SEGA SPORTS™

GAME GEAR™

WORLD SERIES® BASEBALL '95



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NBA ACTION™ STARRING DAVID ROBINSON



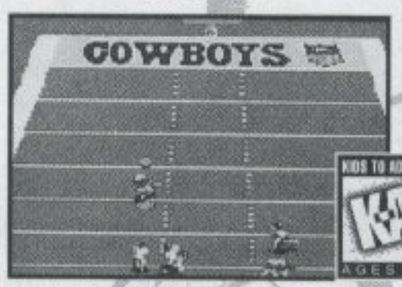
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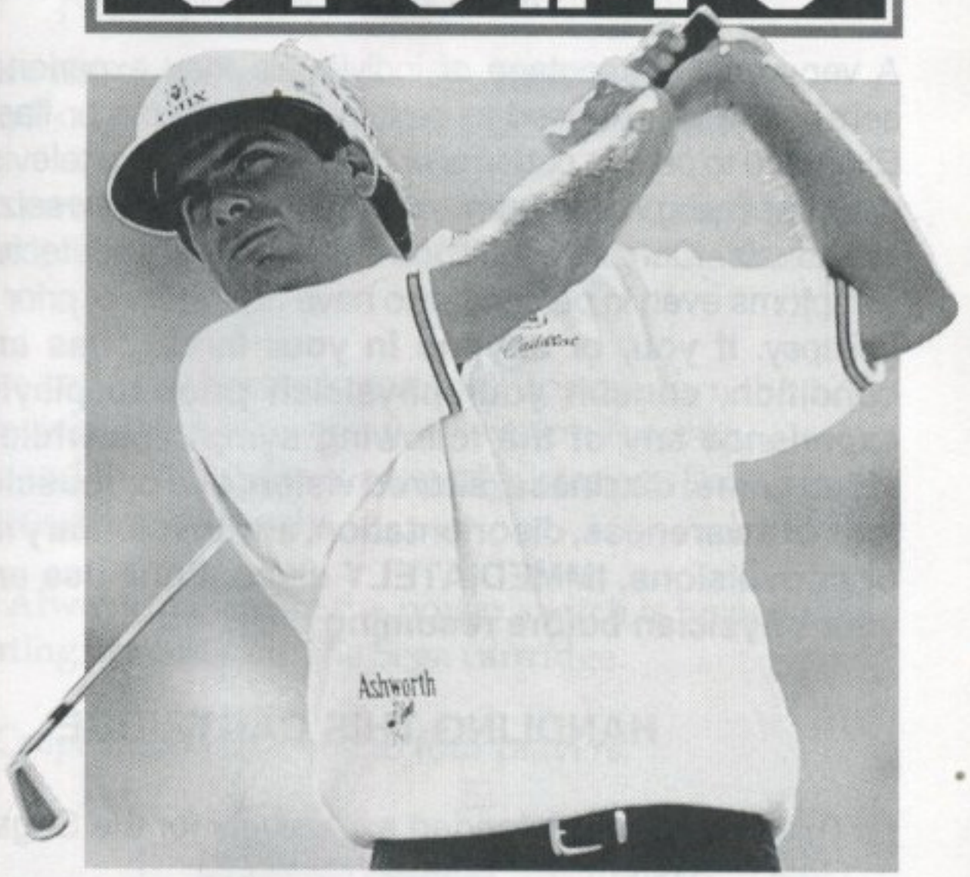
GAME GEAR™

INSTRUCTION MANUAL

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SEGA SPORTS™



Fred Couples Golf

KIDS TO ADULTS

AGES 6+

EPILEPSY 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 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 THIS CARTRIDGE

- This 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.
- Be sure to take an occasional recess during extended play.

For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342

STARTING UP

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Fred Couples Golf* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the Sega and Sega Sports™ logos, and the *Fred Couples Golf* Title screen appear.
4. If the Sega and Sega Sports logos don'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.

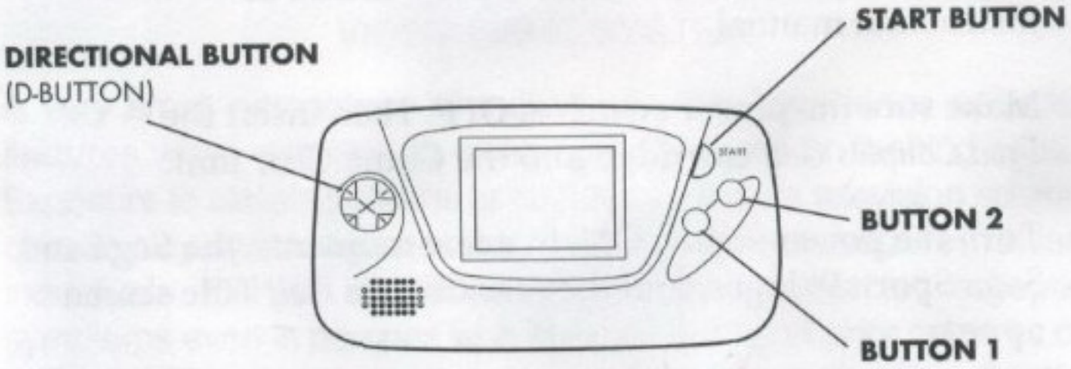
Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *Fred Couples Golf* is for one to four players.



