

TIGER WOODS PGA TOUR[®] 08



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:


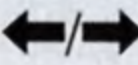






- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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BASIC CONTROLS

PRE-SWING

| | |
|----------------------------------|--|
| Select shot type (see p. 6) |  button |
| Move targeting marker left/right | D-button  |
| Reset targeting marker |  button |
| Zoom to target |  button (hold) |
| Switch clubs up/down | R2 button/ R1 button |
| Change camera view | L2 button |
| Display information | L1 button |
| Hole details |  button |
| FlyBy (of the hole) |  button (to access the Hole Details screen) then press the  button |
| Pause menu |  button |
| Skills 18 camera | L2 button |


NOTE: During your backswing, rapidly tap the  button to add a power boost to your swing.

WHILE BALL IS IN THE AIR

| | |
|--------------|---|
| Add spin | Press the left analog stick in the desired direction while rapidly tapping the  button/ L2 button |
| Fast forward |  button (hold) |
| Mulligan |  button |

NOTE: To see a replay of the previous shot, press the  button right after the ball stops rolling.

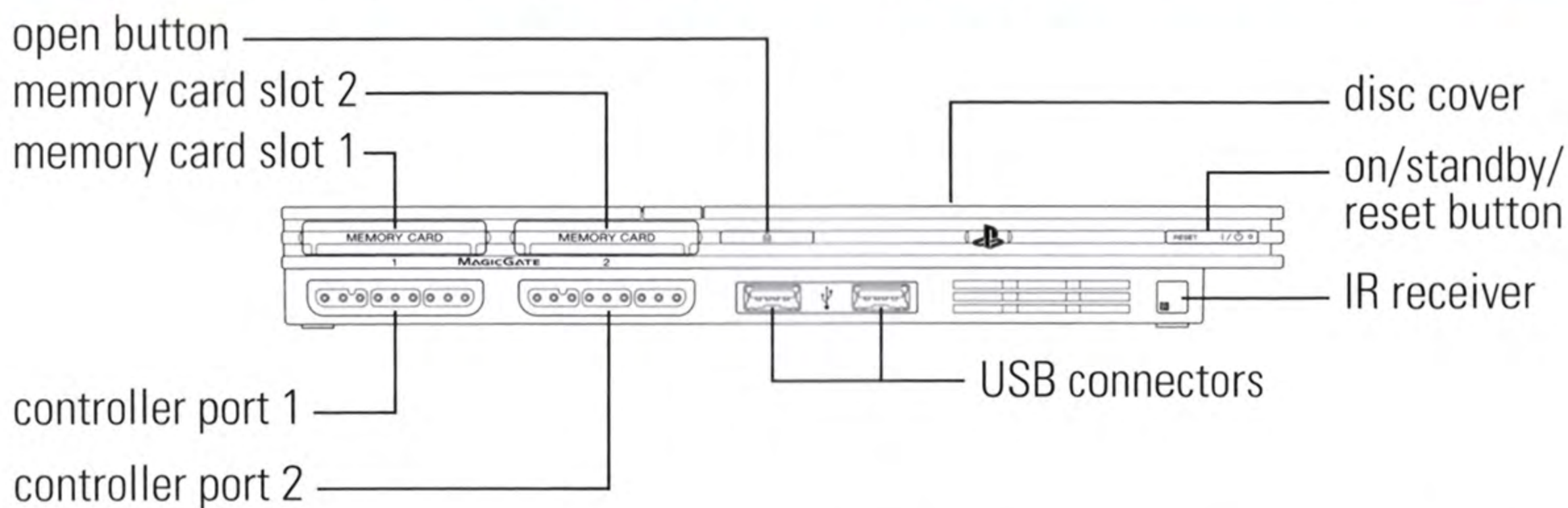
PUTTING

| | |
|------------------------------------|---|
| Putt the ball | Pull back your putter by pressing the left analog stick down, then press the left analog stick up to follow through |
| NEW Putt Preview (see p. 4) | Press the  button, then putt the ball to review the path it will make on its way to the cup during the real putt |



