Nintendo

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Nintendo

GAME BOY™

DMG—GO—USA

GOLF

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.



Thanks for selecting the Nintendo® GAME BOY™ Golf Game Pak.

We suggest that you read this instruction booklet thoroughly to insure maximum enjoyment of your new game. Then save this booklet for future reference.

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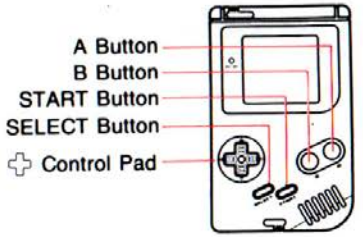
Cautions During Use

1) If you play for long periods, take a 10 to 15 minute break every hour or so.
2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Also, do not disassemble the unit.
3) Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
4) Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
5) Store the Game Pak in its protective case when not in use.

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Game Boy Golf has all the elements of the real game. Bunkers, roughs, water hazards-- even wind direction and strength are included.
There are 2 18-hole courses to challenge you, the JAPAN COURSE and the USA COURSE. You can play a one player game or (with a Video Link™ cable) play a two player game. Game Boy Golf even has a battery in it that will enable you to save your game and your high (or in this case, low) scores. Grab your golf shoes and let's go!

1. CONTROLLER PART NAMES AND OPERATION



■ BASIC OPERATION

- Control Pad



—Moves cursor up and down.
PLAY SCREEN
—Up and Down selects clubs.
—Left and Right sets the shot direction.
HOLE SCREEN
—Scrolls the screen.
GREEN SCREEN
—Scrolls the screen.

- A Button
  —Determines stroke power and hits the ball.
- B Button
  —Switches between the PLAY screen, the HOLE screen and the GREEN screen during play.
- START Button
  —Enters selections on the selection screens.
  —Shows your score during play.
- SELECT Button
  —Allows you to go to the SAVE screen during play.

2. HOW TO GET STARTED

1) POWER UP
Correctly insert the cartridge into the Game Boy, then turn the power ON. "Nintendo®" will appear on the screen, then the TITLE screen appears.

2) TITLE screen
With the ✣ Control Pad select 1 PLAYER or 2 PLAYER mode and press the START Button. Pressing the SELECT Button on the TITLE screen will display the top 5 scores on each course.

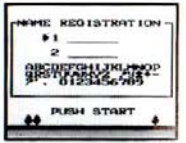


If the Video Link™ cable is not connected, the 2 PLAYER mode cannot be selected.

3. PLAYING THE GAME

• NAME REGISTRATION screen

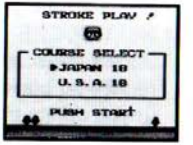
1) When you play the game for the first time, you will need to enter your name. Use the ✣ Control Pad and the A Button to do this. If you make a mistake, press the B Button to delete a letter. When you're through, press the START Button. (Note: you can have two different names stored in the cartridge.)



2) If you want to replace one of the names, select NEW GAME on the GAME SELECT screen, select the name you wish to replace, and press the A Button. Then proceed to enter the new name.

• COURSE SELECT screen

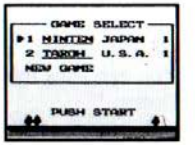
With the ✣ Control Pad, choose the JAPAN or USA course. Press the START Button to enter your choice.



• GAME SELECT screen

1) The names of the two registered players as well as what course they are playing and which hole they are on are displayed.

2) If you wish to continue a saved game or start a new game with a particular person, move the cursor in front of the desired name with the ✣ Control Pad and press START. This will bring you to the PLAYER MODE screen.



• PLAYER MODE screen



- CONTINUE
  Allows you to continue a saved game.
- NEW GAME
  Starts a new game from the start of the course.
- BEST SCORE
  Shows the scorecard of the best game played by the registered player for both courses.
  (If you delete the PLAYER name, the BEST SCORE is also deleted.)

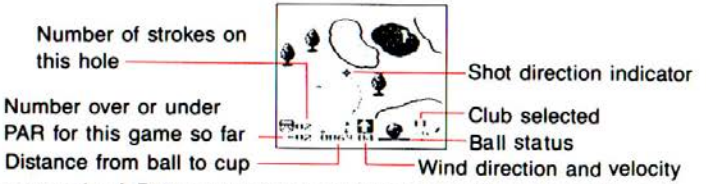
Now you're ready to play!

This game has three types of screens: a PLAY screen, a HOLE screen, and a GREEN screen. By pressing the B Button, the screens change in sequence. You can view the current scorecard from any screen by pressing the SELECT Button.

