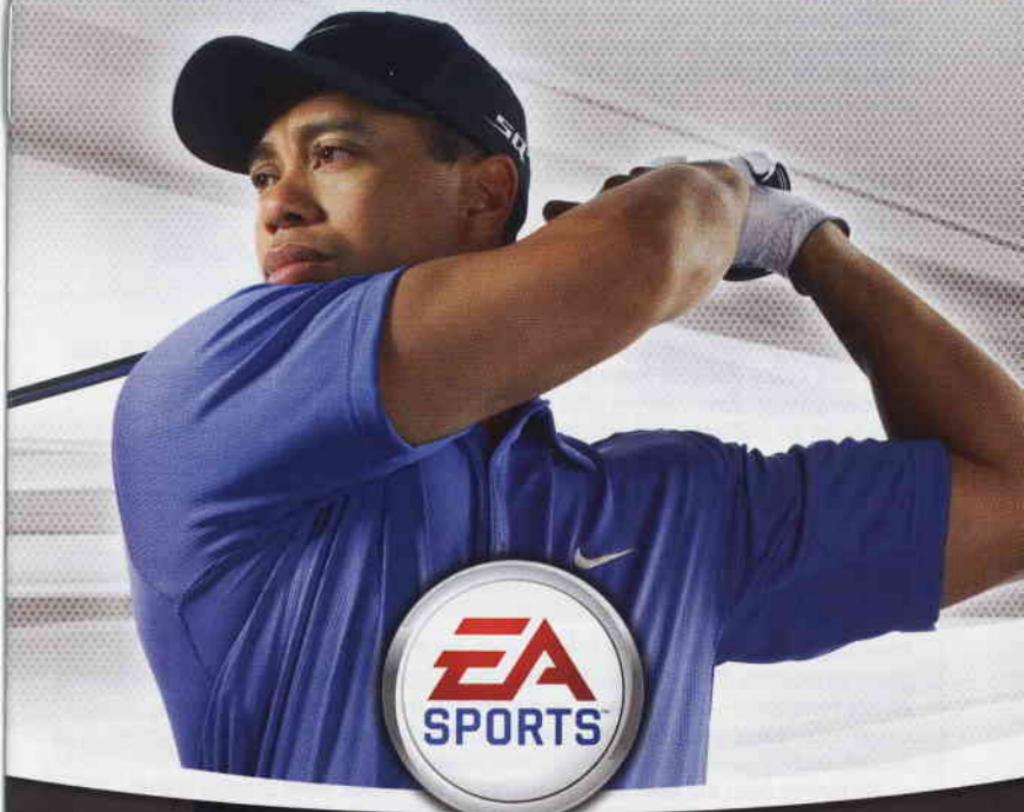




XBOX 360

XBOX  
LIVE



# TIGER WOODS PGA TOUR® 07



## WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support (see inside of back cover).

## Important Health Warning About Playing Video Games

### Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

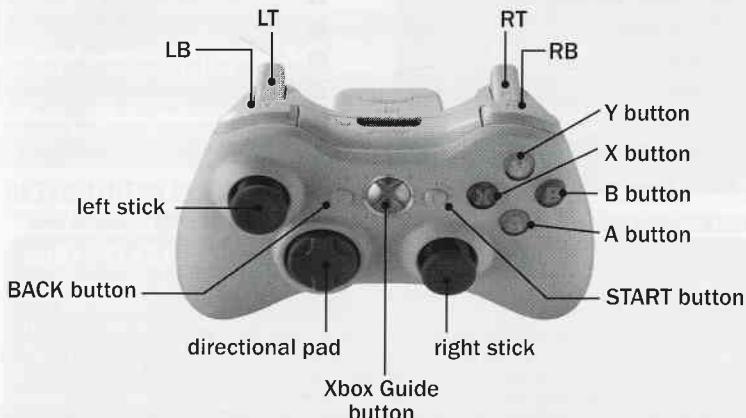
Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## COMPLETE CONTROLS

Master these basic controls and you'll be ready to give Tiger Woods a run for his money.



### PRE-SWING CONTROLS

<b>NEW</b> Loft stick	↑
Putt Camera/Power boost	Ⓐ or Ⓑ LB
Reset targeting marker	Y
Change shot type (see p. 3)	X
Zoom to target	Ⓑ (hold)
<b>NEW</b> Rotate camera while zoomed to target	Ⓑ (hold) + Ⓑ
<b>NEW</b> Shot history	Ⓑ (hold) + Ⓑ RB
Change camera	RB
Switch clubs	LT / RB
Aiming marker	Ⓐ
Hole details	Ⓑ
Access Pause menu	START

**NOTE:** For more power on your swing, press **LB** or **A** repeatedly during your backswing.

**NOTE:** When playing at a course that you've played before, you can access your Shot history to see how you've played the hole you're on the three previous times.



