



**TIGER**  
ELECTRONICS, LTD.  
Ages 5 and Up  
Model 66-101

# INSTRUCTIONS



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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.

## 1. INTRODUCTION

Let's go miniature golfing! We could get in the car and drive for awhile, then stand in a long line and wait for our turn... OR... we could use Tiger's new Sports Feel Miniature Golf game and get started right away! Here's a vote for Tiger's Sports Feel Miniature Golf!

This is virtual reality at its best — easy to do but very challenging to master! You have your putter. Use it wisely. Aim each shot carefully, but be sure not to accidentally hit anyone else with it — so make sure you swing the club in a clear space and not so close that you accidentally hit someone with it! As in real miniature golf, it's accuracy not power that counts. So putt gently and let your accuracy and the electronics do the rest!

Like real miniature golf, each hole has particular OBSTACLES making accurate shots more difficult!

There are 3 different game modes. In each of them, you're actually going to FEEL like you're hitting real golf balls!!! Now, how cool is that???

## 2. 3 AWESOME GAMES TO PLAY

**Mode 1:** SUPER DUPER MODE (18 holes)

Play through 18 different holes in the SUPER DUPER MODE!

**Mode 2:** PRACTICE MODE

Practice on whichever holes you want in the PRACTICE MODE!

**Mode 3:** PUTT-PUTT MODE

You can just practice "straight putts with no obstacles" in the PUTT-PUTT MODE!

## 3. 3 NEAT SKILL LEVELS

STARTER (Beginner)

VERY COOL (Intermediate)

AWESOME (Advanced)

#### 4. HOW TO USE YOUR PUTTER

(THIS IS YOUR TICKET TO THE VIRTUAL WORLD)

##### **ON/OFF**

— Press button to toggle between on/off.

(The game also shuts off after three minutes of no action.)

##### **SOUND**

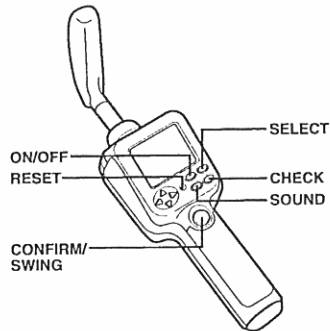
— To control sound: on or off.

##### **SELECT**

- To select 1 or 2 players.
- To select game mode.
- To select skill level.

##### **CHECK**

— To check total number of swings.



— An optional feature for extra adjustment when swinging uphill. You don't have to use this feature if you don't want to.



— An optional feature for extra adjustment when swinging downhill. You don't have to use this feature if you don't want to.

##### **CONFIRM/SWING**

- To confirm number of players, game mode, and skill level.
- To swing and release as player takes each shot.

##### **RESET**

— To reset the unit if your game malfunctions.

## 5. C'MON, LET'S PLAY!

Press the **ON** button to turn on the unit.

Use the **SELECT** button to select number of players. Press **CONFIRM**.

Use the **SELECT** button to select game mode. Press **CONFIRM**.

Use the **SELECT** button to select skill level. Press **CONFIRM**.

After you confirm your skill level, the game starts in whichever game mode (with your selected number of players and skill level) you selected.

In 1 player game, you play by yourself, taking each shot.

In 2 player game, players alternate shots.

The game will keep track of score (shot count) for each player. The best score is retained.

There are also great digital sound effects to insure that your visit to the virtual miniature golf world is a happy one!

## **ON-SCREEN INDICATORS**

(LEARN HOW TO "READ" THE SCREEN TO ACHIEVE BETTER SCORES)

On-screen indicators include:

—HOLE NUMBER

—NUMBER OF STROKES

—POWER METER

—UP AND DOWN ARROWS TO INDICATE UPHILL AND DOWNHILL LIES

## **BEFORE EACH SWING**

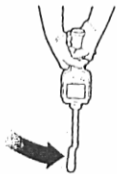
Before each swing (but only if you want to), you can use the "▲" and "▼" buttons to adjust for uphill and downhill shots. But it's not necessary to use these two controls if you don't want to!

## SWINGING

When you're ready to hit the ball, press the **SWING** button to activate the power meter. The higher the power level, the more power to the swing. When you reach the power level you want, release the **SWING** button and actually swing the club in a putting motion. You will hear the "CLUNK!" of the putter club striking the ball on each shot!

Remember —DON'T SWING TOO HARD — ACCURACY IS WHAT'S MOST IMPORTANT!

ONCE YOU'VE LINED UP YOUR SHOT, GENTLY PUTT! AS YOU SWING THE CLUB, IT WILL AFFECT THE ACTION ON SCREEN.



