



GOLDEN TEE HOME EDITION



MODEL 76081
For 1 to 4 players / Ages 8 and up
INSTRUCTION MANUAL
P/N 823A2010 Rev.A

WARNING: EPILEPSY AND SEIZURES READ BEFORE OPERATING YOUR GOLDEN TEE GOLF

A few people may experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Players who have not had any seizures may nonetheless have an undetected epileptic condition.

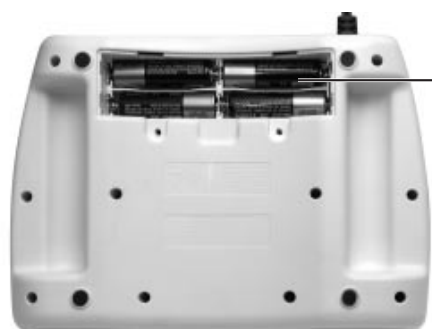
Consult your physician before playing video games if you have an epileptic condition or experience any of the following symptoms while playing video games: altered vision, eye or muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

SETTING UP

BATTERY INSTALLATION

On the back of the main unit, remove the battery compartment and insert four (4) "AA" batteries as indicated inside the compartment (alkaline batteries recommended). Replace the battery compartment door.

NOTE: Batteries in the Main Unit should give you about 10 hours of game play (if alkaline batteries are used). The game will not operate normally when the batteries begin to run low. The screen may be blurred and resetting the game may not work. Be sure to install fresh batteries. There is also no memory function. All game data will be erased when the power is turned off or batteries are replaced.



battery compartment

ADULT SUPERVISION IS RECOMMENDED WHEN INSTALLING BATTERIES.

TV CONNECTION

NOTE: To connect Golden Tee Golf directly to a TV, the TV must be equipped with audio and video input jacks. They are commonly found on the front of the TV near the contrast, color and picture adjustment controls or on the rear of the TV near the antenna and cable/satellite jacks.

If your TV does not have audio and video input jacks, you may connect Golden Tee Golf through a VCR connected to your TV.

Please note: If your TV does not have AV Input Jacks, you can connect your game through your VCR or use an RF Modulator. RF Modulators can be purchased at most electronic stores.

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CONNECTING TO A VCR

To connect Golden Tee Golf to your VCR, insert the yellow video plug from the Main Unit into the video-in (Yellow) jack on your VCR, the white audio plug into the left audio-in (white) jack. Then set the VCR to the appropriate video input mode (see your VCR's operating manual for details).

ADULT SUPERVISION IS RECOMMENDED WHEN CONNECTING CABLES TO A TV AND VCR.

BUTTON FUNCTIONS: MAIN UNIT CONSOLE



TRACKBALL

- Roll left and right to choose your club
- Roll back to start your backswing
- Roll forward to start your forward swing

LEFT BUTTON – Press to scroll to the left thru menu options. Press to aim left.

RIGHT BUTTON – Press to scroll to the right thru menu options. Press to aim right.

BACK / BACKSPIN – Press to back out of a menu, or to add backspin to your shot.

SELECT / START – Press to select item from the menu, start the game, or move on to the next hole.

POWER BUTTON – Slide to turn the game on/off

MAIN MENU



PLAY ROUND – 1 to 4 players will compete against each other, with a maximum stroke count of 10, while playing all 18 holes of the golf course. Hit the fewest number of strokes in 18 holes to win.

MATCH PLAY – 2 players compete to post the best score for each hole. The player with the lowest stroke count on a hole will be awarded one point for each hole. The player with the most points at the end of 18 holes takes the trophy.

TOURNAMENT – 1 to 4 players compete against computer generated scores or other players (up to 4) while playing all 18 holes of the golf course. There are three tournament difficulties:

- Bronze Cup (Easy)
- Silver Cup (Medium)
- Gold Cup (Hard)

The player with the lowest score on the board wins the tournament and takes the trophy.

DRIVING RANGE – This is where the player can practice driving, work on their slice or hook, or just learn to become one with the ball.

PLAYING GOLDEN TEE GOLF

If your Golden Tee Golf is connected to your TV, turn on the TV, then set the TV to the appropriate video input mode (see set-up section of this manual). If your Golden Tee Golf is connected to your TV through a VCR, turn on the TV and VCR, then set both the TV and VCR to the appropriate video input modes (see set-up section of this manual). Next, turn on the power to your Golden Tee Golf by sliding the POWER BUTTON to the left on the front of the Main Unit. After a brief start-up animation, the Main Menu will appear on the TV screen.

