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Thank You

...for Buying this Advanced TurboGrafx™ Game Card, *"Jack Nicklaus' Turbo Golf*™."

Before using your new TurboChip game card, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, precautions concerning its use and the proper use of this TurboChip game card. Always operate your Turbo-Grafx-16 SuperSystem and this TurboChip game card according to instructions. Please keep this manual in a safe place for future reference.

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TurboGrafx™-16 Entertainment SuperSystem
TurboChip™ Game Card

Warnings

1 Be sure power is turned off when changing game cards.

2 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.

3 Do not forcibly bend your TurboChip game cards.

4 Do not touch the inside of the terminal area or expose the SuperSystem to water, etc., as this might damage the unit.

5 Do not wipe your SuperSystem or TurboChip game cards with volatile liquids such as paint thinner or benzene.

TurboChip game cards are made especially for use with the TurboGrafx-16 Entertainment SuperSytem and will not operate on other systems.

Any duplication, copying or rental of this software is strictly prohibited.



The Course

Australian Golf Club — Kensington, Australia

Founded in 1882, it's the oldest, longest, and toughest course in Australia, measuring more than 7,000 yards from the Pro tees. Nicklaus redesigned the course in1977, transforming the windswept, virtually treeless links-type course into a lush, tree-lined layout. It's the frequent home of the Australian Open--and one of Golf Magazine's "100 Greatest Courses in the World."

JACK NICKLAUS
Turbo Golf

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Getting Started

1 Insert *Jack Nicklaus Turbo Golf* game card into the game port instead of the TurboGrafx system card.

2 Slide both power switches to the ON position.

3 The game will load normally.

4 After introduction begins, you can press **Run** twice to skip over it.

Set Up Your Match

Select Skins or Stroke Play

1 Use the direction button on the TurboPad to choose one of the two formats.

2 Press **Run** to select.

Skins - Play head-to-head versus another player (Human or Computer) with the objective being to win a hole with the lowest score. You have to win a hole outright (no ties).

A dollar amount is assigned to each hole. The best ball (lowest score on the hole) takes the prize.

If the hole is halved (two or more players tie for best ball) the money for that hole carries over to the next one.

Stroke Play - In stroke play, players try to shoot the lowest score over 18 holes

Select Your Players

You make five decisions about each player you choose for your match. For each decision:

- Use the direction key on the TurboPad to highlight your choice.
- Push **Select** to scroll through options in that choice.
- Highlight **OK** when all is done and press **Run.**

1 Player 1 Male /Female

The average male player hits most clubs longer than the average female player — but, of course, anyone can make extraordinary shots.

2 Computer/Human player

Toggle between **Computer** and **Human** by highlighting the one displayed and pushing **Select**.

Computer

- Make sure **Computer** is displayed.
- Choose from nine different computer players -- five men and four woman -- with varied skills. (Check the next section for complete descriptions.)
- Use the direction key on the TurboPad to cycle through the players' names which appear in the name window.
- Choose a name by pushing **Select**.

Human

- Make sure **Human** is displayed.
- Push **Select** to bring up a menu with letters.
- Use the direction button to highlight a letter and push **Select** to choose one. Highlight **Del** to delete a letter. A maximum of eight letters can be chosen.
- Highlight **End** and push **Select** when done.

3 Skill

Beginner - Wind conditions don't affect your shots as much, and your slices and hooks are less extreme. On each shot, your club is automatically selected for you

Expert - Wind really comes into play, and hooks and slices are more extreme. In addition, you must select your club for each shot.

4 Tee

Pro	Farthest from hole
Men's	Far, but not as far
Ladies'	Closest to hole

Note: Some holes are designed with less than three tees, in which case some players share a tee.

5 OK - Highlight this and press **Run** when you're ready to move on.

Who Are The Computer Players?

Jack N - The Golden Bear himself. Naturally, he plays at the expert level and hits from the pro tees. His shots are carefully planned, well executed, and he hits the ball further than the posted distance for each club.