■ HOW TO READ THE SCREEN

In order to get a good score, it's important to learn how to read the information on the different screens.

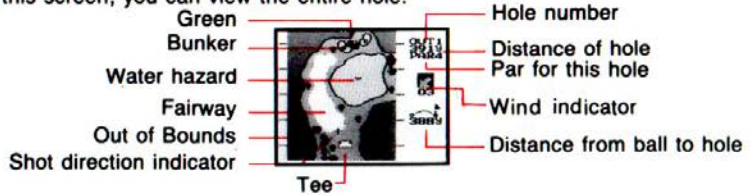
- PLAY screen
  The PLAY screen shows where your ball is and the area surrounding it. This is where you actually play your shots.



If you press the A Button, the player appears next to the ball and the bottom of the screen will display the shot indicator.
If you press the B Button, the screen advances to the HOLE screen.

• HOLE screen

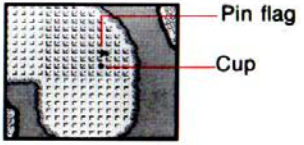
On this screen, you can view the entire hole.



If the entire hole cannot be seen at once, use the ✣ Control Pad to scroll the screen.
If you press the A Button, the display returns to the PLAY screen.
If you press the B Button, the display advances to the GREEN screen.

•GREEN screen

This screen is useful to confirm the pin position and see the green's features.



If you press the A or B Button, the display returns to the PLAY screen.

■ BASIC SHOT OPERATIONS

• Direction of Shot

You can determine the shot direction on the PLAY or HOLE screens. Use the Left and Right on the ✣ Control Pad to move the shot direction indicator.

• Club selection

On the play screen, use Up and Down on the ✣ Control Pad to select your desired club.

• Shot indicator

If you press the A Button once while on the PLAY screen, the player will stand by the ball and the shot indicator appears at the bottom of the screen.

1) Back Swing



By pressing the A Button, the ▼ cursor starts to move and you start your back swing.

2) Down Swing



When you press the A Button again, the ▼ cursor starts to move to the right and you begin your down swing. The farther the cursor travels to the left, the stronger your shot will be.

3) Impact



Pressing the A Button for a third time results in hitting the ball. Try to stop the ▼ cursor in the dark area for the best possible shot.

* Putting is a little different from a regular shot.

1) Back Swing



Press the A Button to begin your back swing.

2) Impact

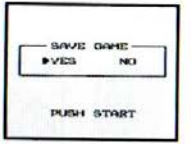


Press the A Button again to hit the ball. Again, the further to the left the arrow is, the stronger the shot.

4. SAVE AND CONTINUE

The SAVE and CONTINUE functions only work in the 1 PLAYER game (they do not work in the 2 PLAYER game.) While you are playing, the game automatically saves your score, hole, ball position, etc. This means that if you turn the game off, your position will be saved.

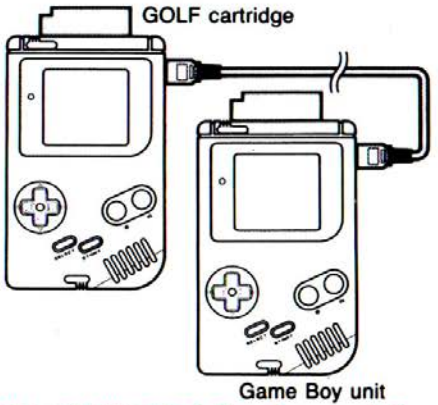
If you wish to have your game saved and return to the TITLE screen without turning the power off, press the SELECT Button when you're on the PLAY screen. This will bring you to the SAVE GAME screen. Select YES and press START to go to the TITLE screen.



5. PLAYING A 2 PLAYER GAME

If you connect two Game Boy units using a Video Link™ cable, you can enjoy 2 PLAYER match play. In order to do this, you need the following:

- 2 Game Boy units
- 2 Golf cartridges
- 1 Video Link™ cable



(Note: Only the unit hitting the ball can be operated.)

1) Connect the Video Link™ cable as shown in the diagram on the left and check that both cartridges are inserted properly. Then turn both units ON.

2) Both Game Boy units should display the TITLE screen. Select the 2 PLAYER mode and press the START Button. The displays will advance to the COURSE SELECT screen.

3) The Game Boy that selected 2 PLAYER mode is player 1 and tees off first.

PLAYER 1 .....



PLAYER 2 .....



(Note: If the Video Link™ cable is disconnected and reinserted during a game you may need to start all over again.)

