SEGA™

TM

CD

LINKS

• THE CHALLENGE OF GOLF •

SEGA

Virgin

OFFICIAL SEGA SEAL OF QUALITY

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

Rated by V.R.C.

GA

Appropriate for all audiences.

General Audiences

™

EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA CD 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.



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 that they are compatible with the SEGA CD™ SYSTEM.

GETTING STARTED:
YOUR TEE TIME IS READY



1. A Genesis controller should be plugged into the "Control 1" port on your Sega Genesis.

2. Make sure that there is no game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.

3. Follow Sega CD System directions to open the Sega CD drive from the Sega CD control menu.

4. Carefully place the LINKS game disc in the Sega CD System with the label side facing up.

5. Close the Sega CD drive from the Sega CD control menu and then select CD-ROM on the control menu to launch the game and begin play.

   The first items to come up will be the Sega Logo, the Virgin Interactive Entertainment Logo followed by the LINKS logo.

HANDLING YOUR SEGA CD DISC

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.

- Do not bend it, crush it or submerge it in liquids.

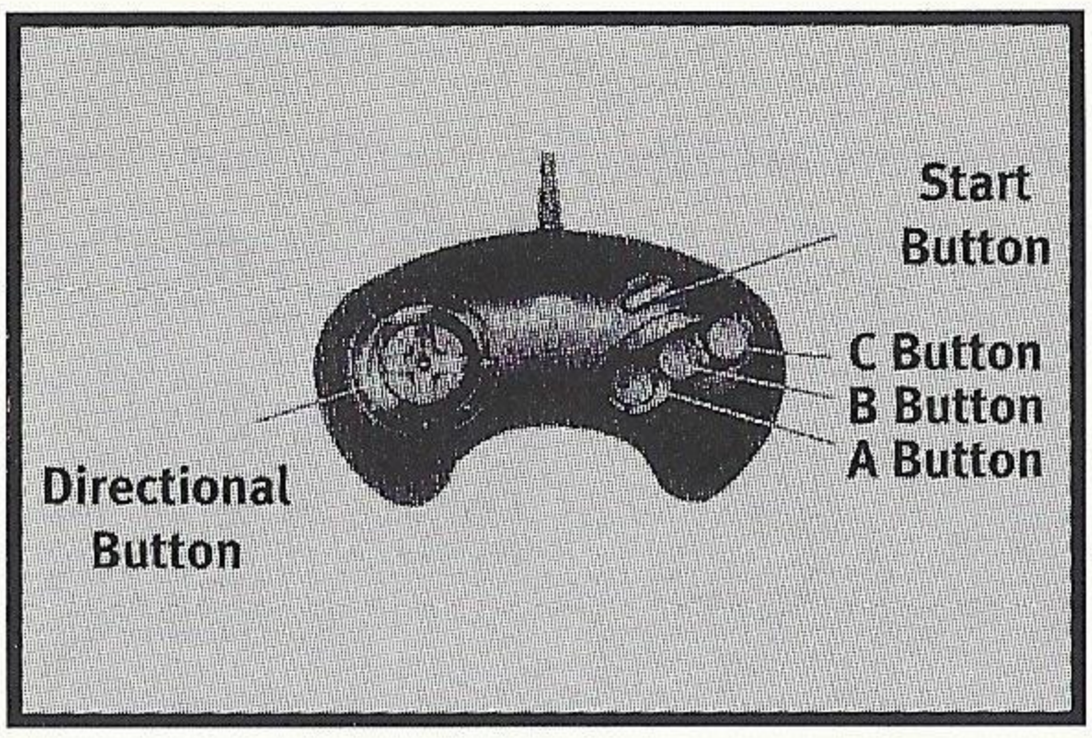
- Do not leave it in direct sunlight or near a radiator or other source of heat.

- Be sure to take a recess during extended play, to rest yourself and the Sega CD Disc.

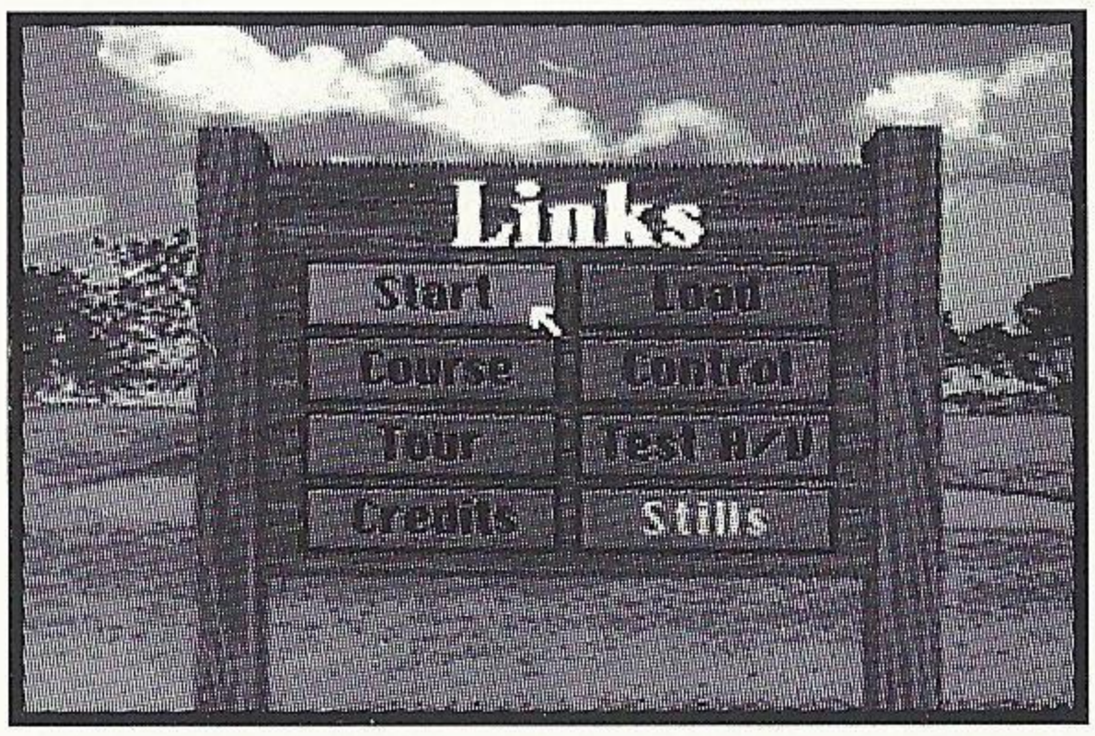
- **KEEP YOUR SEGA CD DISC CLEAN.** Always hold by the edges and keep in its case when not in use. Clean with a lint free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents or abrasive cleaners

WARNING: *For Owners of projection televisions.*

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large screen projection televisions.



