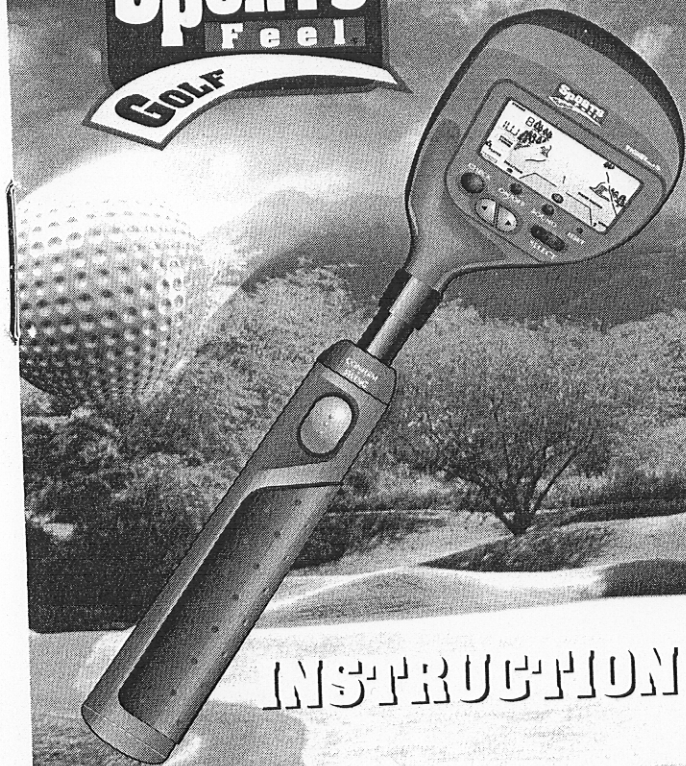


TIGER[®]
ELECTRONICS, LTD.
ELECTRONIC LCD GAME

Model 85-001

Sports
Feel

GOLF



INSTRUCTION



TIGER
ELECTRONICS, LTD.

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This product is an electronic game, not an actual golf club. Accordingly, use this game only in the manner described in the instructions and not to hit or strike a ball or any other object or surface.

Although the game is designed to simulate golf, it should be swung only using small to moderate levels of force. It is not necessary, and could cause damage to the game or injury to persons or property, to swing the toy with excessive force. When playing this game, make sure that your play area is free of obstructions and well away from other people.

INTRODUCING...

THE FIRST INTERACTIVE ELECTRONIC GOLF CLUB

You are holding in your hands the first interactive electronic golf club. Unlike any other golf video game ever created -- this is the first where you **ACTUALLY HAVE TO SWING THE CLUB** in order to hit the ball on the video screen.

As in real golf, the timing of your swing and the selection of your club will determine how well you play. When you swing the club, you'll even **FEEL** that great sensation of the ball hitting the "sweet spot" of the club.

You can play either an 18 hole **CHAMPIONSHIP** or **PRACTICE** on whichever of the 18 holes you wish. You'll see on-screen indicators for **CHECKING CURRENT SCORE, STROKE NUMBER, DISTANCE TO HOLE, and FINAL SCORE.**

Your golf club is also equipped with highly sophisticated sound effects, including: cheering crowds, the "twack!" of the club on fairway shots, the sound of "putts", the sound of the ball as it rattles into the cup, even the sound of the ball landing in a water hazard! All of it builds into the most interactive, virtual golf experience imaginable!

FORE!!!

Here's how the club works:

ON/OFF

- to turn on the unit.
- to turn off the unit.

SELECT

- to select **PRACTICE** or **CHAMPIONSHIP** play.
- to select golf club.

SOUND

- to toggle sound on/off.

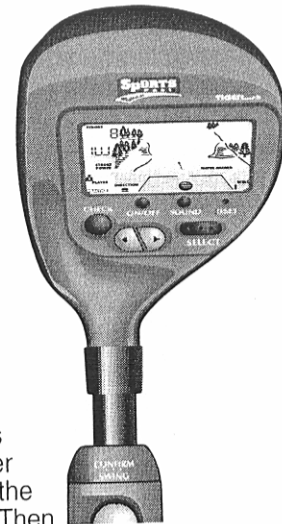
CONFIRM/SWING

- Before play begins: to confirm number of players and game mode.
- During play:

FOR ALL SHOTS EXCEPT PUTTS, press and hold this button until the power meter fills completely. Then as the power meter begins to drop, release the button at desired power level. Then swing the actual golf club to complete your shot.

FOR PUTTS, press and hold this button but instead of letting the power meter fill completely, let it fill only as high as your desired power level. Then release the button and swing the actual club to complete your shot. So for all shots except putts, release the SWING button and swing the club as the power meter is **DROPPING BACK DOWN**.

