

**TRUE  
GOLF**

CLASSICS™

SNS-GB-USA

# PEBBLE BEACH® GOLF LINKS



**INSTRUCTION  
BOOKLET**

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.



*T&E SOFT would like to thank the following individuals and organizations for their assistance in the creation of*

## **TRUE GOLF CLASSICS: PEBBLE BEACH GOLF LINKS**

T&E SOFT Japan

The Pebble Beach Company, and the staff of the Pebble Beach Golf Links, especially Robert "RJ" Harper, head golf professional, Chris Pryor, first assistant, and Robert "Dawg" Robare, Robert "Rocket" Lytle, David Quesenberry, Casey Boyns, Michael Moore and Raymond Mednis, club caddies.

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# TRUE GOLF CLASSICS

## PEBBLE BEACH GOLF LINKS PEBBLE BEACH, CALIFORNIA

I. INTRODUCTION .....	2
QuickStart Guide .....	3
II. PLAYER'S MANUAL .....	4
Selecting Game .....	4
Tournament Play .....	4
Stroke Play .....	4
Skins Play .....	4
Match Play .....	5
Practice Play .....	5
Selecting Group .....	5
Selecting Players .....	5
Selecting Caddies .....	6
Selecting Handicaps .....	6
Selecting Bets .....	6
Creating Player Data .....	7
Registering Names .....	7
Deleting Names .....	8
Changing Pro Names .....	8
Erasing All Data .....	8
Checking Records .....	8
Individual Records .....	8
Course Records .....	9
Playing the Game .....	9
Selecting Direction/Elevation .....	10
Selecting Club .....	11
Selecting Stance .....	12
Making the Shot .....	12
Using the GamePlay Menu .....	13
Advice/Reading the Grid .....	13
Score Review .....	14
Options .....	14
Quit Game .....	16
III. COURSE GUIDE .....	
Pebble Beach Golf Links .....	17
IV. WARRANTY .....	37

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*T&E Soft has been a leader in entertainment software in Japan since 1982, with hits like the fantasy role-playing series, Hydlide. In 1989, T&E Soft introduced the cutting-edge Polysys technology, which makes true 3-D golf simulation possible on video game systems. The first Polysys game, Harukanaru Augusta Golf, was released for the Super Famicom debut in Japan in April 1991. True Golf Classics: Waialae Country Club was the first U.S. Polysys game, released in November 1991.*

## I. INTRODUCTION

### **True Golf Classics**

Welcome to True Golf Classics, a 3-D golf simulation that lets you play the world's greatest courses under super-realistic conditions.

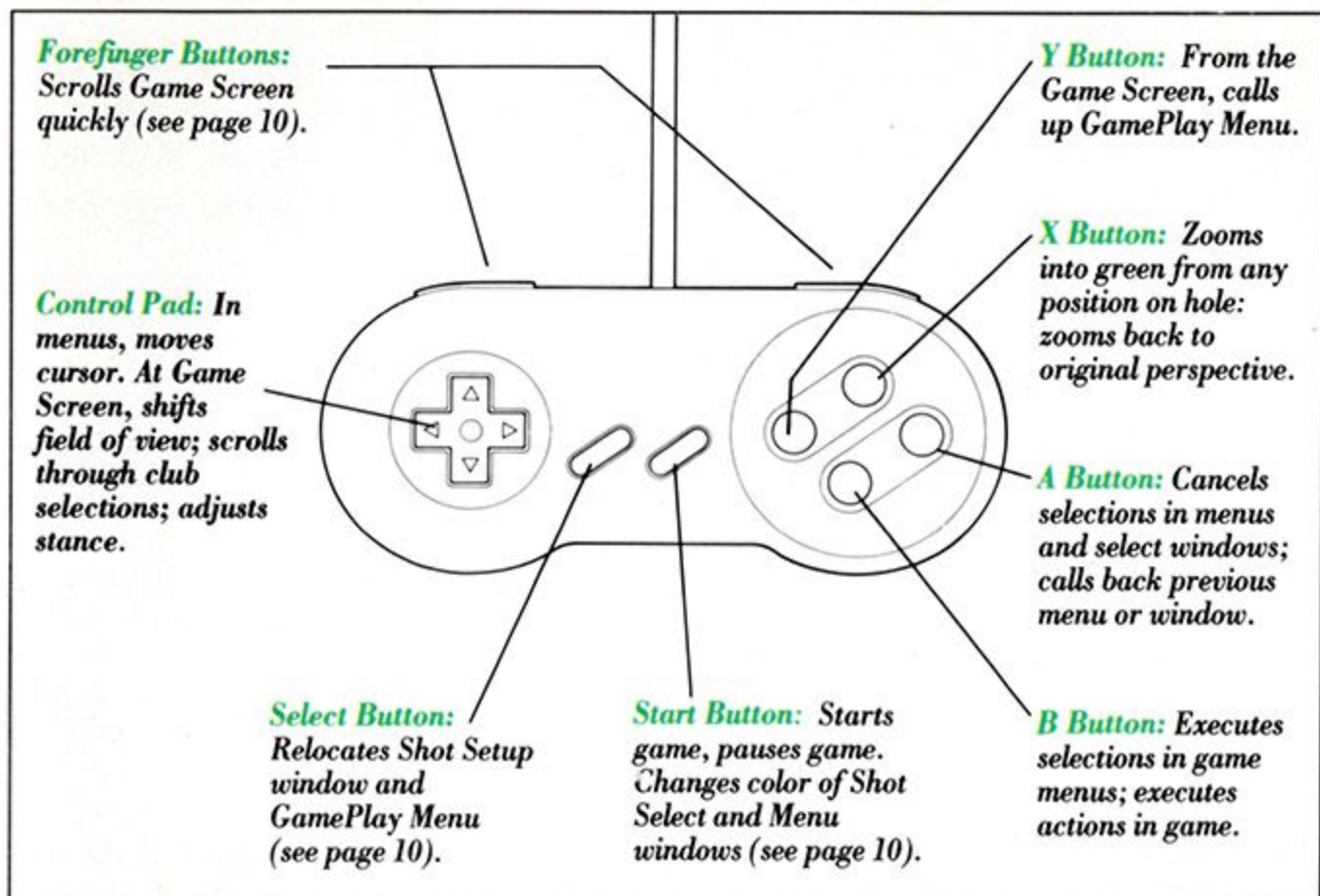
With the power of Polysys technology, True Golf Classics creates amazingly lifelike animation and captures the contours of every fairway and green, bunker and tree, using 50% more graphic polygons than our first True Golf Classics game (more than 380 on each screen).

