

# Tiger Woods PGA Tour 2003 FAQ

by Ahlyis

Updated to v0.7 on Mar 3, 2003

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FAQ for:      Tiger Woods PGA Tour 2003
Platform:    GameCube
Written by:   Dustin Wood (aka Ahlyis)
Began on:    02/22/03
Revised:     03/03/03
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- 1) Version History
- 2) Overview
  - A) Starting the game for the first time
  - B) About the golfer
  - C) Equipment
  - D) Courses
  - E) Initial Records
  - F) Trophy Balls
- 3) Walkthrough
  - A) Tiger Challenge
  - B) Scenarios (only partially complete)
  - C) Tournaments (almost complete, but missing several final scores)
- 4) Other gameplay aspects (not yet complete)
  - A) General Tips
- 5) FAQ (not implemented yet)
- 6) Credits and contact info

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- 1) Version History.
  - 0.7 - Initial publication to GameFAQs.com. Several elements still need to be implemented.

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- 2) OVERVIEW
  - A) Starting the game for the first time

The first time you start the game, it will check your memory card for copies of

certain other EA games. For each game it finds, you can earn a little extra money to start with. The only game I had was 007: Agent Under Fire, so I can't tell what other games will also qualify. It doesn't really matter though. You don't get much money for them anyway, and earning money isn't very difficult.

Once you get to the actual game, go into My Tour and create a new character for yourself. Pick whichever model you like. They have different stats, but you can pretty much ignore them since all stats at the initial levels available suck! Don't worry, we'll fix that. :-)

Spend your money on whichever stats you want. I generally consider it best to focus on a single stat and raise it to 50 before worrying about the others. Once you get it to 50, pick another stat and repeat. Do this until you have all of the stats at 50, then start working them to 75, then 100. Once you beat Tiger Woods in the Tiger Challenges, your max stats will go to 105. By the time you get there, you should have everything at 100 already.

If you intend to go straight to the Tiger Challenge, try to save \$2,000 to place as a wager on the first match.

Once you've spent your initial money however you saw fit, save and return to the main menu. The only game option available right now is "Play Now". This is only true the FIRST time you play. If you create other profiles later, all game modes will be available from the start.

Selecting "Play Now" will take you to the first Scenario, which is a small tutorial on how to play the game. Once you get your Bronze Tour card, you can quit. Don't! Keep going on the Tutorial to learn how to do some of the more advanced shots, like hooks and fades. You can read about how to do these, but the Tutorial is really good at showing you exactly what the manual talks about. I won't explain them here since the Tutorial demonstrates it better than I could describe it anyway.

If you forget, you can redo the first Scenario later to learn how again.

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B) About the golfer

All of the golfers are right handed. There does not appear to be any way to change to a left handed golfer. Shame on you EA!

The game will remember which profile you have selected, but will not remember which shirt you chose. If you don't like the default shirt for your golfer, you will have to change it each time you reload the game.

You have 7 different stats which, along with your equipment, determine how good your golfer is. The 7 stats are:

Power - Determines how far you hit the ball

Accuracy - Determines a range for where the ball will go compared to where you were aiming.

Spin - Affects how much spin you can put on the ball. This stat is ridiculously unbalanced. You will see a very slow increase in your Spin control until you reach 100 and get the best balls. Then your ability to spin the ball will jump to where you can spin it quite well.

Approach - Similar to Accuracy, but for Punch, Approach and Flop shots.

Recovery - Affects how accurate you are hitting from Rough, Sand, etc. Also affects how large the power % range is.

Putting - No idea how this affects you. I haven't noticed much difference between low end and high end putting.

Luck - The higher your luck, the more likely you are to hit Holes in one, land the ball near the hole, get a good lie in hazards, etc.

These are based off of my own observations and information in the manual. They are by no means 100% accurate.

The cost to increase a stat is:

0 - 10:	N/A, all stats start at at least 10.
11 - 15:	\$100
16 - 20:	\$150
21 - 24:	\$250
25 :	\$500
26 - 30:	\$750
31 - 36:	\$1,000
37 - 41:	\$1,500
42 - 46:	\$2,000
47 - 50:	\$3,000
51 - 55:	\$5,000
56 - 60:	\$7,500
61 - 65:	\$10,000
66 - 70:	\$15,000
71 - 74:	\$20,000
75 :	\$25,000
76 - 80:	\$35,000
81 - 85:	\$45,000
86 - 90:	\$55,000
91 - 95:	\$75,000
96 - 99:	\$85,000
100 :	\$100,000
101-105:	\$150,000

You are required to carry a Driver, 5 Iron, Sand Wedge and Putter. The other 10 clubs, by default, are: 3W, 2I, 3I, 4I, 6I, 7I, 8I, 9I, Pitching Wedge and Loft Wedge. You do not carry 5W, 7W, 1I or Approach Wedge. This is a fairly good selection, but I highly recommend you alter it to include at least the Approach Wedge. The Approach Wedge is EXTREMELY useful throughout the game. I also recommend carrying a 1 Iron for a little longer Iron shots, but this is less important. In order to change your club selection, click X - Edit <name> from the Character selection screen before any match/round/scenario, then choose "Edit Clubs". In order to carry the Approach Wedge, you will have to drop one of your other clubs. I recommend dropping one of the Irons between 4 and 8, but it is up to you. If you are going to carry the 1 Iron as well, then drop the 4 and 8 Irons in favor of the 1 Iron and Approach wedge.