The next item up will be an Options Screen. To make a choice, use the direction pad (D Button) to move the cursor to the option you want and press the A Button.



START- Takes you to the next step in preparing for the game.

COURSE-This will tell you the name of the course you are playing on, The Torrey Pines Country Club South Course in San Diego, California.

TOUR- Takes you on a helicopter tour of the course.

CREDITS-The people responsible for building this game.

STILLS- Allows you to turn on and off the still images of the course that appear during the CD access time.

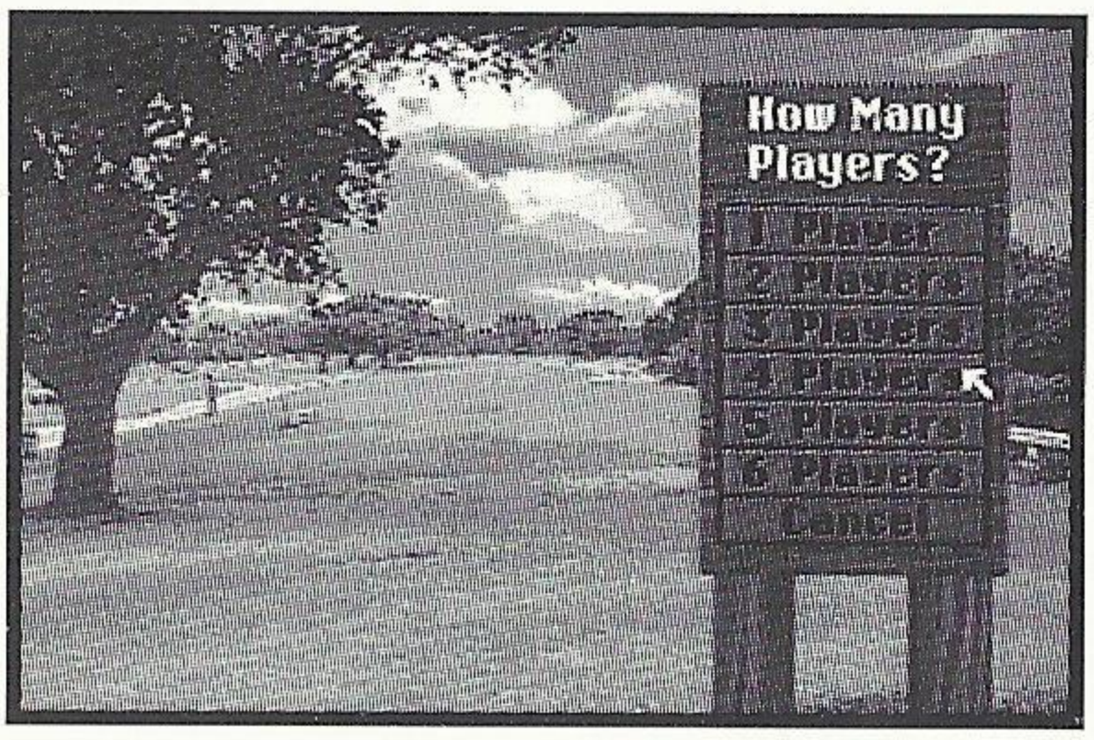
LOAD- You will have the opportunity to load in a game you have previously saved. After you load in the game, you will pick up on the next hole after you left off. To choose the game, use the direction pad to move the cursor to the game name in the GAMES ON FILE section. Once you have made your selection, move the cursor to the continue bar and press the A button.

CONTROLS- Choose between the standard three button control pad, the Sega Mouse or the Teev™ golf club. To use the mouse, it must first be plugged into control port 2 on your Sega Genesis System. Use the control pad to pick the mouse option, the mouse will then be activated. To return to normal control, return to this menu and choose the 3 button control pad. Also choose the sensitivity of the controls, FAST, MEDIUM or SLOW.

To use the Teev™ golf club, plug it into control port 1. Then consult the club's instruction manual for proper set up and use.

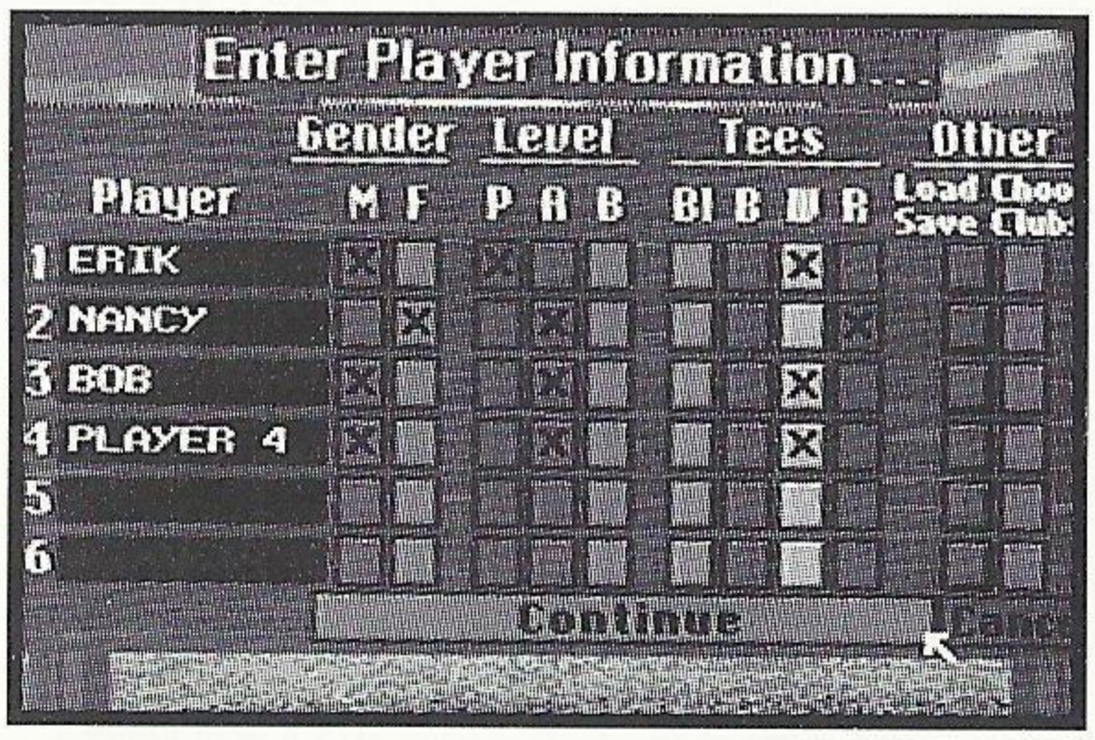
TEST A/V- Here you can adjust the colors of your television set and the right and left channels of your audio.