But there's more to True Golf Classics than great graphics. We also bring to life a truly complete gaming experience. On every tee, you can ask your caddy to give you advice on the best strategy. On every green, you can use the 3-dimensional grid to see how your putts will break. On every round you'll face a whole new challenge. One day, you may come close to breaking the Pebble Beach Golf Links course record of 62 (set by Tom Kite in 1983); on another, you may be hard pressed to make par. But with good fortune or bad, True Golf Classics brings you golfing excitement in all its reality, with 18 holes of championship action at Pebble Beach- truly one of the most unforgettable courses in the game.

To enjoy True Golf Classics fully, please keep the following safety precautions in mind.

- Turn off the Super NES™ before inserting or removing the True Golf Classics Game PAK.
- Handle the Game PAK carefully. Do not touch its terminals and do not get them wet.
- Use the True Golf Classics Game PAK only with the Super NES™.
- Be sure to remain a safe distance from the TV screen when playing.
- If you play for an extended period, be sure to take rest breaks often (10-15 minutes every two hours).





## QuickStart Guide

### Getting Started

Follow these steps to start playing True Golf Classics.

- Insert the True Golf Classics Game PAK into the Super NES. Turn the power on.
- Press B or Start to begin.
- The Pebble Beach Golf Links screen will appear, followed by the Main Menu. Use the up and down arrow key on the control pad to select the menu item you want, and press B to confirm.

**QuickStart** takes you right to the first tee of the last game played. If this is the first game played with True Golf Classics Game PAK, **QuickStart** takes you right to the first tee of the professional tournament.

**Continue** takes you to a game that you began earlier and saved using True Golf Classics' built-in battery backup. This feature returns you to the exact point in the round where you left off.

### The Controller

*In Tournament play, an announcer will occasionally appear on screen to inform you of recent developments elsewhere on the course. Press B to end this message and continue the game.*



*The Leader Board*



*Skins Play Screen*

**Select Game** takes you to the Select Game Menu, where you can choose the mode of play you prefer for your round—Tournament, Stroke, Skins, Match, or Practice. This is the best selection if you want to play a round of True Golf Classics with your friends.

**Create Data** takes you to the Create Data Menu, where you can decide either to register or delete players on your personal True Golf Classics roster, edit or delete the existing roster of 48 professional players, or erase all player data.

**Check Records** allows you to review the individual and course records that True Golf Classics maintains.

## II. PLAYER'S MANUAL

### Selecting Game

In True Golf Classics, there are five different play modes. To choose a mode, select its name from the Select Game Menu. Press **B** to confirm.

**Tournament Play** places you in a single-round tournament with 48 pros. In Tournament Play, there are no handicaps; every player is considered professional level.

At the end of each hole in Tournament Play, the leader board will show you the current standings. To “page through” the entire leader board, press **B** until you see the lowest ranking score. Press **B** again to move to the next hole. To proceed without reviewing the entire leader board, press **A**.

**Stroke Play** allows up to four golfers to compete for the lowest stroke total over an 18-hole round. You can use True Golf Classic's handicapping system to give weaker players an even chance or you can play “scratch golf” without handicaps.

**Skins Play** is a form of golf in which 2 to 4 players can bet on the outcome of each hole, in a “winner-take-all” competition. In a Skins game, each player contributes an equal wager to a “kitty” for each hole. The player with the lowest score on the hole wins the kitty. If two or more players tie for a low score on a hole, the kitty is transferred to the next hole, effectively



doubling the amount to be won. The winner of the game, obviously, is the player who has won the most money after 18 holes.

**Match Play** allows two golfers to compete against each other on a hole-by-hole basis. Victory is determined not by stroke totals for the round, but by the player who wins the most holes by holing out in fewer strokes than his/her opponent.

In Match Play the game will end automatically when one player leads by a greater number of holes than remain in the round.

**Practice Play** allows you to play any hole you like on the course by yourself.

- To play a practice hole, select Practice Play from the Select Game Menu. Then select the hole you want to play. Press **B** to confirm. After you putt out you will return to the Main Menu.

### Selecting Group

If you select Tournament, Stroke, Skins or Match Play, True Golf Classics will ask you to indicate the number of players in your group.

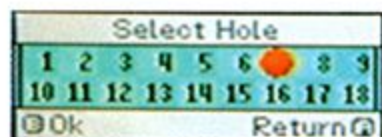
- Press the control pad's down arrow to select the number of players in your group, up to four. Press **B** to continue.

### Selecting Players

In Tournament, Stroke, Skins and Match Play, True Golf Classics will ask you to indicate which players are in your group (to keep accurate playing records).

- Select the name of each player from the Player Roster. Press **B** to confirm.

If you have a golfer whose name is not on the roster, press **A** to return to the Main Menu. Choose Create Data and register the new player's name.



### The Practice Play Menu



### The Select Group Menu



### The Select Players Roster

Change Handicap		
NAME	HDCP	
1 John	3	[Left] [Right]
2 Mike	5	[Left] [Right]
3 Joan	9	[Left] [Right]
● Jerry	12	[Left] [Right]
Ok		Return

### The Change Handicaps Menu

Handicap strokes are "given" according to the difficulty of the hole. For instance, on an easy par three, you may receive no handicap strokes. On a difficult par five, you could receive several, depending on your handicap.

During a Skins Match, the maximum handicap allowed is 18.

### Selecting Caddies

In Tournament, Stroke, Skins and Match Play, each player will be prompted to select a caddy.

- When your name is called, select the caddy you want. Press **B** to confirm.

### Selecting Handicaps

In Match, Skins and Stroke Play, you will have the opportunity to change each player's handicap before the round begins. Players who have not completed a round in Tournament Play will automatically be assigned a handicap of 36. As players complete rounds in Tournament Play, True Golf Classics will update their handicaps to reflect their actual skill levels.

In Match Play, handicap strokes are given based on the difference between the two players' handicaps. For instance, in a match between a 20 handicapper and a 10 handicapper, the 20 handicapper will be given 10 strokes. Again, where the strokes are given depends on the difficulty of the hole.

- In Stroke Play, your final score will reflect your handicap. The program will automatically subtract your handicap from your total to display your net score on the scorecard. Your handicap will not be saved by the program.
- In Stroke Play, you can assign a handicap to a player of unknown skills using the Double Pelias feature. When the Change Handicap window appears, use the control pad's up or down arrows to select a player's name. Press **B** to confirm. Hold down the control pad's left arrow until the handicap reads 'D.P.' (just past 0). True Golf Classics will compute a reasonable handicap for that player based on his or her performance in the round.
- To revise a handicap, use the control pad's **up** or **down** arrows to select the player's name in the Change Handicap window. Press **left** arrow to decrease handicap value; press **right** arrow to increase it. To confirm handicaps, press **B**.