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## PRE-SWING CONTROLS

Power/Spin	A
Fast-forward shot (after swing)	Y
Watch a replay	X
Mulligan (if ON)	B
Add spin	LB or A (see note below)
Change camera	RB
Change max putting	LT/RT
Access Pause menu	C

**NOTE:** To have your shot spin in certain direction upon landing, press **LB** or **A** repeatedly while pressing and holding **B** in the desired direction.

## SWING CONTROLS

Both sticks work individually to give you complete control of your shots. **1** (the Shot stick) controls the backswing and downswing, and **2** (the Loft stick) determines the resulting trajectory of the ball's flight. To open your club face and hit a higher shot with more backspin, move **2** down; to close your club face and hit a lower shot with more top spin, move **2** up.

**NOTE:** Adding loft decreases the distance your shot travels, but adds spin. Using a club that hits the ball further while adding loft is a great way to utilize spin on your approach shots.

## SHOT STICK

**To hit the ball straight:** Move **1** down to begin your backswing—the closer you get to the peak of your backswing before moving **1** up for your downswing, the closer your swing will be to 100% power.

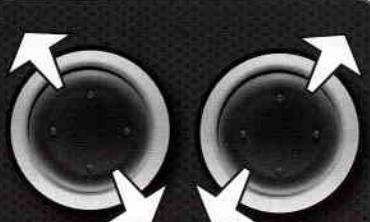
If the club's potential power is more than the distance of the shot, shorten your backswing to compensate.



**To add fade to your shot** for a right-handed golfer, move **1** down and to the right. When you follow through, finish to the left of the vertical line.

**To add draw to your shot** for a right-handed golfer, move **1** down and to the left. When you follow through, finish to the right of the vertical line.

**To hook or slice,** increase the angle of the diagonal. A hook is a more extreme draw, and a slice is a more extreme fade.



**NOTE:** For a left-handed golfer, use the opposite motions of those listed above.

## MASTERING SHOT POWER

Many factors affect the power you put into your swing. Rough, sand traps, slope, and elevation are just some of the many factors affecting how far your ball actually travels.

Pay close attention to the Lie Indicator at the bottom left-hand corner of the screen to get a better indication of how much power to use on your shot. The numerical value display indicates the power percentage you will have if you execute a full shot from that lie.

## LIE INDICATOR



Type of lie

Distance percentage a full shot will travel

## DETERMINING YOUR SHOT

Consider your lie and distance to the pin, then press **X** to toggle through the different shot types.

### 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.

**Flop** The wedge shot has a higher trajectory and less roll. 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.

**Putt** When on the green or fringe, use your most accurate club—the putter—to putt the ball in the cup.

## PUTTING CONTROLS

Read the slope of the green and judge the distance to the cup before each putt.

### READING THE GREEN

Use the green grid and various camera angles to determine the slope and speed of the green before you putt. The faster the beads move on the grid, the larger the change in elevation.

You may need to scope out your line from different perspectives. These are the camera angles available on the green:

**LB** Shows you the angle from behind the hole. Move the **1** left/right to rotate the view.

**A** Lets you see the ideal line to the hole.

**B** Raises the camera for an overhead view.

**C** Changes the direction of your putt.

**NOTE:** The Ideal Putt Cam is ON by default only in EA Play, but can be turned in other levels of difficulty using the Global Options menu.

### SINKING PUTTS

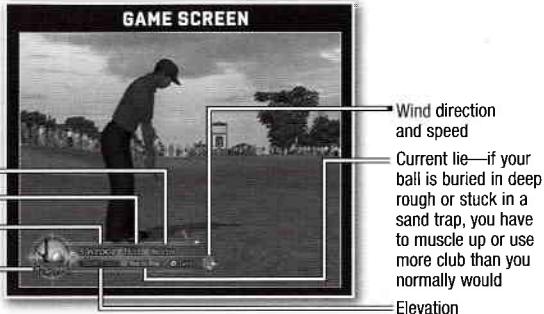
Just as you would for any other shot type, you determine the power of your putts by how far you pull back on your putter. For example, on level ground, if the hole is five feet away and your maximum putting power is ten feet, you should only pull back half way on your putter. You can change the maximum distance of your putter by pulling **LT/RT**.

