COMPACT disc

TRUE GOLF CLASSICS ®
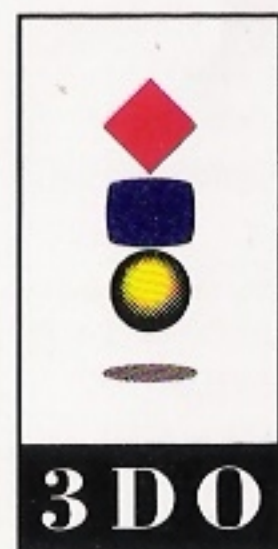
PEBBLE BEACH GOLF LINKS ®

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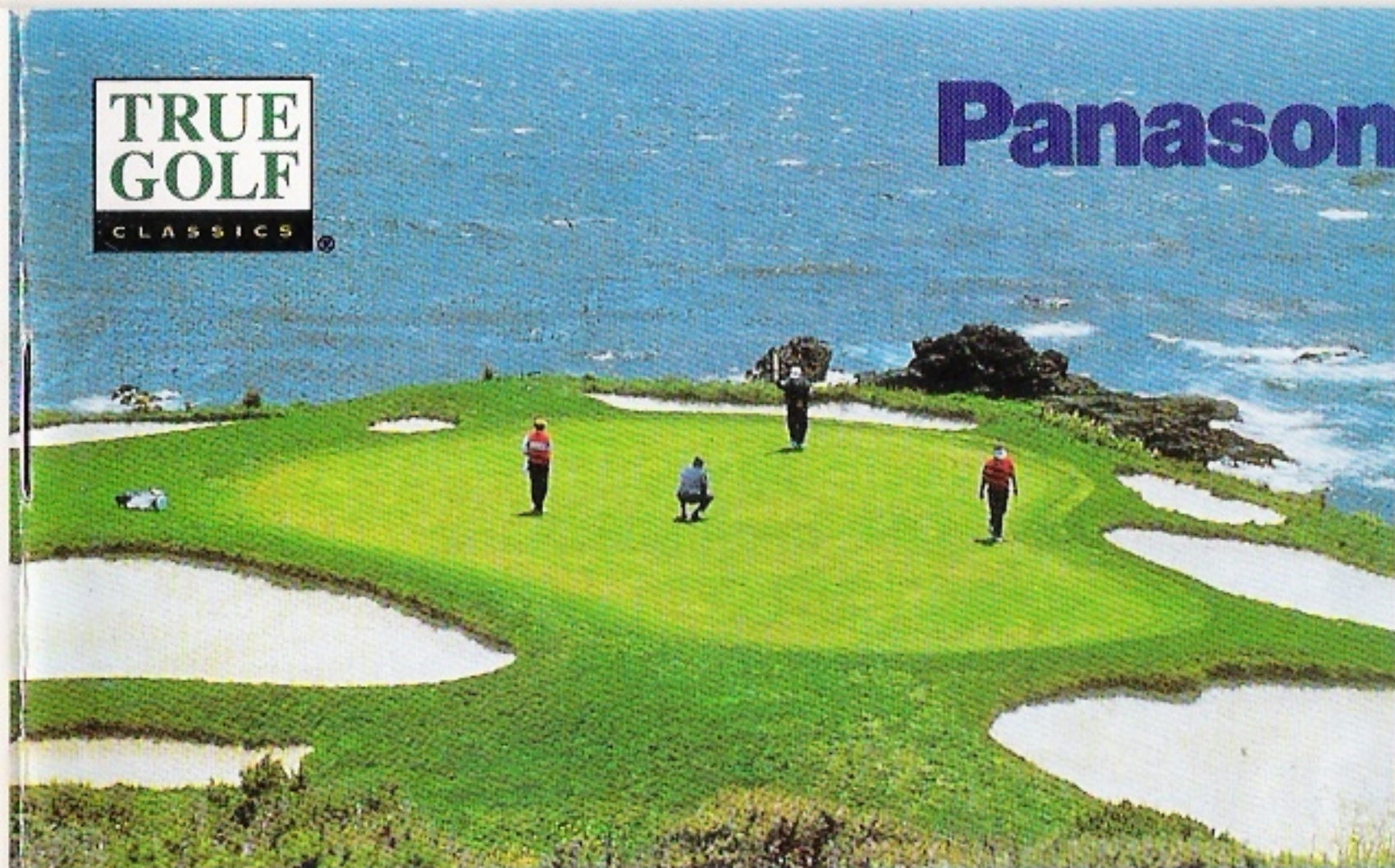PEBBLE BEACH COMPANY

