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## Tiger Woods 99 PGA TOUR® Golf

Demo Version 08.12.98

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The Tiger Woods 99 PGA TOUR Golf Demo Readme contains information regarding installation, hardware, and basic game information.

### Note:

If you are having trouble reading the end of the lines while using the Notepad program, you can select "Word Wrap" in the "Edit Menu" to turn on word wrap.

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### Quick Start

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1. After unzipping the Tiger Woods demo, double-click the "tigerwoods99\_demo.exe" icon
2. Choose the screen resolution you want to play in.
3. Select "Launch" to start the game
4. For more information please read the full instructions below.

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### Game Information

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He has changed the way the game is played on the course, and now Tiger Woods is changing the way computer golf is being played. Monster drives off the tee. Firing at the pin. Snaking putts the length of the yellow-brick road. Chipping with a 3-wood. Ripping one-handed fairway woods out of the rough. Fist pumping, crowd jumping, pure adrenaline! This is golf, Tiger style!

The only game to deliver Pebble Beach®, the TPCs, the PGA TOUR or Tiger Woods. Say good-bye to slide-show golf. This game delivers real-time 3-D acceleration: 18 holes in under 30 minutes. Tiger Woods and the PGA TOUR. No other game matters!

Golf Tiger Style: the Fastest and only 3D gameplay with attitude.

EYE-POPPING 3D GOLF - Full-screen, full-motion 3D ball cam and rich 3D graphics at amazingly high resolutions!

CUSTOMIZE YOUR GAME - Create a custom player profile that reflects your real abilities and play a round on a world-class course.

EXCLUSIVE ON-LINE TOUR - Compete for prize money on the EA SPORTS Internet Tour. With fast, free internet play you're only three mouse clicks from playing with golfers from all over the world.

PRO SWING - An analog swing based on rhythm and timing - just like a real swing.

TIGER TIPS - If you want to be the best, you've got to learn from the best. Tiger gives you exclusive tips to improve your in-game experience.

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## SOFTWARE / HARDWARE REQUIREMENTS:

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This section outlines the requirements for the full game, not the demo.

### Minimum Configuration:

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133 MHz Pentium® - 32 MB RAM

High Color 1 MB PCI video card with DirectDraw(tm) 5.0 compatible driver (800x600 16 bit)

Quad-speed CD-ROM drive (600K/second transfer rate)

Windows® 95 or Windows® 98

100 MB free hard disk space (additional space required for DirectX(tm) 5.0 installation)

Keyboard and Mouse

Sound Blaster(tm) or 100% compatible sound card with DirectX compatible driver

### Recommended Configuration:

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200 MHz Pentium® or higher processor - 64 MB RAM

Supported Graphic Acceleration boards:

3Dfx Voodoo Graphics, 3Dfx Voodoo2, 3Dfx Voodoo2 w/SLI, and 3Dfx Voodoo Rush (via Glide), Intel740 (via D3D), nVIDIA Riva 128 (via D3D), and ATI 3D Rage Pro (via D3D)

4MB video card (1600x1200 maximum)

Quad-speed or higher CD-ROM drive with a 32 bit native Win95 CD-ROM driver

100 MB free hard disk space (additional space required for DirectX 5.0 installation)

Sound Blaster 16/32/AWE32® sound card

### Recommend for Laptops:

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32 MB RAM

800x600 16 bit display supported by Microsoft® DirectDraw

100 MB free hard disk space available

Quad-speed CD-ROM drive

Required for Multiplayer Games: (Note: Multiplayer not supported in this demo)

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1 CD per player

Internet (1-4 players)

An Internet service provider

Note: If you do not have an Internet service provider, the Tiger Woods 99 disc includes AT&T WorldNet® Service software including Netscape Navigator.

Note: AT&T WorldNet Service is only available in the US.

Network (LAN) (2-4 players)

IPX/SPX or TCP/IP compliant network

Network card

Modem (2 player)

100% Hayes-compatible 14,400 bps or faster modem

Supported Input Devices: Mouse, keyboard, microphone

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## Installation

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By default, the game installs to C:\Windows\desktop\Tiger99\_Demo\

You will have the option to modify the installation path.

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## Game Instructions

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This demo of Tiger Woods 99 PGA TOUR® Golf is a one hole par 3 on the TPC at Sawgrass(tm) course.

### A. Starting the game:

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1. After unzipping the Tiger Woods demo, double-click the "tigerwoods99\_demo.exe" icon
2. Choose the screen resolution you want to play in.
3. Select "Use 3D Hardware Acceleration" if your video card supports 3DFX or D3D.  
(please see recommended configuration above)
4. Select "Launch" to start the game

### B. Playing the demo:

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#### Regular swing:

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The Swing Meter divides the swing into three parts: backswing, downswing, and contact.