TEEING UP



Next, you will be asked to choose how many players this round will include. You can choose between one and six players.

Next screen will ask you for the following information:



PLAYER NAME

Enter your name by moving the cursor to the box that reads “player.” Press the A button and a keypad will come up on the screen. Using the direction pad, move the cursor around the keypad to the desired letter and press the A button to enter that letter. Press CONTINUE when done.

GENDER

Pick the gender of your on-screen golfer.

LEVEL

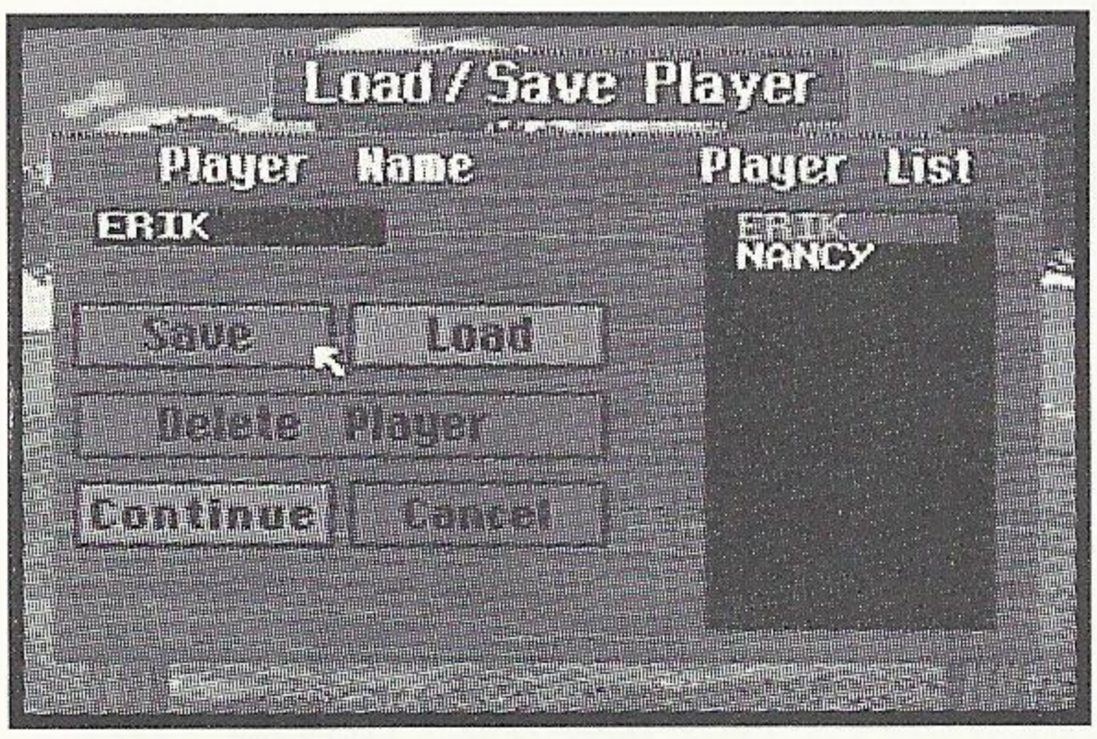
Choose to have your player compete at the Professional (P), Amateur (A) or Beginner (B) level. Playing at the professional level requires extremely accurate swing and timing, and the club distance is maximized. The Amateur level is not as demanding , but the club distance is less than the Professional level. The Beginner level is extremely forgiving. The wind will have little or no effect on your golf game.

TEES

Pick if you will be teeing off from the black, blue, white or red tees. The black tees are used for Professional tournament play. The blue tees are men's tees. The white tees are for amateurs. The red tees are women's tees.

OTHER

Here you have two options: LOAD/SAVE and CHOOSE CLUBS.

