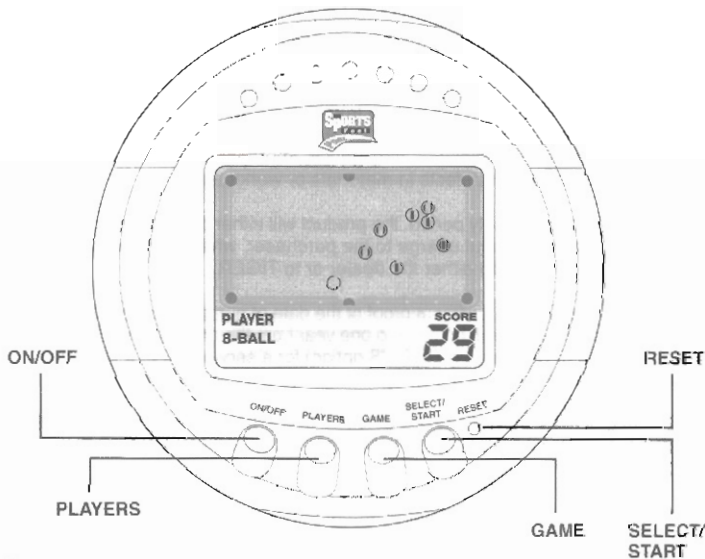




WARNING:
CHOKING HAZARD - TOY CONTAINS A SMALL BALL
NOT FOR CHILDREN UNDER 3 YEARS

INTRODUCTION

Welcome to Sports Feel Pool, the electronic game that plays like a real game of pool! Grab your cue, line up your aim, and take your shot. Use the included pool cue to actually hit the game like a pool ball, and you'll see the action on screen with the correct direction and power of your shot. Real pool physics and sound effects bring the excitement of the pool hall into your home!



CONTROLS

- ON/OFF** - to turn the game on or off
- PLAYERS** - to choose the number of players (1-3)
- GAME** - to choose which game you want to play (8-ball, 9-ball, Golf Pool, or Cut-Throat)
- SELECT/START** - confirms selections and starts the game
- TRACKBALL** - The trackball is a special controller located on the bottom of the game. When the game is placed on the tabletop, you can actually strike it with the pool cue so that it rolls across the table. The trackball measures the direction and speed you strike the ball. Make sure you always line the screen up so that it is facing you before you make each shot. This will ensure that the trackball correctly measures your shot.

GETTING STARTED

1. Press **ON/OFF** to turn on the game.
2. Press **GAME** to highlight the game you want:
8-ball: A game using all 15 pool balls. Players take turns trying to sink either all of the solid balls (1-7) or all of the striped balls (9-15). Once you have sunk all of your balls (either solids or stripes) you can try to sink the 8-ball and win the game.
9-ball: A "professional" game using only the balls 1-9. The object is to sink the balls in order, starting with the 1-ball. The player who sinks the 9-ball is the winner.


- Golf Pool:** A shooting skill game using only the cue ball and one target ball. The object is to sink the ball in each of the six pockets in order, in the fewest shots.
- Cut-Throat:** A three player game. Each player is assigned 5 balls. The first player to sink all of his opponents' balls is the winner.


When you have chosen the game you want, press **SELECT/START** to confirm your choice.


3. Press **PLAYERS** to choose the number of human players:
8-ball: A game designed for two players. If you select 1-player, the computer will play as your opponent.
9-ball: A game designed for two players. If you select 1-player, the computer will play as your opponent.
Golf Pool: A game for 1-3 players. First, select the number of human players, then select the number of computer opponents you would like.
Cut-Throat: A game designed for three players. If you select 1- or 2-player, the computer will play as the remaining opponents.


When you have chosen the number of players you want, press **SELECT/START** to confirm your choice and begin playing.


HOW TO SHOOT

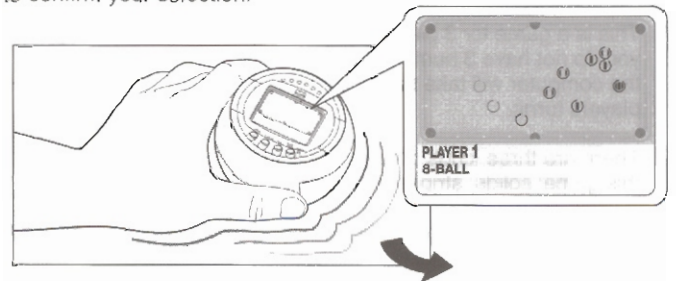
1. Locate on the screen your cue ball and the target ball(s).
 2. The cue ball is "solid" white. Other balls are solids or stripes. The 8-ball and 9-ball can also be important targets, depending on the type of game you are playing.
- 
CUE BALL