Using the trackball on the Main Unit, you will be able to scroll through the different game modes you can choose from (Play Round, Match Play, Tournament, and Driving Range). Once the game mode you wish to play is highlighted press the SELECT button on the Main Unit. If it is an option in the game you select, you will then be able to choose the number of players.



The Tee View screen will appear and display the following information:

- Hole Number, Par, and Stroke Number
- Distance Remaining to the Hole/Pin in Yards
- Golfer
- Power Percentage
- Lie (where you are hitting from)
- Club Selection and Maximum Distance that is can hit
- Wind Direction & Speed
- Ball Placement
- Flag
- Aim Target

CLUB SELECTION – On initial Tee-off, a club will be suggested to you. You may play this club or choose another from your bag. Roll the Trackball to the left or right on the Main Unit to scroll through the club choices.

Caddie Tip:

- Choose your 1 Wood (Driver) for all par 4's and par 5's
- Choose the lowest club that guarantees the player can reach the hole assuming a max hit (taking the lie into consideration).
- Select the Sand Wedge(SW) for Bunkers or Sand Traps
- Use any of the clubs between the Lob Wedge(LW) and the 7 iron for chipping inside 60 yards
- The Putter is the only club used on greens. Learn to aim well.
- Press the Start/Select button to change your selection if your backswing or club selection isn't what you wanted.

BACKSPIN – Press the BACKSPIN button before your backswing to hit the ball with some backspin. This will cause the ball to spin backwards after being hit; thereby making the distance it rolls upon landing to be minimized.

SHOT DIRECTION – Before hitting the ball, the player can adjust where they are aiming by pressing the LEFT OR RIGHT BUTTONS on the Main Unit to shape their shot or compensate for a hook or slice.

Caddie Tip: Follow the shot direction guide across the top of the Main Unit. By learning these backswing and forward swing combinations, you will soon be able to make that ball land right where you need to without breaking a sweat. This is especially helpful in order to get the ball to the Hole in the fewest number of shots. Practice these different shots on the Driving Range.

SWING STRENGTH – The strength of your swing will be based on a combination of your backswing and your forward swing. As you roll the trackball back, notice your club moving back as well. The farther back your club goes, the more power you are putting behind your shot. But just like real golf, you will need to connect with the ball as well. So after you have figured out how far back you want to go with your club, how fast the trackball rolled forward will also determine your swing strength. A strength percentage will be shown on the screen afterwards to indicate the speed of the swing.

Caddie Tip: Pay attention to your golfer and his backswing. Some-

times it is the smarter play to only use a little backswing, so as to not overshoot the ball.

BALL PATH – The path that the trackball is rolled will determine the path of the ball. The ball can either be sliced, hooked, or right on target. Adjust your aim using the Right and Left Buttons, and use one of the combinations described under Shot Direction above.

LIES AND GROUND SURFACES – Depending on the surface of the ground that the ball is laying on, your Power Percentage could be affected for better or worse. Surfaces include: Tee, Fairway, Sand, Buried, Cabbage, Rough, Fringe, Green, Cart Path and O.B. (Out of Bounds).

Once the ball is hit from the Tee View, the camera will follow the ball and then switch to Bird’s Eye View to follow it until it stops. If the ball is on the Green, remember to compensate for slope.

When a hole is complete, the score card will be shown, with ranks for all the players. When the 18th hole is complete the score card will be displayed again.

