

SEGA

GENESIS®

Arnold Palmer®

Tournament Golf™

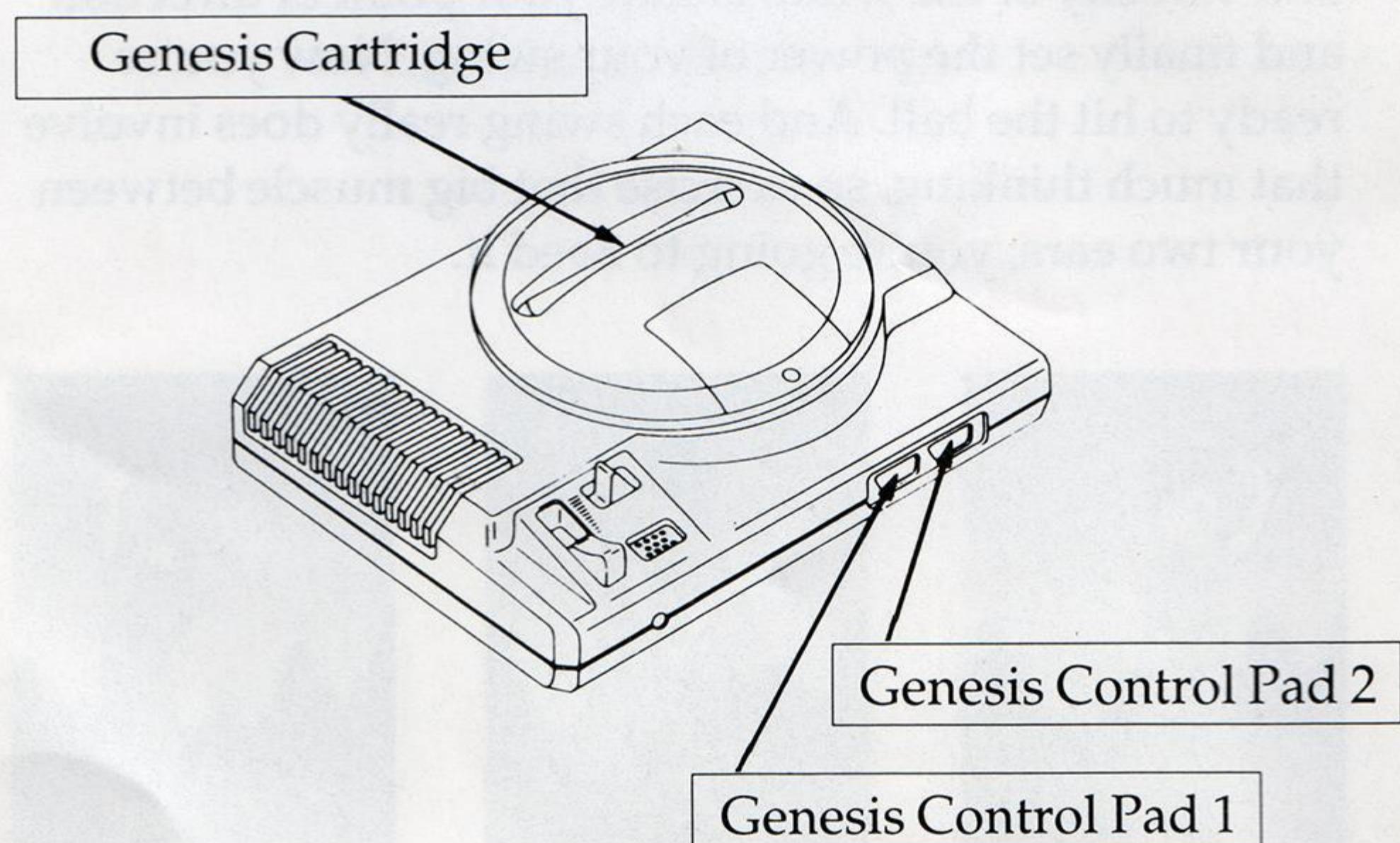
INSTRUCTION MANUAL

Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the Arnold Palmer Golf™ cartridge into the Genesis System (shown below) by following instructions in your GENESIS SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, recheck insertion.

IMPORTANT: Always make sure that the System is turned OFF when inserting or removing your Genesis Cartridge.

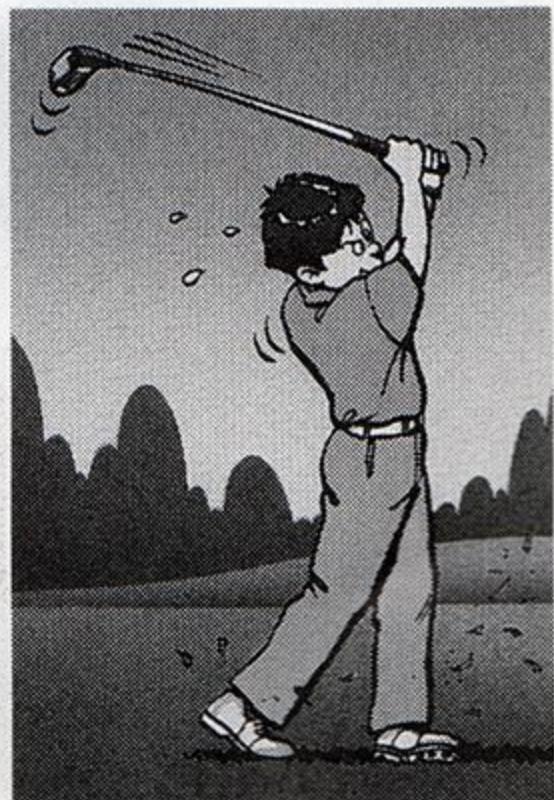
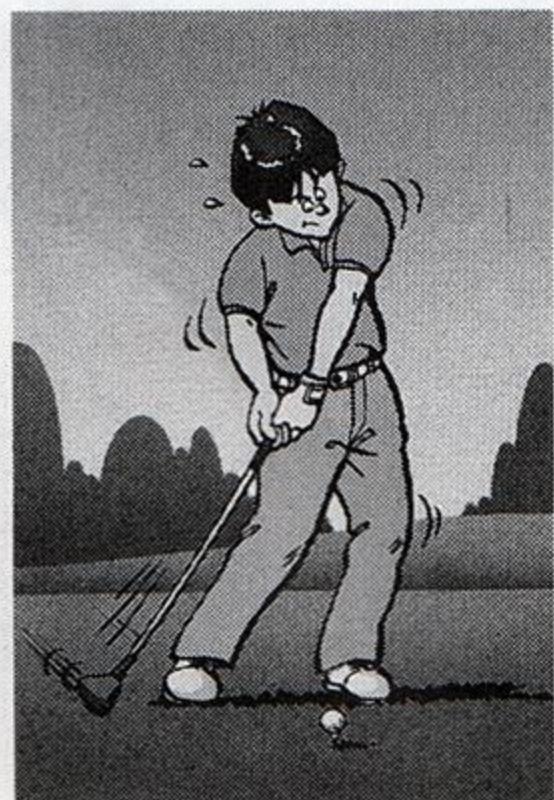
For 1 Player: Press Start Button on Genesis Pad 1.
For 2 Player: Press Start Button on Genesis Pad 2.
(Further information regarding two-player instruction follows.)



Arnold Palmer Golf

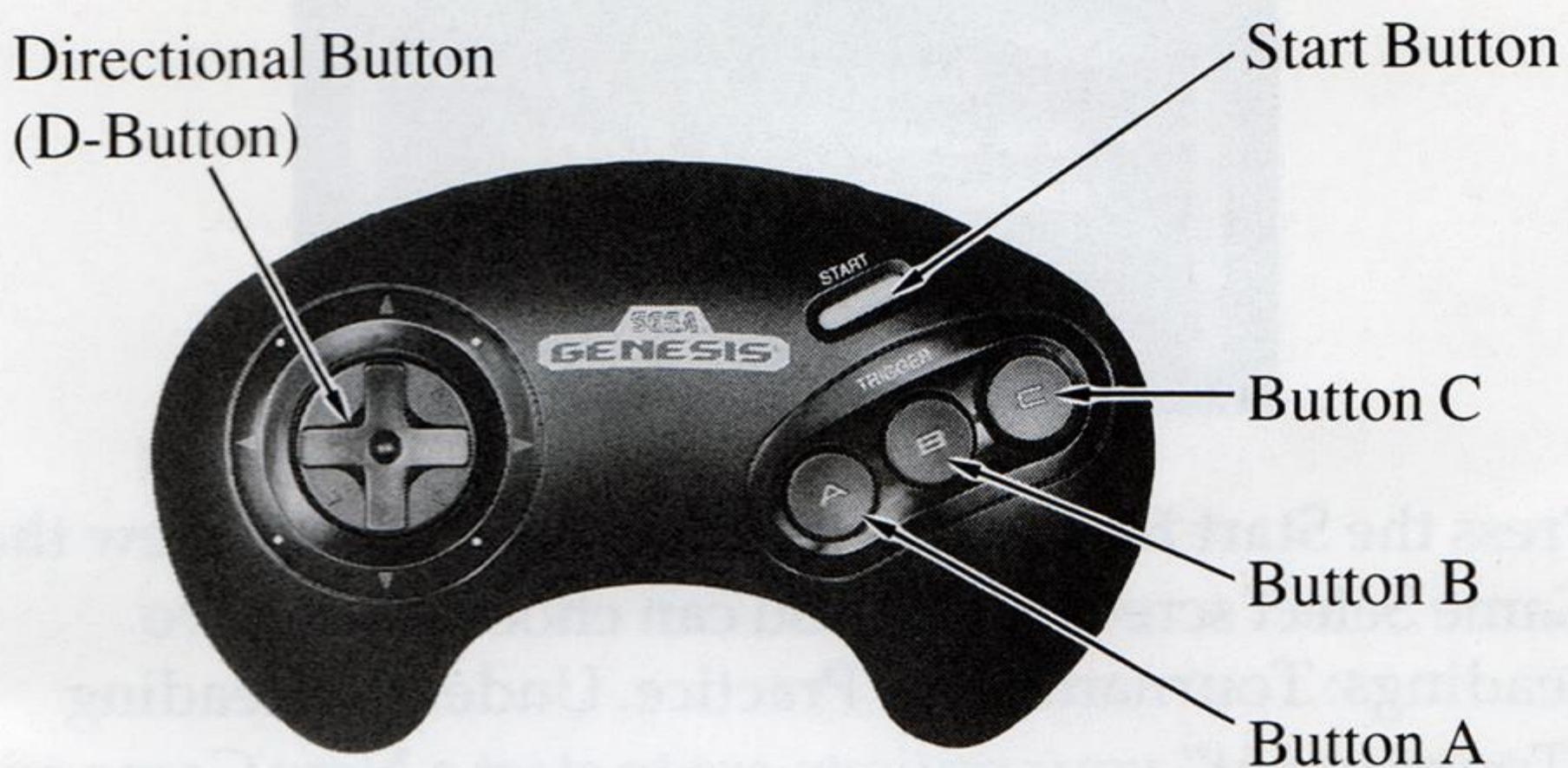
Here it is! The ultimate golf game. And you've been invited to play on three world class courses against fifteen international professional players. It's golf that includes practice, match and tournament play. All of which adds up to hours and hours of compelling golf strategy. So prepare yourself with a few practice games in order to beat the odds. Odds are, if you can't master a hook or slice, keep cool around a water hazard, drive that ball for some real distance or sink a putt on an uphill green, then you can forget about winning first place. You'll never don the champion golf blazer. Doesn't sound like much, but those who wear it, wear it with pride.

