



WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

Please Read Before Using This Game or Allowing Your Children To Use It.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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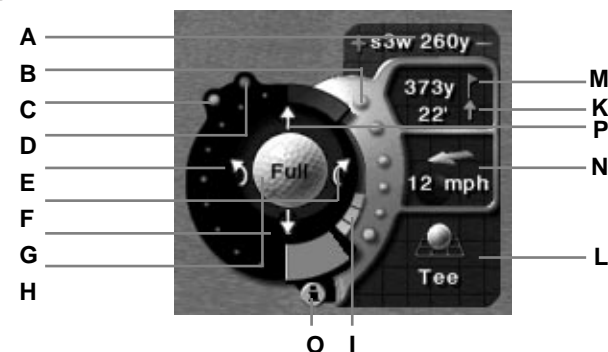
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INTRODUCTION

The sport of golf demands a consistency of both mind and body that borders perfection. In return it promises only that your fate will change as easily as the direction of the wind. The elite athletes that play this game must be part philosopher, part gambler. All around the world, professional golfers are breaking records and setting new standards, ultimately raising the level of this time-honored sport. And now, more than any other time in the history of golf, it is about competition and it is about winning. This is the spirit that is shaping the game today and this is the spirit with which we created *Tiger Woods 99 PGA TOUR® Golf*.

COMMAND REFERENCE

The Swing Meter



- | | | | |
|---|--|---|--|
| A | Display Club menu | J | Shot indicator |
| B | Select a shot | K | The height of the pin relative to your ball |
| C | Set up a safe shot | L | Your lie |
| D | Set up an aggressive shot | M | Distance to pin |
| E | Adjust draw | N | Wind speed and direction |
| F | Adjust fade | O | Click here or press Esc to open/close the Settings menu |
| G | Adjust backspin | P | Lower shot trajectory |
| H | Click here or press Spacebar to start swing | | |
| I | Risk Meter | | |

- To display the Target Arc, click on the course.
- To move the Target Arc, left-drag on the course.

Note: The swing is divided into three parts: backswing, downswing, and contact.

Menu Controls

ActionMouse

Highlight menu item	Move mouse over the item
Activate highlighted command button	Left-click
Accept changes and return to previous menu	Click MAIN MENU or SAVE CHANGES
Reject changes and return to previous menu	Click CANCEL

MAIN MENU

Use the Main menu to choose the game mode, style, and difficulty you want to play. Default options are listed in **bold** type.



- A Select one of nine game modes
- B Choose the course you want to play
- C Select a PGA TOUR golfer or create your own
- D Start your currently selected game
- E Play a network, Internet, or modem game
- F Go to the Options menu to adjust sound and graphics options
- G Replay the best shots and putts of your *Tiger Woods 99 PGA TOUR Golf* career
- H Exit the game
- I Resume a saved game
- J Current game setup

Highlights



- A Select the shot or putt you want to replay
- B Delete the highlighted shot or putt
- C Play the highlighted shot or putt
- D Shot or putt description and file name

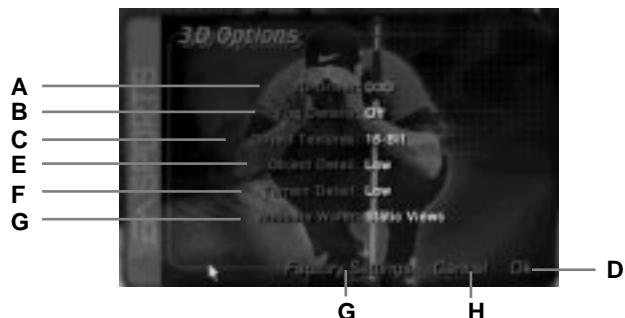
Options



- A Left-click to toggle ON/Off
- B Cycle through resolution options
- C Go to the 3D Options screen
- D Save changes. The Main menu appears

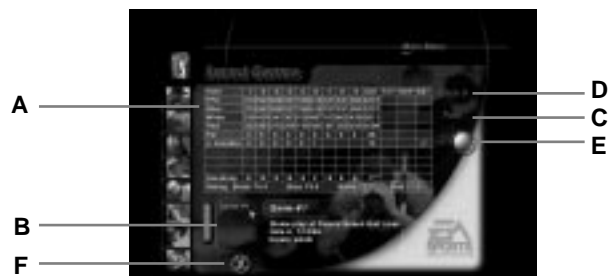
3D Options

EA TIP: If you run the game in 3D mode, you have the option to use any of the picture-in-picture camera views for the main view (full screen) as well.



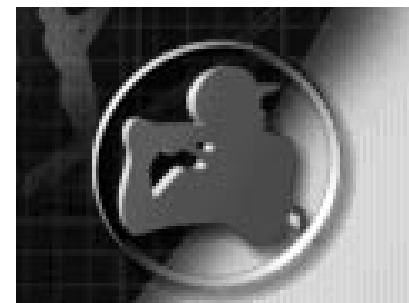
- A Select the 3D driver appropriate for your video card
- B Cycle Fog Density LOW/MEDIUM/HIGH/OFF
- C Toggle 8- or 16-Bit Object Textures
- D Save changes. The Options menu appears
- E Cycle Object Detail LOW/MEDIUM/HIGH/ULTRA HIGH
- F Cycle Terrain Detail LOW/MEDIUM/HIGH/ULTRA HIGH
- G Reset all 3D options to the factory defaults for your card
- H Exit without saving changes. The Options screen reappears

SAVED GAMES



- A Scorecard for the highlighted saved game
- B List of saved games
- C Toggle score/putt display on the scorecard
- D Toggle Front 9/Back 9 scorecard display
- E Resume the highlighted saved game
- F Delete the highlighted saved game

GOLFERS



Select golfers for the upcoming game, view golfer profiles and stats, and create new golfers.



- A Add a highlighted player to the Selected Golfers window.
- B Remove a highlighted player from the Selected Golfers window.
- C Go to the Create Golfer screen
- D View the essential stats for the golfer highlighted within the Selected Golfers window
- E Edit the selected golfer's clubs and settings (created golfers only)
- F Delete the selected golfer (created golfers only)

Create Golfer Screen

Select the animation, play settings, and caddie for a custom golfer.



- A Type a name of up to 15 characters
- B Select an animation to represent your created golfer on the course
- C Customise the various setup options detailed below
- D Go to the Club Select screen to customise your bag

Setup Menu

Use the Setup menu to set your preferences before you head out onto some of the best courses in the world.

LEVEL: Cycle through NOVICE, AMATEUR, PRO, and SIMULATION and play according to the preset attributes assigned to that level. If you alter these attributes, the level changes to Custom.

The three preset skill levels affect Shaft type, which determines the speed of the Power arc within the Swing Meter and your club's distance potential. The skill level also affects default settings for Tee and Caddie options as listed below.

