

CyberTiger



ELECTRONIC ARTS™

NUS-NT4P-EUR

CYBERTIGER

Scanné par Magnio
<http://www.emulation64.fr>



INSTRUCTION BOOKLET

Emulation64.fr

NINTENDO 64



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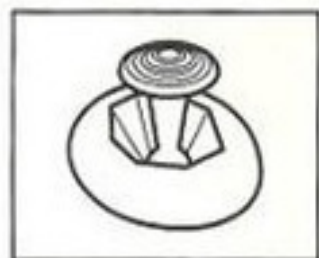
Control Stick Function

The Nintendo® 64 Controller contains a Control Stick which uses an Analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



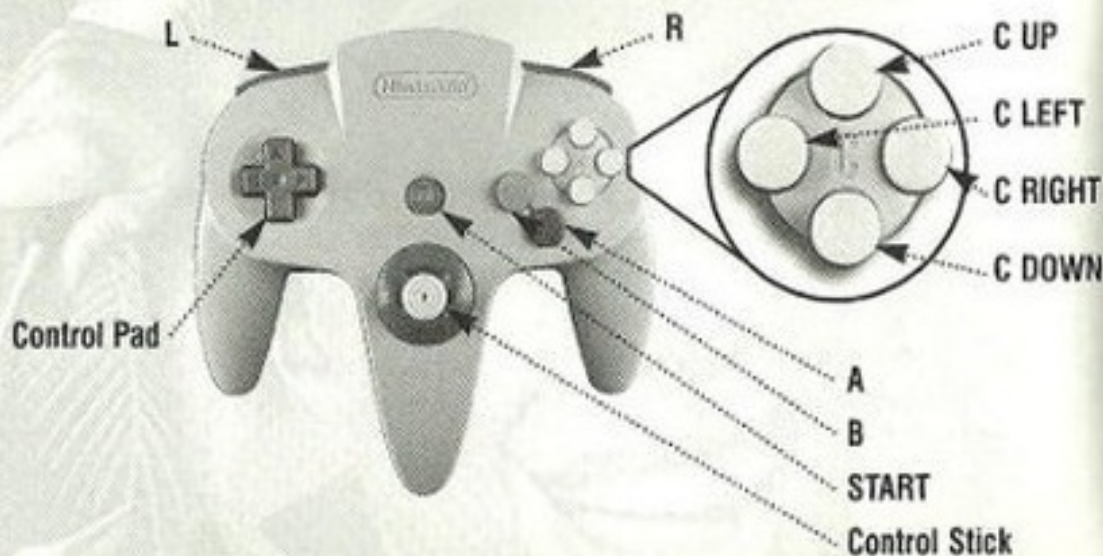
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its centre position (as shown in the picture on the left) then press **START** while holding the **L** and **R** buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

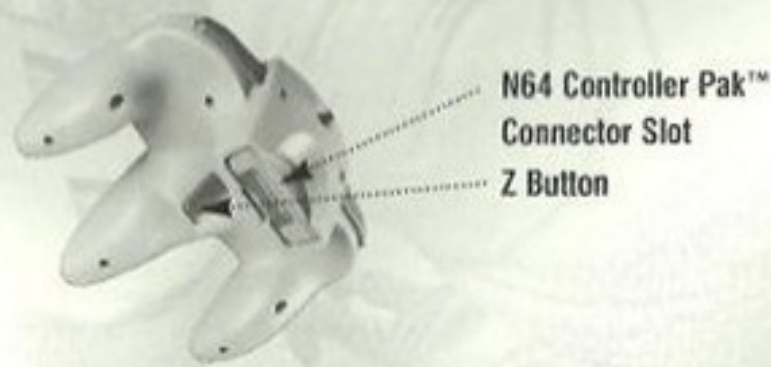
Starting The Game

1. Turn OFF the POWER switch on your Nintendo 64 Control Deck.
WARNING: Never try to insert or remove a Game Pak when the power is ON.
2. Make sure a Controller is plugged into Controller Socket 1 on the Control Deck.
3. If you're playing against a friend, plug the other Controller into Controller Socket 2.
4. Insert the Game Pak into the slot on the Control Deck. Press down firmly to lock the Game Pak in place.
5. Turn ON the POWER switch. The *CyberTiger™* controller device screen appears. If you don't see it, begin again at step 1.

