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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
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Proof of Purchase
Tiger Woods PGA TOUR® 09
1560105



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 XBOX 360

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TIGER WOODS PGA TOUR® 09



⚠ 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 or call Xbox Customer Support.

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 screen; use a smaller screen; play in a well-lit room; and 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



PRE-SWING

Switch clubs	LT (pull) / RT (pull)
Adjust target circle	○
Adjust target circle while zoomed to target	B + ○ in any direction
Reset target circle	Y
Add draw/fade to your shot	B + LB / RB
Change shot type	X
Zoom to target	B
Rotate camera while zoomed to target	B + t (to tilt up and down) / s (to zoom and rotate)
Change camera angle	RB
Hole details	◀
Add power	LB or A (tap rapidly during backswing)
Coach tips	◀ + A
Flyby (over the hole)	◀ + X
Pause menu	▶

SWING

Shot stick	
Loft stick	
Change to the 3-Click Swing (available in Easy Play and Balanced difficulty only)	(click)

WHEN BALL IS IN FLIGHT

Fast-forward shot	(hold)
Add spin	or (tap repeatedly while moving and holding in the desired direction to have the ball spin in a certain direction upon landing)

AFTER THE SHOT

Watch a replay (after completion of shot)	
Mulligan (if ON)	

PUTTING

Putt Preview	
Change putter (short-distance/long distance)	(pull) / (pull)
Zoom to target circle	(hold)
Reset target circle	
Change shot type	
Change camera angle	

NOTE: You can only use the Putt Preview once each time you putt.

SWING CONTROLS

Both sticks work individually to give you complete control of your shots.

SHOT STICK

(the Shot stick) controls the backswing and downswing, and determines how straight your shot goes. Move to begin your backswing—the closer you get to the peak of your backswing before moving to 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.

LOFT STICK

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 ; to close your club face and hit a lower shot with more top spin, move .

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.

3-CLICK SWING

Click to change from the classic analog swing to the 3-Click Swing, which provides a visual representation of your swing so you can better control your power and accuracy.

With the 3-Click Meter on the screen, press to start your swing, press a second time to select your power, and press a third time to select your accuracy.

If you want to return to the classic analog swing, click .

NOTE: The 3-Click Swing is not available in the Hard or TOUR Pro difficulty setting.

DETERMINING YOUR SHOT

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

NOTE: 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 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 40 yards.
Putt	When on the green or fringe, use your most accurate club—the putter—to putt the ball in the cup.

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.



WWW.EASPORTS.COM




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:



- Putt preview** Shows you the angle from behind the hole—move  to rotate the view
-  Raises the camera for an overhead view
-  Changes the aiming marker of your putt

PUTT PREVIEW

Read the slope of the green, factor in the necessary break, and press  to see the exact line it will take towards the cup. If the line is going straight in the cup, you're in good shape and stand a good chance of draining the putt. If it's offline, adjust your aiming marker accordingly—you only can use the Putt Preview once each time you putt.

NOTE: Putt Preview is not available when playing with difficulty set to TOUR Pro.

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 10 feet, you should only pull back half way on your putter. You can change the maximum distance of your putter by pulling  .

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.



MANAGE MY GOLFERS

Manage your profile from the main menu by pressing . From there, you can either load a previously saved profile or create a new one. You can also access this menu via My Tiger '09.

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.

NEW DYNAMIC ATTRIBUTES

Your attributes either rise or fall on each shot you take, so now every shot matters more than ever before. Getting a boost to your attributes from your Performance Coach may improve your abilities, but if you string together a few shots that sail two fairways over that could change in a hurry. It's not about raising your attributes as much as it's about keeping them high.

NEW PERFORMANCE COACH

Hank Haney joins *Tiger Woods PGA TOUR 09* to help you elevate your game to the next level. Having been Tiger Woods' personal coach for years, Haney becomes your coach and guides you throughout your career. He helps you improve your skills with the new Club Tuner, which allows you to fine-tune your swing with each club in your bag, and approaches you with Custom Drills so you can practice situations that you've previously struggled with.

SAVING AND LOADING

The Autosave feature saves your progress throughout the game automatically, including any game setting changes you make. When enabled, Autosave saves time by overwriting data without confirmation. You can turn Autosave ON/OFF in the My Tiger '09 menu.



