

ELECTRONIC

MODEL 7-795

LEE TREVINO'S *Fighting* GOLF™

LCD VIDEO GAME

1 THE FIGHTING GOLF™ STORY

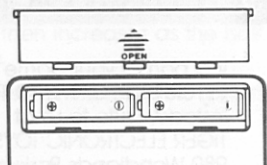
You choose your golfer, either Pretty May or Lee Trevino. With Pretty May, this 18 hole golf course is easier. With Lee, the course takes greater skill.

Just like real golf, you control the swing of the club and the direction of the ball. You even select your particular golf club depending where on the fairway your ball lies!

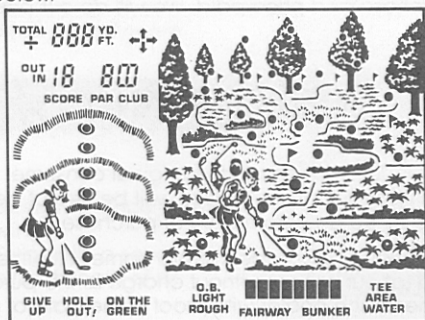
2 INSERTING THE BATTERIES

When the batteries need replacing, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two AA batteries, UM-3 or equivalent, making sure to align "+" and "-" as shown.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



3 CAUTION



High temperatures will destroy the unit. Do not leave unit in the direct sunlight.



Do not press the liquid crystal display screen and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



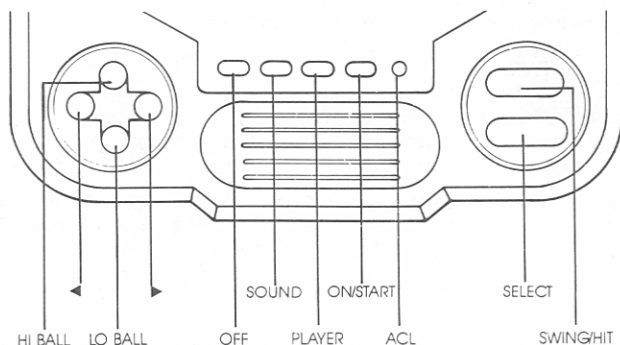
Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

4 THE OBJECT OF THE GAME

To complete the 18 hole course in the lowest possible strokes!

5 CONTROL GUIDE



- | | |
|-----------|--|
| On/Off | To turn on the game
To start the game |
| Player | To select your player, Pretty May or Lee Trevino |
| Sound | Controls sound, on or off |
| Off | To turn off the game |
| Swing/Hit | It takes 3 quick presses to swing
1st press To start backswing
2nd press To set top position of swing
3rd press To hit ball |
| Select | To choose the direction of the shot (together with direction buttons)
To select the club (together with direction buttons)
To exit program/select mode |
| ◀ | To aim shot to left (counter-clockwise)
To select the club |
| ▶ | To aim shot to right. (clockwise)
To select the club |
| Hi Ball | To hit the ball high
To select the club |
| Lo Ball | To hit the ball low
To select the club |

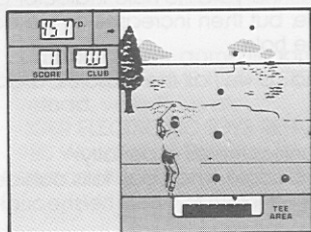
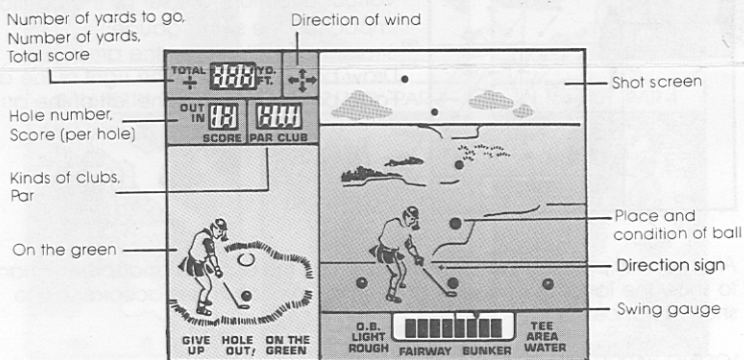
6 FEATURES

- 18 holes of electrifying super star golf
- Player, golf club, and direction selectors
- Sound on/off
- Auto power off
- Best score retained

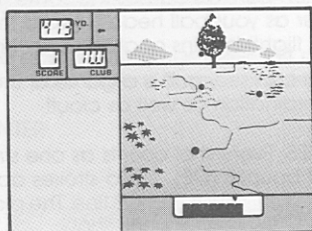
7 GAME SUMMARY

This is the exciting hand held LCD version of the famous video game. Select skill level by choosing either Pretty May or Lee Trevino. Game is more difficult when you choose Lee.

