

10065

PEBBLE BEACH® GOLF LINKS



**MOVIE
HUT
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INSTRUCTION MANUAL



SEGA™

Movie Hut
10065

EPILEPSY WARNING

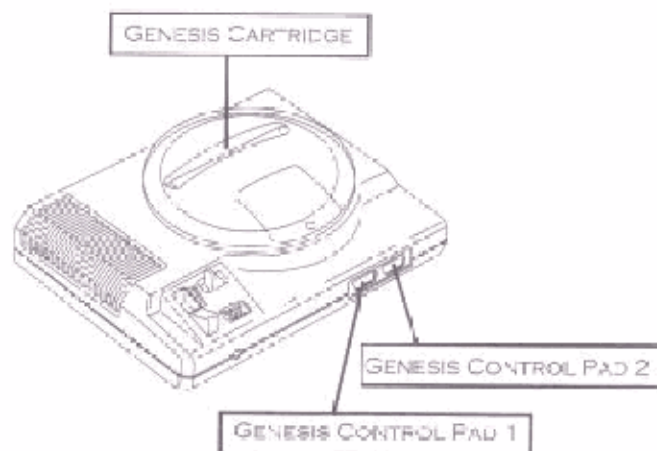
WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. Then insert the *Pebble Beach® Golf Links* cartridge into the console.
3. Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.
5. Press the Start Button when the Title screen appears.

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



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

The Sweetest Approach You've Ever Had...



...is waiting for you on the Pebble Beach golf course! Whether you're teeing off on the 553 yard par 5 with a 25-mile an hour wind blowing in your face or lining up that 3-foot birdie putt for \$30,000, there's no better place to be than on the Pebble Beach

Links course. And here's your chance to step out there yourself and see why the words Pebble Beach are synonymous with top-flight golf!

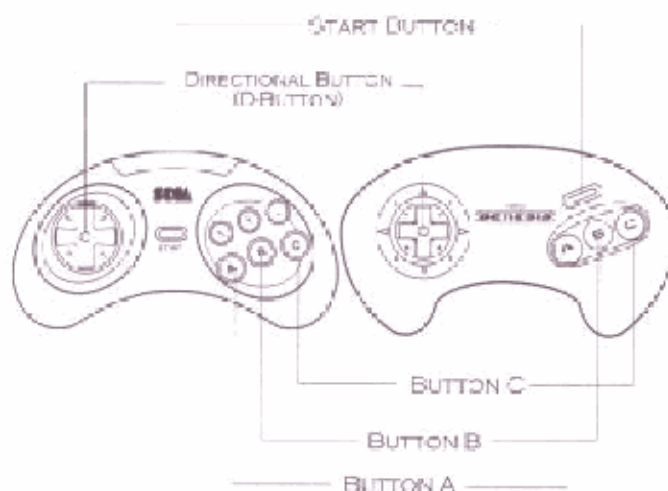


Create your own player and practice your technique on any hole you choose. Then take on the top pros in the tournament match. Get some friends together and find out if you have the expertise to beat them hole by hole

in stroke play, or play against each other for high cash stakes in the skins match. Any way you play it, you're bound to find this the most exciting and challenging golf game you've ever played!



Hands-on Training...



Directional Button (D-Button)

- ↓ Press to highlight selections in pre-game screens.
- ↓ Press to make various selections during game play.

Start Button

- ↓ Press to start the game.
- ↓ Press to pause the game; press again to resume game play.

Button A

- ↓ Press to enter selections in pre-game screens.
- ↓ Press to see a close-up of the green and surrounding area.

Button B

- ↓ Press to cancel selections and/or return to preceding menus.

Button C

- ↓ Press to enter selections in pre-game screens.
- ↓ Press to make selections and proceed to the next set of options during game play.

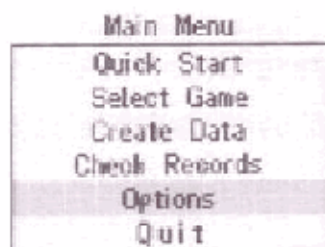
Note: Buttons X, Y and Z on the 6-Button Arcade Pad do not function in this game.

Getting Started



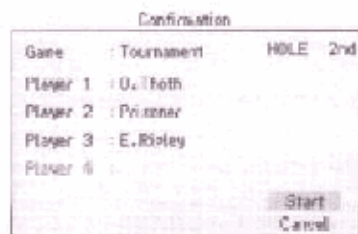
After you turn on your Genesis, the Sega logo appears, followed by the *Pebble Beach Golf* title screen. Press the Start Button to see the Main Menu, where you make your game selection choices.