For putts, release the SWING button much more quickly -- as the power meter is beginning its **RISING UP** (before it starts to drop down). The shorter the putt, the less power you need.



LEFT

- to move the club direction left.
- to select 2 player game in **CHAMPIONSHIP** or **PRACTICE** play.

RIGHT

- to move the club direction right.

CHECK

- to toggle from hole 1-18 in the PRACTICE mode.
- to check the **CURRENT SCORE, STROKE NUMBER, HOLE, DISTANCE,** and **FINAL SCORE** in the **CHAMPIONSHIP** mode.

IT'S TEE TIME

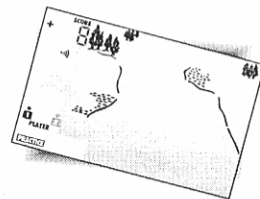
Press the **ON** button to turn on the unit. The default setting is **1 PLAYER** and **PRACTICE** mode. Use the **SELECT** button to select your game mode: **PRACTICE** or **CHAMPIONSHIP**.

In **PRACTICE** mode, you can play as many different holes as you want. Scores, however, are not cumulative. Scoring is just for whatever hole you choose to play. You can toggle to whichever of the 18 holes you want by using the **CHECK** button. Then after the hole is finished, you can toggle to a new hole or just play the next hole. So if you toggle to the 7th hole and play that -- then you will automatically play the 8th hole next -- or you can toggle to the hole of your choice. In **PRACTICE** mode, only the score for that given hole is registered. In **CHAMPIONSHIP** mode, you play a regular 18 hole tournament course. Score is kept for all 18 holes. The best score on the 18 holes is also retained.

Use the **LEFT** button to select **2 PLAYER** mode. In a 1 player game, it's you against the course. You are merely trying to beat your own best score each time you play. In a 2 player game, you play against a friend. You and your friend must alternate shots, with the player farthest away from the pin (the hole) always shooting first -- just like real golf.

Once you have made your game mode and number of players selection, press the **CONFIRM/SWING** button once to confirm both choices.

USE THE LEFT BUTTON TO SELECT 2 PLAYER GAME. USE THE SELECT BUTTON TO TOGGLE BETWEEN CHAMPIONSHIP AND PRACTICE MODES. PRESS THE CONFIRM/SWING BUTTON TO CONFIRM YOUR SELECTIONS.



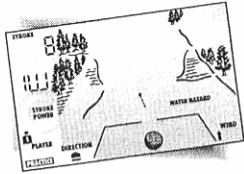
Club selection...

Select your club by using the **SELECT** button before each shot, taking into account the course conditions and wind conditions. Each club has a "normal distance", "a wind at your back" distance", and a "best range" distance.

CLUB	NORMAL DISTANCE	WIND AT YOUR BACK	BEST RANGE
1W	0-280	0-300	270-300
3W	0-250	0-283	220-283
3I	0-205	0-234	190-234
4I	0-190	0-218	170-218
5I	0-160	0-191	140-191
6I	0-155	0-186	135-186

7I	0-140	0-172	120-172
8I	0-135	0-165	115-165
9I	0-120	0-149	100-149
PW	0-100	0-133	80-133
SW	0-40	0-51	11-51
P	0-7 (ON THE GREEN)	0-7 (ON THE GREEN)	0-7

ALL DISTANCES ARE IN YARDS EXCEPT FOR PUTTING. PUTTING DISTANCES ARE IN FEET.



USE THE LEFT AND RIGHT BUTTONS TO LINE UP EACH SHOT -- TAKING INTO ACCOUNT THE COURSE AND WIND CONDITIONS.

Course conditions....

Keep in mind the course conditions when you select your club for each shot. The unit also has on-screen indicators for **ON THE GREEN**, **OUT OF BOUNDS**, and **WATER HAZARD**.

- Fairway** - normal travel distance.
- Bunker** - 30% less than the normal traveling distance for each club.
- Rough** - 10% less than the normal distance traveling distance for each club.
- Up-Hill** - 20% less than the normal traveling distance for each club.
- Down-Hill** - 20% more than the normal traveling distance for each club.

Wind conditions....

Also be aware of how the wind will affect each shot. Use your **LEFT** and **RIGHT** buttons to line up each shot, taking into account the course and wind conditions:

Blowing left - 15% to the left of normal traveling distance.

Blowing right - 15% to the right of normal traveling distance.

Against the wind - 10% less than the normal traveling distance.

Wind at your back - 30% more than the normal traveling distance.

No wind - normal traveling distance.

Swinging the club....

