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17 Great Oaks Blvd., San Jose, CA 95119
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NEOGEO POCKET™



NEO
TURF MASTERS
Pocket Sports Series
©®

EVERYONE
E
CONTENT RATED BY
ESRB

NEOGEO POCKET™ COLOR

WARNING

To get the most enjoyment out of this and other NEOGEO POCKET video games, we encourage you to follow the suggestions below:

- Take a 10 or 15 minute break after every hour of gameplay.
- Do not store the game cartridge in extreme hot or cold conditions.
- Do not attempt to open or take apart the cartridge.
- Do not clean with benzene, paint thinner, alcohol or similar solvents.

(EPILEPSY WARNING)

- The perception of certain flashing light patterns, bright light patterns or auditory sound patterns, commonly found in our daily environment as viewed or heard by a small segment of the population, can lead to epileptic seizures. If you have an epileptic condition please consult your physician before playing video games. Individuals who have not experienced any previous seizures may have an undetected epileptic condition.

If you experience any of the following symptoms while playing video games consult your physician: involuntary muscle contractions, auditory seizures, altered vision, mental confusion, disorientation and convulsions.

GREETINGS

Thank you for your purchase of this NEOGEO POCKET COLOR software cartridge.

Before you begin, be sure to read through this user's manual and learn how to play the game properly for extended gaming entertainment. Keep this user's manual in a safe place.

*Because screen shots shown in this user's manual were taken during the development stage of this game, be aware certain variations may exist.

Contents

NEO TURF MASTERS ©®

4 - CONTROLS
5 - BEGINNING GAME PLAY
6 - 1PLAYER
10 - VS MODE PLAY
12 - MATCH PLAY RULE SUPPLEMENT
13 - VS PLAY ADVANTAGE
14 - GAME OPTIONS
15 - STATS
16 - COLLECTION
17 - THE GAME SCREEN
19 - SHOTS & PUTTS
20 - COLLECTION
21 - SHOOTING TECHNIQUES
22 - GOLF TERM GLOSSARY
23 - SPECIAL RULES
24 - TRADING
25 - GOLFER PROFILE
27 - COURSE INTRODUCTIONS

Prologue

The year 200X finds the wave of globalization bringing about a big revolution in the world of golf. The Golf Associations of each country have united to form the World Golf Association. This revolutionary change has provided new frontiers of opportunities for golfers.

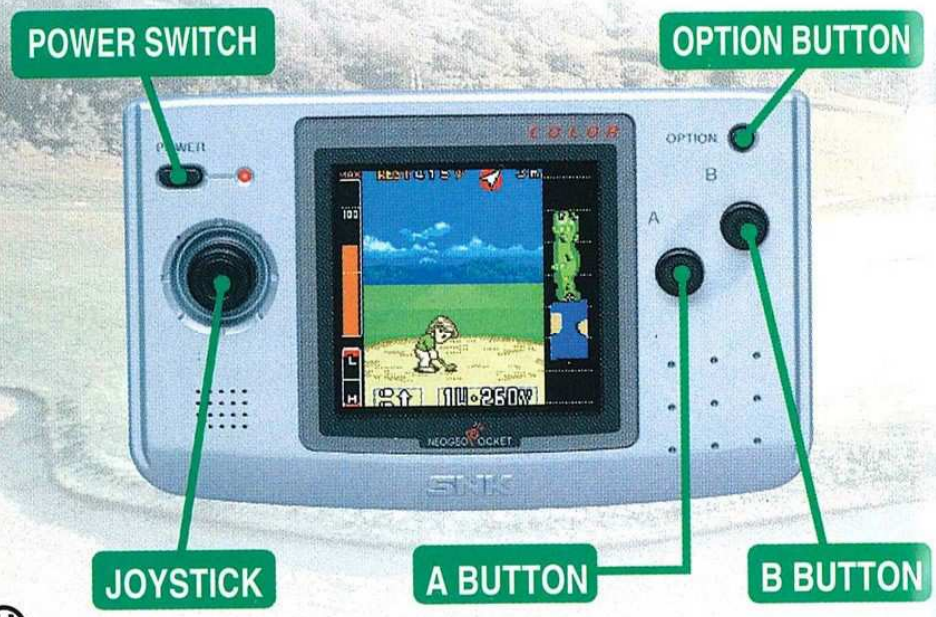
The world has been divided into three blocks, consisting of the Americas (North and South America), EurAfrica (Europe and Africa), and OceAsia (the countries of Asia and Oceania). And all golfers belonging to the association can freely participate and compete in any tournament, in any of the blocks.