The Main Menu



From here you select various game options. Start right in on a game with the Quick Start function, select any of five kinds of single-player or group-play golf competitions, even create your own player!

Quick Start



This option allows you to continue the last game you were playing immediately. Highlight **Quick Start** with the D-Button and press Button A or C. When the Confirm screen appears, check that the game displayed is the one you want to continue. Highlight **Start** with the D-Button and press Button A or C to get going.

Note: If you want to select a different game, check the games on back up in the **Select Game** option.

Select Game



Tournament Play (Page 17) puts you in the thick of it, competing against 47 other determined players for the Championship Trophy! **Skins Match Play** (Page 20) is a competition against one or more players for the biggest bucks you've ever seen!

Challenge yourself or your friends to see who can manage the lowest stroke number in 18 holes in **Stroke Play** (Page 21).

Try **Match Play** (Page 22), where one to four players try to win it all hole-by-hole!

Hone your skills on the hole of your choice in **Practice Play** (Page 22).

Selecting **Continue** lets you go back and continue playing any of 10 games you have backed up on memory. Once you select **Continue**, you'll see the Data Load screen. Highlight the game you want to continue with the D-Button and press Button A or C. The Confirm screen appears next. Check that the game displayed is the one you want to continue, highlight **Start** with the D-Button and press Button A or C to begin playing.

Create Data



Create up to ten players, delete them, change the names of the pros in the Pro Roster or delete all the character data. Highlight **Create Data** with the D-Button and press Button A or C to see the Create Options window.

Register

Register Players		
No	NAME	HDCP
1	O. Theob	11
2	Mok-D.	2
3	Bane-D	0
4	Punisher	-
5	R. Hood	-
6	Prisoner	-
7	F. Ripley	-
8	Dr. Saitth	-
9	G. Harrison	-
10		

First, open the Player Roster, and highlight an empty space to place your new character's name in, and press Button A or C to open the Name Input Screen.

Name Input		
10	P. Flay	
0	1 2 3 4	5 6 7 8 9 - 1 2 3 4
A	B C D E	6 7 8 9 0 1 2 3 4
F	G H I J	k l m n o p q r s t
K	L M N O	P Q R S T U V W X Y
P	Q R S T	U V W X Y 0 1 2 3 4
U	V W X Y	0 1 2 3 4 5 6 7 8 9
Z		0 1 2 3 4 5 6 7 8 9

Input the name (up to 10 characters) by moving the highlighter with the D-Button and enter the character by pressing Button C. When you're through entering characters, highlight End and press Button A or C. Delete a character by pressing Button

A and exit the Character screen by pressing Button B.

Delete

Select this to delete one or more characters in the Player Roster. Highlight the character you want to delete and press Button A or C. When the Confirmation window appears, select Yes to delete or No to return to the roster. Button B brings you back to the Create Data screen.

Pro Roster

If you decide you want to change some of the pros' names, open up the Change Pro Names window, highlight the name you want to change and press Button A or C. Entering names is done the same way as in the Register option.

Erase All Data

Select this to reset the cartridge to its original form (including resetting all the pros' names and deleting all your characters' names and personal data). You will be asked twice to confirm your decision. Once you erase the data, it's gone for good!

Check Records

Check Records
Player's Record
Score Record
Course Record
Miracle Shot Replay
Average per Hole

A number of records in this section use golf symbols to indicate various shots. Here's how to read the symbols:

★	Double Eagle (three under par)
○	Eagle (two under par)
○	Birdie (one under par)
—	Par
△	Bogie (one over par)
▲	Double Bogie (two over par)
×	Triple Bogie (three over par)

Player's Record

Player's Record			
3-Band		3-Band	
Highest Score	0	Winn	3
Lowest Drive	22000	Winn	1
Nearest to Pin	908	Holes in One	0
Lowest Put	3008	Double Eagle	04 0.000
Lowest Tee to	1200	Eagle	04 0.000
Palmay Drive %	72.200	Birdie	328 41.600
Par or Better %	95.700	Par	344 44.200
Bones to Key, %	81.800	Bogey	84 11.700
Average Score	67.3	Double Bogey	20 2.600
Average # of Puts	3.2	+3 or More	01 0.000

Highlight the name of the player you want to look at by highlighting it with the D-Button and press Button A or C to see the players' Statistics Record.

