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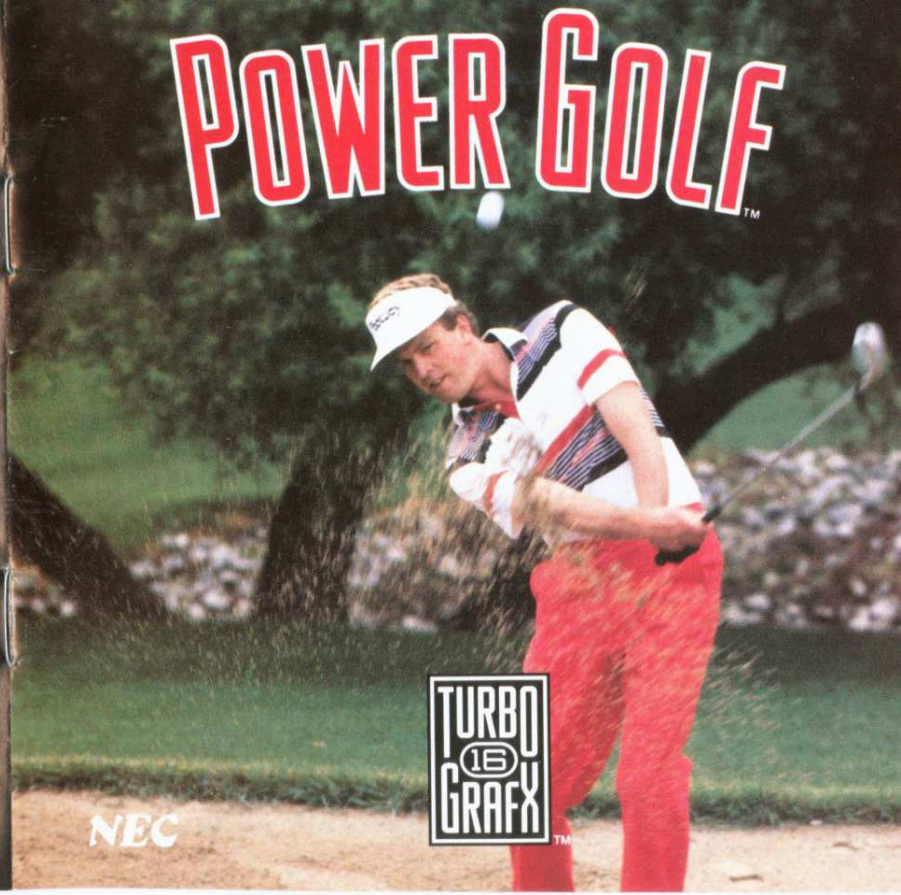
NEC Home Electronics (U.S.A.) Inc.
1255 Michael Drive
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POWER GOLF™



Thank You

...for Buying this Advanced TurboChip Game Card, "Power 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 TurboGrafx-16 SuperSystem and this TurboChip game card according to instructions. Please keep this manual in a safe place for future reference.

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 SuperSystem and will not operate on other systems.

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TurboGrafx™-16 Entertainment SuperSystem
TurboChip™ Game Card

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Inserting the TurboChip Game Card

1 Remove the TurboChip game card from its plastic case.
2 Hold the TurboChip game card with the title side up and gently slide it into the Game Card Port until you feel a firm click (do not bend the game card or touch its metal parts as this could erase the program).
3 Slide the Control Deck Power Switch to the ON position (if your game card is not inserted properly, the Power Switch will not move all the way to the right).
4 The title screen of your particular TurboChip game card should appear on your television.

It's Power Golf! The Most Realistic Video-Golf Game Ever.
Get ready for non-stop action as you take on 18 holes of the most realistic video-golf game ever—TurboGrafx-16 *Power Golf*. Examine the course. Practice your swing. Tee off with dozens of bunkers, potholes, fairways and greens stretching out ahead of you. Advanced 3-megabyte play action allows numerous playing options, and even free advice! Slider arrows show you how to set your form. Par displayed for each hole. Up to three players can golf at the same time. Fore!