SOLIDS


8-BALL

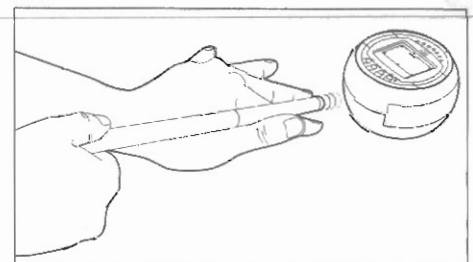

9-BALL


STRIPES
3. Target balls will flash. For example, in 8-ball, if you are trying to sink solid balls, all of the solid balls will flash. For 9-ball, the next ball you must pocket will flash. For Cut-Throat, your own balls will flash-remember you want to pocket the other player's balls.
 4. If the cue ball is flashing, this indicates that you have "ball in hand." This means that you are able to place the cue ball on the table, so you can line up the exact shot you want. Keep the game flat on the table and, using your hand, move it around until the cue ball is placed where you want it. Remember to turn the game so that the screen is facing you, or the game cannot correctly compute your shot! When you have placed the cue ball, press **SELECT/START** to confirm your selection.



5. When it is your turn to shoot, **PLAYER** will flash. You must press **SELECT/START** to confirm that you are ready. When **PLAYER** is not flashing, you are ready to shoot.

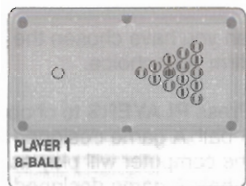
6. Use the cue stick to strike the ball with the speed and direction you want. The game will respond with real pool physics, and the action will be shown on screen with real pool sound effects!



8-BALL

1. All 15 balls are used, and they are arranged at the other end of the table in a pyramid shape. The 8-ball is in the center.
2. The first ball that a player sinks determines the target balls for that player. For example, if player-1 sinks a solid ball, player-1 will be "solids" for the rest of the game.
3. Each time a player sinks a target ball, he is allowed to shoot again.

- If a player sinks the 8-ball while he still has other targets on the table, that player loses.
- Only after a player sinks all of his target balls can he try to sink the 8-ball.



- If a player tries to sink the 8-ball and scratches, that player loses.

9-BALL

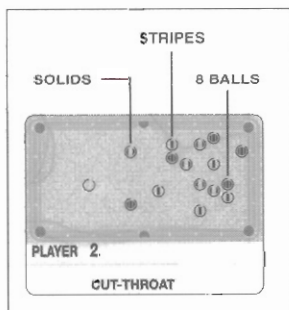
- Only balls 1-9 are used. They are placed on the table in a diamond pattern with the 9-ball in the center.
- The balls must be sunk in order, starting with the 1-ball and ending with the 9-ball.
- If a player manages to sink the 9-ball on the break, he wins!
- The next target ball will always flash.
- If a player sinks the target ball, he can shoot again.
- If a player misses the target ball, he loses his turn, and his opponent gets "ball in hand."
- If a player strikes the target ball first and then (in the same shot) sinks the 9-ball, that player wins. Use this strategy to win the game early by striking the target ball into the 9-ball!

GOLF POOL

- This game can be played by 1-3 players.
- The game is played with only a cue ball and one target ball.
- The object of the game is to sink the target ball into each of the six pockets in the fewest shots.
- The target pocket will flash before each shot.
- The player who completes all six pockets in the fewest shots wins.

CUT-THROAT

- This is a game for 3 players only. If you do not have 3 human players, the computer will take the other players turns.
- There are three kinds of target balls in this game: solids, stripes, and 8-balls.
- Each player has 5 target balls of his own type.
- The first player to sink all of his opponent's balls wins.



INSERTING THE BATTERIES

Using a screwdriver, loosen the screw on the battery compartment door located on the side of the unit.

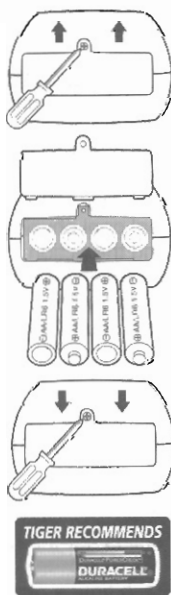
Remove battery compartment door. Insert 4 "AA"/LR6 batteries, making sure to align the "+" and "-" signs.

Replace battery compartment door and screw.

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.

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.

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\$13.00. 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.

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