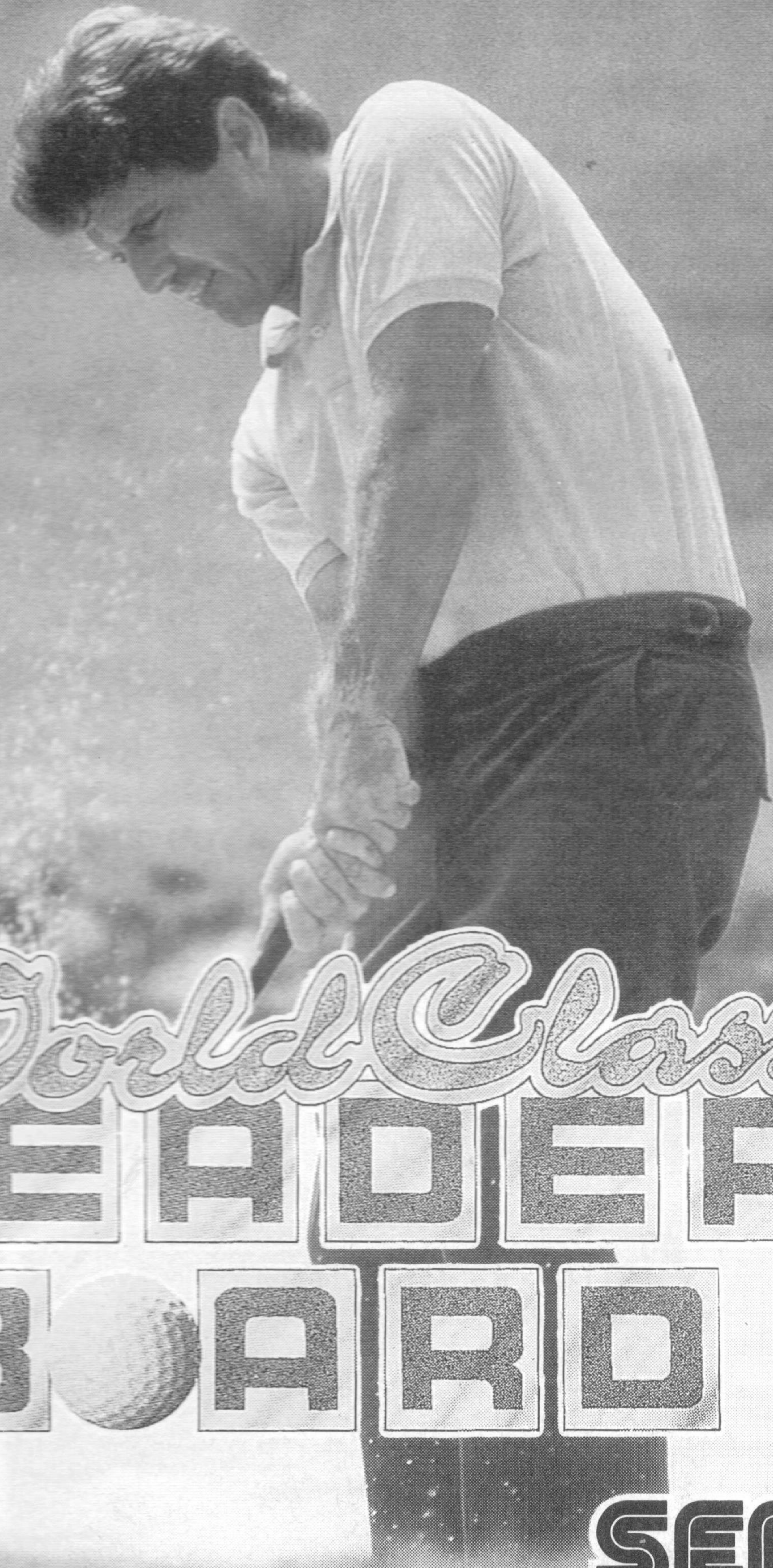


GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM



World Class
LEADER
BOARD

SEGA™

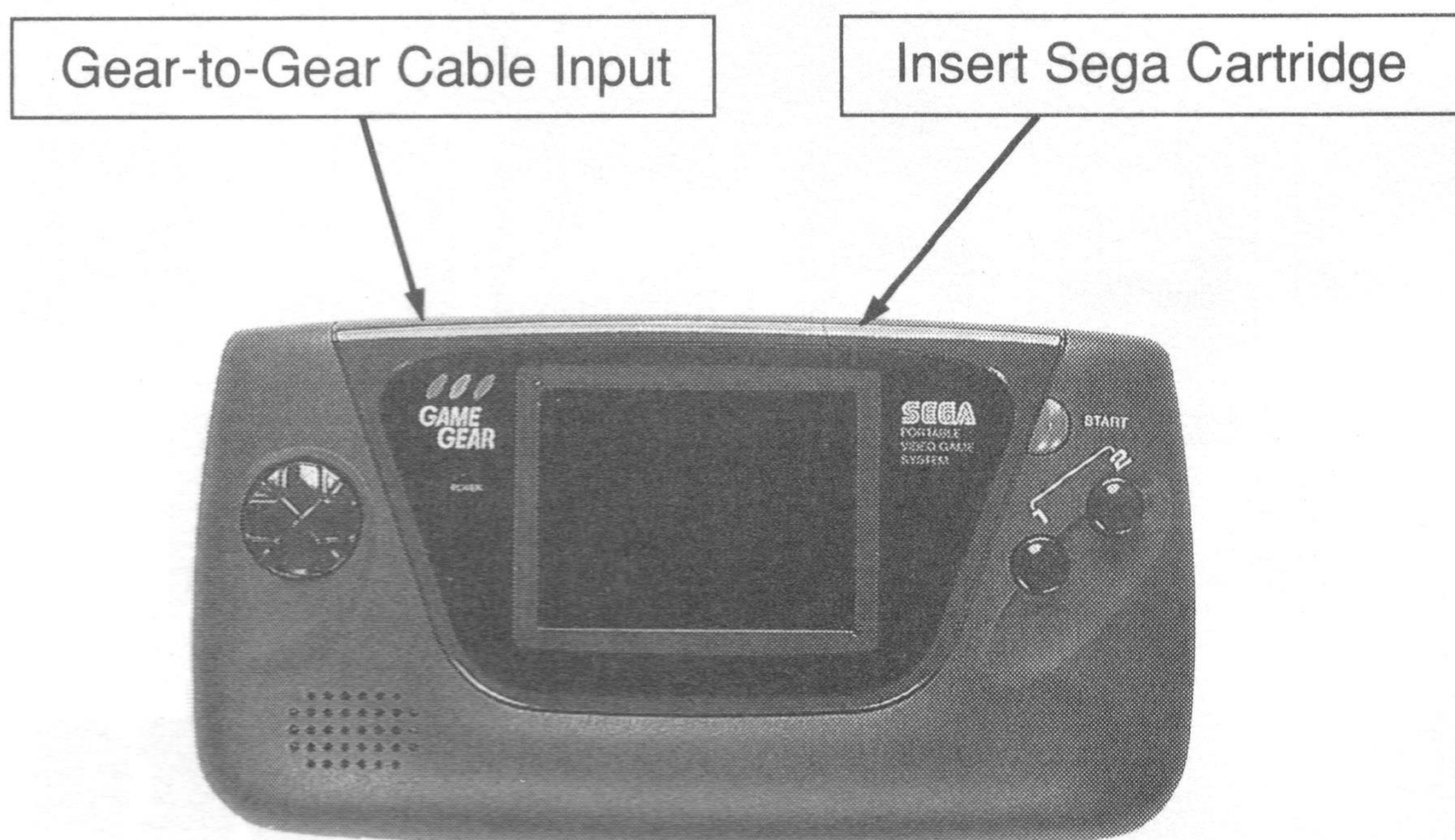
Starting Up

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 *World Class Leaderboard* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *World Class Leaderboard* 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: *World Class Leaderboard* is for one to four players.

- This game is not designed to be played using two Game Gear units and a Gear-to-Gear Cable™. If you attempt to play the game in this manner, problems may arise.



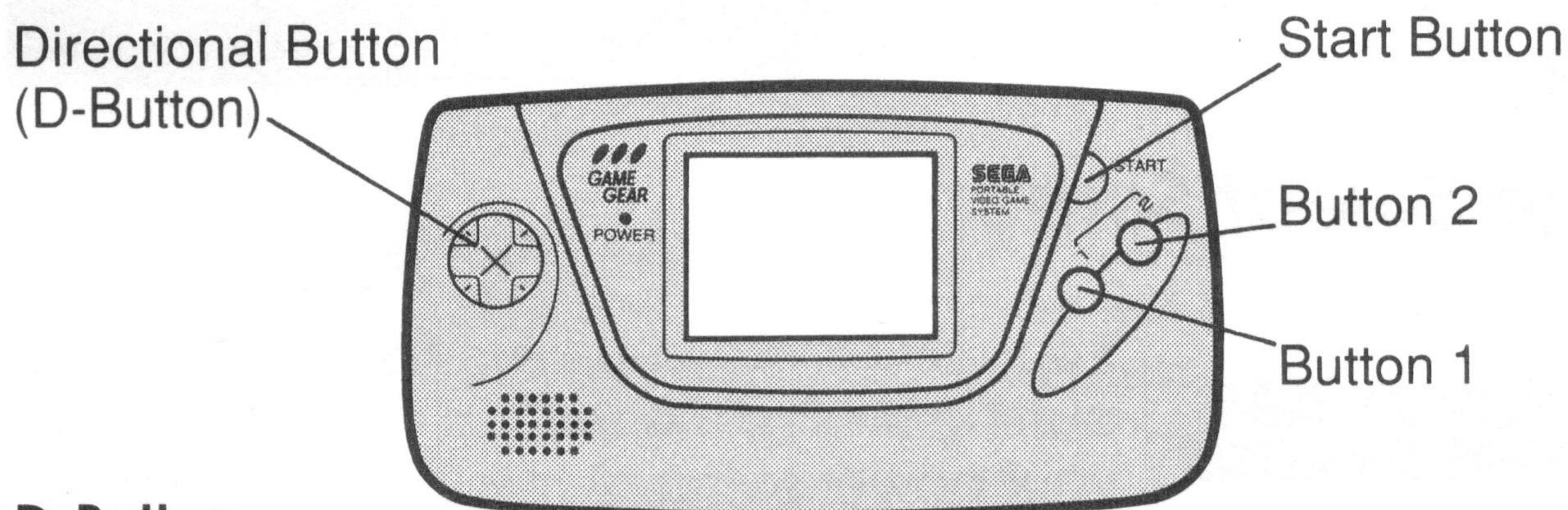
Let's Check the Leaderboard...