For Game Play Assistance, call
1-415-591-PLAY

TAKE CONTROL!



Start Button (Start)
- Selects modes from Title screen

D-Button
- Highlights options
- Sets direction of ball

Button 1
- Skips hole explanations in modes
- Returns to previous menu in action window
- Cancels power meter
- Skips caddie advice or comments

Button 2
- Selects highlighted options in pre-play screens
- Selects highlighted options from Action window
- Selects all shot preparations from Action window SHOT option
- Hits ball
- Controls power meter

AUSTIN CREEK, 1ST DAY

You lost track of the hours you spent perfecting your shots, and telling yourself that you can do it. Avoiding that bunker on the 7th did not turn out to take as long as you thought it would. But that water on the 11th! You had almost given up. It took a little time and patience, but you got it right. Every second was worth what it did for your confidence. You decided it was time to enter the tournament.



You're a little nervous, but the feeling is good. Out there on the course with you today are 31 pros competing with you. Some will go home disappointed, maybe even give up the game altogether. But not you. You know you can make it.

GETTING STARTED

The *Fred Couples Golf* Title screen appears after the Sega and Sega Sports logos. Press Start to begin the game.





After pressing Start, a window appears at the bottom of the Title screen. Press UP or DOWN to highlight a different mode. Press Start to select the highlighted mode.



In TOURNAMENT NEW GAME, be prepared to play golf against 31 Computer-controlled professionals. Give it your all at Austin Creek to make the cut and advance to the second (also known as final) day! If you play well enough again on the second day at Austin Creek, you might just win the course first place trophy! How far can you go? Four courses in all test your abilities. If you continue to play well on new courses, Fred Couples himself might be waiting at the next course to compete against you too!

In TOURNAMENT PASSWORD, enter the password to resume a tournament in progress. You don't have to play all the courses in one session.



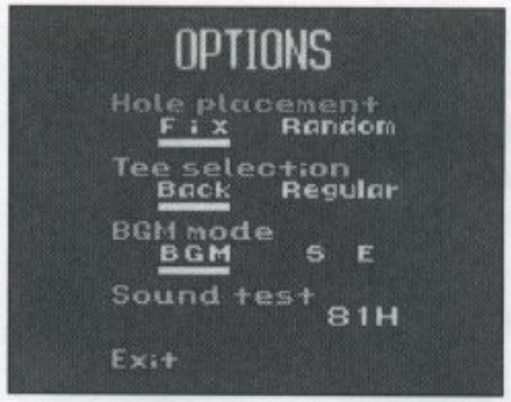
If you and your friends want to play as a group, or if you would like to play alone, select the STROKE PLAY mode. One to four players can play at the same time. Just be sure not to hit the ball when it's another person's turn.



To play against a friend or a Computer-controlled golfer, select the MATCH PLAY mode. Select 1P VS 2P to play 18 holes against a friend and determine who is king of the fairways. You can also play against Fred Couples, who assumes the role of the computer-controlled golfer in 1P VS FRED. Even though he is your opponent, listen to what he says about the holes.

Use the PRACTICE mode to practice until you have each shot right where you want it. Select any hole from the three courses available, and place the ball anywhere you wish: the tee, fairway, green, even the rough. Shots are possible even from the bunker.

For all of the modes except PRACTICE, press the D-Button UP or DOWN to highlight. Press Start to begin, or Button 1 to return to the Title screen.



To change features of the game, select OPTIONS. In HOLE PLACEMENT, each hole's cup appears in the same place on the green (FIX), or changes location each time you play (RANDOM). In TEE SELECTION, you can choose to tee-off from the back or regular tees. Through BGM MODE, select either background music (BGM) or sound effects (SE) to listen to while playing. In SOUND TEST, listen to the music and sound effects of *Fred Couples Golf*. Press Button 2 to listen, and Button 1 to stop.

For these features press the D-Button LEFT or RIGHT to select. When finished, highlight Exit by pressing UP or DOWN with the D-Button, then press Button 1 or 2.

CREATE YOUR PLAYER

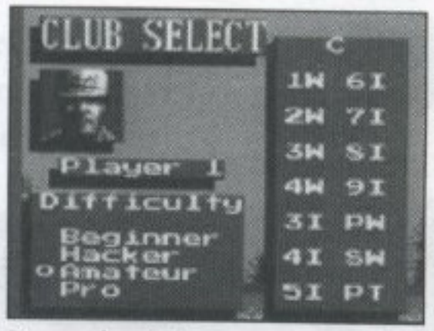
Once a game mode has been selected, the Player Select screen appears (this applies for all modes except PRACTICE).



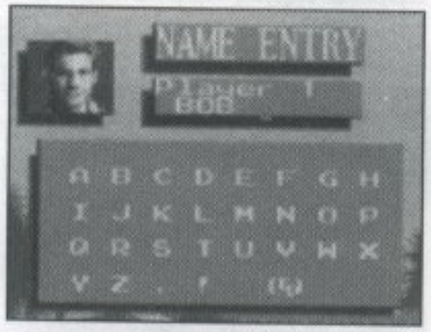
You can select one of four golfers. Press the D-Button LEFT or RIGHT to highlight your selection, and enter it by pressing Button 2.

Select your player's outfit in the same way.