To help you to qualify for tournament play, you'll be teamed with a caddy whose sage advice could mean the difference between overhitting a wood instead of going for the iron. But the final decisions are definitely up to you. Choose your clubs carefully, check the direction and velocity of the wind, isolate your point of direction and finally set the power of your swing. Now you're ready to hit the ball. And each swing really does involve that much thinking, so exercise that big muscle between your two ears; you're going to need it.



Take Control

Before you begin playing, learn which buttons prompt the moves and functions you'll rely on during play.



Directional Button (D-Button):

- Operates selection arrow during all menus
- Guides directional mark
- Positions stance

Start Button:

- Starts play
- Sound select

Button A:

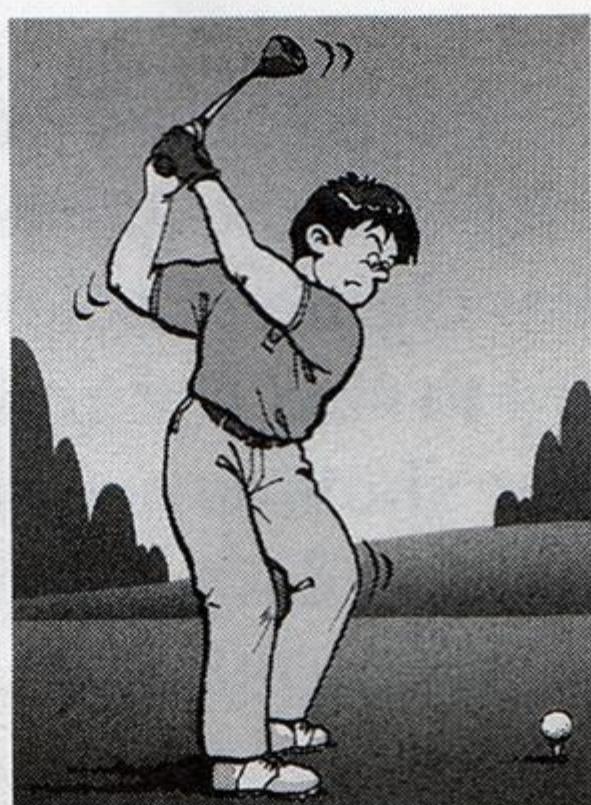
- Sets power gauge
- Shoot
- Putt
- Selects from menus
- Selects from command menu

Button B:

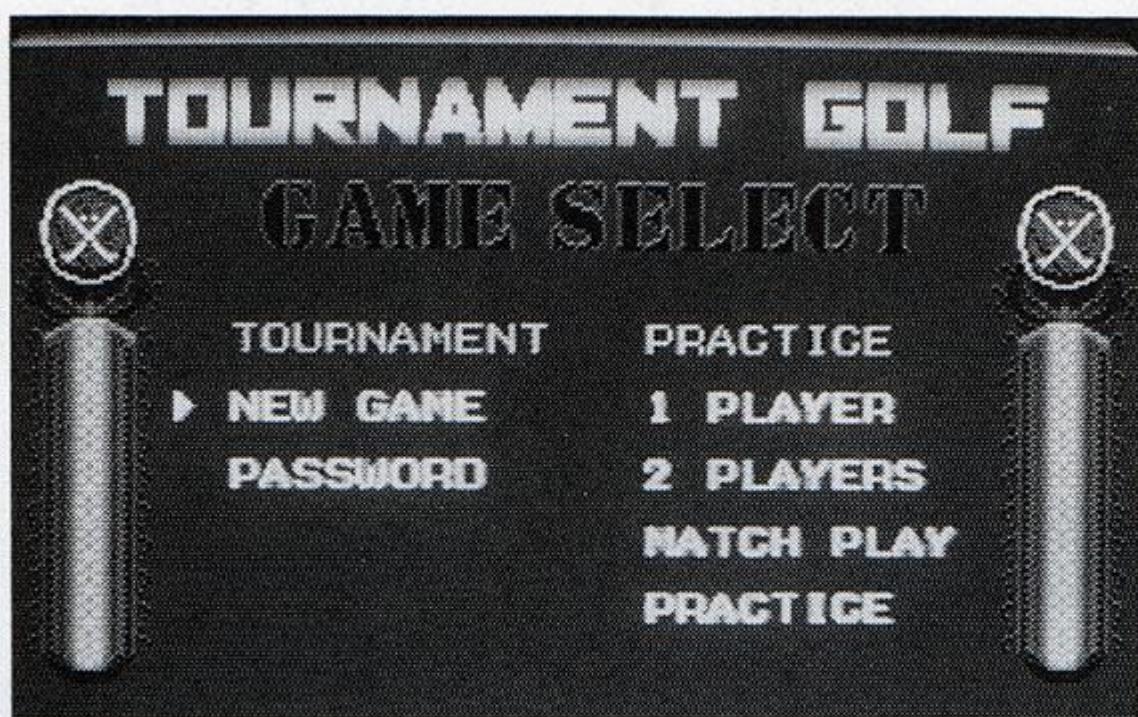
- Selects from menus
- Cancels selections from command menu

Button C:

- Displays the command menu
- Selects from menus



Game Play Selection



Press the Start Button during the Title Screen to view the Game Select screen. Here you can choose from two headings: Tournament or Practice. Under the heading "Tournament" your options are to start a New Game or create a Password. Under the heading "Practice" your options are 1-Player, 2-Players, Match Play or Practice. To choose any of the above, use the D-Button to move the arrow to your desired selection and press Button A, B or C.

Although there exist a few different golf games, the object of the game remains the same for all. Before you lies eighteen holes which form a golf course. You must try to sink the golf ball into the hole on the green in as few shots as necessary. The lower your score, the better you're playing. A detailed description of each game selection follows.

Tournament Play

When you begin a new game in Tournament Play, twelve rounds follow. Most of them will be played as stroke play, but the seventh and eleventh will be played as match games. You will play the course alone with the exception of your caddy, as the computer plays out the

remaining 15 players' games. Their results will be displayed on the score screen. To win the tournament, you must achieve a lower score than all other 15 players. If there is a tie, you will enter into a "sudden death" Play-Off during a match game; however, during stroke play, positions will be assigned by the computer without playoff.

Level Increase

During tournament play, you'll be rewarded for winning rounds or scoring at least in the top 8 positions. Each time you're rewarded, your level of expertise will increase by one. With each higher level achieved your power and skill of play will be increased and the advice of your caddy will improve. Remember if you score anywhere between position 8 or higher, this is what you will receive.

Power:

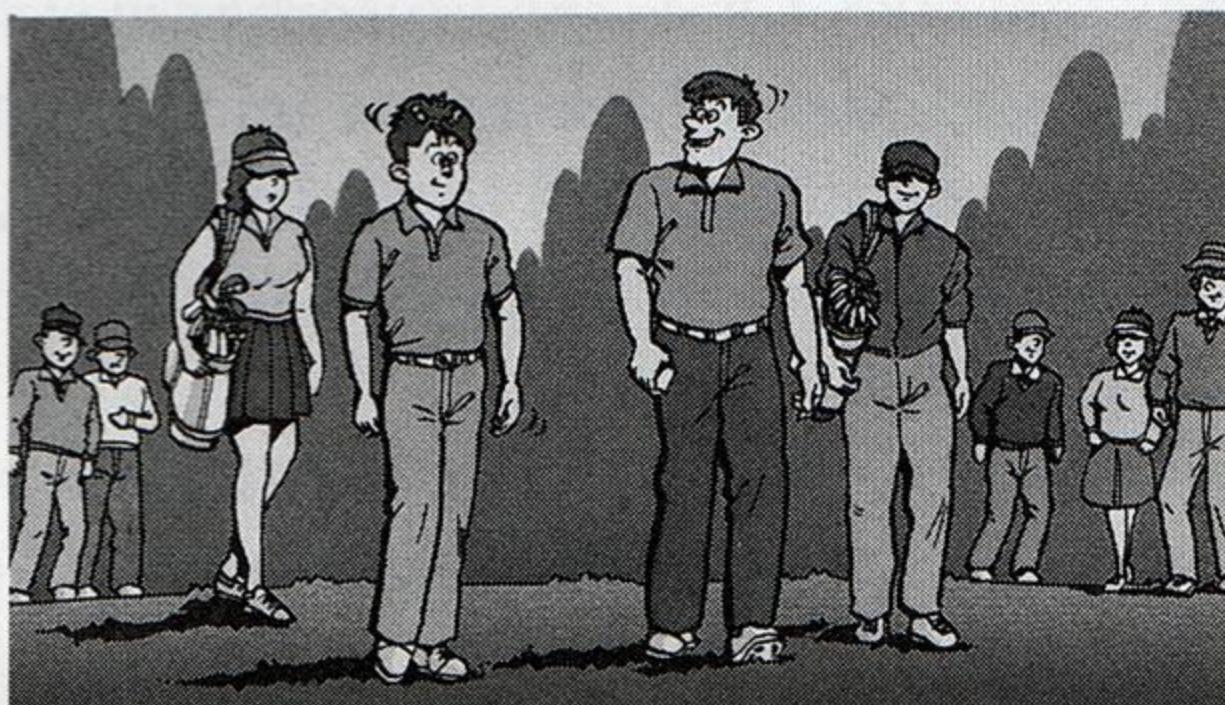
The flying distance of your ball is extended.

Skill:

Slicing and hooking, under your control, is easier with a higher level number.

Caddy Level:

Your caddy's advice level will increase in four stages.



Stage 1: Your caddy will be able to tell you the remaining distance to the hole. This information is available to the start-up player.

Stage 2: In addition to the above, your caddy will give you the distance to the target point during the tee off.

Stage 3: In addition to information from Stage 1 and 2, your caddy will explain the influence of the wind and how to master it.

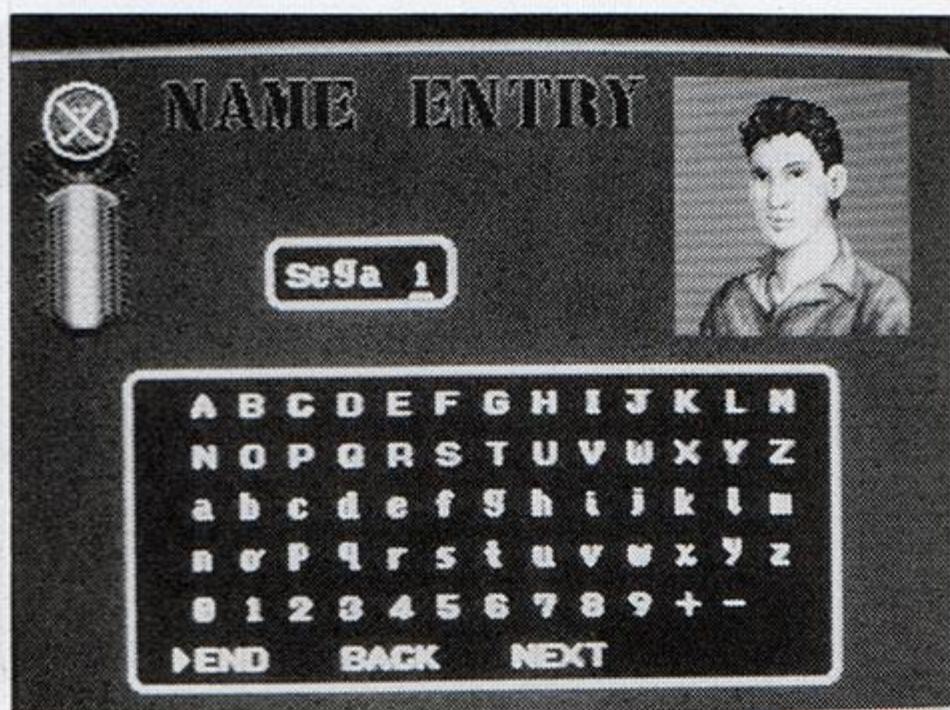
Stage 4: In addition to the information from Stage 1, 2 and 3, your caddy will explain how to master the strategy of the lie.

