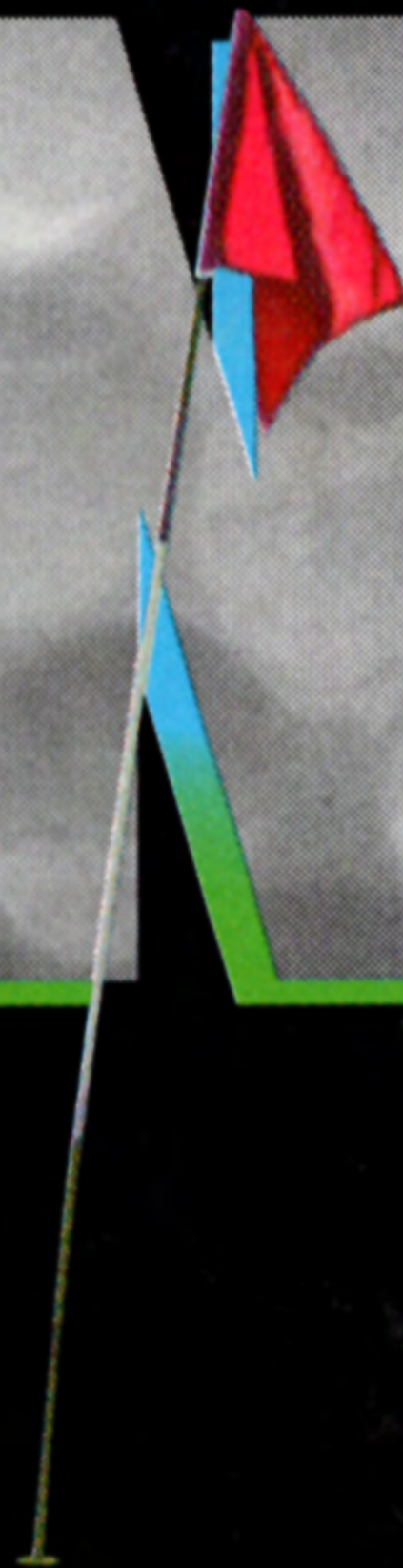




NTSC U/C

PlayStation™

THE FINAL ROUND



KIDS TO ADULTS



SLUS-00064
17004

KONAMI
XXL
SPORTS SERIES™



WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

NOTICE

The Final Round™ is an original game developed by KONAMI CO., LTD. KONAMI CO., LTD. reserves all copyrights, trademarks, and other industrial property rights with respect to this game.

We at Konami Co., Ltd. are continuously striving to provide our customers with safer, better, and more enjoyable products. For this reason, depending on when you purchase this product, it may be somewhat different from versions of the identical product sold at other times.

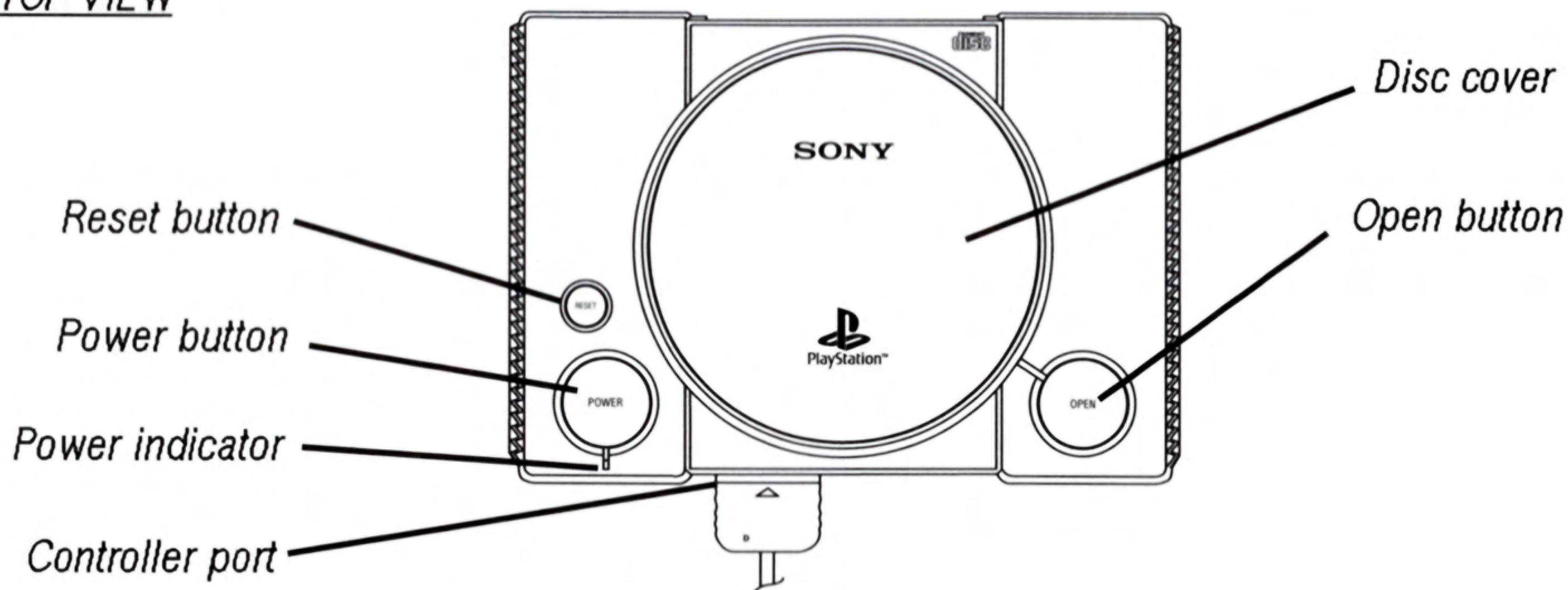
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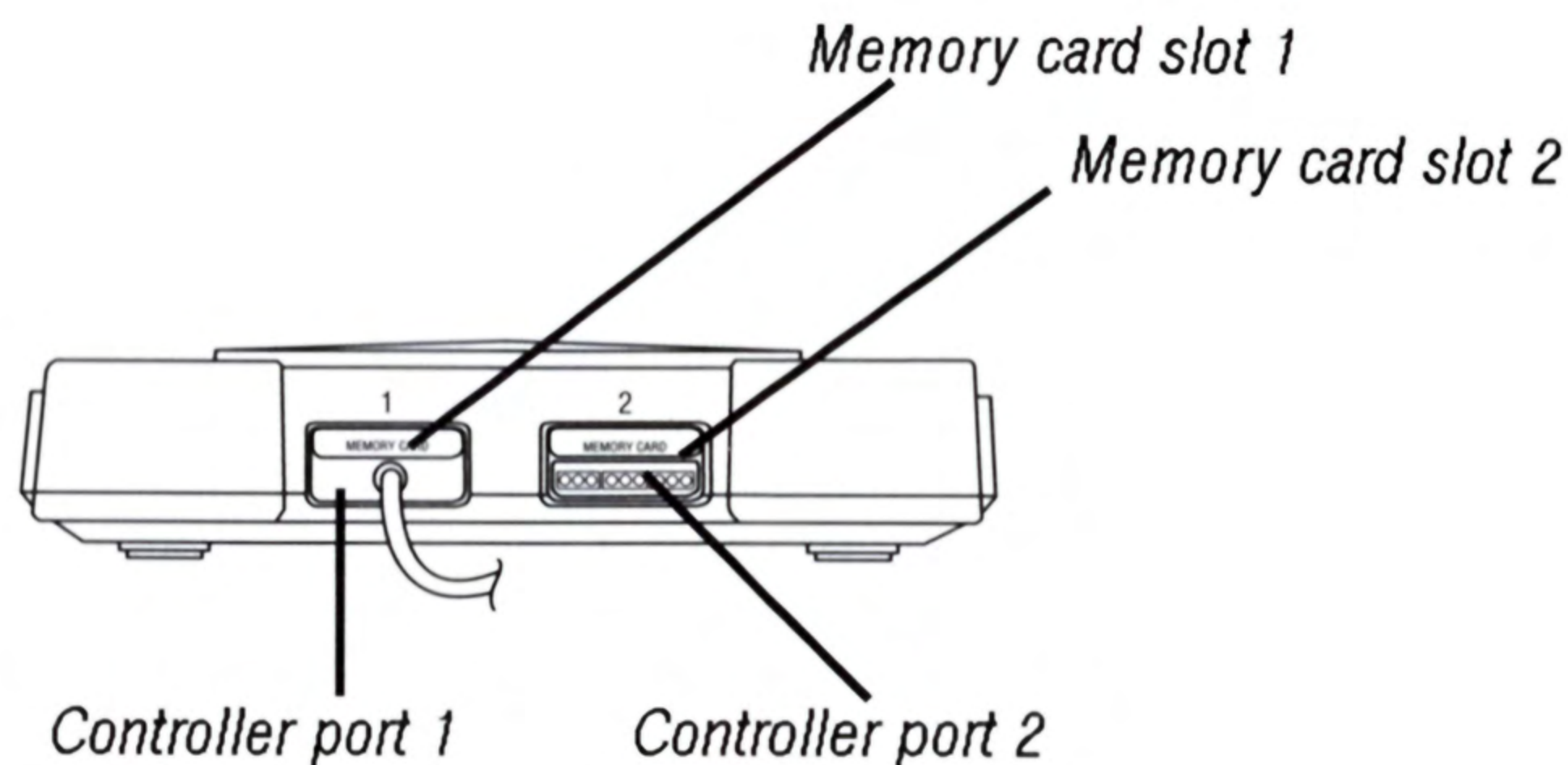
Thank you very much for purchasing Konami's The Final Round™. Please read this manual before you play to increase your enjoyment of the game, and so you can use the software correctly.