### Selecting Bets (Skins Game Only)

If you have chosen Skins Play, True Golf Classics will take you to the Bet Selection window, where you will decide



how much to bet on each hole. There is a minimum bet of \$1,000 per player per hole, which translates into minimum kitties of \$2,000 per hole for a two-player game, \$3,000 per hole for a three player game, and \$4,000 per hole for a four player game. To choose the hole, press up or down arrows. To change the amount of the kitty, press the left or right arrows, and press B to confirm. The per-player betting options are: \$1,000, \$5,000, \$10,000, and \$20,000. True Golf Classics sets a maximum bet of \$40,000, \$60,000, and \$80,000 per hole for two, three, and four player groups, respectively, which translates into a maximum bet of \$20,000 per player. At the beginning of each hole, True Golf Classics will tell you the bet on the current hole. At the end of the round, True Golf Classics will show you the total amount that each player has won or lost.

HOLE	THRESH	PRG	DNCR	HOLE	THRESH	PRG	DNCR
1st	275	4	4	18th	525	4	4
2nd	582	5	2	19th	104	4	4
3rd	322	4	4	20th	292	2	4
4th	327	4	4	21st	252	4	2
5th	144	2	4	22nd	545	5	4
6th	114	5	2	23rd	217	4	4
7th	187	2	4	24th	462	4	4
8th	431	4	4	25th	283	2	4
9th	468	4	4	26th	585	5	4

### Skins Wagering Screen

## Creating Player Data

With True Golf Classics you can create a roster of up to 10 player names to keep a record of each player's scores, maintain handicaps and course records.

\* Note: Program saves data only during tournament play.

### Registering Names

- At the Main Menu, press the control pad's down arrow once to select Create Data. Press B to confirm.
- At the Create Data Menu, press B to select Register.
- In the Register Players window use the control pad's up and down arrows to select an open slot. Press B.
- Use the control pad arrows to select letters from the character grid and spell out player names. As you select each character, press B to enter it into the roster. Each name can have up to 10 characters.
- When you have finished a name, select End. Press B again. You can then proceed to the next open roster slot, if you want to enter another name.
- To cancel all the characters in a name, press A.
- If you enter an incorrect character, select the left arrow on the control pad to erase it. Press B to confirm.
- To save your roster, press A.



### Register Players Window

You can overwrite, or delete a player's name in the Register Players Window. Select the name and Press B to delete. Then enter a new player's name as you normally would. The individual records from the deleted names remain and become part of the new player's records.





### The Pro Roster

*Be careful not to delete a player's name in the middle of a round. If you do, the round will be ended for all players.*

*You can, however, rename a player using the Registering Names Menu.*

Individual Records	
Handicap	Par
Longest Drive	Holes in One
Par for Hole	Double Bogey
Longest Drive	Par
Par for Hole	Bogey
Average Score	Double Bogey
Par for Hole	Triple Bogey

### The Individual Records Screen

### Deleting Names

- To delete a player's name (and the accompanying individual records), select **Delete** from the Create Data Menu. Your roster will appear. Select the name you want to erase. Press **B**. True Golf Classics will ask if you are sure that you want to erase the name. Press **B** to confirm. Then press **A** to return to the Create Data Menu.

### Changing Pro Names

- True Golf Classics has a built-in roster of 48 professional golfers for Tournament Play. You can insert your own pro names if you like.
- Select **Pro Roster** from the Create Data Menu. The Pro Roster will appear. Select the name you want to erase. Press **B**. Now you can enter in your own favorite pro's name. When you are finished, select **End**. To return to the Create Data Menu, press **A**. To reinstate a pro name that you have just erased, press **A** before selecting **End**.

### Erasing All Data

- If you wish to clear your personal roster and all the course and individual records you have accumulated over time, select this option from the Create Data menu. Then, press **B** to confirm.

### Checking Records

True Golf Classics maintains a detailed list of each player's performance on the course, along with a list of course records.

Note: Program saves data only during Tournament play.

### Individual Records

- To review a player's record, select **Check Records** from the Main Menu. Select **Individual** from the Records Menu. The player roster will appear. Select player's name; press **B** to review his or her scores. Press **B** again to continue.
- If you have standing individual records, and change your name, your records will now be saved under the new name.



## Course Records

- To review Course Records, select Check Records, then Press B to select Course Records. Press B to confirm.
- If you have a standing course record, and change your name, the record will remain with the original name.