Select SIMULATION for an opportunity to walk the course. With this mode, you don't have to worry about the mechanics of your swing. All you need to do is move the Target Arc to the spot you want, then begin your swing.

Note: The only attributes you can alter without affecting the skill level of your golfer are Tap-ins, Swing Type and Handicap.

	Novice	Amateur	Pro
Shaft	FLEX	REGULAR	STIFF
Swing Meter speed	SLOW	NORMAL	FAST
Club Distance	SHORT	NORMAL	LONG
Tees	RED	WHITE	BLACK (BLUE at Pebble Beach)

SHAFT: Shaft affects the speed of the Power arc and your club's distance potential. With a **FLEX** shaft, the Power arc moves at its slowest rate, and the maximum club distances are at their shortest. With a **Regular** shaft, the meter moves more quickly and the maximum club distances are in the midrange. With a **STIFF** shaft the meter moves fast, and the maximum club distances are at their longest.

TEE: There are four tee areas from which you can tee off. The **RED** tees are closest to the hole followed by **White**, and **BLUE** (plus **BLACK** at Summerlin and Sawgrass).

TAP-INS: A 'Tap-in' is a short putt that adds a stroke to your score and completes a hole. Select **YES** to activate the Tap-ins option.

RISK METER: Toggle the Risk meter **ON/OFF**.

TARGETING ARC: Your caddie gives you advice on club selection and distance potential. Set to **UNADJUSTED**, the shot caddie chooses a club based only on how far you are from the target. Set to **ADJUSTED FOR LIE**, both distance and ball lie are considered.

POWER GUIDE: The Power Guide on the Swing Meter marks the distance required to reach your target. Toggle this guide **ON/OFF**.

PUTTING LINES: Putting lines display the break toward the hole. A blue line indicates the path of a putt hit squarely on the contact line when aimed directly at the hole. Toggle these lines **ON/OFF**.

PUTTING CADDIE: With putting caddie **OFF**, there is no Risk meter while your golfer is on the green. With putting caddie **ON**, the Risk meter indicates the likelihood of a perfectly struck ball going in the hole.

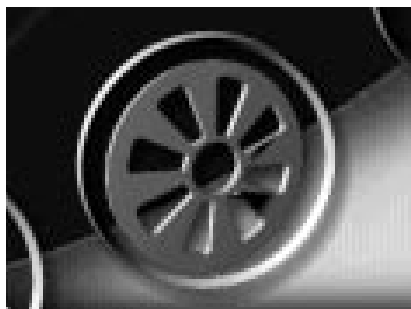
MULLIGANS: A Mulligan is a 're-take'. When taken, you replay your last ball as though you'd never hit it. Select **ON** for an unlimited number of Mulligans, 1 **PER 9** for a limit of 1 Mulligan for the Front and Back nines each, or **OFF** to play a game with no Mulligans.

HANDICAP: Your handicap is a ranking derived from the average number of strokes above par over several rounds. The handicap can be set between **0** (professional) and 18 (beginner). You receive extra strokes equal to the number of your handicap. One stroke is applied to each hole starting with the most difficult, then the second most difficult, etc. and marked by an asterisk on your scorecard.

TIGER VISION: Toggle **ON/OFF** to activate/deactivate the safe and aggressive shot buttons on the Swing Meter.

SWING TYPE: Choose an analog (based on mouse movement) or normal **THREE-CLICK** (button pressing) swing.

GAME MODES



Tiger Woods 99 PGA TOUR Golf offers every kind of competition you could ever want on the links: A casual Practice or Stroke match, the unparalleled pressure of The Skins Game, team competition in Match Play, the ultimate test of skill and consistency of a full Tournament, and the head-to-head battle of a Shoot-Out.



- A Select a game mode
- B Description of the selected game mode
- C Game Mode options

WIND: Set the force of the wind to CALM, **Breezy**, or STRONG.

WIND GUSTS: Toggle ON/**OFF** to play with realistic random gusts of wind.

FAIRWAY: The drier the ground, the faster the ball rolls. Cycle between **Normal**/DAMP/DRY.

ROUGH: The rough is the section of the course bordering the fairway. The heavier the rough, the more power it takes to clear your lie. Toggle between a **LIGHT** or HEAVY rough.

GREENS: The faster the greens speed, the faster the ball rolls. Cycle between **Normal**/SLOW/FAST.

HOLES: Choose the holes you want to play in the upcoming match. Cycle through FRONT 9, BACK 9, or ALL 18 for the upcoming game.

ROUNDS: Choose the number of rounds you want to play 1, 2 or 4 (Tournament mode only).

SHOT CLOCK: Turn the shot clock **OFF** or simulate true tournament conditions by setting it from 10 seconds up to one minute in increments of 5 seconds. If a player fails to hit the ball within the allotted time he/she is warned twice. On the third infraction he/she is assessed a one-stroke penalty. On the fourth two strokes are added, and on the fifth you will be disqualified.

FAST PLAY: Toggle **ON**/OFF to play a faster round. When ON, post-shot menus are not displayed before moving on to the next shot.

OPPONENTS: Select the caliber of player against whom you want to compete. Cycle through POOR, FAIR, **GOOD**, GREAT, and SPECTACULAR.

PRACTICE

Go directly to any hole on any available course and take as many practice strokes as you need - a great way to master a hole that gives you trouble before you enter into competition.

To select a practice hole(s):

1. At the Main menu, select TEE OFF. A layout of the course appears with numbered buttons labelling each hole.
2. Select the hole(s) to practice.
 - To select an individual hole, click the corresponding numbered button. The button is highlighted. You can select up to 18 holes; holes are played in ascending order.
 - To select groups of holes, click SELECT HOLES and then choose from the pull-down menu.
 - To clear selected holes, select CLEAR from the Select Holes menu.
3. Select PRACTICE from the top of your screen. You appear at the first tee.
 - To advance to the next hole without completing your current hole, select NEXT HOLE from the Settings menu.

STROKE PLAY

A basic round of golf. The goal in Stroke play is to complete a round in the fewest strokes, competing against par. First tee-off honours are awarded to the player with the lowest score on the previous hole. Your performance is tracked (Simulation players excluded), and stats appear in the golfer's profile. Players can choose to play from any tee, and Mulligans and Tap-ins are allowed. Select to play ALL 18, FRONT 9, or BACK 9 holes.

TOURNAMENT

Compete for the title of Champion against 20 PGA TOUR professionals, plus 1-3 other players in your party. You start from tournament tees, and Mulligans and Tap-ins are not allowed. Play 1 ROUND, 2 ROUNDS, or 4 ROUNDS of a Tournament.

The Leader Board

The Leader board appears before the competition begins and at the completion of every hole and displays the top 10 players in the tournament. Players are ranked in order of total score, with a 'T' indicating 'Tied'. Also listed is the hole just completed. Your status is highlighted yellow near the bottom of the board.