Basic Controls



Note: The Control Stick functions identically to the Control Pad throughout all menus and gameplay.



Command Summary

Basic Commands

ACTION

Swing
Switch clubs
Aim Target Arc
Select shot (full/pitch/chip)
Pause

CONTROL

Control Stick **UP/DOWN**
L/R or Control Pad **UP/DOWN**
Control Pad
C UP
START

- For detailed information about game controls, see the *Complete Commands* section below.

Complete Commands

Menu Navigation

ACTION

Highlight menu item
Select highlighted option
Cancel/Return to the previous screen

CONTROL

Control Pad or Control Stick **LEFT/RIGHT**
A
B

Note: Default options are listed in **bold** type.

General Gameplay

ACTION

Swing
Switch clubs
Aim Target Arc
Replay/Head Pump
Zoom to Pin/Mulligan
Free camera
Overhead aim view
Power-Up select
Select shot (full/pitch/chip)
Pause

CONTROL

Control Stick **UP/DOWN**
L/R or Control Pad **UP/DOWN**
Control Pad
A
B
C DOWN
Z
C LEFT/RIGHT
C UP
START

Note: This manual is written mostly for use with the Control Pad. In most cases, the Control Stick functions will be the same as the Control Pad.

Introduction

Throw away that old theory that golf is "boring." *CyberTiger™* is fun, explosive and over-the-top. This game is not about hushed voices - it's about the thrill of a monster drive, long birdie putts and the roar of the crowd. Rip up the rule book - this is anything-goes golf!

- 21 golfers to choose from including Tiger, Kid Tiger and Mark O'Meara.
- Unlock special golfers by hitting mystery objects on the course.
- **Power-Up Balls.** Try to collect all nine types of Power-Ups from the Driving Range and gain an advantage over your opponent while on the course
- Earn Power-Up Balls on the course by scoring Eagles and Birdies.
- Swing away in **Battle Mode.** In this head-to-head Driving duel, try to outgun your opponent by accurately placing shots on their tee box before they land a shot in yours.
- Have you ever tried driving with your 9-iron? You might have to while playing in the **Tiger Challenge.** In this game mode, the loser of each hole has to surrender a club from his bag.
- Get an unlimited course view with the **Free-Cam** and check out all the angles of the fairway, green, rough, bunkers and water hazards.

For more info about *CyberTiger™* and other titles, visit Electronic Arts™ on the Web at www.ea.com

Golf Terms

Hole-In-One

The one in a million chance, the ultimate shot and every golfer's dream. A Hole-In-One is when you sink the ball in the cup on the first swing off the tee. It doesn't get any sweeter than this!

Double Eagle

A Double Eagle is when you're three strokes under par on any given hole. When the par of a hole is five, and you're in the hole after only two shots, that is a Double Eagle. When you receive a score of minus three on any hole, you're more than ready for the Pro Tour.

Eagle

More common is the Eagle. This is when you're two strokes under par on any given hole. Record a few Eagles on your scorecard and you won't lose very often.

Birdie

A Birdie is when you're in the hole one shot under par. If you birdie most of your holes, you're setting yourself up for victory.

Par

This is the number of strokes the experts say it should take to play a hole. Par four means you should be in the hole on your fourth shot. If not, you'll land yourself with a bogey...

Bogey

You receive a bogey on your scorecard if it took you one extra shot over par to complete the hole.

Double-Bogey

A Double-Bogey is when you're two shots over par. Keep recording scores like this and it's going to be a long day!

Setting Up The Game

Main Menu

When you turn on *CyberTiger*, the Main menu appears. From here, you can play a quick round of golf as Tiger Woods by selecting Quick Start. Alternatively, select Play to get deeper into the action by playing in one of the many different game modes.