Score Record

Score Record									
2 Mick-D.									
Best Score					Recent Score				
OUT-IN-TOT	RRNK	OUT-IN-TOT	RRNK		OUT-IN-TOT	RRNK	OUT-IN-TOT	RRNK	
1	30-35-70	25th	1	41-35-76	41st	1	41-35-76	41st	
2	41-35-76	41st	2	38-35-73	25th	2	38-35-73	25th	
3			3			3			
4			4			4			
5			5			5			

Score Card									
1	2	3	4	5	6	7	8	9	
Δ			Δ	0				Δ	0
10	11	12	13	14	15	16	17	18	TOTAL
-	-	Δ	0	-	0	0	Δ	0	+1

This shows the player's best score and most recent score, as well as his or her results for each hole in his or her most recent game.

Course Record

Course Record		
	NRFL	OU-1N-TOT
1	Base-0	34-33-67
2	Base-0	32-35-67
3	Base-0	35-33-68
4	Mick-D.	38-35-73
5	Mick-D.	41-35-76
6	U. Thoth	43-46-89
7		
8		
9		
10		

Score Card		
OUT	Δ	Δ
0	Δ	Δ
1	N	U

Take a look at the top ten Pebble Beach players of all time on the Course Record screen. Move the highlighter down the list of names to see how well or badly he or she played each hole (the scores are shown at the bottom of the screen).

Miracle Shot Replay

If you've made one of those impossible shots—a double eagle or a hole in one—it's always there for you to take another look at! Up to ten hole in ones and ten double eagles can be recorded and replayed whenever you want to take a look. Highlight the shot you want to see and press Button A or C to replay the thrilling moment!

Average Per Hole

Average per Hole											
HOLE	YRDS	PAR	AVE	HOLE	YRDS	PAR	AVE				
1st	973	4	4.3	10th	425	4	4.1				
2nd	502	5	4.8	11th	384	4	3.9				
3rd	388	4	4.2	12th	292	3	3.9				
4th	327	4	3.9	13th	392	4	3.7				
5th	356	3	3.1	14th	365	3	4.9				
6th	316	5	5.1	15th	397	4	3.7				
7th	307	3	3.3	16th	492	4	4.9				
8th	431	4	4.1	17th	299	3	4.0				
9th	454	4	4.0	18th	548	5	4.5				

Average per Hole											
PERCENTAGE	PERCENTAGE	PERCENTAGE	PERCENTAGE	PERCENTAGE	PERCENTAGE	PERCENTAGE	PERCENTAGE				
9.02	9.02	44.82	11.32	38.25	11.15	0.95					

Here's how to take a look at the statistics for the holes. The hole number, yards, par and the current average for the hole are shown on the upper part of the screen. For more information, move the

highlighter to any hole, and the percentages for each number of shots are shown at the bottom of the screen.

Options

Listen to the game's music and sound effects in the **Game Music** option, or change the button configurations in the **Configure** screen.

Configure		
Order A	Order D	
Order B	Order E	
Order C	Order F	
A	B	C
Quick	Cancel	Proceed

Select **Configure** and the next screen you see will give you your choice of six different button configurations. Highlight a configuration, and the corresponding button configuration will be shown at the bottom of the screen.

Game Music		
Music No.	6	
Sound Effect No.	1	

In the **Game Music** option, you can listen to any of the game's music tracks or sound effects. Highlight either the **Music** or **Sound**

Effects track number and press the D-Button left or right to see your choices. Press Button C to listen to the music or sound effect, and press Button B to return to the Options screen.

Quit

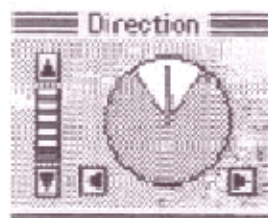
Select this to return to the title screen.

On the Links

Your trusted caddy hands you the club and you're ready to tee off. But hold on—there's plenty to think about before you swing. Study the factors listed below to make the plays you want to.

Make selections by pressing Button C, or by moving the D-Button when arrows are displayed, and return to a previous window by pressing Button B. The first window displayed at the upper left side of the play screen is the Direction Window, followed by windows showing club choice, stance and swing power (Play Windows).

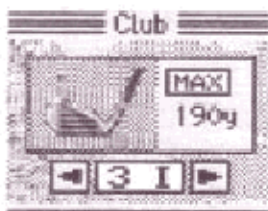
Direction



Depending on the wind's direction and speed, you may want to change the direction you're shooting. On the left side of the window the view angle is shown. Press the D-Button up or down to change the angle from which you

view your shot, and press left or right to change the direction you're facing. To the right is the Shot Radar. This displays wind direction (indicated in blue), the hole (the red dot at the outer edge of the radar) and the view radius (the orange area represents the area you're seeing on screen).

