

TIGER WOODS PGA TOUR® 10



⚠ 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.

CONTENTS

- | | | | |
|----------|-------------------------------------|----------|--------------------------------|
| 1 | COMPLETE CONTROLS | 7 | GAME MODES |
| 2 | GETTING STARTED | 8 | GAME FACE |
| 3 | STARTING UP | 8 | EXTRAS |
| 3 | COMPLETE CONTROLS (CONT.) | 8 | HINTS AND TIPS |
| 4 | CLUB SELECTION AND SHOT TYPE | 9 | LIMITED 90-DAY WARRANTY |
| 6 | PLAYING THE GAME | | |

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

COMPLETE CONTROLS

Master the controls and compete in 18 championship venues featuring some of the most picturesque and grueling courses in the world. Accept the challenge of playing against the best golfers in the PGA TOUR®, including Tiger Woods himself. Everyone plays. Anyone can win!

It's *Tiger Woods PGA TOUR® 10!*

SWING STYLES

Tiger Woods PGA TOUR 10 features three sets swing styles for you to choose and use to put you on the leaderboard and on top of the PGA TOUR. The Analog swing styles enable you to hit the ball with more power than the 2/3 Click controls, but remember: power is nothing without precision.

Try all three different swing styles to find the one that suits you the most. And don't limit the number of swing styles to just one when you're on the course! Use different swing styles for particular shot types and situations.

2/3 CLICK CONTROLS

The easy to use 2/3 Click swing style allows anybody to dominate the competition like Tiger Woods. Unlike the Analog control systems, the swing is controlled simply by timing your button presses to set power and direction as you please. Use these control sequences to grip and rip!

2-CLICK CONTROLS

1. To start backswing, press the **X** button.
2. Stop the power meter to set swing power and hit the ball by pressing the **X** button again.

3-CLICK CONTROLS

1. To start backswing, press the **X** button.
2. Stop the power meter to set swing power and activate draw/fade option by pressing the **Y** button.
3. To strike the ball, stop the power meter inside the draw/fade zone by pressing the **Y** button again.

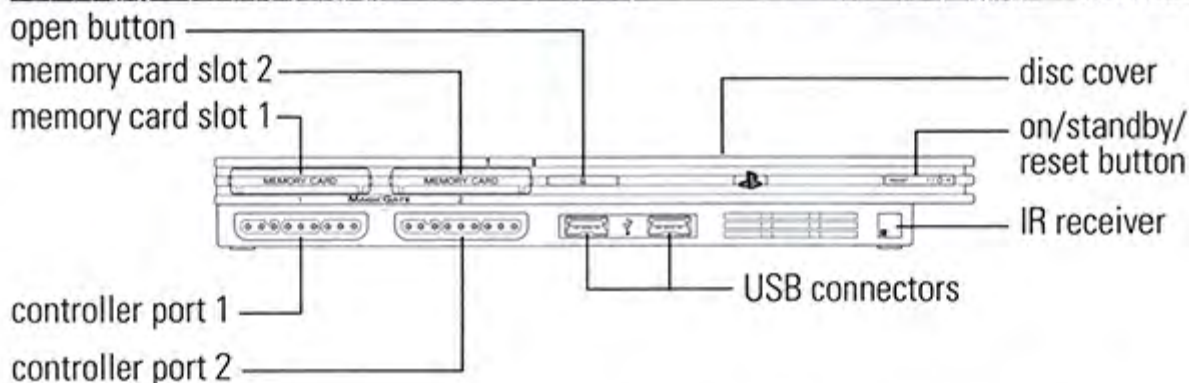
NOTE: To hit a straight shot, stop the power meter on the white line located in the center of the draw/fade zone. To draw/fade, stop the power meter to the left/right of the white line.

NOTE: Complete Controls section continued on p. 3.



