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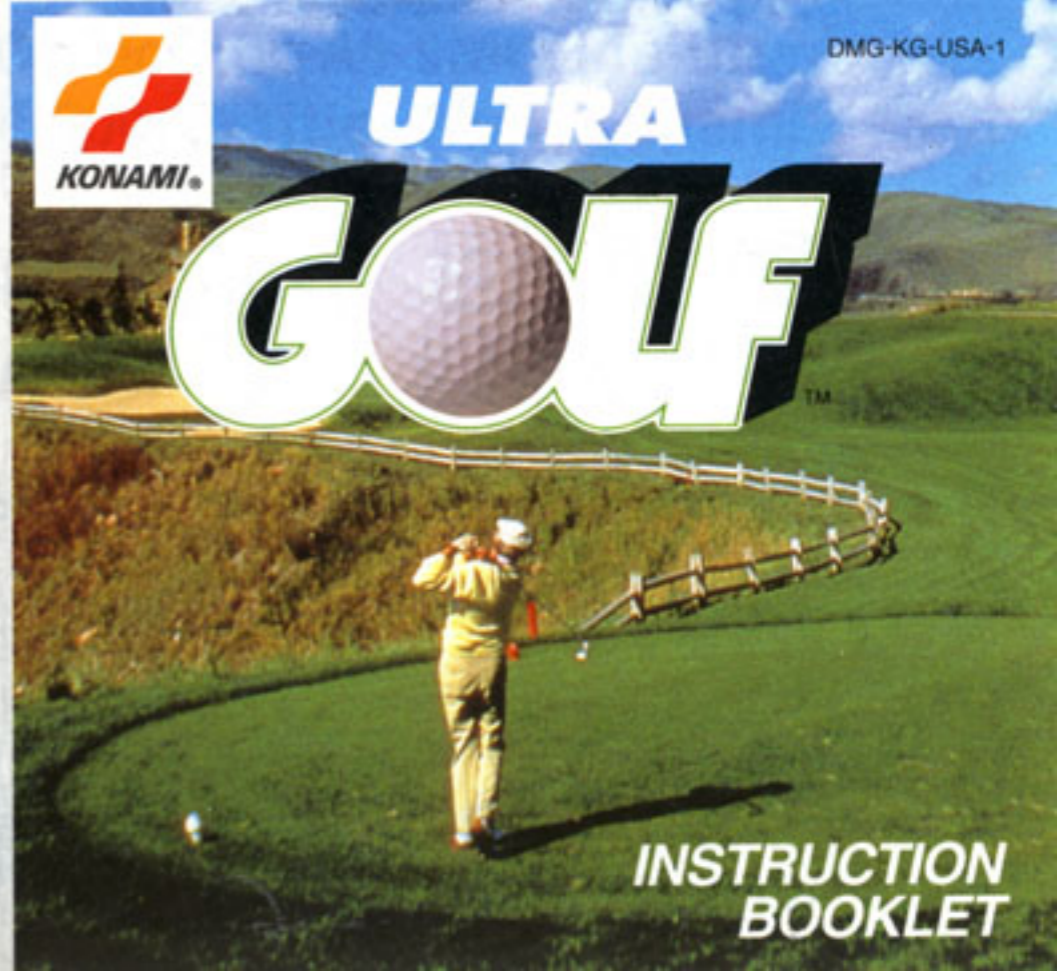
GAME BOY



DMG-KG-USA-1

ULTRA

GOLF



INSTRUCTION
BOOKLET

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WELCOME TO THE WORLD OF KONAMI!

Well, you asked for it. And now it's here. The most intense golf challenge ever conceived for Game Boy®. It's from Konami, and it's hot. But before scorching the ball down the fairway, we recommend that you read the following instructions. Think of them as your own private golf lesson.