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the PlayStation game console power is off before inserting or removing a compact disc. Insert the The Final Round™ disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow the on-screen instructions to start a game.

TOP VIEW



FRONT VIEW



USING CONTROLLER IN THE SELECT MODES

Directional button: Move the cursor.

⊗ button: Set your choice and proceed; change the selected item to another.

○ button: To cancel a selection and return to the previous screen. (Once you have started playing the game, you can't return to the previous selection screens.)

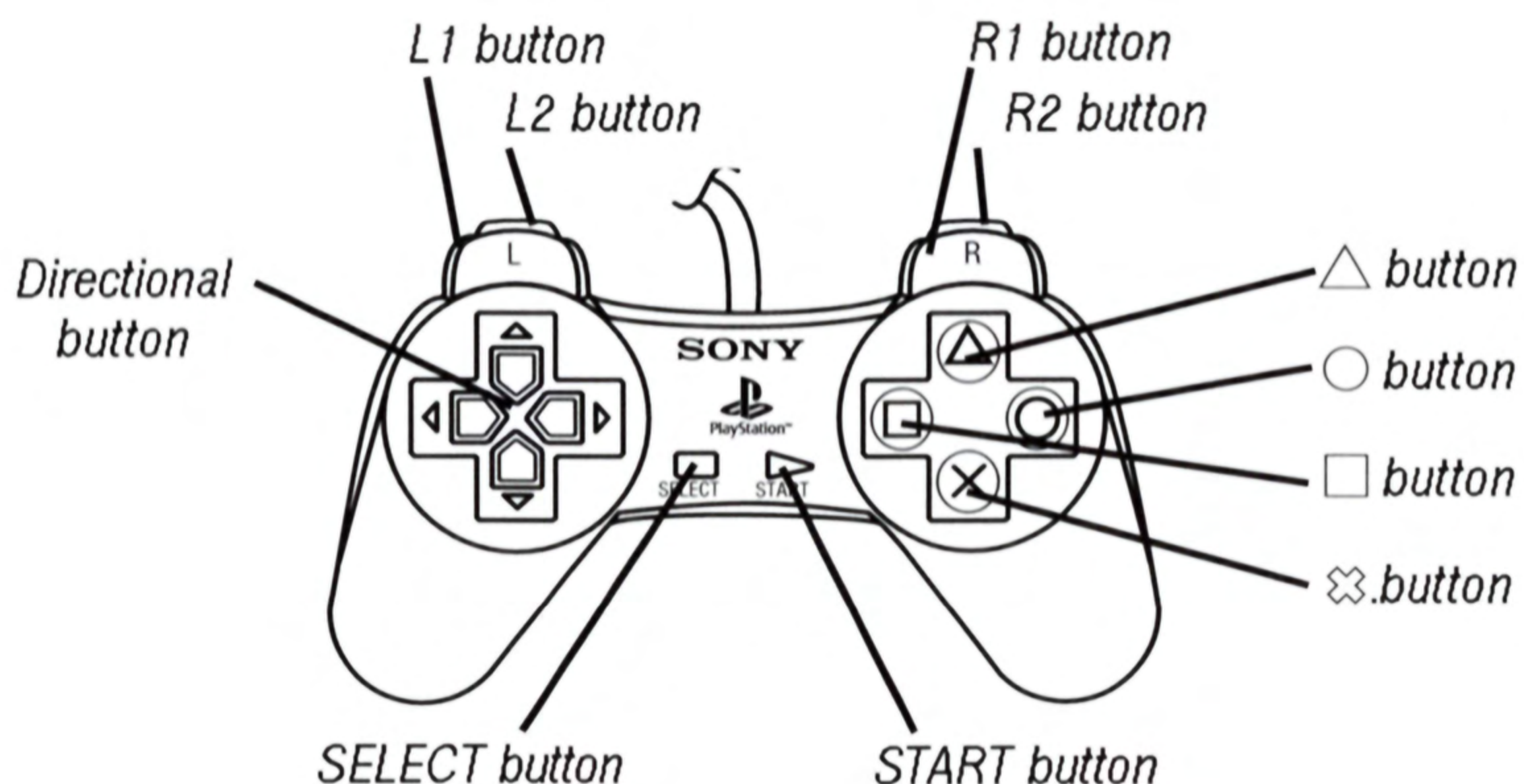
USING THE CONTROLLER IN GAME PLAY

Directional button: Change various settings and selections

⊗ button: Enter your selection; When you're ready to hit, press and hold to build power, then release and tap quickly to swing

○ button: Cancel your selection

△ button: Turn grid on/off



WELCOME...

Thank you for purchasing The Final Round™ golf. Before playing the game, please take the time to read the instruction manual. It will help you enjoy the exciting world of The Final Round™ even more. We sincerely thank you for purchasing our product and hope you will have fun playing it.

THE MAIN MENU

STROKE PLAY

In this mode, one to four players can participate. The game is played over an eighteen hole course, and the winner is the person who finishes with the fewest strokes, just like in a real golf game.