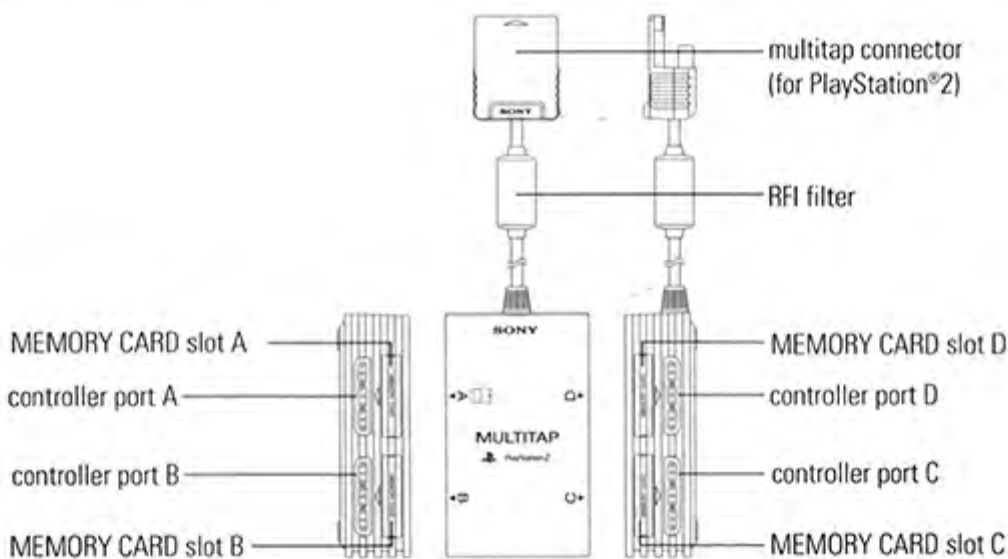
WWW.EASPORTS.COM

GETTING STARTED



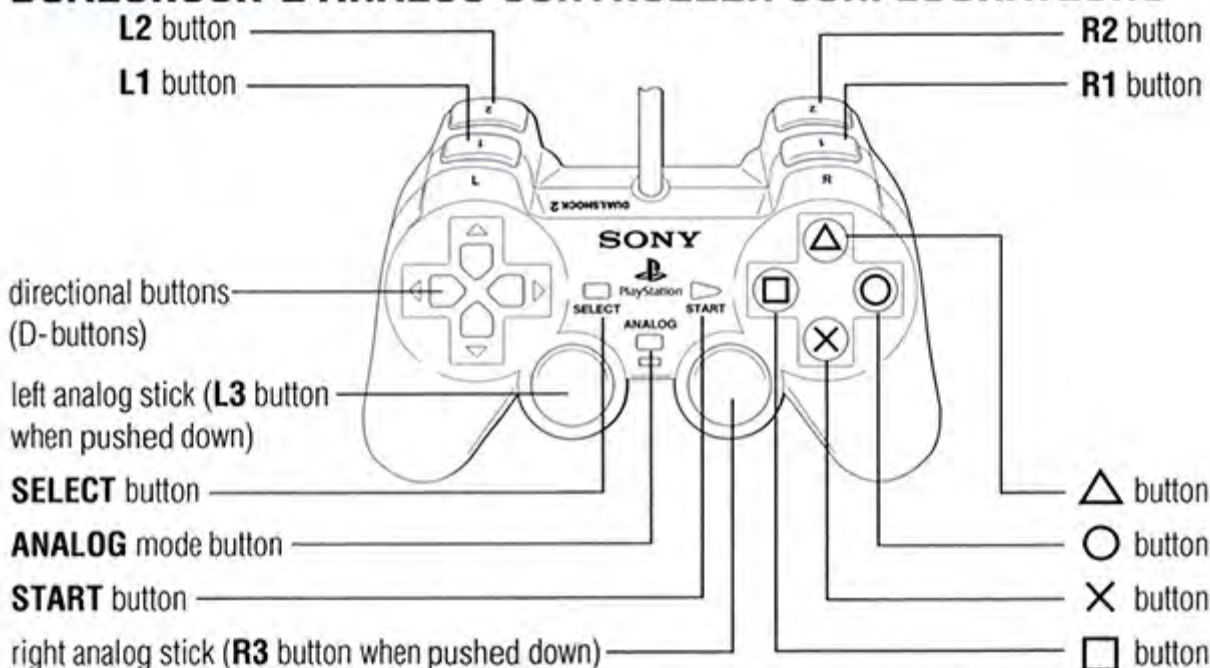
1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Insert the *Tiger Woods PGA TOUR® 10* disc in the system with the label side facing up.
4. Attach game controllers and other peripherals as appropriate.
5. 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



COMPLETE CONTROLS [CONT.]