Sudden Death Playoff

If two or more user-controlled players are tied for first place after the end of the fourth round, the tied players begin a sudden death playoff. The first player to post a better score on a hole is declared the winner.

SKINS GAME

Two to four players compete hole-by-hole for a monetary value called a skin. The goal of Skins is to win as many holes as possible. To win a skin you must win the hole outright. The winner is the player with the most money at the end of the round. All players start on the tournament tees, and Mulligans and Tap-ins are not allowed. Select to play ALL 18, FRONT 9, or BACK 9 holes.

Halve a Hole

If two or more players tie ('halve') for the best score on a hole, the skin for that hole is carried over. The next player that wins a hole outright wins all carryover skins. Theoretically, all skins could carry over to the final hole. If two or more players 'halve' the last hole, all players begin a hole-by-hole playoff to determine the winner of the remaining skin(s).

SHOOT-OUT

In an EA SPORTS Shoot-Out, four players line up to play three holes of golf. The program randomly selects a starting hole on the course you've chosen, and you play the next three holes in sequence. At each hole the player with the highest score is eliminated, and the players with the lowest scores continue to the final hole where only two players are left to compete for the final victory.

Tie Breaker

If two or more players tie, a one-shot tie-breaker is played. The ball is placed in a position close to the green. The shot can be a chip or a putt, and each player involved in the tie-breaker takes the same shot. The player farthest from the hole is eliminated. If players are still tied, then a second tie-breaker is played, and so on.

MATCH PLAY

A one-on-one game where players try to win the most holes by posting a lower score. Holes where players tie for the best score are halved and there is no carryover.

Ties

If there is a tie at the end of a round, a hole-by-hole playoff decides the winner.

Scorecard

The scorecard displayed between holes for match play shows each player's name and how many more (holes up) or fewer (holes down) holes they have won than their opponent.

Holing Out

If one player has already finished in the same as or fewer strokes than his opponent lies, the player doesn't finish the hole. He picks up his ball and moves on to the next hole.

FOUR BALL

Four Ball is a match play game for three to four players playing in two teams. Each player plays his own ball, and the team wins a hole when either member posts the lowest score. All other rules for match play games apply.

FOURSOMES

Another match play game for three to four players playing in two teams. Teammates alternate strokes, but the tee shot alternates on each hole regardless of who took the last shot on the previous hole. All other rules for match play games apply.

DRIVING RANGE

A great place to warm up before an important match or practice your analog swing without the pressure of competition.

Driving Range

Aim at the practice greens placed at different distances around the range, or just tee it up and let it rip.

- To choose a new lie, select CHOOSE LIE from the Settings menu then click the lie you want from the pop-up menu that appears.
- To clear all of your balls from the range, select CLEAR RANGE from the Settings menu.

Chipping Green

This is where you develop touch for the all-important short game. Practice pitches, chips, and bump-and-runs and you will be prepared from any position around the green on tournament day.

- To hit from a new location, select NEW SHOT from the Settings menu. A new spot on the chipping green is randomly chosen for your next shot.
- To clear all of your balls from the chipping green, select CLEAR RANGE from the Settings menu.

Putting Green

The putting green is the best place to take strokes off of your game. Practice from different distances with different breaks - nothing can ruin your round quicker than a three-putt.

- To putt from a new location, click NEW SHOT from the Settings menu. A new spot on the putting green is randomly chosen for your next shot.
- To clear all of your balls from the putting green, click CLEAR RANGE from the Settings menu.

ON THE COURSE

Excellence in golf requires a unique combination of physical power and mental resolve. Nowhere else in the world of sport are both skill sets so utterly dependant upon each other. The perfect swing may end in disaster because you chose the wrong approach or failed to account for the wind. Likewise, a flawless gameplan is meaningless without execution. This section is designed to help you find the combination that best fits your game.



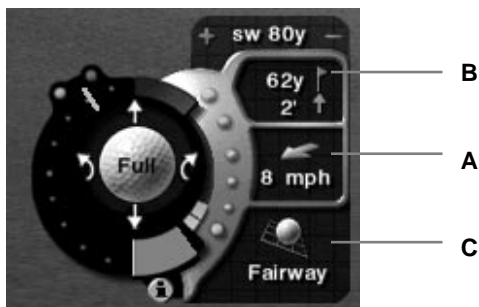
- A Information bar
- B Target Arc
- C Overhead view
- D Target view
- E Swing Meter

Planning Your Shot

If you want to be a hack, step up and take a swing - golf can be a fun, simple game that way. But if you want to compete at the sport of golf, you must be constantly aware. Many conditions affect your performance, and any one of them can make the difference between a great shot and disaster - victory and defeat. The game is half-won (or half-lost) before you even address the ball.

Check the Conditions

The three key factors in shot selection - wind, distance, and lie - are always available at a glance.



A Wind speed and direction

B Distance to the pin

C Ball lie

Wind

Keep in mind that clubs with higher loft are more affected by the wind and adjust your shot accordingly.

Distance

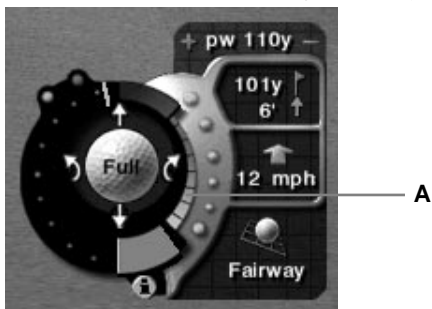
If your shot is between clubs, it is often more prudent to take a less lofted club and an easier swing. Any time you venture into the Overswing area, you increase your risk.

Lie

The rough tends to exaggerate mistakes. You might want to wait until you are back on the fairway before you try a risky shot.

Weigh the Risks

The Risk Meter, set inside the Swing Meter, displays the potential risk of your upcoming shot. The meter fluctuates as you designate a shot, set your target, and select a club. Keep an eye on the Risk Meter, then use your best judgment.



A The Meter moves from green for safe to red for risky

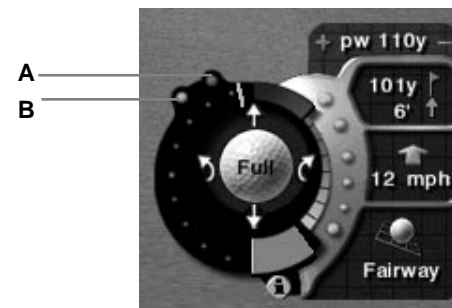
Take a Good Look

First you want to make sure you are comfortable with your view, then pick the right spot to land your shot.

- To rotate the golfer's perspective left/right, select ROTATE VIEW from the Settings menu then click the left/right arrow icons.
- To view the landing area for your shot, select DISPLAY from the Settings menu, and turn Target PIP ON.