Club

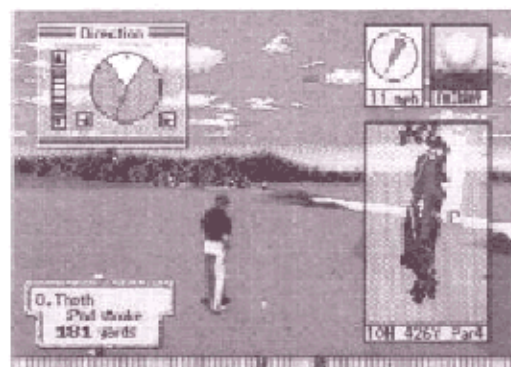


Your caddy will suggest the club with the most appropriate range, but you can select another club with the D-Button. Your choices are:

PLAY WINDOW

WIND SPEED

WIND DIRECTION
FROM TEE



LE

WHOLE
HOLE MAP

PLAYER'S
LOCATION

PLAYER NAME

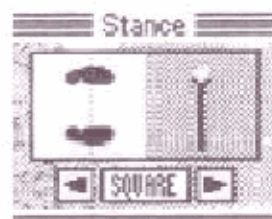
YARDS TO
GREEN

STROKE
NUMBER

COMPASS

1W (Driver)	270 yards
3W (3 wood)	230 yards
4W (4 wood)	210 yards
2I (2 Iron)	200 yards
3I (3 Iron)	190 yards
4I (4 Iron)	180 yards
5I (5 Iron)	170 yards
6I (6 Iron)	160 yards
7I (7 Iron)	150 yards
8I (8 Iron)	140 yards
9I (9 Iron)	120 yards
PW (Pitching Wedge)	110 yards
SW (Sand Wedge)	90 yards
PT (Putter)	100 feet

Stance



Your stance determines whether you'll put a draw (left curve) or a fade (right curve) on the ball. Put a draw on the ball by pressing the D-Button left, and a fade by pressing right.

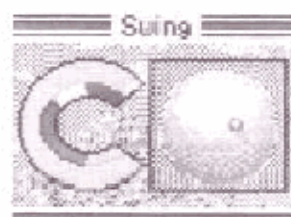


DRAW



FADE

Swing



On the left side of this window is the power meter. Press Button C to start the swing and press it again when the meter reaches the desired strength (the farther the red bar fills the meter, the higher the power). As soon as you press Button C the second time, a red dot appears on the large golf ball displayed on the right side of the window. This shows you where the club will hit the ball. A hit on either side will put a slice on the ball. Hitting near the top of the ball lowers its trajectory (good when there's a strong headwind). Hitting the ball underneath lifts the ball for greater distance, but if there's a strong crosswind your ball may be carried to wild and uncharted territory—sand traps, water hazards, and the like.

Wind Indicator

The arrow points in the direction the wind is blowing from the tee. Beneath the arrow, the wind speed is shown. Once you're off the tee, use the Wind Indicator on the Shot Radar to see which way the wind is blowing relative to your position.

The Lie

Are you sitting pretty on the fairway, or are you sunny side up in a sand trap? This indicator can help you figure out how strongly you should hit the ball to get it where you want it to be, as well as which club will be of most use to you in the situation.



FAIRWAY



ROUGH



BUNKER

Whole Hole Map

Whenever you need to get a look at the big picture, refer to this map, which shows your location, the location of trees, sand traps and other obstacles on the course. At the bottom of the map, the hole number, the length of the hole and the number for par are shown. Also, if you leave the map On in the Game menu, a red line will appear as you make each shot, showing the direction the ball is traveling.

Compass

At the very bottom of the screen, the compass is shown. The compass displays the direction you're facing.

Game Menu

Pressing Button B from the Direction window opens the Game Menu.

Menu
Grid
Green
Caddie
Replay
Options
Score
Give Up
Quit Game

Grid shows you the contour of the land immediately in front of you.

Green gives you a look at the hole and it's surrounding area.

Your **Caddie** has some good advice for you—don't miss a chance to hear what it is...

Replay—shows you the last shot you made.

Options changes various game displays.

Configure	
Shot Path	OFF
Map	OFF
Fly-by View	ON
Hide Ball	OFF
Stroke Speed	Fast
Message	Fast
Game Music	BGM2

Shot Path displays the path of the ball as it travels. Use this option to get a better idea of how various factors like your stance and the wind affect the ball's flight.