If you change your clubs, you may find some of the Scenarios to be more or less difficult. If one of the Scenarios seems perfect for a club that you dropped, you can always change your club set, do the Scenario, then switch back.

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C) Equipment

As you increase your stats, you will unlock better equipment. In general, you will unlock a new piece of equipment at the 50, 75 and 100 point level for the required stat/s. The exception being the final Shaft. There is no new equipment for reaching 100 in Power. Instead, you get it for defeating Tiger Woods in the Tiger Challenge.

Shafts (Power): Regular Flex, Stiff Flex, Extra Stiff Flex, XXX Stiff  
Club Heads (Accuracy and Approach): Titanium 259, Bomber 520, Octa-Metal 888,  
Thunder X99

Putter Head (Putting): Balanced, White Heat, Liquid Ice, Platinum  
Ball (Spin): Standard, 2-Piece, Accu-Wound, Spin Action  
Glove (Recovery): Gripper, TCG, Custom Wrap, Night Seeker

I know of no reason you would want to use anything less than the best available Equipment.

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D) Courses

After each course name is the amount of money needed to be earned in order to unlock the course. Courses listed as Unlocked begin the game already available for play. The money does not need to be earned all at once. It is based off of the Career Earnings listed in My Tour -> My Resume.

Individual Hole descriptions/strategies assume that you have a maxed out Profile with the best equipment unless otherwise noted.

Course Difficulty is what the game says, not what I would necessarily rate each course. The difficulty affects how much money you earn for things like GIR's, Birdies, and Fairways.

Pebble Beach - Unlocked

- Course Difficulty: Medium
- Par 72 with 4 Par 5's.
  
- Hole 1 - Par 4 - Reachable in 1. Your tee shot will clear the trees if the tee is set back. If the tee is near the trees, a fade is needed.
- Hole 3 - Par 4 - Depending on where the tee sits, it is possible to reach the green in one with a draw shot.
- Hole 4 - Par 4 - A short Par 4, easily reachable in 1.
- Hole 6 - Par 5 - The tee shot is downhill, followed by an uphill second shot. Don't overshoot the Fairway off the tee.
- Hole 7 - Par 3 - The green is 32 feet below the tee box, adjust your club and shot accordingly.
- Hole 8 - Par 4 - The safe play is to hit an Iron off the tee. But the second Fairway is reachable with a nice power shot, provided the wind isn't strongly against you. You're probably better off hitting the Iron. Driving to the second Fairway leaves you about 75 yds to the hole, which is a difficult distance.
- Hole 11 - Par 4 - Although not very long, this hole is uphill all the way. Forget about trying to reach in one and worry about hitting the Fairway.
- Hole 13 - Par 4 - You can't reach in one, but you can get pretty close.
- Hole 14 - Par 5 - Hit a fade off the tee, then hit a long Iron to the green which sits well above the Fairway.
- Hole 15 - Par 4 - Downhill and reachable in 1 with favorable winds and a lot of power.
- Hole 16 - Par 4 - Reachable in one with favorable winds and monstrous power.

TPC at Sawgrass - Unlocked

- Course Difficulty: Medium
- Par 72 with 4 Par 5's.
  
- Hole 1 - Par 4 - Reachable in 1 with favorable winds.
- Hole 2 - Par 5 - Either hit a draw with the driver, or just hit the 3 Wood. Either way, you can still reach in 2. The draw is a harder first shot, but leaves an easier second shot.
- Hole 4 - Par 4 - Reachable in 1 with favorable winds.

- Hole 6 - Par 4 - Reachable in 1 with favorable winds.
  - Hole 10 - Par 4 - Reachable in 1 with favorable winds and a draw shot.
  - Hole 12 - Par 4 - Reachable in 1, but good luck holding the green.
  - Hole 16 - Par 5 - Your tee shot will clear the trees. No need for a draw, just hit the ball straight.
- Several other Par 4's are reachable from the easier tees, but only the ones reachable from the Black tees have been listed.

#### Princeville - Unlocked

- Course Difficulty:
  - Par 72 with 4 Par 5's.
- Hole 2 - Par 5 - Don't even think about going for the second Fairway unless the wind is favorable, you are fully maxed out, you can hit near full power and you have a death wish. If any of those aren't there, take the normal approach and leave yourself with just over 300 yds to the green for your second shot.
  - Hole 6 - Par 4 - Hit your tee shot short and leave an easier approach shot.
  - Hole 9 - Par 4 - Reachable in 1. Avoid the tree and use spin to direct the ball toward the pin.
  - Hole 10 - Par 5 - Hit your tee shot only about 250 yards and land it on the far left of the Fairway. This will give you a direct shot to the green, though the game will default to a layup aim.
  - Hole 12 - Par 4 - Reachable in 1.
  - Hole 13 - Par 4 - Reachable in 1 with a lot of power AND favorable winds AND a fade shot, but you have to decide if it's worth the risk.
  - Hole 14 - Par 5 - The second Fairway is reachable with a favorable wind, but not necessary. Lay up and take the easy route. You'll still get there in 2.
  - Hole 16 - Par 4 - Strongly uphill, but reachable in 1 if everything is in your favor.

#### Royal Birkdale - Unlocked

- Course Difficulty: Easy (Don't believe it!)
  - Par 71 with 3 Par 5's.
  - This course has stronger winds than most of the other courses.
- Hole 5 - Par 4 - Reachable in 1, but you must use a fade shot. Aiming directly at the green will result in hitting the bush next to the tee box. Which will cause your ball to fall in the water.
  - Hole 9 - