TIGER
ELECTRONICS, LTD.
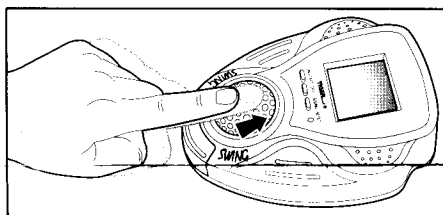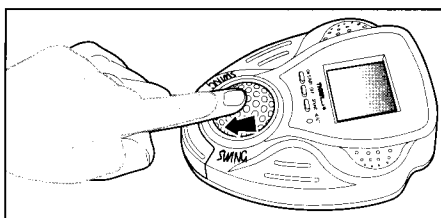AGES 5 & UP
MODEL 66-008

SpORTS Feel GAMES

Golden Tee GOLF ™

GAME STORY

Whether you're playing a game just for score (**STROKE** game) or for prize money (**SKINS** game), this is golf at its finest. To most accurately simulate an actual golf swing, you use a roller ball!

Roll the roller ball back for a back swing, and then roll it forward to follow through!
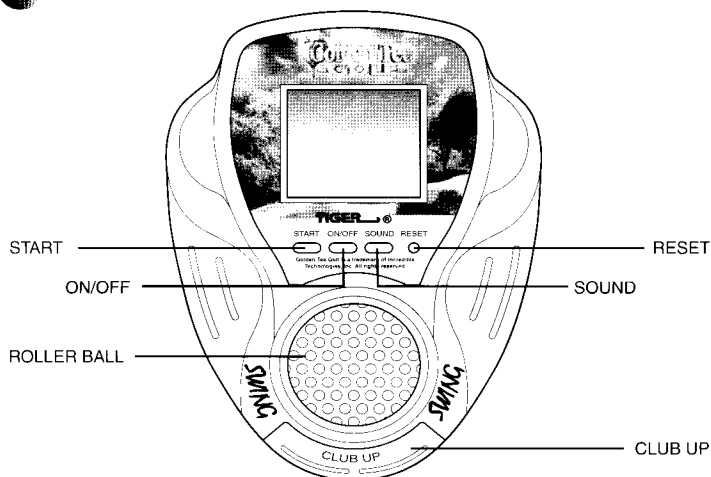
OBJECT OF THE GAME

There are two game modes--**STROKE** play and **SKINS** play. 1 to 4 players can play in both modes. In the **SKINS** mode, since you're competing for prize money, there must be a minimum of 2 players playing.

The object is to play a round of 18 holes in the fewest strokes.

YOUR CONTROLS

ON/OFF	- to turn on the game. - to turn off the game.
START	- to start the game.
SOUND	- to toggle sound on/off.
CLUB UP	- to choose number of players - to choose game - to choose club - to cancel a swing
ROLLER BALL	- to swing the club and hit the ball (direction and speed)

HOW TO PLAY

Press the **ON/OFF** button to turn on the game. The default game will be 1 player and **STROKE** game.

You can use the **CLUB UP** button to move the cursor to select the number of players (1 to 4). Press the START button to confirm.

Use the **CLUB UP** button to select the game **STROKE** or **SKIN** game. Please note that for 1-player game, only **STROKE** game is allowed.

After selection of player and game, press the **START** button to start the game on the first hole.

Information for the hole will be displayed:
HOLE NUMBER, PAR , PRIZE MONEY (if **SKIN** game), and **DISTANCE**.

The game will automatically select a club based on the distance from the hole. It will choose the club with best range to reach the hole.

However, this automatic club selection does not take into account wind direction and hazards. If you want to select the club yourself, use the **CLUB UP** button to select a different club. Each time the button is pressed, the club number in the window to the right (where the club is displayed) will change. Once the desired club is in the window, you can now swing!.

To start the swing, roll the roller ball back. Then roll the roller ball vigorously forward to follow through and strike the ball. The way the roller ball is used--along with wind direction, club selected and the terrain of current position will determine the outcome of the shot!
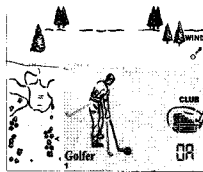
CONTROLLING THE GOLFER TIPS

The ball direction is based on:
-- the direction your on-screen golfer is facing
-- the direction of the back swing and follow through (by the roller ball).
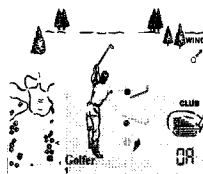
Your on-screen golfer will react to the roller ball in real time:
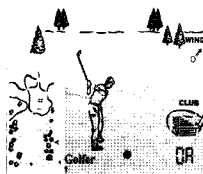
-- As you roll the roller ball backward, the golfer on-screen will be taking the club back.

-- As you roll the ball forward, the golfer moves the club forward.

-- The speed and direction at which you roll the ball backward and forward will determine the force and direction of the shot.

The player will always be pointed in one of 4 directions towards the pin (**UP, DOWN, LEFT** or **RIGHT**). To add extra direction and to correct for wind, the player will have to use slice or hook spin.