- (a) Quick Start a Stroke play round of golf as Tiger Woods
- (b) Play one of the CyberTiger game modes. For more information, see the *Play* section
- (c) Help menu
- (d) Select highlighted option
- (e) Quick Start
- (f) Scroll options

Quick Start

If you want to play a round of Stroke play with Tiger Woods using the default settings, you can Quick Start a game. It's just you against the course.

To play a quick round of golf:

1. From the Main menu, press **START** (or highlight **QUICK START** and press **A**) to play a round of Stroke Play at Badlands as Tiger Woods.
 2. After the Inventory screen appears, you're ready to tee off. For more information on how to earn Power-Up for your Inventory, see the *Power-Up Balls* section.
- For more information about Stroke play and the other *CyberTiger* game modes, see the *Play* section.

Golfers

If you don't choose Quick Start, you have the option to select the lineup of the golfers for most game modes. You can try to master the course as Tiger, or try your luck as one of the other talented golfers.



- | | |
|----------------------|------------------------|
| (a) Go to the course | (g) Toggle golfers |
| (b) Player One | (h) Edit Golfer |
| (c) Player 2 | (i) Back to Games menu |
| (d) Player 3 | (j) Start game |
| (e) Player 4 | |
| (f) Golfer | |

- After you select a game mode, the Golfers screen appears.
- For more information, see the *Play* section.

To select a player:

1. Control Pad **LEFT/RIGHT** to select your golfer.
2. Control Pad **UP/DOWN** to select more than one golfer. You can play with up to four golfers at one time.
3. After your golfers have been selected, press **START** to get on the course or press **A** to edit your golfer.



Golfers Edit Screen

Once you've picked a golfer, you can fine-tune their game in a number of different ways.

To edit your golfer:

1. Highlight the golfer that you want to edit and press **A** for the Player Options bar (bar appears) to pick a skill level, edit your name, choose a controller and more.
2. Control Pad **LEFT/RIGHT** to toggle the different options and then Press **A** to select the preferred Player option of choice.

CONTROLLER: Assign a golfer to Controller 1, 2, 3 or 4 or have the CPU control the golfer.

EDIT NAME: You can personalise your golfer with a created name. This helps identify the different golfers when playing with a friend.

- To name a player, Control Pad **UP/DOWN** to choose a letter. Control Pad **LEFT/RIGHT** to move to the next space and press **A** to accept the name.
- Press **B** to abort the changes.
- When hidden golfers are unlocked on the course, a password is given. Enter the password here to unlock a golfer.

SKILL LEVEL: Select **NOVICE**, **AMATEUR** or **PRO** skill level.

After your player settings are selected, you're ready for the course.

1. Press **B** to return to the Golfers Select menu.
2. Press **A** on tee-off to proceed to the Courses screen or press **START** to begin right away at Badlands.

Golfer Unlock

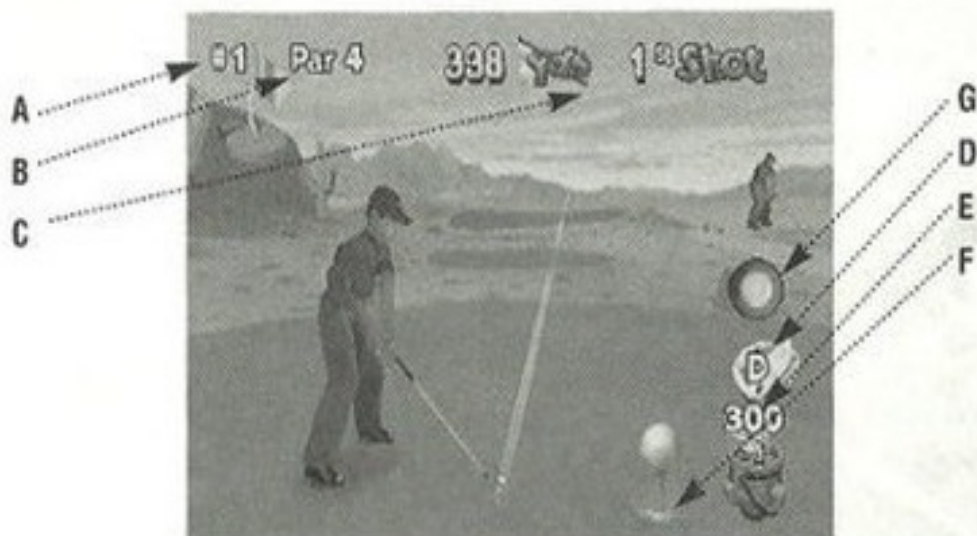
You can unlock special golfers by hitting mystery targets on the course.