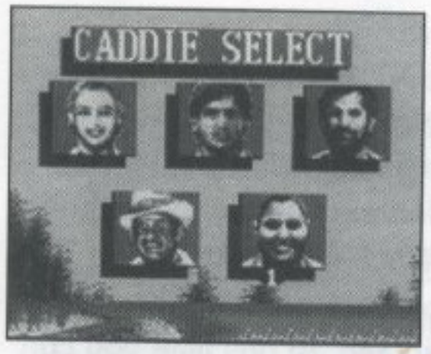




On the Club Select screen, set the difficulty level for your golfer and select from among four choices the set of clubs you would like to use for the course. In multi-player modes, all golfers play at the level selected by Player 1. To review the maximum distances of the clubs offered in this game, see p.24. Press the D-Button UP or DOWN to highlight the difficulty level, and LEFT or RIGHT to cycle through the club set choices. Press Button 2 to exit the screen.



The Name Entry screen appears. Enter up to eight characters per player. If no name is selected, the default setting uses Player 1, Player 2, etc., depending on which player(s) did not enter a name. Press the D-Button in any direction to highlight a character, and press Button 2 to select it. If you would like to change a character, press Button 1 as many times as needed to go back to that character. Then press the D-Button again to highlight your new choice and press Button 2 to select it. You will need to retype all characters after the new character. With ED highlighted, press Button 2 to exit the screen.



You're almost ready to tee off. But first select your caddie. Press the D-Button LEFT or RIGHT to highlight the caddie of your choice. When finished, press Button 2 to exit the screen. Depending on the mode, either the Course Select screen or the Course screen appears.

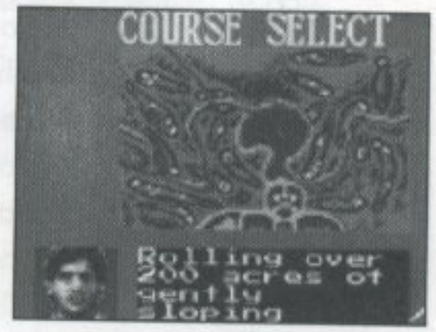
Note: In multi-player games, it is possible for players to make the same selections from all the screens except for Player Color.

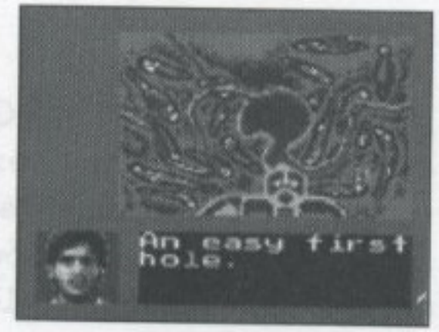
GAME SCREENS

PRE-PLAY SCREENS

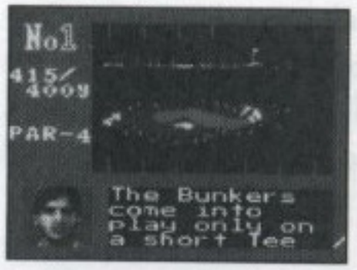
Course Select Screen and Course Screen

These screens are introductions for the courses in *Fred Couples Golf*. The Course Select screen introduces the courses in all modes except for the TOURNAMENT mode, which is introduced by the Course screen.





Tournament Mode

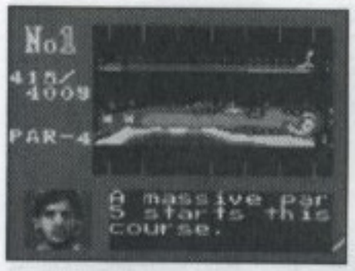


After Fred Couples introduces the first hole, press Button 2 to bring up a map. Press Button 2 again to see a detailed explanation of the hole. Press Button 2 to continue the explanation. When there is no more text, press Button 2 to go to the Action Select screen. At any time you can press Button 1 to skip the preview and bring up the Action Select screen.

Note: For instructions on how to use the TOURNAMENT PASSWORD mode, see p.18.

Stroke Play Mode and Match Play Mode

Press the D-Button LEFT or RIGHT to highlight the course you want to play. Press Button 1 to select the course. Fred Couples then introduces the first hole. Press Button 2 to bring up the map of the first hole. Press



Button 2 to see a detailed explanation of the first hole, and press again to proceed through the explanation. When he is finished, press Button 2 to go to the Action Select screen. Press Button 1 after the hole has been selected to skip the hole explanation.