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Developed by
T&E SOFT ®

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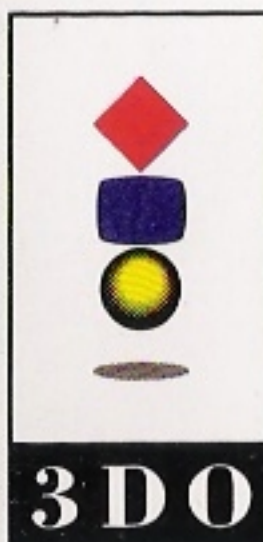
3DO

Printed In U.S.A.

TRUE GOLF CLASSICS ®

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PEBBLE BEACH GOLF LINKS ®

INSTRUCTION BOOKLET

3DO

Developed by
T&E SOFT ®

FZ-SM0101

For use with 3DO™ systems

MEDICAL PRECAUTIONS:

1. Physical activities involving regular repeated movements of the wrists, hands and/or fingers may possibly cause repetitive stress injury. Such injury may also affect muscles in the arms, wrists, hands, fingers, shoulders and neck, chest and abdomen, and the legs and back.

2. There have been reports that some people may experience epileptic symptoms or even seizures while concentrating on flashing lights. It is possible that persons with no previous epileptic experiences may, nevertheless, have an undetected condition. To avoid a possible medical problem, if you have an epileptic condition, consult your physician before playing video games or any other visually intensive software products.

To avoid either of these situations, and as sound practice, if you should use this equipment for an extended period of time, it is suggested that you take periodic breaks of 10-15 minutes each hour. Unit should be used in a brightly lit room . Operating in a close distance to the TV should be avoided.

In any event, stop using the Interactive Multiplayer and consult your physician if you detect involuntary muscle movements (such as twitching), altered vision, mental or visual confusion, convulsions, muscular pain, numbness of fingers, palms or other areas.

CONTENTS

T&E Soft, Inc. 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, Inc. introduced its cutting-edge POLYSYS™ technology, which makes true 3-D golf simulation possible on video game systems. The first POLYSYS™ game, Harukanaru Augusta Golf, debuted in Japan in April 1991. True Golf Classics®: Pebble Beach Golf Links® is the first POLYSYS™ game developed for the 3DO™ Interactive Multiplayer™.

1. INTRODUCTION

rue Golf Classics®

T Welcome to True Golf Classics®, the new 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 and places every tree, bunker, and water hazard in its true position.

True Golf Classics creates the golfing experience in rich, three-dimensional detail. The course you will play has been reproduced from the original blueprints. True Golf Classics has also been designed to convey the physical challenge of the sport: the combination of strategy, skill, and force that leads up to the electrifying feel of a well-hit ball.

Every golfer, they say, dreams of the unforgettable round, at a world-famous course on a beautiful day, when your concentration is perfect and every shot seems to fall into place. True Golf Classics is designed with that pursuit in mind: to take you to Pebble Beach, California, for 18 holes of championship golf action with all the excitement — and surprises — of the real game.

TRUE GOLF CLASSICS ®

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Directional Pad/CD Controls

In menus, moves cursor. At Game Screen, shifts field of views; moves a player on tee; scrolls through club selections; adjusts stance.