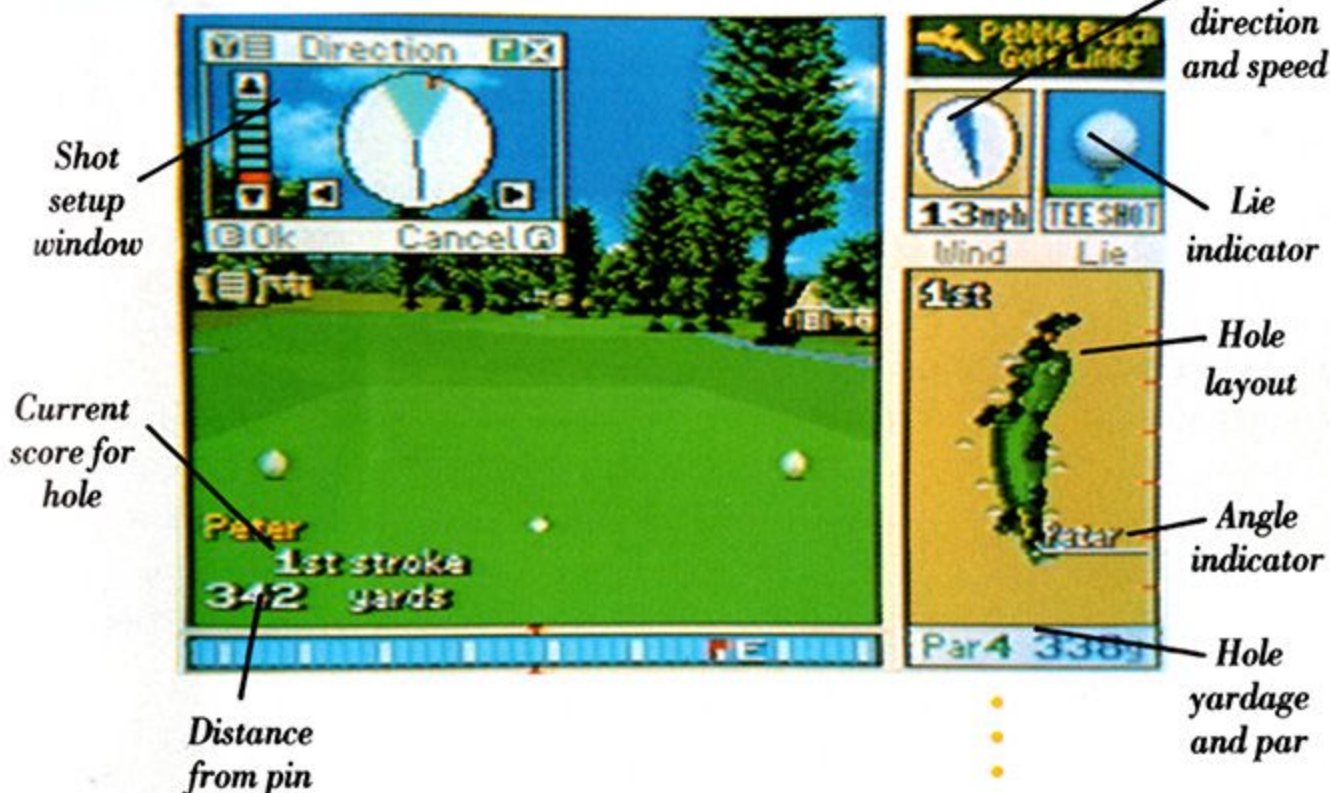
Course Records			
Best Scores			
Hole	Score	Hole	Score
1	4	18	5
2	4	19	5
3	4	20	5
4	4	21	5
5	4	22	5
6	4	23	5
7	4	24	5
8	4	25	5
9	4	26	5
10	4	27	5
11	4	28	5
12	4	29	5
13	4	30	5
14	4	31	5
15	4	32	5
16	4	33	5
17	4	34	5
18	4	35	5

The Course Records Screen

## Playing the Game

After you make all your game setup selections, True Golf Classics will take you to the first hole of the course.

## The Game Screen



The Game screen provides the information you need to set up and execute your shots. In the upper left corner of the Game Screen is the Shot Setup window where you will make four basic decisions about each shot.

Every shot you make in True Golf Classics (except for putts) depends on five key decisions: direction, club selection, stance, power, and contact. The Shot Setup window (in the upper lefthand corner of the screen) gives you the information you need to make these decisions and set up a successful shot.



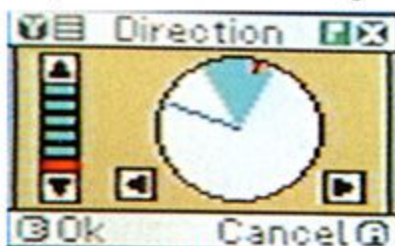
To move the Shot Setup window, press **Select**. The window will shift clockwise to the next corner of the screen. To change the background color of the Shot Setup window, press **Start**. Press **Start** again to return to the original background.

To get a close up view of the green and pin position, press **X**. Press **X** again to return to your perspective from your current lie.

You can change direction or elevation very quickly by pressing the left or right forefinger buttons while pressing the control pad arrows. Release the forefinger button and your field of view will shift quickly.

### Selecting Direction/Elevation

The Direction Window depicts our current field of view. The white circle represents a full 360-degree perspective, with your current position in the center, and the green triangle indicating the portion of the course currently visible on screen. The blue line shows which way the wind is blowing, relative to your position. A line that extends from the center to the left edge the circle indicates the wind is blowing to the left, while a line touching the right edge of the circle means it



### Elevation & Wind Screen

is blowing to the right. A line touching the bottom edge of the circle indicates the wind is blowing in your face, and a line touching the top edge means the wind is at your back. Note that the wind direction for any individual shot may differ from

that shown in the Wind Indicator (on the right side of the Game Screen), which shows the prevailing wind direction from the tee.

- To shift your aim, press the control pad's **right** or **left** arrow. Your field of view will shift and the red flag will move as well. If you hold the arrow down, you can turn quickly. The angle indicator at the bottom of the screen will scroll, but the field of view will not change until you release the control pad. Press **B** to continue.
- When you are changing direction quickly, watch the hole layout in the lower right corner of the Game Screen. A small yellow line (the angle indicator) will indicate which direction you are facing.
- To alter the height of your perspective press the control pad's **up** or **down** arrows. To adjust elevation quickly, hold down the **up** or **down** arrow until the elevation indicator (in the Direction Select window) reaches the position you want. Press **B** to continue.



### Hole Layout



## Selecting Clubs

Club selection in True Golf Classics differs somewhat from the actual game in that the carry (or maximum yardage) of each club is constant for all players. On each shot, True Golf Classics recommends the shortest club that has enough carry to cover the distance to the pin. However, these suggestions do not account for wind, lie, or obstacles, so you may need to make your own club selection.

True Golf Classics gives you 14 clubs from which to choose, from a driver (with a maximum carry of 270 yards) to a putter (with a maximum carry of 100 feet).

- To select a different club, press the control pad's left or right arrow. Press **B** to confirm.
- Wind will be a factor in club selection. With the wind at your back you can out hit the maximum carry. With the wind in your face you may hit a shorter shot with the same club.
- Your lie will also be a factor. On the fairway, cart path, rock or tee you will be able to achieve close to the maximum carry of a club. In deep rough or sand, you will achieve less distance.