Turn **The Map** off to hide all the windows as you're making your shot.

The **Fly By View** shows the hole you're about to play from above before the play begins. Exit the view any time by pressing Button A, B or C.

Hide Ball gives you more realistic game play by making the ball "vanish from view" when it lands in sand traps or rolls over hills. Leave this feature **Off** to see where the ball is at all times.

Change **Stroke Speed** from **Slow** to **Fast** for a more challenging game.

Message changes the speed at which messages about other competitors or from your caddy are displayed.

Game Music allows you to change the background music, or turn it off.

Score

This displays the current standings for all the players in the tournament, as well as various course data.

Give Up

Select this to exit the game. Don't confuse this with the **Quit Game** option: Selecting **Give Up** will end the game without saving it.

Note: In tournaments, you must use the **Quit Game** option to leave the game.

Quit Game

This option allows you to exit the game and save it for later. To save the game, select **Quit Game** by pressing Button C. Select **Yes** when the Confirmation window appears. After that, select where you'll save the game by moving the highlighter to the save location and pressing Button C. The saved game will appear in the confirmation window (make a note of each game somewhere so you don't forget which one's which) then the window is replaced by the Main Menu.

Tournament Play



Clubs, caddy and confidence? Those are only the basics! A good tailwind wouldn't be unappreciated either. You're up against 47 other pros, all looking at that major cash prize, each with the talent, power and concentration it takes to make it

to the top. And you'd better have more of the same, or you're going to end up snapping your clubs in frustration instead of buying a new set in style!

Select Number in Group

1	Player	in Group
2	Players	in Group
3	Players	in Group
4	Players	in Group

(again, make your selection by highlighting your choice with the D-Button and pressing Button A or C).



From the Select Game window, highlight **Tournament Play** with the D-Button and press Button A or C to select the number of players to enter the tournament. Pick from one to four players

Select Players

No	NAME	HDCP
1	G. Thoth	11
2	Mick-D.	2
3	Bane-D.	0
4	Punisher	-
5	R. Hood	-
6	Prisoner	-
7	E. Ripley	-
8	Dr. Smith	-
9	G. Harrison	-
10	I. Jones	-

Next, select your player from the Player Roster by moving the highlighter with the D-Button to the player you want to use and press Button A or C to highlight him or her. In multi-player games, repeat the process.

Select Character & Caddy

1 G. Thoth	
Character	Caddy
	

your selections). Select **Cancel** to return to the Character select window or **Start** to leave the clubhouse and get out to the links.

Pick your character and caddy in the next screen by placing the highlighter around one or the other and pressing the D-Button up or down to cycle through the choices. When you're finished, press Button A or C to go on to the next character (or proceed to the Confirmation screen if you're through making

Pebble Beach		HOLE 1				
Par	100					
Score	0%					
Yardage	220					
Wind	100					
Temp	280					
Humidity	110					
Pressure	0%					
Score	4.3 (+0.3)					
Name	Last	2nd	3rd	4th	5th	
G. Thoth	12					
Mick-D.	+1	50	-	-	-	

In a few moments a signboard appears. The top of the board shows the shot percentages for the upcoming hole, and the player names are displayed at the bottom. Press Button A or C to continue.



P. Minzey got a double bogey on the 5th hole. P. Minzey is 4 over par. P. Minzey has dropped in the rankings from 40th to 45th.

Get out the clubs! After each shot, the yardage gained on that shot is displayed. Also, every time a player improves on their previous record, the caddy will inform them of the event. Congratulations! Other messages will also appear on screen regarding changes in standings of the other competitors.

At the end of the hole, the current standings are displayed. After finishing the front nine, the scorecard for the tournament so far is shown on screen. And now it's time for a break to enjoy the scenery! A Tea Break message appears on the

TOURNAMENT RANKING				
Rank	Name	Score	Total	Hole
1	F. Coover	-3	17	5th
	M. Evans	-3	29	8th
2	L. H. May	-2	7	2nd
	R. Sullivan	-2	30	8th
	R. Spocki	-2	34	9th
	R. Earhart	-2	18	5th
	B. Smith	-2	30	10th
	M. Robinson	-2	15	4th
	P. Minzey	-2	30	8th
	M. Spock	-2	34	9th

screen. To proceed with the back nine, press Button A or C.