Listen to your Caddie

When you are caught up in the competition, it helps to have advice from someone who knows your game. Your caddie is always available to set up your shots.



A Set up an aggressive shot

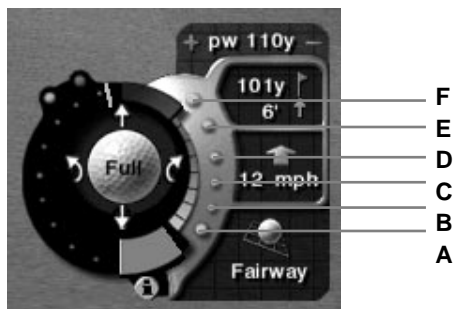
B Set up a safe shot

Pick the right Shot

Every golfer has a store of shots outside the basic swing. If you learn to use all of them you will have the right shot in your bag for every situation.

Pitch, chip, and Bump-and-Run shots have default distances set for all clubs as follows: Pitch (60 yard max), chip (30 yard max), and Bump-and-Run (15 yard max).

EA TIP: Pitch, chip, and bump-and-run shots include the roll of the ball after it lands in the distance reading - unlike normal (FULL) shots which display the distance of where the ball first lands.



- A Reset
- B Putt
- C Bump-and-Run
- D Chip
- E Pitch
- F Full

- To designate a shot, click on the appropriate button.

Note: If you do not have the necessary club for the designated shot, the caddie selects the next best club from your bag.

RESET: The caddie resets the default shot and removes any fade or draw.

PUTT: Selects a putter. As you move the target across the green, your distance potential changes to fit the new target.

BUMP AND RUN: This is a good stroke to use from the fringe. It uses a 5 Iron to 'bump' the ball onto the green without a lot of loft and let it roll towards the hole.

CHIP: Selects a 7 Iron and sets a target for a short approach with ample loft to avoid hazards between your ball and the green.

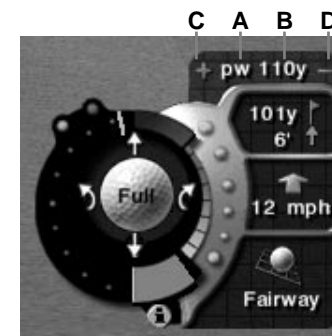
PITCH: Selects a Pitching Wedge and sets a target for a standard approach. This shot gets a lot of air under the ball and is good for clearing hazards in front of the green.

EA TIP To hit a 'punch' shot under low-hanging branches, set up a PITCH shot with a 4 Iron.

FULL: Sets up a full swing with the appropriate club for the targeted distance.

Use the Right Club

Once you've planned your shot and set your target, select a club that can deliver the results you need. If you are new to the game, you should know that lower lofted clubs (1 Iron, 2 Iron, etc.) provide greater distance while higher lofted clubs (8 Iron, 9 Iron, etc.) provide greater backspin but are also more affected by wind.



- A The current club
- B Distance potential
- C Select one club higher
- D Select one club lower

Note: The Shaft type you select from the Settings menu determines the maximum distance potential of a given club. With a Stiff shaft, the clubs have the longest range. With a Flex shaft, the clubs have the shortest range.

EA TIP Like the Target Arc, the distance potential of a club does not take into account the wind, fairway conditions, or ball lie. Measure your shots accordingly.

To select a new club:

1. Click the current club display. A pop-up menu displays icons for woods, irons, wedges, and a putter.
2. Highlight one of the club category icons and another pop-up menu displays each club in that category.
3. Click the club that you want. The pop-up menu closes.
 - To close the Club menu without selecting a club, click the club that is currently displayed.
 - or-
 - To cycle through your clubs, click the '+' or '-' icons on the Swing Meter.

Note: Unless you select a club from the Club menu, moving the Target Arc forward or backward automatically changes your current club to fit the new distance.

Check the Information Bar

Look to the Information bar before developing your strategy. It helps to be reminded where you are on the course when you decide to lay up or let it all hang loose.



- A Golfer name
- B Total score
- C Strokes played on current hole

Set Your Target

The Target Arc displays the estimated flight of the ball. When the Target Arc enters an Out of Bounds area or passes through an object, that portion of the arc changes from yellow to red.



- To display your potential target lie, select DISPLAY from the Settings menu, and turn Target PIP ON

- A The end of the arc marks approximately where the ball will land if you hit the ball in a straight line with no wind.
- B You can re-target a shot using the Overhead view - the Target Arc is displayed as a straight yellow line.
- C Target PIP

Note: If you are targeting with regards to distance, your current club changes to accommodate the new range - unless you've selected a club from the Club menu, in which case your target cannot exceed the distance potential of the designated club.

To select a new target:

1. Click your mouse on the course. The yellow Target Arc appears.
2. Press the arrow keys or click and drag your mouse across the course.

The arc moves according to your direction.

- To reset the aim and return to the default target, select RESET.
- While you're repositioning the target, the Information bar shows the target information.

Be the Ball

In addition to a well thought-out strategy you need a well-timed swing to deliver results, and you have to know the Swing Meter to produce accurate shots consistently.

The Sweet Stroke

The Swing Meter divides the swing into three parts: backswing, downswing, and contact. For more information on each part of the swing, read the following summaries.

To swing:

1. Click SWING or press **Spacebar** to begin the backswing.
2. Click SWING or press **Spacebar** again to determine your shot power (distance of the shot) and begin your downswing.
3. Click SWING or press **Spacebar** a third time to strike the ball and determine



the accuracy of the shot.

- A Overswing area
- B Power Guide line
- C Contact line
- D Power arc
- E Risk Meter

Backswing

When you start your backswing, a green Power arc begins travelling up the Swing Meter. The rate at which the Power arc travels depends on the Shaft type you select from the Settings menu.

Downswing.

With Power Guide ON, a line on the Swing Meter marks the distance required to reach your target. The farther up the Swing Meter the Power arc moves, the greater distance you get on your shot. Stop the backswing to set your shot power and begin your downswing. The Power arc leaves a yellow mark to indicate where it stopped and begins travelling back down the meter.

Beyond the Power Guide is a red area which indicates the 'Overswing' area. On shots where you're too far away to reach the green, you might want to venture into the Overswing area to increase your distance, but on shots aimed at the pin you should always choose a club that can get you there without Overswing.

EA TIP If you venture into the Overswing area, beware. When you use Overswing, the Swing Meter moves faster and it exaggerates your mistakes so that a slight miss on the contact line could mean a big slice or hook.

Contact

The Contact line at the bottom of the Swing Meter designates a hit with no hook or slice on the ball. You want to stop your downswing directly on that line. Missing the contact line is like missing the sweet spot on the club face - it decreases the distance of your shot and causes it to hook or slice. The Power arc leaves a green mark if you hit the line squarely. If you stop the Power arc to the right of the line, the ball will slice to the right. If the mark appears to the left, the ball will hook to the left. The further the mark is from the line, the more the ball will hook or slice.