MATCH PLAY

This is a one-on-one competition. The winner is determined on a per-hole basis. When one player wins a majority of the holes, or it becomes mathematically impossible for the opponent to win a majority of the holes, the match ends.



SKINS MATCH

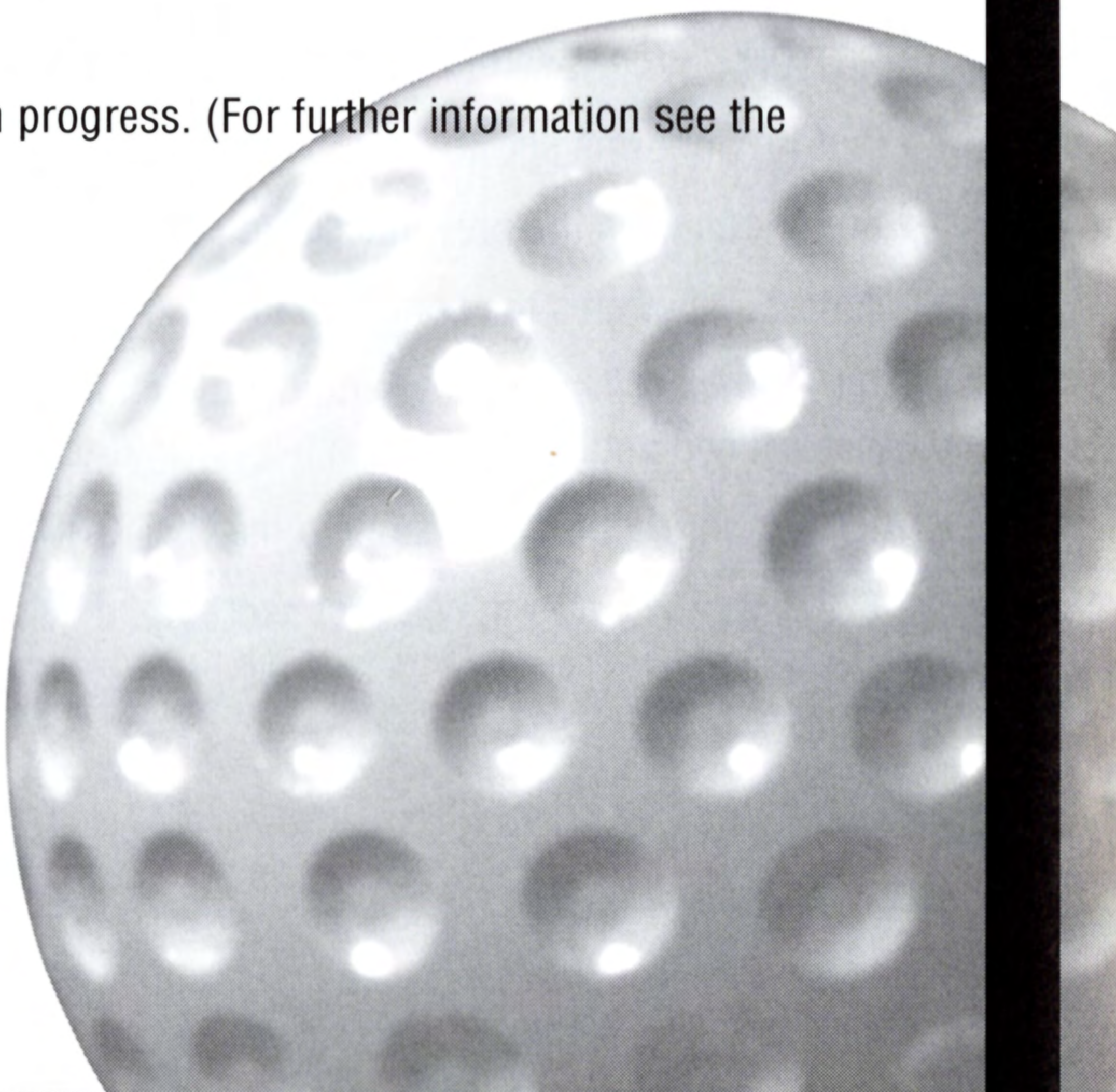
This is a multi-player game (up to four persons) in which each hole is assigned a certain point value. At the end of the game, the player with the highest number of points wins the match. The winner of each hole is awarded the points for that hole. In the event of a tie the points are carried over to the next hole. Points accumulate until someone finally wins a hole. If there is no winner at the eighteenth hole, those points are not added to anyone's score.

TRAINING

You can repeatedly practice at the hole of your choice.

LOADING DATA

Use the memory card to record a game in progress. (For further information see the OPTIONS section.)



OPERATING THE GAME

Before playing a round of game, you will need to select the number of players and the mode.

PLAYING WITH 1-4 PLAYERS

When using two controllers for two or more players, make use of the SELECT PLAYER function to record the order of play. Controller One and Controller Two need to be set in alternate order.

(When setting the machine up for play, use Controller One.)

