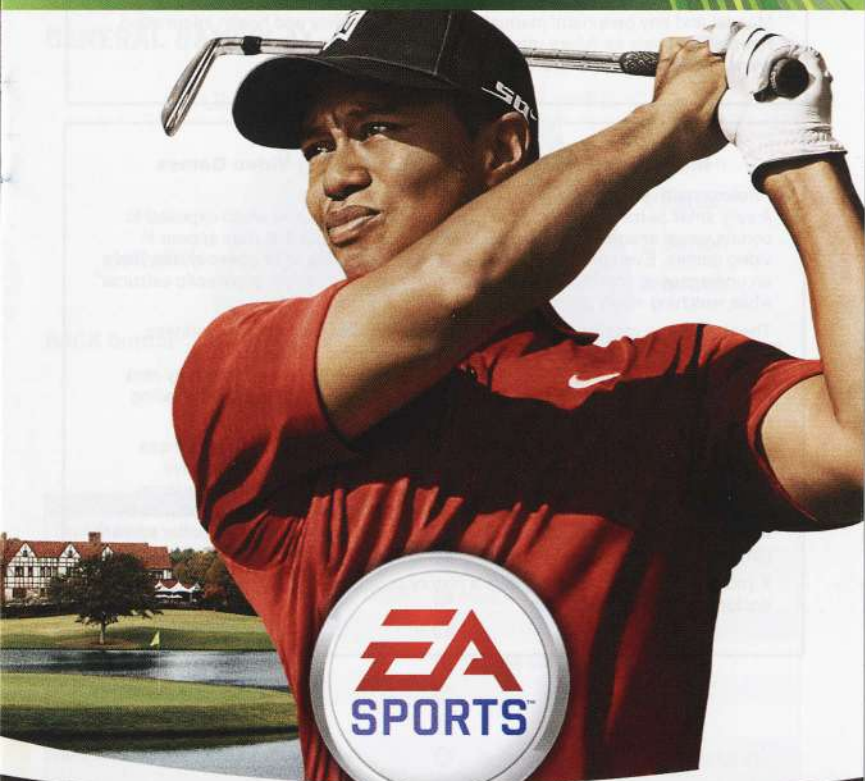




XBOX 360

XBOX
LIVE



TIGER WOODS PGA TOUR[®] 08



⚠ 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.



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COMPLETE CONTROLS

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

GENERAL GAMEPLAY



PRE-SWING

Switch clubs	LT (pull)/RT (pull)
Rotate golfer	⬅ ➡
Adjust targeting circle (while zoomed to target)	B (hold) + ⬅ ➡ in any direction
Reset targeting circle	Y
Add draw/fade to your shot	B then LB/RB
Change shot type (see p. 3)	X
Zoom to target	B
Rotate camera while zoomed to target	B + ⬆ (to tilt up and down)/⬇ (to zoom and rotate)
Change camera angle (Green to Pin)	RB
Add power	Tap LB or A rapidly during backswing
Caddy tips	⬅ then A
Flyby (over the hole)	⬅ then X
Hole details	⬅
Access Pause menu	⏸

SWING

Shot stick	⬆ (see p. 2 for more details)
Loft stick	⬆ (see p. 2 for more details)
Change to the 3-Click Swing	⬆ (see 3-Click Swing on p. 3)

WHEN BALL IS IN FLIGHT

Fast-forward shot

Y

Add spin

Tap LB or A repeatedly while moving and holding X 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)

X

Mulligan (if ON)

B

PUTTING

NEW Putt Preview

LB

Change putter (short-distance/long distance)

LT (pull)/RT (pull)

Zoom to targeting marker

B (hold)

Reset targeting marker

Y

Change shot type

X

Change camera angle

RB

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

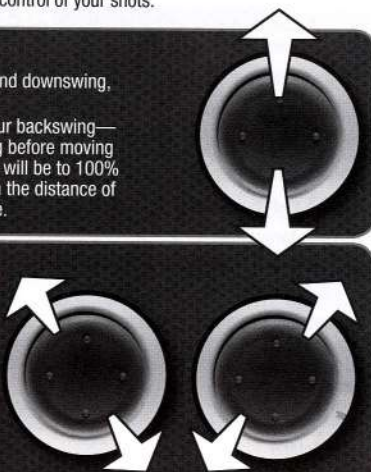
The (the Shot stick) controls the backswing and downswing, and determines how straight your shot goes.