After you've entered the "New Game" selection, a series of screens will appear before you actually begin playing. If you do not wish to participate in any of the available selections, simply press the Start Button repeatedly to begin play. However, to make selections follow these instructions.

Name Entry Screen:

Here you can enter your name by using the D-Button to select the appropriate letter from the alphabet. Then press Button A, B or C to enter your selection. To correct a mistaken entry, choose either Back to move the underbar back or Next to move the underbar forward. Once the underbar is stationary, your D-Button will control the arrow on the alphabet. Select your corrected letter and press Button A, B or C. When finished, select End and press Button A, B or C to proceed to the next screen.

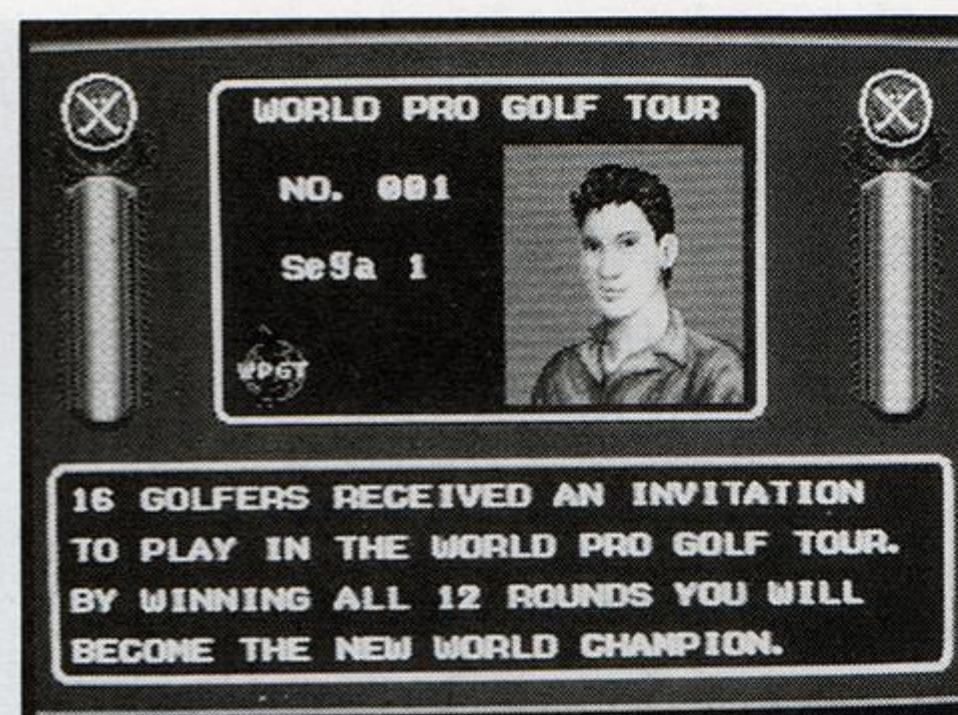
Note: When either one or two players are playing and choose not to enter a name, they will be referred to as Play-1 and Play-2.



Identification Card

Screen:

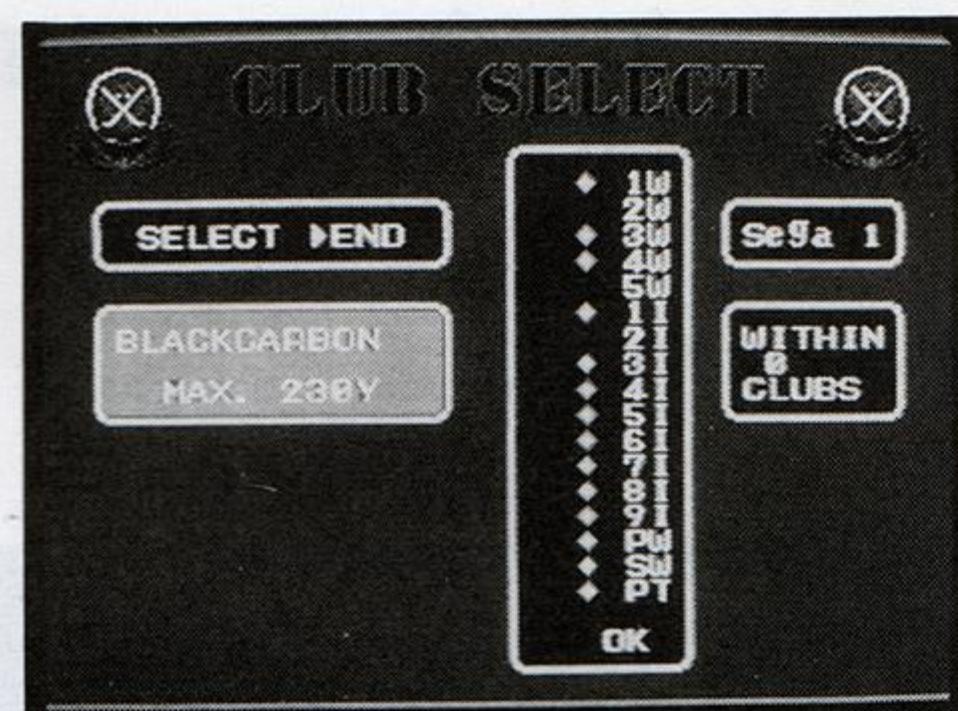
Here a brief description of tournament play is revealed. When you have read the screen comments, press the Start Button to exit the screen.



Club Select Screen:

Here you can select a variety of fourteen clubs to use on the course. To select, move the arrow to the Select mode and press Button A, B or C. With the D-Button, you can scan the available clubs and choose a set. When finished, move the arrow back to OK and press Button A, B or C. Keep in mind, the PT (putter) is mandatory. Now you can exit the screen by selecting End. However, you may want the computer to select for you. When you first enter the screen, the selected clubs are indicated by a yellow asterisk. If these clubs are satisfactory, simply press the Start Button to exit the screen.

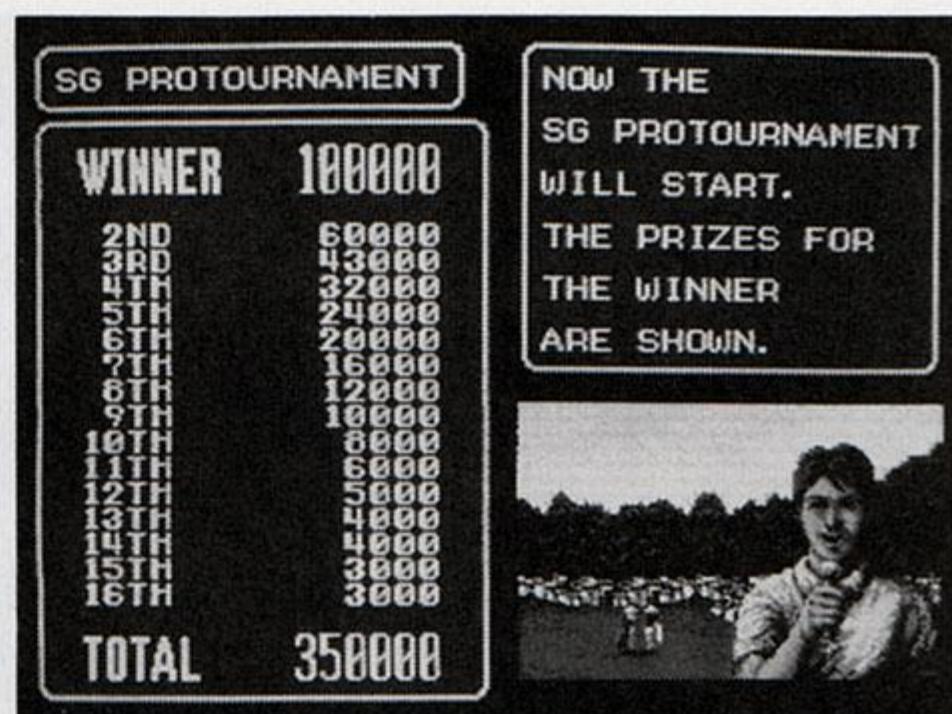
Since you're only allowed a certain number of clubs, you'll have to delete the computer's selection before you begin your own. As you delete, the window to the right will keep a tally as to how many clubs you can now choose, adding and subtracting as you make your own selections. To delete the computer's selections, move the arrow to the undesirable club and press Button A, B or C; this will delete the asterisk and make an additional selection possible.



SG Protournament

Screen:

Here the current players and their earnings are displayed from the Winner down to 16th place. To begin play, press the Start Button one more time for a final message from the screen to appear and then once again to approach the green.



Password

Under the Tournament heading, you may select the Password option. Tournament play is extremely long, so the computer automatically creates a password which it displays at the end of every round. Remember this password in the event your power goes out or you simply feel like postponing play because the password will allow you to continue play exactly where you left off. To enter the password, select this option and then use the D-Button to select the appropriate letters which will spell the correct word. Press Button A, B or C to enter your selection. When you're finished, select End and press Button A, B or C. Now you may press the Start Button to begin play at once.



Player 1 and Player 2 Practice

Under the Practice heading you can select a practice stroke game for either one or two players. Since the games are practically identical, we'll explain both modes of play together. Both games involve one round of golf. Complete the course in as few strokes as possible and win the round against your opponent during a two-player game; during a one-player game, play against par. Now let's learn about screen signals. To input information, use the D-Button and Buttons A, B and C to confirm selections in the exact same manner as previously explained in the Tournament Play section.

Name Entry Screen:

Here you and your opponent can enter your names on the same screen. If you're playing with just one Genesis Pad, Player 1 will enter first, select

Change and then Player 2

may enter his/her name. When Player 2 is finished, select End and press the Start Button to advance to the next screen. If you're playing with two Genesis Pads, follow the same instruction. If this is a one-player practice, you'll be greeted by a Name Entry Screen for one only. Please follow the same instructions for yourself only.

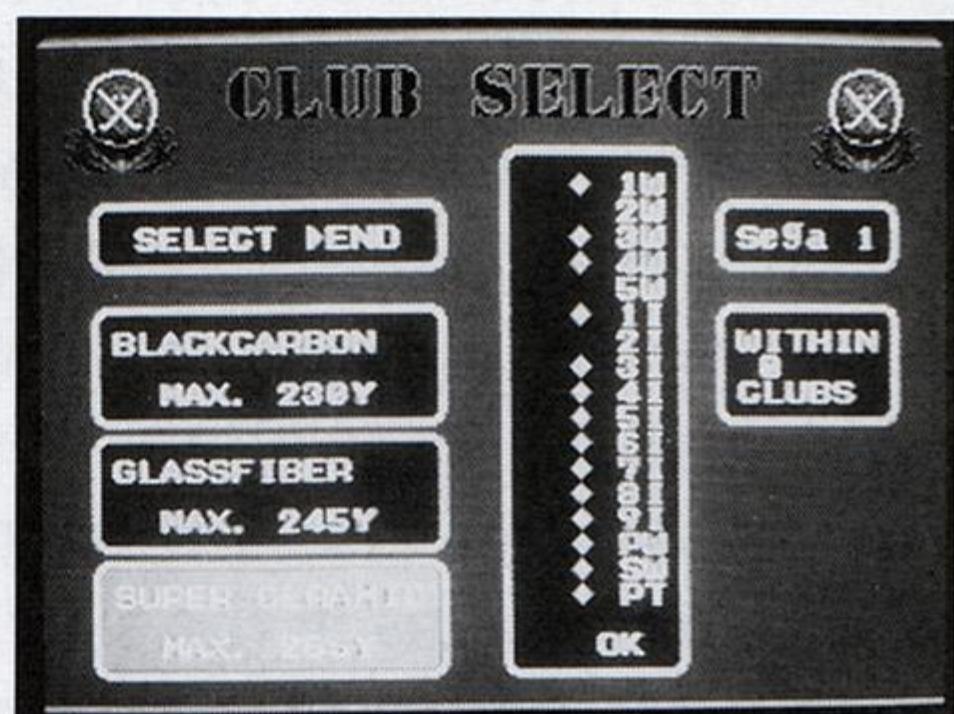


Club Select Screen:

If you're a two-player game, an additional window will appear on the screen indicating which player is currently entering a selection. Player 1 will always enter first using his Genesis Pad. Player 2 will follow when Player 1 has entered End by pressing Button A, B or C regardless of

how many Genesis Pads you're playing with. Do not press the Start Button yet, or Player 2 will not be able to make his/her selections. The following addresses both one and two-player games.