THE FUNCTION OF THE KEYS WHEN MAKING A SHOT

DIRECTION button: Used to choose the set-up of the game

✕ button: Confirms set-up

○ button: Cancels the previous set-up



△ button: Illustrates the condition of the ground

L1, R1 buttons: When determining the direction of the shot, these buttons turn the field at a pre-determined angle in either the left or right direction.




START button: Returns the game to the OPTIONS menu

SELECT button: Shows the current scoreboard


SHOTS AND PUTTS

At each hole, you start by selecting a position to “tee-up” your ball. Then you select a camera angle. From the second shot on, each turn begins by setting the shot direction. (After the first shot, you can still return to the camera setting selection by pressing the  button. In general, the  button returns you to the previous choice.)


1. Place the tee (only valid for the tee-shot)

Here you can set the position of the tee-shot. This allows you to change the placement of your ball within the designated tee area position. It can help you get a better angle toward the green on some shots. Use the DIRECTION buttons () to select and the  button to confirm your selection. By using the () DIRECTION buttons you may return to the default starting position.




2. Set the camera location

By changing the camera's point-of-view, you can look at the area around the player and the green. Use the DIRECTION buttons to make changes. Pressing the  button to lock in the camera angle.

3. Aim your shot

Use the DIRECTION buttons to adjust your aim, and press the  button to set.

4. Adjust your stance

Changing the position of your feet will change the way the ball curves. You can try to hook (curve left) or slice (curve right) to control where your ball goes. Use the DIRECTION buttons () to select and the  button to confirm the selection. When using the DIRECTION buttons (), the player will assume a square, normal stance. The default stance is straight.



5. Choose a club



The game will display a club recommendation for you. The club is selected according to the distance between where your ball lies and the pin. Use the DIRECTION buttons (←→) to pick a different club and the ⌘ button to set your selection.

6. Set the impact position and power of your shot

You determine the position of impact between the club face and your ball, and determine how hard you want to hit the ball.



- Setting the position of impact

First, decide where you want to strike the ball. The point where you strike will effect the ball's flight. Hitting the ball low gives it more arc, allowing you to hit over objects or give the ball backspin to make it "sit" when it lands. Hitting high will keep the ball lower to the ground and create topspin to give it a long roll.



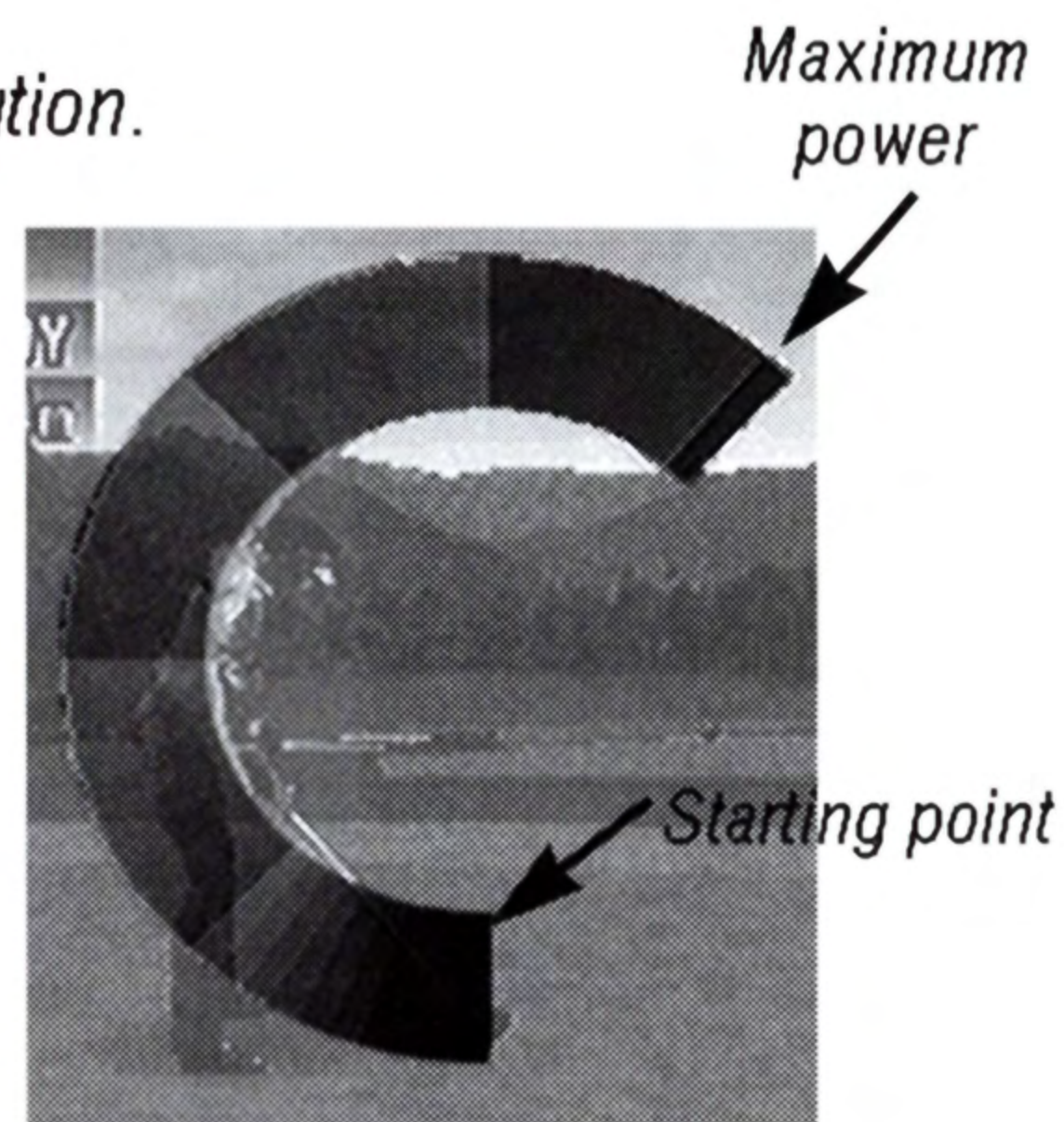
When the moving vertical impact line reaches the desired position, press the ⌘ button to lock. Do the same for the moving horizontal impact line. Hitting left or right of center will also create a hook or slice.

The impact setting cannot be canceled, so proceed with caution.

- Determining the power of your shot

When you press the ⌘ button, power builds up; when you let go, power fades. When you decide "This is it!", release the ⌘ button and then quickly press it again—the shot will be made.