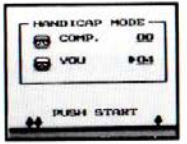
■ ABOUT 2 PLAYER MATCH PLAY

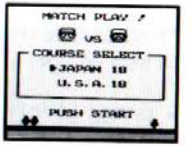
In match play, a winner is determined for each hole. If you sink the ball in less shots than your opponent, you win the hole and are "1 UP." The player that wins more holes during a round wins that game.

Every HOLE
- WIN.....UP
- LOSE.....DOWN
- TIE.....EVEN are displayed

- 2 PLAYER COURSE SELECT screen
  Select the course to play (JAPAN or USA.) This can be selected from either Game Boy unit. The display advances to the HANDICAP mode screen.

- HANDICAP mode screen
  When player abilities differ, you can use the HANDICAP option to make the game even.
  A Handicap can be picked from 00 - 18.





See page 22 for a list of the handicap level for each hole.
Each hole has been given a number from 1 to 18 depending on it's difficulty. For example, if you pick a handicap of 4, on all holes with a handicap level of 4 or under, you are given a one stroke advantage over your opponent.
Your player is indicated as YOU, while your opponent is shown as COMP.
Set your handicap using Up and Down on the ✣ Control Pad and press the START Button.

- Operation is the same as in the 1 PLAYER mode.

- GIVE UP SELECT screen
  If you think that you are going to lose a hole and want to advance to the next hole, you can select GIVE UP.
  Press the SELECT Button during play to access the GIVE UP screen.

- Sudden Death
  If you and your opponent are tied at the end of the round, you will go into "sudden death." Play continues until one player wins a hole.
  If the number of strokes of the two players exceeds 50, then the first person to sink the ball wins the hole. If a player has a handicap, they will win the hole.

6. ADVICE FROM A CADDIE

"I'm a caddie that works exclusively on these two courses. Here are some tips to help you get a great score !"

- TYPES OF CLUBS AND THEIR RANGES

You have 14 clubs in your bag. The types of clubs and their approximate distances are shown below.

	YARD		YARD		YARD
1W	240Y	4 I	180Y	9 I	110Y
3W	225Y	5 I	165Y	PW	90Y
4W	215Y	6 I	150Y	SW	70Y
1 I	205Y	7 I	135Y	PT	30Y
3 I	190Y	8 I	120Y		

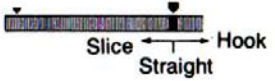
*These figure are accurate when there is no wind and when the shot is from the fairway. Other conditions will result in different distances.

■ SHOT INDICATOR

Your shots are played using the SHOT INDICATOR. Here's how to make controlled shots.

- HOOK and SLICE

These can be used to curve the ball around an object or to compensate for the wind.



Slice: Ball curves to the right
Hook: Ball curves to the left

If you stop the cursor to the left of the dark area in the SHOT INDICATOR, the ball will slice. If you stop it to the right, the ball will hook.

- HIGH BALL

To hit the ball higher than normal (to get over trees, etc.) hold Down on the ✣ Control Pad during the down swing until the ball is hit.

- LOW BALL

To hit a low ball, it's just hitting a high ball, except you use Up on the ✣ Control Pad.

- BACK SPIN
  Putting back spin on the ball is an effective way to make the ball stop very soon after it lands. To use back spin, you must be holding the ✣ Control Pad Left or Right at the moment of impact with the ball. You must also stop the cursor in the dark area of the shot indicator. If you are successful, the words "BACK SPIN" will appear at the bottom of the screen.

- SUPER SHOT
  This can only be done on a tee shot with the 1W club. This gives you maximum distance under windless conditions.

■ MORE INFO ABOUT THE COURSE

- Three types of rough (long grass)
  There are three types of rough: deep, regular and shallow. Roughs will make your shots shorter as it is more difficult to hit the ball well.

- Watch out for trees
  Use a HIGH SHOT to get the ball over the trees with ease.

- Bunker Shots
  For a shot from a bunker, it is wise to use your PW (pitching wedge) or SW (sand wedge) for maximum control.

- The Greens
  When on a green, you must use your putter. On the green you will see marks that show you how the green is sloped. There are three types of marks:



① Normal. The ball will roll straight.
② Slightly sloped. The ball will tend to roll in the direction of the arrows.
③ More sloped. Be careful!

*The greens on the USA course are more difficult than those on the JAPAN course.

Golf is not just a matter of hitting the ball a long distance. It is important to examine the layout of the hole and determine where it would be most advantageous to have the ball. Watch the wind indicator and learn the ranges of the different clubs.
It is also good to master how to control the power of a shot and to learn how to hook and slice. On the green, carefully line up your shot taking into account the various slopes.