St. Andrews, Cypress Creek, Doral, Gauntlet— names that leave avid golfers everywhere speechless. You can challenge these incredibly difficult golf layouts with World Class Leader Board! Easy enough for a novice to learn the game, and treacherous enough to push the most experienced players to their limits!

Before you take on one of the breathtaking courses in a regulation round, hit the practice green or perfect your swing at the driving range. When you think you're ready, tee up, check the layout of the hole, then blast a searing drive down the center of the fairway. Drop that 9-iron approach 3 feet from the cup for a sure birdie. Sink that 45-foot eagle putt and drive the gallery wild! World Class Leaderboard has more realistic golfing action than you ever dreamed possible!

Take Control!

Learn which buttons prompt the functions you'll rely on during play.



D-Button

- Press up, down, left, or right to highlight choices on selection screens.
- Press left or right to aim your shot.
- Press up or down to select a club before taking your shot (the putter will be selected for you while on the green).

Start Button

- Press at the Title screen to bring up the first selection screen.

Button 1

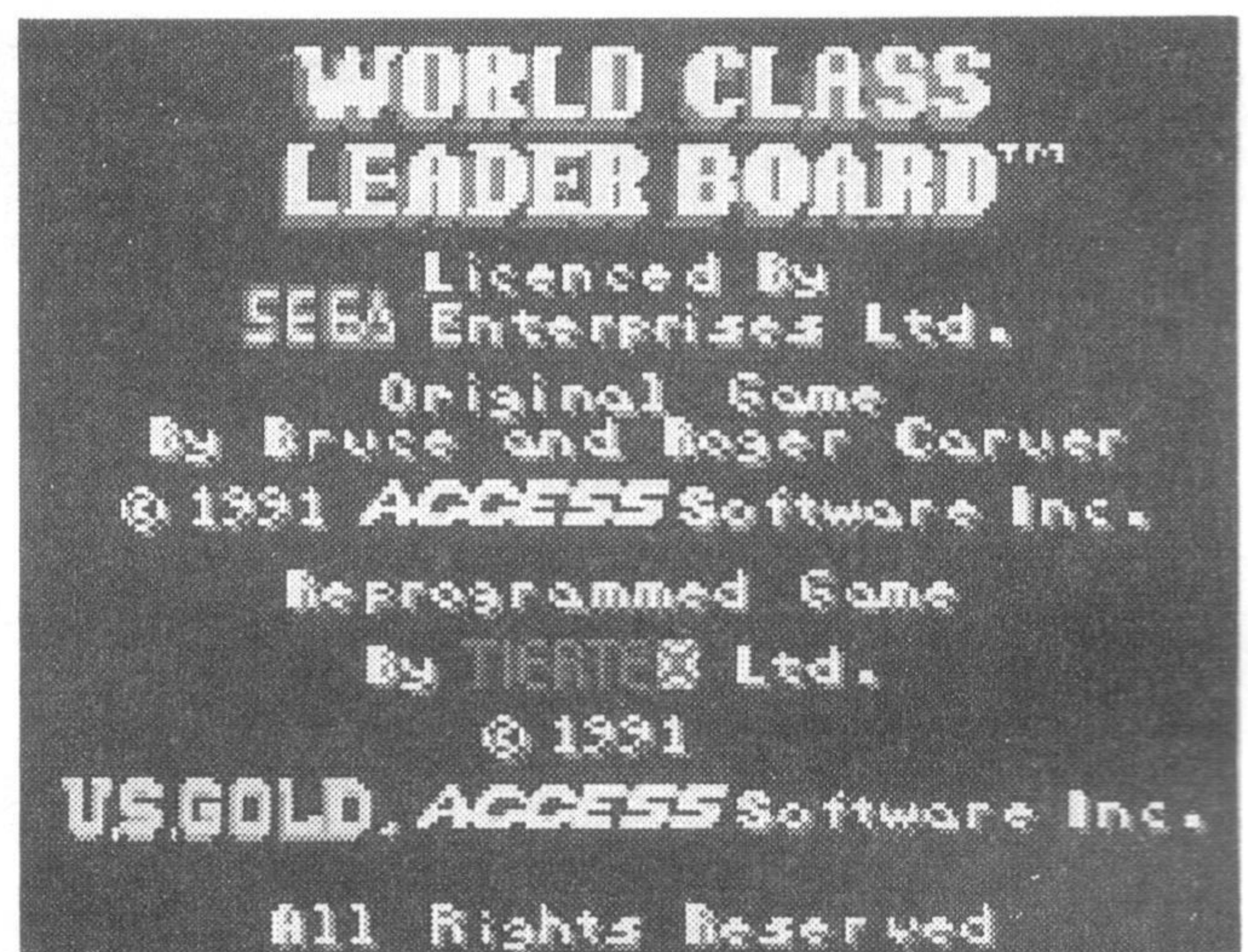
- Press to enter highlighted choices on selection screens.
- Press to set the power of your shot.
- Press to set the degree of hook/slice.
- Press to activate selection in Top Menu.

Button 2

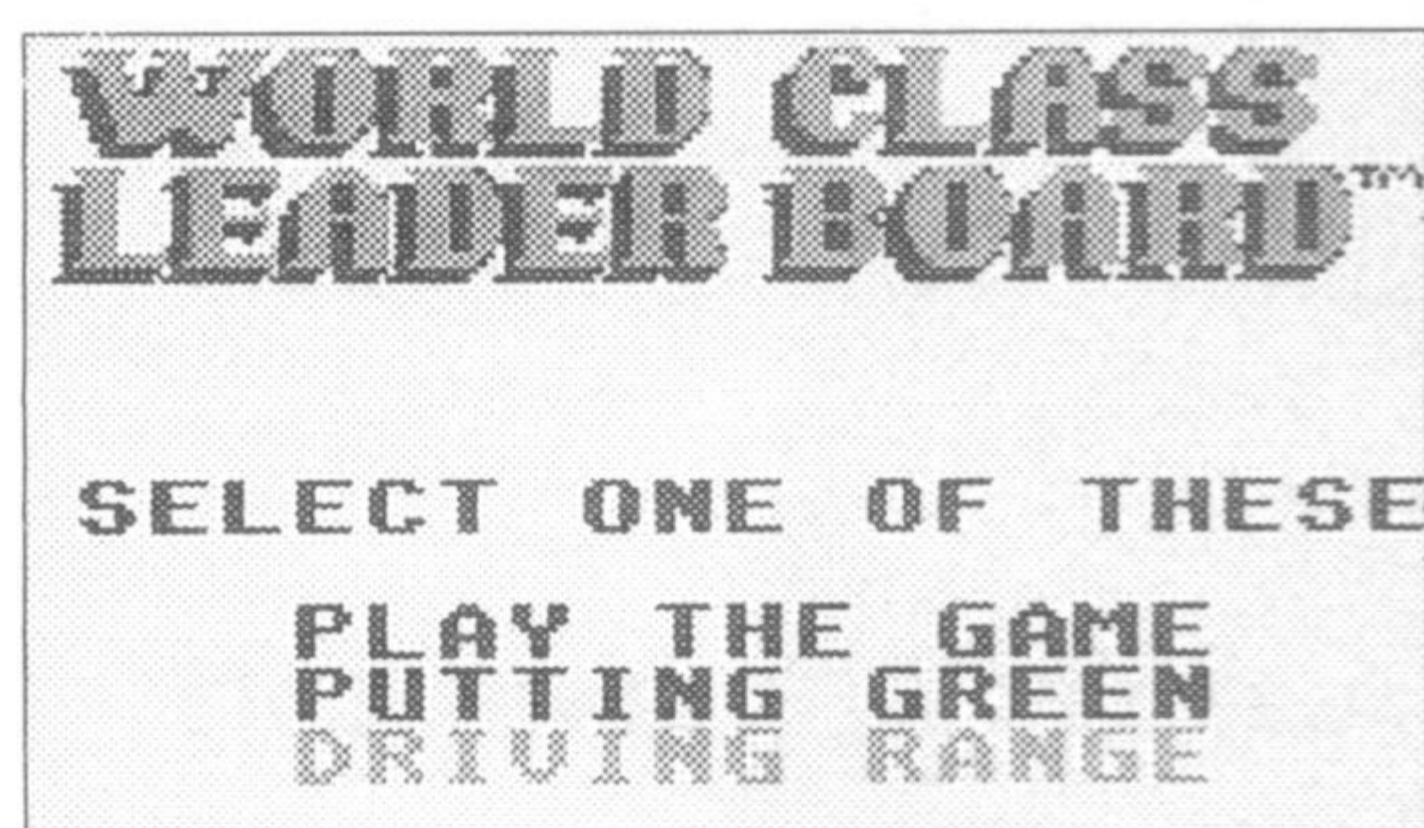
- Press to open or close Top Menu.

Getting Started

The Title screen follows the Sega logo. Press the Start Button to bring up the selection screens. If you don't press any buttons, a demonstration begins. Beginners should watch it to become familiar with the game.