X Button (Stop)

Quit game.

P Button (Play/Pause)

Starts game, pauses game, reviews score card.
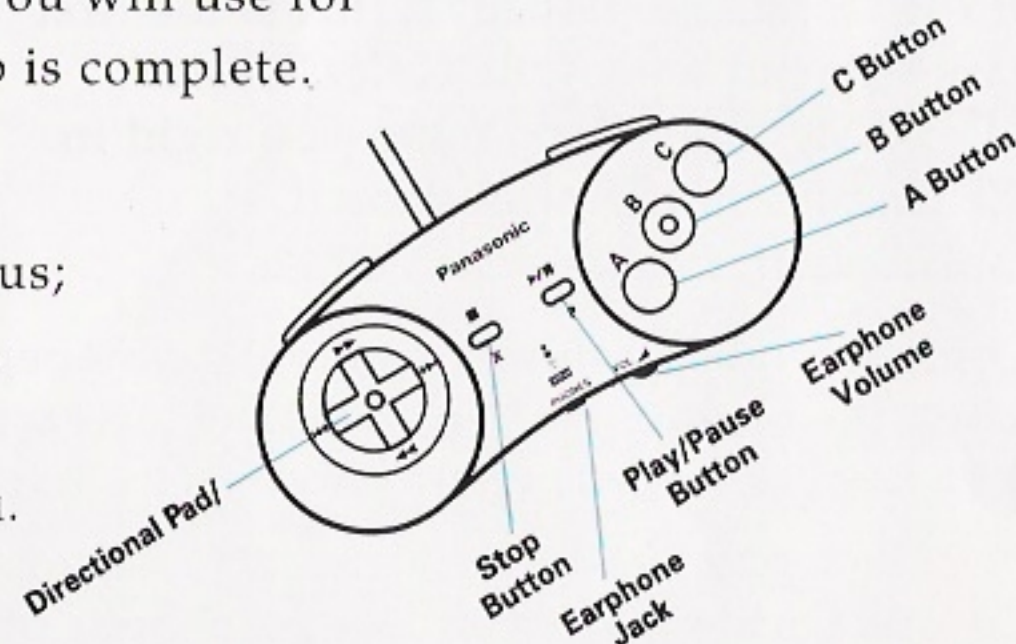
A Button (Executes action)

Executes selections in menus; executes actions in game. This is the button you will use for making shots when set up is complete.

B Button (Cancels selection)

Cancels selections in menus; calls back previous menu.

C Button (Menu)

Calls up Game Play Menu.

The Controller

*To customize A, B and C buttons as you like, call up Options in Game Play Menu.

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2. QUICKSTART GUIDE

It's easy to start playing True Golf Classics. Follow these steps to start playing.
- Turn the power on.
- Insert the True Golf Classics' CD-ROM into the 3DO™ Interactive Multiplayer™ System.
- While opening demo is running, press **P** or **A** to go to the Main Menu.
- The Main Menu will appear. Use the **up** and **down** arrow keys on the Directional Pad to select the menu item you want, and press **A** to confirm.

Quick Start takes you right to the first tee of the last game played. If this is the first game played with True Golf Classics' CD-ROM, Quick Start takes you right to the first tee of the professional tournament, Pebble Beach Open.

Continue takes you to a game that you began earlier and saved using the built in RAM of the 3DO Interactive Multiplayer System. This feature returns you to the exact point in the round where you left off.

Course Guide takes you to a quick tour of Pebble Beach Golf Links®.

Select Game takes you to the Select Game Menu, where you can choose the mode of play you prefer for your round — Pebble Beach Open, Tournament, Skins, Stroke, Match or Practice Play. 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, or erase all player data.

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

NOTICE: If True Golf Classics does not have enough RAM to save game data, it takes you to the Data Delete Menu. Erase unnecessary data before starting the game. If you do not delete other data, your play won't be recorded. However, while playing the game you can always come back to this menu. To record your play, call up the Main Menu and select Save Data.