Now, talented rookies and seasoned veterans compete against each other in thrilling tournament play. They have only one goal, to win the biggest tournaments of each block and take the crown.



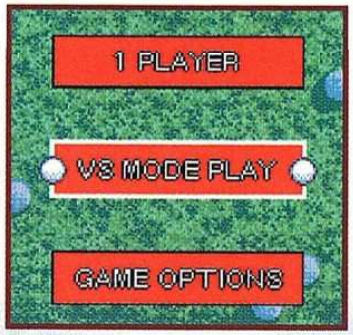
CONTROLS

JOYSTICK	Select direction of shot (←→) Select club ↓↑ Set hook or slice (←→) Move cursor (Select menu items)
A BUTTON	Decide shots, putts, menu selections
B BUTTON	Cancel menu selections *Push the B button while moving the joystick on the Drive screen to scroll the map.
OPTION BUTTON	Pause game play; call up hole data (Push again to resume play.)



BEGINNING GAME PLAY

When the "Neo Turf Masters" software cartridge has been inserted into the NEOGEO POCKET main unit and the main unit is turned on, the Title screen will appear.
Push the A button on the Title screen to call up the Play Mode Selection screen.





A single-player mode. Play one of three types of game modes.



A two-player (2P) mode to play matches when two NEOGEO POCKET main units are connected with the NEOGEO POCKET LINK CABLE (sold separately). Play two types of game modes And trade clubs with your buddies.

GAME OPTIONS

Change game difficulty, see game results, and look at your club collection with this mode.

1P(SINGLE) PLAY MODE

A single-play (1P) mode. Enjoy three kinds of game modes.

STROKE PLAY

Select a course and play 18 holes to get the best score. Perfect for practicing for the Crown and Handicap games.



HANDICAP

Play 18 holes on a course selected randomly from three. Your handicap is calculated from your final score.



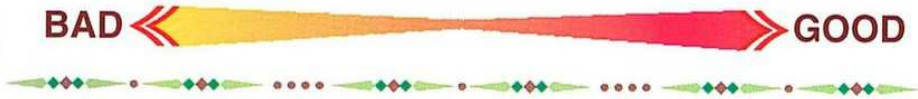
CROWN

Take on seasoned veterans and compete for the title. Swing your way through two days of preliminaries and finals in three major tournaments.



THE MEANING OF HANDICAP VALUES

The "Handicap" displayed in Handicap games and Stats indicate the ability of a player, and is different from the handicap in VS Play (communication play).
The relation between number values and player ability is shown below.(When playing the game for the first time the handicap is set at 36.



PLAYING THE CROWN



If certain conditions in each match are not met, you'll fail to go on to the next tournament, and game play will end. If each match is cleared, you can save game data.

TOURNAMENT 1 PRELIMS
CLEAR CONDITION:16th place or better

TOURNAMENT 1 FINAL
CLEAR CONDITION:1st place

TOURNAMENT 2 PRELIMS
CLEAR CONDITON:12th place or better

TOURNAMENT 2 FINAL
CLEAR CONDITON:1st place

TOURNAMENT 3 PRELIMS
CLEAR CONDITION:8th place or better

TOURNAMENT 3 FINAL
CLEAR CONDITION:1st place

YOU WON THE CROWN!!
(What did you win?...)