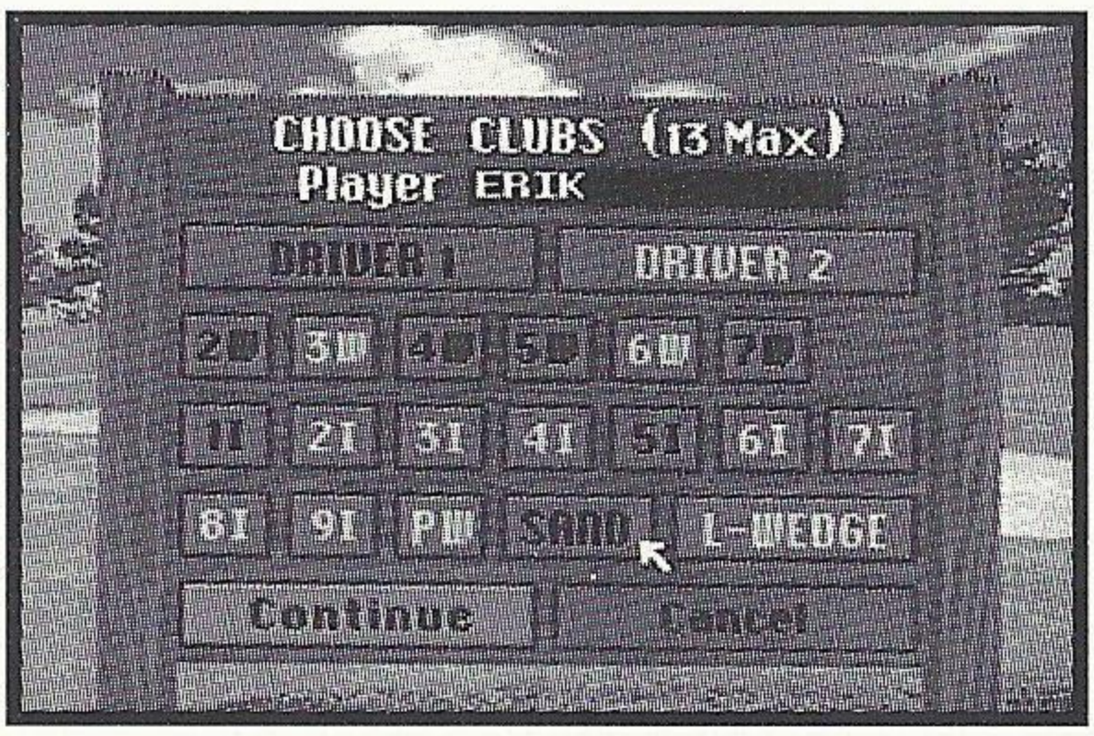


LOAD SAVE

Here, you can save a player for future use. Once you input all of the player information, you can simply recall that player and have all of his/her playing specifications (gender, player status, tees, etc.) load in automatically. *Also see saving and loading a game.*

CHOOSE CLUBS

Here, you can choose which clubs you would like to carry with you. You are limited to 13 clubs plus a putter. Simply move the cursor to the club you wish to choose and press the A Button. You will see the club symbol highlighted indicating the club is now in your bag. If you would like to take a club out of your bag, point the cursor at that club and press the A Button. The highlight will go out.

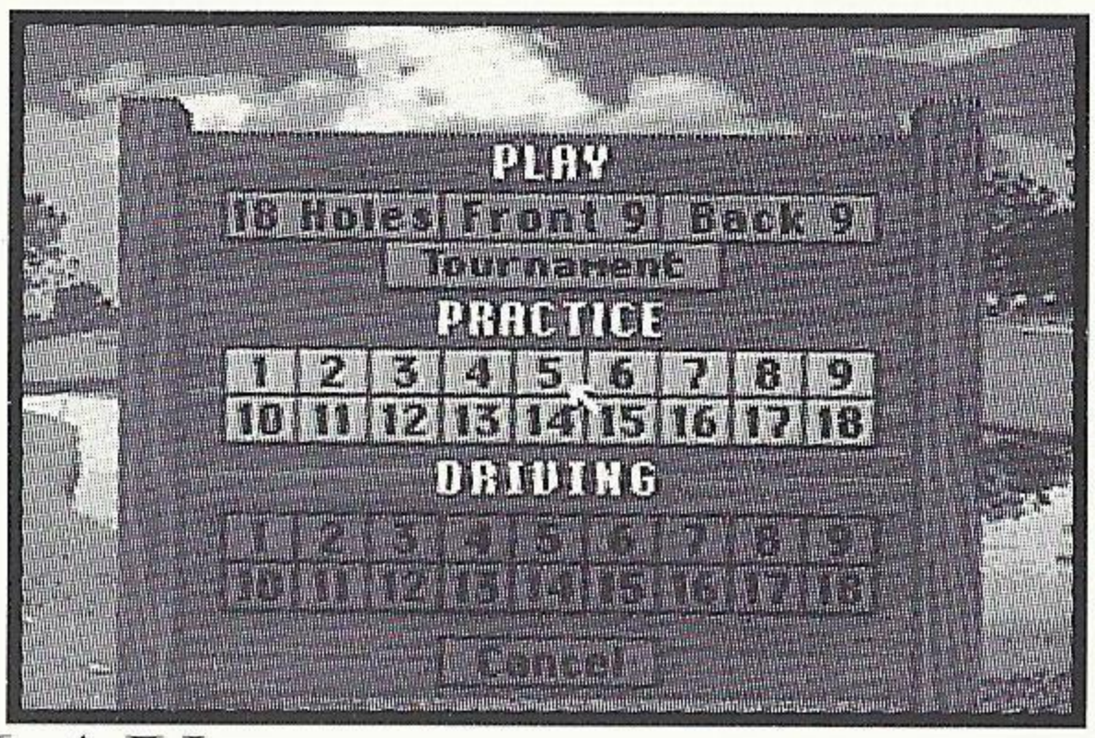


CLUB DISTANCES

DRIVER 1	D1	275 YARDS LOW LOFT 9.5 DEGREE LOFT
DRIVER 2	D2	275 YARDS HIGH LOFT 12 DEGREE LOFT
2 WOOD	2W	260 YARDS
3 WOOD	3W	250 YARDS
4 WOOD	4W	235 YARDS
5 WOOD	5W	215 YARDS
6 WOOD	6W	200 YARDS
7 WOOD	7W	190 YARDS
1 IRON	1I	235 YARDS
2 IRON	2I	220 YARDS
3 IRON	3I	205 YARDS
4 IRON	4I	195 YARDS
5 IRON	5I	185 YARDS
6 IRON	6I	173 YARDS
7 IRON	7I	160 YARDS
8 IRON	8I	148 YARDS
9 IRON	9I	135 YARDS
PITCHING WEDGE	PW	120 YARDS
SAND WEDGE	SW	90 YARDS
LOFT WEDGE	LW	70 YARDS

Distances are based on the following: Ball hit from a tee, landing and rolling on fairway, no wind, normal power (top green mark), perfect snap, Pro level.

CHOOSING A GAME



PLAY

18 HOLES-Play the entire course.
FRONT 9- Play holes one through nine.
BACK 9- Play holes ten through eighteen.
TOURNAMENT PLAY-Tournament action is comprised of three rounds of eighteen holes of golf. Your score for each hole will roll over to the next round.