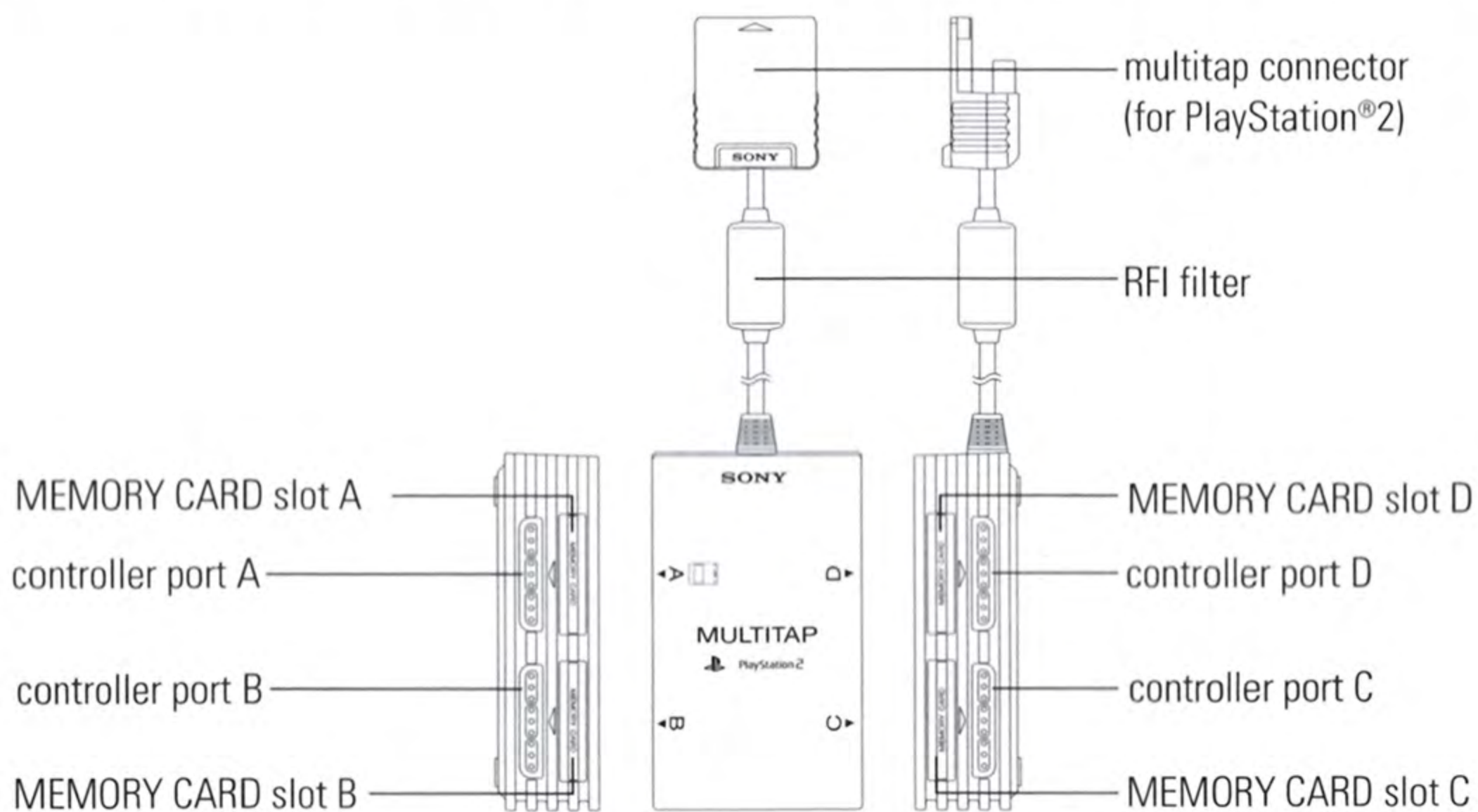
WWW.EASPORTS.COM

GETTING STARTED



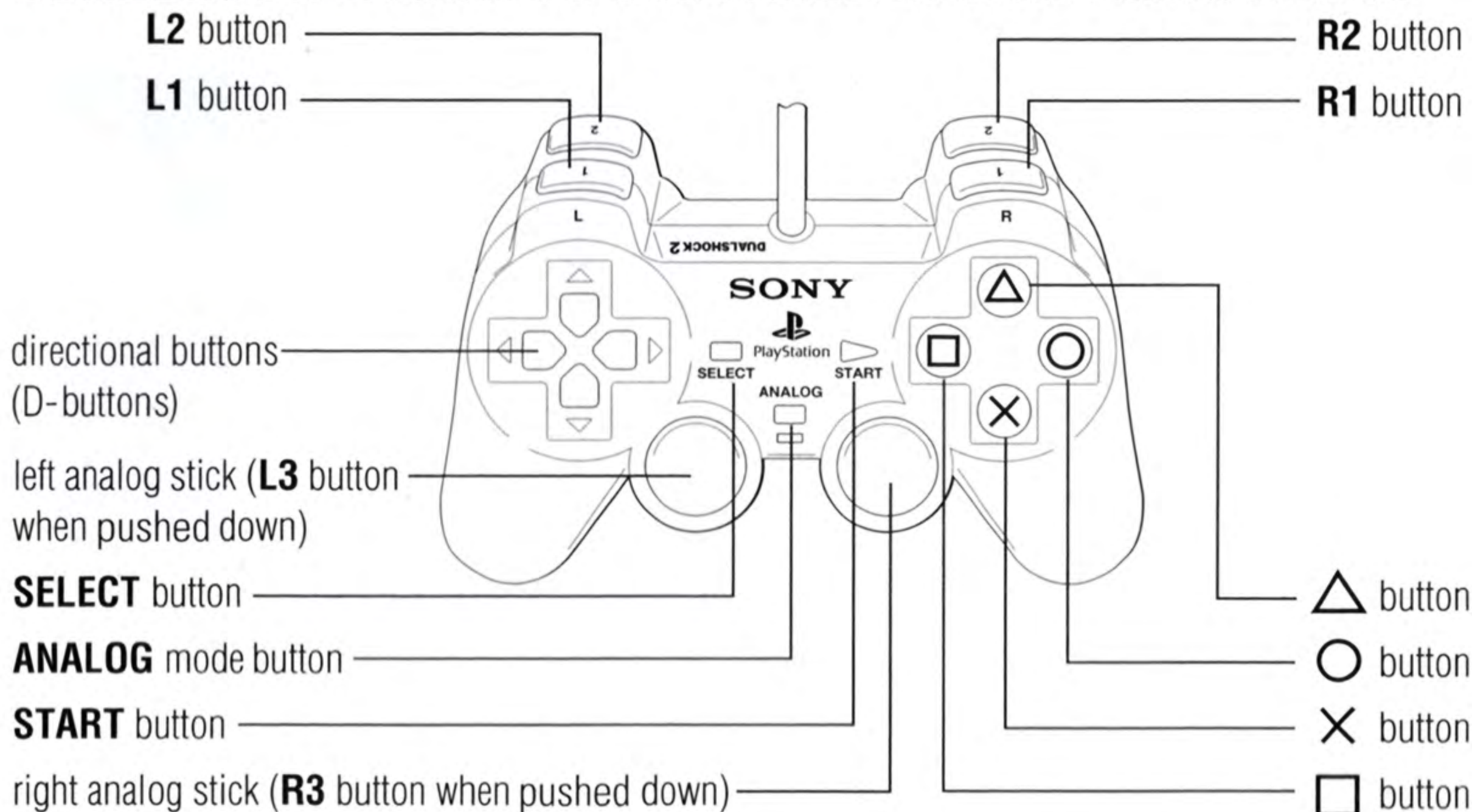
1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Press the OPEN button to open the disc cover.
4. Place the *Tiger Woods PGA TOUR® 08* disc with the label side facing up in the disc holder, and then close the disc cover.
5. Attach game controllers and other peripherals as appropriate.
6. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



STARTING UP

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS



CONTROL SUMMARY

Choose between a Standard Swing style, which allows you to swing and putt with the left analog stick, or an Alternate swing style, which features the Shape Stick, as you battle the best golfers in the land.