VS PLAY MODE

Use the NEOGEO POCKET LINK CABLE (sold separately) and play two player matches or trade clubs with golf buddies. To play in Vs Play Mode (communication mode), connect two NEOGEO POCKET COLOR main units together with the NEOGEO POCKET LINK CABLE, check the two Neo Turf Masters software cartridges are correctly inserted in both units, then turn the units on. Each player then must select "VS PLAY MODE" to begin the game.

STROKE PLAY

Select a course and compete to get the lowest score.



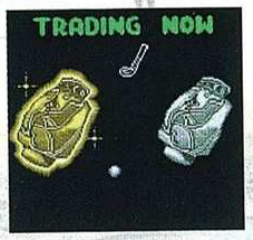
MATCH PLAY

Play to win each hole.
The player who wins the most holes is the victor.



TRADING

Pick the mode and trade "Clubs of Legends" earned for winning in VS Play Mode matches.



IMPORTANT!
When playing this mode be sure to refer to the "NEOGEO POCKET LINK CABLE" user's manual as well.

PLAYING STROKE PLAY (2P)

Select a course and compete for the lowest score. The player with the lowest number of strokes wins.
You can set the number of holes and handicaps.

PLAYING THE MATCH GAME

Choose a course and play to win each hole. The player who wins the most holes is the victor. You can set the number of holes and handicaps.



MATCH PLAY RULE SUPPLEMENT

FORFEITS

During match play, when a player is behind by two strokes and is farthest from the cup, he or she will be asked if they want to give up.

DORMIE HOLES

When a golfer is losing by a number of holes in match play equal to the number of holes left to play.
If the losing player does not win (or ties) on the dormie hole, he loses.
If the match is not decided, the next hole becomes another dormie hole.

PLAYOFF

When both players are even when the match ends, a sudden-death playoff begins from the first hole.
The first player to win a hole wins the match.

VS PLAY ADVANTAGE

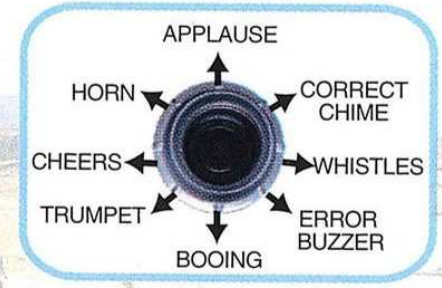
ADVANTAGE 1 Win Vs Play Mode Games Collect the "Clubs of Legends"

Players who win Vs Play Mode games receive one of the "Clubs of Legends" as a prize.
There are 18 "Clubs of Legends" in all.
When you gather all the clubs, you can use them in matches.



(But be careful! You can use a set only once!)

ADVANTAGE 2 Cheer or Jeer with Sound Effects!



During VS Play Mode matches, those waiting to tee off can use horns or clap while another player is swinging.

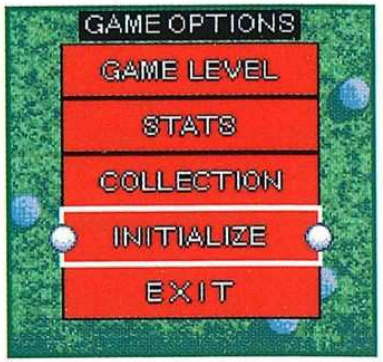
ADVANTAGE 3 Set VS Play Mode Handicaps!

You say games with players of vastly diffrent abilities are no fun?
Then set a match handicap before beginning play! And enjoy!



GAME OPTIONS

Use this screen to change game difficulty, check your playing results, or fawn over your collection of the "Clubs of Legends."



GAME LEVEL

Change Single-Play Mode game difficulty to one of four levels.(excluding handicapped games)

STATS

Look over various match results.

COLLECTION

Check the condition of your collection of "Clubs of Legends."