The Analog Sweet Stroke

The analog swing is completely different from the 3-click method. It is all about rhythm and allows you to imitate the motions of a real swing by using your mouse. The backswing and downswing of a real swing are represented by mouse movements in opposite directions.

EA TIP To take a practice swing, *right-click* SWING to begin your analog swing.

To execute a perfect analog Swing:

1. Select a club and set your target with care.
 - The distance of your shot depends on where you set the target, and how hard you swing. The analog swing automatically sets the power of your swing to reach your target, so it is best to set an accurate target and take a normal swing.
2. Click SWING.
 - When you click SWING, it is equivalent to taking a deep breath - it doesn't really do anything, but your next (mouse) movement begins your swing.
3. Move your mouse in any direction to begin your backswing. The Power Meter empties as you move your mouse.

4. When the meter is empty, move your mouse in the opposite direction of your backswing and begin your downswing. The swing ends when the meter is refilled. The meter then displays the power and accuracy of your swing.

Accuracy

The accuracy of your swing is based on the mouse moving three times as fast in the downswing as in the backswing. If your backswing is slow and downswing is fast your shots slice - the opposite causes a draw.

Power

The power of your swing is a direct reading of the speed of your mouse during the downswing. However, the analog swing automatically sets the power of your swing to reach your target, so it is best to set an accurate target and take a normal swing unless you want a little more distance from the tees.

Calibration

The sensitivity of your mouse can be adjusted to fit your analog swing.

- To customise your swing during a round, open the Settings menu, select CALIBRATE, and follow the on-screen directions.

After a Shot

After each stroke several post-shot options appear (when FAST PLAY is set to OFF). OK, REPLAY, and SAVE SHOT appear after every shot (except when you're out of bounds or in the water) while MULLIGAN and TAP-INS appear only when those options are active. Mulligans and Tap-ins are not allowed during Skins, or Shoot-Out play.

Post-Shot Options

MULLIGAN: A 're-take' that allows you to rehit from the same spot without a penalty.

TAP-INS: This only appears on the green when your next putt is so short that it would be very difficult to miss.

EA TIP: Tap-ins are a good way to speed up play because you don't have to putt out 'gimmies' or putts that are so short that you don't have to worry about speed or break.

DROP/REHIT: When your shot goes into a water hazard you incur a one-stroke penalty and have the option to REHIT from the previous lie or DROP the ball at the point where it went into the hazard. When your ball goes out of bounds, your only option is to REHIT from the previous lie with a one-stroke penalty.

EA TIP: The only thing to consider when deciding whether to rehit or drop is which location gives you the best shot.

REPLAY: View a replay of the last shot. A variety of camera angles are available from a pop-up menu when you click REPLAY.

SAVE SHOT: There's nothing worse than being alone on the course when you hit that ace. Click **SAVE SHOT** to save the shot as a highlight and you'll have the proof you need. Saved shots can be viewed by selecting **HIGHLIGHTS** from the Main menu.

OK: Accept the last shot and move on to the next lie.

CONCEDE: If you are playing in Skins, Shoot-Out, Match Play, Four Ball, or Foursomes mode you can elect to **CONCEDE** the hole. By conceding, you give the hole to your opponent then go to the next hole.

Water Hazards

When the ball lands in a water hazard, you have one of the following two options:

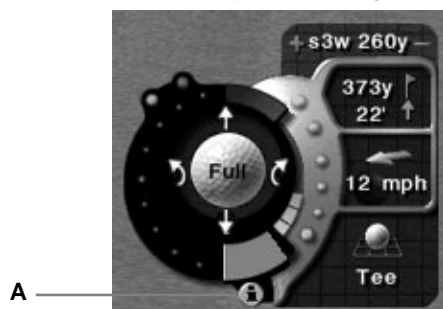
- Rehit the ball from its original spot and take a one-stroke penalty, select **REHIT**.
- Drop the ball where it crossed the water, select **DROP**, then hit from there with a one-stroke penalty.

Out of Bounds

When the ball lands out of bounds, you must **REHIT** your shot from its original spot, counting one stroke for the misplayed shot and one stroke for the penalty. For example, if your tee shot lands out of bounds, you'll be hitting three from the tee on your next shot.

SETTINGS

Before a shot, access the Settings pop-up menu to check the scorecard, alter the view and play parameters, and end or save your current game.



A Click to display the Settings menu.

DISPLAY: Alter the appearance of your game screen using a variety of views, camera angles, and grids.

END GAME: End your game and return to the Main menu. You are prompted to save the game before you exit.

SAVE GAME: Save the current game at the exact lie you are playing. The saved game can be accessed from the Main menu.

SETUP: Change your game options and golfer setup.

SCORECARD: Receive a detailed breakdown of the current game.

- Toggle **FRONT 9/BACK 9** to view the entire scorecard.
- Select **PUTTS** to see the number of strokes you've taken on each green.
- Select **STATS** to view your player's profile.

CHANGE VIEW: There are different course camera angles you can use before a shot. These angles differ in their proximity to the golfer. There are 10 angles of height and 10 positions from left to right.

- To cycle through views, click the arrows. A window displays your current view. You can also select **RANDOM**, which selects a different view before each shot.
- To reset your view, click **RESET**.

ROTATE VIEW: Before each shot the golfer automatically faces the pin, unless the golfer is at the tee on a hole where the pin cannot be reached in one shot. In that case, the golfer faces the middle of the fairway. You can rotate the golfer's perspective up to 360 degrees.

- To rotate the golfer's perspective left/right select **ROTATE VIEW** from the Settings menu then click on the left/right arrows.
- To reset your view, click **RESET**.

CALIBRATE: When using the analog swing, this option allows you to calibrate your mouse speed. Follow the on-screen directions to practice your swing and set your mouse speed.

SOUNDS: Toggle sounds, music and commentary **ON/OFF**.

Display Menu

OVERHEAD VIEW: The Overhead view for the current hole appears to the left of the golfer. Red/white/blue arcs are shown at 100/150/200 yards from the pin. A yellow line appears on the Overhead view, showing the Target Arc. Golfers appear as blinking dots, colour-coded by player number:

Player 1: Yellow

Player 3: Blue

Player 2: Red

Player 4: White

Watch the flight of the ball in the Overhead view.

MAIN VIEW: In 3D mode the main game screen can be changed to a full-motion 3D view (BALL-CAM, REV. BALL-CAM, GALLERY, TOWER-CAM, or AUTO-CAM) or normal view (FIXED, SNAP TO LIE, or SNAP TO PIN). With the Snap perspectives, the camera snaps to a reverse angle mid-flight. Snap to Pin follows the ball from the Golfer, then snaps to show the ball in relation to the pin. Snap to Lie snaps to show the ball in relation to its destined lie. The Fixed view is a stationary view from the golfer's perspective.