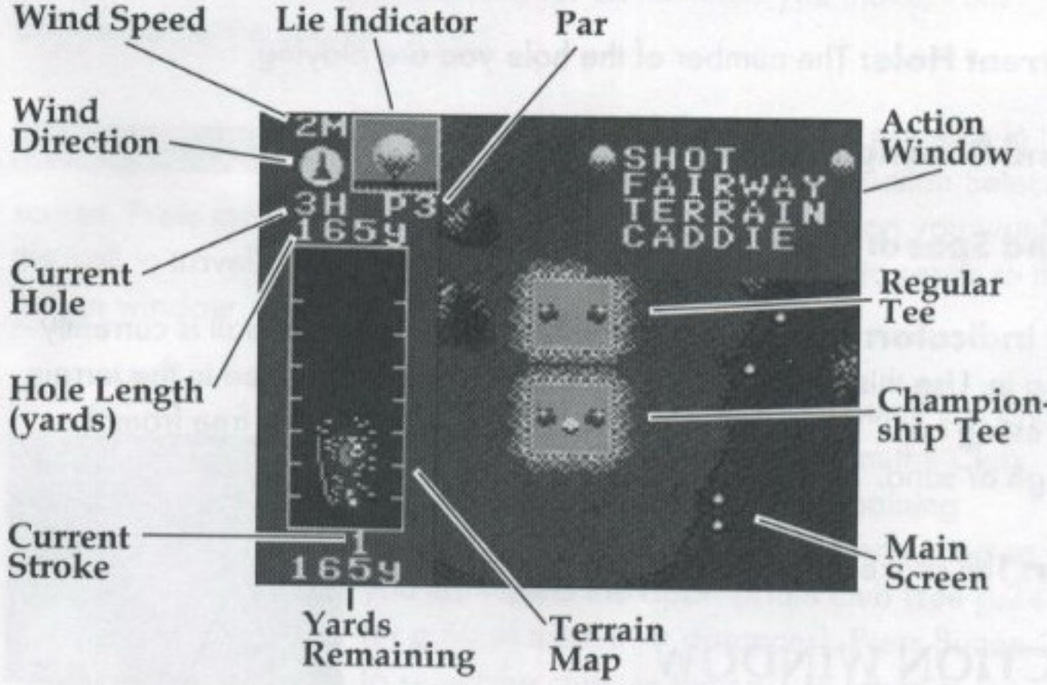
Practice Mode

Press the D-Button LEFT or RIGHT to highlight the course you want to play. Press Button 2 to continue the explanation. Press Button 1 to select the course. The Hole Select screen appears. Press the D-Button LEFT or RIGHT to



highlight the hole, and press Button 2 to select it. Follow the same instructions for the PRACTICE mode as you would for the STROKE PLAY mode and MATCH PLAY mode regarding hole explanation and access to the Action Select screen.

ACTION SELECT SCREEN



Action Window: Options from here are used to hit the ball or give you information regarding the hole.

Championship (Back) Tee: In Fred Couples Golf, you play from this tee. You can use the **Regular Tee** if desired by selecting REGULAR in the options screen (see OPTIONS, p.5).

Main Screen: Bird's-eye view of the hole.

Terrain Map: All of the hole is displayed at once. It can be used as a topographical map (TERRAIN, p.13).

Yards Remaining: The distance from your position to the hole.

Current Stroke: This is the stroke number of the next shot you will take.

Hole Length (yards)**:** The length from the tee to the hole.

Current Hole: The number of the hole you are playing.

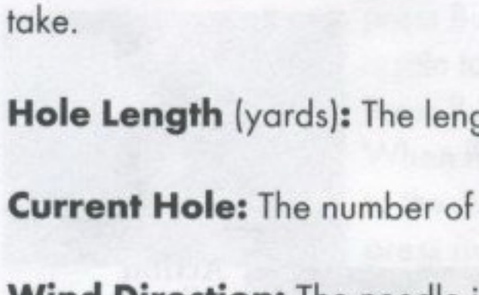
Wind Direction: The needle indicates which direction the wind blows.

Wind Speed: Current speed of the wind.

Lie Indicator: This indicates what type of terrain your ball is currently lying in. Use this window to determine if your ball is buried in the terrain or resting on it. You need more power to hit buried balls free from the rough or sand.

Par: The stroke rating for this hole.

ACTION WINDOW



The options in the Action window are used to hit the ball (SHOT), and help you to plan out your shot (FAIRWAY, TERRAIN, and CADDIE). To select an option from the Action window, press the D-Button UP or DOWN to highlight a choice, and then press Button 2. Be advised to use all of the options regularly, and not just the SHOT option. It could make the difference between a Birdie and a Bogey!

Before you prepare to tee off, press Button 1 or 2. Your caddie appears to wish you luck. Press Button 1 or 2 to continue.

FROM THE TEE TO THE GREEN

PREPARING TO SHOOT

To tee off, select the SHOT option from the Action window by pressing Button 2. The SHOT option is used for all the shots you make, from anywhere on the course.



The DIRECTION window appears in the upper right corner of the Action Select screen. Press the D-Button LEFT or RIGHT to set the direction you want the ball to travel. Press Button 2 to select. Press Button 1 to return to the Action window.

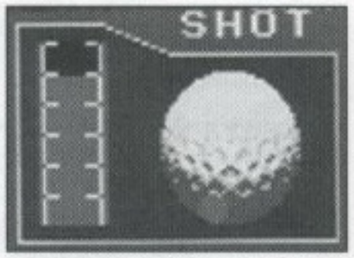


Press the D-Button LEFT or RIGHT until you find the club you would like to use from the Club window. Be sure to check the remaining distance to the hole from Yards Remaining so you can select the appropriate club (see p.24 for a list of maximum distances). Press Button 2 to select the club, or Button 1 to return to the Direction window.



Changing your stance is useful when hitting a draw or fade. This is useful, for example, to offset strong winds or to avoid hazards. Press the D-Button LEFT or RIGHT to adjust your stance from the Stance window. The more offset your stance is, the more drastic the draw or fade will be. Press Button 2 to select the stance, or Button 1 to return to the Club window.