During a practice game, you're allowed to select clubs made from various materials: Black Carbon, Glassfiber (Fiberglass), and Super Ceramic, which are additional sets that Tournament Play winners are awarded. To select clubs made from any of these materials, first choose the Select mode, then use the D-Button to highlight your material of choice (it will turn red when the D-Button makes it available for selection); now press Button A, B or C to enter your selected material. The D-Button will now operate the club selection arrow. Delete as many clubs as necessary from the computer in order to enter your selections following the original instructions under Tournament Play. When you've finished selecting clubs constructed of that material, enter OK.



Once again, you'll have to enter Select mode, highlight your material of choice and enter it before the D-Button will operate the club selection arrow. Follow the same delete and enter procedures as above until you have selected all the appropriate clubs in their desired materials. After selecting End, press the Start Button to advance to the next screen.

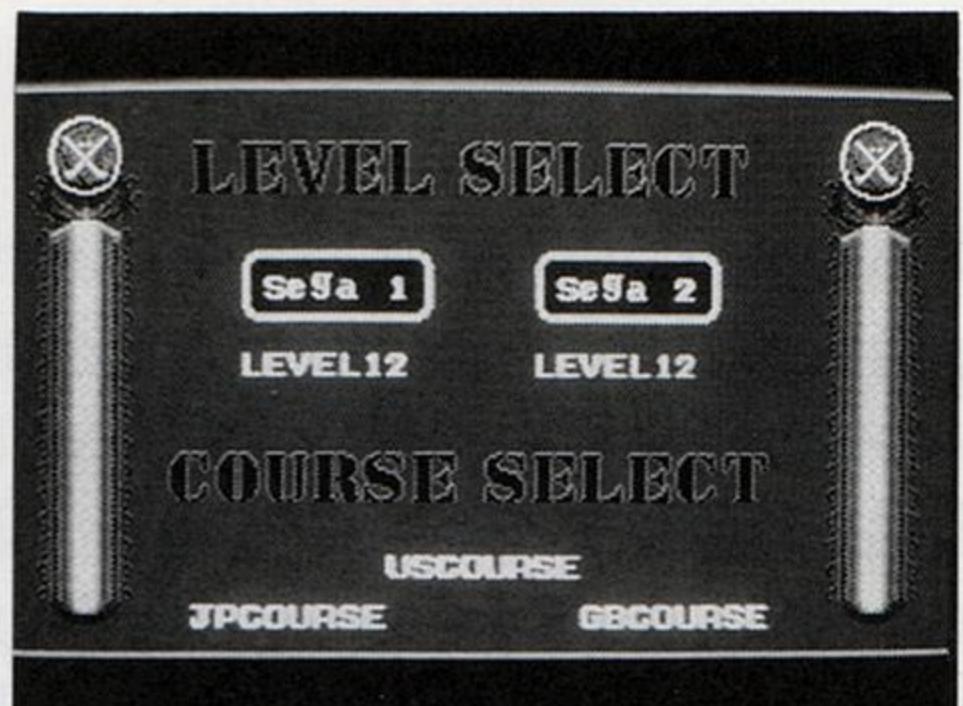
Level and Course Select Screen:

Here the only difference between a one and two-player game is the appearance of two windows under the Level heading which indicate the values for Player 1 and

2 respectively. For a two-player game using one Genesis Pad, Player-1 will select his level first and after pressing Button A, B or C, the number(s) under Player-2 will highlight in blue; now you can change Player-2's level of expertise. When you're using two Genesis Pads, follow the same instructions; however, when Player-2's side is highlighted he/she can use their own Genesis Pad. Now follow these instructions to input revised numerical values for either a one or two-player game.

To increase the level of expertise up to 12, press the D-Button downward. To decrease the level of expertise down to 1, press the D-Button upward. To enter your selection, press Button A, B or C. Now advance to the Course selection. And remember, the higher level at which you practice, the more power, skill and caddy advice you'll be granted.

Simultaneous with Level selection is the selection of the golf course. By pressing the D-Button to the left or the right, you can choose between the three available golf courses. The different courses will be highlighted in blue when the D-Button displays them for selection. To choose a course, simply leave it highlighted when you press the Start Button to advance to the next screen. Regardless of how many people are playing and how many Genesis Pads are being used; the course to be played will be the last course highlighted when the Start Button is pressed to advance to the next screen.



Match Play

Match play can be played between either one or two-players. If you're playing alone, the computer can be assigned to the role of Player 2. Match play is played hole for hole. So the player who achieves the lowest score on each independent hole wins that hole. The player who wins the most holes out of 18, wins the round. Victory and loss of match play is decided at the point when neither tie nor reversal of the situation is possible. When one player is ahead by one hole it's called 1-UP with the value to reflect the actual lead. In the event a tie game results, victory is awarded by a sudden death play-off from the first hole. When one player reaches 1-UP, the game ends. First, make your selections.

Name Entry Screen:

If you're playing alone, enter CPU for Player 2 and the computer will act as your opponent. During a two-player game, enter your names in the same manner as was instructed in the Player-1 etc. section and press the Start Button to advance to the next screen when you're finished.

Club Select Screen:

When choosing clubs, a window will appear on the screen to indicate which player is currently making their selections. Player 1 will select first. The availability of clubs and materials is the same as during a practice game. Please follow the same instructions outlined in the section above to choose the appropriate clubs.

Level and Course Select Screen:

The instruction for changing the level of expertise and selecting a course can be found under the same heading in the Player-1 etc. section above. Please refer to it now.

During a one-player game against the computer, you will be responsible for setting the computer selections.

Practice

During a practice game there is no win or lose so two people can play one at a time with one Genesis Pad. Practice is played on a hole-to-hole basis. The whole purpose of which is to orient yourself with the various courses and develop a winning strategy for each hole. Here is an opportunity to set wind conditions and levels of expertise so you'll really be prepared for Tournament Play. Now prepare for your first hole.

Name Entry Screen:

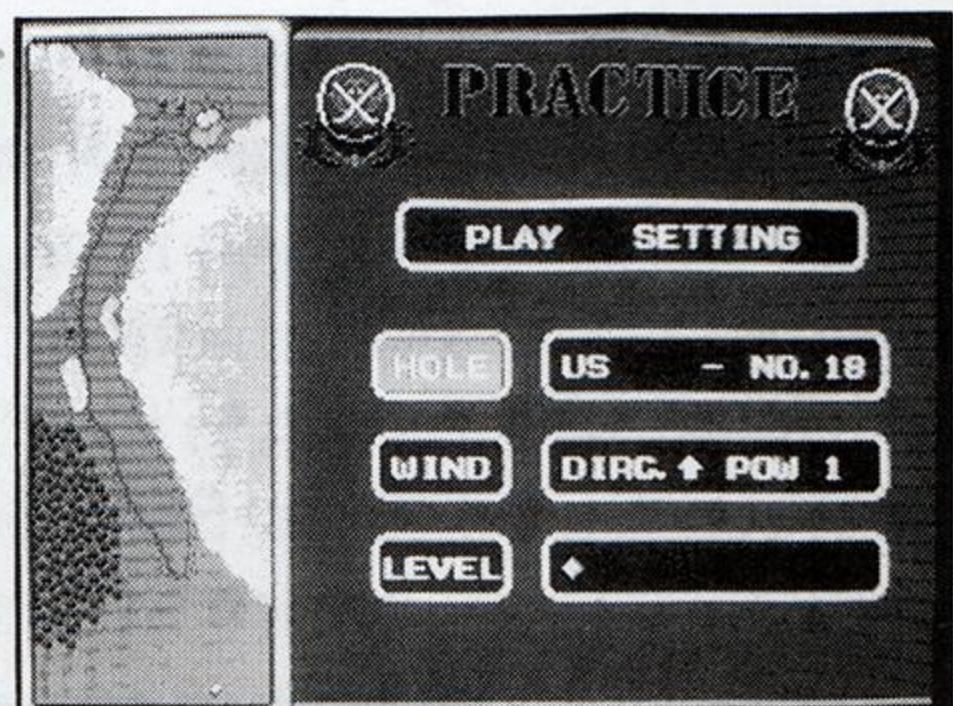
As typical of all other modes of play, you must enter your name first. Please follow the previous instruction.

Club Selection Screen:

Selecting clubs and their material of construction is the same here as in Practice and Match play. Please follow the previous instruction noted above.

Practice Screen:

Here's an opportunity to set the pace for your practice holes. Located on the screen are several variables which you can change. To start making selections, select the Setting mode with your D-Button and press Button A, B or C. Use your D-Button to light the available categories up in red to choose from their options.



- When you're ready to choose which hole you'd like to play, highlight Hole and press Button A, B or C. Now use your D-Button from left to right in order to select the course; press your D-Button up to decrease the numerical value of the hole or down in order to increase the numerical value of the hole. The large window to the left will rotate with images of the respective hole. This way you can clearly see what you're up against. Once you're happy with a selection, press Button A, B or C to move on to the next category.
- In order to control the velocity and direction of the wind, you'll have to enter this category. Here you can change the direction the wind is blowing by pressing your D-Button in eight different directions for varying degrees of North, East, South and West. Now press Button A, B or C in order to enter the direction and proceed to the Power setting. You can increase the power level of the wind up to 9 by pressing the D-Button down. To decrease the power level, press the D-Button up. Now press Button A, B or C to enter your power level and proceed to the next category.
- The last category will allow you to increase the level of expertise. By pressing the D-Button to the right, you can increase the number of yellow asterisks to the number 12, the highest level of expertise. Once you've entered your final selection from the categories you will automatically return to the Play mode. To advance to the next screen, press the Start Button. If you need to revise your selections, return to Setting and start over.