- If you do not have 3D capabilities, the only camera angles available for full screen are SNAP TO LIE, SNAP TO PIN, or FIXED view.

PIP: Every time you take a shot, a picture-in-picture view follows the flight of the ball. Select from four camera angles (TOWER-CAM, GALLERY, BALL-CAM, or REV. BALL-CAM) or select **auto** and sample a different PIP on each hole.

Note: If your Main View is set to BALL-CAM, REV. BALL-CAM, TOWER-CAM, GALLERY, or AUTO-CAM, picture-in-picture views are not available - they would be redundant.

TARGET PIP: The Target PIP appears after you use the Target Arc and before you take a shot. It displays the spot you are aiming for. Toggle between FORWARD/REVERSE angles or select **OFF**.

FAIRWAY GRID: A grid displays the contours of your lie on a relative section of the fairway/green. Select a typical SQUARE grid or toggle **OFF**.

GREEN GRID: Select a typical **Square** grid, a CIRCULAR web grid, or PUTTING LINES for lines that display the break towards the hole. Or select OFF to read the green without the help of a grid.

DYNAMIC CAMERA: Toggle preshot camera movement ON/OFF.

FAST PLAY: Toggle **ON/OFF** to play a faster round. When ON, post-shot menus are not displayed before moving on to the next shot.

COURSES



From the Courses screen, select TPC at Sawgrass, TPC at Summerlin, or Pebble Beach. Each world famous course has been painstakingly recreated to give you the most realistic experience possible.

EA TIP Installed *Tiger Woods 99 PGA TOUR Golf* add-on courses as well as add-on courses from *PGA TOUR Pro*, *PGA TOUR Gold*, *PGA TOUR 96*, and *PGA TOUR 96 for Win 95* also appear on the Courses screen.



- A List of installed courses. (Click to select a course.)
- B Description of the selected course

PEBBLE BEACH GOLF LINKS

Design: Jack Neville and Douglas Grant. Founded: 1919 by Samuel F.B. Morse

Carved from pristine California coastline, Pebble Beach Golf Links preserves one of nature's most beautiful landscapes. With holes that border the ocean, and winds that can reach gale proportions, a round of golf at Pebble Beach can be as tricky as it is breathtaking. A testament to the popularity of this course is the year long waiting list every recreational golfer endures just to experience one round of Pebble's legendary elegance.

EA TIPS: Pebble Beach

- Always pay attention to the wind gauge. The wind is more of a factor on Pebble Beach than any course on the tour.
- Whenever possible, hit a Bump-and-Run instead of a high lofted wedge to keep your ball out of the wind.
- Stay away from the Overswing area of the Swing Meter if you can avoid it - you are always just a hook or a slice away from the Pacific Ocean.
- Attempt to stay straight when driving on Pebble's long and narrow fairways.
- Accuracy is key on holes bordering the ocean. Hitting your ball into the water adds a one stroke penalty to your score.
- When your lie is on a hill, choose your club wisely: use more club when your lie is uphill and less club when your lie is downhill.
- Take your time lining up your putts and remember that breaks in the green tend to run toward the Pacific.

TPC AT SAWGRASS

Design: Pete Dye with consultation by Deane Beman

The first true stadium course, TPC at Sawgrass has become the prototype for all the stadium courses that followed. Dye and Beman originally intended Sawgrass to be the fifth major, but pros initially characterised the tough course as unfair, although some minor changes and the test of time have mellowed their opinion a bit. Unfair? Possibly. Treacherous, demanding, even terrifying? Definitely. The signature island green on the 17th personifies Sawgrass - aside from a tiny pot bunker up front, it literally leaves no room for error.

EA TIPS: TPC at Sawgrass

- This course virtually guarantees big changes on the leader board. If you find yourself in trouble, it's better to play it safe and not make bad situations worse.
- The fairways at Sawgrass are ribbon thin, and the penalty for missing them is harsh. Avoid Overswing on your tee shots - even a slight miss-hit and you'll be hacking your way through the love grass or buried in one of the deviously placed bunkers.
- The tall pines that line Sawgrass are formidable obstacles and have knocked down many a well hit ball. Don't try to hit over them, use fades and draws to hit around them.
- The contoured greens are hard and fast. Take your time and hit a good approach - it's too easy to three-putt from the fringe.

TPC AT SUMMERLIN

Design: Bobby Weed with consultation from Fuzzy Zoeller

There's a saying on the Vegas strip, 'You've got to bet big to win big,' and the same holds true 20 minutes away at Summerlin. The high rollers and the big hitters are constantly dared to reach the green ahead of regulation. There is however one minor obstacle between the long shot and the big payoff - the desert. Well placed desert bunkers surround the greens, and the desert landscape around the fairways is a lot easier to get into than it is to get out of.

EA TIPS: TPC at Summerlin

- Use Overswing and let it rip. Especially on the par fives.
- Make sure you've got the right clubs in your bag. Summerlin is one of the longer courses on the tour - you'll need fairway woods and long irons.
- Get in some practice with your sand wedge ahead of time. It's rare to make a round here without spending at least a little time in the sand.
- Play it safe around the water. The few water hazards at Summerlin are in critical positions, and they can make or break your round.

MULTIPLAYER GAMES



It's time to take your game on the road. Every aspect of the single player game is available for a multiplayer game (except Practice and Driving Range modes). Because you must create a golfer before you step up to the tee, the Create Golfer screen appears automatically the first time you enter EA Sports Net.

Note: In Multiplayer games, golfer levels are limited to Pro, Amateur, and Novice.

Select a Net Connection

Compete against one player over a Modem, up to three other players over a Local Area Network (LAN), or unlimited golfers in a World Tournament over the Internet.



Note: In an Internet tournament, you play with up to three other people in a group. Scores are ranked among the entire field of competitors for that tournament (i.e., up to 80 per tourney).

- A Select to play a modem game
- B Select to play an Internet game
- C Select to play a network game
- D Before you tee off, select CONFIGURATION to choose the appropriate network protocol or modem

- To choose a Net connection, select the appropriate button. The selected button lights up, and you advance to the next screen.
- To return to the Main menu, select CANCEL.
- To change your golfer setup options, click GOLFER SETUP.

The Configuration Screen

Tiger Woods 99 PGA TOUR Golf makes it easy to choose the appropriate network protocol or modem. Click your selection and you're configured to play! To learn more about each selection, read the follow summaries.

- IPX/SPX and TCP/IP - Two network protocols for LAN. Select either one if, for example, you're at work and you want to hook up with your pals down the hall. If you are unsure which protocol is appropriate, contact your system administrator.

Note: Each participating computer must have the same protocol selected (IPX/SPX or TCP/IP) to connect. TCP/IP is selected automatically for an Internet game.