All of your concentration is required now. It's time to hit the ball! From the Shot window, you can see both the Power Meter and a golf ball. To



select the strength of your shot, press Button 2. Notice that the Power Meter level starts to rise. To cancel the shot while the Power Meter level is moving, press Button 1. For a full swing, let the bar rise all the way to the top, then press Button 2 again to stop the bar. For a less powerful shot, stop the bar by pressing Button 2 before it reaches the top. The Power Meter level continues to move up and down until Button 1 or Button 2 is pressed. To readjust your stance before the shot, press Button 1 to return to the Stance window.

After you have selected the power level, a dot appears on the golf ball, moving back and forth, left to right. This dot represents where your club will strike the ball. Press Button 2 to set the striking point. The lower the dot, the higher the ball arcs. Set the dot off center on the ball for additional direction control. A "whiff" occurs if you do not select a striking point. This is counted as one stroke. Try again.

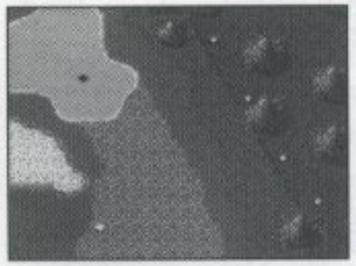
Note: Unlike the Power Meter level, the striking point on the golf ball can not be canceled once the dot starts to move. Make sure your shot specifications are as you want them before you press Button 2 to set the Power Meter level.

Repeat this procedure for all shots until you reach the green.

USING ALL RESOURCES



There is nothing like picking your own club on the fairway, giving the ball a good whack, and seeing the ball land three feet from the hole. But you'll need to make the right decisions based on the right information to do this. That's what FAIRWAY, TERRAIN and CADDIE are for. All of these are designed to help you in your quest for that miracle shot to put you in the lead.



With FAIRWAY, get a bird's-eye view of the entire hole. Press the D-Button in any direction to view different areas of the hole. View at your leisure the fairway, green, hazards or any other part of the hole.



Select TERRAIN to change the map of the hole on the Action Select screen to a topographical map. The lighter the color, the higher the elevation. Use this or the green hole map to help you decide where to direct your shots.

By selecting CADDIE you can get advice from your caddie. He or she informs you of the remaining yards to the hole, and advises you on club selection. Press Button 2 to continue your caddie's message. Press Button 2 at the end of the message to go back to the Action Select screen.

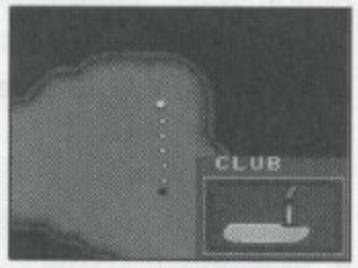
PUTTING TO GLORY

When you reach the green, the surrounding fairway and rough disappear. It's just you, the ball and the green.

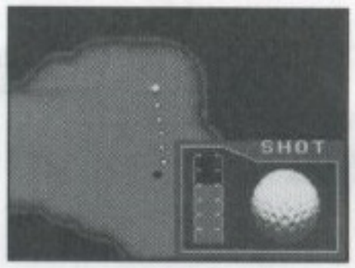


Select SHOT on the green from the Action window to hit the ball. Once Button 2 is pressed, the Direction screen appears. Press the D-Button LEFT or RIGHT to line up the path with the hole. Remember that the lighter the color, the higher the elevation. A ball hit to a higher elevation requires more power to travel the distance than if it were on level ground. Conversely, a ball hit to a lower elevation requires less effort to travel the same distance. Press Button 2 to continue. Press Button 1 to return to the Action window.

The Club screen appears. Once on the green, you can only use the putter. A 5-iron wouldn't do for hitting on the green, now would it? Press Button 2 to continue. Press Button 1 to return to the Direction screen.



This is it! The shot you've been waiting for. Can you sink that 20-foot putt? Set the Power Meter level in motion by pressing Button 2. Press Button 2 again to set the level, or Button 1 to cancel the shot. Unlike earlier shots to place you on the green, however, putting only requires you to set the Power Meter level. No striking point on the golf ball is selected. Once you have pressed Button 2 to set the Power Meter level, the ball is hit. Press Button 1 before setting the Power Meter in motion or after cancelling the shot to return to the Club screen.



Note: Before putting, make sure you have taken into account any elevation differences on the green that might affect the path of your ball. Experiment with different Power Meter levels to become familiar with how much is needed for different distances and different contours.

THE HAZARD OF HAZARDS

Even if you're one of the best, sooner or later you're going to put it in the bunker or the water. This is not so bad–assuming you can get the ball out.

For the bunker, get the sand wedge or even another iron out and give the ball a good whack (make sure you use enough power, because a light hit keeps the ball in the sand). But the water is a different matter...

If your ball clearly lands in a body of water, your caddie informs you that you'll have to take a 1-stroke penalty and hit again.

Sometimes, your ball lands on the river edge. Your caddie informs you that this ball is playable. Now it's time to make a crucial decision. Don't worry about the pressure. Just remember that the fate of your score hangs on the outcome of this shot. Press Button 2 to continue the message, and press Button 2 at the end of the message to bring up the Water Hazard window to make your choice.