INITIALIZE

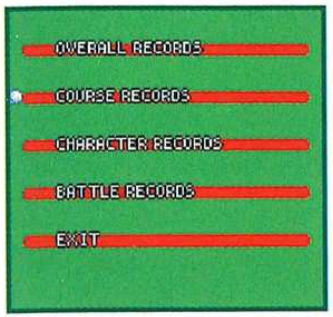
Clear all saved data in STATS, COLLECTION, etc.

EXIT

Return to the Mode Select screen.

*Game Levels, Stats, and Collection data are all saved automatically

STATS



Stats shows the golfing statistics for saved players.
In this mode, you can view various player statistics and records.

GENERAL RECORDS

A comprehensive record that integrates all data categories.

RECORDS BY COURSE

Shows statistics categorized by each of the three courses.

RECORDS BY CHARACTERS

Shows statistics categorized by each of the six characters.

VS PLAY MODE RECORDS

Shows VS Play Mode statistics.

STATS TERMS

ON-FAIRWAY AVERAGE

The percentage of on-fairway tee shots. Shows shot accuracy.

PAR-ON AVERAGE

Par-on means shooting on to the green within two strokes under par. Shows effectiveness of a player's strategies.

GOLFER ABBREVIATIONS

YH = Young Hero
SM = Shot Maker
VT = Veteran
PW = Power Golfer
PM = Putt Master
TC = Technician

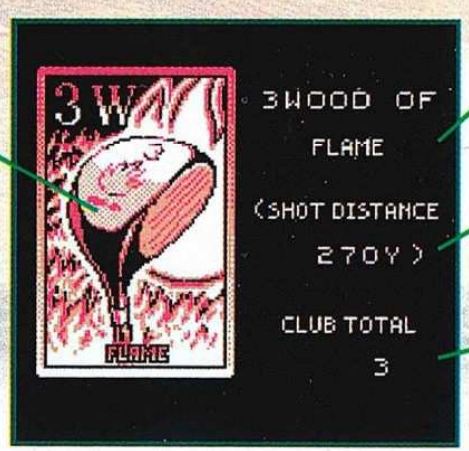
COLLECTION

Check on the condition of your collection of "Clubs of Legends," earned in VS Play Mode.
Move the cursor left (counterclockwise) and right (clockwise) to match the cursor with a club, and push the A button to see the club's detailed data.





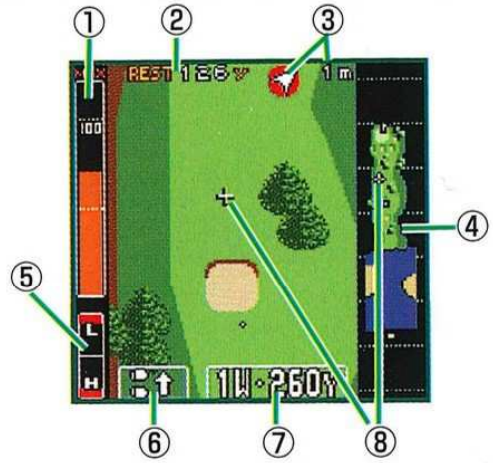
Viewing "Clubs of Legends" Data



1. Club
2. Club Name
3. Flight Distance
4. Number of Clubs Earned

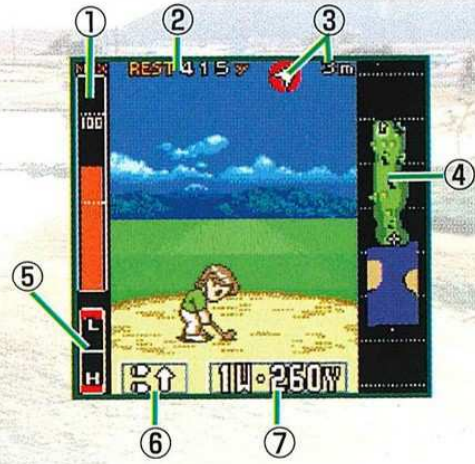
THE GAME SCREEN

Drive Screen



1- Power Gauge
2- Distance to Pin (yards)
3- Wind Direction and Speed
4- Course Map
5- Ballspin Gauge
6- Stance
7- Selected Club Type and Flying Distance
8- Shot Direction Cursor