Play continues to the end of the 18th hole, where the final standings for all 48 players are displayed. Press the D-Button up or down to scroll through the scores. After that, the scores for your player or players are shown on the scorecard. Your scores are now recorded on the

player score sheet. Take a look at your new stats by selecting the **Check Records** option from the main menu.

Skins Match Play

In the Skins Match, two or more players compete to win a cash prize for finishing the hole in the fewest strokes. In the cases where no player wins outright, the pot remains untouched and is carried over to the next hole.

NAME	HDCP
1 D. Thrush	[←] 11 [→]
2 E. Ripley	[←] 17 [→]
3	[←] [→]
4	[←] [→]

Game, Player and Caddy selection is done as in the Tournament Match mode. After that, the handicap window appears. Press the D-Button up or down to highlight the player's handicap you want to change, and left or right to increase or decrease that player's handicap. When you're done, press Button A or C to place your bets.

HOLE	YARDS	PAR	MIN BET	HOLE	YARDS	PAR	BETTER
1	328	4	[←] 100 [→]	10	396	4	[←] 100 [→]
2	435	5	[←] 200 [→]	11	371	4	[←] 100 [→]
3	341	4	[←] 100 [→]	12	184	3	[←] 20 [→]
4	262	4	[←] 100 [→]	13	373	4	[←] 100 [→]
5	156	3	[←] 20 [→]	14	553	5	[←] 200 [→]
6	487	5	[←] 20 [→]	15	366	4	[←] 100 [→]
7	103	3	[←] 20 [→]	16	388	4	[←] 100 [→]
8	405	4	[←] 100 [→]	17	175	3	[←] 20 [→]
9	420	4	[←] 100 [→]	18	520	5	[←] 100 [→]
(Unit \$1,000)			Whole	[←] 100 [→]			

The bet screen lists all 18 holes, the yardage and pars, and the minimum wager amount. The minimum bet is \$10,000 per player per hole, but you're welcome to up the ante to as much as 20 times the minimum amount—if you've got that kind of money to bet. Finally, the Confirmation screen appears. Confirm your choice by selecting Start, or return to the previous screen by selecting Cancel.

Pebble Beach	HOLE 4
This hole's wager:	\$400,000
Last hole's kitty:	\$400,000
Total pot:	\$800,000

New you're on the course. A signpost appears, showing the wager for the current hole, money carried

over from the last hole (if any), and the total amount of money coming to the person who wins the hole.

At the end of each hole, the amount of money each competitor has earned is listed on a signboard. After the first hole, the person who sank the ball in the least number of strokes tees off first in the next hole.

Stroke Play

In Stroke Play, one or more players compare their playing skills to see who can make 18 holes in the minimum number of strokes. In a one-player game, your "opponent" is the course's par rating, and when you're up against one or more players, you have to beat their scores to win.

Game set up and play is the same as that in the Tournament Play mode, with the following exception: At the end of the hole, the players' current standings are displayed. At the end of the round, the winner is announced.

FRONT NINE

- Hole 1
- Par 4
- Public 338 yds.; Tournament 373 yds.



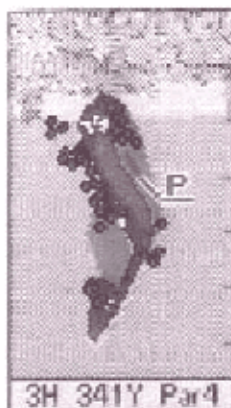
As you view this short par-4 dogleg right from the tee ground, you might think, "Aw, this doesn't look so tough." Don't be fooled. The tee shot should pose no problem, as the landing area is relatively wide. Hit a slight fade for best distance and position. Your second shot, however, will be tricky. The fairway narrows considerably, and the green is guarded by two deep bunkers. Overall, a difficult starting hole.

- Hole 2
- Par 5
- Public 439 yds.; Tournament 502 yds.



Again, the relatively short yardage of this par 5 may have you thinking "easy birdie." A well-placed tee shot is crucial here, as two monstrous bunkers lie in wait not 100 yards from the tee. Then you have to deal with a long, narrow bunker that runs across the fairway like a small stream, 75 yards from the green. Avoid this at all costs. A well-designed, and relatively difficult hole.

- Hole 3
- Par 4
- Public 341 yds.; Tournament 388 yds.