PRACTICE

Pick a specific hole that you would like to work on.

DRIVING

The driving game is made up of five rounds. When you select the driving game, you will be asked to pick which hole you wish to use for competition. Each player will drive one after the other in each round. The scores will be displayed after the completion of each round. After the fifth round each player's average yardage will be displayed.

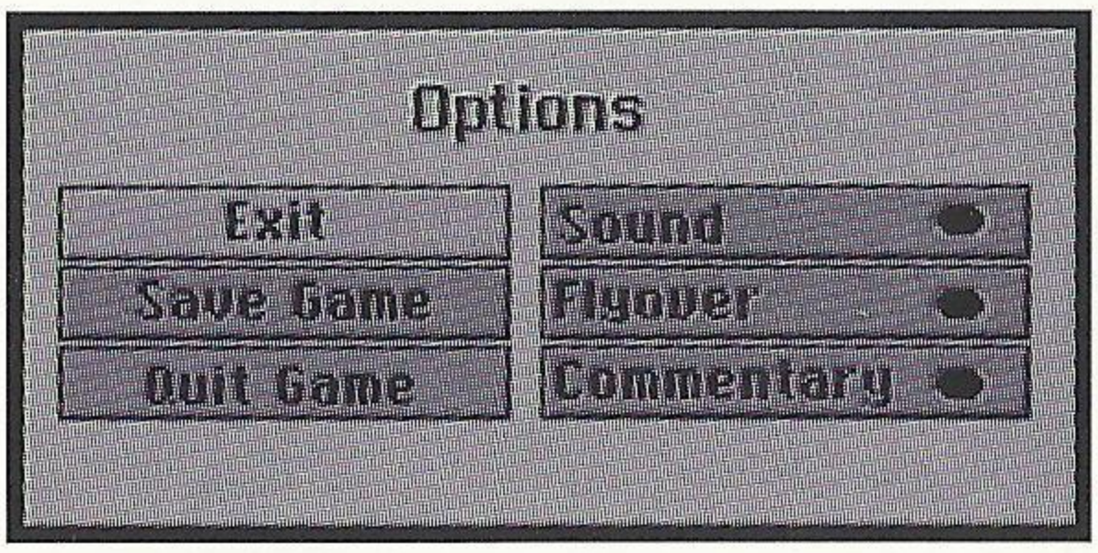
Pressing cancel on the averages screen will end the driving competition and take you back to the selected game.

After selecting a game, you will see a shot of the Torrey Pines map then a video of the course. Now you're ready to tee off.

TEEING OFF

As the game loads you will see an option menu along the left and bottom of the screen. Use the direction arrows on the Genesis direction pad to move the cursor around the option panel. Once you have the cursor pointing at the option you wish to choose, press the A Button to activate it.

OPTIONS



After clicking this option, you will have six choices.

EXIT — Use this to exit the options.

SAVE GAME—After you complete each hole you will have the option to save the game. Choose the SAVE GAME OPTION. Click on the box marked GAME NAME. Use the directional pad to move the cursor over key pad to enter the name you choose for the game. Click on each letter of the name by pressing the A button. The games on file section will display the names of games you have previously saved. In order to save a game, Sega CD RAM space should be cleared. Please consult your Sega CD manual option to do this.



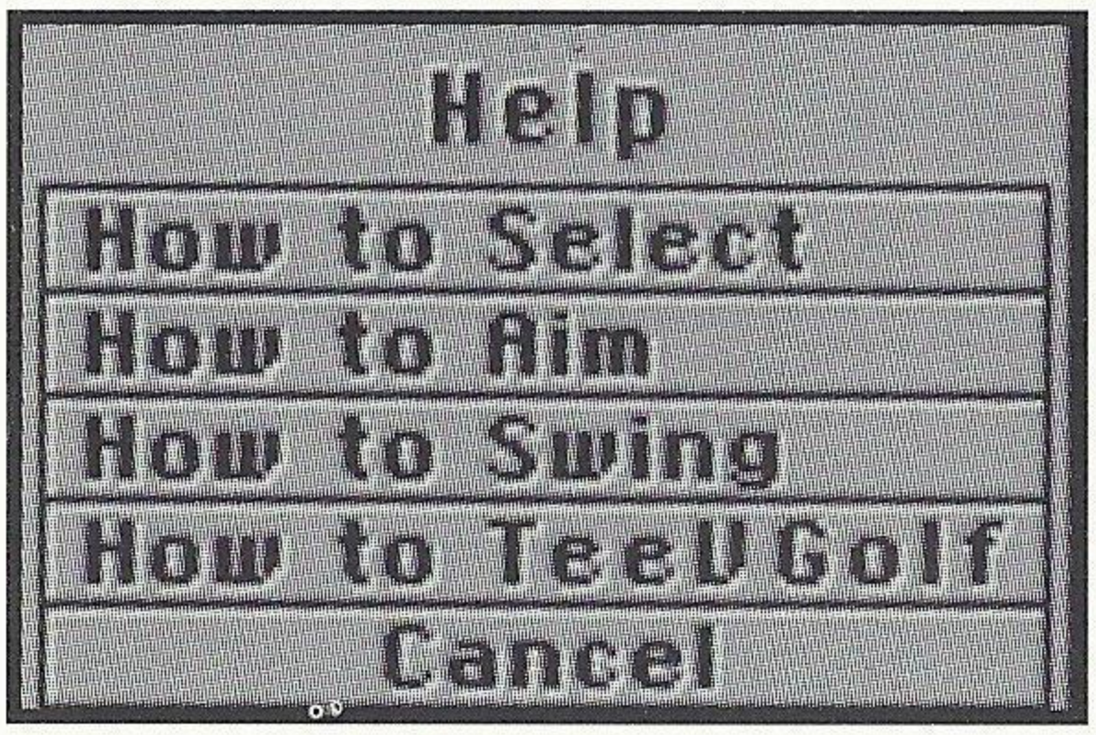
QUIT GAME — Your game will end after choosing this option.

SOUND — Turns the sound options on and off.

FLYOVER —Turns the flyover options on and off.

COMMENTARY — Turns the commentary by Ben Wright and Steve Elkington on and off.