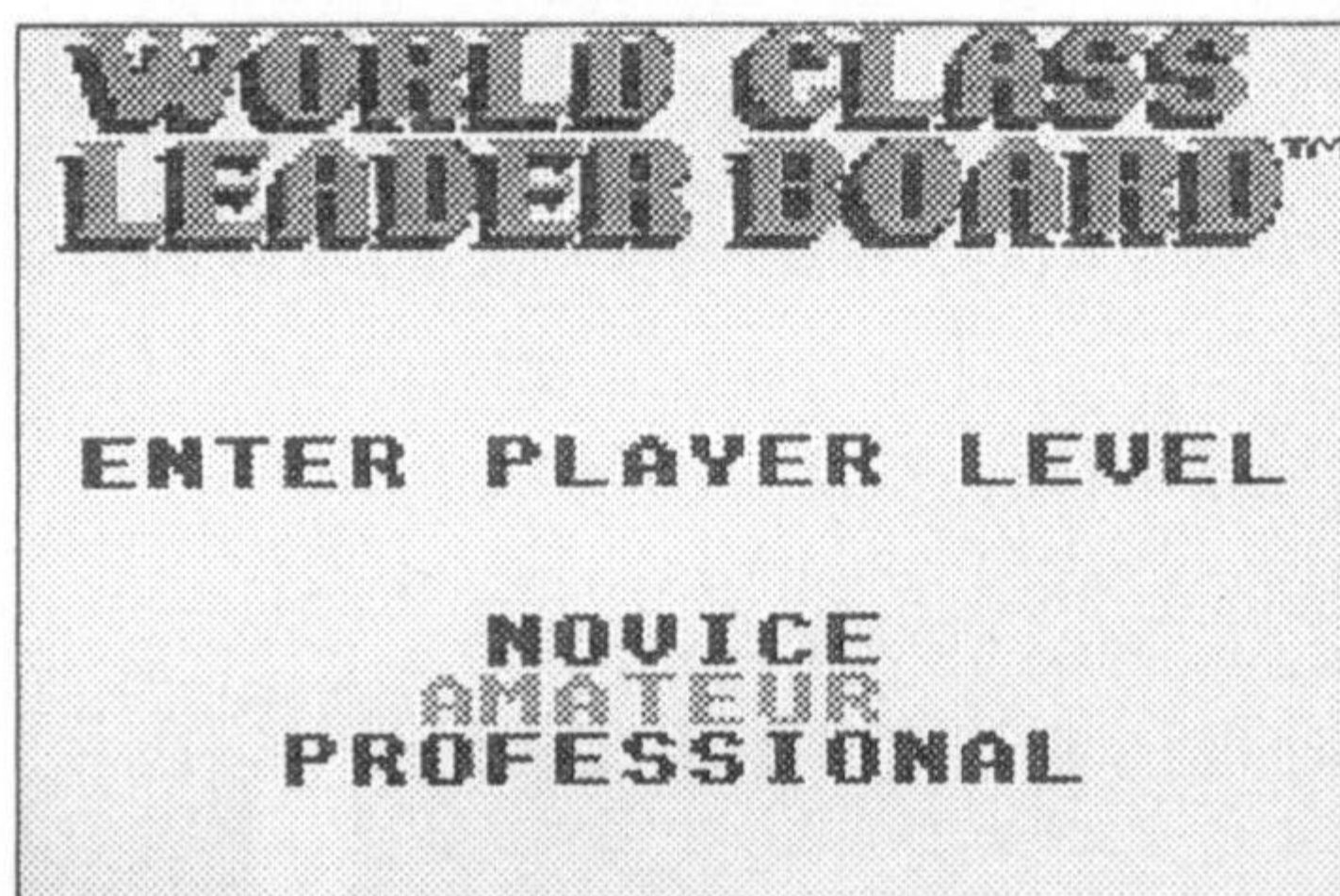


Mode Select Screen



You have three choices— fine-tune your putting skills at the Putting Green, work on your power swing at the Driving Range or jump right in and play eighteen holes on one of four courses. Press the D-Button to highlight your choice, and press Button 1 to enter it.

Rookie, Journeyman or Superstar?



There are three levels of ability at which you can choose to play. Novice is for those with little or no experience, Amateur best suits the moderately-experienced player, and Professional is for those players who feel they belong on tour. The differences apply at the Driving

Range and on the Putting Green, just as in regular play, and are outlined in the following chart:

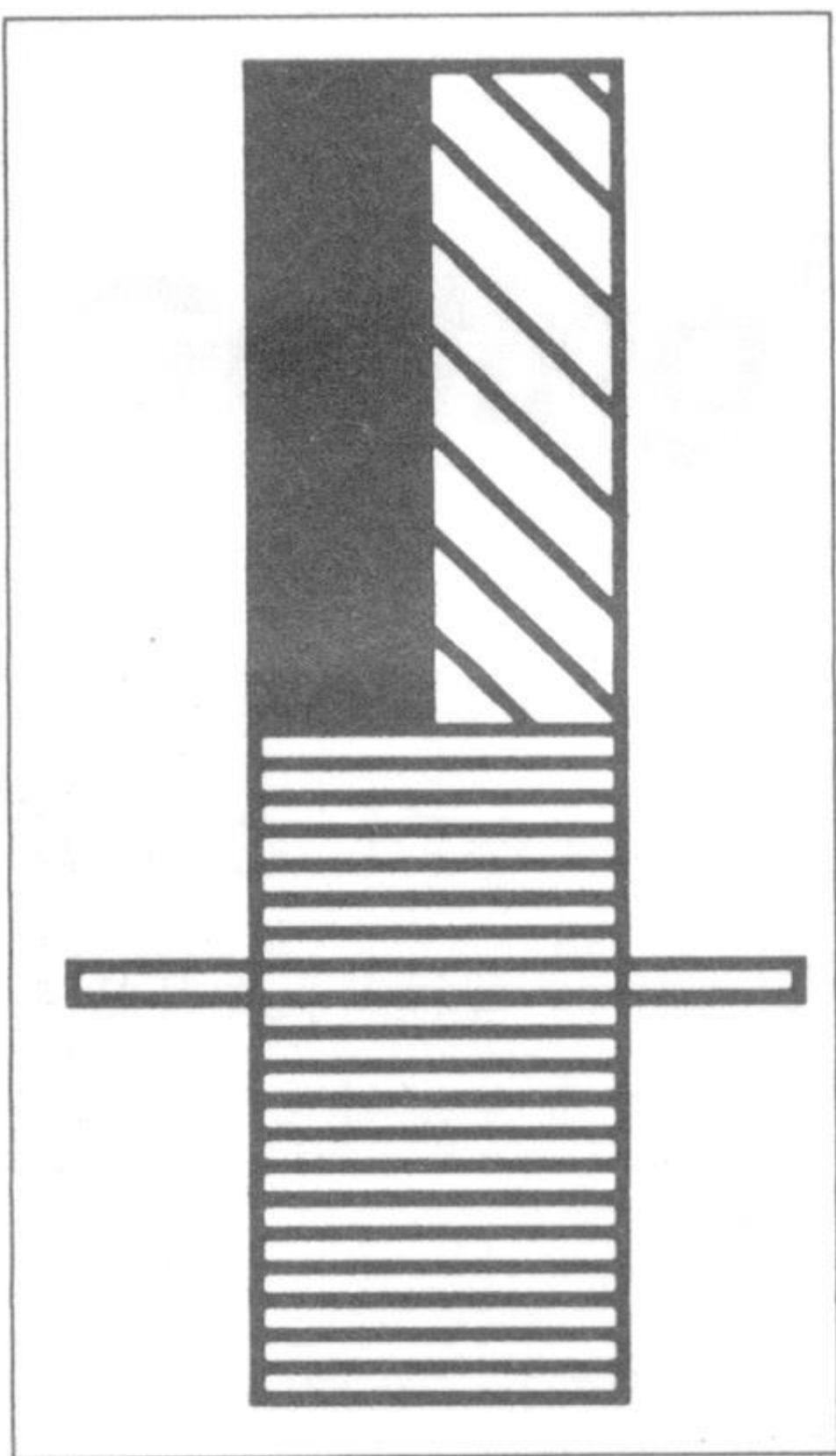
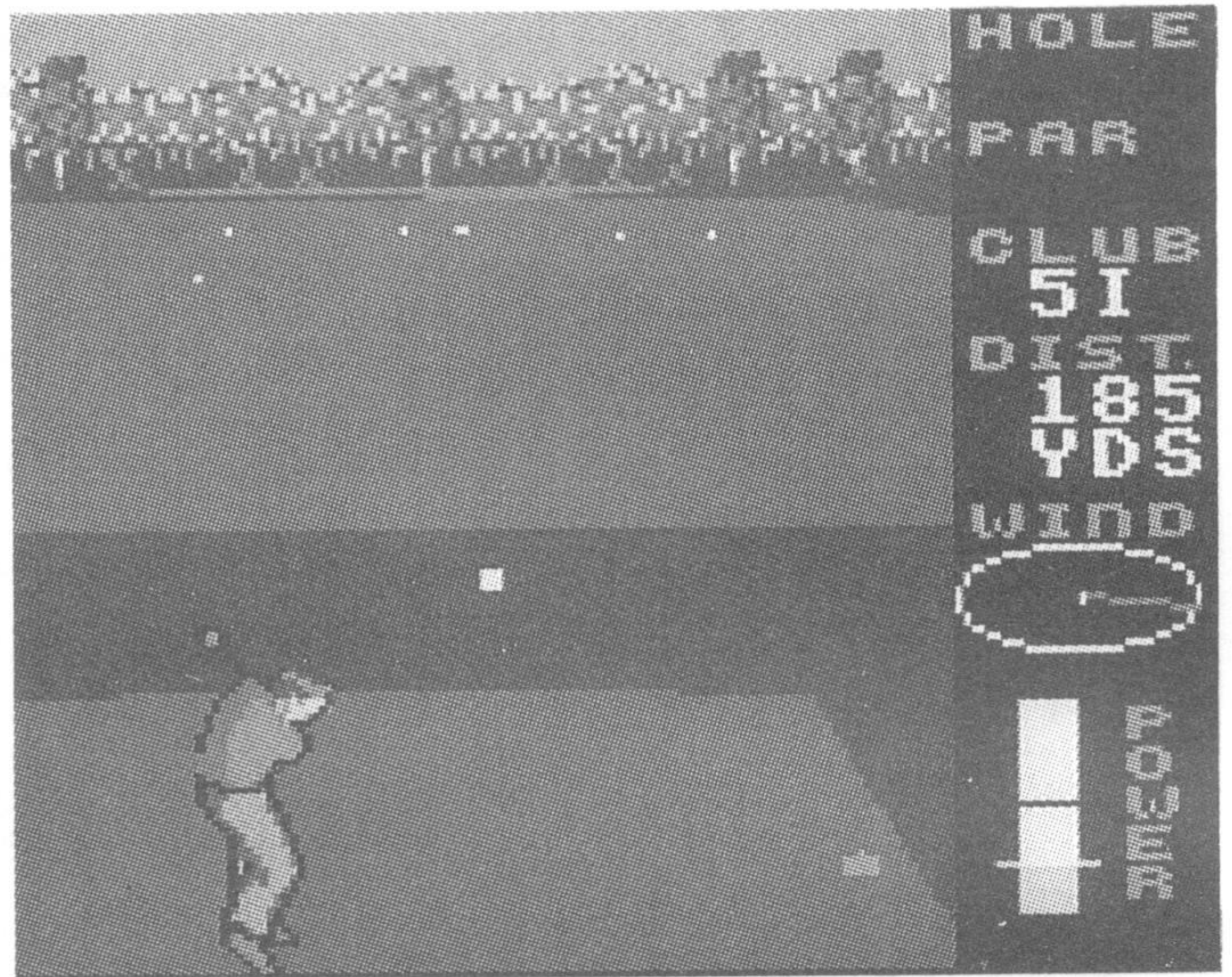
	<u>Novice</u>	<u>Amateur</u>	<u>Professional</u>
Hook?	No	Yes	Yes
Slice?	No	Yes	Yes
Affected by wind?	No	No	Yes
Club choice?	Computer	Player	Player
Putting Power Indicator?	Complete	Complete	Incomplete

Even more capable players should play at the Amateur level when playing a particular course for the first time. Once you get used to the layout, you'll have more success as a "Pro."