STANDARD SWING

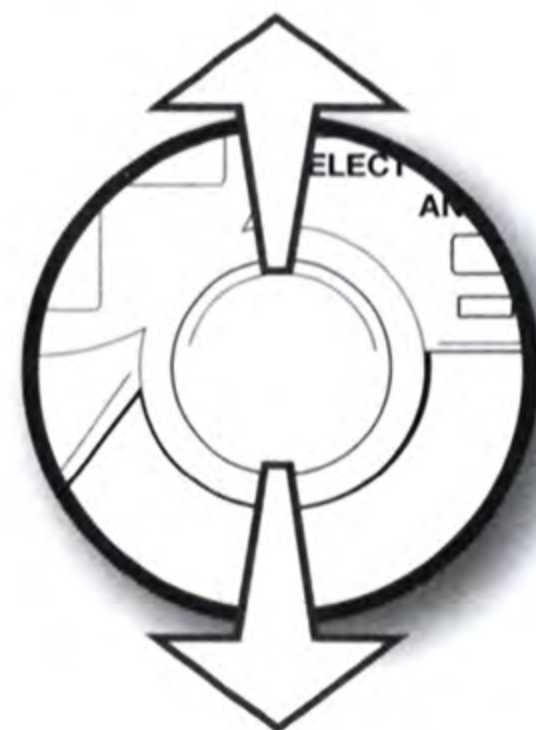
Set up drives, chip shots, and more by taking advantage of the Standard Swing.

BALL IN STANCE (BALL POSITION)

Where you stand in relation to the ball while swinging allows you to fine tune every shot. Greater trajectory and less roll are achieved with a forward stance, while moving the ball in stance stick (press the right analog stick ↑) results in a lower trajectory shot with more roll. Moving the ball in stance stick (press the right analog stick ↓) results in a higher trajectory shot with less roll.

TO HIT THE BALL

Pull straight back on the left or right analog stick to begin your backswing, then press up to downswing. However, in order to fade or draw, you must pull back diagonally and press up in an opposite straight line to draw or fade the shot.



