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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

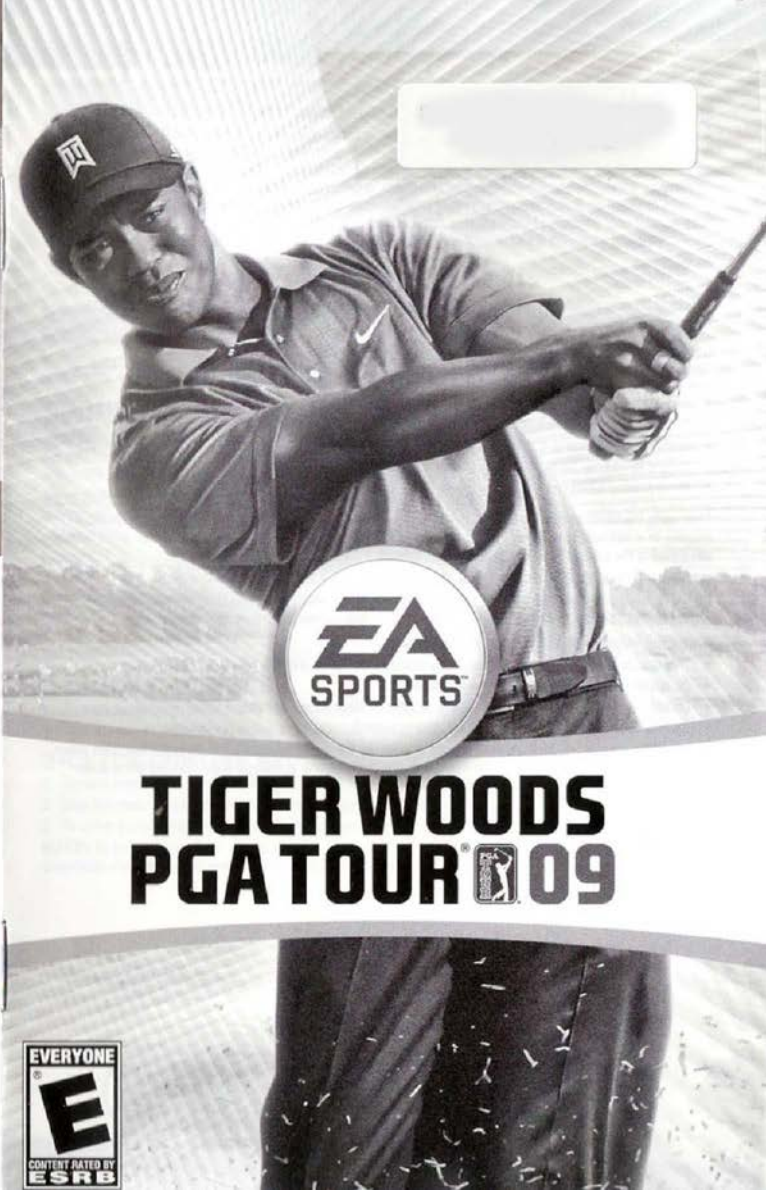
Proof of Purchase

Tiger Woods PGA TOUR® 09:
1540905



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EmuMovies



TIGER WOODS PGA TOUR 09



**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/UIC 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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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 accept the challenge of playing 20 championship courses against more than two dozen pros, including Tiger Woods himself. Everyone plays. Anyone can win!

SWING STYLES

Tiger Woods PGA TOUR® 09 can be controlled using several different swing styles. Select the style that will 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.

NOTE: Don't limit the number of swing styles to just one! Use different swing styles for particular shot types and situations.

NEW 2/3 CLICK CONTROLS

The all-new, 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 backswinging, press the button.
2. Stop the power meter to set swing power and hit the ball by pressing the button again.

3-CLICK CONTROLS

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

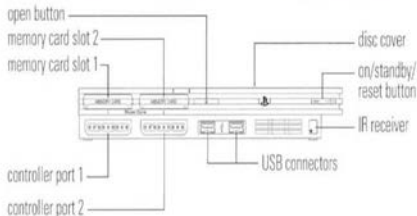
NOTE: To hit a straight shot, stop the power meter on the white line in the center of the draw/fade zone. To draw/fade, stop the power meter to the left/right of the white line.

Complete Controls continued on p. 4.