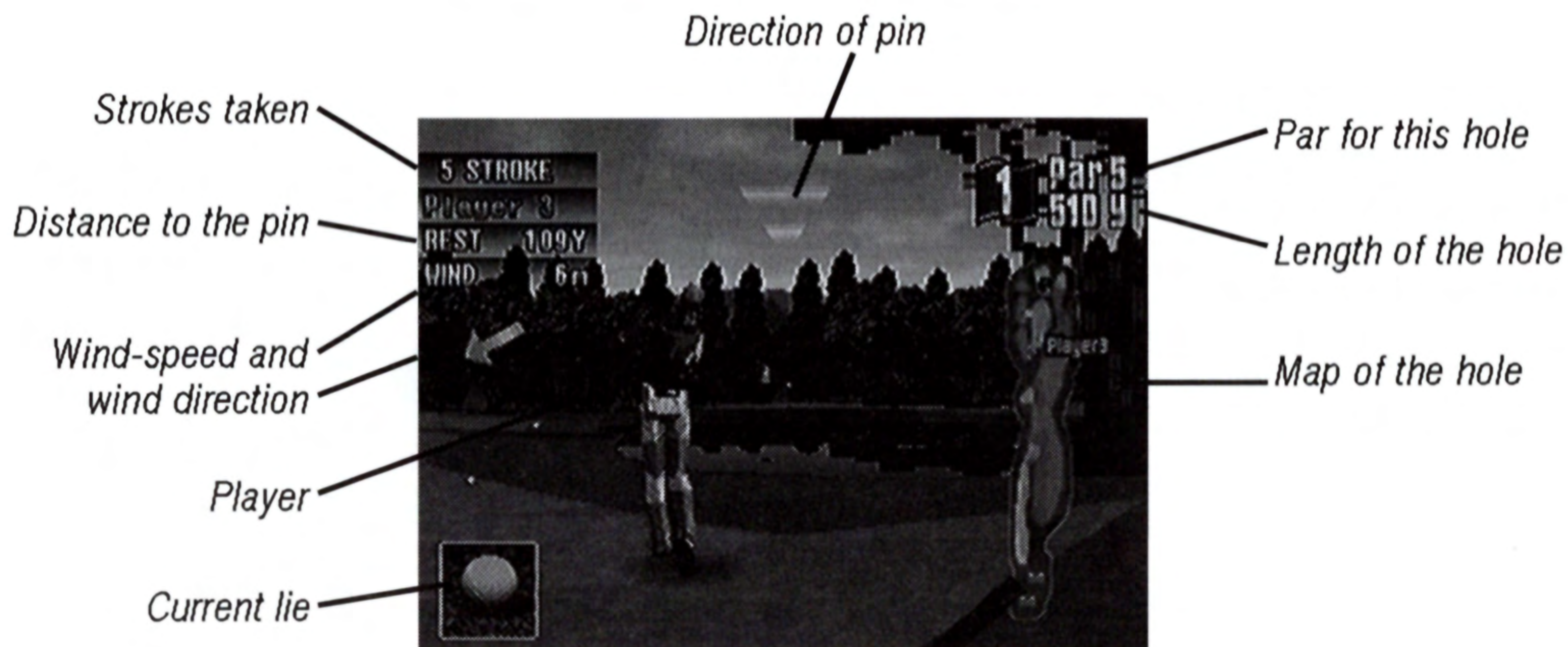
You can press the ○ button to reset the power to zero.



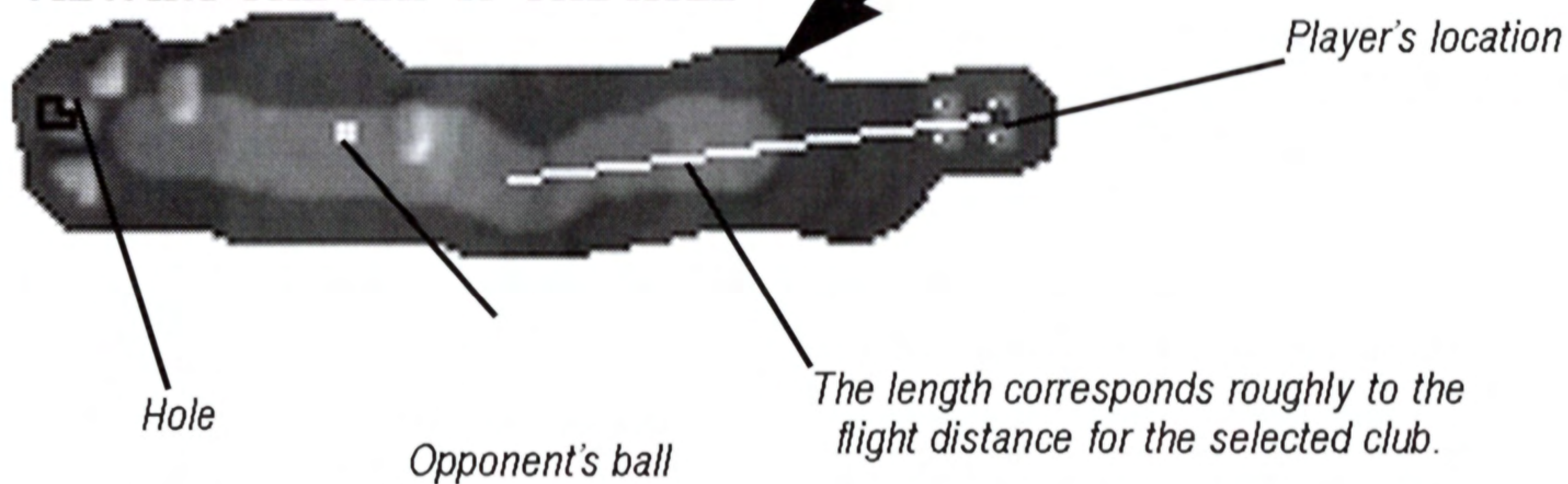
Replay

After the shot, the ball's flight is automatically replayed. Press the  button to skip.

VIEWING THE SCREEN



VIEWING THE MAP OF THE HOLE



HOW TO VIEW THE CONDITION OF THE BALL



Tee shot



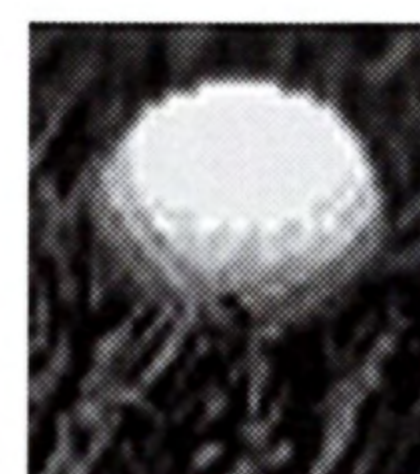
Tee (ground)



Tea cup



Fairway



Shallow rough



Rough



Deep rough



*Shallow
bunker*



*Normal
bunker*



Deep bunker



Green

HOW TO PLAY "THE FINAL ROUND"

BASIC OPERATIONS FOR THE SET-UP SCREEN

DIRECTION buttons: Use to select categories, choose handicaps and set the score.