After selecting your club, use the **LEFT** and **RIGHT** buttons to line up your shot, also taking into account the course and wind conditions.

Press the **SWING** button to activate the **POWER METER**. The higher the power level, the greater the possible distance with your shot. When you reach the desired power level, then press and release the **SWING** button at the same time that you **ACTUALLY SWING THE CLUB!**

A. SWING TIPS:

- PRESS AND HOLD DOWN THE SWING BUTTON SO THAT THE POWER METER BEGINS TO FILL.
- ONCE THE POWER METER REACHES FULL AND BEGINS TO DROP DOWN, RELEASE THE SWING BUTTON AND SWING THE CLUB! THE HIGHER THE

POWER METER, THE MORE POWER TO YOUR STROKE!

B. SPECIAL PUTTING TIP:

- PRESS AND HOLD DOWN THE SWING BUTTON SO THAT THE POWER METER BEGINS TO FILL.
- INSTEAD OF ALLOWING THE POWER METER TO FILL, RELEASE THE SWING BUTTON AND SWING -- AS THE POWER METER STARTS TO RISE INSTEAD OF AFTER IT FILLS AND BEGINS TO FALL!
- FOR A 1 FOOT PUTT, AS SOON AS 1 POWER BAR IS ADDED TO THE METER, IMMEDIATELY RELEASE THE SWING BUTTON AND SWING THE CLUB.
- FOR A 2 FOOT PUTT, AS SOON AS 2 POWER BARS ARE ADDED TO THE METER, IMMEDIATELY RELEASE THE SWING BUTTON AND SWING THE CLUB.
- FOR A 3 FOOT PUTT, AS SOON AS 3 POWER BARS ARE ADDED TO THE METER, IMMEDIATELY RELEASE THE SWING BUTTON AND SWING THE CLUB.

C. SWING AND PUTT SUMMARY

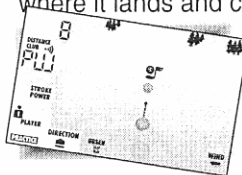
- FOR ALL SHOTS OTHER THAN PUTTING, ALLOW THE POWER METER TO FILL.
- FOR PUTTING, DON'T ALLOW THE POWER METER TO FILL -- INSTEAD HIT THE SHOT ON THE POWER METER'S WAY UP INSTEAD OF ON THE POWER METER'S WAY DOWN!

Unlike driving and fairway shots, putting is an exact science more than a function of power. So when you putt, release the swing button and swing the club while the power meter is on the way up -- instead of allowing the power meter to fill and begin to move down!



When you make contact with your swing, you will hear the "TWACK!" of the ball (if you swing and miss, you will have to start your shot over again).

The screen will then show the ball in flight for a few seconds, giving you the opportunity to lower the club back down to eye level so that you can keep track of the ball where it lands and can then set up your next shot!

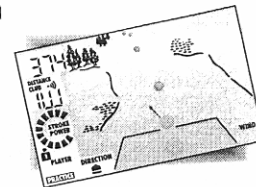


YOU GET MAXIMUM DISTANCE WHEN YOU RELEASE THE SWING BUTTON AND SWING THE CLUB WHEN THE POWER METER IS FULL.....BUT WHEN YOU WANT A "SOFTER" SWING TO HIT FOR LESS DISTANCE, RELEASE THE SWING BUTTON AND SWING THE CLUB WHEN THE POWER METER IS

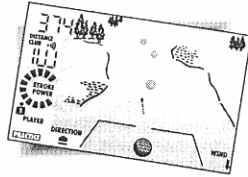
LOWER.

Remember that in a 2 player game, you alternate shots with the player farthest away from the green always shooting first!

PLAYER FARTHEST AWAY ALWAYS HITS NEXT.



GREAT PUTT! HEAR THE BALL RATTLE INTO THE CUP! HEAR THE SOUNDS OF THE ADORING CROWD!



- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORTCIRCUITED.

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

Remember, your game will reset to preset mode once you've replaced or removed the batteries.

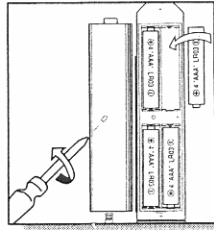
PENALTIES

- 2 stroke penalty for hitting a shot out of bounds.
- 2 stroke penalty for hitting a shot into the water.

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 "AAA" /LR03 batteries (not included), making sure to align "+" and "-" as shown.

CAUTION: Batteries should be replaced by an 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 AN 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 (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH CORRECT POLARITY.

CAUTION/DEFAULT 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 ELECTRONICS TOY REPAIR CENTER

980 Woodlands Parkway, Vernon Hills,
Illinois 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.

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\$ 13.50. 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 Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 6006, 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.