YOU'LL ACTUALLY FEEL THE VIRTUAL BALL MAKING CONTACT WITH YOUR PUTTER!



## OBSTACLES/OPPORTUNITIES

What makes miniature golf so special are the obstacles! You must show great accuracy to either avoid the obstacles or use the obstacles to your best advantage! Each of the 18 holes offers you a different challenge!

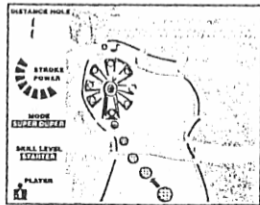
There's a maximum 6 stroke limit to each hole. Once you've taken 6 strokes, you automatically advance to the next hole!

Press the **OFF** button when you are finished playing. The unit also shuts off automatically after 3 minutes.

## EACH OF THE 18 HOLES PROVIDES ITS OWN SURPRISES

### HOLE 1

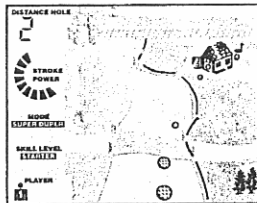
There is a windmill spinning. The fan of the windmill has many holes in it. As the windmill spins around, the bottom-most part of the fan will reach the ground. You must time your swing so that you hit the ball so



that the ball reaches the windmill at the exact moment that a part of the fan that has a hole in it is ground level! Then the ball will pass through the hole, into the windmill and come out on the other side. If you do not time your shot well, the ball will bounce off the windmill, creating a more difficult next shot.

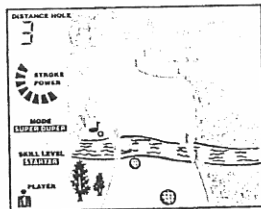
## HOLE 2

There is a little house. The door to the house opens and closes. Try to time your shot so that the door to the house is open. If you time your shot correctly, the ball will pass through the house and come out on the other side. If your timing is bad, then the ball will bounce off the closed doors.



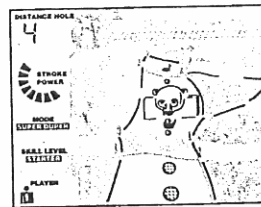
## HOLE 3

Water borders the hole on all sides. So throughout play, you must keep your ball from landing in the water. If the ball lands in the water, you lose a stroke.



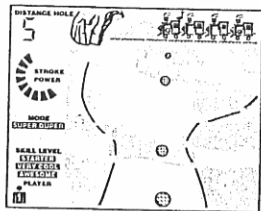
## HOLE 4

There is a head of a bear on the ground. The bear's mouth opens and closes. Time your shot so that you hit your shot so that you hit the ball into the bear's mouth. If you are successful, the ball will travel through the bear, closer to the hole. If you miss, your next shot will be more difficult.



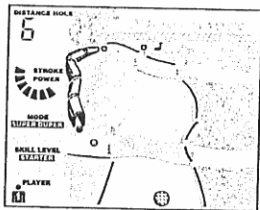
### HOLE 5

There is a choo-choo train traveling on a track through the hole. There is an open door on the train. Try to hit your shot so that the ball lands in the open door of the train. If you are successful, you will see the train carry your ball close to the hole!



### HOLE 6

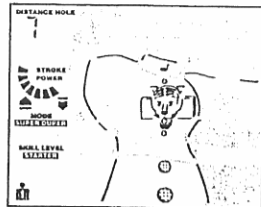
There is a tunnel with an opening. Try to hit the ball through the tunnel.



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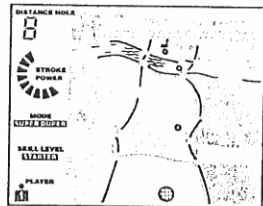
### HOLE 7

There is a head of a tiger on the ground. The tiger's mouth opens and closes. Time your shot so that you hit your shot so that you hit the ball into the tiger's mouth. If you are successful, the ball will travel through the tiger, closer to the hole. If you miss, your next shot will be more difficult.



### HOLE 8

There is a water border. Try to hit your shot so that the ball lands on the other side of the water.

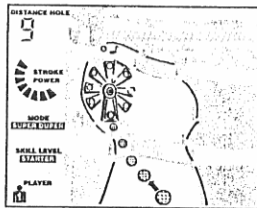


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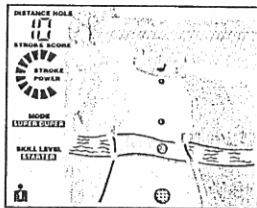
## HOLE 9

It's the windmill again, but this time the windmill is moving faster!