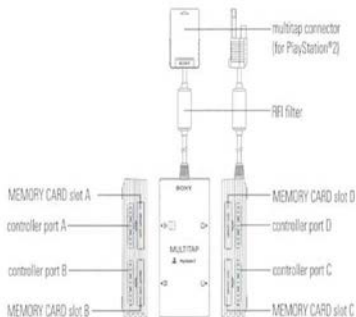
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GETTING STARTED



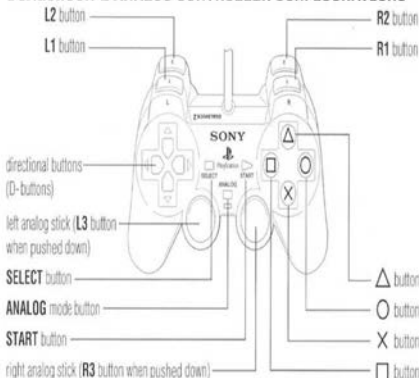
1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Insert the Tiger Woods PGA TOUR 09 disc in the system with the label side facing up.
4. Attach game controllers 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 multizap (for PlayStation®2), a controller must be connected to controller port 1-A.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



ANALOG 1 SWING CONTROLS

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

ANALOG 2 SWING CONTROLS

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

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

PRE-SHOT CONTROLS

Camera \uparrow/\downarrow	L2 button (hold)
Zoom to target	\odot button (hold)
Move targeting marker $\uparrow/\downarrow/\leftarrow/\rightarrow$	Directional buttons
Reset targeting marker	A button
Select shot type (see p. 4)	\oplus button
Set swing style	R2 button
Switch clubs (previous/next)	L1 button / RT 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 ball and set spin direction (while in flight)	\times button + left analog stick
Speed play (if enabled)	RT button
Accelerate time	A button
Mulligan (if enabled)	\odot button
Instant replay	\oplus button
Pause menu	START button

CLUB SELECTION AND SHOT TYPE

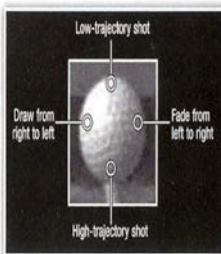
Choose your club based on each situation. The default club selection will not always be your best choice. Consider clubbing down if the club's potential power is more than the distance of the shot and don't be afraid to use an iron off the tee when you need more precision than power. Similarly, your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

SHOT TYPES

- 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.
- Pitch** Places the ball on the green with minimal roll from up to 50 yards away.
- Flap** 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.
- Chip** A useful shot when you are too far away for the putter. The maximum distance for a chip shot is 43 yards.
- 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 the point where the club face will make impact when you make your next shot. Adjust the point of impact using the right analog stick.



NOTE: When loft is increased, the ball travels further but it'll roll less when it lands. Decreasing loft results in the ball not traveling as far, but it rolls longer when it lands.

If you find yourself in a tough spot, don't fret! 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. 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 a look at your ideal putting line before you attempt your real putt. Adjust the direction and power of your putt accordingly to improve your chances of making it.

Remember: 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

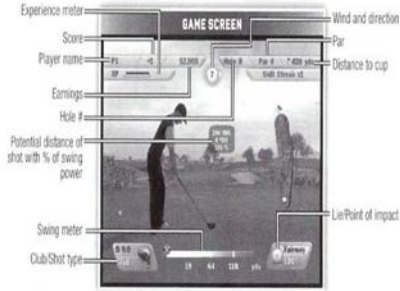
Your days as an amateur are over. Today, you're a pro and your career in the PGA TOUR® begins now.

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!

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 (BMS) for PlayStation®2.

PLAY NOW



Play by yourself, against your friends, or take on pro players from 12 different countries—including Korea's Se Ri Pak, Ireland's Darren Clarke, Fiji's Vijay Singh, and England's Nick Dougherty. Courses include Wentworth in England, Sheshan in China, and Wolf Creek and Bay Hill in the United States.

Providing the lucid and pleasant commentary describing the action is none other than seasoned golf commentators, Kelly Tighman and Sam Torrance.

- 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 (XP) as you play and, once your XP meter is full, boost your abilities in driving, putting, chipping, and more, and bring 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 (GR), and completing the hole with a score of par or better. Earn bonus Skill Points, credited to your XP meter by completing long 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 is landed 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 is landed 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. Those scores are applied in a Match Play format to decide which team wins the round.
- 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.
- 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 the key to success.

GAME MODES

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



You Played the Game. Now Play the Music.
EA Soundtracks and Ringtunes
Available at www.ea.com/eatrx/