How to play as (or with or against) an unlocked golfer:

1. Once you unlock a golfer on the course, a password appears.
 - You have a few seconds to write down the code before it disappears off the screen.
2. The next time you're at the Golfers Screen, select **EDIT NAME**.
3. Type in the password and the unlocked golfer becomes available.

Playing the Game

Tee it high and let it fly!



- (a) Hole number
- (b) Par
- (c) Yards to the cup and shot count (Your score will also appear here)
- (d) Club
- (e) Distance potential of the club
- (f) Lie of the ball
- (g) Analog swing display

The Golf Swing

Before you swing, it's best to aim your shot.

How to aim:

- Use the Control Pad to aim the Target Arc.
- If the Target Arc is green, the aim is in play. If it's blue, the aim is in the water and if it's red, the aim is out of play.

How to swing:

1. To execute a golf swing, pull the Control Stick back to start the backswing.
2. Hold the backswing until the desired power level is reached.
3. Push the Control Stick forward to hit the ball.



- While pulling the Control Stick back (Step 1 above), you may cause a mis-hit that hooks or slices if you don't pull the stick straight back.
- The longer you hold the backswing (Step 2 above), the more distance the ball will travel. Hold the backswing too long and distance potential will dwindle.
- When pushing the Control Stick forward (Step 3 above), you can set the direction of the shot by pushing left, straight or right. Try experimenting at the Driving Range with different swing combinations.

EA TIP: Overswing is also possible for extra power. Use the percentage meter to help determine your shot power.

EA TIP: Sometimes a full backswing is too powerful a shot on certain areas on the course. Use a half-swing or quarter-swing in these situations.

Putting

How to Aim:

- Use the Control Stick to position the yellow arrow in the place you want the ball to roll to.
- The green putting line shows the path the ball rolls if a 100% shot is taken directly to the cup.

How to Putt:

1. Once your ball is on the green, pull the Control Stick back and a power line appears.
2. At the desired power, push the Control Stick forward to putt the ball.

EA TIP: The green is not always as flat as it looks and the slope can sometimes prevent the ball from rolling in a straight line. Use the putting line as a hint on how to read the green. If the line is going right of the cup, compensate by aiming left. If the line is well short of the cup, aim past the cup and putt with extra power.

Club Selection

Every club is different. From your driver to your putter, each club has a distinct purpose in terms of yardage and ball flight.

Once you've planned your shot and set your target, select a club that can deliver the results you need. If you are new to the game, you should know that lower-lofted big-irons (1 Iron, 2 Iron, etc.) provide greater distance, while higher lofted clubs (8 Iron, 9 Iron, sand wedge, lob wedge, etc.) provide greater backspin but are also more affected by wind. Your 3- and 5-wood are best used on long fairways and the big driver is great for Par 4's and 5's off the tee.

- To get a good feel for your clubs, go to the Driving Range to master your game before hitting the turf.
- To select a club, press L/R or Control Pad UP/DOWN

EA TIP: Use the distance displayed on the club bag (lower-right side of the screen) to determine which club to use. The yards in distance takes into account both the

flight and roll of the ball for your selected club.

Shot Select

Every golfer has three types of shot available to them.

FULL SWING: Sets up a full swing with the appropriate club for the targeted distance.

PITCH: Sets up for a shorter, higher ball flight. This shot selection is useful for short- to medium-range shots that need loft to sit on the green and stick.

CHIP: Sets the distance and power for the selected club that allows for a short 'chip' onto the green with ample roll to the pin.

- Before your swing, press **C UP** to select your shot type.