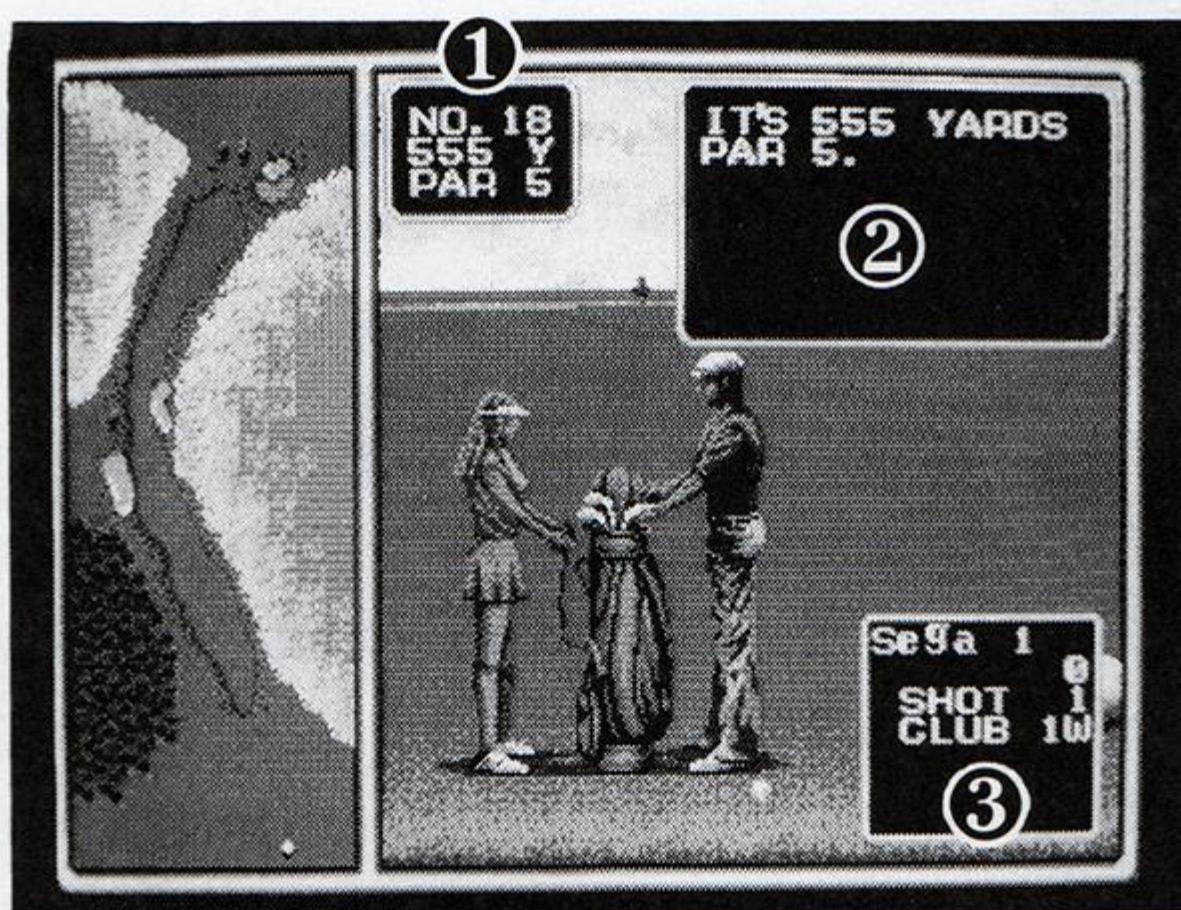


Screen Signals For All Modes of Play

Once you've finally reached the play screen, several windows will appear on screen with information that's helpful for a winning strategy. The information inside these windows varies only slightly for each mode of play.

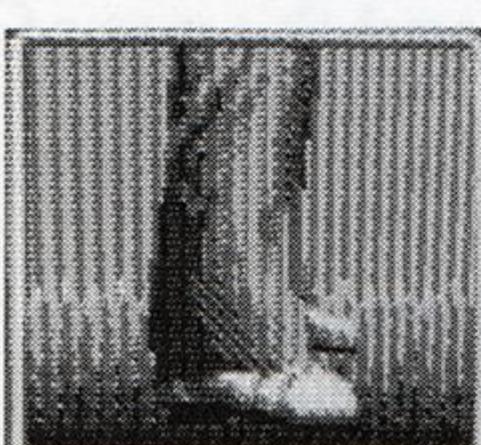
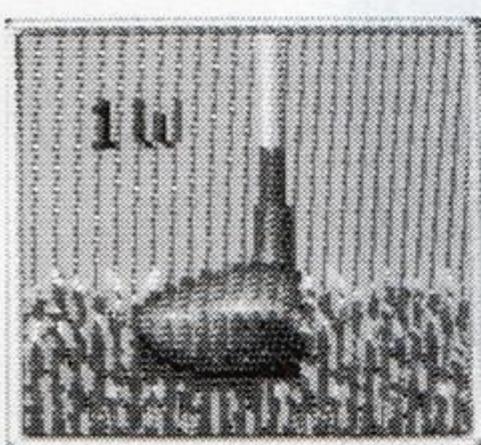
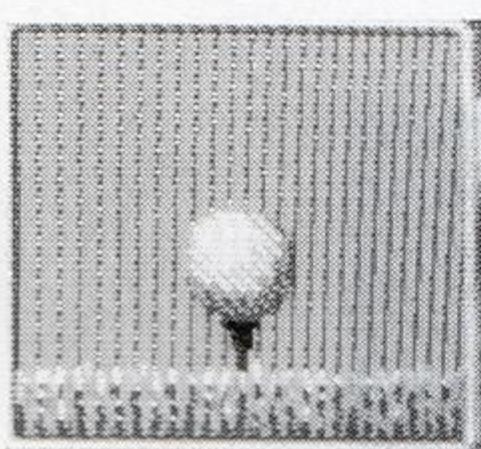
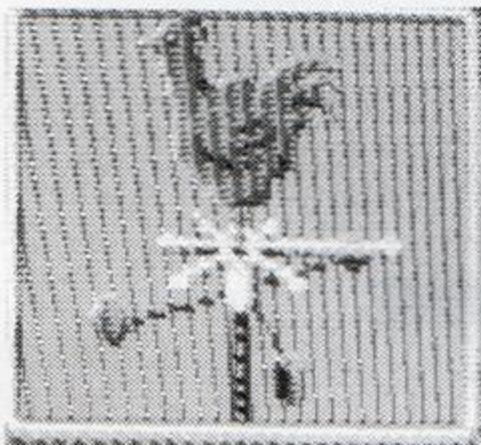
Screen Signals On The Green

During play a series of windows appears before your every shot.



- ①** In the upper left hand corner is the Hole Data Window. Here you'll read the number of the hole you're playing, the distance to the cup and the par of the hole.
- ②** In the upper right hand corner, is the Message Window. Here you'll receive advice from the caddy when you've earned it and general information about the hole. During the Practice mode, you'll receive information from the caddy regardless if you've earned it.

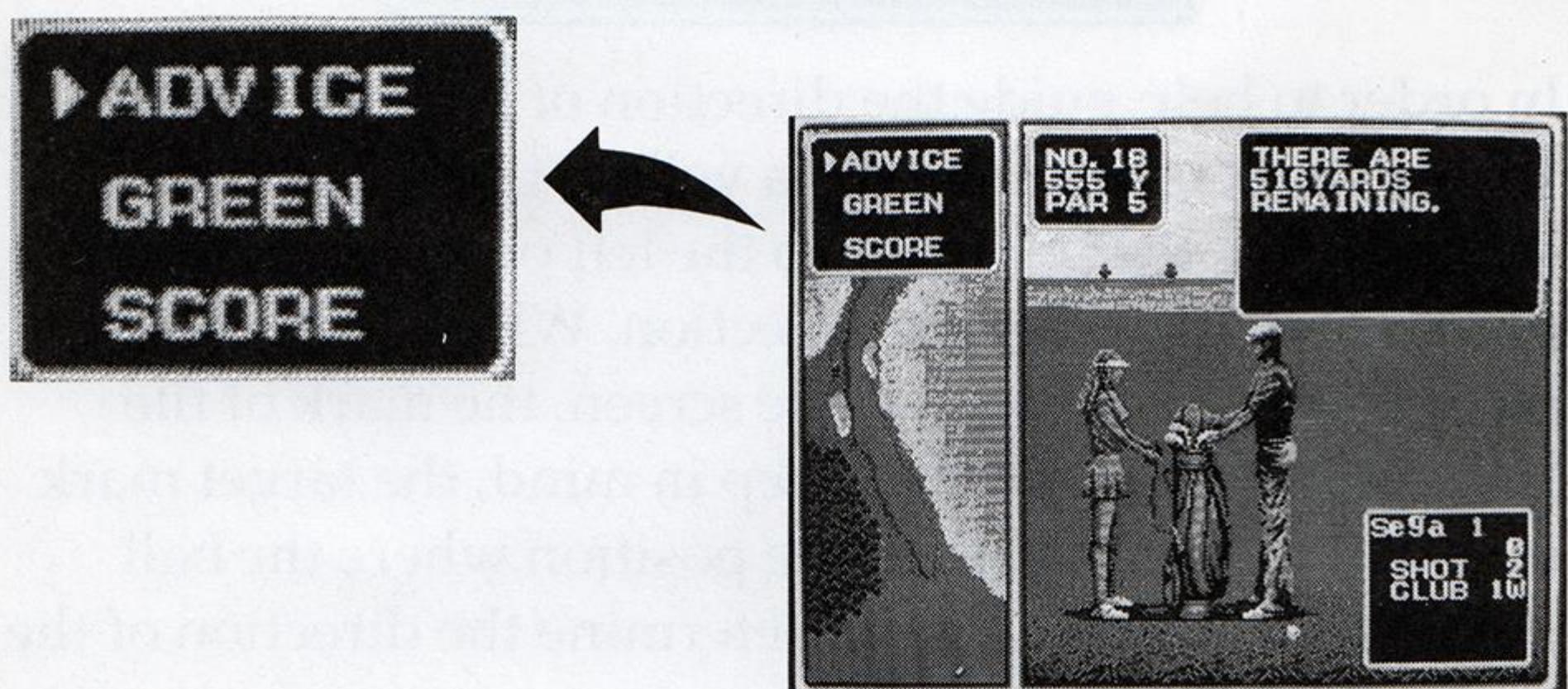
③ In the lower right hand corner is the Player Information Window. This window displays the current player, number of taken shots on the hole and club which he's using. During a two-player game, Player 2's statistics are also revealed. This window will change once play has started to reflect other vital information.



- Before you swing, press Button A and the Player Information Window will become a weather vane. This vane will indicate the direction of the wind while the speed of the revolving cap indicates the strength of the wind. The head of the vane is tuned in the direction of the wind.
- Press Button A again and this same window will now reflect the position of the ball on the green.
- Press Button A again and review your choice of club. To change your club, press the D-Button up or down to select from your set. The Player Information Window will reflect images of the clubs. Press Button A or B to enter your selection.
- Press Button A again and review your stance for the swing. To change your stance, press the D-Button to the left or to the right. For shifting to the left, press the D-Button to the left; to shift to the right, press the D-Button to the right.
- To review any of the information found in these windows, press Button B to turn one window back.

Command Menu

A Command Menu will be displayed in the upper left corner of the screen when Button C is pressed during play. To cancel its appearance at any time, press Button B. Once the Command Menu has been selected, press the D-Button to select your desired command, then press Button A to enter.



Advice:

This command will activate the message window in the upper right corner of the screen. This is how your caddy's advice will be displayed; the content of which depends on the level of the caddy which depends on the level of the player.