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ULTRA GOLF'S MAJOR FEATURES

Your ultimate golfing dream - to win a major championship - is finally at your fingertips. But getting to the top of the leader board will be rough, to say the least. Your opponents are legendary, and so are the courses. But what the heck, give it your best shot.

Ultra Golf can be played by one or two hackers...I mean golfers. While an immense amount of talent is required, a Game Link is not.

TOURNAMENT MODE (FOR ONE PLAYER ONLY)

After you qualify in a Pro Test round on the Masters Course, you can join the pro tour and compete for the championship.

PRACTICE MODE (FOR ONE PLAYER ONLY)

This mode lets you select any hole in any order to sharpen your skills. If this doesn't improve your game, nothing will.

MATCH PLAY MODE (FOR TWO PLAYERS)

Your goal here is to win every possible hole. After the round is completed, the player who's won the most holes doesn't have to worry about picking up the check at the nineteenth. Before beginning, you can choose the course and number of holes to play.

STROKE PLAY MODE (FOR TWO PLAYERS)

When the round ends, the player with the least number of strokes wins. In other words, avoid those big bad bogies at all costs, or else it's back to the practice tee. Before beginning you can choose the course and number of holes to play.

RECORD MODE (LEADER BOARD)

Here you can view the best score as well as holes-in-one, longest drive, closest to the pin and score over the four day tournament. This is where the big time swingers can hang their egos.

NOTE: This Game Pak is equipped with a backup function to record data and mid-game position. You may lose data if you turn off the unit while the demo screen is on, so be careful. BACKUP IS POSSIBLE FOR TOURNAMENT PLAY ONLY.



HOW TO GET IN THE SWING OF THINGS

Place the Game Pak properly into the Game Boy and switch on the power. NINTENDO followed by ULTRA will appear. Press the Start Button and you'll head to the famous Title Screen Clubhouse.



TITLE SCREEN

When you reach the Title screen, press the Control Pad Left or Right to select 1P or 2P. If you select 2P, your twosome will be sent to the Mode Select screen.

NAME ENTRY SCREEN

To enter your name, use the Control Pad to move the cursor to "NEW", then press the Start Button. Select each letter by pressing the Control Pad Left, Right, Up or Down, then press the A Button. To cancel a selection, press the B Button. After entering your name, move the cursor to "END" and press the Start Button. You'll then be sent to the Registration screen.

NOTE: Names can only be 5 letters long. Sorry, Bartholomew.



REGISTRATION SCREEN

Use the Control Pad to select the number you want to register. "?????" will flash on the screen. Press the Start Button to register the number. Remember, in order to play under a registered name, move the cursor onto the name and press the Start Button.

NOTE: When two players are playing, there's no name registration.

MODE SELECT SCREEN

There are five modes in Ultra Golf: TOURNAMENT, PRACTICE, RECORD, MATCH PLAY and STROKE PLAY. Remember, Match Play and Stroke Play require two players.



TOURNAMENT TALK

Your tournament competition includes some of today's greatest names in golf (First names only, of course. We don't want to upset any agents!). Before taking on the pros, you must qualify in the Pro Test round for amateurs on the Master Course. To qualify, your final 18 hole score must be under par (that's below 72 for you laymen). If you survive the hazardous Pro Test, it's off to the first tee of the Championship Course, where you'll either become a legend, or just one of those guys who hangs out along the fringes of the "cut line."

To enter the Tournament Mode, select 1P at the Title screen. Move the cursor to Tournament and press the Start Button. Set the number of days for the tournament, from 1 - 4 by pressing the Control Pad Up or Down. Press the Start Button to tee 'er up.



PRACTICE MAKES PAR-FECT

In the old days if you wanted to improve your game, you'd have to spend X time at the driving range, X time at the putting green and X time trapped in a practice bunker. Well now, thanks to the miracle of modern electronics, you can practice each facet of your game, from tee off to final putt, on an actual hole. X-citing, eh? You can choose any hole on either the Master or Championship Course.