Driving Range

Here's your chance to perfect your swing. You can practice with every club in your bag. After selecting Driving Range on the Mode Select screen, you must enter a level. Highlight the desired choice using the D-Button, and press Button 1. Hit as many shots with as many different clubs as you want.

If you're playing the Amateur or Professional level, select any club in your bag by pressing the D-Button up or down. Then press the D-Button left or right to aim your shot (if you're planning to hit an intentional hook or slice, take this into consideration when aiming). The Power Meter and Hook/Slice Indicator can be found in the lower right corner of the screen.



Press and **hold** Button 1 and notice that a white bar rises in the left half of the meter. Set your shot power using this bar. Release Button 1 while the bar is rising. The closer the bar is to the top of the meter, the stronger the shot. Then watch as the bar to the right appears and heads downward. Wait until the bar enters the Hook/Slice Indicator (directly beneath the Power Meter). Notice that there's a horizontal line through the center of the indicator. Press Button 1 while the bar is above the line for a Hook, and press when the bar is

below the line for a Slice. The distance from the center line (above or below) determines the degree of hook or slice.

Note: Hooks or slices cannot be performed at the Novice level.

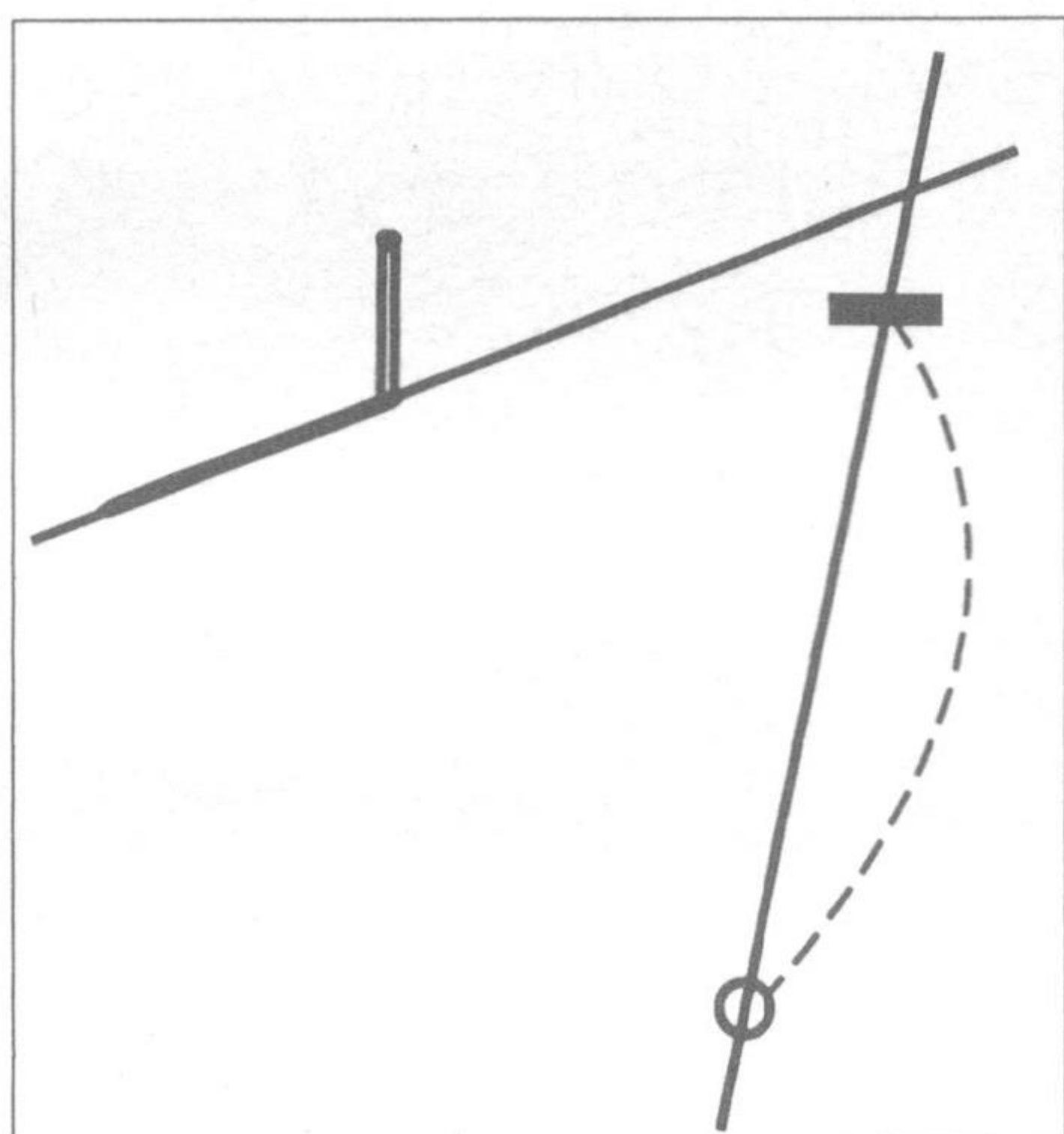
In the Professional level, be sure to check the Wind Gauge. It indicates wind direction, and will have a definite bearing on your shot.

PUNCH ABORT

To leave the practice area and move on to something else, press Button 2 and the Top Menu appears. Highlight "Abort" using the D-Button and press Button 1. You return to the Title screen.

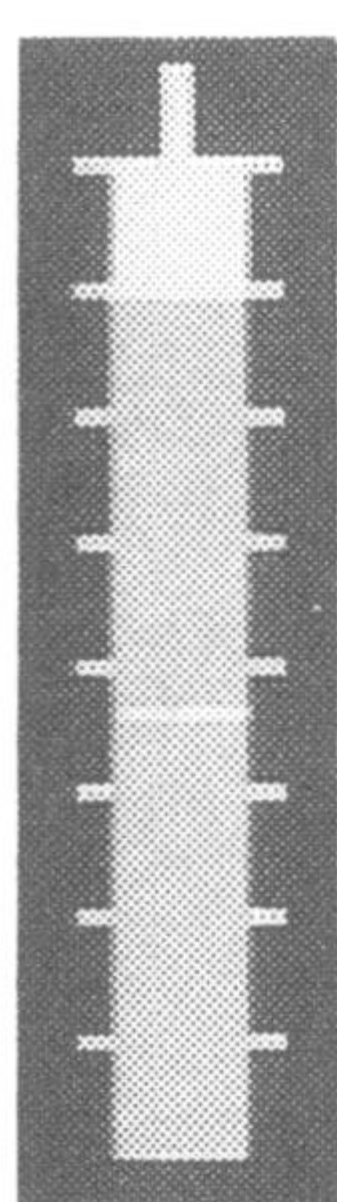
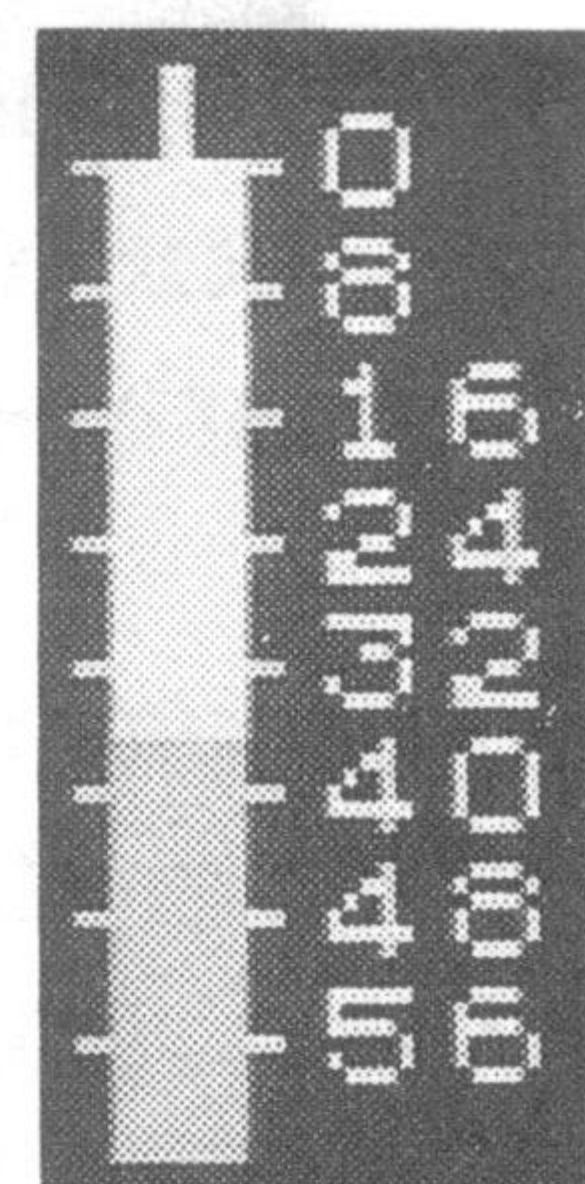
Putting Green

The computer sets up rather long putts for you. The distance and slope are different each time. If you miss the putt, the distance remaining between your ball and the hole is displayed.



The Slope Indicator tells you in which direction your ball will go after you putt it. In this case, you've got a slightly uphill putt that breaks rather sharply to the left. Aim your shot by setting the marker accordingly.

The Power Indicator (Novice and Amateur) shows the approximate distance the ball would travel on a level surface (in feet). Press and hold Button 1 to set the power. Example: for a 40-foot putt that's almost directly uphill, aim your shot and set the power for 44-48 feet. That should give you the extra power you'll need. Compensate in the other direction if it's a downhill putt.