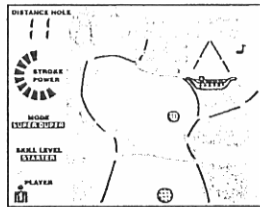
## HOLE 10

It's a water hole again. But this time, the configuration of the hole is different so the water is located in different locations!



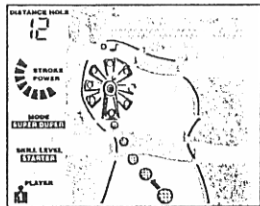
## HOLE 11

There is a pirate's ship with a drawbridge that opens and closes. Try to time your shot so that the drawbridge is open. If you time your shot correctly, the ball will pass through the pirate's ship and come out on the other side. If your timing is bad, then the ball will bounce off the closed drawbridge.



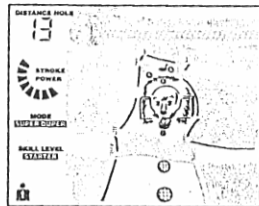
## HOLE 12

The windmill returns again — this time, the windmill is moving slower than ever before. Have patience and don't swing too quickly!



### HOLE 13

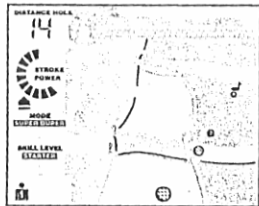
There is a head of a lion on the ground. The lion's mouth opens and closes. Time your shot so that you hit your shot so that you hit the ball into the lion's mouth. If you are successful, the ball will travel through the lion, closer to the hole. If you miss, your next shot will be more difficult.



### HOLE 14

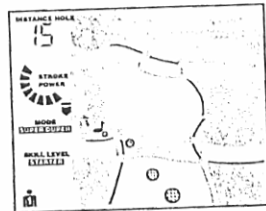
You have to swing up a steep hill — so the ball keeps rolling back!

If you want to use the "▲" and "▼" controls, this is a good hole to try them!



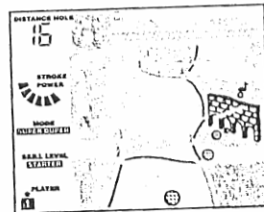
### HOLE 15

You have to swing downhill - so the ball keeps rolling too far! If you want to use the "▲" and "▼" controls, this is a good hole to try them!



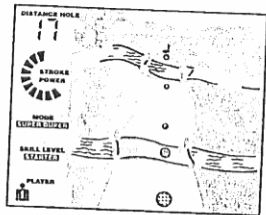
### HOLE 16

There is a series of four openings in a wall. Depending on which opening your ball goes through will determine where your ball will come out on the other side!



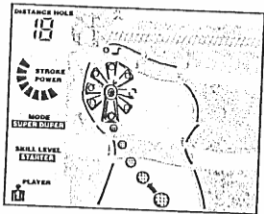
## HOLE 17

Another water hole. But configuration of the hole is different, so the water is in a different spot.



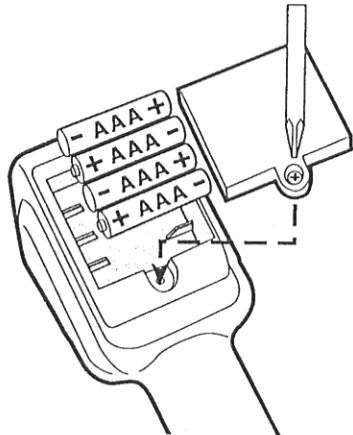
## HOLE 18

It's the windmill a final time — and its most challenging best!



## 6. INSERTING THE BATTERIES

1. Switch power off, loosen the screws which hold the battery compartment cover in place, then remove the battery compartment cover.
2. Remove the old batteries.
3. Replace the battery cover and secure it in place with its screw. Press down on the cover as you replace the screw.



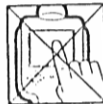
## 7. CAUTION

### 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 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



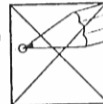
Clean only with a piece of soft dry cloth. Use a ball-point pen.



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



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



Do not use a pencil or pin to press the reset button.



## 8. DEFECT OR DAMAGE

If a part of your product is damaged or something has been left out, **DO NOT RETURN THE PRODUCT 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 product, product's model number, and tell us briefly what the problem is. Also, include sales slip, date, place of purchase, price paid, and your return address, we will do our best to help.

## 9. 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 material 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 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 \$13.00. Payment 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 products 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](http://www.tigertoys.com).**