You Played the Game. Now Play the Music.
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GAME MODES

TRADITIONAL GAME MODES

Don't just talk the talk—walk the walk—and challenge your fiercest rivals to any of these exciting golf formats. Pick from one of 16 classic courses, a Random 18, or a course you created on your own.

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.
Bingo Bango Bongo	A match play event where each part of the title represents a point earned on a per-hole basis: Bingo—first on the green; Bango—closest to the pin; Bongo—best score.
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.
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 key to success.
Battle Golf	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.
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 doesn't get any points; any other player (if playing with a threesome or foursome) is awarded a small amount of points for their efforts. Head-to-head play uses Match Play scoring.

MINI-GAMES

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

Target	See how much money you can earn with only 20 balls to hit.
Target to Target	Rack up money when hitting the targets in a defined order.
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.
Capture the Flag	Take turns hitting at targets to capture them.
Putting Contest	Putt closest to the pin after three attempts to win.
Approach Contest	Use three chances to get closest to the pin and win.
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.

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 360® 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.

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.

WELCOME TO *TIGER WOODS PGA TOUR® 09* ON XBOX LIVE

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 09* content.

DAILY 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 09* automatically sets the game options.

ONLINE GAME MODES

Challenge your friends to a round of traditional Stroke Play, face off in One-Ball to prove you have what it takes on the links, and more.

NEW SIMULTANEOUS PLAY

No longer do you have to wait for the other golfers in your foursome to shoot before hitting your shot. The all-new Simultaneous Play lets you play quickly, as if you were playing by yourself, while indicating your opponents' shots with real-time shot arcs. Each player's shot arc has its own color.

LINKING YOUR GAMERTAG TO AN EA ACCOUNT

Once you're connected to Xbox LIVE your gamertag acts as your gamer profile, a unique on-screen player identifier separating you from the rest of the field. Your gamertag can also be linked to your EA Account enabling you to participate in message board discussions, seek technical support, view game stats, and much more.

- If you do not have an EA Account and have not gone online with an EA title using your gamertag, you must create an EA Account from the EA ONLINE ACCOUNT CREATION screen. The information entered will link your gamertag to an EA Account (which can then be used to access any supported game features on the web, e.g., easportsworld.com). Once these details have been accepted it can't be changed so be sure to make a note of it.
- If you already have an EA Account created from ea.com but have yet to link your gamertag or gone online using your gamer profile with an EA title, you will be prompted to enter your EA Account details on the EA ONLINE ACCOUNT CREATION screen. Entering your EA Account details links your gamertag to this account. Please make sure that you use the same email address used to create your online entitlement (i.e., your gamertag).
- To link your Xbox LIVE gamertag to an EA Account or manage your EA Account on the web visit www.ea.com. From here you can login to your EA Account or create an account if one does not exist. After you've logged in, select PERSONAS, then click LINK AN EXISTING PERSONA. Choose Xbox LIVE gamertag, type your gamertag in the box provided and click SUBMIT, then click CONTINUE. Your gamertag is now linked to your EA Account. You can also visit profile.ea.com to update your account information, retrieve lost passwords, and view currently linked Personas from the MY ACCOUNT screen.

EA SPORTS™ WORLD

In addition to the competitive challenges offered online, *Tiger Woods PGA TOUR 09* delivers an all-new and exciting interactive experience with EA SPORTS World.

- Creating an EA SPORTS World account is easy. Simply visit www.easportsworld.com and log in using your EA Account information (email address and password).
- If you have not linked a gamertag to your EA Account you will be prompted to do so upon logging into EA SPORTS World for the first time.

NOTE: Once an email address and password have been accepted they can't be changed so be sure to make a note of these details so you can use them to access game specific features on EA web sites.

MY CAREER

Start a PGA TOUR® Season, Tiger Challenge, or access My Skills, My Career Stats, and Performance Tuning.

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 five years of PGA TOUR® events and play at many of the greatest courses around the globe on your journey to the top of the golf world.

If you choose to create your own character, you begin as a hack golfer and progress from there. In order to achieve new levels and advance your career, you must meet certain objectives. Your career progression is conveyed in the following ways: money leaderboards, FedExCup points leaderboards, and calendar events.

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.

The field is reduced to 120 golfers after the first event, 70 after the second event, and 30 after the third event. You must win the fourth event against 29 other golfers to be crowned FedExCup Champion.