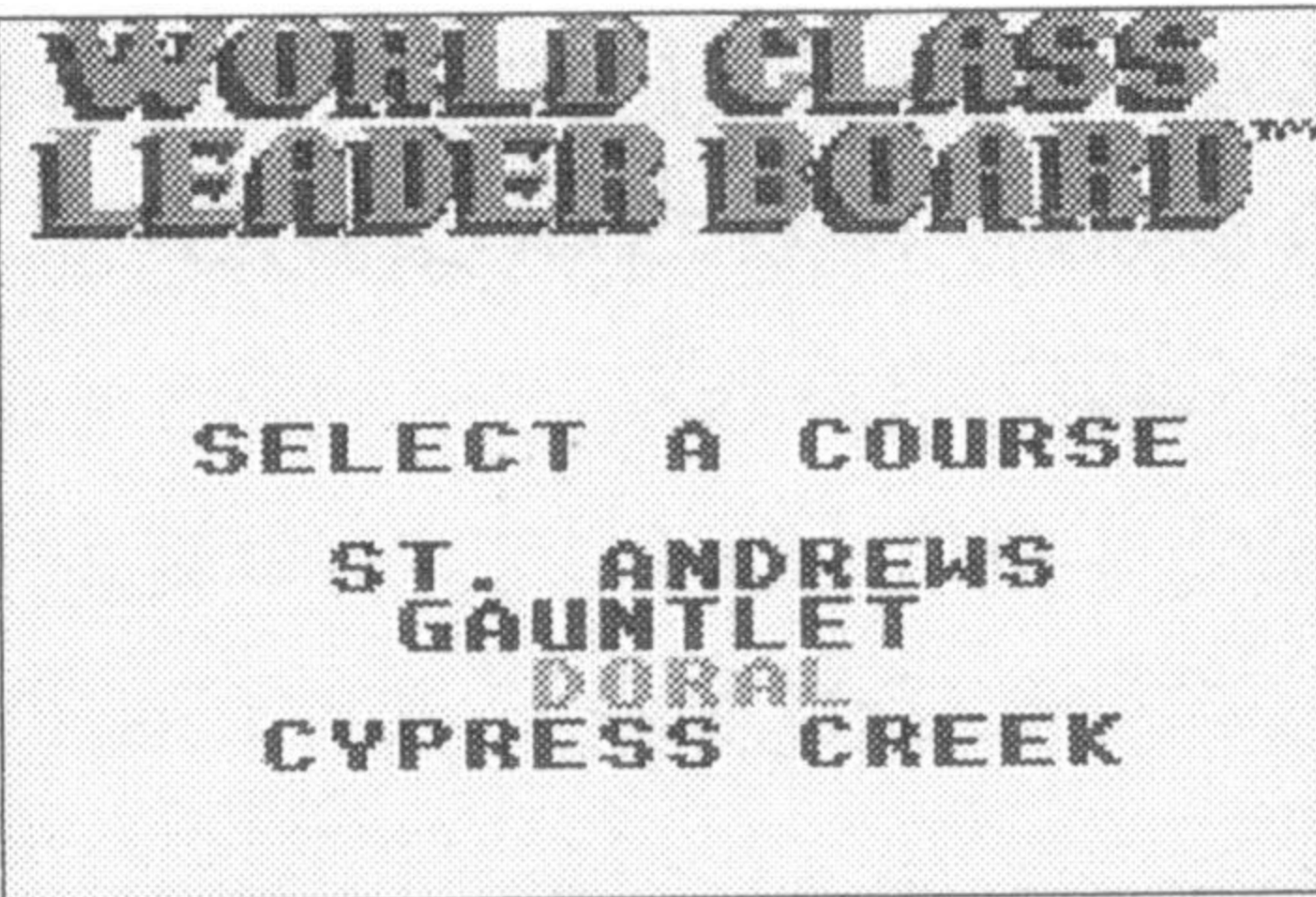


The Professional Power Indicator is rather different. No distances are noted, and the power bar is only visible during the beginning of the putt. Make sure you play in one of the lower levels until you're completely comfortable. Your success depends on your sense of timing, and how you aim your putt. Practice makes perfect!

Note: The Wind Gauge appears while you're on the Putting Green, but the wind has no effect on your putt.

To return to the Title screen, press Button 2 to see the Top Menu, and press Button 1 to Abort.

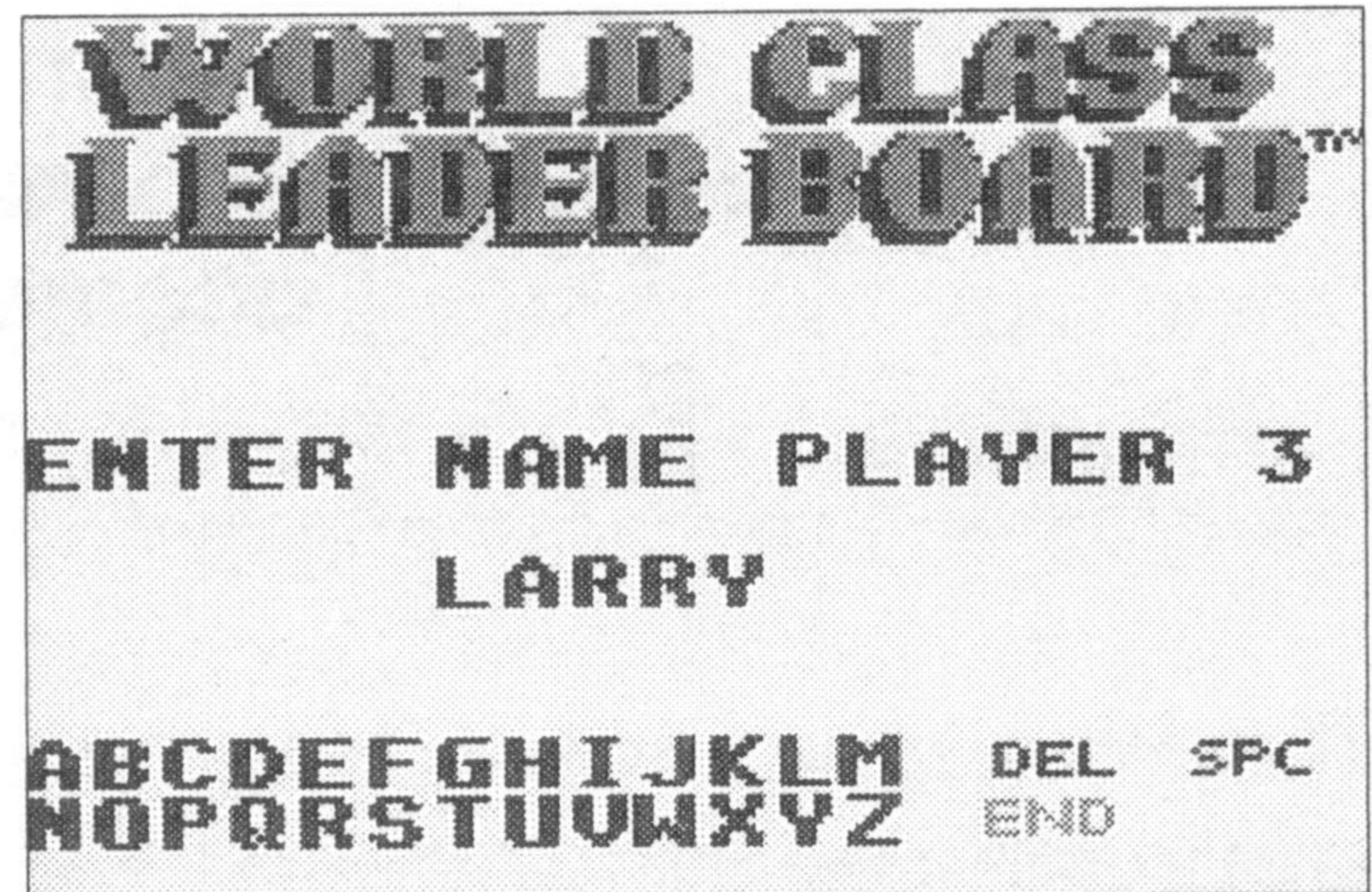
Playing The Game



Now it's time to test your skill on one of the four championship courses available. Select "Play The Game" at the Mode Select screen and press Button 1. Choose to play 18 at St. Andrews, Gauntlet, Doral, or Cypress Creek. Press Button 1 and then

select the number of players participating. As many as four players can join in. Press Button 1.

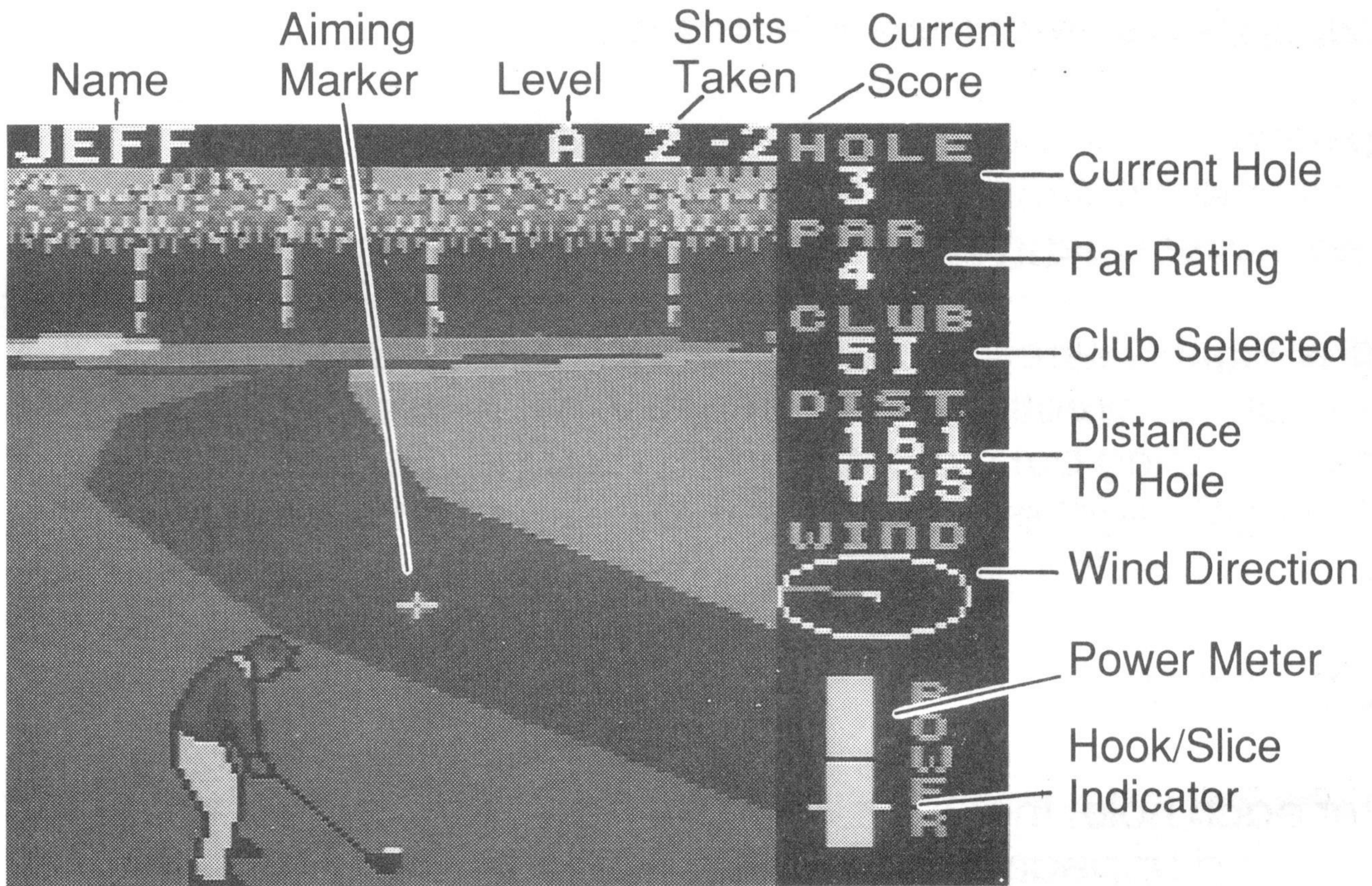
Each player can now enter their name. This name appears above the individual player's scorecard between holes. Press the D-Button up or down to highlight a letter, and press Button 1 to enter it. Notice that the selected letter appears above the letter grid. You can enter as many as six characters.