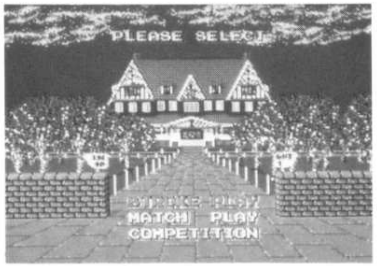
Object of the Game
Complete the course with the fewest shots and lowest score in the stroke and competition modes. Battle for each hole in the match mode.

Before Playing

Follow these procedures to select play mode and characters before the game begins.

Title Screen Appears
When the Title Screen appears, press the RUN Button. The Mode Selection Screen will appear.

Mode Selection
When the Mode Selection Screen appears, use the Direction Key and Button I to select one of the following three Play Modes:



Stroke Play
This is the regular method of play where competition is based upon the total number of strokes. The lowest number of strokes wins.

Match Play
In this method of play, you compete for each hole. You can play against the computer or another player (VS Play). Or, if you select Club Match, you compete for each other's clubs based upon who wins each hole.

Competition
Play occurs in the form of a contest when you select this mode. It is best to use this mode for competition among players of different ability. Three players can play simultaneously in this mode only. A driving contest and pin contest are also included.

Game Start—Proceed to the First Hole
Play begins after the mode and characters have been selected.

Resetting the Game
During play, the game can be reset to the beginning by holding down the RUN Button and pressing the SELECT Button at the same time.

Player Selection

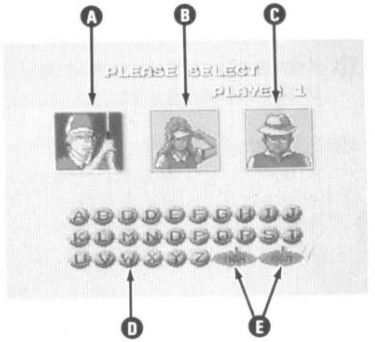
Next comes player selection. Using the Direction Key and Button I, you can select your player from among 3 different characters: 2 male and 1 female. The special characteristics of these players are as follows:

Ⓐ Player 1
Standard player. Good shot direction. Overall playing balance can be achieved with this character.

Ⓑ Player 2
This player has an unhurried swing, so it's easy to get the timing just right. Good character for beginners. Makes short shots.

Ⓒ Player 3
This player swings fast, so it's more difficult to coordinate timing. You'll get pro-quality action, however, once you get used to controlling him.

Ⓓ Naming Your Character
Give your character a name by entering up to 6 letters of the alphabet. Select the letters with the Direction Key, and

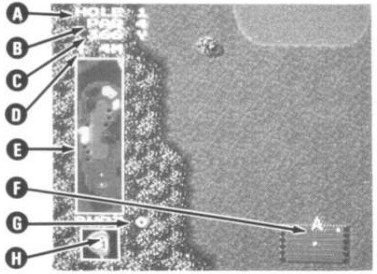


enter your choice with Button I. You can replace bad letters and back up one space by pressing Button II.

Ⓔ Selecting "MAN" and "COM"
After each character's name has been registered, you can determine whether that character will be controlled by a person or by the computer. Select "MAN" if a person will control the action, or "COM" if it will be the computer. You may select "COM" for all the players if you want to sit back and enjoy automatic computer play!

Screen Displays

The screen for normal play is as follows:



A Hole Number The hole presently being played is displayed.

B Par Score The par score for this hole is displayed. Your goal is to get the ball into the hole in as few shots as possible, and to keep your score even with or *below* the par score.

C Yards Remaining The remaining distance to the pin is displayed in yards.

D Wind Direction and Speed The speed and direction of the wind at the current location is displayed.

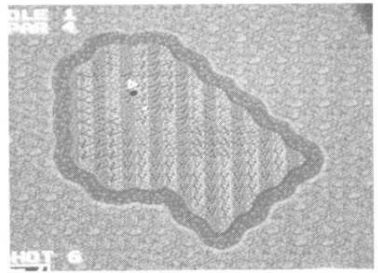
E General View A general view of the current hole and ball position is displayed.

F Shot Direction The direction of the next shot is shown with the arrow mark, and can be adjusted by moving the Direction Key left or right.