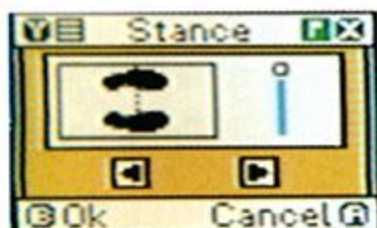


## Club Select

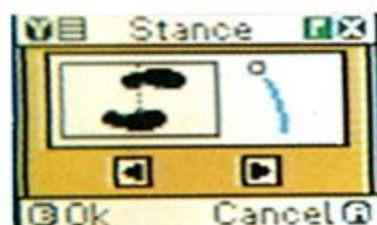
*Unlike the actual game, every hole in True Golf Classics has an out of bounds (O.B.). You will be penalized one stroke and your ball will be placed at the spot from which you hit.*

*In True Golf Classics, when you hit into a water hazard, you will be penalized one stroke and your ball will be placed at the edge of the hazard or at the spot from which you hit, whichever is closer to the pin.*

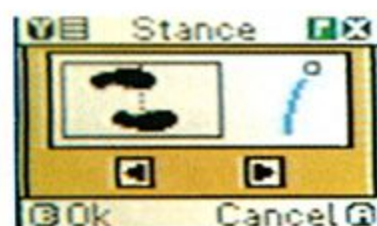




*Square Stance*

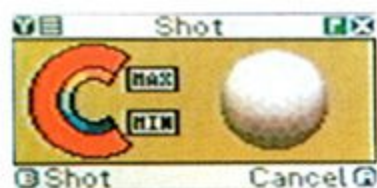


*Draw Stance*



*Fade Stance*

*The further you move your front foot forward or backward, the more pronounced the draw or fade will be.*



*The Power Scale*

### *Selecting Stance*

True Golf Classics allows you to fine-tune your shots by adding a fade (a curve to the right) or a draw (a curve to the left). You can achieve these effects by adjusting the position of your front foot in the Stance Select window.

On each shot you begin with a square stance which should result in a straight shot.

- Press the control pad's **left** arrow and your front foot will be moved closer to the ball (closed stance). This will create a draw. Press **B** to continue.
- Press the control pad's **right** arrow to move your front foot away from the ball (open stance). This will create a fade. Press **B** to continue.

### *Making the Shot*

The shot process in True Golf Classics is composed of two separate actions which correspond to the backswing and the downstroke of an actual shot.

In the Shot Select window the Power Scale depicts a continuous range of power from 0 to 100%. This indicates the power of the club at impact.

- To start your "backswing" press **B** once. A red band will begin to fill the Power Scale, moving from 'Min' to 'Max'. Press **B** again when the band has reached the power level you want. Be careful when trying to achieve maximum power; a slight miscalculation may result in a "miss hit" of only 10% power.

As soon as you set your power, your "downstroke" will begin. A red ball mark will shuttle across the face of the Contact Selector in the Shot Select window. This spot indicates the point at which your club will make contact with the ball.

- Press **B** to select the point you wish to hit. Be sure to Press **B** before the contact point reaches the top of the Contact Selector again; otherwise, your shot will be a "whiff."



The position of the red ball mark determines the kind of spin you put on the ball. Striking near the top will add topspin making the ball roll further once it lands.

Hitting near the bottom adds backspin which makes the ball stop quickly (or bite) upon landing.

Hitting on the right half of the ball will cause a hook to the left; hitting the left side will cause a slice to the right. For the greatest carry, aim for the sweet spot in the dead center of the ball.

## Using the GamePlay Menu

In addition to the four Shot Setup windows, True Golf Classics provides a GamePlay Menu where you can get caddy advice, review scores, change the playing characteristics of the game, replay your last shot or end your round and save your scores.

- To call up the GamePlay Menu, press Y at any point when a Shot Setup Window is visible. To return to the Game, press A. (When the Direction Select window is visible, you can also press A to call up the GamePlay menu.)

### Advice

When you select Advice, your caddy will produce a 3-D (wire frame) picture that shows the contours of the course between you and the pin. He will also provide a depiction of your current elevation relative to the pin to help you make a good club selection.

**Reading the Grid:** Although you can select Caddy Advice at any point to see a 3-dimensional grid of the playing surface, you will find the grid most useful on the greens, where it will show you which direction your putts will “break”, or curve, and how severe the curve will be. If the horizontal lines of the grid drop down from left to right, the ball will break to the right; to compensate, aim to the left. If the horizontal lines rise from left to right, the ball will break left, so compensate by aiming to the right.



### The Contact Selector

*In True Golf Classics, unlike real golf, you should always aim for the sweet spot when you are in the rough or sand.*



### The GamePlay Menu



### Reading the Grid

*If you don't want to see the wire frame picture, hold the B button down until the caddy message appears.*

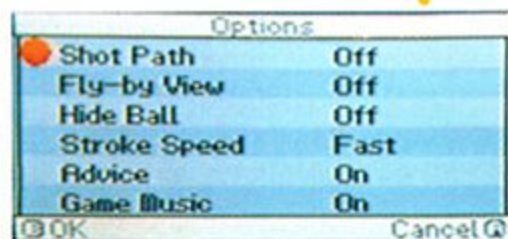
In both Tournament and Stroke Play, your number of putts on each hole is indicated in red.

- To review advice, call up the GamePlay Menu, using the control pad, move the ball mark to Caddy Advice, and press B.
- To end Caddy Advice and return to your shot, press B.

### Score

This option displays scores for the round, based on your mode of play.

- In Tournament Play, Score Review shows total score and each player's ranking in the tournament.
- In Stroke Play, Score Review shows hole and total scores.
- In Skins Play, Score Review awards the winner of the hole with a number indicating the amount won.
- In Match Play, Score Review indicates the winner of the hole with an "o" mark. For holes that have been halved (tied), both players receive a "-" mark.
- Score Review also counts the number of holes a player is 'up' or 'down' for the front and back nines, and the entire 18. These numbers appear in the IN/OUT/TOT boxes.



### Options

Select Options to adjust the playing characteristics of the game.

- Move the ball marker to the setting you want to adjust, and press the control pad's left or right arrows to choose your settings. Press B to confirm.

**Shot Path:** When the Shot Path feature is on, each shot will leave a trail behind it, to show you the trajectory of your shot. The default setting for this option is "Off."

**Fly-by View:** This option shows you each hole from a bird's eye view prior to play. The default setting is "Off."



### Shot Path





*Hide Ball Off*



*Hide Ball On*

**Hide Ball :** When this option is set to “Off” you will be able to see all balls, even when they are actually hidden behind a tree or hazard or buried in a bunker. If you want the balls to be hidden when they fall in places like these, choose the “On” option. (Note: This will slow the flight of the ball somewhat but will not affect the distance or direction of your shots.)

**Stroke Speed:** This option sets the speed of the Power Scale and the Contact Selector. With the slow setting, the game will be easier; the fast setting makes the game more challenging.

**Advice:** Caddies provide advice when you reach the green, with a depiction of the slope of the green. If you would rather not have this automatic advice, turn this option off.

**Game Music:** The default mode is with music on. If turned off, you can hear birds chirping on any hole and waves crashing on the ocean holes.

### *Replay*

When you select Shot Replay, True Golf Classics will automatically replay the most recent shot in the round. This can be fun when you have hit an especially good shot. This feature will not work during Practice play.