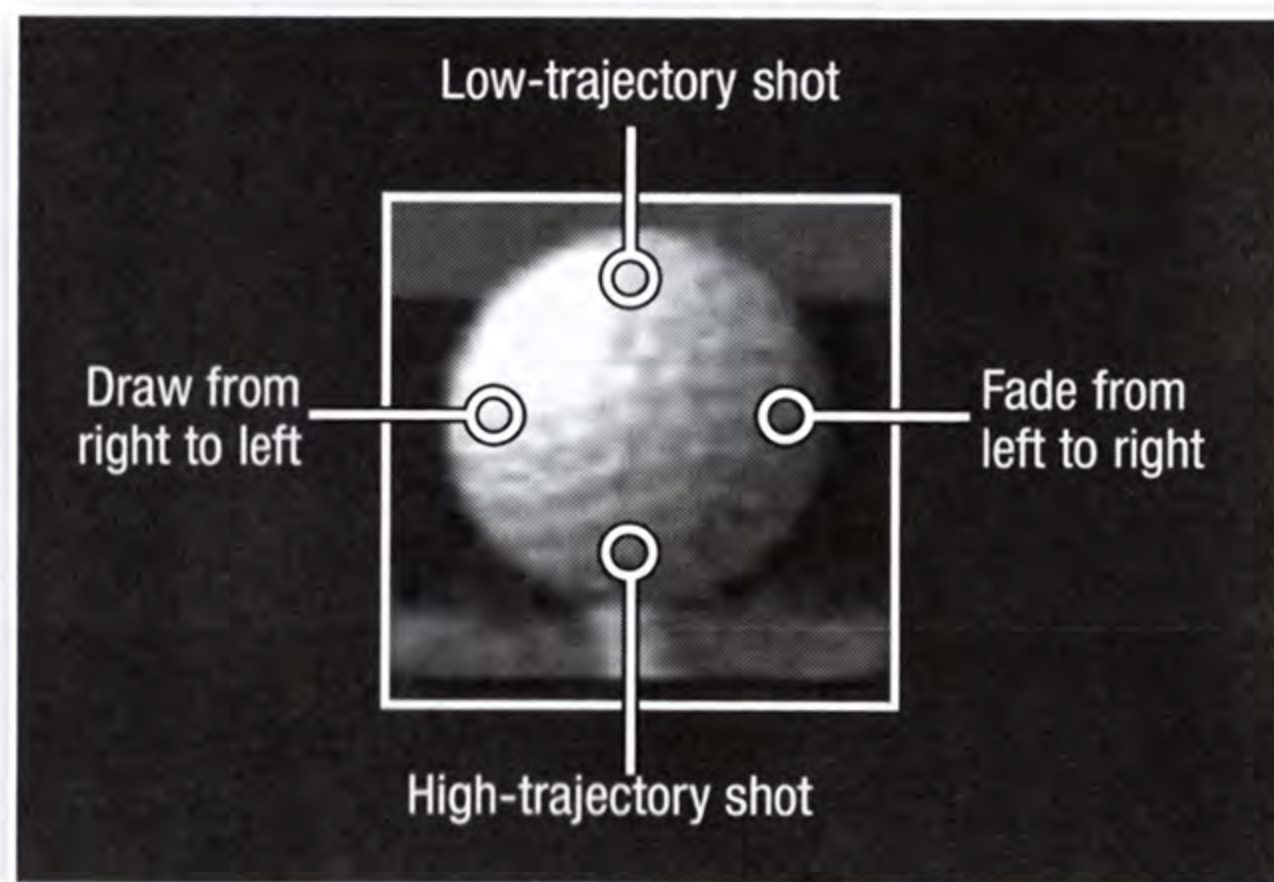
ALTERNATE SWING

With the Alternate Swing, both analog sticks are used to take shots. The left analog stick controls the backswing and downswing, while the right analog stick determines where the club hits the ball—and the resulting trajectory of the ball in flight.

USING THE SHAPE STICK

Where the club impacts the ball determines the shot's trajectory. You control the point of impact with the right analog stick.

The golf ball graphic on the bottom-right corner of your screen is your guide. Move the impact indicator anywhere on the ball to dictate its flight. Wherever the indicator is located at the moment of your downswing determines how the ball is affected.



PUTTING

READING THE GREEN

Use the green grid and camera angles to determine the slope and speed of the green. The faster the beads move on the grid, the faster your ball will roll.

SINKING THE PUTT

The power of your putts is determined by how far you pull back on your putter. For example, on level ground, if the hole is five feet away and your maximum putting power is 10 feet, you should only pull back half way on your putter. You can change the maximum distance of your putter by pressing the **R1** button/**R2** button. Maximum putting power is determined by the location of the targeting marker. The key to good putting is to pull back and to follow through cleanly. Also, the right analog stick controls the impact indicator. Move the indicator **↑/↓** to add distance or take a little off a putt.

NEW PUTT PREVIEW

Press the **⊗** button to get a look at your putting line before you attempt your real putt. You only have a limited amount of time to use the Putt Preview, so use your time wisely to find the best putting line to the cup. After using the Putt Preview, adjust the direction and power of your putt accordingly to improve your chances of making the putt.

PLAY NOW

SETTING UP THE GAME/PROFILES

Be sure to create a Profile to track personal accomplishments, save progress, or save your created Golfer (via Game Face) before exiting a game mode.



SWING DIFFICULTY

You can change the swing difficulty in the Options menu.

Forgiving

The most basic swing which usually results in a straight shot with minimal draw or fade on the ball. The ball generally travels where you aim.

Normal

A swing with intermediate difficulty. After your swing, the ball travels with a normal amount of draw and fade.

Realistic

A swing that makes for the ultimate risk and reward situations, you can add draw or fade to your shots as you hone in on the pin.

Expert

The most unforgiving of swings. The ultimate challenge for a Tiger Woods PGA Tour veteran.

USING IRONS AND WEDGES

Pull out an iron when you need precision more than power. Be sure to shorten your backswing if the club's potential power is more than the distance of the shot.

RECOVERING FROM HAZARDS

Even the legends find themselves in deep rough or a sand trap every now and then. Being able to recover from such lies is crucial to saving par. Make sure you check the current lie before shooting. If your ball is buried more than half way, you'll want to use much more club than you normally would.

CHIPPING CONTROL

When you're just off the green, a chip shot may be your best option. Adjust the targeting marker based on the distance to the cup and the undulation of the green, and then chip away.