HELP



Clicking this option will give you four choices:

HOW TO SELECT — How to move your cursor and select different options in the game.

HOW TO AIM — This will tell you how to see and aim for the pin marker.

how to swing using the swing indicator.

HOW TO TEEV™ GOLF — This will tell you how to use your TeeV GOLF™ Club.

CANCEL — This will cancel the help options and return you to the game.

ROTATE

Selecting this feature allows you to rotate the direction in which the golfer faces. If you find yourself directly behind a tree or other obstruction, you can turn to the left or the right using the rotate function. Click on the left or right arrows in the rotate box. The window displays the degrees of rotation relative to the pin direction. Press REDRAW to activate the turn. At zero degrees you will be facing the pin.

TOP VIEW

Get a bird's eye view of the link by clicking this option. The screen will divide into two sections. On the right, all of the player's positions will be indicated. On the left hand side of the screen, the players total yardage from the hole will be displayed. Under those standings will be the current player's status:

BALL TO PIN — Displays how far the ball is from the hole.

BALL TO CURSOR — If you set the marker before you select top view, this will show you how far the ball is from the marker. This can be helpful if you need to swing around a dog leg or tree in two shots.

PIN TO CURSOR — This displays the yardage from the marker you set to the hole.

Click on the CONTINUE icon to exit the top view menu.

WIND

The square wind gauge will tell you from which direction the winds are blowing. The vertical gauge gives you an indication of how strong the winds are.

HOLE

Tells you which hole you are on in the course.

PAR

Gives you the par for the hole you are playing.

TO PIN

This tells you how many yards you are from the hole. Use this gauge to guide you in choosing a club to use.

CLUB DISTANCE

This gives you the maximum distance of the club currently selected.

PLAYER NUMBER

Tells you which player is up.

HITS

How many strokes you have taken.

SWING PANEL

A full explanation on how to swing and use the swing panel follows this section.

CLUB CHOSEN

The abbreviation in the center of the gauge tells you which club you are currently holding. Click on the arrows up or down to change clubs. The abbreviation for the club will appear the same as in this manual.

RIGHT, MIDDLE AND LEFT ARROW

The arrow that curves to the right is for a FADE. The fade shot is a swing that causes the ball to "fade" or slice slightly to the right. Use this shot in situations such as hitting around a tree or on a dogleg.

The arrow that curves to the left is for a "draw" swing. The draw swing will cause the ball to hook slightly to the left. Again, use this to hit the ball slightly to the left around a tree or dogleg.

The straight arrow is for a full straight shot down a long stretch.

CHIP

When you are in the rough or a sand trap, click on the CHIP option. You will automatically be given the proper club. But, you are always free to choose another. Remember, chipping gives you a shorter more controlled shot. This will change how you wish to use the swing indicator in terms of releasing for power and snap. You may want to practice on the driving range or practice hole a few times to get the hang of chipping properly. There may be instances where the game will automatically put you in chip swing mode. If you would rather use a normal swing, click on one of the draw, fade or straight arrows.

PUTT

When you reach the green, you will automatically be given a putter. Again, the swing for a putt is different than driving or chipping.

DROP

On that very rare occasion that you hit the ball into an unplayable position (out of bounds, water hazard, etc.) select this option. Four selections are now displayed: CANCEL, HIT FROM HERE, SELECT NEW POSITION and BACK UP 50 FEET. To drop the ball in a new position, choose the SELECT A NEW POSITION button. A "Ball on tee" cursor will now be displayed. Using the direction controls, move the cursor to where you want to drop the ball, then press button A. Select the HIT FROM HERE button to return to the game.

If you need to back up to drop the ball, select the BACK UP 50 FEET button. When you have backed up, you may then position the cursor. If backing up moves you out of bounds or into a hazard, this selection will not work. After you have backed up, select HIT FROM HERE to return to the game.

Remember, when moving the ball, United States Golfing Association rules state that when you choose to drop from an unplayable lie you must drop within two club lengths of the original spot, and no closer to the hole. If you choose to drop after hitting into a water hazard, the ball should be placed as close as possible to the point where the ball entered the hazard, and no closer to the hole.

You're on your honor!

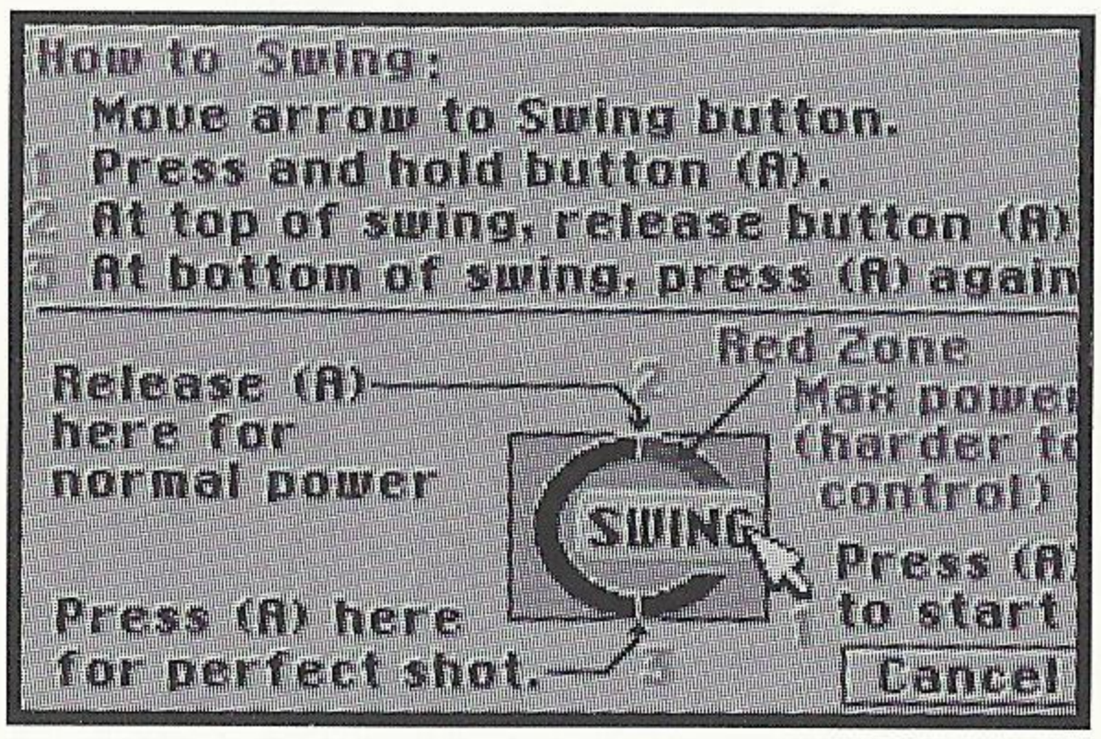
LIE

Select the lie to display the terrain on which the ball is currently resting.