ANALOG 1 SWING CONTROLS

1. To increase/decrease loft, move the right analog stick \uparrow/\downarrow to select the desired impact point on the ball.
2. To hit a straight shot, move the left analog stick \downarrow to set your power and move the left analog stick \uparrow to strike the ball.
3. To draw/fade the shot, move the left analog stick \swarrow/\searrow and move it in the opposite direction you first moved the left analog stick.

ANALOG 2 SWING CONTROLS

1. To increase/decrease loft, move the right analog stick \uparrow/\downarrow to select the desired impact point on the ball.
2. To draw/fade the shot, move the left analog stick \leftarrow/\rightarrow to select the desired impact point on the ball.
3. To hit a straight shot, move the left analog stick \downarrow to set your power and move the left analog stick \uparrow to strike the ball.

NOTE: For both Analog swing styles, boost the power of your shot by rapidly pressing the \otimes button during your backswing.

PRE-SHOT CONTROLS

Camera view (↑/↓)	L2 button (hold)
Zoom to target	⊙ button (hold)
Move targeting mark (↑/↓/←/→)	directional buttons
Reset target marker	△ button
Select shot type	⊙ button
Set swing style	R2 button
Switch clubs (previous/next)	L1 button/R1 button
Set point of impact on ball	right analog stick
Putt preview	SELECT button
Pause menu	START button

NOTE: Putt Preview can only be activated when you are on the green. You may not set the point of impact when putting.

POST-SHOT CONTROLS

Spin control and spin direction (while in flight)	⊗ button + left analog stick ←/→
Instant replay	⊙ button
Speed play (if enabled)	R1 button
Mulligan (if enabled)	⊙ button
Accelerate time	△ button (hold)
Pause menu	START button

CLUB SELECTION AND SHOT TYPE

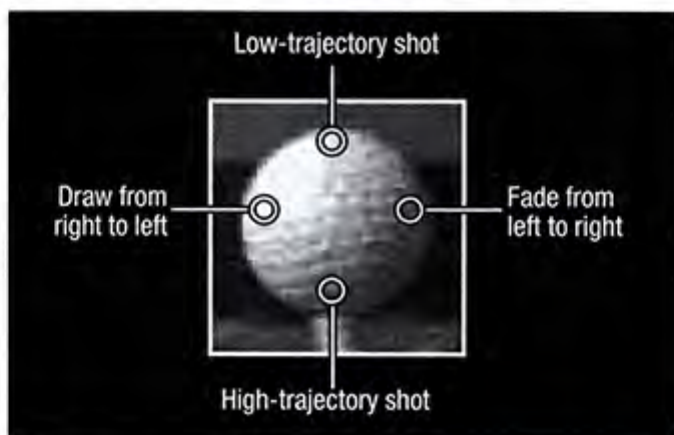
Choose your club based on each situation, and keep in mind that the default club selection may not always be your best choice. Consider clubbing down if the club's potential power is considerably more than the distance of the shot and don't be afraid to use an iron off the tee when you need more precision than power. Similarly, your shot type should be selected based on your current circumstance.

SHOT TYPES

- Chip** A useful shot when you are too far away for the putter. The maximum distance for a chip shot is 43 yards.
- Pitch** Places the ball on the green with minimal roll from up to 50 yards away.
- Flop** With a higher trajectory and less roll, this wedge shot has a maximum distance of 46 yards. Use it to fly over obstacles or to stick the ball on the green.
- Fade** The ball curves left-to-right while in flight, for a right-handed player (and right-to-left for a left-handed golfer).
- Draw** The opposite of a fading your shot. This time, the ball curves right-to-left for a right-handed player (and left-to-right for a left-handed player).
- Full** Set up a full swing with the selected club.
- Punch** A low-trajectory shot to minimize the effects of wind, or to shoot from under tree cover.
- Putt** When on the green, you putt the ball along the ground to the cup. The maximum putting distance is 120 feet.

POINT OF IMPACT AND LIE

The marker on the ball indicates where the club face will make its impact on your shot. To adjust the point of impact on the ball, move the right analog stick until you find your target.