To swing:

1. Click "Full" (on the large golf ball) or press Spacebar to begin the backswing.
2. Click "Full" or press Spacebar again to determine your shot power (distance of the shot) and begin your downswing. 100% power is at the top of the Swing Meter (the horizontal line located at 12 o'clock)
3. Click "Full" or press Spacebar a third time to strike the ball and determine the accuracy of the shot. Accuracy is determined by how close you are to the contact line at the bottom of the Swing Meter (the horizontal line located at 6 o'clock).

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 traveling back down the meter.

Beyond the Power Guide is a red area that 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.

## Pro swing:

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Pro swing allows you to imitate the motions of a real swing by using your mouse. To practice, hold the right mouse button while executing an analog swing.

## To Swing:

1. Click "Full" (on the large golf ball), you will see a silhouette of a golfer appear.
  2. Move your mouse in any direction to begin your backswing. The powermeter fills as you move your mouse.
  3. Move your mouse in the opposite direction of your backswing to begin your downswing.
- Note: You can't start your foreswing until you pass the midway point on the powermeter with your backswing.

The power of your swing is a direct reading of the speed of your mouse during the downswing.

To calibrate your mouse, select the "calibrate" option in the settings menu.

## Uninstall:

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To uninstall the Tiger Woods 99 PGA TOUR Golf demo, delete the "Tiger99\_demo" folder on your hard drive.

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## Resolution Changes between the desktop and gameplay

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During the course of the game, there may be some changes in desktop resolution that can cause some minor distortions on the screen during transitions. These are temporary and will not affect gameplay or your permanent desktop settings. The desktop may also appear momentarily while switching resolution. It is not recommended that you attempt to access any other programs or begin other tasks while this resolution shift is occurring.

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## Misc. hardware compatibility notes

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Hardware Sleep mode If Windows initializes sleep mode while the game is running it may make the game look "frozen." To prevent this, turn off sleep mode while playing the game.

Direct 3D and STB 128 (Riva chipset) owners - It has been determined that video cards with the Riva chipset work best with the latest drivers. These are available at Riva's website:  
<http://www.riva128.com> or <http://www.rivazone.com>

Direct 3D and the S3 Virge, S3 Virge VX, and Rendition V1000 Chipsets: these chipsets are not supported for running in D3D. The user will not be given the option to run the game under the D3D setting, if an unsupported chipset is detected.

ATI Rage Pro users: If you have this chipset, Tiger Woods 99 PGA Tour Golf may exhibit various graphical anomalies unless you have the latest drivers (5.20 or higher). These are available from ATI's website: <http://www.atitech.com>.

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# Tiger Woods 99 PGA TOUR® Golf

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## 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.



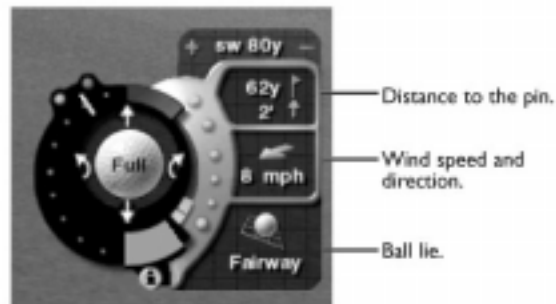
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## PLANNING YOUR SHOT

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.



### Wind

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

### Distance

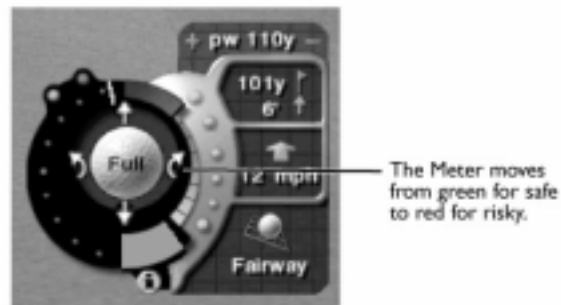
If your shot is between clubs, it is often more prudent to take a less lofted club and an easier swing. Any time you venture into the Overswing area, you increase your risk.

### 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.



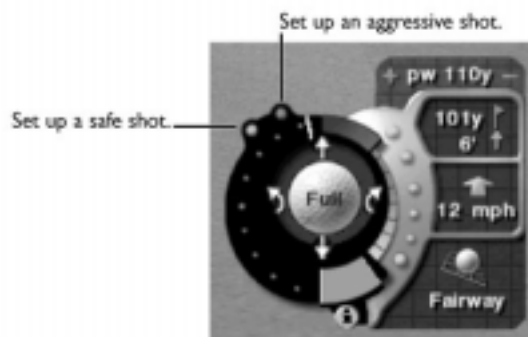
## TAKE A GOOD LOOK

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

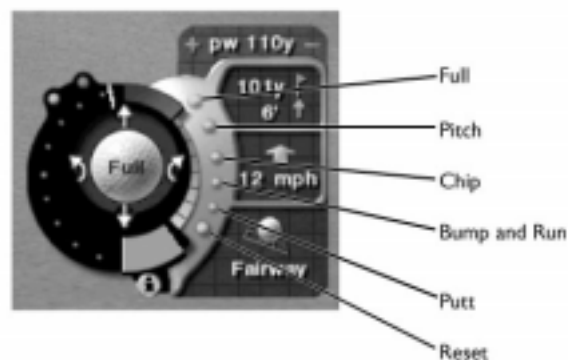
When you are caught up in the competition, it helps to have advice from someone who knows your game. Your caddie is always available to set up your shots.