- To replay a shot, call up the Gameplay Menu, move the ball mark to Replay, and press **B**. After the replay, True Golf Classics will automatically resume your round.



### Quit Game Query

### Quit Game

You should always use the Quit Game command to finish your round of True Golf Classics. This will allow you to return to the exact point in the round where you left off.

- Press Y to call up Game Play Menu. Select Quit Game.
- Press B.
- Press B again to confirm.

With the Quit Game command, you can also stop a tournament round in the middle, and resume later, with your individual course records and your position on the course intact.

- To end a round in progress, select Quit Game from the GamePlay Menu.
- To continue the round, select Continue from the Main Menu.
- To start a new round of the same game, select Quick Start from the Main Menu. For example, if Match Play was the last game played, Quick Start will take you to the first tee of Match Play.
- Turning off the Super NES™ or hitting the Reset button without using Quit Game first may cause True Golf Classics to erase the playing data from your previous round.

*\* The built - in memory of True Golf Classics runs on a backup lithium battery.*



### III. COURSE GUIDE

## Pebble Beach Golf Links



*(Chasm on 8th Hole)*



*RJ Harper became head professional at Pebble Beach Golf Links in 1989. He feels very honored to be the head pro at what he considers to be America's Landmark golf course. In addition to being the head pro, Harper is president of the AT&T Pebble Beach Junior Golf Association which serves more than 1,000 local youths.*

In so many ways, Pebble Beach is the ultimate American course- carved from the land, sweeping down from the Monterey Hills to the sea.

It is eighteen holes of ocean and sand, cliff and grass, laid out in a huge, figure-eight loop, with the Pacific surf pounding below.

This is golf the way it was meant to be played, on a true oceanside links course. So take a deep breath when you tee off at Number 1. Because you won't return to the Lodge again until you reach Number 18's green.

And the further you go, the more awestruck you'll be. Peer over the cliffs on Number 6, to see just how far an errant drive might fall. Loft a nine iron above the seventh green, and hope it doesn't find the ocean rocks below. Stand at the edge of the chasm that yawns between you and the green on Number 8. Each hole offers something more spectacular than the one that came before.

When it comes to strategy, Pebble Beach can be deceptive. It invites big drives from the tee, but the tight fairways and tiny greens demand accuracy more than brute power. It is a fair course, to be sure, but it can also be merciless- as a well-known pro found when he took a 45 on the back nine. It is a place that calls on all your golf skills, with shifting winds, immense bunkers, and the almost inescapable pull of the ocean.

And now, it's your turn to test yourself against this awesome challenge and see if you can conquer Pebble Beach- the course where golf legends are made.



1



*Pebble Beach opens nice and easy- or so it seems- with a par 4 dogleg that leaves plenty of room for the opening drive. The challenge stiffens on the approach though, with a fairway that narrows to 25 yards and two steeply pitched bunkers flanking the green.*

O.B. runs the full length of the hole on both sides, down to a tightly bunkered green. All in all, a beautiful welcoming hole, but one that has some teeth to it, too.

Pebble Beach Golf Links opened in 1919, under the ownership of Samuel F.B. Morse, great grand nephew of the famous inventor.

#### QUICK INFO

Back Tees: 373 yards

Middle Tees: 338

Par 4

Handicap 8

#### PRO TIPS

“Tee off with a three wood or three iron and aim short of the first fairway bunker. Play your approach to the left, because the green slopes to the right, toward the sea.”



## QUICK INFO

Back Tees: 502 yards

Middle Tees: 439 yards

Par 5

Handicap: 10

2



## PRO TIPS

*“Laying up your second shot in front of the deep bunker is a smart way to avoid the three traps guarding the green.”*

*A short par 5 is supposed to yield easy birdies, but there’s more to this one than you might think. For starters, look out for the two massive bunkers yawning some 100 yards out from the tee.*

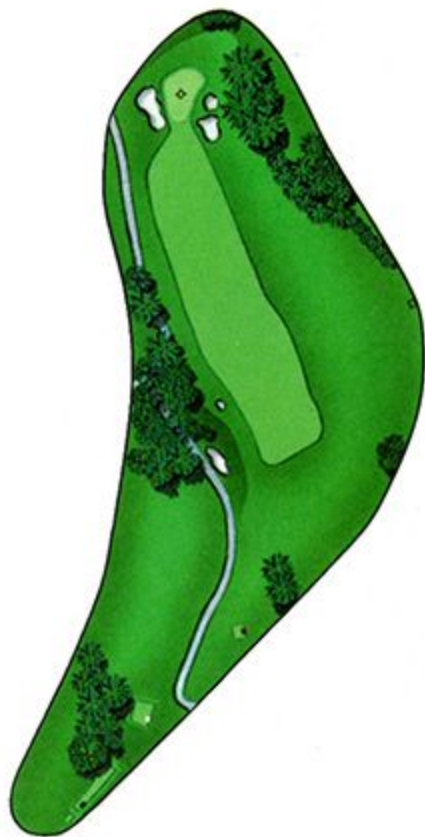
If you get past those monsters you’ll soon face another: a huge bunker that straddles the fairway 75 yards out from the green. Choose your club carefully on your third shot, too: the undulating green makes it difficult to tell where the pin is from the fairway.

Pebble Beach designers—Jack Neville and Douglas Grant—originally had a herd of 300 sheep brought out to keep the fairways trimmed, but soon replaced them when they proved too tough on the turf.





3



*Your strategy off the tee is crucial on this dogleg left. Play safe to the right, and you'll have a long second shot onto the green, over two bunkers. Try to cut the dogleg, and you may catch a deep gully, or a grove of Monterey pines.*

Be careful not to overhit your approach; this hole runs downhill all the way, so it's easy to fly over the green. On the green, you'll find again that your putts pull toward the ocean.

When Samuel F.B. Morse first came out to the California coast, he found that blueprints had been drawn up to make the Pebble Beach coastline into a housing development. Legend has it that he burned those plans.

#### QUICK INFO

Back Tees: 388 yards

Member Tees: 341 yards

Par 4

Handicap 12

#### PRO TIPS

*"You can play it safe here with a three wood off the tee. Start it out to the right and draw it back to hit the center of the fairway. From there, a seven or eight iron should get you on."*



## QUICK INFO

Back Tees: 327 yards

Middle Tees: 303 yards

Par 4

Handicap 16

4



## PRO TIPS

*“The ocean plays as a lateral water hazard here, so if you slice to the right, you can take a drop at the point where your ball went in.”*

*This is the first ocean hole, and it really brings the wind into play. To play it safe, you may want to hit a long iron off the tee. This may help you avoid the ocean tight on the right and a 50 yard bunker that lines the left.*

The second shot should be short, but the green is tiny and surrounded by sand. The bunker on the left is especially daunting, with an island of grass in the middle. The green slopes down to the ocean, making putts tricky to read.