3. PLAYER'S MANUAL

electing Game

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

Pebble Beach Open places you in a four-day tournament. In Pebble Beach Open, there are no handicaps ; every player is considered professional level.

Tournament Play places you on the final day of the Pebble Beach Open.

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.

Stroke Play allows up to four golfers to compete for the lowest stroke total over an 18-hole round. You can use the True Golf

Classics handicapping system to gives weaker players an even chance or you can play "scratch golf" without handicaps.

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 **A** to confirm. After you putt out you will return to the Main Menu.

Selecting Players

In Pebble Beach Open, Tournament, Skins, Stroke 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.
• If you select the highlighted player, a computer player will be selected. Then you can battle it out with a computer player.
• When your selection is complete, move the cursor to OK, then press **A**.

If you have a golfer whose name is not on the roster, press **B** to return to the Main Menu. Choose Create Data and register the new player's name. If your roster is full, use the Delete option to remove a name, then enter the new player's name in the open slot.

Selecting Caddies

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

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

Selecting Player Characters

In Pebble Beach Open, Tournament, Skins, Stroke and Match Play, each player will be prompted to select a player character.

• When your name is called, select the player character you want. Press **A** to confirm.

Selecting Handicaps

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

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In Match Play, handicap strokes are given based on the difference between the two player's 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 score card. Your handicap will not be updated by the program.

• In Stroke Play, you can assign a handicap to a player of unknown skills using the Double Peoria feature. When the Change Handicap Menu appears, use the Directional Pad's **up** or **down** arrow to select a player's name. Hold down the Directional 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 Directional Pad's **up** or **down** arrow to select the player's name in the Change Handicap Menu. Press **left** arrow to decrease handicap value; press **right** arrow to increase it. To confirm handicaps, press **A**.

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

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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.

Selecting Bets (Skins Game Only)

If you have chosen Skins Play, True Golf Classics will take you to the Bet Selection Screen, 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** and **down** arrows. To change the amount of the kitty, press the **left** or **right** arrow, and press **A** 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.

Selecting Tee

You can select regular tee or pro tee when you have chosen Skins, Stroke, Match or Practice Play.

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 Pebble Beach Open and Tournament Play.

Registering Names

- At the Main Menu, press the Directional Pad's **down** arrow once to select Create Data. Press **A** to confirm.
- At the Create Data Menu, press **A** to select Register.
- In the Register Players Menu use the Directional Pad's **up** and **down** arrows to select an open slot. Press **A**.
- Use the Directional Pad's arrows to select letters from the character grid and spell out player names. As you select each character, press **A** to enter it into the roster. Each name can have up to 10 characters.
- When you have finished a name, select End. Press **A** 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 **B**.
- If you enter an incorrect character, select the left arrow to erase it.

Press **A** to confirm.
•To save your roster, press **B**.

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 **A**. True Golf Classics will ask if you are sure that you want to erase the name. Press **A** to confirm. Then press **B** to return to the Create Data Menu.

Erasing All Data
•If you wish to clear your personal roster and all of the course and individual records you have accumulated over time, select this option from the Create Data Menu. Then, press **A** to confirm.

C hecking Records

True Golf Classics maintains a detailed list of each player's performance on the course, along with a list of course records. The computer player's performance is not recorded.

*Note: Program saves data only during Pebble Beach Open and 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 **A** to review his or her scores. Press **A** 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 **A** to select Course Records. Press **A** to confirm.
•If you have a standing best score, and change your name, the score will remain with the original name.