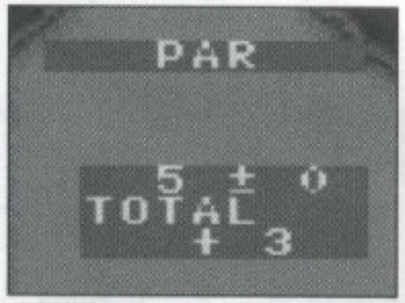


You have three choices to free your ball from the water's edge. DROP BALL places the ball on the closest firm ground to the water (this is determined from an imaginary line between the origin of the shot and the point where the ball entered the water). If you decide to take your chances with the wet ground, select PLAYABLE. Finally, by selecting REHIT you go back to where your ball last was placed before you hit it on its fateful journey to the water's edge. If you choose DROP BALL or REHIT, you will suffer a 1-stroke penalty. Press the D-Button to highlight the option you want, and press Button 1 or 2 to select.

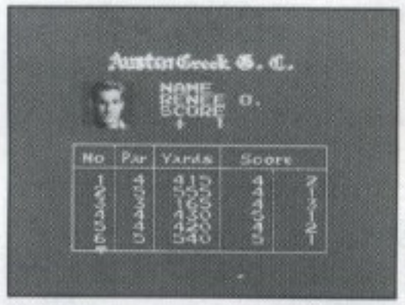
KNOW THE SCORE

HOLE SCORE

The Hole Score appears after a hole is completed in the TOURNAMENT and STROKE PLAY modes. Both the score for the hole just finished and the total current score for the round are listed. The board disappears after a few seconds.



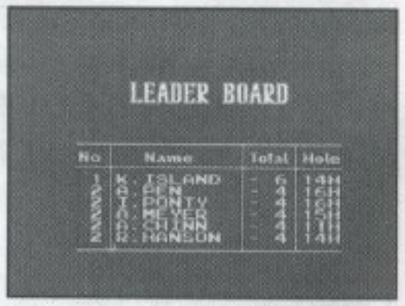
SCORECARD



After the first nine holes have been finished, and after the course has been completed, the Scorecard appears. Press the D-Button UP or DOWN to scroll through the entire list. The par, length, and your score for each hole, and the number of putts taken on each green of each hole are listed. When you are finished, press Start, Button 1 or Button 2 to continue. This scoreboard appears in the TOURNAMENT and STROKE PLAY modes.

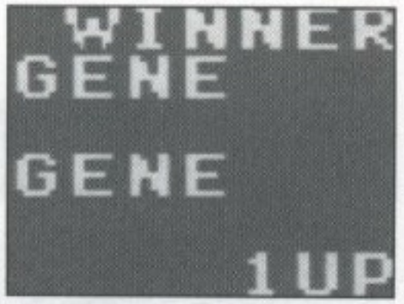
LEADER BOARD

The Leader Board shows the standings of your player and the computer players in the TOURNAMENT mode. This screen appears after each hole. Press the D-Button UP or DOWN to scroll through the entire list. Press Start, Button 1 or Button 2 to continue.



WINNER BOARD

The Winner board is displayed after every hole in the MATCH PLAY mode. At the top is the name of the winner for the last hole. At the bottom is the name of the current leader, with the number of "victories up" listed.



GAME MODES

TOURNAMENT NEW GAME MODE

It's time to take on the pros! 31 players are waiting for you to challenge them. Can you survive the first day to battle for the championship on the following day on each of four courses?

After you have created your player, a screen appears announcing that the tournament is about to start. Press Button 1 or 2 to continue.



You start today at Austin Creek, known for its wide fairways and numerous bunkers. Either you make the cut and come back to try tomorrow, or you pack your bags and head for the next course. If you do well today and compete here again tomorrow, you will move on to the first day of the next course (hopefully with an Austin Creek Championship trophy in hand). You enter the other courses in this manner. Press Button 1 or 2.

The Course screen appears, showing the course, Fred Couples, and his explanation of the course (see Pre-Play Screens, p.7).

After you bring up the Action Select screen, you are ready to Tee off. Good Luck!

TOURNAMENT PASSWORD MODE

At the end of a day on the course you are given a password. No, this password will not allow you to be seated at the best table in the clubhouse dining room, but it will allow you to come back to the beginning of the next round without having to play through earlier rounds. After every round, whether a first day or final day of a tournament, a password appears. When you have finished writing it down, you can turn off the game.

To resume the tournament, select TOURNAMENT (PASSWORD) from the window at the bottom of the Title screen. The Password screen appears, except now the upper window is blank. Enter the password.

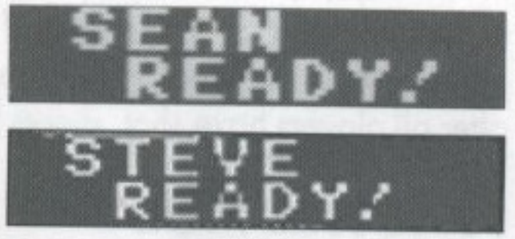
Press the D-Button in any direction to highlight with brackets the character you want. Press Button 2 to select that character. If you make a mistake, press Button 1 until the cursor is under the character you want to change. Then press the D-Button to the new character, and press Button 2. You need to retype all the characters after the changed character.