Lars X - Likes to think of himself as an expert. Has a tendency to hook drivers and pull putts to the left.

Babs R - Usually hits the ball straight. She's overly cautious putting, and frequently leaves her putts short.

Natasha - She drives from the men's tees, and has played at the expert level for years. But she often lags her putts.

Eddie C - This guy's good. He makes a living suckering players into a "friendly" game of skins.

Nancy D - Nancy's just beginning. She often suffers a wicked slice on her drives. Long putts give her lots of trouble.

Art M - Art's a weekend golfer. His shots tend to be short but straight And his putts tend to be long and off line.

Sally C - Though playing for years Sally is still a beginner. She hits from the ladies' tees. Her drives could go either way -- hook or slice And she leaves her putts short

Curly O - Curly took up golfing this year and loves it. He shoots from the men's tees and plays at the beginner's level. He slices and his putts could end up just about anywhere.

Select Prizes for Skins Game

You can play **Championship** Skins a $36,000 match with single hole prizes of $1,000, $2,000 and $3,000 for each set of 6 holes — or change the amount of the total prize.

1 To play the existing game, press **Run.**

2 To alter the total wager, use the directions keys to scroll through the 5 possible purses: $36,000, $72,000, $108,000, $144,000 or $180,000. Press **Run** when the amount you want is displayed.

Main Menu — Practice or Play

Highlight one of the following activities and press **Run**:

1 **Play a round**

18 holes: 9 out and 9 in

2 **Practice a hole**

- Use the direction button to scroll through the holes (1-18) until the one you want to play is displayed.
- After you hole out, the Scorecard and Statistics Sheet appears.
- Press **Run** to return to the Main Menu.

3 **Driving range**

- Hit as many balls as you want with any club (except the putter).
- Keep your eye on the wind indicator; it may change after each shot (*see Wind, page 10*).
- Press **Run** to quit the driving range and return to the Practice or Play menu.

4 **Practice green**

- Get the feel of lining up your putts, playing the break, and controlling the speed (*see Putting, page 11*).

Note: Computer players don't go to the driving range or practice green — they feel they're good enough already.

Saving A Game

See the **Option Board** section for instructions.

Gameplay — Tee to Green

Overhead Views

An overhead view of each hole appears before you tee off. It gives the course name, hole number, par, distance from each tee and a detailed look at the layout.

1 Study the hole. Jack excels at this; so can you.

- Pay attention to the pin placement. It's random, which changes the length and character of the hole every time you play it.
- Analyze the potential hazards — doglegs, trees, water, traps, out of bounds, cart paths — then identify the optimum target areas for your shots.

2 Press **Run** when you're prepared to tee off.

3 See the **Options Board** section for instructions on how to access the **Overhead View** during a round.

Choose Your Clubs

Beginner

- A club is automatically selected on each shot from tee to green. It appears in the Club Selection box at the bottom right of your screen, along with the posted maximum distance for that club.
- Be careful: The computer only takes distance into consideration — not wind, trees, rough or other conditions which can affect club selection.
- You can select a different club by pressing the direction button up or down to scroll through your bag of clubs:

  Eight irons (2-9)

  Two fairway woods (3-4)

  One pitching wedge (P-Wedge)

  One sand wedge (S-Wedge)

  One driver

Expert

- You must select your own clubs for each shot; the Club Selection box defaults to the last club you

used until you press the direction button up or down to pick another stick.

- The computer automatically defaults to the sand wedge in the sand, the putter on the green, and the driver on the tee; but it won't default to the driver off the tee.
- Base your decision on the yardage to the pin — as shown on the bottom center of the screen — and conditions such as wind, hazards, and rough.
- Check the Club Selection Chart on the inside back cover to see the maximum distance each club can be hit without over-swinging (no yardage appears in the Club Selection box).

Aiming Your Shots

Atop the Play screen, a small flagstick always indicates where the pin is located in relation to your position. (This is especially helpful on blind shots where hills or trees obstruct your view.)