**NOTE:** One inch of elevation translates to one foot of power. For example, if the cup is one inch uphill you must factor in an extra foot of power for your putt.

**NOTE:** The Loft stick adds or subtracts up to three feet of power to your putts.

## PLAYING THE GAME

When you want to play a round with no strings attached, a Play Now game is the quickest way to hit the links.



## NEW TRAINING FACILITY

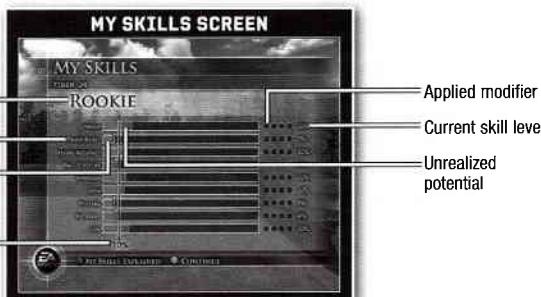
The Training Facility is the new home to all the Training Challenges and mini-games in *Tiger Woods PGA TOUR 07*. Complete the Training Challenges successfully to improve your skill ratings or challenge friends to any of the many competitive mini-games to settle the score once and for all.

**NOTE:** Press **X** at any time while at the Training Facility to go to the Driving Range. You can also set **X** to take you to the mini-game of your choice instead of the Driving Range.

## MY SKILLS SCREEN

The My Skills screen shows the ratings of your golfer's skills. Look to see where your golfer needs to improve the most.

Skills automatically grow whenever you execute an exceptional shot, but improve significantly faster by training specific skills in Training Challenges. If a skill rises above the Skill limiter line, it becomes unrealized potential. To realize that potential, you have to raise the Skill limiter by either winning Tiger Challenge matches or finishing PGA TOUR® Season events.



Status level	Your current career status.
Skill name	The name of a specific skill that influences your golfer's ability.
Skill bar	Visual representation of your ability in a specific skill.
Skill limiter	A cap between actual skill and unrealized potential.
Unrealized potential	Earned skill that has not been applied to your golfer.
Current skill level	Numeric value of total skill, including applied modifiers.
Applied modifier	Skill bonuses which add up to 10% to your golfer in any given skill.

## PROFILE MANAGEMENT

Manage your profile from the Main menu by pressing **Y**. From there, you can either load a previously saved profile or create a new one.

### NEW REACTIVE DIFFICULTY

Based off of your performance, reactive difficulty judges how well you played and suggests a level of difficulty that might better suit your game the next time you're out on the course.

### NEW CUSTOM DIFFICULTY

Choose from one of four levels of difficulty before heading to the course: EASY Play, Balanced, Hard, and TOUR PRO. The higher the difficulty, the harder it is to shoot a low round.

## SAVING AND LOADING

The Autosave feature automatically saves your progress throughout the game, including any game setting changes you make. When enabled, Autosave saves time by overwriting data without confirmation.

## MY CAREER

### NEW TIGER CHALLENGE

Go head-to-head against the top golfers in the world, and beat them all 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. In addition, a Tiger Challenge victory increases the value of the Skill limiter. After each challenge, decide what to do next depending on your results. The options vary, based on how you play. You can try another challenge or choose from any of the other options presented to you (see the Continue My Career screen). If you struggle driving the ball off the tee, for example, you might want to enter a Training Challenge to improve your golfer's driving accuracy.

### PGA TOUR® SEASON

Use the calendar to navigate through up to five years of PGA TOUR® events with an updated roster of golfers and an expanded list of golf courses as you stop at nothing in your quest to become the FedEx Cup Champion. To qualify for the FedEx Cup 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 30 golfers earn a spot in the FedEx Cup playoffs, while the season ends for everyone else.

After each of the four playoff tournaments, the 30 golfers are awarded points based on how they finished. The golfer with the most points at the end of the playoffs is crowned FedEx Cup Champion.

### NEW CONTINUE MY CAREER SCREEN

As you navigate through your single-player career in *Tiger Woods PGA TOUR 07*, the Continue My Career screen assists you at the end of single-player events. You are presented with up to five options, which change throughout your career and range from training your golfer to buying new items in the Pro Shop to continuing your PGA TOUR season, and more. Let the Continue My Career screen be your guide throughout your career.