SHOT SELECTION

Choose your shot type based on each situation. The default club selection may not always be your best choice.

| | |
|--------------|--|
| Full | Set up a full swing with the selected club. |
| Punch | Produce a low-trajectory shot to minimize the effects of wind, or to shoot from under tree cover. |
| Pitch | Places the ball on the green with minimal roll from up to 60 yards away. |
| Flop | With a higher trajectory and less roll, this wedge shot has a maximum distance of 51 yards. Use it to fly the ball over obstacles or to stick it on the green. |
| Chip | A useful shot when you are too far away for the putter. The maximum distance for a chip shot is 40 yards. |
| Putt | When on the green, you putt the ball along the ground to the cup. The maximum putting distance is 120 feet. |

NEW CONFIDENCE

Now your ability to hit a perfect shot depends not only how you swing the club, but on how you've swung it in the past. The Confidence Meter, accessed by pressing the **L1** button twice while in-game, uses factors from previous rounds—including shot type, hole, and more—to determine your confidence heading into each shot. Your current skill level (attribute ratings) and the risk involved in your shot also affect your amount of confidence—the riskier the shot, the less confidence a player has at making it. You are given an attribute boost if your confidence is extremely high, improving your chances of hitting a great shot.

NOTE: Confidence only applies to created golfers.

SAVING AND LOADING

Before exiting a game mode (or a menu where changes have been made), be sure to save your progress to a memory card (8MB) (for PlayStation®2). All unsaved information will be lost otherwise.

MY CAREER

TIGER CHALLENGE

Go head-to-head against the top golfers in the world for a chance to prove yourself against the game's best player, Tiger Woods. Every golfer you beat along the way earns you money and small skill increases.

Your progression through the Tiger Challenge mode is represented by a HexGrid, and each node of the HexGrid represents a different challenge. You can decide which challenge to take on by moving a cursor from one node to another. The details of each challenge are displayed when the node is highlighted. Additional challenge information, including bronze, silver, and gold medal requirements, can be viewed by pressing the **□** button, while the challenge is highlighted.

Tiger Challenge consists of short 9 hole events (Match, Skins, Stroke, Stableford, and One Ball) and scenario specific challenges (Long Drive Challenge, Closest to the Pin Challenge, Putting Challenge, and Par 3, 4, and 5 Challenges). You'll also take on some of the best PGA TOUR pros in full 18 hole, head-to-head Match, Stroke, and Skins events, each unlocking the pro you beat and the course you played on. Choose your own path through the HexGrid to eventually earn the right to face Tiger Woods. You must win at least a bronze medal on all challenges and beat every PGA TOUR pro, including Tiger Woods, to win the ultimate Tiger Challenge Trophy.

PGA TOUR® SEASON

Start as a golfer struggling to break 100 and work your way up the ranks against an updated roster of golfers in your quest to become the FedExCup Champion. Beat the odds as you navigate through up to thirty years of PGA TOUR® events and play at an expanded list of courses on your journey to the top of the golf world.

Create your own character, begin as an amateur golfer, and progress from there. In order to achieve new levels and advance your career, you must meet certain objectives, which are displayed on your hotel room notebook and PDA.

Your career progression is conveyed in the following ways: money leaderboards, FedExCup points leaderboards, sponsorship improvement, calendar events, increased prize money and entry requirements, and upgraded hotel rooms.

To qualify for the FedExCup Playoffs, you must accumulate points with high finishes during the 16-event regular season—majors and larger tournaments award more points than regular tournaments. The top 144 golfers earn a spot in the FedExCup Playoffs, while the season ends for everyone else. A progressive cut takes place after each of the four playoff tournaments: the top 120 make it into the second event; the top 70 advance to the third event; only the top 30 earn the right to play in the final event. The golfer with the most points at the end of the playoffs is crowned FedExCup Champion.


FEDEXCUP PLAYOFFS

Skip the entire PGA TOUR regular season and jump directly to the four tournament FedExCup Playoffs. The four playoff tournaments are The Barclays, Deutsche Bank Championship, BMW Championship, and THE TOUR Championship presented by Coca-Cola.

GAME MODES

MINI-GAMES

- Target** You get 20 balls to hit your targets, and the goal is to earn as much cash as you can. The best golf shots earn the most cash.
- T-I-G-E-R** Take on a buddy in the golfing version of "HORSE." When you hit a shot, your buddy has to match or beat it otherwise he/she gets stuck with a letter. The first to spell TIGER loses.
- Capture** A two-player contest where you can claim a target, or have it stolen away by your opponent. Hit the bulls-eye to lock out a target. The first to claim five targets wins.
- Target2Target** Are you good enough to hit the bulls-eye when we pick the target? Quick aiming and accurate shot making is the key here.