To enter the Practice Mode, select 1P at the Title screen. Move the cursor to Practice and press the Start Button. Select a course by pressing the Control Pad Up or Down. Select a hole by pressing the Control Pad Left or Right. Press the Start Button to begin.



MATCH PLAY RULES

Match play has been popularized over the last few years by high stakes, high TV ratings skins games. The game itself, though, has been around since knickers first hugged the knees. As a rule, Match Play is a head-to-head competition, where a winner is decided on each hole. After the round is complete, whoever has won the most holes...wins.



To begin Match Play, select the 2P at the Title screen. Move the cursor to Match Play and press the Start Button. Select the Match Play course by pressing the Control Pad Left or Right. Select the number of holes you want to play by pressing the Control Pad Up or Down. 18 means you're in for a full round. FT is for a front nine (holes 1 - 9) showdown. And BK is for a back nine (holes 10 - 18) free-for-all. Finally, press the Start Button.

STROKE PLAY RULES

This is traditional knock-down, drag-out golf at it's finest. Just you and a friend trying to destroy each other's psyche, as you pound that little white ball around, over and through obstacles more hazardous than those on a Chicago freeway. After the brutal round is over, whoever has the lowest total score (and the fewest frazzled nerves) wins.



To begin Stroke Play, select the 2P at the Title screen. Move the cursor to Stroke Play and press the Start Button. Select the Stroke Play course by pressing the Control Pad Left or Right. Select the number of holes you want to play by pressing the Control Pad Up or Down. Again, 18 means you'll play a round of 18. FT is for the front nine. And BK is for the back nine.

A NOTE CONCERNING HONOR

The honor system is in effect during both Match and Stroke Play. At the first tee 1P leads off, followed by 2P. But from then on, whoever has the lowest score on a hole will fire first on the following hole. We thought that deserved honorable mention.

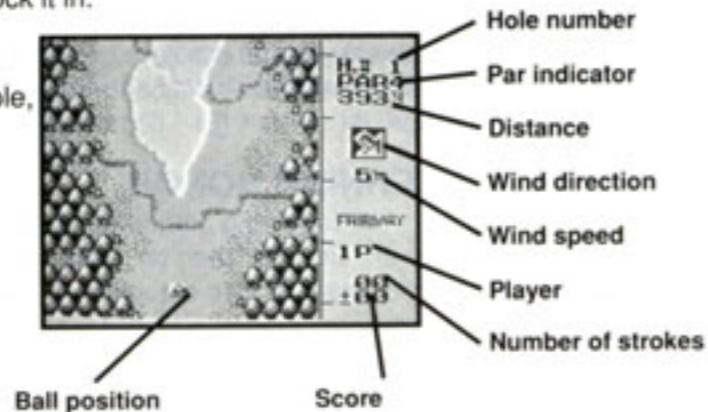
FROM TEE TO GREEN THE FUNDAMENTALS OF WINNING

INITIAL DECISIONS

When the game begins, the Course screen appears. You may view the entire hole by pressing the Control Pad Up, Down, Left or Right.