NOTE: When loft is increased, the ball will travel further but will roll less once it lands. Decreasing loft results in shorter distance and longer rolls.

Even Tiger Woods finds himself in deep rough or a sand trap every now and then. What makes him great is his ability to recover from such lies and save par (or better). You too can hit your way out of a tough spot by making sure you check the current lie before shooting. The lie percentage indicates the amount of power that your shot is likely to achieve from the current ball position. If your ball is buried more than half way, you'll want to use much more club than you normally would.

CHIPPING

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.

PUTTING

READING THE GREEN

Use the green grid to determine the slope and speed of the green. The faster the beads move on the grid, the faster your ball will roll. If the grid is red, the slope is uphill. If the grid is blue, the slope is downhill. Plan to use extra power for uphill putts and a little less power when putting downhill.

Use the Putt Preview to get the optimum view of your putting line before you attempt your real putt. Adjust the direction and power of your putt accordingly to improve your chances of making it.

NOTE: The maximum putting power is determined by the location of the targeting marker.

SWING METER

The swing meter estimates the distance you will hit based on the amount of power in your swing. The green line indicates approximately the distance of the target marker.

NOTE: The distances shown do not account for wind, lie, or elevation. Use the swing meter only as a basic gauge as you develop a feel for these factors and the game in general.

PLAYING THE GAME

Your days as an amateur are over. Today, you're a pro and your career in the PGA TOUR begins now.

GAME FACE

Create anyone aged 8-to-80 years and customize every detail of your character, from the color of their hair to the clothes on their back. Make adjustments to your created player at any time after you have created them. You don't have to settle on all the details right away, so you can devote most of your time to perfecting your game.

NOTE: Your User Profile created at the start of the game is used to save your created golfer and track personal accomplishments. Save this and your progress to a memory card (8MB)(for PlayStation®2).



Play by yourself, against your friends, or take on pro players from 8 different countries—including South Africa's Retief Goosen, Colombia's Camilo Villegas, Fiji's Vijay Singh, and England's Luke Donald. Courses include St Andrews in Scotland, and Pebble Beach® in the United States.

Providing the lucid and pleasant commentary describing the action is none other than seasoned golf commentators, Kelly Tilghman and Scott Van Pelt.

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.

Stableford The game is based on a system of points determined by your score on the hole: double eagle (8 pts.), eagle (5 pts.), birdie (2 pts.), par (0 pts.), bogey (-1 pts.), double bogey or worse (-3 pts.).

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.

SKILL POINTS AND SKILL STREAKS

Accumulate Experience Points (XP) as you play and, once your XP meter is full, boost your abilities in driving, putting, chipping, and more as you elevate your game to the very next level.

Skill Streaks are earned by keeping the ball in play, avoiding all hazards, reaching the green in regulation (GIR), and completing the hole with a score of par or better. Increase the level of your XP meter by completing long series of Skill Streaks.

ONE BALL AND TEAM ONE BALL

Players take turns playing with just one ball, having to hit from the position the last player leaves them. Each shot must land within the Circle of Trust. If a shot lands outside the Circle of Trust, the shot is deemed a Betrayal and the player that made the shot misses their next turn.

If a shot lands out of bounds or in a water hazard, the shot is deemed a Double Betrayal and the player that made the shot misses their next two turns. The player that holes-out wins the hole and is awarded four points.

The player that sets up the winning shot scores zero points. Other players (if playing with 3-4 players) are awarded a smaller amount of points. If playing with two players, Match Play scoring is used.

Team One Ball uses the same rules, but features two teams of two players that will alternate hitting the ball.

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.

Greensome In this 2-on-2 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.

Bloodsome In this 2-on-2 team game, the opposing team chooses the tee shot your team has to begin play, then you and your teammate alternate shots for the rest of the hole. Solid, playable tee shots are the key to success.

GAME MODES

Begin your career in the PGA TOUR by taking on the world's best in world-renowned tournaments.

EA SPORTS™ CUP

It's time to show the world that you have what it takes to win the big one: the EA SPORTS Cup! Each match features three holes using a combination of Stableford, Stroke Play, and Match Play games.

PGA TOUR® SEASON

It's your first year on the PGA TOUR and the beginning of your quest to rise through the ranks of golf's elite to become the FedExCup Champion. To qualify for the FedExCup Playoffs, you must accumulate points with high finishes during the 14-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.