GRID

This feature helps you read the terrain on the course. When you select this feature, a light green grid pattern is placed over the terrain in the main view window. The grid may be used anywhere on the course, but is most helpful on the greens. On the greens the grid will come up automatically.

SWING INDICATOR



1. Move the cursor to the swing button and hold down and keep your finger on the A Button.

2. You will see the gauge move upward. This determines the amount of power you want to put into your swing. Release the A Button when the gauge reaches the amount of power you wish to use.

3. At the top of the swing indicator, you will see a mark. That is the maximum safe power for a swing. Try to aim for that mark. Going over will send you into the red zone. Getting power into this area causes snap errors to be more severe. If you hit the maximum power point and hit the snap right on the yellow mark, you will hit the longest most perfect shot you can.

4. After you release the button, you will see the gauge move downward again. This is for setting the snap. This is how much spin will go on the ball. Try to get the gauge as close as possible to the yellow snap marker on the bottom of the swing indicator. Missing the mark will cause the ball to slice or fade depending on where you hit the mark.

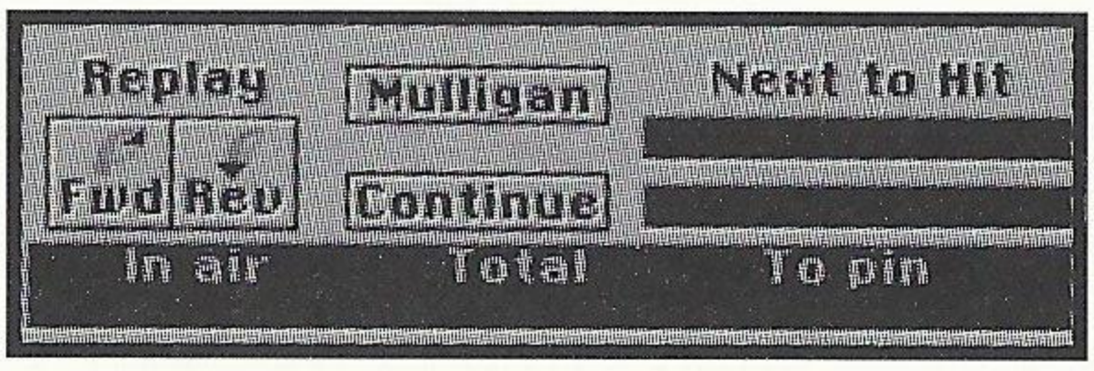
MISSING THE MARK

If you miss the mark on the snap, an error is introduced. The further you miss, the greater the error and the worse the shot. On the Beginner and Amateur levels, the errors are less severe than on Professional Levels.

OVERSWING

During the back swing, the power level continues to increase until it reaches its maximum just before the indicator starts back down. If you release the button at this point, you will achieve maximum power and therefore maximum distance. There is a catch, however. The red zone at the top of the indicator is called the overswing area. If you release in this area, be prepared to pay a heavier price if you miss the white mark at the bottom. The higher you reach for that extra power, the more severe the error if you miss the mark.

After you swing, another options screen will come up.



Here you have several options:

REPLAY

Click on the FORWARD button to watch your shot from your angle.
Click on the REVERSE button to watch your shot from where the ball came to rest.

MULLIGAN

Take a shot over without counting the first shot. Note: Mulligans are not sanctioned by many golf associations, but are commonly allowed in friendly play. LINKS will not add Mulligans to your score, but the number of Mulligans taken during a round are recorded on the score card.

IN AIR

How many yards your ball was airborne.

TOTAL

The total distance of the shot, both in the air and on the ground.

NEXT TO HIT

The player who is next to tee off or farthest from the hole.