- Modem - If you have a modem and it is installed through Windows® 95, it is automatically detected from the Windows 95 Control Panel and is displayed in the Modem box. Select your current modem from the list. If a modem is not detected, the Modem box is empty.

Note: Your modem must be installed through the Windows 95 operating system before you begin the game. If you haven't already installed your modem through Windows 95, consult your Windows 95 and modem documentation to learn how.

Modem Games

Select MODEM from the Net Connection screen to host or join a game between you and one other human opponent via modem.

Note: If one player ends the game in the middle of play, both players return to the Main menu.

Create a Modem Game

When you host a game, you and your opponent play according to the game you set up.

To create a modem game:

1. Select the Modem Host icon from the Modem screen. The Host Modem Game screen appears.
2. Select the game Mode, Skill Level, and Course for your upcoming game, then select OK. You return to the Modem screen.
3. The message in the status window reads, INITIALIZING MODEM..., then WAITING FOR CALL... You advance to the course after your opponent dials and connects.

Join a Modem Game

In order to join a game, your opponent must have a game set up before you dial to connect.

To join a modem game:

1. Click in the Number window. A blinking cursor appears.
2. Enter the modem number of the person hosting your game and click the Modem Dial icon. (This number is not saved when you exit the game.) When your computer connects to your opponent, you appear on the tee, following your host.

Phone Book

Save opponents' modem numbers in your personal Phone Book.

To add a name to your Phone Book:

1. Click in the Name field. A blinking cursor appears.
2. Type a name then click in the Number field.

Note: The Phone Book is alphabetised by the first letters of each name. If you want your listing to be organised by last name, enter the last name first.

3. Enter your opponent's modem number and click the Add icon. The name appears in your Phone Book.
 - To permanently remove a listing from your phone book, select the name, click the Remove icon, then click OK.

To dial a listing from your Phone Book:

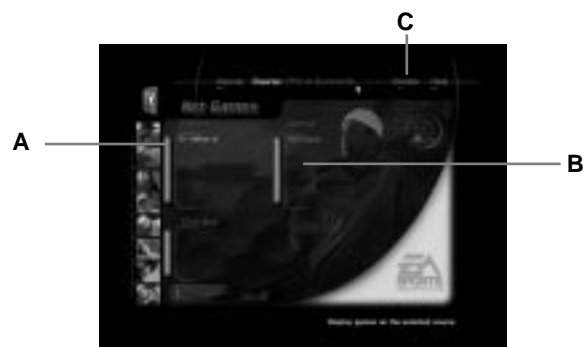
1. Select a name in the Phone Book you want to dial. The name is highlighted green.
2. Click the Modem Dial icon to dial the number of the highlighted name.

Internet/Local Area Network (LAN) Games

Select INTERNET or LAN from the Net Connection screen to compete online. The setup for an Internet and LAN game is identical - the only difference is the amount of competition waiting for you. Compete against up to three of your co-workers over a Local Area Network (LAN), or enter a World Tournament and compete against an unlimited number of competitors over the Internet.

Net Games

When you select INTERNET or LAN from the Net Connection screen, you access the Net Games screen. From here, select a course, chat with potential golfers, and create or join a game.



A Cycle to view the competition for each course

B The Games window displays available games and tournaments

C Select NEW GAME/TOURNAMENT to create a game

- To chat, type a message and press **Enter**. Messages appear in the chat window

Join a Multiplayer game or tournament

The easiest way to get involved in multiplayer competition is to join an existing game or tournament. Look to the Games window on the Net Games screen for available games and tournaments.

To join a network or Internet game or tournament:

- Click the course name at the top of the screen, then select a course from the pop-up window that appears. The pop-up window closes and lists of potential players and games appear for that course.
 - Chat with golfers to group up for a game.

- To join a game, click the name of the game you want to join; to join a Tourney, double-click a tournament name, then click the numbered Group (e.g., Group 1) that appears below the tourney name. The name is highlighted, and JOIN appears at the top of your screen.
- Click JOIN. You appear at the Clubhouse, where you stay until the host selects you and begins the competition.

Note: If a numbered Group does not appear beneath a tourney, you must add a new group to join that tournament.

To Add a Group to an existing tournament:

- Double-click the name of the tourney you want to join. NEW GROUP appears beneath the tourney name.
- Click NEW GROUP. ADD appears at the top of your screen.
- Click ADD. You go to the Clubhouse, and your name appears in On The Tee.

Create a Multiplayer Game or tournament

If you don't see a game or tourney you'd like to join, create your own according to your preferences.

To create a network or Internet tourney or game:

- Click the course name at the bottom of the screen, then select a course from the pop-up window that appears. The pop-up window closes and lists of potential players and games appear for that course.
- From the Games window, click NEW GAME/TOURNAMENT. The option is highlighted, and CREATE appears at the top of your screen.
- Click CREATE. The New/Game Tournament window appears.
- Click on the options to cycle through your choices.
 - Multiplayer Skins and Stroke modes are for 2-4 players; Tournaments can be played solo or with up to three others in your group; Shoot-Out mode is available for 2-4 players; Fourball and Foursomes are played with three or four players; Match play is two players only. Practice mode and Driving Range are not available for a multiplayer network game.
- Type the name of your game, then click OK. You advance to the Clubhouse and your tournament or game appears in the Games window on the Net Games screen.

The Clubhouse

The Clubhouse is where players meet to group up for a specific game and tee off. Two main windows appear in the Clubhouse: the Pro Shop and On The Tee. After players join a game from the Net Games screen, their names appear in the Pro Shop. The host then moves selected players from the Pro Shop to On The Tee and begins the competition.

Note: A maximum of four golfers can be added to On The Tee for the upcoming game or tournament.

1. To select a player for your group, highlight the name in the Pro Shop window and click on the right arrow.
 - To remove a person from your group highlight the name in the On The Tee window and click on the left arrow.
2. After all members of your group appear in On The Tee, click TEE OFF.

Chat

Chatting with fellow golfers has never been easier.

To send a typed message:

- To chat from a multiplayer setup screen, type a message and press **Enter**. Your message appears in the Chat window.
- To chat during gameplay, begin typing. The Chat Box appears.

To send a voice message:

If you have a microphone attached to your sound card, you can send a voice message to your opponents.

Note: You have seven seconds to record your message. Green lights progress within the icon until you complete your message or run out of time.

1. Click and hold on the Microphone icon. When a green light appears, speak into your microphone.
2. When you complete your recording, release the mouse button to send your voice message to your opponents.

Internet Leader Boards

Use the Internet to view your standing in a tournament or the Leader boards of other tournaments.

