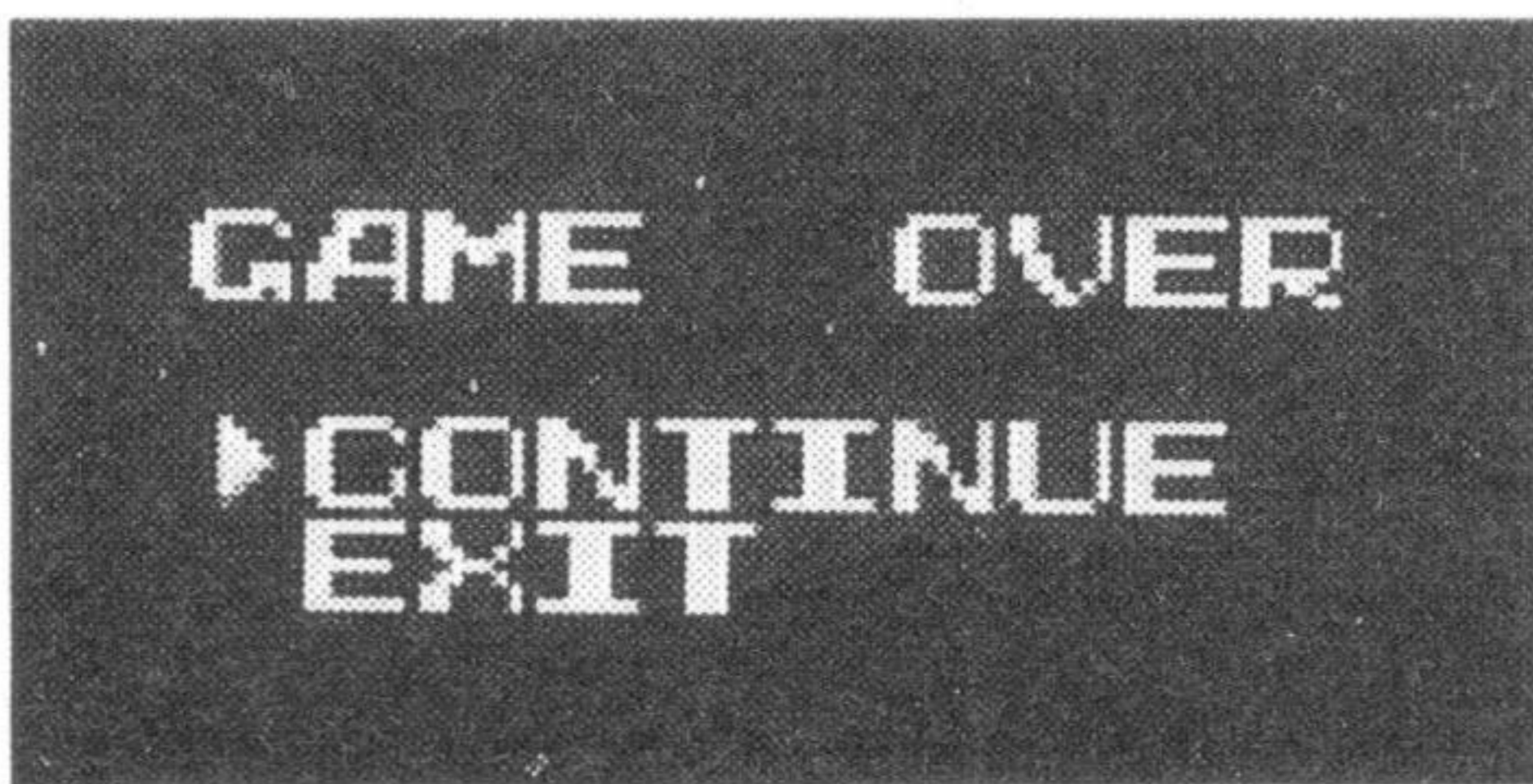


Bars can be used to improve your position in relation to the hole. Each hit on a Bar is worth 10 points to you.

Note: In the one-player game, your point score is of little importance. When you square off against a friend, though, it could mean the difference between victory and defeat! Think about how to avoid obstacles, or how to use them to your advantage.

**There are other obstacles as well, but hitting them doesn't net you any points. Treadmills and water hazards can turn a seemingly easy hole into a nightmare!

Game Over/Continue



The game ends if you run out of balls. To keep playing, select Continue at the Game Over/Continue screen. Press the D-Button to place the marker next to your choice, and press the Start Button or Button 2 to enter it.

There are two different ways to continue play.

- 1) If you started play from the first hole and run out of balls, selecting Continue restarts the game from the hole where the last password appeared. You start again with the same number of balls you had when you began playing your last hole.
- 2) If you started play using a password, you will again continue from the hole where the latest password appeared. In this case, however, you lose all of the balls you had— you begin play with no balls.

You can continue play as many times as you like.

Helpful Hints

- Carefully view the entire hole before making your first shot. You will encounter situations where a bank shot is your best bet.
- The placement of the ball on the tee mat is crucial. Remember that your first shot will make or break you!

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at:

1-800-USA-SEGA

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician 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 the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega 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 Sega's Service Center with an enclosed check or money order payable to Sega of America, 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.

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Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

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