Target Arc

Even the best golfers can use some guidance on their shots, especially when they are far away from the pin. The Target Arc helps you aim your shot so that the ball lands close to, or maybe even in the cup.

- Use the Control-Pad **LEFT/RIGHT** to position the Target Arc before your swing.
- You can also use the overhead aim view (**Z** button) to get a bird's-eye view of the landing area.
- To zoom to the pin, press and hold **B** (release to go back to golfer view).

EA TIP: In bad weather conditions, keep in mind that the wind and rain may play a big role in determining exactly where your ball lands. In these cases, position the Target Arc in the opposite direction of the wind (use the wind gauge for your assessment), and let the breeze carry the ball back near the pin during its flight. Rain will reduce ball roll, especially on the greens.

Flyby

Another way to determine your swing is by viewing the hole with a Flyby.

- Press **B** at the beginning of each hole or Select **FLYBY** from the Pause menu to scan the current hole.

Free Cam

The Free Cam allows you to not only view the hole, but the entire course as well.

- Before your swing, press **C DOWN** and then use the Control Stick to navigate throughout the course (**L/R** moves the camera angle up/down).
- Press **B** again to return to your shot.
- Press **A** for the head pump.

Ball Spin

After your swing, the ball sometimes has a mind of its own. You can help control the spin of the ball once the ball is in the air by using the Control Stick when hitting off the tee and from the fairway.

On the Course

Mulligans

Sometimes in golf, you'd like to have a second chance after a wild shot. That's where Mulligans come into play. You can take a Mulligan in STROKE mode only. This will allow you to re-hit without taking a one-stroke penalty.

- Press **B** after a shot to take a mulligan.
- Turn Mulligans **ON/OFF** in the Options menu. For more information, see the *Options* section.

Out of Bounds/Water Hazards

Sometimes, a shot winds up out of bounds or in the water. When the ball lands out of bounds, you must re-hit your shot from its original spot, counting one stroke for the misplayed shot and one stroke for the penalty. For example, if your tee shot lands out of bounds, you'll be hitting your third shot from the tee on your next shot. Likewise, a one-stroke penalty is imposed for hitting into a water hazard, and your ball is dropped at the point of entry.

Tap-ins

When the ball falls just short of the hole, you can Tap-In your next shot when your ball is close enough to the cup.

- Press **A** when *CyberTiger* offers you a tap-in. The ball will automatically go in the cup.

Replays

After every shot or putt, you have the opportunity to view the replay.

- Press **A** for the Instant Replay after your shot.

Scorecard

The Scorecard appears after each hole. Here, you can view your hole-to-hole score, overall score, par for each hole and score for the other players.

- You can also view your Scorecard from the Pause menu.

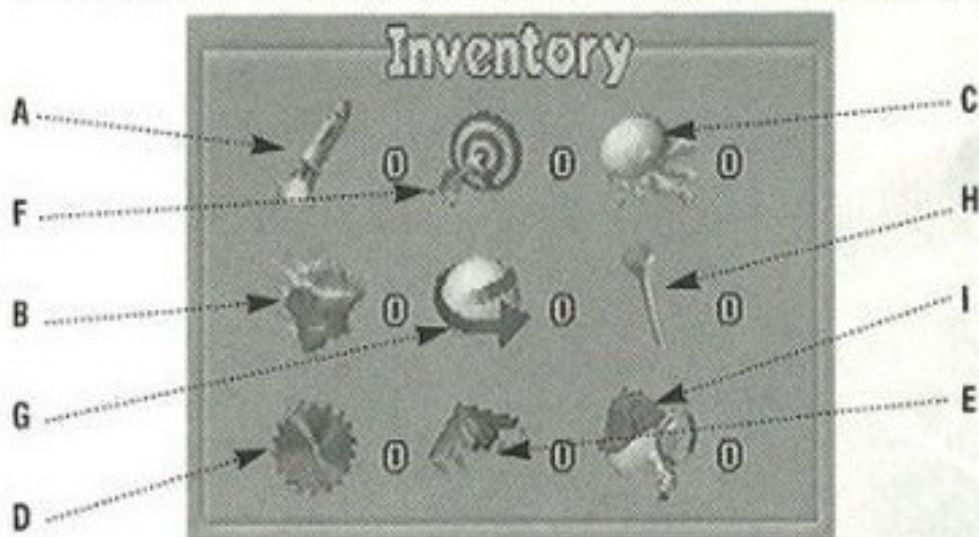
Power-Up Balls

At the Driving Range, you have the chance to collect nine different Power-Up Balls that can help save you in desperate times, or give you an edge when used at the right time. You collect these special skills by hitting one of the many targets on the Driving Range.