To erase a previously selected character, highlight "DEL" and press Button 1. To leave a space blank in the middle of your name, select "SPC" and press Button 1. When you've finished, highlight "END" and press Button 1.

Choose the difficulty level at which you want to play. Highlight your choice with the D-Button and press Button 1. Each player can select a difficulty level independently (one player can select Novice while another selects Professional).

Screen Signals



On Course

Here we are at the first tee. Now remember, you're going to face many different situations out there today. You'll have to hit the ball from the rough or out of a sand trap at some point. You might even "lake" a shot or two (hit it into the water).

Press Button 2 during play to bring up the Top Menu. There are four options available— "Punch," "Topview," "Left" and "Right." Highlight the desired option using the D-Button and press Button 1 to activate your selection.



Punch: Allows you to make a chip shot or trouble shot. Also very useful when shooting from a sand trap next to the green (you don't have a Sand Wedge). When Punch is selected, a check mark appears next to the selected club.

Topview: Gives you an overhead two-dimensional view of the entire hole. Your current location is indicated. The computer even makes a suggestion as to which club you might try next.

Left or Right: Selecting one of these shifts the game screen in the appropriate direction. For example, if you're facing the hole and there's nothing but water between you and the green, adjusting left or right might expose the fairway. You can then make a safe shot.

Scorecard

After each hole, the Scorecard appears. The score each player makes on each hole, the total for the front and back and each player's current score are displayed.

DORAL								
MICK						+3		
5	5	4	3	5	4	3	5	4
5	5	4						
FRONT	38		BACK	15	TOT		53	
JEFF						-5		
4	3	4	4	4	3	3	4	3
4	4	5						
FRONT	32		BACK	13	TOT		45	
LARRY						-5		
4	4	4	3	4	3	3	4	3
4	4	5						
FRONT	32		BACK	13	TOT		45	
BILL						-4		
3	4	4	3	4	4	4	4	3
4	4	5						
FRONT	33		BACK	13	TOT		46	

The Rules of the Game

- 1) One stroke (point) is added to your score each time you hit the ball.
- 2) If a ball you hit ends up in a water hazard, you must replay the shot from its original position and take a one-stroke penalty.

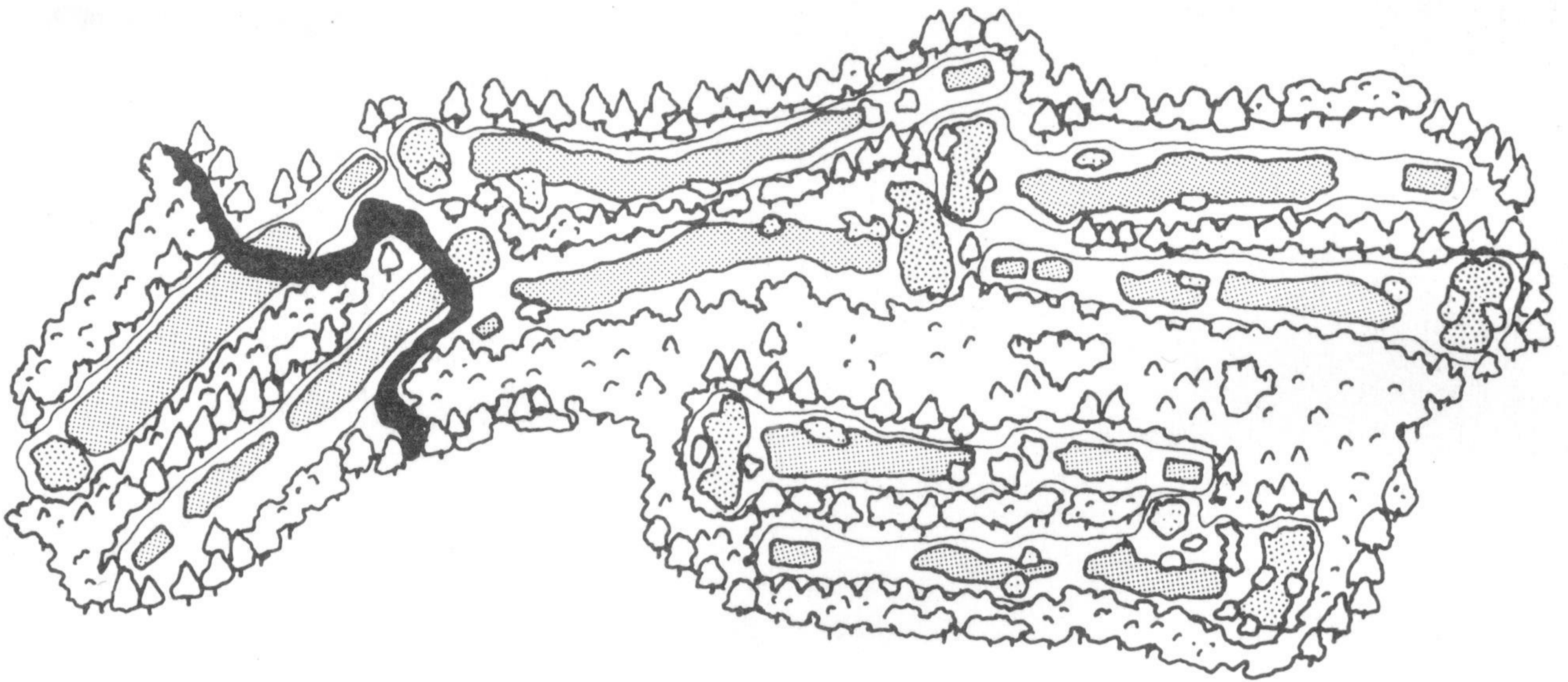
When there are two or more players—

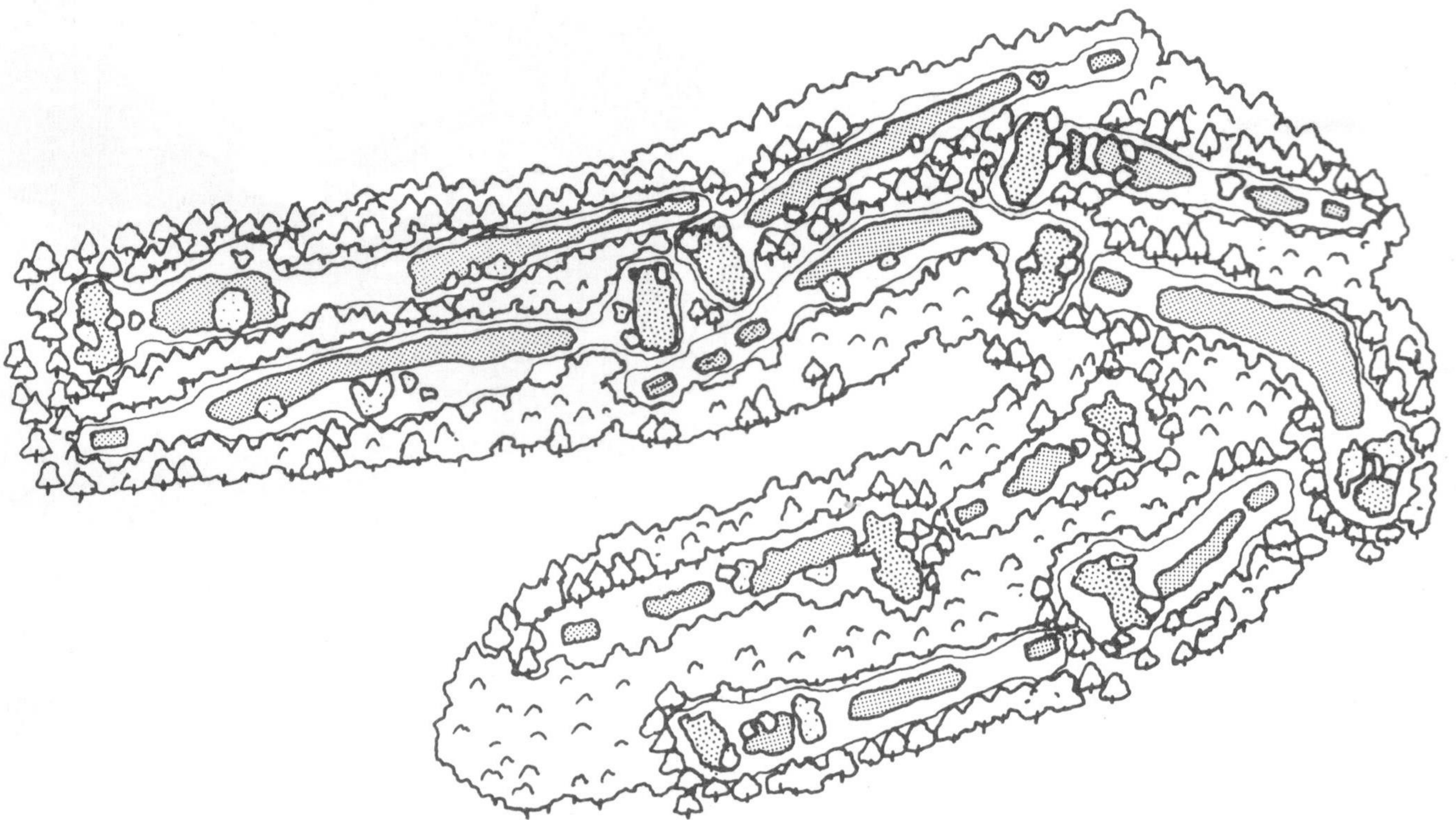
1) After teeing off on the first hole, the player farthest away from the hole shoots his/her second shot first. The other players then follow in order according to distance from the flag (next farthest from the hole shoots next).