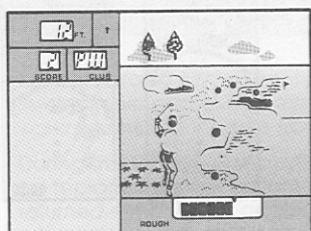
18 holes of golf. A game for one player. You control swing, direction, even which club to use!



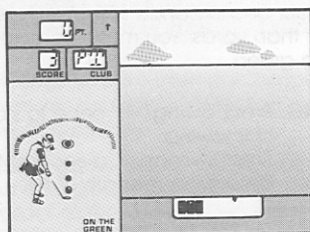
Select Pretty May or Lee. Select club, control direction of ball using the arrows (cursor) and don't overswing!



Screen converts to show spot where ball lands.



Don't land in the water or out of bounds!



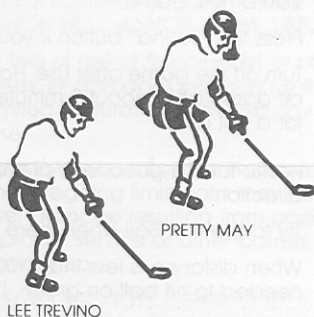
Finish each hole by putting carefully!

8 HOW TO PLAY

Press the "On/Start" button to turn on the game. A simple "on" beep is heard. Game is pre-set with Lee Trevino as "Player". Press "Player" button to choose between Pretty May (the player in the skirt) and Lee Trevino.

Pretty May: Game is easier with her. Her swing is slow and less powerful, but her aim is incredibly accurate.

Lee Trevino: Using Lee requires greater skill. His swing is very powerful, giving great distance to shots, but he doesn't want to adjust his power. You need good technique to control him!



Press "On/Start" button again to start the game. A little song is heard and best score is displayed. You play 18 holes, beginning with Out 1 to Out 9, then you play In 1 to In 9. On each hole, hole number and par are displayed about three seconds, and then score per hole and club selection appear.

SHOT DIRECTION: Press "Select" button once. (+) is displayed. Use your control pad at left to change direction left or right (◀▶). You can also choose to hit a high ball (HI BALL) or low ball (LO BALL).

CLUB SELECTION: Press "Select" button again to select your golf club. The direction(+) cursor is off when club selection is blinking. Use the control pad to select club. Club choice advances using either ▲ or ▶. Club selection goes in reverse order by pressing either ▼ or ◀.

Club choices:

1W/3W/4W

1I/3I/4I/5I/6I/7I/8I/9I

PW/SW

PT

Select club according to needed distance:

TYPE OF CLUB	DISTANCE
PT	for on the green
PW	for shot less than 100 yards
3I-8I	for shot 100-200 yards
4I	for shot 200-300 yards
1I	for shot 300-400 yards
1W	for shot longer than 400 yards

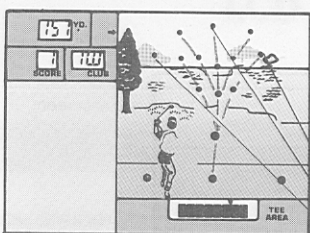
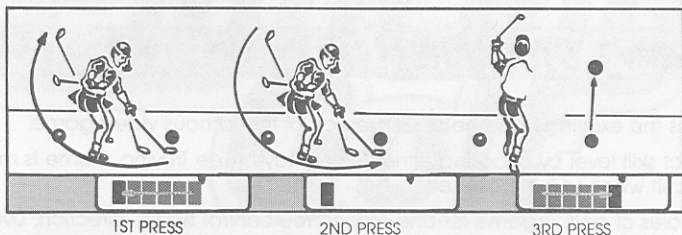
Once you determine your club choice, press "Select" button again. This completes your shot selection (blinking of club stops). Now you're ready to hit the ball!

HITTING: Distance and direction of the ball are set at the position stopped in the swing.

Press "Swing/Hit". This starts the back swing. (1st press)

Press the "Swing/Hit" again. (2nd press) This sets the top position of the swing. It's related to flight distance. Try to press the button as close to the end of the gauge as possible.

Press the "Swing/Hit" again. (3rd press) This sets the impact of the actual hit and the ball's direction.