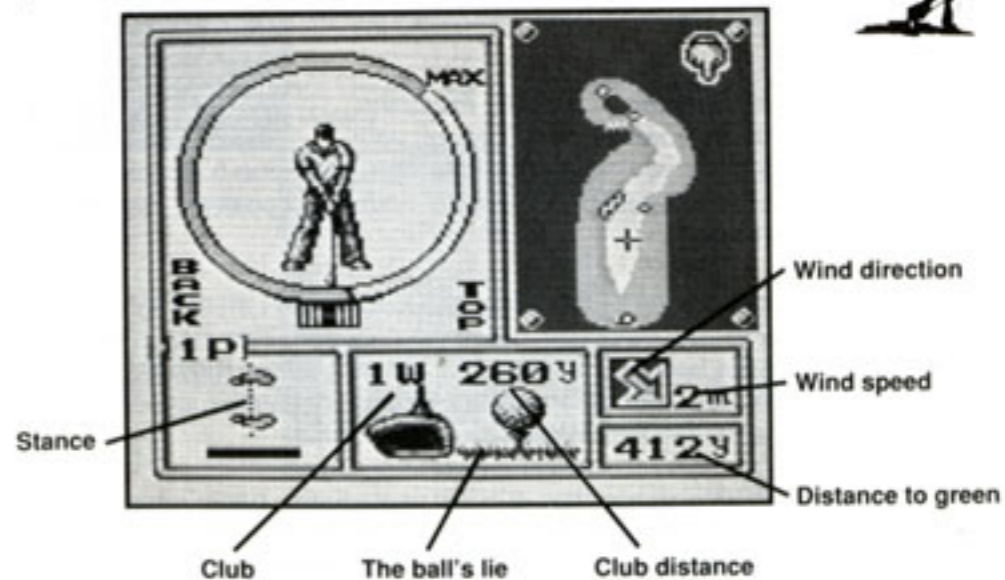
After you finish viewing the hole's topography, you must determine the direction you want to hit the ball. Press the A Button and a cross cursor will appear. Press the Control Pad Left or Right to move this cursor to the point where you want to aim your shot, then press the A button to lock it in.

If you want to change your aim, press the B Button to reset the hole, and then press the A Button to realign the cursor.



TAKING YOUR BEST SHOT (THE ART OF THE SWING)

After lining up your shot, press the A Button again, and the Shot screen will appear. Here you can make final adjustments to your cross cursor, select your club, set your stance and set the power of your swing.



SIX STEPS TO SUCCESS

1. At the Shot screen you can make final adjustments to your cross cursor (see the right side of the screen). Press the Control Pad Right or Left to move the cursor, then press the A Button to lock in your choice.

2. Next, select the appropriate club. Press the Control Pad Up or Down to scroll through your computer bag. After you've made a selection, press the A Button. Remember, your club selection should be dependent on the ball position, wind direction and remaining yardage.

3. Next, set your stance by pressing the Control Pad Left or Right. When you're comfortable with your selection, press the A Button. This step is very important. Fading (when the ball goes to the right), drawing (when the ball goes to the left) or hitting the ball straight are important factors to consider, depending on your position on the course and the direction of the wind.

4. After setting your stance, the club will immediately begin rotating. Try to press the A Button before the club rotates past MAX. Just like in real golf, if your timing is off, worms will be scrambling for cover. The closer to MAX you get, the farther your ball will go. Remember to play the percentages, and figure out your distance



to the pin relative to the maximum club distance and wind strength. Then press the A Button at the point which you believe is the correct force to reach the pin.

5. Once the power is set, your downswing will begin. Press the A Button again when the club head reaches the exact point where you want to strike the ball.

NOTE: YOU CAN CHANGE ANY OR ALL OF YOUR CHOICES BY PRESSING THE B BUTTON AND THEN RESETTING.



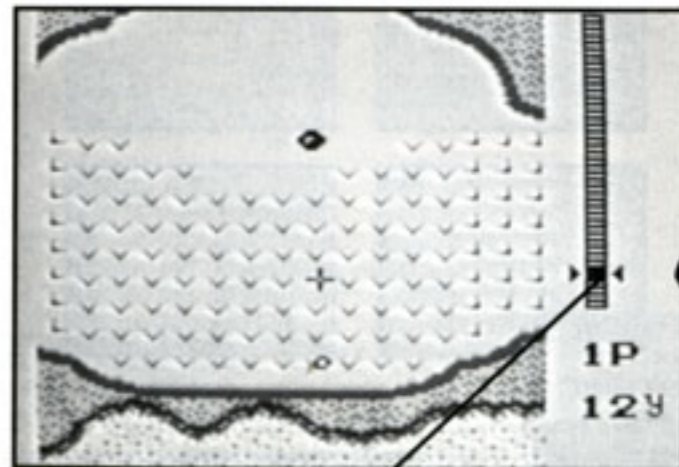
6. By adjusting your contact point, you can add backspin or topspin to the ball to differing degrees. Remember backspin has a high trajectory and is easily affected by wind, while topspin has a low trajectory and is relatively unaffected by the breeze. Of course, if you miss the contact zone altogether, your pals will start calling you Dr. Duff-Meister.