Three years after designing Pebble Beach, Jack Neville returned to win the 1922 California State Amateur Championship, and then came back again seven years later to record his fifth victory, in 1929.





5



*Accuracy is everything here with a brutal bunker to the right of the green and a deep gully running along the left. The hole plays longer than its 166 yards, as the green lies well uphill of the tee.*

If you hit to the left side of the green, don't be surprised to see the ball kick down into the gully; only the best tee shots will create a birdie opportunity here.

Number 5 is one of two greens in America with an underground heating system (the other one is at Augusta). A network of pipes, running about a foot beneath the surface, warms the soil and protects the turf during the cool winter months.

#### QUICK INFO

Back Tees: 166 yards

Middle Tees: 156 yards

Par 3

Handicap 14

#### PRO TIPS

*"Club selection is critical, because the green slopes steeply from back to front. Anything that flies the pin is likely to leave the golfer with a treacherous downhill putt."*



## QUICK INFO

Back Tees: 516 yards

Middle Tees: 487 yards

Par 5

Handicap 2

6



## PRO TIPS

*“Some pros tee off to the left, over the fairway bunker, which puts them in the rough, but gives them a more open shot at the green. The lies are difficult though, so there’s no guarantee of getting on in two.”*



*This hole is easily one of the most spectacular holes on the course, and one of the most difficult. The fairway is wide, but Stillwater Cove lies close on the right and there’s a huge, 100 yard bunker on the left.*

The real problem, though, is the hill that sets the green high above the fairway. Anything less than a strong second shot will leave you with a steep uphill lie. When you do reach the top, you’ll find the green wrapped by two bunkers.

In one of the more spectacular performances on Number 6, John Daly drove to the base of the hill and hit a blind 7 iron to the green.



7



*Step onto the tee and you'll know why this is the most photographed golf hole in the world with the Pacific waves crashing on the rocky shore behind the green.*

But don't get too caught up in the beauty- the distance here is extremely tough to judge. The wind from the ocean can come up unexpectedly, and there are six cunningly placed bunkers to catch shots that stray too far.

At the 1990 AT & T Pebble Beach National Pro-Am, played in February, the winds were so high that the Goodyear Blimp couldn't cope. The pilot said he turned on his engine full speed, headed into the wind, and found he was still moving backwards at 11 miles per hour.

#### QUICK INFO

Back Tees: 107 yards

Middle Tees: 103 yards

Par 3

Handicap 18

#### PRO TIPS

*"Depending on the wind, you may need anything from a sand wedge all the way up to a 4 iron. When the pin is placed back right on this green, #7 can be a very tough par."*



## QUICK INFO

Back Tees: 431 yards

Middle Tees: 405 yards

Par 4

Handicap 6

8



## PRO TIPS

“Aim to the left side of the green on your second shot. Everything pulls to the right here (toward the ocean), so even a slight slice could mean big trouble.”

*The tee shot is blind on Number 8 and ocean cliffs hug the right side, so you may be tempted to play to the left. Most pros, though, pull out a three wood and aim slightly right of the big tree at the top of the fairway.*

When you reach the fairway, you'll see why. The shortest route to the pin takes you over a massive ocean chasm, so the closer your tee shot comes to the cliff, the better your chance of reaching the green, but for most golfers, just getting across is reward enough.

Jack Nicklaus calls #8 his favorite second-shot hole in golf.





9



*The pros say this is the toughest par 4 on the Tour. The fairway rolls up and down, and can leave you with a difficult lie even after a spectacular drive. Less professional shots could easily find deep rough to the right, or the bunker 230 yards out on the left.*

The approach is even tougher, with another 240 yards to the green, two pot bunkers to catch long balls pulled to the left, and a green that's bounded tight on the right by cliffs and beach. A par here should make your feel especially proud.

In the 1990 at the AT&T Pebble Beach National Pro-Am, James Garner was the co-winner of the most valuable amateur award. He scored better than his pro partner on 24 of the 72 holes in the tournament.

#### QUICK INFO

Back Tees: 464 yards

Middle Tees: 439 yards

Par 4

Handicap 4

#### PRO TIPS

*"The prevailing winds here blow inland, so be careful on your second shot. A slight mistake and you could end up in a deep bunkered gully in front of the green"*



## QUICK INFO

Back Tees: 426 yards

Middle Tees: 395 yards

Par 4

Handicap 7

10



## PRO TIPS

*"If you want to bail out from the ocean, play to the left of the fairway bunker. While the rough there is thick, you can still get on in two."*

*The back nine at Pebble Beach begins on a straightforward par 4, with the ocean running all the way down the right. The fairway slopes somewhat toward the beach, so the best play off the tee is to the left center of the fairway.*

On the left is another beach- this one, a massive bunker more than 100 yards along. Down by the green, the fairway narrows considerably, with the oceanside cliff just a few short yards from the edge of the putting surface.

When he played in the Pebble Beach National Pro-Am, Johnny Weismuller (the original Tarzan) used to please the crowds by disappearing into the woods from time to time and letting loose with one of his famous "apeman" cries.







*At Number 11, you'll turn the corner of the Pebble Beach links and start heading back toward the Lodge. So remember: from here on out, putts will tend to fall toward the left- again, toward the ocean.*

Your tee shot is blind on this uphill par 4, so the safest tee shot is just to the right of the first fairway bunker. A more aggressive play, straight over the bunker, sets up an easier approach. This is the route the pros take especially when the pin is placed in the back right of the green.

In 1988, Pebble Beach hosted the richest tournament in golf history, the Nabisco Championships, which boasted a total purse of more than \$2 million.

### QUICK INFO

Back Tees: 384 yards

Middle Tees: 374 yards

Par 4

Handicap 5

### PRO TIPS

*"If you come in from the right, be sure to hit lots of backspin on your approach. A swale in the green slopes toward the ocean, which could kick your ball into the lefthand bunker."*



## QUICK INFO

Back Tees: 202 yards

Middle Tees: 184 yards

Par 3

Handicap 17

12



## PRO TIPS

*"Break out a three or four iron at least, but be careful not to go long. It's very tough to chip out of the deep rough in back."*

*You'll need more club than you think on this long par 3. The staggered bunkers create a false perspective, and the wind off the ocean can knock a high tee shot down in a hurry.*

The green is wide but shallow from front to back, making club selection critical. Here again, the slope of the surface and the grain of the grass make balls run toward the ocean, so you'll need lots of bite to hold.

