



MODEL 9834 • Tiger Woods Ultimate Golf™

For 1 or 2 players / Ages 8 and up
P/N 82347700 Rev.A

INSTRUCTION MANUAL

NOTE: This game will not function in direct sunlight, under halogen and some high wattage lighting. If performance decreases, adjust position of this base unit away from direct light or replace batteries.



IMPORTANT:

Remember to turn off the base unit when not in use or the battery will run down prematurely.

INTRODUCTION

This unique golf game requires an actual golf swing to play. It can be played in 3 different modes: Driving Range, Practice and Tournament. You can also play at one of three different skill levels — Professional, Amateur or Beginner. You can play by yourself, or with a friend in 2-player mode.

GETTING STARTED

- 1) Turn on the Base Unit (the golf ball) using the **ON/OFF** switch. Set the Base Unit on the ground with the red "SWING" double-arrow closest to you.
- 2) Wake up the Club by pressing the **ON/NEW GAME** button.
- 3) Press **ON/NEW GAME** again to start a new game. Next you will see "PRACTICE" flashing in the top-right corner of the screen telling you that you are currently in Practice Mode.

To change game modes, press the **DOWN** arrow until the game mode you want to play is flashing. 2-Player mode is not available for a Practice round.

Press **ENTER**.
- 4) Next you will see the "1" player image flashing. This tells you that you are currently in 1-Player mode.

To switch to 2-Player mode, press the **DOWN** arrow until the "2" player image is flashing.

Press **ENTER**.
- 5) Next you will see "PRO" flashing. This tells you that you currently have the Professional skill level selected (hardest).

To change skill levels, press the **DOWN** arrow until the skill level you want is flashing (Amateur or Beginner).

Press **ENTER**.

GAME MODES

DRIVING RANGE

Practice your golf swing with an unlimited bucket of balls. Use the UP and DOWN arrows to select the club you want to practice hitting.

PRACTICE

In Practice mode, you can choose a particular hole to practice. After starting a new game in practice mode, you will see "HOLE" flashing on the screen for 2 seconds. While "HOLE" is flashing, press the HOLE button to select the number of the hole you want to practice.

After any shot in Practice mode, you can press the **MULLIGAN** button to retry the shot.

TOURNAMENT

In Tournament mode, you can select the skill level you want (Professional, Amateur or Beginner) by pressing the Up or Down buttons. The Mulligan feature is not available in Tournament mode.

HITTING A BALL

1. GET READY TO HIT

After you've set up a new game, you will be able to see the Hole Number ("1"), the Par ("4"), the Yards to the Pin, the Club currently selected, and the Wind Direction.

Wind Direction — In the bottom-center part of the screen is a box with "MAX" at the top. This box is a meter which tells you the strength of the wind. Somewhere around the perimeter of this box is an arrow which points away from the box. This arrow tells you the direction of the wind.

Select a Club — The computer will automatically select a club based on the distance to the hole. If you think you need a different club (possibly because of the strength and direction of the wind), press the **UP** or **DOWN** arrows until the club you want is flashing.

Aim — You will see "AIM" flashing on the screen. Press the **AIM** arrows to move your aiming arrow in the direction you want to hit the ball.

Press **ENTER** to confirm all setup information.

2. ADDRESS THE BALL

Grip the handle with two hands as you would a regular golf club.

Point the club directly at the ball on the base unit until the green "Align" light turns on (at least one second).

NOTE: If a red light appears instead of the green light, try standing closer to the base unit or move to an area which is not as bright.

Pull the club back as you would a regular golf club.

3. SWING PAST THE BALL (BASE UNIT)

When you pull the club back, you will hear a double-beep sound.

After making your backswing, swing through with the end of the club head

pointing directly at the base unit (golf ball) as you swing through.

DO NOT HIT THE BALL WITH THE CLUB.

The internal sensors will detect whether your shot is straight, a hook, a slice, or a shank.

THE NEXT SHOT

After you've hit your tee shot, you can look at the LCD screen to see the position of the ball (fairway, bunker, rough or water). The computer will show you the number of yards your shot travelled and the number of yards to the pin — alternating between these two numbers. Set up your next shot, press **ENTER**, and then go through the swing motions.

PUTTING

After you get your ball onto the green, the box with "MAX" at the top will show you the steepness of the green. If the meter reaches up to the word MAX, the green is extremely steep. The arrow next to the box shows the downward-direction of the slope.

Hit a put just as you would a regular shot. Point the club-head at the base unit until the green "ALIGN" light turns on. Pull the club back until you hear the double-beep and then swing through.

The results of the putt will be shown on the screen.

BUTTON FUNCTIONS

NOTE: There is no "OFF" button on the golf club unit. The game shuts off by itself after about a minute of inactivity. However, you do need to shut off the Base Unit when not in use.

ON/NEW GAME

Press to wake up the golf club unit. Press again (or at any time) to start a new game

ENTER

After a selection has been made with the UP or DOWN arrows, press this button to enter the selection. After selecting you aiming direction with the AIM arrows, press this button to get the unit ready for making a stroke.

NOTE: If you have pressed **ENTER** after making a selection and then change your mind about your selection, press **ENTER** again and then change your selection.

SOUND

Press to turn sound on or off.

HOLE

When you are in Practice mode, press this button to change the hole you are playing.

MULLIGAN

If you are in Practice mode and want to re-try a shot, press this button to try again.

SCORE

Press to see your current score.

RESET

If the game malfunctions, press to reset the computer.

Base Unit (Golf Ball)

ON/OFF SWITCH

Switch to ON position to turn on the base unit. Switch to OFF position to turn off the base unit.

STARTING A NEW GAME

To start a new game, press the **ON/NEW GAME**. You can start a new game at any time.

REPLACING THE BATTERY

The automatic shutoff featured with this unit will help extend



the life of the batteries. The club is powered by three (3) AA-size batteries. The base unit uses three (3) AA-size batteries. Install the batteries as follows:

1. Remove the screw on the battery compartment door on the unit. Slide the battery cover out. Remove the old batteries.
2. Insert new batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

CAUTION:

- As with all small batteries, the batteries included with this game should be kept away from small children who still put things in their mouths. If the battery is swallowed, promptly see a doctor.
- Be sure you insert the battery correctly and always follow the game and battery manufacturers' instructions.
- Battery may leak if improperly installed, or explode if recharged, disassembled or heated.

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.
- 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.

MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, press the reset button. If problems continue, remove and reinstall the batteries — or try new batteries. If problems still continue, consult your warranty card for replacement instructions.
- Only batteries of the same or equivalent type as recommended are to be used.
- 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 game.
- The supply terminals are not to be short-circuited.
- Batteries are to be inserted with the correct polarity.

Keep this manual because it contains important information.

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