7. BASIC GOLF RULES AND TERMS

- PENALTIES

- OB (Out of Bounds)
  If you shot a ball out of bounds, you are penalized one extra shot and you must shoot again from the original position.
- Water hazard
  When the ball goes into the water, you are penalized one shot and get to take your shot from the edge of the water.

- SPECIAL RULES

- When the ball is on the green, only the PT (putter) may be used.
- If you take more than 50 strokes to finish a hole, the number of strokes will remain at 50. No more strokes are counted.

- HANDICAP CHART

JAPAN course

NO.	1	2	3	4	5	6	7	8	9
H'CP	13	9	15	3	11	17	5	1	7
NO.	10	11	12	13	14	15	16	17	18
H'CP	12	14	10	6	2	16	8	4	18

U.S.A. course

NO.	1	2	3	4	5	6	7	8	9
H'CP	7	17	3	11	15	5	9	1	13
NO.	10	11	12	13	14	15	16	17	18
H'CP	12	6	2	16	8	18	14	10	4

■ TERMS

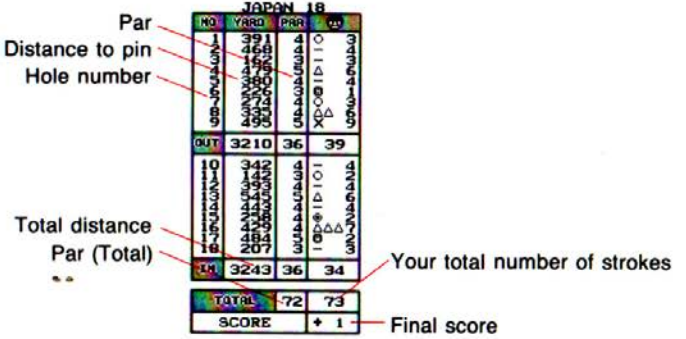
- Hole In One
  Sinking the ball in one shot from the tee.
- Albatross
  Getting the ball in the cup in 3 strokes under par.
- Eagle
  2 strokes under par.
- Birdie
  1 stroke under par.
- Par
  Standard number of strokes required for a hole.

- **Bogey**
  1 stroke over par.
- **Double Bogey**
  2 strokes over par.
- **Triple Bogey**
  3 strokes over par.
- **Tee**
  The area from which you hit the first shot on a hole.
- **Hole Cup (Cup)**
  The target of a hole. Where you sink the ball.
- **Putting Green (Green)**
  An area where the grass is cut very short and where the cup is.
- **Fairway**
  An area where the grass is fairly short so the ball can be easily hit.
- **Back Swing**
  Bring the club back before you hit the ball.
- **Down Swing**
  After your back swing and before you hit the ball.
- **Impact**
  The moment the club hits the ball.

8. OTHER OPERATIONS AND SCREENS

■ HOW TO VIEW THE SCORE

If you press the START Button while on the PLAY screen, you can see your scorecard. Use the ✣ Control Pad to scroll.

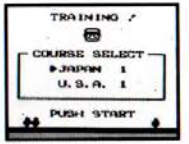


■ RESET

If you press the A Button, B Button, the SELECT Button, and the START Button all at the same time, the game will return to the TITLE screen.

■ TRAINING MODE

On the TITLE screen, if you hold Down on the ✣ Control Pad and press START, you can enter training mode. Use the ✣ Control Pad to pick the course and hole that you want and press START.
The training mode allows you to practice a certain hole as many times as you like. Reset the game to try a different hole.



90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:
Nintendo warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700.
   Our Consumer Service Department is in operation from 4:00 A.M. to 10:00 P.M. Pacific Time, Monday through Saturday (times subject to change.) Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.
3. If the Nintendo Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK (Be sure that your packaging is at least 4 inches by 6 inches as many shipping companies will not ship anything smaller), and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

In the United States:
Nintendo of America Inc.
Consumer Service Department
4820-150th Avenue N.E.
Redmond, WA 98052
RA # _____

In Canada:
Nintendo of Canada Ltd.
110-13480 Crestwood Place
Richmond BC V6V2J9
RA # _____

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

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted at left. If the Nintendo Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Nintendo to repair or replace the PAK and will be given a Return Authorization number.
You may then record this number on the outside packaging of the defective PAK (Be sure that your packaging is at least 4 inches by 6 inches as many shipping companies will not ship anything smaller) and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo, for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)
If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment 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 NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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have other rights which vary between states/provinces.