## TRAINING CHALLENGES

Improve any of your skills, and gain luck along the way, by taking part in Training Challenges. A snapshot on the right side of the screen shows how well you rank in each of the nine skills: Power, Power Boost, Ball Striking, Driving Accuracy, Putting, Recovery, Approach, Spin, and Luck. Stay a stroke or two ahead of the competition by participating in Training Challenges and improving the weakest parts of your game. Successfully completing Training Challenges is the fastest way to improve your skills and become the best golfer you can be.

## GAME MODES

### MINI-GAMES

Play by yourself or take on your friends in these ten mini-games. Each game is described in detail when highlighted.

- NEW Twenty One** Be the first to earn 21 points by being closer to the pin than your opponent.
- NEW Seven** Earn seven points first by being closer to the pin than your opponent.
- Target** See how much money you can earn with only 20 balls to hit.
- Target-to-Target** Rack up money by hitting the targets in a defined order.
- Capture the Flag** Take turns hitting at targets to capture them.
- T-I-G-E-R** Modeled after the basketball game H-O-R-S-E, you make a shot and your friend has to make it or he gets a letter.
- Putting Contest** Putt closest to the pin after three attempts to win.
- Approach Contest** The closest to the pin after three attempts wins.
- Closest to the Pin Contest** Get closest to the pin from the tee box after three attempts to win.
- Long Drive Contest** Outdrive your opponent in three attempts to win.

### TRADITIONAL GAME MODES

Challenge your fiercest rivals in any of these exciting golf formats.

- 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.
- 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** Based on a system that awards points based on the score of each hole (eagles, birdies, and pars), your final score is the sum of the points earned over the course of a round.
- 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.) Tee balls are alternated so the same player doesn't hit every drive.
- Best Ball** Played with two two-player teams, both players on each team play their own ball throughout the round, and on each hole the low score of the group serves as the team score. The total score is then added up at the end of the round to determine the winner.
- Four-Ball** In this two-on-two matchup, every golfer plays their own ball. The team wins a hole when either member posts the lowest score.
- NEW 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.
- NEW 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.

### ARCADE MODES

#### **NEW Battle Golf**

Pick from one of 12 classic courses, a Random 18, or a course you create on your own, then take part in a 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.

#### **NEW One Ball**

Play with up to four people 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 gets less points; any other player (if playing with a threesome or foursome) receive even less points, or no points for last place. Head-to-head play uses Match Play scoring.

### XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

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### CONNECTING

Before you can use Xbox Live, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to [www.xbox.com/live](http://www.xbox.com/live).

### FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

### WELCOME TO TIGER WOODS PGA TOUR® 07 ONLINE

Find an opponent based on your skill level, check out the latest EA News, set your gameplay options for the games you host, and visit the marketplace to download exclusive *Tiger Woods PGA TOUR 07* content.

### ONLINE TOURNAMENTS

Compete against an unlimited number of opponents in EA SPORTS sponsored events. Every player plays under the same rules and conditions. To level the playing field, *Tiger Woods PGA TOUR 07* automatically sets the game options.

### ONLINE GAME MODES

Play either of the two new Arcade Modes—Battle Golf or One Ball—to prove you have what it takes to shoot the lowest score.

### TUTORIALS

The Tutorials menu helps you become an unbeatable golfer in every area of your game, from the tee to the green. It can be found under Game Modes.

## GAME FACE

Select Game Face from the Main menu to bring your golfer to life. After your character looks exactly how you want, the Game Face menu is the place to increase your skills, purchase equipment from the Pro Shop, change your appearance, and more.

**My Appearance** Endlessly change the way you look and sound.

**Pro Shop** No matter how skilled you are, buying better equipment improves your abilities. Use the Pro Shop search feature to find what you're looking for in a hurry or upgrade in one of three specific areas: Apparel, Equipment, and Accessories.

**My Skills** View your current golfer skills.

**My Animations** Be as funky or smooth as you want to be by choosing your swing and purchasing animations.

**In the Bag** Select the clubs you'll carry. You must have at least a driver, sand wedge, putter, and 5-iron.

**Profile Options** Access the Controller Setup, Apply Downloaded Unlocks, and Autosave options.

## NEW ESPN ON DEMAND

Never lose touch with the world of sports when you play online. ESPN on Demand provides the ESPN Sports Ticker for all the latest sports scores and news, and also delivers continually updated radio podcasts.

## EA SPORTS™ EXTRAS

Learn more about each of the PGA professionals in the game by accessing Golfer Biographies, see what's new from EA, and more.

## LIMITED 90-DAY WARRANTY

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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) 628-1900

### EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

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