## 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).



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

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

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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.

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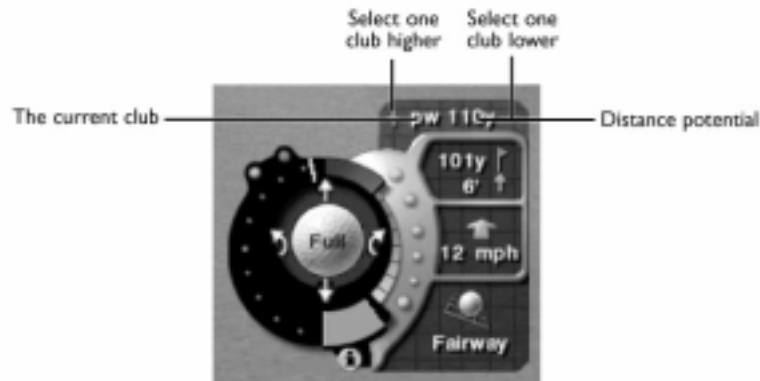
**EATIP** To hit a “punch” shot under low-hanging branches, set up a PITCH shot with a 4 Iron.

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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.



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**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.

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**EATIP** 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.

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### 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.

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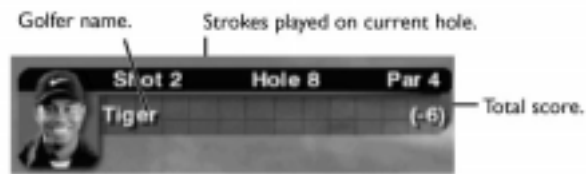
**Note:** Unless you select a club from the Club menu, moving the Target Arc forward or backward automatically changes your current club to fit the new distance.

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## 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.



## 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.

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**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.

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### 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.

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## BE THE BALL

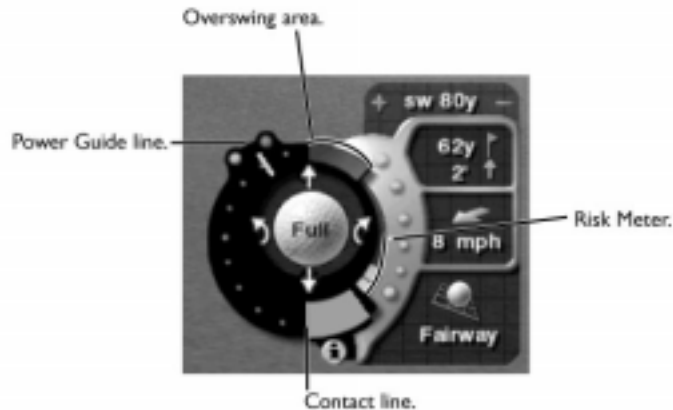
In addition to a well thought-out strategy you need a well-timed swing to deliver results, and you have to know the Swing Meter to produce accurate shots consistently.

### 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.



#### BACKSWING

When you start your backswing, a green Power arc begins traveling 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 traveling 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.

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**EATIP** 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.

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#### 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.

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

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### 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.

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

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## 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, Match Play or Shoot-Out play.

### POST-SHOT OPTIONS

**MULLIGAN:** A "do-over" that allows you to rehit from the same spot without a penalty.

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

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**EATIP:** 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.

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**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.

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

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**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.

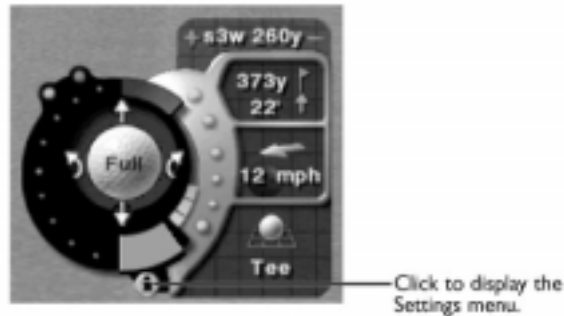
## OUT OF BOUNDS

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.

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## 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.



**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.

**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 **←/→**.
- 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, color-coded by player number:

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<b>PLAYER 1: Yellow</b>	<b>PLAYER 3: Blue</b>
<b>PLAYER 2: Red</b>	<b>PLAYER 4: White</b>

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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.

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**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.

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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 pre-shot 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.