✕ button: Select the item

○ button: Cancels the menu item or the setting.


START button: Confirm the set-up

STARTING THE GAME

TITLE SCREEN

Press the start button to go to the main menu.

MAIN MENU



Use the DIRECTION buttons to choose the desired game mode or option, and press the  button to proceed.

STROKE PLAY/MATCH PLAY/SKINS MATCH

PLAYER DATA

From this menu you can Select, Register or Delete players.

SELECT PLAYERS

Select the number of players. Players 1-8 are operated by the user; the computer operates COM 1-3. Use the DIRECTION buttons to choose and the  button to accept your choice. The  button cancels the choice. After setting up, press the START button and the game will switch to the SELECT CHARACTERS screen.

REGISTER THE PLAYERS

You can register the names of players 1-8.

How to register

Use the DIRECTION buttons to select the name you wish to modify and the letters.

Use the  button to confirm the player and letter selection.


The  button backspaces to cancel a letter selection when entering the player's name.

When selecting the player, the  button returns the game to the PLAYER DATA screen.




DELETE PLAYERS

Use the DIRECTION buttons to choose the player to be removed, and the  button to erase him. The  button returns the game to the PLAYERS DATA screen.

SELECT CHARACTERS

You can choose the characters to play in the game. However, you cannot use more than one of the same character. Use the DIRECTION buttons to choose and the  button to set. Pressing the START button will change the game to the next selection.




Change handicap

You can change the handicap for each player. Use the DIRECTION () buttons to choose the player whose handicap is to be changed and enter the handicap by scrolling the numbers with the DIRECTION () buttons. Press the START button or the  button to move to the next section.

SELECT TEE

You can select the setting for the tee-shot. There is both a back tee and a regular tee. Use the DIRECTION buttons to select and the  button to confirm.

Change point values (When playing a Skins Match)

You can set the number of points per hole. Choose the hole with the  DIRECTION buttons and change the point values with the  DIRECTION buttons. Press START or the  button to confirm. The screen will then change to the next section.

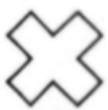
FINAL CONFIRMATION

Here you can confirm the set-up. Use the  button or the START button to begin play. Press the  button to return to the previous screen.




TRAINING


SELECT CHARACTERS

Choose a character to practice with. Use the DIRECTION buttons to choose and the  button to confirm.

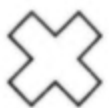
SELECT THE TEE

You can select the back tee or the regular tee for your tee-shot. Use the DIRECTION buttons to select and the  button to confirm.

SELECT HOLE

You can choose a hole to practice on. Use the DIRECTION buttons to select and the  button to confirm.

FINAL CONFIRMATION

Make your final confirmation for the desired settings. Press the  button or the START button to begin training.

OPTIONS

You can customize the game to your liking. Use the up/down (↕) DIRECTION buttons to choose the option, and the left/right (↔) DIRECTION buttons to make changes in the contents. The START button will return you to the MENU screen.

DIFFICULTY

Alters the degree of difficulty.

REPLAY

Turns the replay function ON or OFF.

EASY SHOT

When ON, the club automatically hits the center of the ball. When OFF, the player gets to set the point of impact for each shot.

WIND

Determines whether or not the wind will affect the ball's flight. When ON, the wind influences the shot; when OFF, the wind has no effect on the ball.

WEATHER

Turns the weather ON or OFF.

SOUND

The sound can be set to be either STEREO or MONAURAL.

BACKGROUND MUSIC VOLUME

This adjusts the volume of the background music.



SOUND EFFECTS VOLUME

This adjusts the volume for the sound effects.

PLAYER 1-4 BUTTONS

Determine the control buttons for each player.

- The optional settings are saved in the memory card along with the game itself. The next time the game is played, the same optional settings will be in effect.

GAME IN PROGRESS OPTIONS

When the game is in progress, by using the START button, you can alter the OPTIONS. However, the difficulty level and the player 1-4 buttons cannot be altered.

OPTIONS WHEN TRAINING

Retry: This allows you to take another shot.

Retry from tee-shot: This allows you to try again from the tee.

Retire: Used to end practice for that hole.

(NOTE: In STROKE PLAY/MATCH PLAY/SKINS MATCH saving is possible)

Save data: This saves the present game in the memory card.

Load data: If you have saved a game on the memory card, it is possible to reload that data and continue to play. Use the DIRECTION buttons to choose and the  button to confirm.

VIEWING THE SCORE

Press the Select button to view the Scorecard during a game. You can see:

- Total Score
- Distance
- Par
- Handicap Data
- All-around score for the front 9, back 9 and total

Stroke/Match/Skins Play (Displayed after completion of each hole)

- Number of holes
- Par
- Distance
- Results
- All-around score for the front 9, back 9 and total

Use the \leftrightarrow DIRECTION buttons to cycle through the score for the hole and the total score.

Skins Match note:

DRAW: The score for this hole will be carried over to the next hole. On the eighteenth hole, the score is not carried over and the game ends.