Pebble Beach has hosted a wide range of national championships, including the U. S. Amateur, the U. S. Women's Amateur, the PGA Championship, the U.S. Open, and the Nabisco Championships.





13



*Aim just right of center off the tee to avoid the long L-shaped trap that juts into the fairway. If you get past that hazard and avoid the large trees on the right, you'll have a clean approach to the green.*

Things get tougher on the putting surface, however, which is fast and sloped in two separate directions. To give yourself an easier putt, try to hit below the cup on your approach.

In the 1990 AT&T Pebble Beach National Pro Am, wind conditions were so difficult that one professional took a 53 on the front nine at Pebble Beach, while another needed 14 strokes to finish a single hole.

#### QUICK INFO

Back Tees: 392 yards

Middle Tees: 373 yards

Par 4

Handicap 9

#### PRO TIPS

*“Try to hit a slight draw off the tee. Start the shot out to the right, and curve it back to the left, to avoid the big tree in the fairway.”*



## QUICK INFO

Back Tees: 565 yards

Middle Tees: 553 yards

Par 5

Handicap 1

14



## PRO TIPS

*"The sharp rise in the middle of this two-tier green makes uphill putts close to impossible.*

*Stroke hard and follow through if you want to get down in two"*



*The longest hole on the course, Number 14 is a tough par even for pros. Very few players can boast of hitting this green in two. To make things even more challenging, O.B. hugs the right side of the rough, all the way to the green.*

The left side is safer, but that approach forces you to come in over a huge bunker. When the pin's tucked in behind it, on the top level of this two-tier green, you'll need a very good third shot to get close enough for a two putt.

In the final round of the '82 Open, Tom Watson dropped a 40-foot putt for birdie on Number 14.



15



*Here's a satisfying hole for big hitters. You can let loose off the tee without fear of fairway bunkers or ocean beach. O.B. on the right side does pose a threat for a severe slice, but if you can draw the ball to the left, you'll be in good shape off the tee.*

Your second shot should be a short iron- seven or eight- and the green is fairly easy to hold, since it slopes back to front. On the green, putts generally break toward the ocean.

With the competition getting tense, Jack Nicklaus birdied Number 15, to draw even with Tom Watson in the final round of the '82 Open.

#### QUICK INFO

Back Tees: 397 yards

Middle Tees: 366 yards

Par 4

Handicap 13

#### PRO TIPS

*"This hole is wide open off the tee but tightens up a lot down by the green. Hit big if you want, but be ready to use finesse on the approach."*



## QUICK INFO

Back Tees: 402 yards

Middle Tees: 388 yards

Par 4

Handicap 11

16



## PRO TIPS

*"It's best to play your tee shot straight over the island bunker. Fading the ball to cut the dogleg could get you in trouble on the right."*

*The most visible hazard here- a huge island bunker planted in the first third of the fairway- is actually the least of your troubles. The real challenge is down by the green, where a deep, tree lined gully and a large bunker await shots that fall short.*

If you're a big driver, beware of the two pot bunkers and the thick rough on the right. Watch out as well for the distinct right-to-left slant of the green; putts here can be tough to read.

Watson got in trouble here in the '82 Open, with his drive finding the fairway bunker on the right. After pitching onto the fairway and dropping his approach onto the back of the green, he two-putted for bogey to slip back to 4 under—dead even with Nicklaus.





17



*This hole is a long par 3, with an hourglass-shaped green, set against a brilliant backdrop of Pacific blue. The lefthand bunker guards the front of the green, forcing you to fly a long iron or fairway wood straight at the pin. If you hit long, you may catch any one of six bunkers behind.*

The green is extremely difficult to read, with a high swale in the middle, one section that slopes away from the water, and another that slopes down toward it.

This was the hole where Watson fired "the shot heard round the world". Tied with Nicklaus for the lead, he landed his drive in deep rough left of the green, then dropped a lob pitch into the hole for a birdie two, sealing his victory in the '82 US Open.

#### QUICK INFO

Back Tees: 209 yards

Middle Tees: 175 yards

Par 3

Handicap 15

#### PRO TIPS

*"Be sure to check the wind for proper club selection. And whatever you do, don't pull the ball to the left."*



## QUICK INFO

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18



## PRO TIPS

*"The secret to Number 18 is to not hit your second shot too hard. Club down, swing easy, put the ball down the middle, and let your short irons get you home."*

*Here is one of the greatest finishing holes in golf—a slender ribbon of fairway curling around rocky crags and seawall, ending with a green flanked by bunkers and tucked in a few feet from the sea.*

Like all great tests, Number 18 gives you a choice: take the courageous route by the sea or bail out to the right of the trees in the fairway. Coming in from the right, the green is blocked by a towering Monterey pine. The approach from the left is more open, but only if you can keep the ocean off your mind.

As you walk up Number 18's fairway, you'll see the Lodge at Pebble Beach in the background. The Lodge opened in 1919 and has become a world-renowned luxury resort. For golfers just finished with a championship round, it's the perfect nineteenth hole!





## IV. WARRANTY

### 90-DAY LIMITED WARRANTY

T & E Soft of America, Inc. ("T & E") warrants to the original consumer that this T & E Game PAK ("PAK") shall be free from defects in materials 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, T & E 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 T & E Consumer Service Department of the problem requiring warranty advice by calling (510) 253-1751. Our Consumer Service Department is open from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
3. If the T & E service technician is unable to solve the problem by phone, T & E will provide you with a Return Authorization Number. Simply record this number on the outside packaging of your defective PAK and return your PAK, freight prepaid at your risk of damage, together with your sales slip or similar proof-of-purchase, within the 90-day warranty period to:

**T & E SOFT of America, Inc. Consumer Service Department,  
953 Mountain View Drive, Suite 167 Lafayette, CA 94549**

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.

### REPAIRS AFTER EXPIRATION OF WARRANTY

If the PAK develops a problem after the 90-day warranty period, you may contact the T & E Consumer Service Department at the phone number noted above. If a T & E service technician is unable to solve the problem by phone, T & E may provide you with a Return Authorization Number. You may then record this number on the outside packaging of the defective PAK and return the PAK freight prepaid to T & E, and enclose a check or money order for \$10.00 payable to T & E Soft of America, Inc. T & E will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKs are not available, the defective PAK will be returned and the \$10.00 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 T & E BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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