GAME FACE

Review your Skills, configure your Club Bag, create or adjust your appearance, check out the latest clothing and equipment, admire your statistics, view Cover Stories, create your very own Dream 18 course, and manage your Player Profile.

SKILLS

Know your strengths and weaknesses and use Skill Points when available to take your game to the next level.

CLUB BAG

Select a maximum of 14 clubs that you will take to the course.

GAME FACE AND PRO SHOP

Tweak your appearance and use some of those hard earned cash prizes to give your wardrobe and golf bag a boost by purchasing new shirts, pants, shoes, clubs, and other accessories. Maybe your new fashion statement and equipment will inspire you to play better. Win or lose, at least you'll look great in your spiffy new duds.

STATISTICS

Examine your statistics to see where you excel and where your game needs a little more attention. Use the statistics to see how your career is progressing on the PGA TOUR, as well as any awards you may have earned.

COVER STORIES

All of your masterful accomplishments and that face of yours are splashed in full glory on the cover of *Golf Digest*. Press the directional button \leftarrow/\rightarrow to flip back and forth to everything you've accomplished in your career.

DREAM 18

Turn your dream course into reality with the Dream 18. Design your fantasy course using your favorite, easiest, or challenging holes from all of the courses featured in *Tiger Woods PGA TOUR 10*. Only on your very own Dream 18 can you sink a putt in Pebble Beach and then address your tee shot in St Andrews on the very next hole.

OPTIONS

Review controls, customize game setup and difficulty, or adjust audio settings to suit your style of play. Select, load, save, and create new profiles.

SWING DIFFICULTY

If you are seeking a more challenging game or a more forgiving one, select the Swing Difficulty that best suits your style of play.

Easy The most basic swing resulting in a straight shot. The ball travels where you aim.

Medium A swing with intermediate difficulty.

Hard A swing that results in the ultimate risk and reward situations.

Expert The most unforgiving of swings. This swing is the perfect challenge for a *Tiger Woods PGA TOUR* veteran.

EXTRAS

Having trouble on the links? Get some help with your game by watching short movies featuring game tutorials. Also enter passwords and cheat codes for *Tiger Woods PGA TOUR 10*.

HINTS AND TIPS

- ▶ Give yourself a greater margin for error by increasing loft when hilling over trees. Decrease it to keep the ball under a tree canopy when hilling out of the woods.
- ▶ Pull out an iron when you need more precision than power. Be sure to shorten your backswing if the club's potential power is more than the distance of the shot.

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
9001 N I-35 Suite 110
Austin, TX 78753



**YOU PLAYED THE GAME. NOW PLAY THE MUSIC.
EA SOUNDTRACKS AND RINGTONES
AVAILABLE AT WWW.EA.COM/EATRAX/**

Package Cover Photography: Getty Images

© 2009 Electronic Arts Inc. EA, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. The mark 'TIGERWOODS' and the TW Logo are trademarks of ETW Corp. and may not be used, in whole or in part, without the prior written consent of ETW Corp. The name, likeness and other attributes of Tiger Woods reproduced on this product are trademarks, copyrighted designs and/or other forms of intellectual property that are the exclusive property of ETW Corp. or Tiger Woods and may not be used, in whole or in part, without the prior written consent of ETW Corp. or Tiger Woods. PGA TOUR, PGA TOUR and Swinging Golfer design are trademarks of PGA TOUR, INC. and used by permission. All other sponsored products, company names, brand names, trademarks and logos are the property of their respective owners.

GET EA CHEAT CODES AND GAME HINTS

Register your game online at
ea.onlineregister.com

Enter your Game Access Code and receive:

- Exclusive access to an EA cheat code or hint—specifically for your game.
- The inside scoop on your favorite EA games.
- Full-care technical support.

GAME ACCESS CODE:

19027

IT'S EASY. IT'S FAST. IT'S WORTH IT!



Notice

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the product described in this manual are copyrighted. All rights reserved.

Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://support.ea.com>.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

Mailing Address: Electronic Arts Technical Support
9001 N I-35 Suite 110
Austin, TX 78753

Proof of Purchase
Tiger Woods PGA TOUR® 10
1902705