To type a lower-case letter, highlight the double arrows symbol at the bottom next to ED. Press Button 2. Pressing Button 2 again on the double arrows allows you to type upper case. When you have typed your password, highlight ED and press Button 2. A successful entry brings up the Name Entry screen. An unsuccessful attempt brings up the Sega logo. If this occurs, access the TOURNAMENT PASSWORD mode and try again.

MATCH PLAY MODE

In this mode, two players can play head-to-head, or one player can play against the computer-controlled player. The goal is to win more holes than your competitor.



An overall stroke count is not kept of the 18-hole match. The player who takes less strokes to finish a hole than his or her competitor wins the hole. When it becomes clear that one player's win count can not be matched by the other player, he or she is declared the winner of the match. For example, if one player is up by 5 holes with 4 holes remaining, that player is declared the winner.

After players have been created, the Course Select screen appears (see Pre-Play Screens, p.7).

Player 1 tees off first. After both players shoot, the player furthest from the hole on the second shot goes first. The winner of each hole tees off first at the next hole.



When you select the 1P VS FRED mode, you compete against Fred Couples.

Note: Should the match end with an equal number of holes won by both players, a one-hole sudden death playoff is added. If a draw occurs on this hole, one additional hole is added at a time until one player wins the hole, and thus the match.

STROKE PLAY MODE

In this mode, one to four players can spend the afternoon at the course of their choice. Player one tees off first, followed in order by the other players. As in the MATCH PLAY mode, the player furthest from the hole after all players have shot, shoots first.

PRACTICE MODE

Perfect those difficult shots that turn a possible birdie into a bogey. After exiting the Hole Select screen, a bird's-eye view of the course appears. Press the D-Button to place the ball anywhere (except out of bounds or in the water). Then press Button 1 or 2 to select that position. If you would like to start from the tee, just press Button 1 or 2. When your caddie appears, press Button 2 at the end of the message to go to the Action Select screen, or press Button 1 to skip the message at any time.





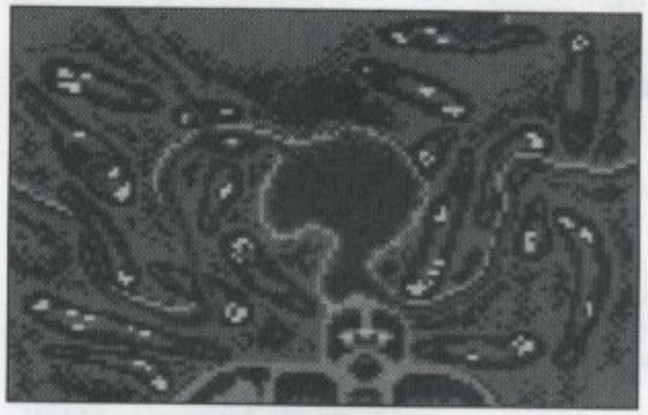
The Action Select screen appears (see p.9 to hit the ball). After the ball comes to a stop, the Training window appears. From this window, you can do one of the following:

CONT.: Play the ball from its present location.
RETRY: Take the shot over.
REPLACE: Move the ball to a new place of your choice.
CHANGE: Return to the Course Select screen.
QUIT: Leave this mode and return to the Sega logo.

Press the D-Button UP or DOWN to highlight the option. Press Button 1 or 2 to select it. When a hole is finished, you are placed back at the Championship Tee of the same hole. Continue practicing, or select QUIT to exit this mode.

THE COURSES

Austin Creek
7,150 yards
Par 74



Enjoy the spacious fairways found on the holes at Austin Creek. The numerous bunkers around the holes, and the ponds and rivers make the course a fun challenge.

Brooks Peak
6,280 yards
Par 72

Located in a hilly region near the Flint Mountains, this course offers several shorter holes with narrow fairways. Patience and accuracy are the keys to success on this course.



Hurricane Bay
6, 995 yards
Par 72

Since 1963, Hurricane Bay has been challenging even the best. Many of the holes are surrounded by or located near water. At higher difficulty levels of play, the wind becomes a strong factor. The beautiful scenery hides the difficulty of this course.



Foxx Valley
? yards
Par ?

Play this mystery course in the TOURNAMENT mode to discover its joys and its difficulties.

GOLF GLOSSARY

SCORING

Par: The expected number of shots it will take a player to finish a hole. The par rating differs from hole to hole. Shorter holes have a par 3, longer holes a par 5. Standard holes have a par 4 rating. When the total number of shots you hit to finish a given hole matches the hole's rating, you have scored a par.

Birdie: A score of –1 for a hole. You took one swing less than the par rating to finish the hole. The greater the negative number, the better you do. Nice job!

Eagle: A score of –2 for a hole. The bigger the bird, the better you did.

Double Eagle: A score of –3 for a hole. Rare, but give it your best shot.

Hole-in-one: Says it all.

Bogey: A score of +1 for the hole. A little practice and you'll get it next time.

Double Bogey: A score of +2.

Triple Bogey: A score of +3. Don't turn off the game. Even the best hit these sometimes.

Hole Out: A score of +4 or more for a hole. Try this hole on the Training mode.

THE COURSE

Green: A good place to be. This lighter-colored green grass surrounds the hole. You always use the putter here.

Fairway: The light-green part of the hole, often long, which leads up to the green. Woods, irons, and wedges are suitable for this terrain.