USING THE MEMORY CARD

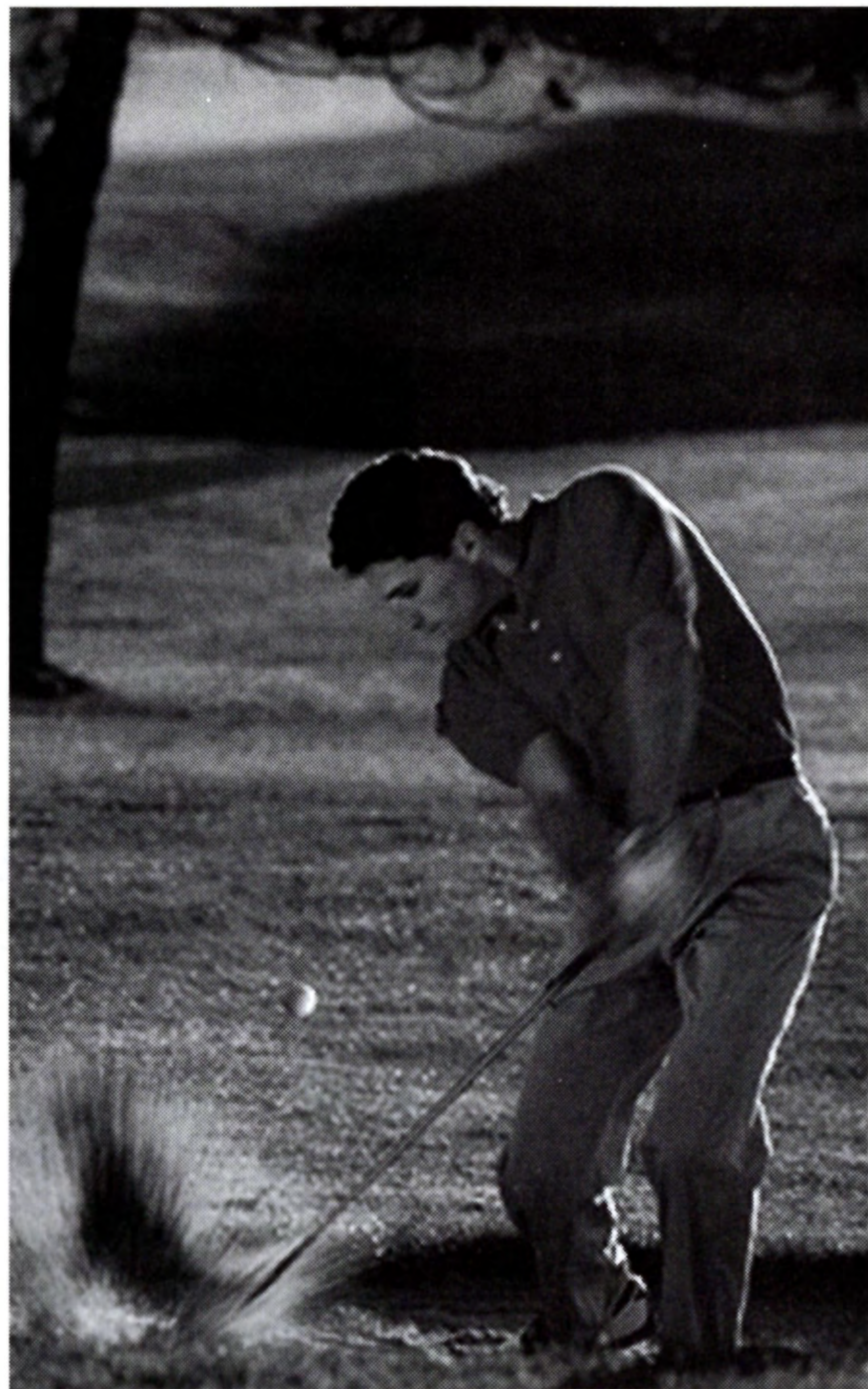
If you use the memory card, you can store data in the following ways:

GAME: (Stroke Play/Match Play/Skins Match): Each game can be saved, one at a time. The next time you play the game, you can start where you left off.

OPTIONS: The next time you play the game, the same optional settings will stay in effect.

REGISTER PLAYERS: The next time you play the game, you can use the players previously registered.

HANDICAP: The handicap determined upon concluding the STROKE PLAY mode. The selected player's handicap remains the same the next time the game is restarted.



CAUTION

When saving new data, the previous record is destroyed.
Be sure to exercise caution when saving data.

When performing any of the following operations be sure to fully insert the memory card in the proper slot.

SAVING AND LOADING

TO SAVE: During the game, pressing the start key will change the screen to the Options menu. Use the DIRECTION buttons to choose SAVE DATA, and confirm with the  button.

TO LOAD: From the Starting menu, choose LOAD DATA, and choose the game you wish to play with DIRECTION buttons. Press the  button to load.

NOTE: Registered players and options will not be saved unless you utilize the "Save Data" option on the in-game menu screen.

HANDICAP

TO SAVE: When you finish a STROKE PLAY match, you will be informed that you have to save. If you want to maintain the handicap you have earned after playing, be sure to save.

LOADING SAVED INFORMATION

Put the memory card in with the game data saved on it before turning on the machine. When you turn on the PlayStation game console it will automatically load any previously saved registered players and options. Select "Load Data" to restore a STROKE PLAY, MATCH PLAY, or SKINS MATCH game.

THE CHARACTERS

There are six characters from which to choose. Experiment with them and learn how to use their unique aptitudes and features.



CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

Konami Game Hint & Tip Line

1-900-896-HINT (4468)

☎ 85¢ per minute charge

☎ \$1.15 per minute support from a game counselor

☎ Touch tone phone required

☎ Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 8:30 A.M. to 5:00 P.M. CST only. Prices and availability are subject to change. U.S. accessibility only.

ONLINE SUPPORT

Konami is available online from:

CompuServe: Click FIND then type **konami**. We are in the videogame publisher's forum. In addition to reading and sending messages, you can receive press releases, hints, codes and other files.