- You have 24 balls to hit at the Driving Range. Hit a marked target and you earn a Power-Up Ball.
- After a Power-Up Ball is earned, you can use it at any time while on the course.
- You can also earn Power-Up Balls on the course by scoring a birdie or better.

To select a Power-Up Ball while on the course:

1. Go to the Pause menu and select Inventory to view your available Power-Ups.
 2. Before your swing, press **C LEFT** or **C RIGHT** to select between a Power-Up or a regular ball.
- When a lightning bolt is displayed below the ball-lic, you have Power-Ups available.



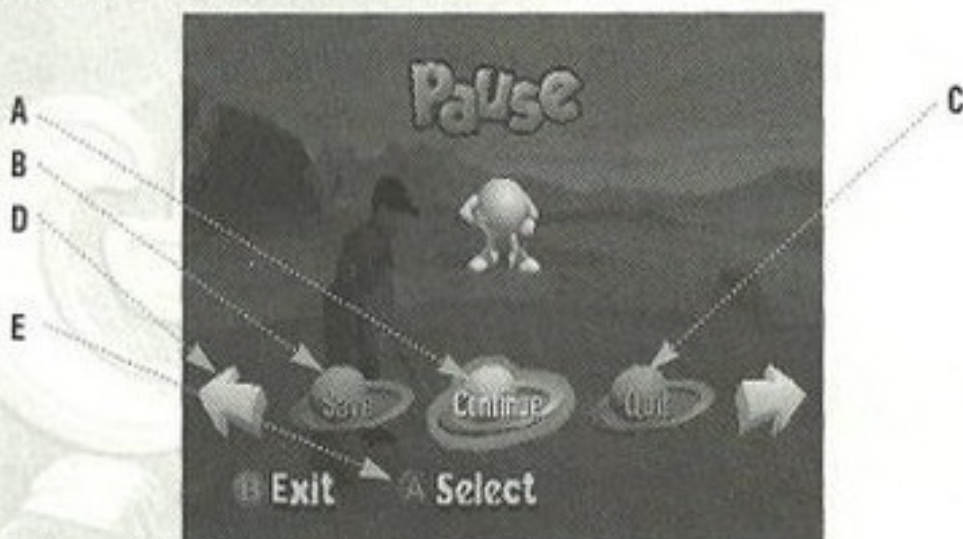
- | | |
|-----------------|--------------|
| (a) Distance | (f) Accuracy |
| (b) No Bounce | (g) Spinner |
| (c) Skipper | (h) Tee Up |
| (d) Burrow | (i) Mystery |
| (e) Wind Cutter | |

Types of Power-Up Balls:

- **Distance (Rocket):** This Power-Up Ball gives you lots of extra distance.
- **No Bounce (Asteroid):** When this Power-Up Ball lands on the ground for the first time, it sticks without a bounce.
- **Skipper (Ball with a splash):** When you'd rather hit through the water than around it, this Power-Up Ball skips across the water and hopefully back onto land.
- **Burrow (Saw Blade):** This Power-Up Ball goes through trees and rocks that are in your way on the course.
- **Wind Cutter (Stealth F117 Jet Bomber):** This Power-Up Ball cuts through the wind with ease.
- **Accuracy (Dart):** This Power-Up goes directly where you aim.
- **Spinner (Ball with rotation arrows):** This Power-Up Ball has lots of extra spin control.
- **Tee Up (Golf Tee):** This Power-Up gives you a clean shot from any area including the rough, sand and other bad lies on the course.
- **Mystery Ball (Detective):** The Mystery Ball randomly acts as one of the other Power-Up balls.