Holes in One
•Up to 10 hole-in-one records are shown.
•Holes-in-one are automatically recorded when they are made and you can replay those shots anytime. To replay a hole-in-one, select the shot with the cursor, then press **A** to see it on the Game Screen

Double Eagles

•Up to 10 double eagle records are shown.
•Double eagles are automatically recorded when they are made and
 you can replay those shots anytime. To replay a double eagle,
 select the shot with the cursor, then press **A** to see it on the Game
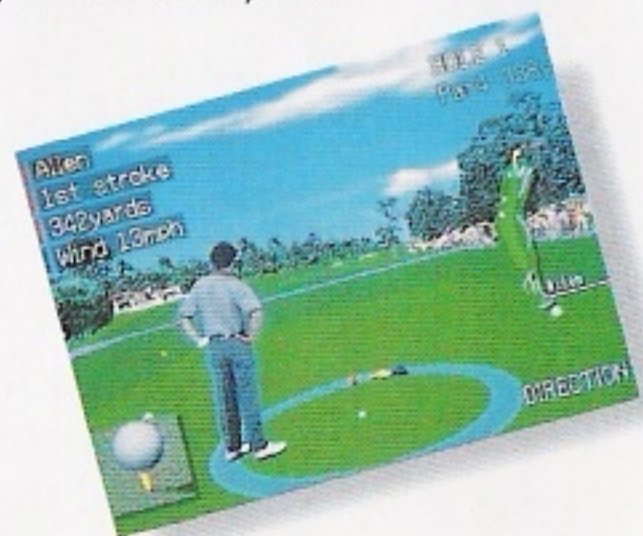 Screen.

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. The Game Screen
is where you will make seven basic decisions about
each shot.

Every shot you make in True Golf Classics (except for putts)
depends on seven key decisions: tee-up, direction, club
selection, stance, power and contact
(two times). The Game Screen gives
you the information you need to make
these decisions and set up a successful
shot.

Selecting Tee-up

True Golf Classics allows you to place your tee where you want.
Select the best tee position for your strategy.
•To select the tee position, move the ball on the Game Screen.
 Notice that the view from the tee changes.

Selecting Direction

The Direction Scale on the field depicts your current field of view.
The light blue circle represents a full, 360-degree perspective. The
yellow arrow represents the pin. The blue arrow indicates the
direction of the wind relative to your current direction.
•To shift your aim, press the Directional Pad's **right** or **left** arrow.
 Your field of view will shift and the yellow arrow will move as
 well. If you hold the arrow down, you can turn quickly. The angle
 indicator at the bottom right of the Game Screen will scroll, but
 the field of view will not change until you release the Directional
 Pad. Press **A** to continue.
•When you are changing direction quickly, watch the map in the
 lower right corner of the Game Screen. A small yellow line
 (the angle indicator) will indicate which direction you are facing.

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 Directional Pad's **left** or **right** arrow. Press **A** to confirm.
• Wind will be a factor in club selection. With the wind at your back you can outhit the maximum carry. With the wind in your face you may hit a a shorter shot with the same club.
• Your lie will also be a factor. On the fairway 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.

Selecting Stance
True Golf Classics allows you to fine-tune your shots by adding a fade (a curve to the right) or draw (a curve to the left). You can achieve these effects by adjusting the position of your front foot in the Game Screen. On each shot you begin with a square stance which should result in a straight shot.

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

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

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

In the Game Screen, the Power Scale depicts a continuous range of power from 0 to 100% of the selected club's carry.

(1) To start your "backswing" press **A** once. A blinking band will begin to fill the Power Scale, moving from ˙Min˙ to ˙Max˙. Press **A** 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˙ of only 10% power.

(2) As soon as you set your power your "downstroke" will begin. A blinking band will begin to fill the Contact Scale in the Game Screen. This band indicates the point at which your club will make contact with the ball.

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

•Press **A** to select the point you wish to hit. Be sure to press **A** before the contact point reaches the bottom of the Contact Scale again; otherwise, your shot will be a "whiff".

(3)During your "downstroke", you can select top or backspin. Before the Power Scale is filled with a green band, press the **up** or **down** arrow on the Directional Pad. If you press **up**, the impact point is near the top of the ball for topspin. If you press **down**, the impact point is near the bottom of the ball for backspin. To give a strong spin, press the **up** or **down** arrow continuously.