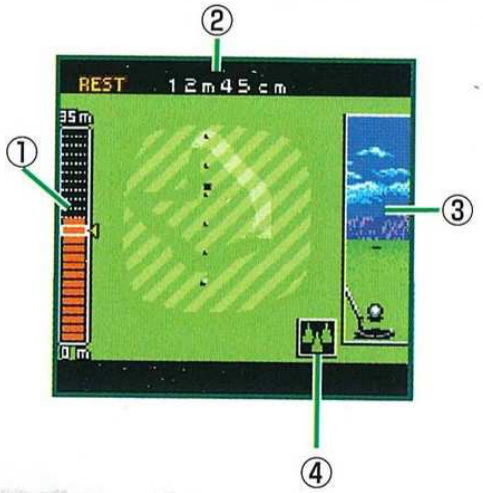
Address Screen



1- Power Gauge
2- Distance to Pin (yards)
3- Wind Direction and Speed
4- Course Map
5- Ballspin Gauge
6- Stance
7- Selected Club Type and Flying Distance

Putt Screen

1-Putter Gauge
2-Distance to Cup
3-Close-Up Window
4-Direction of Green Grain





SHOTS & PUTTS

Choose the shot direction on the Drive screen and decide on the power of the shot and the ball trajectory (height of shot) on the Address screen.

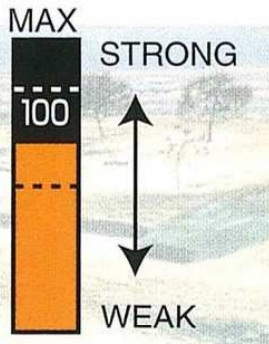


1. DECIDING SHOT DIRECTIONS

While carefully studying the course map and paying attention to wind direction, obstacles like trees, etc., move the joystick right or left to move the shot direction cursor and push the A button to set your shot.

*You can scroll the map by simultaneously pushing the B button and moving the joystick.

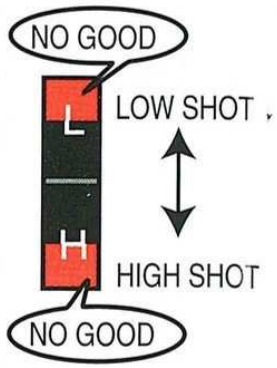
2. DECIDING SHOT POWER



The Address screen appears after the shot direction is selected. To hook or slice the shot, move the joystick left or right and change the stance. The optimum clubs are selected automatically, but you can change a club by moving the joystick up or down. (Clubs can also be changed on the Drive screen.) When the club and stance is chosen, push the A button to activate the power gauge. Push the A button to stop the power gauge and determine shot power.

*Push the button when the gauge is at MAX for optimum shot power.

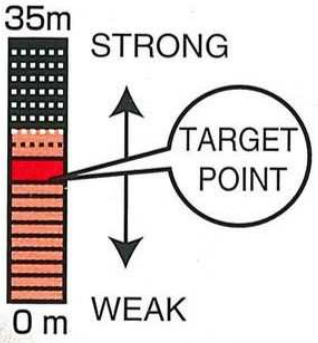
3. DECIDING BALL TRAJECTORY



When shot power is set, the Spin Gauge is activated. Push the A button to stop gauge movement and determine shot trajectory. The shot is made automatically!

*Stopping the Spin Gauge high means a low trajectory, and stopping it low produces a high shot trajectory. Stop it in the red zone and the shot is ruined! For the best shot, stop the gauge in the middle.

4. PUTTING



Move the joystick right and left to decide on the putt direction and push the A button to activate the Putting Gauge.

Push the A button again to stop the gauge and putt. Aim for the Target Point for a good putt, but be sure to adjust for green conditions and the lie of the grass.

BACKSPIN

[Push the joystick down and the A button when stopping the Spin Gauge.]