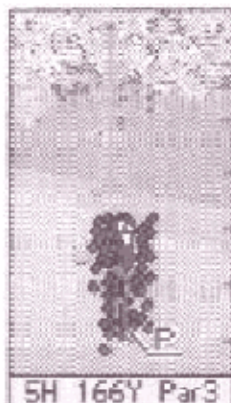
As with the previous hole, your tee shot will determine your success here. If you play it safe and hit a shorter drive to the right, you'll have a long second shot over two bunkers. If you drive to the left side, your ball may end up in a deep hollow or disappear into the Monterrey pine trees. The area directly behind the greenside bunker is out of bounds. Your best play is to hit a draw right down the middle of the fairway, which will leave you with a 8- or 9-iron approach.

- Hole 4
- Par 4
- Public 303 yds.; Tournament 327 yds.



The fairway is squeezed by a large bunker on the left and the ocean on the right. The pros normally select a long iron for their tee shots here. Avoid the bunker just in front of the landing area. The green is surrounded by sand traps, so play a short approach shot. The green slopes toward the ocean, and is extremely difficult to read.

- Hole 5
- Par 3
- Public 156 yds.; Tournament 166 yds.



The green is well guarded, with a menacing bunker to the right and a deep hollow to the left. This hole plays longer than the posted yardage due to the elevation of the green in relation to the tee ground. Your only chance for a birdie is an incredibly accurate tee shot.

5H 166Y Par3

- Hole 6
- Par 5
- Public 487 yds.; Tournament 516 yds.



This may be both the most beautiful and the most difficult hole on the golf course. The fairway is wide, but the ocean to the right and a sand trap some 100 yards long to the left should remind you concentrate on your tee shot. The major difficulty on this hole is that the green is on a hill, 30 feet above the fairway. With a good tailwind, this green is reachable in two. Two bunkers, behind the green and not visible from the fairway, appear once you get up the hill.

6H 487Y Par5

- Hole 7
- Par 3
- Public 103 yds.; Tournament 107 yds.



Though the pin is but a solid sand wedge from the tee ground, you'll soon understand why this hole is famous the world over. The ocean is visible in almost every direction, and six guardian bunkers wait to swallow up your tee shot. The wind is a major factor here, so choose your club accordingly. Par is nearly impossible from the back side of the green.

7H 107Y Par3

- Hole 8
- Par 4
- Public 405 yds.; Tournament 431 yds.



The fairway is uphill, leaving you a blind tee shot. It slopes dramatically toward the ocean on the right, which might tempt you to aim left. The most direct route to the green passes over a large valley. Get your tee shot as close to the cliff as possible. You can also play to the left, but that will make it nearly impossible for you to reach the green in two.

8H 405Y Par4

- Hole 9
- Par 4
- Public 439 yds.; Tournament 464 yds.



This is considered by many to be the toughest par-4 hole on the course. With the extremely hilly fairway, there's no guarantee that even a great tee shot will give you a good lie for your approach. Try to avoid the deep rough to the right and the bunker that lies 230 yards to the left from the tee. The green is bordered by the ocean on the right and two pot bunkers on the left. A par on this hole is quite an accomplishment.

BACK NINE

- Hole 10
- Par 4
- Public 395 yds.; Tournament 426 yds.



The tenth at Pebble Beach is a straight hole, with the ocean to the right. Keep your tee shot to the left of the fairway, as it slopes toward the water. Yet another 100-yard-long bunker waits greedily to the left. The fairway leading up to the green gets considerably narrower. Just a few yards beyond the green is a cliff, so plan your approach accordingly.

- Hole 11
- Par 4
- Public 374 yds.; Tournament 384 yds.



This is a hole that you can play more aggressively. Aim to place your tee shot beyond the fairway bunker, and hit a fade for your approach. This is especially effective when the pin is in the back right portion of the green. When you're hitting your approach from the right side of the fairway, make sure you put sufficient backspin on the ball. Otherwise you may end up in the bunker on the left side of the green.

- Hole 12
- Par 3
- Public 184 yds.; Tournament 202 yds.



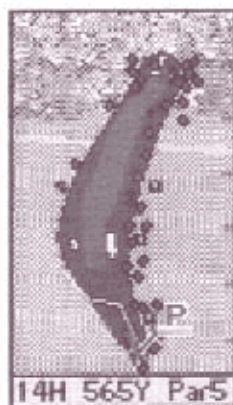
Club selection is the key to success on this long par 3. The bunkers are arranged such that if you misjudge the distance or hit the ball too high, it'll get caught in the ocean breeze and miss the green, possibly ending up in one of the traps. Don't drive over the green, because you probably won't get a clean shot from the deep rough that waits there.

- Hole 13
- Par 4
- Public 373 yds.; Tournament 392 yds.