To view a Leader board over the Internet:

1. Use your Internet browser and go to <http://Tiger99.easports.net>. The EA Golf Server appears.
 2. Click the top EA SPORTS window on the EA Golf Server. The tournament listing appears.
 3. Select DISPLAY from the tournament listing. The Leader board appears for that tournament.
- To check out the most up-to-date EA SPORTS activities, click the bottom EA SPORTS window from the EA Golf Server to go directly to EASPORTS.com.

TIGER BIOGRAPHY

In 1997 Tiger Woods became the first PGA TOUR player to win more than 2 million in prize money in a single season. His total PGA TOUR earnings were \$2,066,833. Davis Love III had a chance to pass Tiger on the money list but bogeyed the final hole at the Tour Championship to lose the tournament and the money title.

In 1996 Tiger was named PGA Tour Rookie of the Year by a vote of his peers. In his first 8 tournaments after turning professional, he earned \$790,594.

He also set a record with five PGA TOUR victories in his first 16 events.

In just his second year on the TOUR, Tiger won 4 tournaments including a record-breaking victory at the Masters. He also set a record by reaching the \$2 million career earnings mark in just 16 events. The previous record was 50 events set by Ernie Els from 1990-1996.

Tiger's 1997 Masters victory shattered almost all of the Masters' records including youngest Masters champion at 21 years, 3 months, and 14 days, lowest 72-hole score with a total of 270 (70-66-65-69), and largest margin of victory at 12-strokes.

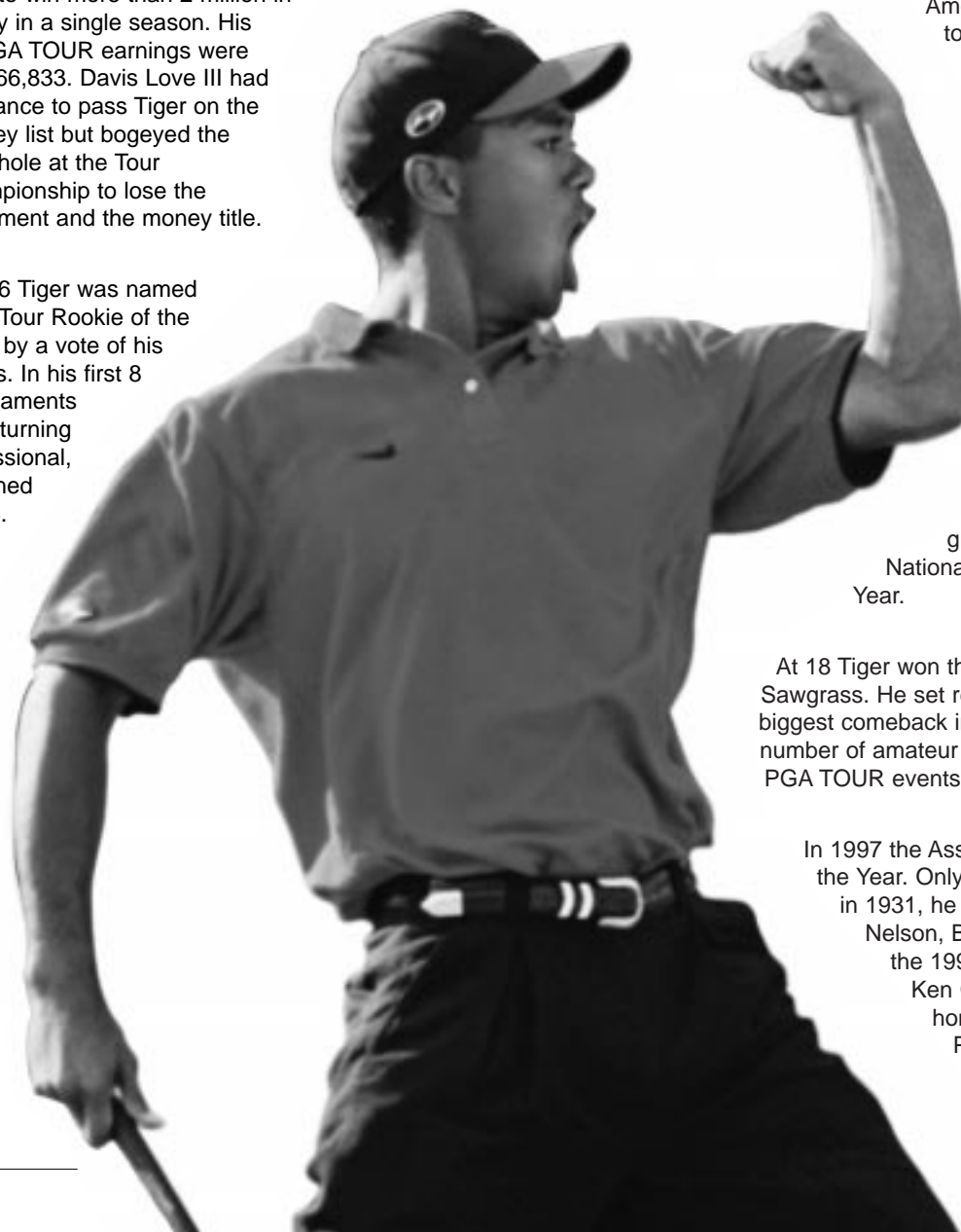
In just his 42nd week as a pro Tiger earned the No. 1 world ranking and became the youngest No. 1 ever at 21 years, 24 weeks. The previous record holder was Bernhard Langer at 29 years, 31 weeks. Among others, Tiger also holds the record for fastest rise to the top 10 in just 33 weeks.

Tiger reached a major milestone in his career in 1978 when he first played golf on television putting with Bob Hope on the Mike Douglas Show. Then he turned 3. Never one to rest on his laurels, Tiger toddled out a few months later and shot a 48 on 9 holes at the Navy Golf Club in Cypress, CA then followed up with an appearance on the popular TV show *That's Incredible*.

In 1991 at age 15 Tiger was the youngest ever to win the U.S. Junior Amateur Championship. He also won the Optimist International Junior World for the sixth time and a host of other amateur tournaments. Among his greatest honours that year were Titleist-Golfweek National Amateur of the Year and Golf Digest Player of the Year.

At 18 Tiger won the U.S. Amateur Championship at the TPC at Sawgrass. He set records for the youngest player ever to win and the biggest comeback in the history of the tournament. After winning a number of amateur and collegiate tournaments and competing in several PGA TOUR events, Tiger was named Golf World's Man of the Year.

In 1997 the Associated Press voted Tiger the 1997 Male Athlete of the Year. Only the fifth golfer selected since the award was started in 1931, he joined the elite company of Gene Sarazen, Byron Nelson, Ben Hogan, and Lee Trevino. Tiger was also named the 1997 ESPY Male Athlete of the Year Award (tied with Ken Griffey, Jr.), and received 1997 Player of the Year honours from several groups including the PGA TOUR, PGA of America, and Golf Writers Association of America.





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