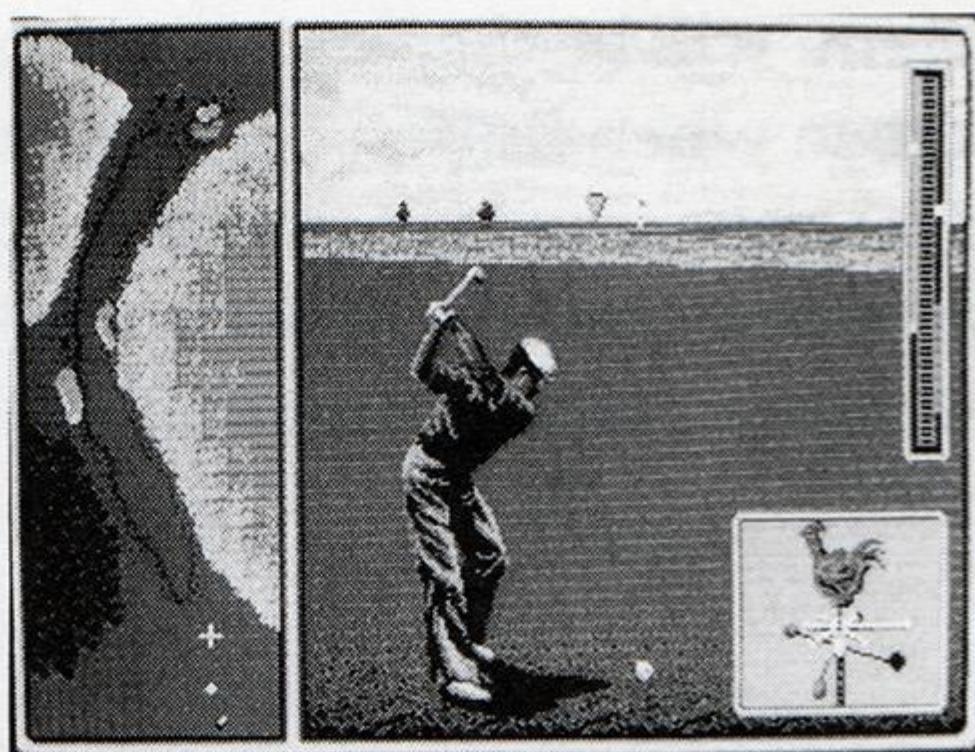
Green:

An overview of the present hole is provided with this selection as a helpful reference for approach shots.

Score:

A score sheet for the entire game will be displayed. In order to view the score accurately, read the headings carefully and the rest is self-explanatory.

Shot Target Mark



In order to help guide the direction of the ball, a Shot Target Mark is indicated by a yellow triangle on the screen. Press the D-Button to the left or the right to move the mark in your desired direction. When the mark is moved beyond the end of the screen, the mark of the hole map will also move. Keep in mind, the target mark does not serve to indicate the position where the ball will land. It is only used to determine the direction of the shot.

Sound Select

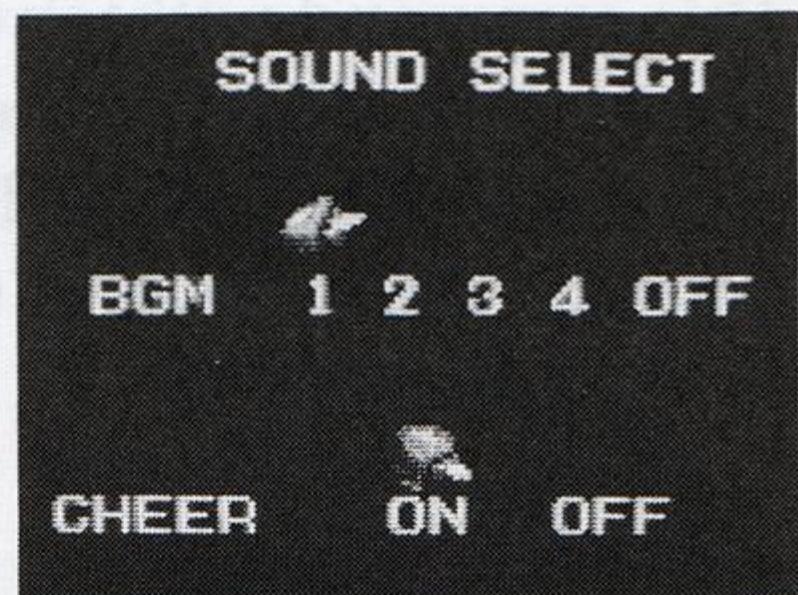
When the Start Button is pressed during play, a Sound Select Screen will be displayed with Opa-Opa present to help you enter your decision.

Background Music (BGM):

There are four different musical numbers to select from; press Button A, B or C to hear your choices and press again to enter. For no musical accompaniment, select OFF.

Cheer:

This selection changes the sound effect when you've sunk a putt. ON will elicit applause. OFF will elicit a fanfare.



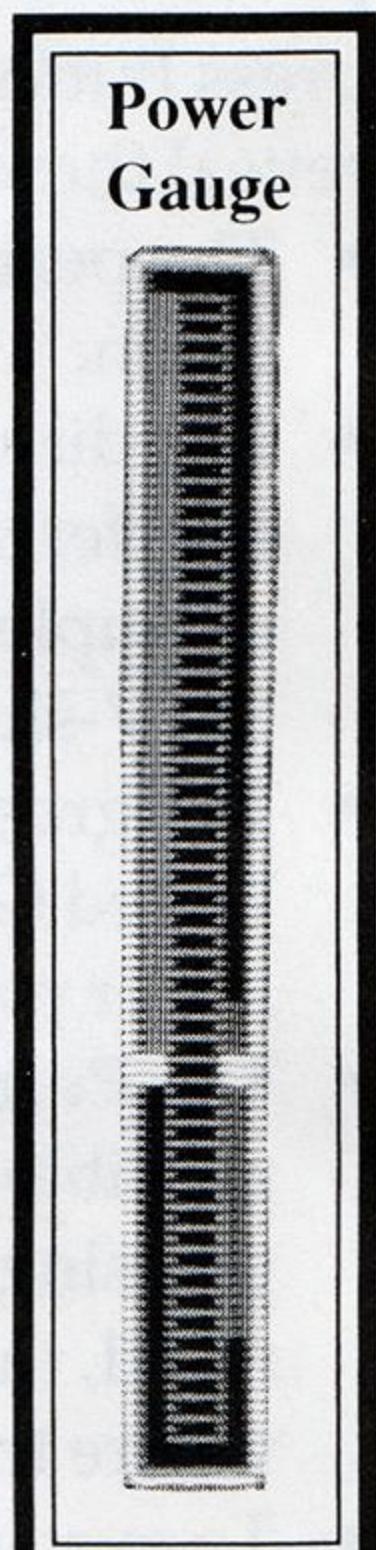
You're In Control

Now you're ready to play. But before you take your first swing, study the correct method for the perfect swing.

The Perfect Swing

Your swing will execute perfectly as soon as you learn to control the power gauge by observing its movement. The actual swing takes pressing Button A three times consecutively because you must first activate the power gauge.

- When you're ready to swing, press Button A once. This is known as the beginning of the take back. At this time, two pins on the power gauge will start to rise.
- When you press Button A a second time, the pin on the left hand side will come to a stop. This indicates the strength of your swing, so only stop it when you've reached the level you need since it will start to descend as you complete your swing.
- When you press Button A for the third time, the pin on the right hand side will come to a stop. This indicates the height your ball will soar to during its flight. At this time, your swing should be complete.
- If the pin does not come to a stop in the green area during the third press of Button A, the ball will not fly far and it will be taken as a missed shot. However, if you press Button A three times and miss setting your power gauge each time, your swing will not execute; so it's still possible to start over.

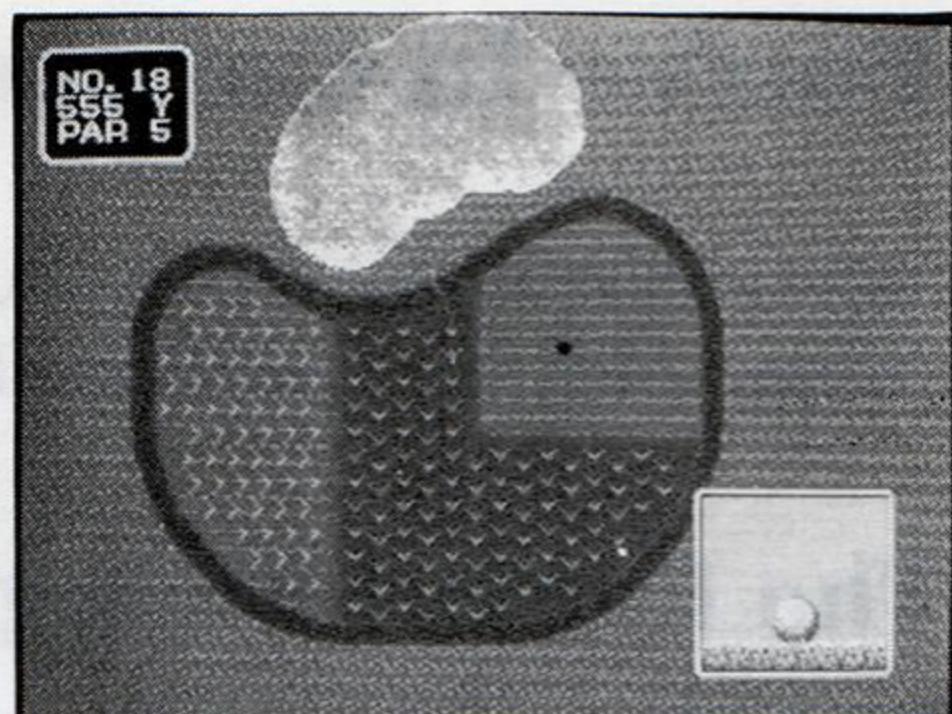


Putting

When the ball enters the putting green, a close-up of the green will fill the screen. To view the lie of the put, or change the position of the putter,

press Button A and the Player Information Window will reveal these images.

- The putter is the only club that can be used on the green.
- The direction in which the grass is growing will make a difference as to which way your ball will roll. For example, when the ball is heading in the direction of the V-shaped putt, it will roll in a curve.
- The green consists of the Plateau Green and a Two-Tiered Green. The upper part is light green and the lower part is dark green.
- The Putt Mark indicates the direction of the putt. It is possible to move the mark above the green by pressing the D-Button to the left or the right. Keep in mind, this simply guides direction, it does not imply where the ball will come to rest.
- To execute the putt, press Button A once. The left pin of the power gauge will start to rise. Press Button A a second time and the pin will come to a stop indicating the strength of your putt. Your putt should be complete.



Order of Shots

The order of shots is usually different from a 1-Player game against the computer over a 2-Player game. The tee-off from the first hole is taken by Player 1. The second shot is reserved for the player who is farthest from the cup.

- Tee shots from the second and following holes are reserved for the player who took the least number of shots on the previous hole. This player is called the honor player.
- If the number of the shots is equal for both players, the previous honor player will tee-off first.

New Club Set

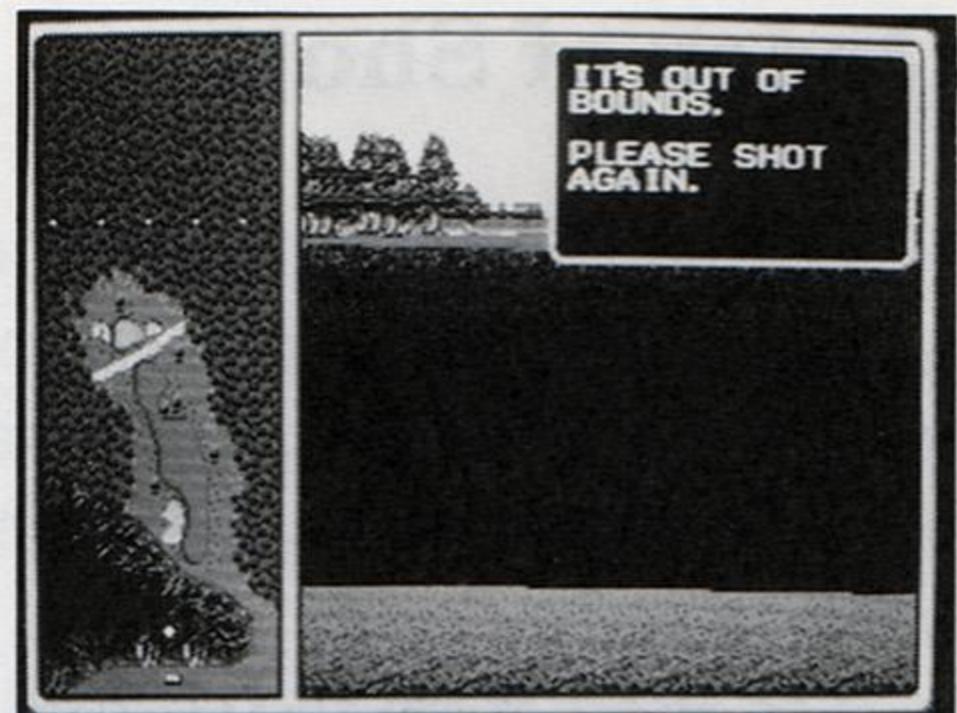
When you're ranked #1 during tournament play, you will receive a new set of clubs. During the Club Select Screen, you'll see up to two additional sets of clubs. Follow the procedures outlined in Club Select Screen under the Player-1 and Player-2 Practice Section in order to maximize the benefits these new clubs award.