1 Use the direction button to adjust the "Aiming Ball" to the left and right of the small flag.

2 Place the Aiming Ball directly over the flag if you want to aim your shot directly at the pin.

3 Place the ball to the left or right of the flag to compensate for wind conditions, obstructing hazards, hooks and slices, and for the break on putts.

Change Your Perspective

If you don't like the direction you're aiming toward — say a tree blocks your shot — you can change it:

1 Use the direction button to slide the Aiming Ball past either of the two vertical pegs that bookend the top of the screen.

2 The screen automatically redraws and you now see what you would see if you had physically shifted your vision to the left or right.

3 You can continue to scroll right or left and see a 360° view of the hole from where you're standing.

Swinging

To control the swing, you control the Power Bar. And to control the Power Bar, you use the **right control button**.

Every shot requires three taps on the **right control button.** The timing of the taps determines how hard and how straight you can hit the ball.

1 Press the **right control button** once to begin your backswing.

2 Press the **right control button** a second time to control the distance of your shot (and start your downswing).

3 Press the **right control button** a final time to strike the ball — and control how far left or right of straight you want to hit it.

"Swinging" the Power Bar

The middle section of the Power Bar — the Swing Zone — is divided into ten segments, each of which represents 10% of your club's potential distance.

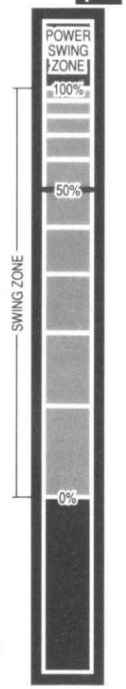
A Sample Shot:

You're standing on the tee of a 300-yard hole, so you take your driver and you want to hit it full. A man's full driver means 250 yards in this game. You decide to hit it dead straight because that's the way the hole goes, and there's no offending wind or hazards.

1 Press the **right control button** to start your backswing; a color rises like mercury from the bottom of the Swing Zone towards the 100% line.

2 Watch the rise carefully. Try to press the **right control button** the moment it reaches the 100% line.

- A triangular arrow to the left of the Power Bar indicates exactly where you make your tap.



- After the tap, the color descends, just like your backswing.

3 To keep your shot straight on target (the flagstick), make your third tap on the 0% line.

- Another arrow appears to mark your tap.

4 If each tap is right on the button, your ball sails 250 yards straight down the fairway, and you're left with a 50-yard approach shot to the green.

- The computer automatically tells you how far you hit your last shot.

Controlling Your Distance

Of course, you don't hit every club full if you want to stay in bounds. Let's continue the sample hole to see how to control the distance of your shots.

You're 50 yards from the pin, so you select your pitching wedge (P-Wedge) because the chart says the pitching wedge can whack it 100 yards if you hit it full. But you don't want to hit it full; you want to hit half a wedge 50 yards:

1 Press the **right control button** to start your swing.

- Notice that the color rises much more slowly with a wedge than it does with a driver — because for most humans smaller clubs (like the low irons) are easier to hit than big ones (drivers and fairway woods).

2 Press the **right control button** the moment the rising color reaches the Half Line — that's 50% of the wedge's full distance or 50 yards.

3 As the color descends, make your final tap right on the bottom line of the Swing Zone to hit the ball straightaway.

The ball should loop gently 50 yards into the air then nestle onto the green —inches from the cup.

Overswinging and Underswinging

What happens if you don't make your second, or distance, tap directly on the 100% line of the Swing Zone?

1 If you make the second tap late — inside the Power Swing Zone — you overswing.

- That means your shot can carry longer than the posted maximum distance of your club.
- It also means that if you misjudge your third, or accuracy, tap, the resulting hook or slice is randomly exaggerated.
- If you let the color rise to the very top of the Power Bar, you don't have to make a second tap on the **right control button** — the bar bounces off the top and descends on its own.