Anytime before the band starts blinking, you can end a shot by pressing **B**. You will return to the stance selection.

In True Golf Classics, unlike real golf, you should always aim for the Sweet Zone when you are in the rough and sand.

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

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the hazard or at the spot from which you hit, whichever is closer to the pin.

U sing the Game Play Menu

True Golf Classics provides a Game Play Menu where you can get caddy advice, zoom into the green from any position on the hole, change the playing characteristics of the game, replay your last shot or end your round and save your scores.

•To call up the Game Play Menu, press **C**. To return to the Game, press **B**.

Advice

When you select Advice, your caddy will produce a 3-D 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 Advice at any point to see a 3-D grid of the playing surface, you will find the grid most useful on the greens, where it will show you which direction your putt 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,

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so compensate by aiming to the right.

- To review advice, call up the Game Play Menu, using the Directional Pad, move the cursor to Advice, and press **A**.
- To end Advice and return to your shot, press **A**.

If you don't want to see the 3-D grid, hold the **A** button down until the caddy

message appears.

Green
Use the Directional Pad's **left** and **right** arrows to zoom in close to the green.

Options
Select Options to adjust the playing characteristics of the game.

- Move the cursor to the setting you want to adjust, and press the Directional Pad's **left** or **right** arrow to choose your settings. Press **A** 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 mode for this option is "Off."

Course Guide : Gives full motion video overview of each hole prior to play. The default mode is "On."

Hide Ball : When this option is set to "Off" you will be able to see your ball, even when it is actually hidden behind a tree or hazard or buried in a bunker. If you want the ball to be hidden when it

falls in places like these, choose the "On" option. (Note: <u>This will slow the flight of the ball somewhat but will not affect the distance or direction of your shots.</u>)

View Point : The default mode is set for Normal View. If you select Reverse View, the point of view changes so that you see the ball coming toward you as it lands.

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 to "Off."

Map : The default mode is with the Hole Layout Map "Off." If you would rather have this displayed, turn this option to on. <u>If you select map on from option menu, player and caddy animation will be omitted and make the game play more speedy.</u>

Execute button / Cancel button : The button configuration can be changed as you like. Select the most appropriate pattern by pressing **A**,**B** or **C**.

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 or for the computer player's shot.

- To replay a shot, call up the Game Play Menu, move the cursor to Replay, and press **A**. After the replay, True Golf Classics will automatically resume your round.

Quit Game

You should always use the **X** (Stop) button to finish your round of True Golf Classics. This will allow you to return to the beginning of the round you last saved.

You can also stop a round in the middle, and resume later, with your score and your position on the course intact.

- Press **X** to call up the Quit Game Menu.
- Move the cursor to Yes, then press **A** to quit.
- Press **A** again to save your data.
- 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 3DO Interactive Multiplayer System or hitting the Reset button without choosing Quit Game first may cause True Golf Classics to erase the playing data from your previous round.

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Watching the Score Card

The **P** button lets you see the score card during play.

- In Pebble Beach Open and Tournament Play, Score Review shows the total score and each player's ranking in the tournament.
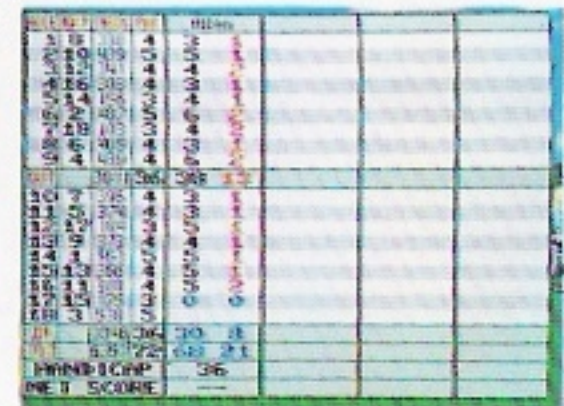
- In Skins Play, Score Review awards the winner of the hole with a number indicating the amount won.
- In Stroke Play, Score Review shows hole scores and total scores.
- In Match Play, Score Review indicates the winner of the hole with an "o" mark. For holes that have been tied, both players receive 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/TOTAL boxes.