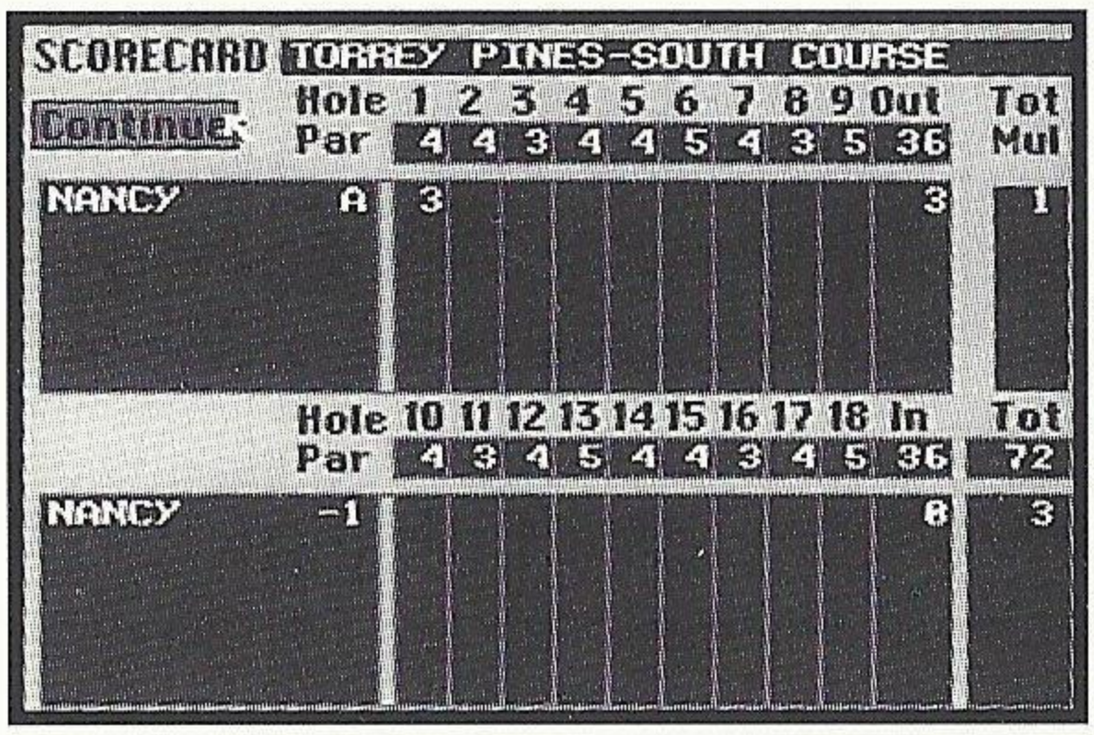
LOCATION BOX

Where your ball landed (in the rough, on the rocks, on the green etc.)

TO PIN

The distance from the ball's current location to the pin.

KEEPING SCORE



The scorecard is displayed after each hole is completed. Listed below are all the items found on the scorecard.

ITEM	FUNCTION
CONTINUE	Continues the game
HOLE	Displays the hole number 1-18
PAR	Displays the par for each hole.
OUT	Display's each player's total score for holes 1-9.
IN	Displays each player's total score for holes 10-18.
TOT MUL.	Displays the number of Mulligans taken by each player during the round.
TOT.	Displays each player's total score for the entire round.

To get the most out of your Virgin Interactive Entertainment, take advantage of our product support services.

TECHNICAL SUPPORT

For technical support, please call 714-833-1999. the automated technical support service is operational 24 hours a day 7 days a week. You must have a touch tone phone. For those of you without a touch tone phone, the live operator technical support phone hours are from 8:00am to 5:00pm Pacific Time, Monday through Friday.

THE VIRGIN BBS LINE

Virgin's 24 hour On-Line BBS number is 714-833-3305 (8 lines up to 14,400 baud and no parity, 8 data bits and 1 stop bit.)

FAX SUPPORT

If you have access to a fax machine, many technical support documents and hint sheets are available for fax back through our Automated Support System.

HINT INFORMATION

There are many ways to receive hints for Virgin games. Clue books are available for most major games, and can be found at many software stores or ordered from our direct order line at 1-800-874-4607.

Virgin also has an automated hint line, available 24 hours a day at a cost of 75 cents per minute. You must have a touch tone phone, and be at least 18 years old or have parental or guardian permission before calling. Please be advised that not all Virgin products or titles

are supported on the hint line. In the USA, call 1-900-288-4744.

We also have a hint line available for our Canadian customers. The cost is only $1.25/Canadian per minute. The Canadian Hint Line is available at 1-900-451-422. If at any time you have a problem with either line, call 1-800-548-4468.

While free hint sheets are not available for all games, many can be requested through our Intelligent Voice Response System. If you have a fax machine, these hint sheets can be faxed back to you instantly. Hints are available only on the automated system. Do not ask our technical support specialists for hints, as they will be unable to provide them. Simply call our Customer Service number at 714-833-1999, select the option for an "Automated session" and the n select the "Customer Services" option.

You can also mail a request for free hints to Virgin Interactive Entertainment, 18061 Fitch Avenue. Irvine, California 92714. Re: Hint Request. We will address such request and send hint information if available. These free hints do not include information found in our hint books.

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Vice President Product Development .....Neil Young

Produced and Directed by .....Scott Duckett

Associate Producer.....Harvard Bonin

Assistant Producer .....Erik Harshman
.....Craig Warmsley

Product Planning Manager .....Randy Fujimoto

Quality Assurance Manager .....Dave Maxey

Quality Assurance Team Leader .....Bijan Shaheer
.....Adam Ryan

Lead Analyst.....Craig McCoy

Product Analysts .....Erik Harshman
.....Chris Toft
.....Jim Getz
.....Jeff Gordon
.....Chris Rausch

Manual Written and Produced by .....Mark Polcyn

Manual Designed by.....Mark Goodwin

LICENSED FROM ACCESS SOFTWARE SALT LAKE CITY, UTAH

Project Manager .....Dave Curtin

DEVELOPED BY PAPYRUS DESIGN GROUP BOSTON, MASSACHUSETTS

Project Manager .....Andy Hendrickson

Programmers.....Lisa Harlow-Patacchiola
.....Mike Newhall

Technical Consultant.....Dave Kaemmer

TEEVEEGOLF CLUB SPORTS SCIENCES
TWINSBERG, OHIO

V.P. of Engineering .....Steve Szczecinski

V.P. Marketing .....Steve Bird

HELICOPTER AND
GROUND PRODUCTION
TORREY PINES GOLF COURSE
SAN DIEGO, CALIFORNIA

Production Manager .....Louise Smith

Directors. .....Chris Mortenson
.....Scott Duckett

Production Assistant.....Bob Hume

Helicopter Pilot .....Davey Jones

Helicopter Camera .....Max Penner

Camera Assistant .....David Nowell

Ground Camera.....Bob Sloan.

HELICOPTER AND
GROUND POST PRODUCTION
CBS TELEVISION CITY LOS ANGELES,
CALIFORNIA & VIRGIN INTERACTIVE.

Production Manger .....David Osborne

Director.....Scott Duckett

Color Correction.....Randy Freiling

Editor and Technical Directors. .....Robert Wright
.....Craig Weiss

Paintbox-Helicopter Footage .....John Eineigl

Paintbox-Ground Footage.....Craig Weiss
.....George Garcia
.....Scott Duckett

VOICE OVER PRODUCTION AND POST PRODUCTION SHERWOOD STUDIOS THOUSAND OAKS, CALIFORNIA & VIRGIN INTERACTIVE.

Production Manager .....Scott Duckett

Engineer .....Bill Cobb

Written and Directed by .....Scott Duckett

Voice Over .....Ben Wright
.....Steve Elkington

Edited By. .....Robert Wright

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Irvine, California 92714
714-833-1999

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NOTES

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