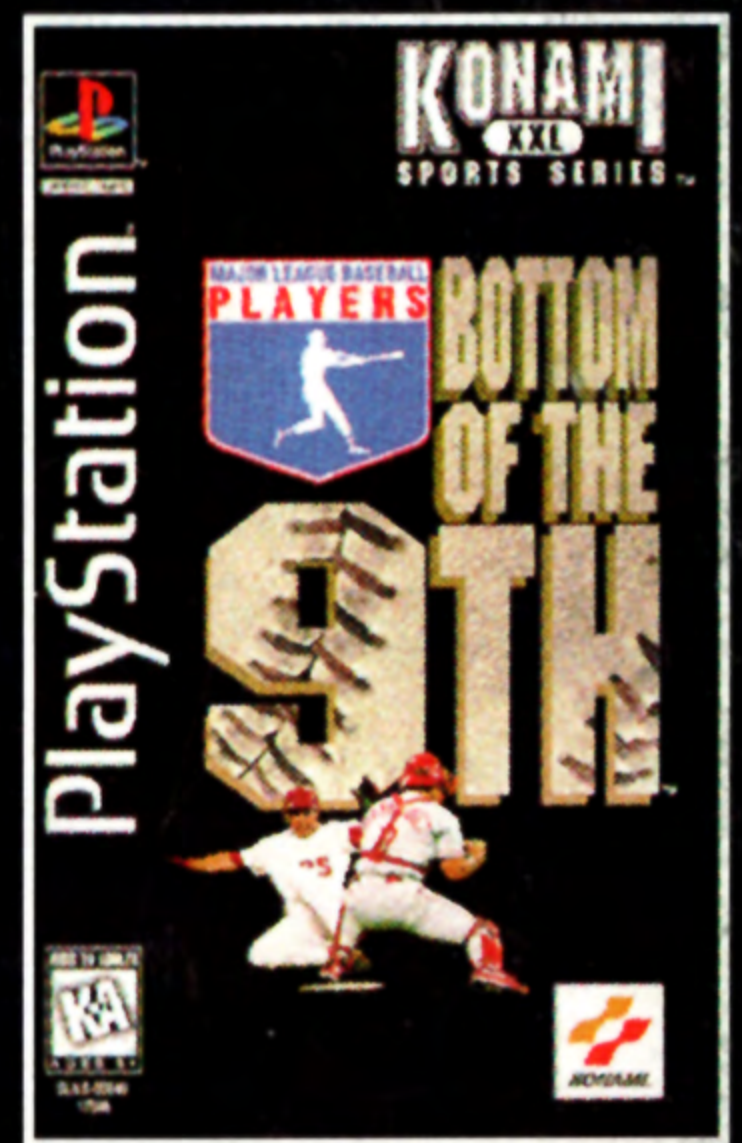
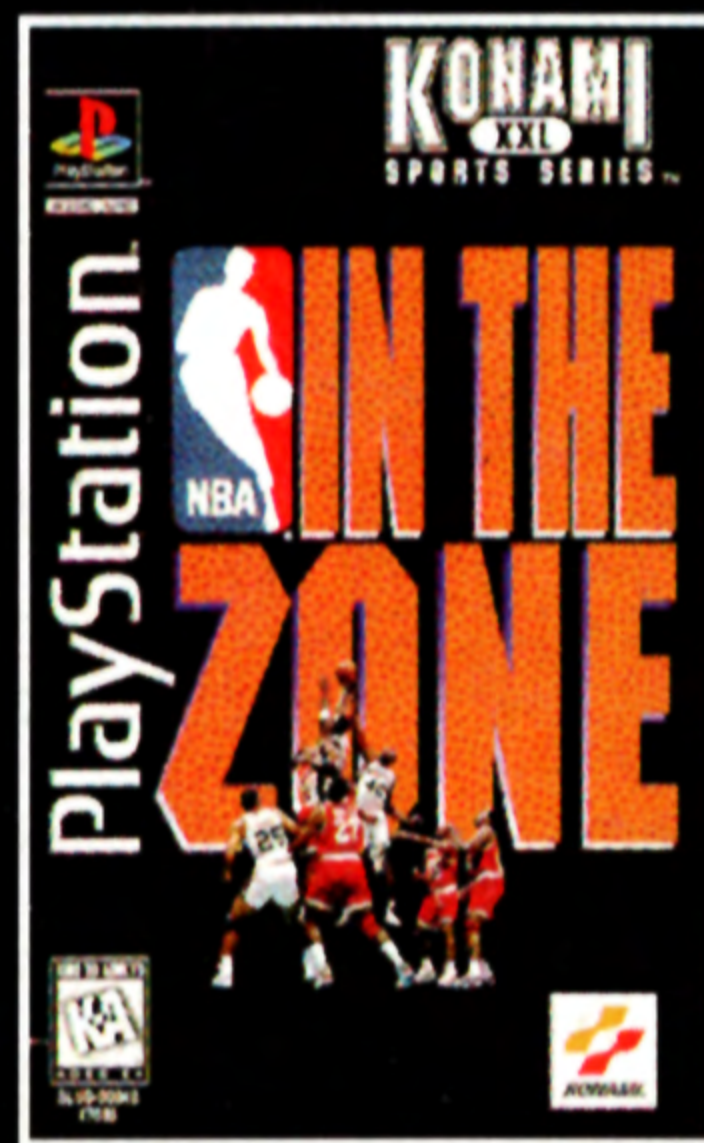
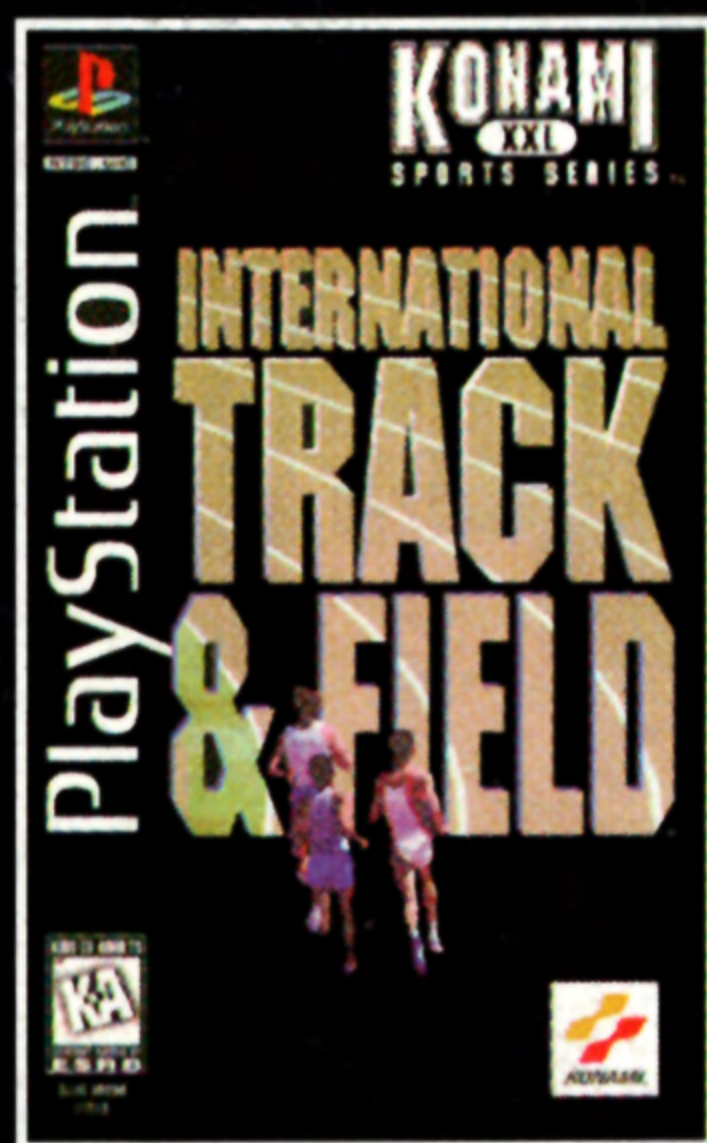
If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #374 for your FREE introductory membership and \$15 usage fee credit.

Reach us on the World Wide Web at: www.konami.com

E-mail us at 76004.3530@compuserve.com

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