Various directions are set by the position of impact on the swing gauge:

- Straight ball Stop it on the arrow
- Draw ball Stop it to the right of the arrow
- Fade ball Stop it to the left of the arrow

- FADE BALL
- STRAIGHT BALL
- DRAW BALL

After you hit (pressing the "Swing/Hit" 3 times), the ball flies and screen changes to show the landing. The yard position counter changes accordingly to show distance.

LOSING YARDS: Like in real golf, overswinging or hitting on an improper angle will cost you yards. When you overswing, you'll see the yards-to-hole number get smaller on the screen, and then actually increase as your ball goes whizzing past the hole! Not lining up your shot properly with the shot direction controls causes the same result — the yards-to-hole indicator gets smaller as your ball heads toward the hole, but then increases as the ball (still in flight) begins angling away from the hole.

As you can see, golf is a game of the mind as well as the muscles, a game of coordination as well as clout!

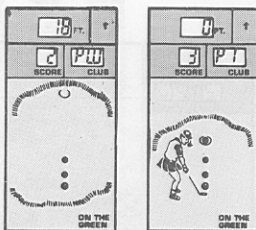
STROKES: Every shot counts as one stroke unless there's a penalty:

Out of bounds (OB) Two strokes added to score when ball falls outside the OB line. The player must return to where he/she originally hit shot.

Water Add one additional stroke when ball lands in the water. The ball is moved out of the hazard.

LANDING ON GREEN: "On the green" indicator lights up, and distance is shown in feet rather than yards. You must use your putter on the green.

PUTTING: Press "Swing/Hit" once to start backswing.
Press "Swing/Hit" a second time to determine strength of hit.



After each hole, the display shows score with its par and the total stroke count for about four seconds before going on to next hole.

If during a hole, you hit three times as many shots as allowed for par, "Give Up" appears and you automatically advance to next hole!

After 18 holes are complete, game is over. Your total score is displayed. Press "Player" button to change players if you like. Then press "On/Start" to start a new game.

Press the "Sound" button if you ever wish to play in silence.

Turn off the game after use. However, auto power off timer automatically shuts off game after about 3 minutes — just in case you stop off at the clubhouse for a hot dog.

HINTS: Take a good look at Wind Direction display to choose better shot direction.

Try to use Low Ball when there are trees directly in front of you.

When distance is less than 100 yards, only half or less of total strength is needed to hit ball on green. Don't overswing!

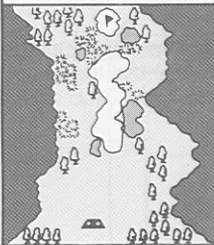
If you hit an O.B. or Water shot, check the map for appropriate direction/strength. In general, you can change direction to avoid repeating an error.

On hole 16, try to hit the ball to the right first, to avoid O.B. (refer to the course map)

Have fun!!

THE EIGHTEEN HOLES

OUT 1 440Y PAR 4



OUT 2 373Y PAR 4



OUT 3 470Y PAR 4



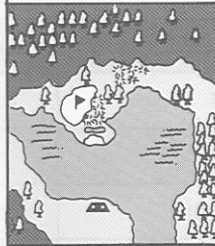
OUT 4 165Y PAR 3



OUT 5 533Y PAR 5



OUT 6 220Y PAR 3



OUT 7 391Y PAR 4



OUT 8 557Y PAR 5



OUT 9 414Y PAR 4



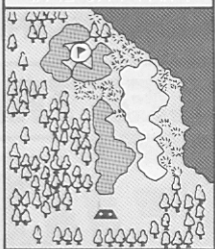
IN 10 414Y PAR 4



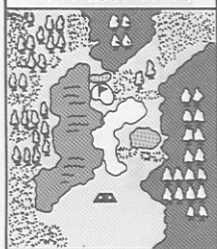
IN 11 618Y PAR 5



IN 12 377Y PAR 4



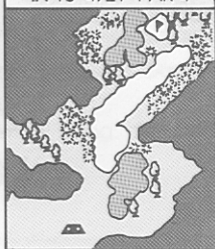
IN 13 230Y PAR 3



IN 14 469Y PAR 4



IN 15 472Y PAR 4



IN 16 571Y PAR 5



IN 17 170Y PAR 3



IN 18 440Y PAR 4



9 DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, **DO NOT RETURN THE GAME TO THE STORE.** The store doesn't have replacement parts.

Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER

980 Woodlands Parkway

Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

10 90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser. When returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address
TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.
Also, don't forget to show your return address.
- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

GAME IS AN SNK GAME MADE BY TIGER ELECTRONICS, INC.

TIGER ELECTRONICS, INC.
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.