The ball stops without rolling, or rolls back on the green. (Only possible when using an iron from the fairway or tee.)

RUNNING BALL

[Push the joystick up and the A button when stopping the Spin Gauge.]

A minimum spin is placed on the shot allowing the ball to roll long to approach the pin or pick up distance on drives.

WATER SKIP SHOT

[A low trajectory running ball shot.]

Make a speedy, low trajectory shot on the surface of a river or pond to skip over water. Make a good shot and get back onto the course.

GOLF TERM GLOSSARY

- **PAR**
  Basic number of strokes for the hole.
- **HOLE-IN-ONE**
  Hitting the ball into the cup with one stroke.
- **ALBATROSS**
  Making a hole three strokes under par. For example, holing out a normally par five hole in two strokes.
- **EAGLE**
  Holing out two strokes under par.
- **BIRDIE**
  Holing out one stroke under par.
- **BOGEY**
  Holing out one stroke over par. A double bogey means holing out two strokes over par, and a triple bogey means, you guessed it!, holing out three strokes over par.
- **HOOK, SLICE**
  A shot that goes left is called a hook. A shot that goes right, a slice.
- **WATER HAZARD**
  Refers to the oceans, lakes, ponds, rivers and other water in or near a golf course. If the ball enters these, a penalty stroke is added and the player drops a ball to shoot over.
- **OB (OUT OF BOUNDS)**
  Areas where play is not permitted outside the course. If the ball enters these areas, one penalty stroke is added and the player shoots over from the place of the OB shot.
- **PENALTY**
  A stroke added to the score.

SPECIAL RULES

HOLE OVER

When a player goes three strokes over par, play is ended.
For these "hole overs", a one stroke penalty is added.

LIES AND CLUBS

The lie (or position of the ball) determines which clubs can be chosen.
The relation of lies and clubs changes based on a golfer's ability.

WATER SHOTS

Balls hit into water hazards are not ruled out of bounds, and players can make water shots if balls are positioned near the shore.

SHOOTING TEE SHOTS OVER

When shots are not hit beyond the tee area, the next shot becomes another tee shot.

TRADING



You can trade "Clubs of Legends" won in VS Mode games with the communication mode.

GIVING CLUBS	GETTING CLUBS	QUIT
Give another player one of your "Clubs of Legends." Or as many clubs as you want.	Receive a club from another player, but you can't decide which club you'll get.	Stop the trade and return to the VS Play Mode Menu screen.



GOLFER PROFILES

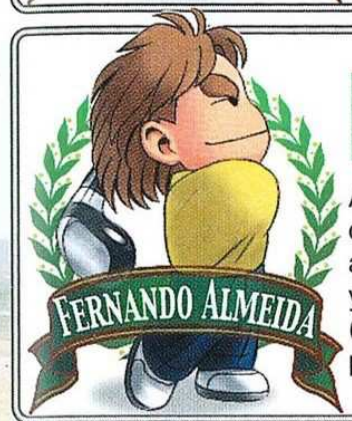


George Spinner

(Country: USA. Age: 26.)

A fresh hero with balanced play and average ability. (Good choice for beginners.)

Power	:★★★
Control	:★★★
Technique	:★★★
Recovery	:★★★
Putting	:★★★
Hook/Slice	: Level 4

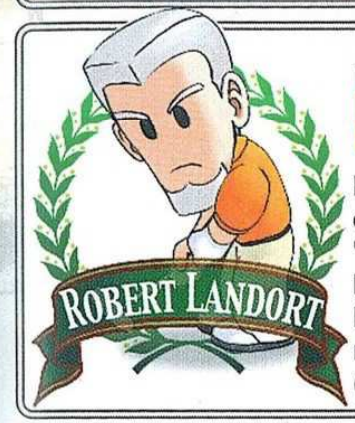


Fernando Almeida

(Country: Brazil. Age: 34.)

A super drive to destroy opponents averages at 300 yards. But?? (Good for expert players.)