PUTTING. IT'S A GAME IN AND OF ITSELF

When the ball lands near the green or on it, the Putting screen will appear. Touch will suddenly overcome power, as you prepare to accomplish your ultimate objective—sinking a putt and hearing that beautiful rattle which emanates from the bottom of the cup.

FOUR STEPS TO HOLING OUT

1. Look over the entire green using the Control Pad. After surveying the dips and swells, press the A Button.
2. Press the Control Pad Left or Right to line up the cross cursor. When lining up your putt, consider the arrows which represent the slopes on the green. Double arrows mean the slope is more radical, thus the speed of your putt will be affected to a greater extent.
3. After your putt is lined up, press the A Button and the Power Putt Gauge will appear on the right side of the screen. This gauge works on the same principles as the Shot screen power gauge, except you press the A Button twice instead of three times.
4. Press the A button and the power gauge cursor will rise. When it's at the power point you feel is adequate to get your ball to the hole, press the A Button again. Hopefully your touch is tre' magnifique, or else you'll find yourself with a one way ticket to Bogey City.



Putting power gauge



A QUICK PEEK AT THE LEADER BOARD

HOLE IN ONE			
K. N. M		MASTER COURSE OUT 3	
GOEMO		CHAMP COURSE IN 2	
COURSE			

K. N			
LONGEST DRIVE			
BOBY		MASTER HOLE 4	
CLOSEST TO THE PIN			
...		MASTER HOLE 12	

MASTER COURSE			
SCORE - 86			
	FTB	RTB	OTB
1st HW	37	36	73
2nd HW	34	38	72
3rd HW	33	35	68
4th HW	34	34	68

BEST SCORE		MASTER	
FTB	YARD	PAR	
...
FTB	3371	36	88

Here official scorers keep track of the longest drive, closest to the pin, total score and best overall tournament scores (from first to last). Until your game is up to par, you might want to avoid this mode. For it has the power to destroy your confidence.

To review the leader board, select 1P at the Title screen and press the Start Button, then move the cursor to "Records" and press Start again. Data for each category will appear each time you press Start Button.

SYMBOLS OF EXCELLENCE (OR PATHETICNESS)

- (A) Albatross (double Eagle)
- (E) Eagle
- (0) Birdie
- (-) Par
- (^) Bogey
- (X) Double Bogey or over

THE TOURNAMENT ORDER INDICATOR

If you're competing in a tournament, the player order (from 1- 5) will be indicated here. If you're not in the top five, don't fret. Millions play the game, and they can't all fit into this tiny space reserved for legends only.

TOURNAMENT		
DAY	# 2	DAY 1
NO	NAME	SCORE
1	K. N	- 2
2	JOE	- 1
4	JEFF	- 1
4	NICK	0
4	GREG	0

A LITTLE STRATEGY THAT MIGHT PREVENT YOU FROM HAVING A STROKE

Tip 1: Before striking the ball, check the hole layout, topography and wind direction. Try to keep the ball on the fairway. If the ball lands in the rough, you might consider hitting a club one length longer than normal. Say a four iron instead of a five iron. Remember, if the ball lands out-of-bounds (OB) or in a water hazard, you'll be penalized one stroke.

Tip 2: Note that the scale on the Course screen is set to 50 yards per unit. So be sure to calculate your exact distance before choosing a club and taking a shot.

Tip 3: If your ball is lying on the fringe of the green, you might want to use a putter instead of a wedge. It all depends on the type of shot you feel most comfortable with.



SCORES