NOTE: Tap the  button to change targets in the mini-games.

TRADITIONAL

Play by yourself or take on your friends in any of these traditional game modes.

- Stroke Play** The most basic round of golf, every stroke counts and the player with the lowest total at the end of the round wins.
- Match Play** Go head-to-head with your opponent on every hole in Match Play. The player who wins the most holes wins.
- Bloodsome** In this two-on-two team game, the opposing team chooses the tee shot your team has to play from, then you and your teammate alternate shots for the rest of the hole. Solid, playable tee shots are key to success.
- Greensome** In this two-on-two team game, you and your teammate choose your team's best drive then alternate shots from that point on for the rest of each hole.
- Skins** Every hole has a monetary value, and the player with the lowest score on the hole takes the cash. In the event of a tie, the money carries over to the next hole, sweetening the pot.
- Stableford** The game is based on a system of points determined by your score on the hole: double eagle (8 pts.), eagle (5), birdie (2), par (0), bogey (-1), double bogey or worse (-3).
- Alternate Shot** A two-on-two team game, the players on each team alternate hitting the same ball. (The first player tees off, the second player hits the second shot, the first player hits the third shot, and so on until the ball is holed.) Shots off the Tee are alternated so the same player doesn't hit every drive.
- Best Ball** The best individual score among teammates is used as the team score for the hole. Those scores are applied in a stroke play format to decide which team wins the round.
- Four Ball** The best individual score among teammates is used as the team score for the hole. These scores are applied in a match play format to decide which team wins the round.

ARCADE GAMES

ELIMINATION MODE

Create a team of up to 8 players and compete against your opponents' team in this modified version of match play. Be the last player standing to win.

BATTLE GOLF

Take part in this two-player match-play event where the winner of each hole removes a club from his opponent's bag or adds one back to his own.

ONE BALL

Play in this 2-4 player game and alternate shots with your opponents using the same ball until someone puts the ball in the cup.

On every shot, a player must hit the ball inside the "Circle of Trust" in order to preserve his spot in the rotation—if the ball is hit outside of the circle, the shot is labeled a "Betrayal" and the player loses one turn in the rotation. Any extremely poor shot, or one hit in a water hazard or out of bounds results in a "Double-Betrayal," which causes a player to lose two consecutive turns.

The player that makes the shot wins the hole and is awarded the most points; the player who sets up the winning shot doesn't get any points; any other player (if playing with a threesome or foursome) is awarded a smaller amount of points. Head-to-head play uses Match Play scoring.

TEAM ONE-BALL

Team up with another golfer and challenge another team to One-Ball using the same rules that apply in traditional One-Ball. The only difference in this mode is that you have a teammate to rely on. Who says golf isn't a team sport? Create the ultimate duo and see if your team can become the one to beat in Team One-Ball.

SKILLS 18

Test your control of the ball in this variation of Stroke Play. Go for the high score by hitting the ball through the target rings while keeping the ball in play.

GAME FACE

Create anyone from ages 8 to 80, and customize every detail of your character, from the color of their hair to the clothes on their back. Once a character has been created, you can return to this menu to make adjustments to your appearance, visit the Pro Shop, modify your skills, access the Tattoo Logo Editor, access your animations, and see what's currently In The Bag (clubs you own).

PLAY ONLINE

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.ea.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.ea.com OR 30 DAYS AFTER THE LAST DAY OF THE 2007 SEASON.

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *Tiger Woods PGA TOUR 08* online. *Tiger Woods PGA TOUR 08* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).

PLAYING ONLINE

In order to play *Tiger Woods PGA TOUR 08* online, you must create a Your Network Configuration file and a new EA Account by following the on-screen instructions. If you already have an EA Account and a Network Configuration saved on a memory card, they appear automatically.

NOTE: *Tiger Woods PGA TOUR 08* does not support MEMORY CARD slot 2 for loading the Your Network Configuration file.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: **3658** (peer-to-peer connection); **6000** (VOIP).

WELCOME TO *TIGER WOODS PGA TOUR 08* ONLINE

The Online lobby is your main resource for connecting to players from around the world. Whether you're looking to join a Play Now game, a custom Session Match, or a Tournament, all the tools you need to connect to other players are available from the Online Main menu.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty, P.O. Box 9025, Redwood City, CA 94063-9025

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