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

RAIN

You might be caught in a rain shower during game play. Your challenge will be to handle the slower conditions caused by the rain. This feature is randomly ganerated for added entertainment, but is seldom seen at the real Pebble Beach Golf Links ®.

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End User Notice

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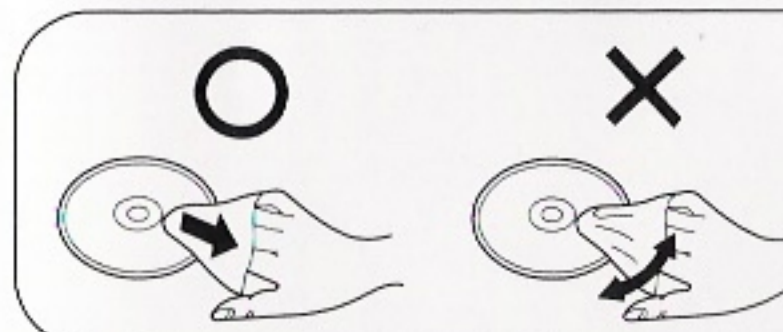
Compact Disc Usage Precautions
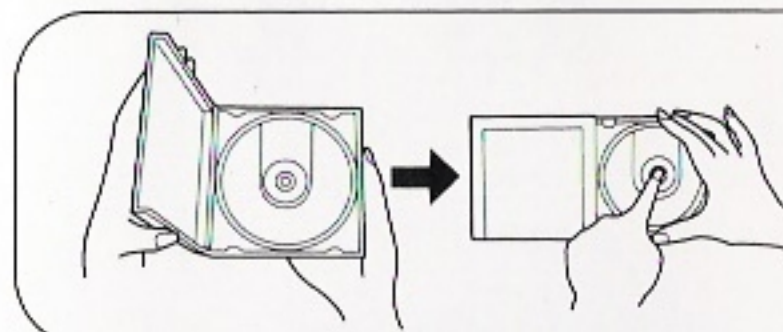
To open the case, gently press both sides of its top.
To remove the CD from the case, press the center holder and lift the CD, holding by the edges.
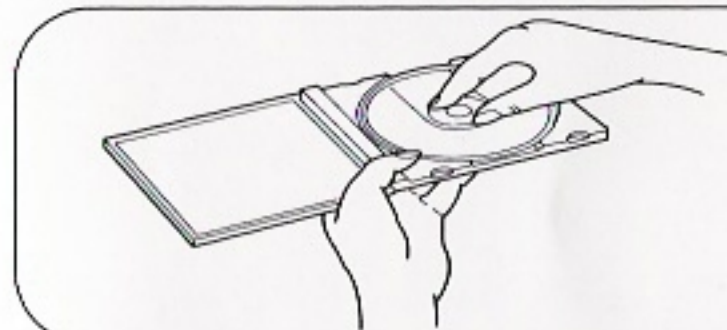
To return the CD to the case, insert the CD with the label facing upward, and press downward at the center.

If the surface is soiled, wipe gently with a soft, damp cloth (dampened with water only). Always move the cloth directly outward from the center of the CD, not in a circular motion.

DO NOT use record cleaning sprays, benzine, thinner, static electricity prevention liquids or any other solvent.

DO NOT write on the surface of the CD with a ball-point pen or other writing instrument.

Be sure to store CDs in their cases to protect them from dust, scratches, and warping. DO NOT place or store CDs in the following places:
❖ Locations exposed to direct sunlight, humid or dusty locations.
❖ Locations directly exposed to a heat outlet or heating device.