There's a long L-shaped bunker to the left of the fairway, so aim your tee shot to the right-center. If you can do this and stay out of the trees, your approach shot should be a relatively easy one. However, the surface of the green is particularly hard, and slopes in two directions. To keep out of trouble, aim your approach shot in front of the flag. The entire length of the hole to the right is out of bounds.

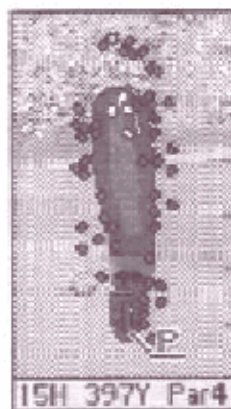
- Hole 14
- Par 5
- Public 553 yds.; Tournament 565 yds.



A par on this lengthy dogleg right is a difficult proposition for all but the most accomplished golfers. To the right of the fairway is a strip of rough about 20 yards wide, then out of bounds comes into play. The safe tee shot is to the left of the fairway, but then you must clear a big sand trap on your next shot. When the pin is behind this bunker, on the upper tier of this two-tiered green, your third shot had better be a beauty, or you

most likely won't save par. You can fade your tee shot in line with the dogleg for best distance, but watch out for the fairway bunker to the right.

- Hole 15
- Par 4
- Public 366 yds.; Tournament 397 yds.



Long hitters will love this hole. No fairway bunkers, no water—you can blast away with no worries. Just be sure to clear the row of trees which block your view of the fairway. Don't hit a slice, though, or you may go out of bounds to the right. Your second shot will probably be a 9-iron or wedge approach. It should be easy to stop the ball on the green, as it's uphill from the front. The green slopes toward the ocean. Your only

trouble on this hole would be the three bunkers guarding the green.

- Hole 16
- Par 4
- Public 388 yds.; Tournament 402 yds.



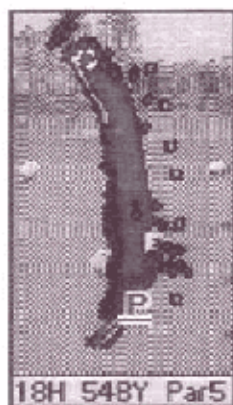
The greenside gully bunkers and trees make the approach shot quite a challenging one. Long drivers should watch out for the deep rough in front of the two bunkers guarding the green. If you choose to hit a fade from the tee, you could end up in a bunker. The green slopes in two directions, and is hard to read.

- Hole 17
- Par 3
- Public 175 yds.; Tournament 209 yds.



This long par 3 reaches into the ocean. The guardian bunker to the left of the green stretches around to the front as well. Overhitting will probably land you in one of the six bunkers behind the green. Try drawing your tee shot in from the right. The green itself slopes toward the sea in places and away from it in others.

- Hole 18
- Par 5
- Public 538 yds.; Tournament 548 yds.



A beautiful finishing hole for a demanding course. The entire length to the left of the hole is bordered by the ocean. From the tee, watch for the fairway bunker to the right and the trees in the center of the fairway. The approach is best hit from the left side of the fairway, but use caution as there's little room for error.

Your Caddy Has a Few Words for You...

- As the name implies, Pebble Beach is located on the seaside, which virtually guarantees that you're going to be facing strong winds on some of the holes you play. Power will take you part of the way, but you need to get a lot of practice on your draw and fade techniques to set yourself up for those ever-so-sweet approaches!
- In rainy weather, your best bet when putting is to hit the ball with nearly twice as much power as you normally would—even for short putts.
- Don't be tricked into aiming for the flag every time—there's usually a sand trap waiting nearby for overzealous golfers. Every green has a fat spot, and although you might want to go for the chip every time, your best chance of sinking your shot is from a good position on the green. Check out the lie of the green before you make the shot to get on the green and adjust your aim accordingly.
- You're not just paying your caddy to carry your clubs. These men and women have years of experience on the course, and have been there for the holes-in-ones and the triple bogeys. Don't be shy—ask them for some advice when you're in a tricky situation, or even if you just want to get a second opinion on a shot.
- Whoops! you've put a little too much power on your swing—press Button B as the Power Meter is filling to cancel the swing. Pressing Button C from there will start the Power Meter again from the beginning, and pressing Button B again will return you to the Starze Window.

Play Notes

Use this space to write down your own comments and notes about Pebble Beach Golf Links.

HOLE NUMBER:
COMMENTS:

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COMMENTS:

HOLE NUMBER:
COMMENTS:

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at: 1-800-USA-SEGA.

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

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

