



PLAY TV REAL SWING GOLF™

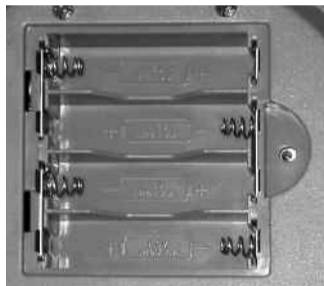


Model 74037
For 1 to 4 players / Ages 8 and up
INSTRUCTION MANUAL
P/N 82396400 Rev.A

TEE IT UP AND NEVER LEAVE HOME!

SETTING UP

• BATTERY INSTALLATION



On the back of the main unit, loosen the screw on 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.

ADULT SUPERVISION IS RECOMMENDED WHEN INSTALLING BATTERIES.

• TV CONNECTION

NOTE: To connect Play TV Real Swing 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 Real Swing 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.

• CONNECTING TO A VCR

To connect Play TV Real Swing 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.

WARNING: Make sure you place the Main Unit Console on the floor in front of the TV, located far enough from the TV and any other objects or people to avoid striking anything or anyone when swinging the golf club.

IMPORTANT SAFETY NOTE: Before beginning game play, make sure to place your top golfing hand through the Safety Strap on the top of the golf club handle.

If your Play TV Real Swing 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 Play TV Real Swing 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 Play TV Real Swing Golf by pressing the POWER BUTTON on the Main Unit console. After a brief start-up animation, the Game Selection Menu will appear on the TV screen.

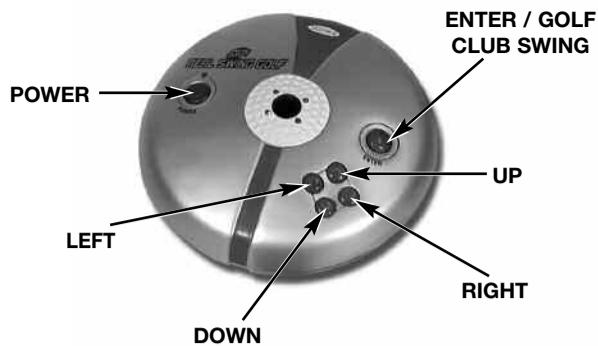
BUTTON FUNCTIONS: MAIN UNIT CONSOLE

Using the UP, DOWN, LEFT or RIGHT buttons on the Main Unit, you will be able to scroll through the Game Mode Main Menu (Play Round, Match Play, Tournament, and Driving Range). The currently selected options text will be highlighted in yellow. Press the ENTER button on the Main Unit or swing the club to lock in the desired selection.

Note: If swings are not being seen by the camera, be sure to double check the following three things:

1. Swing directly over the center of the console
2. When swinging keep the club head between 8 inches and 24 inches over the console.
3. It is possible to swing too fast or too slow. Try altering your swing speed.

E



UP BUTTON – Press to scroll up through menu options

DOWN BUTTON – Press to scroll down through menu options

LEFT BUTTON – Press to scroll to the left through menu options

RIGHT BUTTON – Press to scroll to the right through menu options

ENTER BUTTON / GOLF CLUB SWING – Press or swing to make menu selections

POWER BUTTON – Press to turn the game on/off

GAME PLAY MODES

- **PLAY ROUND MODE** – Up to four (4) players can play all eighteen (18) holes of the golf course.
 - Select the number of players using the LEFT or RIGHT arrow key and then press ENTER or swing the club
 - For each player, select from one of sixteen player names and press ENTER or swing the club.

The player who posts the lowest score on the Leaderboard wins!

- **MATCH PLAY** – Two (2) players can try to post the best score for each hole. The player with the lowest stroke count on a hole wins the hole and is awarded a check mark on the scorecard
 - Select two player names and press ENTER or swing the club
 - The player who scores lower on the most holes wins the match

Note: Once a player 'holes out' and wins the hole the other player will 'pick up' and the players will move to the next hole.

- **TOURNAMENT MODE** – One to four players can compete against computer generated scores and each other while playing all eighteen (18) holes of the golf course.
 - Select difficulty level by pressing ENTER or swing the club. Choose between Beginner, Amateur or Pro.

Note: The difficulty level makes the computer generated golfers better

- Select the number of players and press ENTER or swing the club
- Select player names and press ENTER or swing the club

After each hole the Leaderboard will appear. Swing club to continue to the next hole. Stay atop the Leaderboard and win the tournament!

- **DRIVING RANGE** – Fine tune your skills on the driving range. Go to the driving range to practice and fine tune your swing. You are given 10 shots and then returned to the Main Menu.