Power	:★★★★★
Control	:★
Technique	:★
Recovery	:★
Putting	:★
Hook/Slice	: Level 3

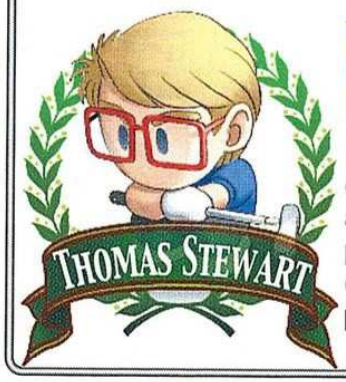


Robert Landort

(Country: Germany. Age: 43.)

Excellent control earns him the name, "Europe's Golf Machine." Has trouble in the rough and the bunker. (Good for beginners.)

Power	:★★★★
Control	:★★★★★
Technique	:★★
Recovery	:★★
Putting	:★★★★
Hook/Slice	: Level 2

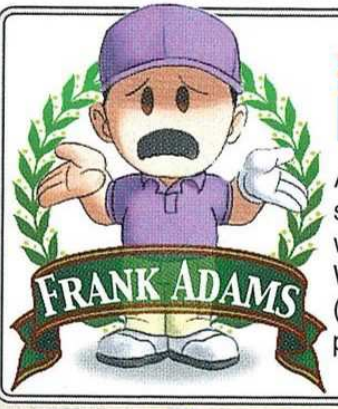


Thomas Stewart

(Country: England. Age: 30.)

Excellent skill makes each shot a work of art. Lacking in the power department. (Good for intermediate players.)

Power	:★★
Control	:★★★★
Technique	:★★★★★
Recovery	:★★★★
Putting	:★★★
Hook/Slice	: Level 4



Frank Adams

(Country: Australia. Age: 48.)

A golf legend who's seen it all and prevailed with a shining record. Weakness: No power. (Good for advanced players.)

Power	:★
Control	:★★
Technique	:★★★★
Recovery	:★★★★★
Putting	:★★
Hook/Slice	: Level 4



Toyoshige Takeno

(Country: Japan. Age: 31.)

The sultan of putt! No evident weaknesses. (Good for advanced players.)

Power	:★★★
Control	:★★
Technique	:★★★★
Recovery	:★★
Putting	:★★★★★
Hook/Slice	: Level 3

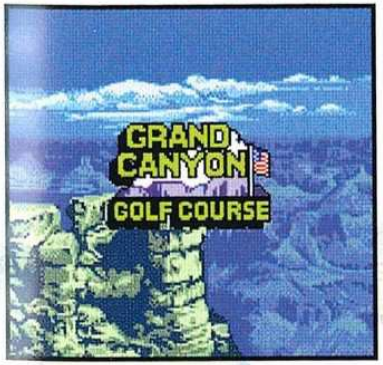
COURSE INTRODUCTIONS



JAPAN

Fujiyama Oriental Golf Club

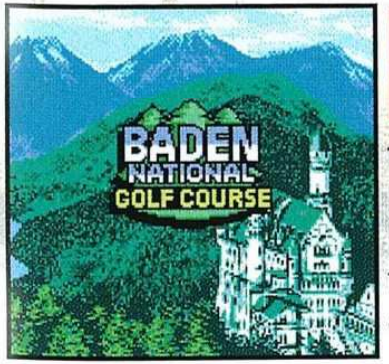
A technical course created by Sankaku Fuji. Short and narrow fairways demand players to think about their shots. Technicians with control of ball trajectories have the advantage here!



THE UNITED STATES

Grand Canyon Golf Course

Carved out of nature's greatest creation, it boasts long holes, wide fairways, and mean bunkers. Golfer's with long drives will be at home.



GERMANY

Baden National Golf Course

The legendary woody course of the Baden forest region. A number of holes and greens blocked by trees are a source of migraines. Skill and strategy are what's needed here!

NOTES

NOTES