Pause Menu

While on the course, you can access the Pause menu by pressing **START**.



- (a) Continue game
- (b) Save game to a Controller Pak
- (c) Quit game and return to the Main menu
- (d) Toggle other Pause menu options
- (e) Select highlighted option

CONTINUE: Return to the golf course and pick up right where you left off.

QUIT: Quit the game and return to the Main menu.

HELP: View tips on your aiming, golf swing and steering.

CONTROLLER: Have a human or CPU control the golfer.

INVENTORY: View your available Power-Up Balls.

SOUND: Adjust the volume for the background and sounds of the game.

FLYBY: View the hole with a flyby.

STATS: View all game and player statistics.

SCORE CARD: View player scores.

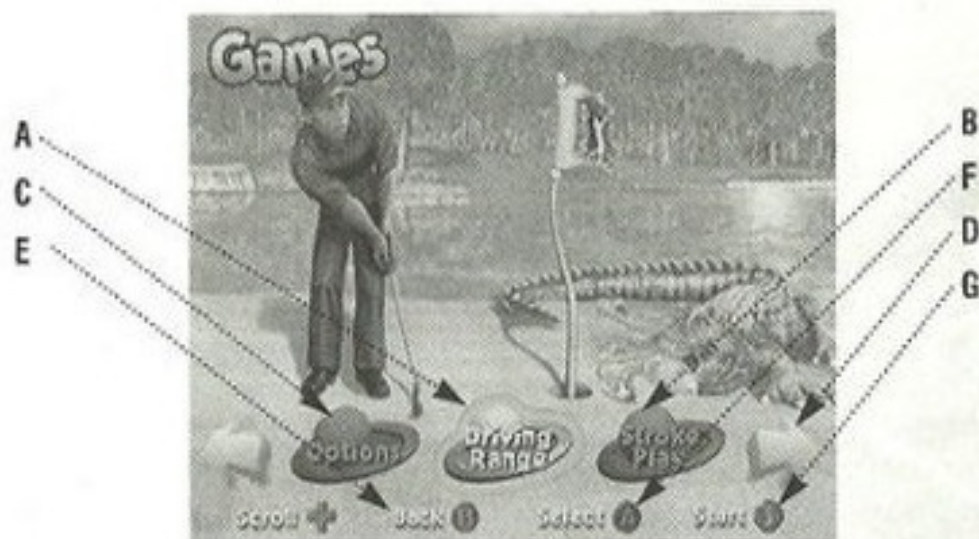
LOAD: Load a game from your Controller Pak.

SAVE: Save a game to your Controller Pak.

Play

CyberTiger offers a variety of game modes for every type of golfer.

- To access a game mode, highlight **PLAY** from the Main menu and press **A**.



- Go to the Driving range
- Play a round of Stroke Play
- Select game options
- Toggle Game modes
- Return to the Main menu
- Select highlighted option
- Start game

Stroke Play

Stroke play is a basic round of golf with one to four players. Players aim to complete a round in the fewest strokes possible, competing against par. Tee-off honours are awarded to the player with the lowest score on the previous hole. Mulligans are allowed.

Match Play

Match play is a one-on-one game in which players try to win the most holes by posting a lower score for each hole. Holes where players tie are halved and there is no carryover.

Holing Out

If one player finishes a hole in fewer strokes than the opposing player, the opposing player picks up the ball and moves on to the next hole.

- To concede a hole, press **C UP**.

Tiger Challenge

The Tiger Challenge is a one-on-one Match play round of golf in which the loser of each hole surrenders a club from their golf bag. The winner of the hole selects which club to take from their opponent's bag. The player who takes the most clubs wins.

- To concede a hole, press **C UP**.
- To discard a club from your opponent's bag after a hole, highlight the club of choice and press **A** to toss it out.

Battle Mode

In this one-on-one Battle, players stand on elevated tee-boxes and try to hit their opponent on the other side of a field separated by a flowing river of lava. Both players are divided on a split screen, where they attempt to hit the tee-box that their opponent stands on. There's just one catch - while you're trying to hit your opponent, you have gallons of gasoline, crates of TNT, sticks of dynamite, bombs, mines and missiles surrounding you. Once your opponent is eliminated, move on and find your opponent's new location before your opponent recovers and finds out yours. The first player to blow up all five tee-boxes is the winner.