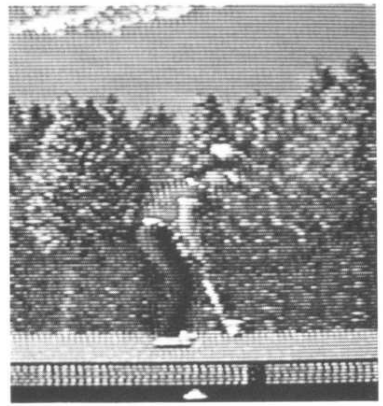
G Number of Strokes This refers to the number of strokes taken up to the present time for the current hole.

H Club in Use The club currently being used is shown.

Detailed Green Screen
The "Detailed Green" screen provides a close-up view of the green. The slope of the green is indicated by the direction of the arrows. The larger the arrow, the steeper the slope.



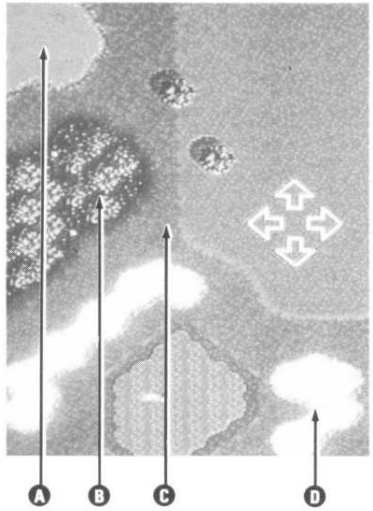
Preparing to Hit the Ball
After a player addresses the ball (prepares for a shot), a window opens in the center of the screen, and the shot is shown.



Course Hazards

Just like real golf, various hazards are positioned on the course such as bunkers, trees, water, etc.

Penalties and ball positioning after hitting an obstacle are the same as in a real game of golf.



A Water Hazard
If your ball lands in a pond or river, you receive a one-stroke penalty.

B Out of Bounds
Two-stroke penalty.

C Rough
A shot from this area decreases performance and distance.

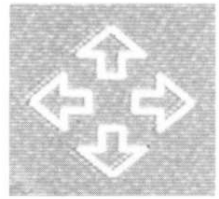
D Sand Trap
It is difficult to get the ball out of the sand. A special club, the sand wedge (SW), should be used.

Calling Up Sub-screens

During play, 3 sub-screens can be called up:

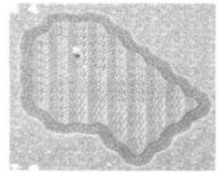
Course Layout
Press SELECT from the ordinary play screen.

Press the Direction Key from the course layout screen and the screen will scroll.



Around the Green
Press Button II or SELECT to examine the green for that hole.

Press Button I or SELECT to return to the original screen.



Score Display
Press the RUN Button from the ordinary play screen to review the overall and per-hole scores. Press the Direction Key up or down to scroll this display.

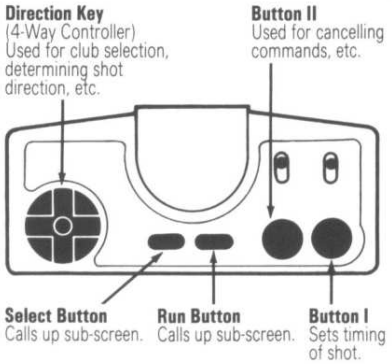
HOLE	YARDS	PAR	TURBO		
1	381	4			
2	372	4			
3	172	3			
4	509	5			
5	372	4			
6	215	3			
7	528	5			
8	372	4			
9	366	4			
10	538	5			
11	231	3			

Button I
Always press Button I to return to the original screen.

In this game, each shot includes 6 factors as shown. The procedure for hitting the ball is explained below. Factors 5 and 6 are explained in greater detail.

1 Club Selection
2 Shot Direction
3 Striking Force
4 Curve
5 Backspin
6 Height of Trajectory

Pad Operation



Club Selection

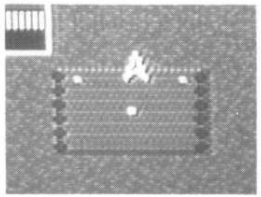
First, move the Direction Key up or down to select a club.