2) The player with the lowest score on the first hole then receives "honors," meaning he or she gets to tee off first on the next hole. This rule applies to every tee from the second hole on. The player who scores lowest wins the honors for the next hole.

St. Andrews

This Royal and Ancient club was founded in 1754 and golf may have been played at St. Andrews as early as 1552. One of its most unique features are its double greens. They're so huge that a player can face a length of putt undreamed of on other courses.

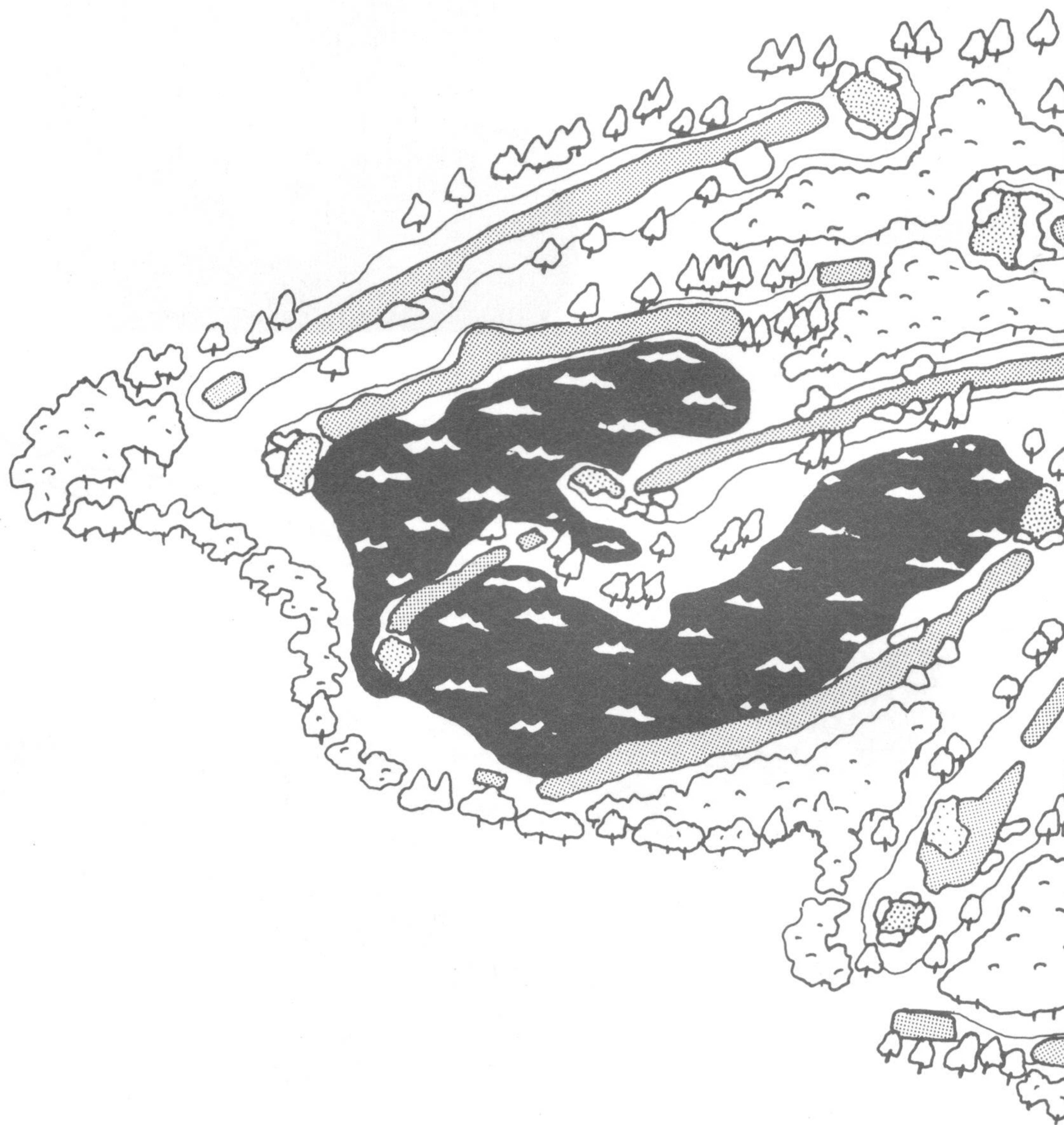




OUT	3,516 yds	PAR 36
IN	3,473 yds	PAR 36
TOTAL	6,989 yds	PAR 72

Doral Country Club

This Florida course, built in 1962, is nicknamed the "Blue Monster" because it is spread across almost as much water as grass. Each year the Doral Ryder Open is held here.