2 If you're early on the second tap — beneath the 100% line of the Swing Zone — you underswing.

- That means the distance of your shot will be some percentage less than the full posted distance of your club.

Hooking and Slicing

Just as you can't hit every club full, it's unlikely that you can hit every shot straight. And sometimes you don't *want* to hit it straight.

1 How to hit a hook, so that it "draws" the ball to the left (for a right-handed golfer):

- After your second tap, press the **right control button** *before* the color reaches the bottom line — in other words, swing early — and your shot hooks to the left.
- How far it hooks depends upon how early you swing and how hard you swing.

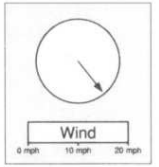
2 How to hit a slice that "fades" the ball to the right (for a right-handed golfer):

- After your second tap press the **right control button** *after* the color reaches the bottom line — in other words, swing late — and your shot slices to the right.
- How far it slices depends upon how late you swing and how hard you swing.

Hazards and Course Conditions

Your swing isn't the only variable you have to consider (or overcome) when you're trying to hit the ball straight.

Wind



Technically not a hazard itself, wind can certainly help you find the legitimate ones in a hurry. The amount and direction of the wind that affects each shot is registered on a circular Wind Gauge at the lower left of your screen.

Wind Direction

- Imagine that you are standing in the center of the circle, facing straight ahead at the flagstick.
- The line inside the circle is the wind.
- Now imagine there's an arrow on that line aiming away from you — that's the direction the wind is blowing.

Wind Speed

- A bar gauge labeled **WIND** — below the direction circle — tells you how hard the wind is blowing.
- The indicator is a red bar that slides from left to right on the gauge: 0 mph on the left, 10 mph in the center, 20 mph on the right.

Rough

Use more club or more power to hit out of the longer, thicker grass that borders the manicured fairways.

Sand Traps

Like the rough, you need more power or more club to get distance from a fairway bunker.

Water and Out-of-Bounds

Hitting into the water costs you a one-stroke penalty, and the computer gives you the option of hitting the ball again from the same location or dropping the ball near the water (but no closer to the hole).

Out-of-bounds comes into play often on all three courses and it, too, costs you one stroke.

Cart Path

It depends on the situation whether or not a cart path is hazardous. The ball bounces higher and farther off of it, which may be desirable on a trouble-free drive. But on some shots, the carom can carry you right out-of-bounds.

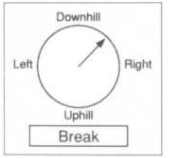
Putting

You can only use the putter on greens, and you use the same technique to aim and stroke a putt as you use to hit any club.

Aiming and Stroking

1. Imagine an invisible straight line that connects your ball, the hole, and the Aiming Ball at the top of the screen.
2. Use the direction button to move the Aiming Ball onto the end of that imaginary line.
3. Use the three-tap procedure on the Power Bar to control the distance and direction of your stroke.

Reading the Break



Unfortunately, many greens aren't flat, so your putts won't always go straight. To find out how much a putt is going to break right or left, or if you're putting uphill or downhill, check the Break Indicator. It's in the same location as the Wind Gauge and operates in a similar way.

Right, Left, Uphill, Downhill?

1 Imagine that the line in the circle has an arrow on it pointing outwards — that's the direction that the putt will break (right or left) if you're aiming directly at the hole.
   - If there's no line, there's no break.

2 If the arrow points due south as on a compass, that means that the putt is uphill and has no break.

3 If the arrow points due north, the putt is straight downhill.

4 If the line points, say, northeast, that means your putt is uphill *and* it breaks to the right. Compensate for both factors.

How much does it break?

- A bar gauge labeled **BREAK** — below the direction circle — tells you the intensity of a putt's break.
- The indicator is a red bar that slides from left to right on the gauge: If at the far left (no color), the break is virtually non-existent; if at the far right, you have a major break.

The Options Board

The Scorecard and Statistics Sheet appear after each hole. Press **Run** to view these during a round, to call up the Overhead view, to Quit (and/or Save). When the menu appears, use the direction button to choose one of the following:

Overhead

Displays the hole being played.