Shot Direction

The direction of the shot is determined by moving the Direction Key left or right.

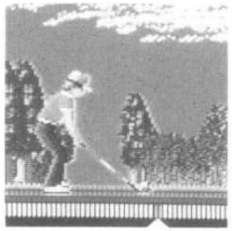
The arrow around the ball indicates the direction the ball will travel.



Calling Up Window

Press Button I once and a window will open and you'll be ready to shoot.

Press Button I a second time and the shot begins.



Beginning of Shot

At the same time the player in the window begins to swing, the triangular cursor under the power meter begins moving to the left.

Striking Force

When the triangular cursor reaches the left edge, it returns to the right. During this interval, when you press Button I a third time, the striking force is set. The closer the cursor is to the left edge, the stronger the striking force will be.

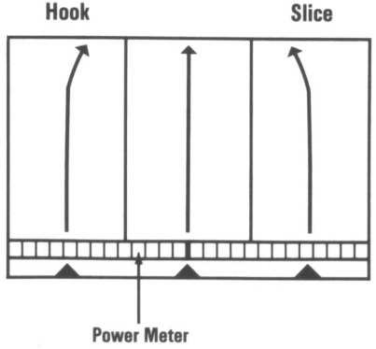
Curve

Before the cursor, which has returned, reaches the right edge, press Button I for the fourth time to set the curve of the shot.

The curve of the shot is related to the power meter in the window.

To the left of the center position, you get a "hook" to the right.

To the right of the center position, you get a "slice" to the left.



How to Putt

When you land on the green, you can putt.

There are two factors involved in putting—direction and striking force.

Be sure to examine the slope of the green thoroughly and putt carefully!

Slope of the Green
The size of the arrow indicates the steepness of the slope. The point of the arrow indicates the direction of the slope.

Direction
First, determine the direction of your putt by moving the Direction Key left or right.

Be careful, since very accurate direction is necessary in putting!

Striking Force
Press Button I and the power meter moves. When you have found the correct strength, press Button I again to set the striking force of the putt.

Advanced Putting Techniques
When setting the curve (when pressing Button I for the fourth time), you can use advanced techniques by performing the following operations.

Backspin
When you are pressing Button I for the fourth time, you can put backspin on the ball by pressing the Direction Key left or right.

Height of Trajectory
When you are pressing Button I for the fourth time, you can press the Direction Key up to produce a low shot. When you press the Direction Key down, a high shot is produced.

Maximum Distances Obtained by Clubs

Each player hits the ball different distances with different clubs. This chart shows you the maximum distance each player can hit the ball with a given club (actual distance depends upon striking force, wind direction and trajectory). Checking the "Yards Remaining" display and referring to this chart when selecting a club, is an essential part of the game.

CLUB USED	PLAYER 1	PLAYER 2	PLAYER 3
1 W	211	181	220
3 W	204	185	221
4 W	196	178	211
2 I	190	173	205
3 I	171	157	186
4 I	161	148	174
5 I	155	140	156
6 I	141	129	152
7 I	133	121	143
8 I	123	111	132
9 I	112	101	120
PW	91	83	98
SW	66	60	71

*These distances are all for the in-flight "carry" (the roll is not included). It is assumed there is no wind.

Competition Results (Replay and Score Displays)

In the Competition Mode only, when the match is over, the winning plays for each of the following two categories are replayed.

Driving Contest ("Long Ball Hole")
The person who hits the ball the farthest.

Target Golf ("Pin Contest")
The person who hits the ball nearest the pin.

The scores are presented two ways—as straight figures and with handicaps.

Call the TurboGrafx Hotline at (708) 860-3648 for additional game-playing tips!

NEC TurboChip™ 90-Day Limited Warranty

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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:

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2. Damage, deterioration or malfunction resulting from:
   a) accident, misuse, abuse, neglect, impact, fire, liquid damage, lightning or other acts of nature, commercial or industrial use, unauthorized product modification, or failure to follow instructions supplied with the product;
   b) repair or attempted repair by anyone not authorized by NECHE;
   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 (708) 860-3648, Monday-Friday 8:30 a.m. to 5:30 p.m. Central Time.

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