Troubleshooting

Winning at golf is no easy task, so take note of the following situations, which will probably cause you trouble on your road to victory. Primarily, if you enter a spot from which it is impossible to swing, start by viewing your Command Menu for help. During an unplayable situation, the Command Menu will include an Unplayable selection. Depending on the type of situation, the Unplayable selection will offer a few options which are explained below.

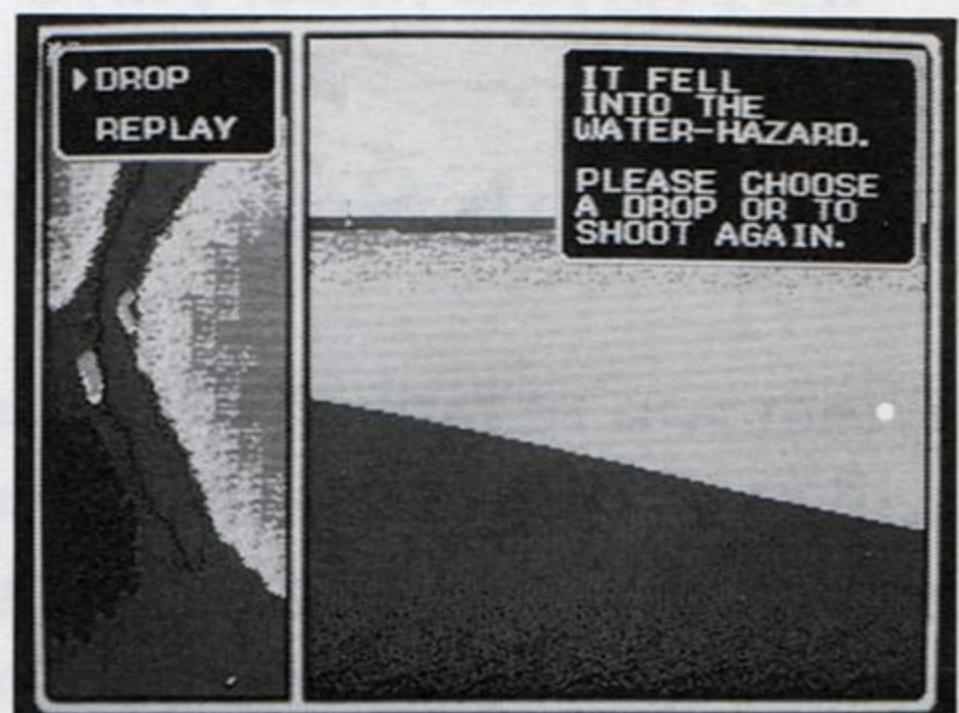
Out of Bounds:

If you accidentally shoot the ball out of bounds, a new shot will automatically be established and one penalty count will be added to your score. At this point your score will reflect three different scores: out of bound shots, corrected shots and penalty shots.



Water Hazard:

When you send your ball into a water hazard, select your Command Menu and choose Unplayable with your D-Button, now press Button A. For a water hazard, your options are to: Drop or Replay.



Drop: Drop the ball out of the water hazard and swing from the new position. You will receive one penalty count.

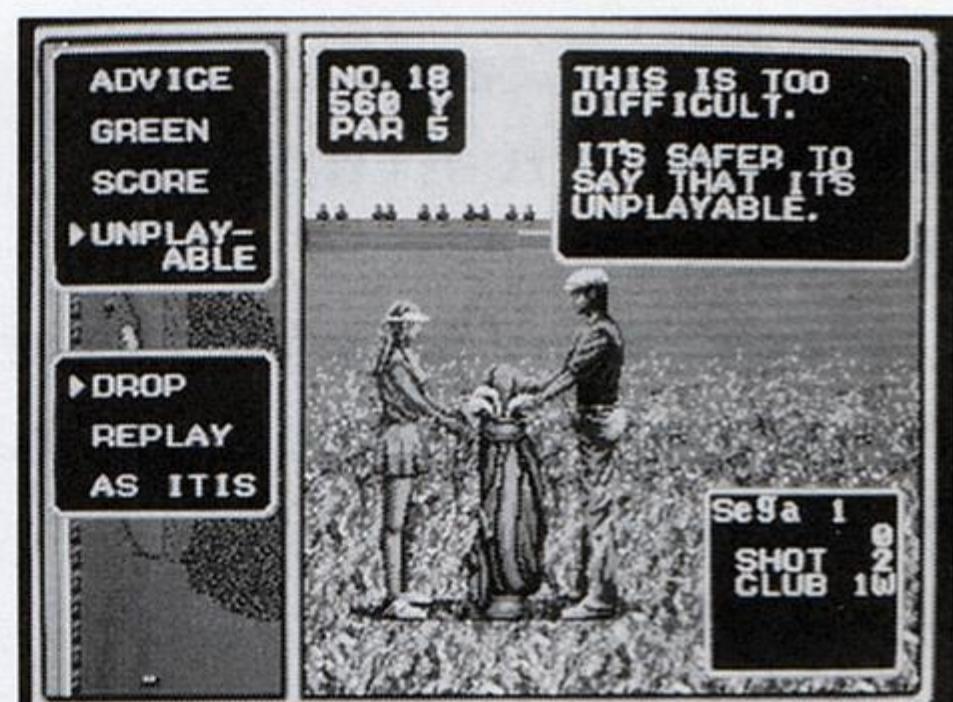
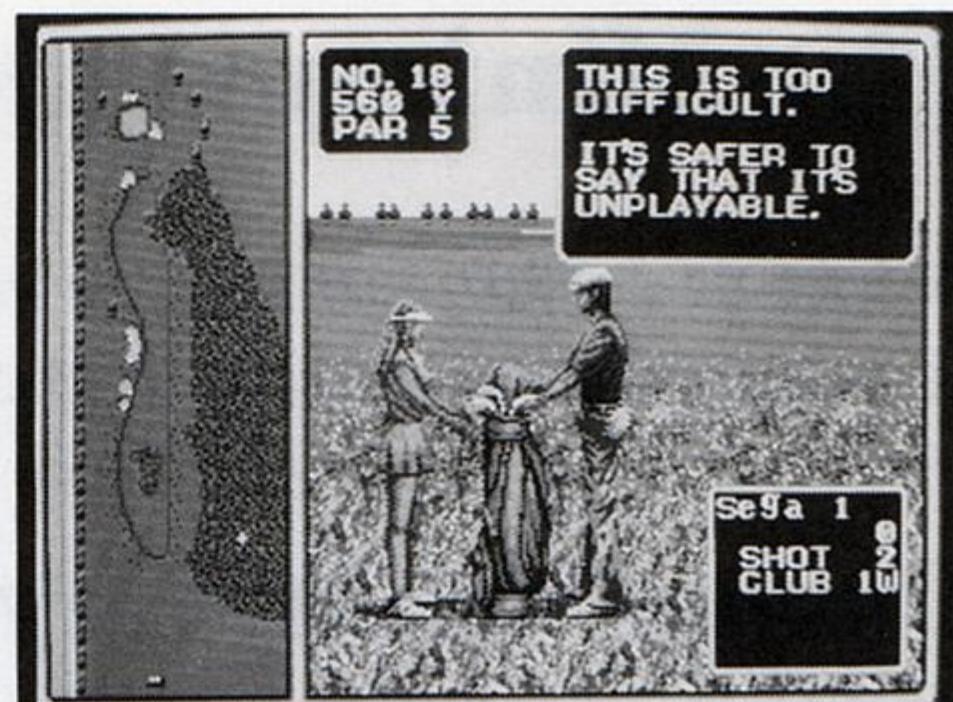
Replay: Take the shot over and receive one penalty count.



Bushes:

When you send the ball into the bushes, you can either try to swing your way out of the bushes or declare the situation

Unplayable by relying on your Command Menu. If you choose to shoot from your original position, swinging practices are exactly the same. If you declare the situation Unplayable, three options are presented to you: Drop, Replay or As It Is.



Drop: Drop the ball out of the bushes and swing from the new position. You will receive one penalty count.

Replay: Take the shot over and receive one penalty count.

As It Is: If you change your mind and decide to go for it, you can play the ball from its current position and receive no penalty counts.



The Minimum Golf Vocabulary

Before you play, familiarize yourself with the most common terms used on the screen and in the game.

Course Vocabulary

① Putting Green:

Where the actual cup lies.

② Fairway:

The expanse of green between the tee and the putting green.

③ Rough:

The area outside the manicured greens and fairway.

There are shallow and deep roughs.

④ Bunker:

A depression filled with sand usually designed around the putting green.

⑤ Water Hazard:

Any pond, river, lake, or body of water.

⑥ Out of Bounds:

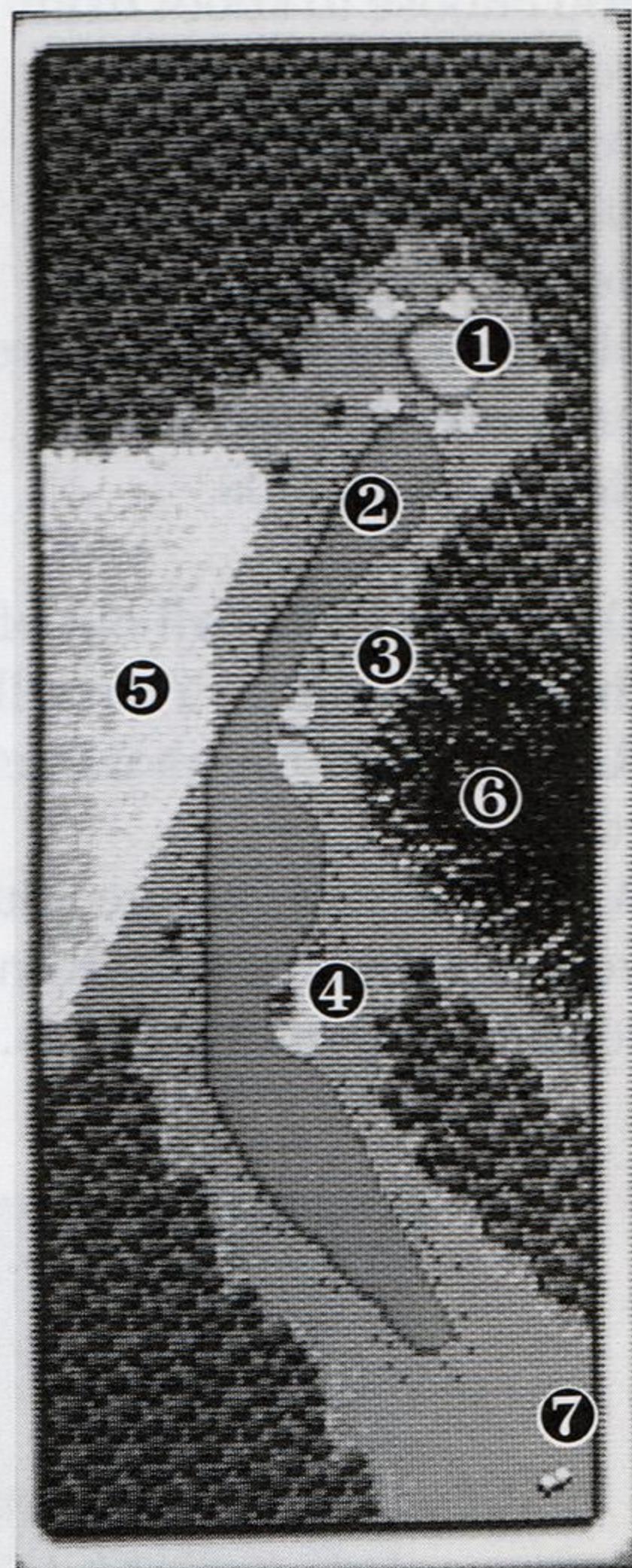
Out of the playing area.