Quit

Returns player to Main Menu. The program will ask if you wish to save your current game. To do so, highlight **Yes** and push **Run**. The next time the game is booted, you will be asked whether you wish to resume your saved game. Only one game can be saved at a time.

Scorecard Screen

Stroke Play

Shows the hole score and aggregate score for each player, as well as the par for each hole, each nine, and the course.

Skins Play

Indicates the winner of each hole, how much money was won on each hole, and the total money earned for each player.

Statistics Screen

- Longest drive (in yards) and the yardage of your last drive.
- Closest ball to the pin (in feet, if you hit the green in regulation).
- # of Fairways hit (only on par 4 and 5 tee shots).
- # of greens hit.
- Putts taken.
- Birdies and eagles made.

Best Round

The eight best rounds of all time, regardless of skill, tee or course chosen, are continuously updated here.

Strategy

- Be as accurate as you can on your second, or distance, tap on the Power Bar. If you go past your target, your shot will be long.
- Keep your eyes on the Power Bar (but watch other players when they're hitting — the graphics are great).
- Use an iron, not a wood, when hitting from the sand or rough.
- If you're shooting from light rough, take one club more than you normally use. From heavy rough, take two more clubs.
- It's not easy, but you can beat the computer Jack Nicklaus. One advantage you have over him is that you can hit the ball longer than he does (but that's all we're going to tell you).
- Putting: Remember that the break indicator only tells you the direction of the break when you aim directly at the hole. If you hit the ball too far, or to the right or left, the slope of the green — and hence the break — will change.

NEC TurboChip™ 90-Day Limited Warranty

Accolade, Inc. warrants this product to be free from defects in material and workmanship under the following terms:

HOW LONG IS THE WARRANTY?
This product is warranted for 90 days from the date of the first consumer purchase.

WHO IS PROTECTED?
This warranty may be enforced only by the first consumer purchase. You should save your proof of purchase in case of a warranty claim.

WHAT IS COVERED?
Except as specified below, this warranty covers all defects in material or workmanship in this product. The following are not covered by the warranty:

1. Any product that is not distributed in the U.S.A. by Accolade or which is not purchased in the U.S.A. from an authorized Accolade dealer.
2. Damage, deterioration or malfunction resulting from:

a) accident, misuse, abuse, neglect, impact, fire, liquid damage, lighting or other acts of nature, commercial or industrial use, unauthorized product modification, or failure to follow instructions supplied with the product.

b) repair or attempt repair by anyone not authorized by Accolade

c) any shipment of the product (claims must be submitted to the carrier):

d) removal or installation of the product;

e) any other cause that does not relate to a product defect.

HOW TO OBTAIN WARRANTY SERVICE
For warranty information or game support, call (408) 296-8400. Monday - Friday 9:00 am to 5:00 pm (Pacific Standard Time).

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2. Any other damages, whether incidental, consequential or otherwise.

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HOW STATE LAW RELATES TO THE WARRANTY
The warrantygives you specific legal rights, and you may also have other rights which vary from state to state.

Club Selection Chart

CLUB	DISTANCE MEN'S	DISTANCE LADIES'
Driver	250 yards	225 yards
3 Wood	235 yards	211 yards
4 Wood	220 yards	198 yards
2 Iron	207 yards	186 yards
3 Iron	195 yards	175 yards
4 Iron	185 yards	166 yards
5 Iron	173 yards	155 yards
6 Iron	155 yards	139 yards
7 Iron	143 yards	128 yards
8 Iron	130 yards	117 yards
9 Iron	112 yards	100 yards
P-wedge	100 yards	90 yards
S-wedge	80 yards	72 yards
Putter	80 feet	80 feet

NOTE: These distances are calculated under near-perfect conditions. No wind, rough, slopes or hills. When you choose your clubs, be sure to compensate for all environmental factors.