To hit the ball straight: Move (down) to begin your backswing—the closer you get to the peak of your backswing before moving (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 (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 (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.



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

NEW 3-CLICK SWING

Click (X) 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 A to start your swing, press A a second time to select your power, and press A a third time to select your accuracy.

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

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 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 hit 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 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.

LIE INDICATOR



Type of lie

Distance percentage a full shot will travel

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

Putt Preview—move (X) to rotate the view

B

Raises the camera for an overhead view

X

Changes the aiming marker of your putt

NEW PUTT PREVIEW

Read the slope of the green, factor in the necessary break, and press **A** 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 PRO TOUR.

SINKING PUTTS

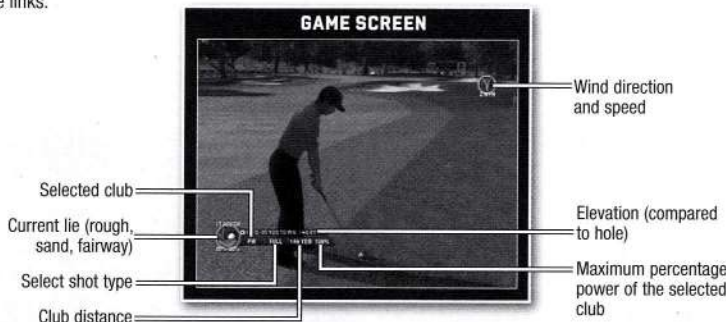
Just as you would for any other shot type, you determine the power of your putts by how far you pull back on your putter. For example, on level ground, if the hole is five feet away and your maximum putting power is 10 feet, you should only pull back half way on your putter. You can change the maximum distance of your putter by pulling **L1/R1**.

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 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 uses factors from previous rounds—including shot type, hole, and more—to determine your confidence heading into each shot. The amount of risk involved in your shot also affects your confidence—the riskier the shot, the less confidence you will have at hitting the ball well.

Your confidence on the course affects your targeting circle—the size of the circle is your margin of error for each shot you take, so the bigger the circle the greater possibility of error. Playing well decreases the size of the targeting circle and improves your ability to hit the ball more precisely. Playing poorly lowers your confidence, increasing the size of your targeting circle.

NOTE: Confidence follows you everywhere, and does not reset round-to-round.

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 winning Tiger Challenge matches.

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 clicking **☰**. From there, you can either load a previously saved profile or create a new one. You can also access this menu via My Tiger '08.

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.

GAME MODES

MY CAREER

Start a PGA TOUR® Season, Tiger Challenge, or access any of the following: Skills Training, My Skills, and My Career Stats.

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 an expanded list of courses on your journey to the top of the golf world.

If you choose to create your own character or use Rookie Tiger instead of an existing pro, 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 30 golfers earn a spot in the FedExCup 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 FedExCup Champion.

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 challenge against a new PGA TOUR golfer. You can decide which challenge to take on by moving a cursor from one node to another. The details of each challenge and unlockable reward are displayed when the node is highlighted.

Tiger Challenge consists of non-match challenges (skins, One-ball, course specific scenarios, and 9 hole games) and a match/stroke challenge against a PGA TOUR golfer. You must beat every PGA TOUR golfer, win all challenges, and complete all the hexagons on the HexGrid to earn the right to face Tiger Woods.

TRADITIONAL GAME MODES

Don't just talk the talk—walk the walk—and challenge your fiercest rivals to 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.
- NEW Bingo Bango** 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.

ARCADE MODES

- Battle Golf** Pick from one of 16 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.
- 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 10 mini-games. Each game is described in detail when highlighted on screen.

- Twenty One** Be the first to earn 21 points by being closer to the pin than your opponent.
- 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 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.

PRACTICE MODE

Select either the Driving Range or Pitch and Putt and put in the practice time to cut strokes from your game when the shots count.

MY TIGER '08

The My Tiger '08 menu stores all of your personal settings, accomplishments, and more. Go there for a full rundown on New Features and Controls, Game Face, User Profile Options, Settings, Tutorials, and Achievements.

NEW 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 (press **X**) 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: EA SPORTS GamerNet Channels, Search EA SPORTS GamerNet Challenges, Browse My Clips, and EA SPORTS GamerNet Leaderboards.

NEW 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 08*. Use either the Xbox LIVE Vision Camera or any digital camera to take the photos, then upload them to the *Tiger Woods PGA TOUR 08* website (www.tigerwoods08.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.