- To zoom in on the aiming icon, hold down **Z**

Driving Range

Power-Ups are earned at the Driving Range. You can also master your swing by taking practice shots here as well. For more information, see the *Power-Up Balls* section.

The Skins Game™

In the Skins Game, two to four players compete hole-by-hole for a monetary value called a skin. The goal of Skins is to win as much money as possible. To win a skin you must win the hole outright. The winner is the player with the most money at the end of the round. Mulligans are not allowed.

Halve a Hole

If two or more players tie ("halve") for the best score on a hole, the skin for that hole is carried over. The next player that wins a hole outright wins all carryover skins. Theoretically, all skins could carry over to the final hole. If two or more players "halve" the last hole, all players begin a hole-by-hole playoff to determine the winner of the remaining skin(s).

- The dollar amount for each hole periodically increases as you play on.
- To concede a hole, press **C UP**.

Tournament

Compete against a field of golf stars in a 72-hole Cyber tournament. All players start out on tournament tees on the first hole, and play continues throughout the day. The player with the lowest number of shots at the end of the round is the winner. Up to four controlled players can play in a tournament and tap-ins are allowed.

- **Sudden Death Playoff:** If two or more players are tied for first place after the end of the final round, they will play a sudden death playoff. The player that posts the lower score on the next hole is declared the winner.

Credits

See who brought *CyberTiger* to life.

Options menu

Before you begin a game, you can select your game options and create the perfect (or imperfect) golfing atmosphere.

- To access the Options menu, choose **PLAY** from the Main menu and then select **OPTIONS**.



- Turn mulligans **ON/OFF**
- Adjust the rain conditions **ON/OFF**
- Modify the wind **ON/OFF**
- Adjust the volume of the sound effects
- Adjust the Music volume

MULLIGANS: Toggle mulligans **ON/OFF**. For more information on mulligans, see the *Mulligans* section on p. 14.

RAIN: Bad weather is always a major factor in the sport of golf, especially rain. Rain can make the best of players look like amateurs out on the course. To avoid the bad conditions, select **OFF**. But if you're looking for a bigger challenge set the rain settings to **ON**. You can also set it to **RANDOM**.

WIND: Along with the rain, wind can also be a big enemy of the golfer. *CyberTiger* lets you decide whether you want to battle CALM, WINDY or RANDOM wind conditions. If you'd rather play without wind, set the conditions to **OFF**.

SFX VOLUME: Turn the volume of the sound effects up or down.

MUSIC VOLUME: You can also adjust the volume of the background music.

Other Game Options

Courses

From the Courses screen, you have the option to play at two *CyberTiger* golf courses. Each course is unique and challenging in its own way. But with practice and patience, these courses can be conquered.

To select a course:

- Control Pad **UP/DOWN** to highlight a course and press **A** to accept.

Badlands

Set in Las Vegas, Nevada, the Badlands course offers many challenging holes with rugged terrain, all set under the desert sun.

Best of TPC

The Best O' TPC combines the most challenging holes from six different PGA TOUR® Championship courses around the country. These courses include TPC at Summerlin™, TPC at Sawgrass™, TPC at Southwind™, TPC of Scottsdale™, TPC at The Canyons™ and TPC at Las Colinas™.

Volcano Course

CyberTiger also offers a third Volcano course for only the most competent of golfers.

- Once you've earned the right to play on the Volcano Course, it appears in the Courses screen.

EA TIP: Taunting. In multiplayer games with one or more human opponents, you can verbally intimidate the human player taking a shot by pressing any **C** button or **L/R**.

Saving and Loading

If you're in the middle of an exciting round of golf, but you're not able to finish the current game, save it to a Controller Pak. Then, come back at any time and continue the round at your convenience.

To save a game:

1. During gameplay, go to the Pause menu.
2. Select **SAVE** and press **A**.