Rough: The darker-green part of the course. Because the grass is thicker, irons and wedges should be used.

Bunker: Sand traps that dot the landscape, often located near the hole. Use the appropriate wedge or iron here based on other conditions (i.e., strength of the wind). Be sure to give your swing enough power to break free.

Water Hazard: Any body of water that could interfere with the ball. A one-stroke penalty is added to your score should the ball sink.

O.B. (Out-of-bounds)**:** Where you don't want to hit. A one-stroke penalty is added to your score if you hit the ball out of bounds and you lose the distance of your shot.

Dormie: A dormie situation occurs in match play, when one player is ahead of the other by the same number of holes as yet to be played. If the dormie player wins one more hole, the dormie player is declared the match winner and the remaining holes are not played.

CLUBS

Wood: This group of clubs consists of the woods numbered one through five. Don't let the name mislead you. The heads of the clubs are made of hardwood or metal. These clubs are good for tee offs on longer holes, and shots from the fairway. If the shots aren't buried, you can use them from the rough.

Iron: Included in this group are the irons numbered one through nine, and the wedges. With heads made of iron, they are useful when making shots from the rough or the fairway.

Putter: This club is used on the green. Unlike the other clubs which lift the ball when contact is made, this club makes the ball roll. The head is made of steel.

CLUB SETS

CLUB	SET A	SET B	SET C	SET D
Driver* (270 yards)			X	X
Driver (250 y)	X	X		
2–Wood (250 y)			X	
3–Wood (230 y)	X	X	X	X
4–Wood (220 y)			X	
5–Wood (210 y)	X			
1–Iron (210 y)		X		
2–Iron (200 y)	X	X		X
3–Iron (190 y)	X	X	X	X
4–Iron (180 y)	X	X	X	X
5–Iron (170 y)	X	X	X	X
6–Iron (160 y)	X	X	X	X
7–Iron (150 y)	X	X	X	X
8–Iron (140 y)	X	X	X	X
9–Iron (130 y)	X	X	X	X
Pitching Wedge (115 y)	X	X	X	X
Sand Wedge (100 y)	X	X	X	X
Lob Wedge (90 y)				X
Putter (100 feet)	X	X	X	X

* This is actually a "metal" wood.
An "X" means this club is included in the set.
Maximum hitting distance is listed in parentheses.

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Fred Couples Profile

Fred "Boom Boom" Couples. His name says it all. World class talent coupled with an easy going personality make him a crowd favorite at any tournament. Fred Couples grew up in Seattle, Washington and this is where his golf career would begin. As a youngster, Fred would often follow his older brother over to the local public course and hit the little white ball around. Like so many of us, he got hooked on the game and a star was born. Not long thereafter, Fred became one of the top junior golfers in the state of Washington.

Upon graduation from High School, Fred received a scholarship to the University of Houston where he starred in 1978 and 1979 and earned All-American honors. Fred went on to win several Amateur titles and was low amateur at the 1978 U.S. Open Championship.

In 1980, Fred decided to turn professional. He qualified for the PGA Tour in the fall and in 1981, Fred was the Tour's leading rookie money winner. With his amazingly long drives and mastery of all types of golf shots, "Boom Boom" quickly amassed a huge following of fans.

Since turning professional, Fred has won numerous Championships. His accomplishments include: 1991 and 1992 PGA Tour Player of the Year, which is voted on by the Tour members themselves recognizing the Tour player who had the greatest season, 1991 and 1992 Vardon trophy winner, which is awarded to the PGA Tour player with the lowest scoring average for the entire season, Member of the 1989, 1991 and 1993 U.S. Ryder Cup Team and 1992 Masters Champion, which is one of the ultimate goals a golfer can achieve in his career.

He continues his pace of success in 1994 with a win at the Buick Open Championship and qualifying for the U.S. Team in the first ever Presidents Cup competition. Fred Couples resides just outside of Dallas, Texas and he still frequents Seattle where his family lives.

NOTES

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear 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 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.

To receive Canadian warranty service, call the SEGA Canadian Consumer Service Department at 1-800-872-7342.

DO NOT RETURN YOUR SEGA GAME GEAR 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, he or she 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.

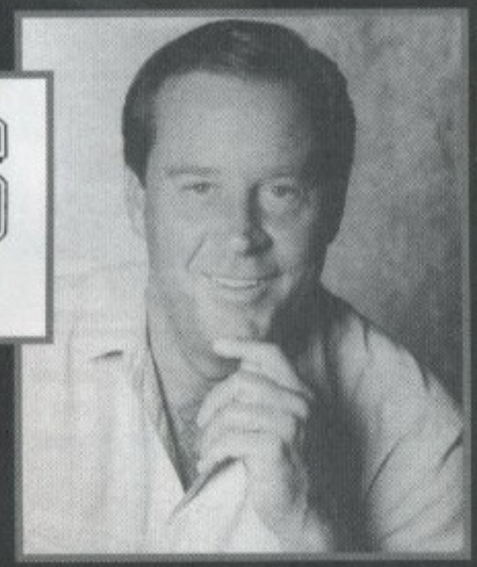
Repairs After Expiration of Warranty

If your Sega Game Gear Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If a technician is unable to solve the problem by phone, he or she 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.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 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. The provisions of this limited 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.

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