⑦ Tee-Off:

Where the first shot is taken at the beginning of every hole.

⑧ Bushes:

Bad location congested with bushes, trees and overgrown grass.



Score Vocabulary

Par: Standard number of shots for each hole.

Birdie: A number of shots that is one short of par.

Eagle: A number of shots that is two short of par.

Albatross: A number of shots that is three short of par.

Bogey: A number of shots that is one more than par.

Double Bogey: A number of shots that is two more than par.



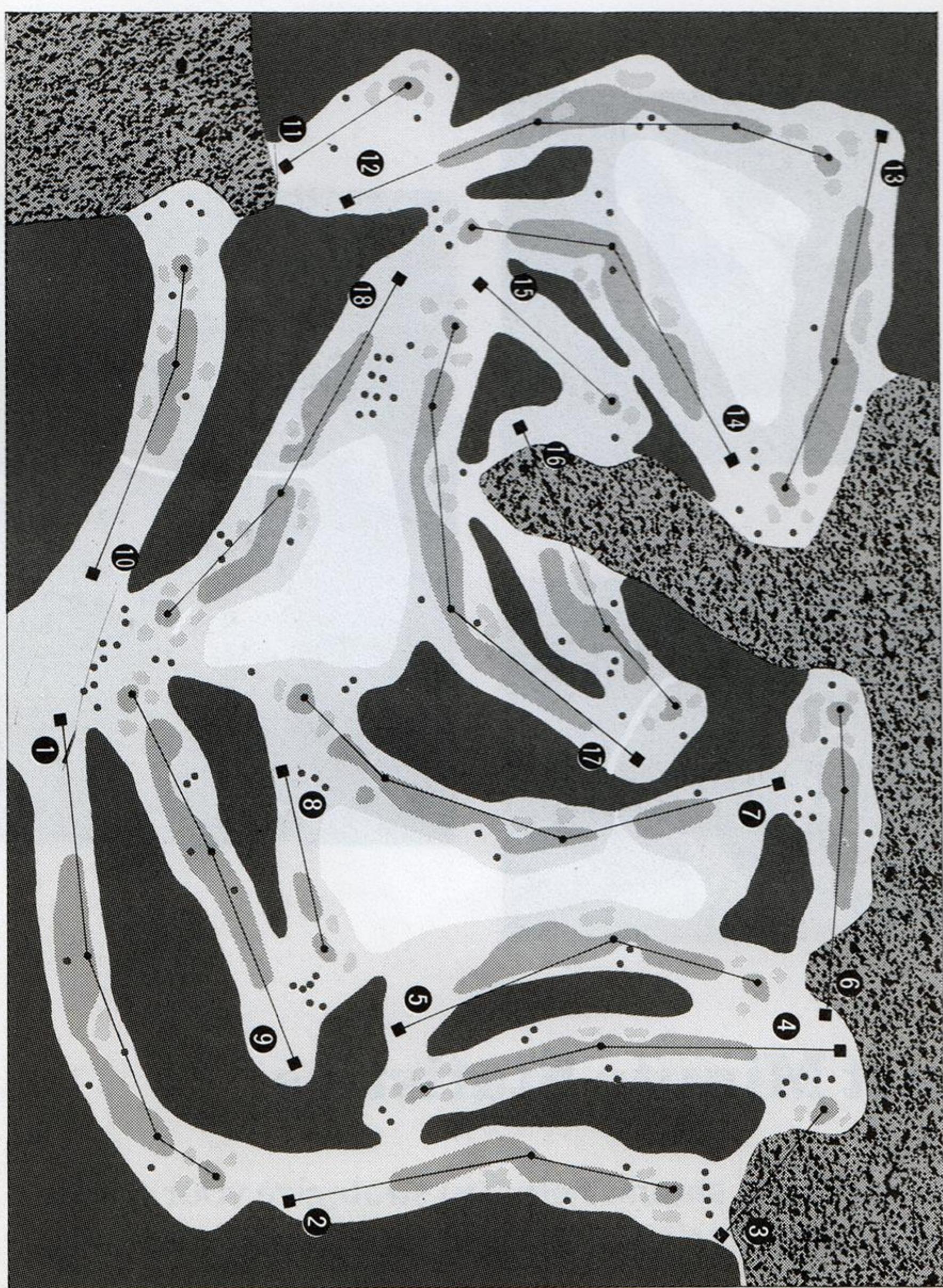
Last Minute Statistics

The following should help you strategize your game down to which club to use and how to play a course.

Course Explanation

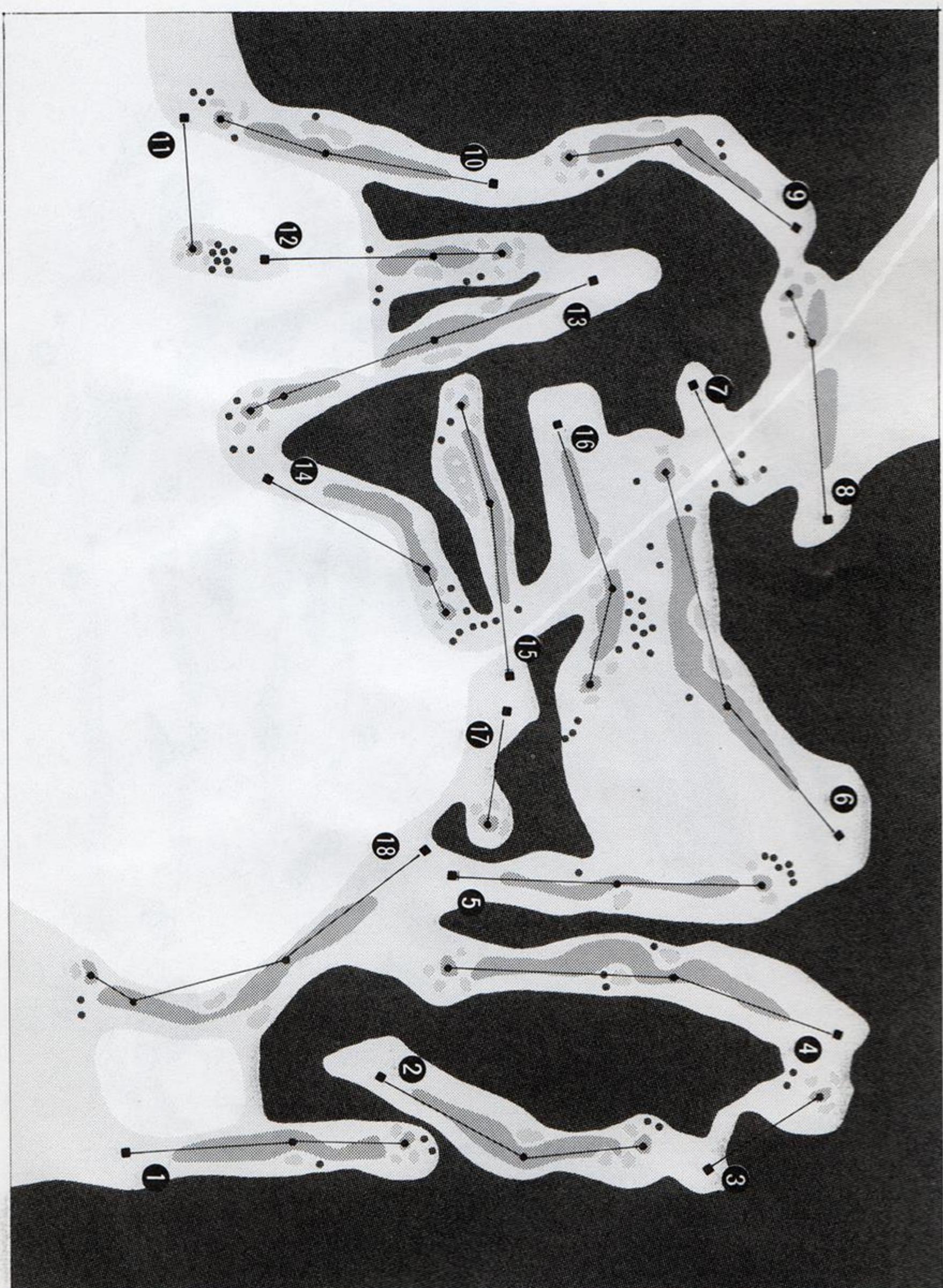
Japan's Course:

Total length is 6,690 yards, par 72. This course is surrounded by many water hazards, bushes and potential for out-of-bound shots because it is a relatively short course. Be careful not to shoot the ball over the green.



The United States Course:

Total length is 6,919 yards, par 72. This is a wide course which borders on a lake and is subject to windy conditions.



Great Britain's Course:

Total length is 6,950 yards, par 72. This course is more rustic than the other two and is dotted with bunkers and dense bushes right off the fairway.



Hitting Distance of Clubs

Here's a more scientific approach to selecting your clubs. Now you can choose a club based on the distance you must cover. This won't be exact depending on other conditions like wind, but it's close enough.

	Black Carbon	Glass Fiber	Super Ceramic
No. 1 Wood	230 yards	245 yards	265 yards
No. 2 Wood	220 yards	235 yards	255 yards
No. 3 Wood	210 yards	225 yards	245 yards
No. 4 Wood	200 yards	215 yards	235 yards
No. 5 Wood	185 yards	200 yards	220 yards
No. 1 Iron	190 yards	205 yards	225 yards
No. 2 Iron	180 yards	200 yards	210 yards
No. 3 Iron	175 yards	195 yards	205 yards
No. 4 Iron	165 yards	185 yards	195 yards
No. 5 Iron	155 yards	175 yards	185 yards
No. 6 Iron	145 yards	160 yards	175 yards
No. 7 Iron	135 yards	150 yards	165 yards
No. 8 Iron	120 yards	140 yards	150 yards
No. 9 Iron	105 yards	125 yards	135 yards
PW	90 yards	110 yards	120 yards
SW	80 yards	90 yards	105 yards

Helpful Hints

Here's a last bit of advice for the player who is really determined to succeed.

- Iron clubs are suitable for shots from locations that are overgrown with grass (rough).
- Use your woods to drive from the tee-off.
- Use your irons to drive from the fairway when you're only a shot away from green.
- Study the lie of the putt closely before you take your swing.

One More Way To Lose

When a player reaches over 100 shots for a single course, a Game Over message will appear on the screen and the game will be finished. In essence, you have been disqualified.

Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

= 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 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 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 fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we 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 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 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 ninety 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 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.

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