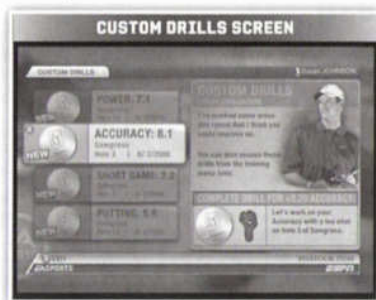
TIGER CHALLENGE

Go head-to-head against the top PGA TOUR pros in the world for a chance to prove yourself against the game's best player, Tiger Woods. Every challenge you beat along the way earns you points, and you'll need to beat every pro and accumulate 100,000 points in order to take on Tiger Woods himself.

Your progression through the Tiger Challenge mode is represented by a series of pro challenge cards. Each pro challenge card requires you to earn points in order to unlock cards and fantasy male and female golfers. You can earn points by playing a variety of different events on each pro's card.

PERFORMANCE TUNING

Tune your clubs so they fit your style with the all-new Club Tuner, or check out the Custom Drills designed especially for you by Hank Haney.



MY SKILLS

The My Skills screen indicates your golfer's skill attribute ratings with a visual display of bars and graphs, making it easy to understand where your golfer needs to improve the most.

The bars show your golfer's base attribute levels (on a scale of 1-10) in four categories—power, accuracy, short game, and putting—and shift up and down based on two factors: performance and boosts. Boosts achieved from participating in a Custom Drill are temporary, while Pro Shop upgrades give your golfer a permanent boost.

For a clear picture of your stats, refer to the graphs on the right side of the My Skills screen. They show you everything from your golfer's Average Driving Distance to Putts Per Green, and more. The graphs are updated at the end of every round, and directly affect your golfer's base attribute levels on the left side of the My Skills screen.



MY CAREER STATS

Access the Player Resume, User Records, Trophy Room, and All-Time Records via the My Career Stats menu.

MY GOLFER

PHOTO GAME FACE

Take photos of yourself or your friends and create a realistic, lifelike digital double that actually plays in *Tiger Woods PGA TOUR 09*. Use either the Xbox LIVE Vision Camera or any digital camera to take the photos, then upload them to the *Tiger Woods PGA TOUR 09* website (www.easportsworld.com). You can generate up to eight different faces to apply to your custom golfer(s).

Once a Photo Game Face is generated, you can then edit it using the traditional Game Face features like adding hair, glasses, etc.

Just follow these directions to create your own Photo Game Face:

- Take a front and side photo of the face you wish to create for your golfer—the quality of the photos you use determines the quality of the face you create.
- You are required to use a front photo, but for more realistic and accurate results add a side profile photo as well. Using two photos results in a more accurate 3D representation of your face.

NOTE: Correct marker placement is the second most important factor in determining the quality of the face that is generated.

NOTE: High resolution digital images will produce more accurate results.

NOTE: You can only apply faces of the same gender (for example, you can't use a male face on a female golfer).

After you've created a custom golfer in My Golfer, you can purchase equipment from the Pro Shop, change your appearance, and more from the following menus.

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.

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


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

NEW CLUB TUNER

The all-new Club Tuner gives you the opportunity to calibrate your clubs to fit your personal playing style before heading to the course. Now you can go for the 8.0 degree driver and hit screamers off the tee or give your 3 iron a sweet spot you never dreamed possible. The options are endless.

You can calibrate each of the following club types: driver, woods, irons, and wedges.

EA SPORTS™ GAMERNET

Challenge your fellow golfers in an exciting new form of competition with EA SPORTS GamerNet. Save replays of a shot, hole, front nine, back nine, or entire round (pull  and post it online for other players to challenge. EA SPORTS GamerNet gives you the chance to share your greatest golf moments whenever they happen with other golfers around the world. Once these moments are downloaded, you ultimately challenge the world to match your feats.

Navigate through EA SPORTS GamerNet with these four menu options: My Online Clips, My Local Clips, Online Challenges, and EA SPORTS GamerNet Leaderboard.



MY TIGER '09

Go to the My Tiger '09 menu to access each of the following: Manage My Golfers, Options, Stats and Leaderboard, Tutorials, and EA SPORTS™ Extras.

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 was 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, mismanagement or neglect.

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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://www.ramcityinfo.ca.com>

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

US 1 (850) 638-1001

EA Warrantu Mailing Address

Electronic Arts Customer Warranty

9001 N I-35 Suite 110

Austin, TX 78753

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