To use slice or spin, roll the roller back backward to get your power. Then roll the roller ball left and right before you roll forward to send your ball flying down the fairway! Here's how to figure it out:

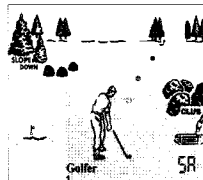To understand how to put slice or hook on your shots, imagine for a moment that there are markings on the ball as illustrated at right.
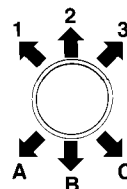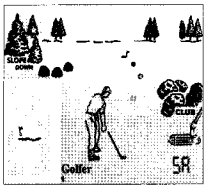
The "O" represents the roller ball:

So if you roll the ball back to position B and then roll it forward to position 2, the ball will go straight.

If you roll the ball back to position B and then roll it forward to position 1, the ball will first go straight and then begin to turn to the right.

If you roll the ball back to position A and then roll it forward to position 3, the ball will curve to the left like a ")".
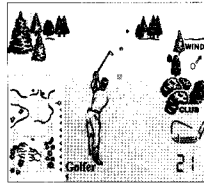
You will see a **DISTANCE MARKER** on screen next to the power meter before each shot. When you roll back the roller ball, the power meter will begin to fill. If you let it fill up to the top, your shot will reach the position where the **DISTANCE MARKER** is pointing. If you let the power meter fill so that it does not reach the top, your shot will not travel as far as the **DISTANCE MARKER**.

CLUBS

Distances for each club are measured for a peak swing. The speed of the roller ball and direction will also affect distance.

Club Distance of peak swing

Driver	=	300
3 Wood	=	275
5 Wood	=	200
2 iron	=	225
3 iron	=	200
4 iron	=	180
5 iron	=	160
6 iron	=	150
7 iron	=	140
8 iron	=	125
9 iron	=	100
pitching wedge	=	80
sand wedge	=	60
putter	=	30

After player 1 shoots, the next players take their turns. Only from the tee do players shoot in order. Once they have all taken their first shot, the player farthest from the hole always shoots. One player may take several shots in a row, until another player's ball is passed.

Once each player completes the first hole, the score for the first hole and the total score for all of the holes played will be displayed for each player. In a **SKINS** game, the prize money won by each player is also shown at the end of each hole.

After the first hole, the players will tee off in the order of lowest score to highest score on the previous hole.

HAZARDS

Hitting into water hazards or hitting a shot out of bounds will cost you two strokes:

WATER HAZARD will cost you 1 penalty stroke. You will then hit from the point at which the ball entered the water.

OUT OF BOUNDS will cost you 1 penalty stroke. You will then hit from the same spot again.

SAND TRAPS will not cost you any strokes, but shots hit from a sand trap will not travel as far.

Use the **SOUND** button to toggle sound **ON/OFF**.

After play, press the **OFF** button to turn off the game.

5. SCREEN HIGHLIGHTS

When you come to the tee, you will see your golfer standing on screen. Besides the golfer, other information will also be displayed on screen:

TOP VIEW OF HOLE - located in the lower left corner is the top down view of the hole.

YARDS TO GREEN - located in the lower right corner is the distance from the ball to the hole.

CLUB - description located in the lower right corner, above it is the club indicator. This displays the currently selected club.

WIND - above **CLUB**, this shows the wind direction.

**GOLFER** - This is located at the bottom of the screen.

STROKE - located in the lower right corner, the digits will also show how many shots the player has already taken on that particular hole.

HOLE - The digits will also show the hole number.

PAR - The digit will show the par for the hole.

6. INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game.(To remove cover, press and push battery cover upward) Insert 4 "AA" / LR6 batteries or equivalent(not included) making sure to align "+" and "-" as shown.
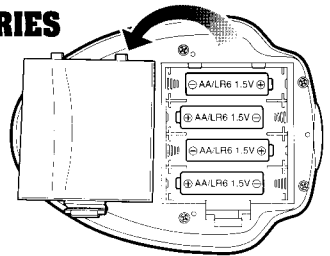
CAUTION: Battery should be replaced by adult. Not suitable for children under 36 months, may contain small parts.

TO ENSURE PROPER FUNCTION:
- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
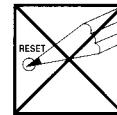- The supply terminals are not to be short-circuited.

Replace with new batteries at the first sign of erratic operation.

TIGER RECOMMENDS
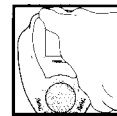**DURACELL**

7. CAUTION/DEFECT OR DAMAGE

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

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

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

Clean only with a piece of soft dry cloth.

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 Repair Department
1000 N. Butterfield Road, Unit 1023
Vernon Hills, IL 60061, U.S.A.

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

8. 90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (TIGER) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at TIGER'S option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to TIGER.

Product returned to TIGER without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at TIGER'S option) for a service fee of US$14.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

THE FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE PRODUCT.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Repair Department
1000 N. Butterfield Road, Unit 1023
Vernon Hills, IL 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

For more information about Tiger Electronics, our products and special promotions, please visit our web site at: www.tigertoys.com.

INCREDIBLE
TECHNOLOGIES Golden Tee Golf is a trademark of Incredible Technologies, Inc. All rights reserved.

TIGER
ELECTRONICS, LTD. *Hasbro*

®, TM, & © 1999 Tiger Electronics, Ltd. All Rights Reserved.
980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

®, TM, & © 1999 Tiger Electronics UK Ltd. All Rights Reserved.
Belvedere House, Victoria Avenue, Harrogate, Noth Yorshire HG1 1EL, England.
PRINTED IN CHINA

660080001IWTI-01