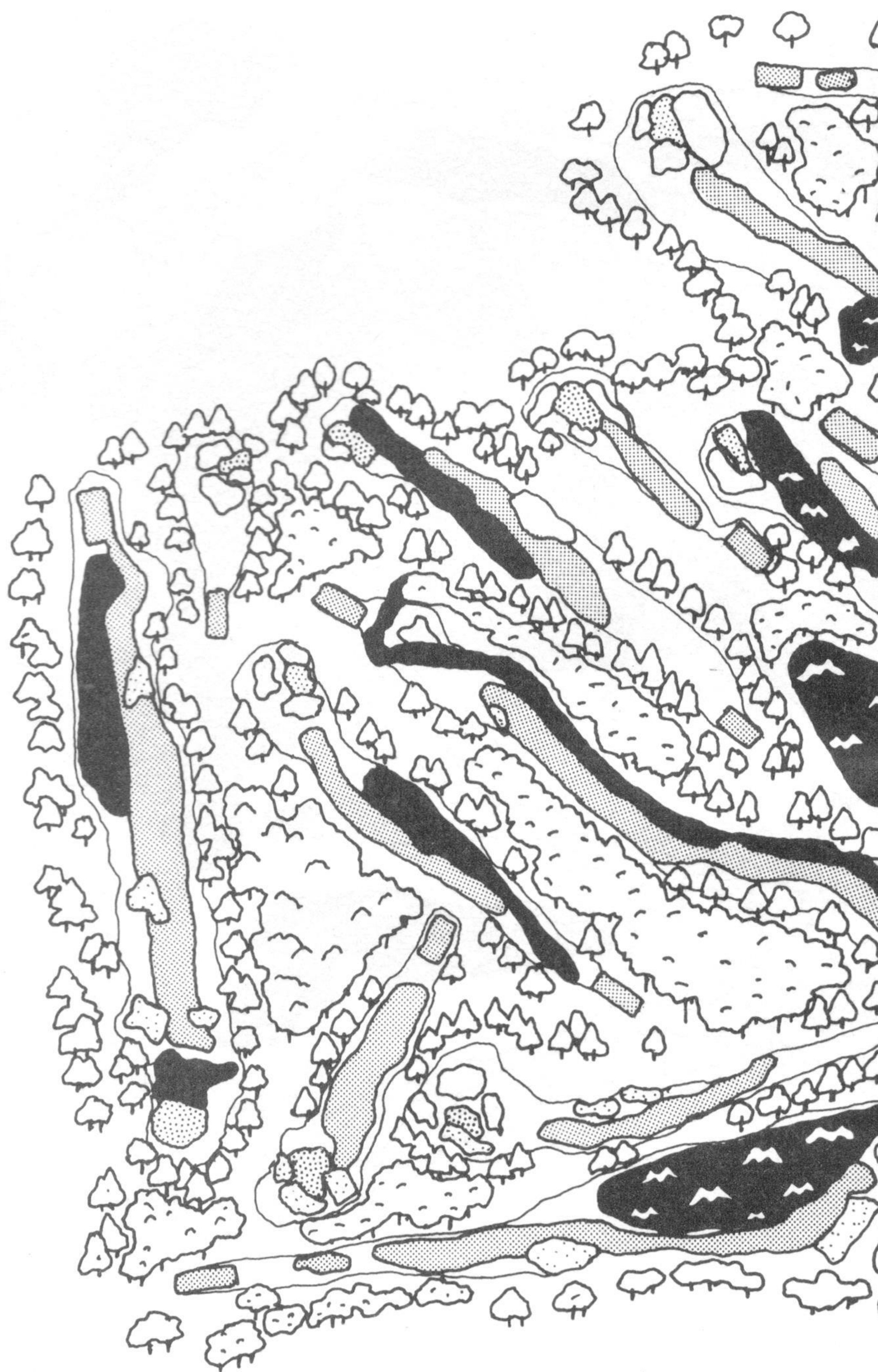


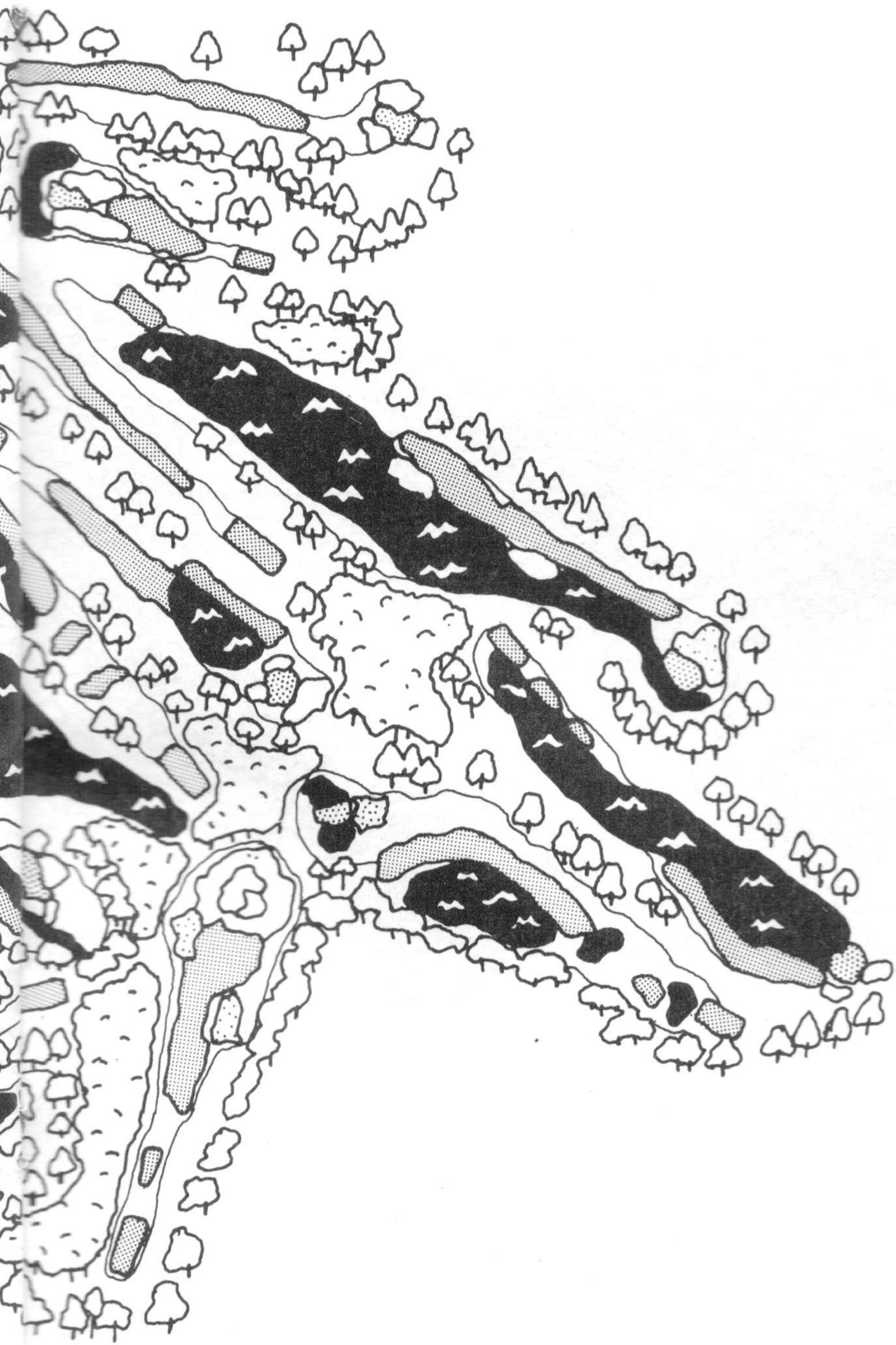


OUT	3,405 yds	PAR 36
IN	3,540 yds	PAR 36
TOTAL	6,945 yds	PAR 72

Gauntlet Country Club

Designed to be the ultimate World Class golf challenge, few courses combine such a trial of skill and courage as the Gauntlet. The drive down each fairway is terrifying, while the traps and water hazards are numerous and dangerous.

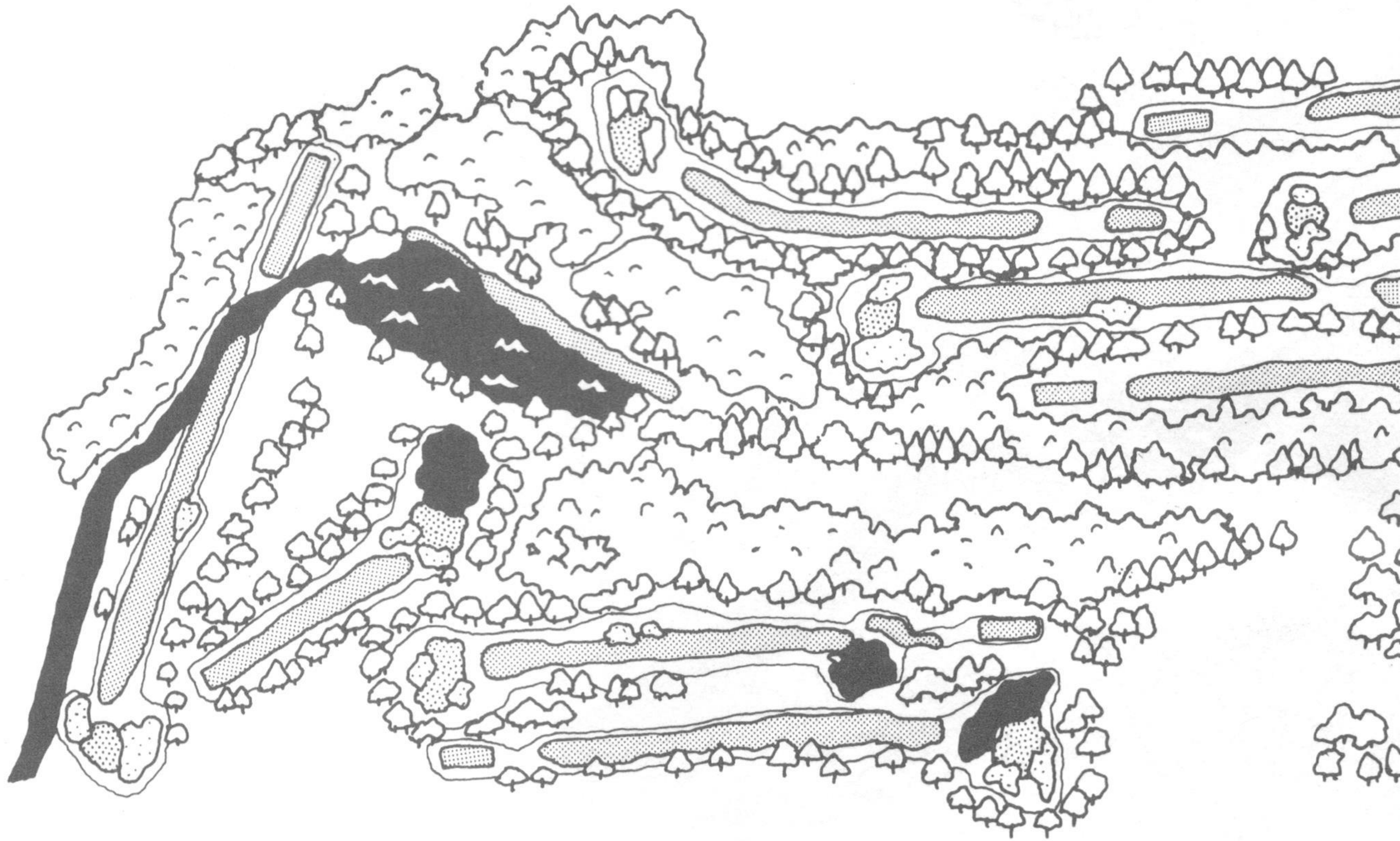




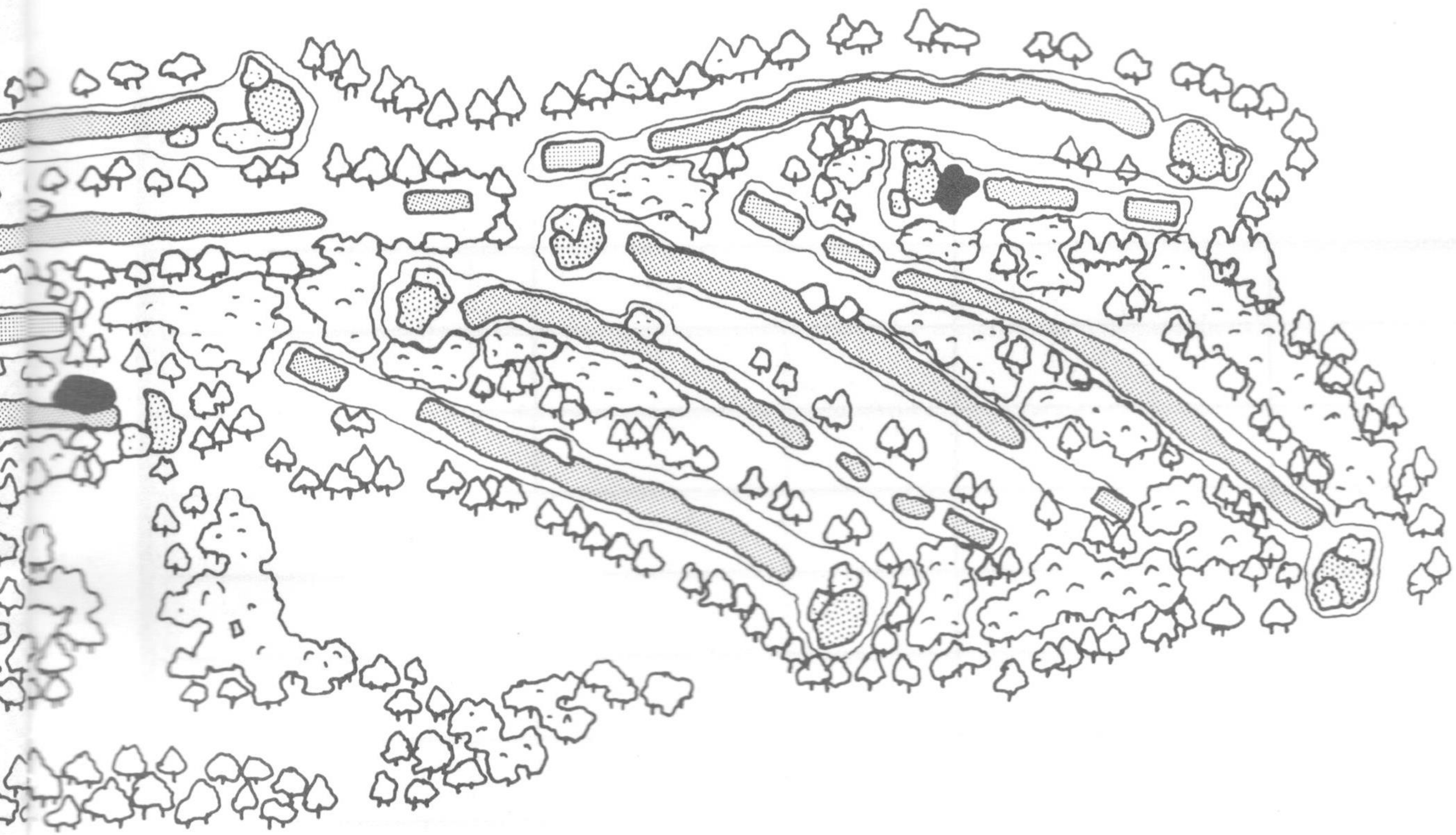
OUT	3,180 yds	PAR 36
IN	3,263 yds.	PAR 36
TOTAL	6,443 yds	PAR 72

Champions Cypress Creek

This Texas course was designed in 1957 to be "The World's Largest and Finest." Many of the major PGA Golf Tournaments have been played here including the U.S. Open and Ryder Cup Championships.



DATEBUD COURSE



OUT	3,628 yds	PAR 36
IN	3,604 yds	PAR 35
TOTAL	7,232 yds	PAR 71

A decorative horizontal line consisting of a series of small, right-pointing arrows. The word "MEMO" is centered within this line in a bold, black, sans-serif font.

MEMO

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.

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.

Limitations on Warranty

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.

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.

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

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