HOW TO PLAY

At the beginning of each hole, the Tee View screen will appear with the player having honors going first. For each shot, the following information is displayed:

- Hole Number, Par, and Scorecard
- Lie Type
- Club Head Viewed by Camera
- Lie Distance Variation
- Golfer's Name and Score
- Stroke Number
- Maximum Distance for Selected Clubs
- Shot Type
- Wind Direction
- Wind Speed
- Distance Remaining to the Pin in Yards
- Shot Target Aimer

MINI – MAP - Use the mini-map on the right side of the screen to determine where the ball is on the hole and where the ball will land if hit at full power.

Note: If a golfer takes more than 10 strokes on a hole, the ball is picked up and a 10 is recorded.

CLUB SELECTION – Press the UP or DOWN BUTTON on the Main Unit to scroll through the club choices. By default, the game will select a club for you:

- 1 Wood on the tee for all par 4s and par 5s
- The lowest club that guarantees the player can reach the hole assuming no wind and maximum power taking the lie into consideration.
- When the lie is good, the player can hit 3W-LW
- Club selection may be restricted when facing a bad lie
- Only putters are allowed on greens
- Putts from the rough in the green view will be given loft to help the ball carry onto the green

SHOT TYPE SELECTION – Press the ENTER BUTTON to toggle between Normal and Power shot.

- **Normal Shot** – The club yardage shown for each club will indicate how far the ball will travel if hit at full strength. The wind lie and swing path can alter the actual distance. Hitting a stronger or weaker club may be wise based on adverse conditions.
- **Power Up Shot** – This will increase the maximum distance of the shot, but will also exaggerate any inaccuracies in your swing path.

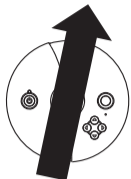
SHOT DIRECTION – Before hitting the ball, the player can adjust where they are aiming by pressing the LEFT or RIGHT BUTTONS on the Main Unit to shape their shot or compensate for a hook or slice.

NOTE: The shot will always be aimed towards the middle of the fairway from the tee and directly at the pin from the fairway by default.

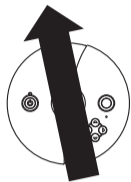
SWING STRENGTH – The strength of the swing will be based on how fast the club head moves over the Main Unit. A strength percentage of the golfer's swing is indicated as the green bar that fills in the maximum distance potential in the bottom left corner of the screen.

BALL PATH – The ball can be pushed, pulled, hooked, sliced or a combination thereof. The path of the golf club head over the Main Unit Console will determine the ball's flight. Of course, swings down the center of the console will go dead straight.

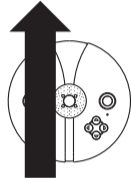
- **Push** – A push will show arrows coming from the inside to the outside across the console.



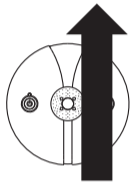
- **Pull** – A pull will show arrows coming from the outside to the inside across the console.



- **Slice** – A slice will show the arrows path to be on the inside (to the left of middle of console)



- **Hook** – A hook will show the arrows path to be on the outside (to the right of middle of console)



LIES AND GROUND SURFACES – The surface that the ball is lying on will determine the power percentage range that is possible. Swing paths which are closer to the center of the ball will result in better contact. Surfaces include: Tee, Fairway, Light Rough, Cart Path, Rough, Deep Rough, Tree Trunk, Foliage, Greenside Bunker, Fairway Bunker, Buried Bunker, Fringe, Green and Water.

READING THE GREEN – Once your ball is on the green, the aiming tracers will help you read the break and speed of the green. If you stroke your putt perfectly straight and hit the ball at full power, your ball will follow the tracers exactly. Putts hit softer will break more.

PUTTER STRENGTH – Press the ENTER Button to toggle between Short, Medium and Long Putter meters. Three different putter strengths are available to give the golfer better control over the distance of their putts.

TROUBLE SHOOTING

TV

To locate your auxiliary channel, which is usually not 3 or 4, but a gaming channel found mostly 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 :

Output:

-Voltage: 6 Volts DC

-Current: 1000 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 recharged, disassembled or heated.
- Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.
- The unit may malfunction when there is a radio interference on the power line and signal line. The unit will revert to normal operation when the interference stops.
- Under the environment with radio frequency interference, the sample may malfunction and require user to reset the sample.

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.

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.
- 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.

90-DAY LIMITED WARRANTY

(This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 90 days 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 90-day 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.

Distributed by:
RADICA USA Ltd.
13628-A Beta Road
Dallas, TX 75244-4510



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