CREDITS

FarSight Studios

Technical Director --- Jay Obernolte

Lead Engineer --- Sean Shannon

Development Director --- Bobby King

Engineer --- Doug Brettin

Game and Course Designer --- Bobby King

Art Director --- Tom Green

Artist --- Chris Kline

Testers --- Stacy Crumpler, Tom Wells, Kevin Deshler, Norman Stepansky

TROUBLE SHOOTING TV

To locate your auxiliary channel, which is usually not 3 or 4, but a gaming channel found between 2 and 99 (example 2, 1, 0, 99), first try 00 to see if it is the auxiliary channel. Channels downwards from 3 until a Line 1 or Line 2, Video 1 or Video 2, Front, Aux, AV, etc., appears on screen, then push the power button on the game and it should automatically come on if you have selected the correct channel. If this does not work, another way to determine your auxiliary channel is to take a look at your television remote. There may be a button on the remote that may take you directly to the correct channel. The buttons you are looking for may be labeled Input, AUX, AV, Line, TV/Video, or Video. If your remote has one of these buttons, turn your television back to Channel 3 and select that button. The power button on the game should be turned on in order for the game to appear on the television. If your television remote does not have any of these buttons, and channel 00 is not working, you may need to search the main menu for a way to determine your auxiliary channel. If none of these methods have helped you locate your auxiliary channel, you may need to check your owner’s manual and/or contact a local television repair company.

VCR

When connecting to a VCR, you must first start with a blue background showing on your television screen. To obtain a blue screen, try inserting a videotape into the VCR, let it start to play, then hit the stop button. This may give you a blue screen, then you can channel down to your auxiliary channel. If the blue screen still does not appear, try entering your TV and/or VCR main menu and see if it gives you options to select a blue screen background. Many times if you enter the main menu on your television you can change the setting from cable to video and display a blue screen. Also if you have an older television, you may locate a hidden door on your television that has color, picture, horizontal, vertical, and cable, antennae buttons. If your television includes this panel, you can select the antennae/cable button and see the blue screen appears. If you have tried all of these options and are still unsuccessful connecting the console, then you may need to check your VCR owner’s manual or contact the manufacturer to find out how to set up your VCR for console games.

Remember, you can’t play our games through a cable box or satellite, so if you own one of these make sure it is turned off before connecting the game. You can connect our games through DVD players with the same connection as a VCR.

If you still have difficulty with setup or operation of your game, please call our players helpline mentioned at the end of this manual.

If you choose to use an AC Adapter we suggest the following :

Recommended Adaptor Output:

-Voltage: 6 Volts DC

-Current: 300 mA (minimum)

Polarity: Negative Center

Plug Size: 5.5 mm outside diameter, 2.1 inside diameter.

AC Adapters are available at most electronic stores.

If you use the product with a transformer, regularly examine for damage to the cord, plug, enclosure and other parts. In the event of any damage, do not use the toy with the transformer.

CAUTION

- **As with all small batteries, the batteries used with this device should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.**
- **Be sure you insert the battery correctly and always follow the device and battery manufacturer’s instructions.**
- **Do not dispose of batteries in fire.**
- **Batteries might leak if improperly installed, or explode if re-charged, disassembled or heated.**
- **Sometimes, a build-up of static electric (from carpets, etc) may cause the game to stop working. Just reset the game by switching the power button off for a few seconds and it will work again.**
- **The unit may malfunction when there is radio interference on the power line and signal line. The unit will revert to normal operation when the interference stops.**
- **In an environment with radio frequency interference, the product may malfunction and require user to reset the product.**

MAINTENANCE

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.
- This product is not suitable for children under 36 months.
- Use only with the recommended transformer type.
- Disconnect the transformer before cleaning the console or controller.
- The transformer is not a toy.
- Transformers used with the toy are to be regularly examined for damage to the cord,plug, enclosure and other parts. In the event of such damage, the toy must not be used with this transformer until the damage has been repaired.
- The toy is not to be connected to more than one power supply.
- Packaging should be kept as it contains important information.

Please retain this for future reference.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user’s authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.

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- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

6-MONTH LIMITED WARRANTY FOR USA (This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 6 months from the original purchase date under normal use against defective workmanship and materials (batteries excluded). 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. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 6-month warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.** Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

6 MONTH PRODUCT WARRANTY FOR UK (This product warranty is valid in the United Kingdom only)

All products in the **RADICA®** range are fully guaranteed for a period of 6 months from the original purchase date under normal use, against defective workmanship and materials (batteries excluded). 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.

In the unlikely event that you do experience a problem within the first 6 months, please telephone the Technical Support team: **Tel. 0871 222 8278. Calls are charged at 10p per minute and will show up on your standard telephone bill. Helpline hours are 2pm-11pm, Monday to Friday.**

IMPORTANT: Always test the product with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

THIS WARRANTY IS IN ADDITION TO YOUR STATUTORY RIGHTS.

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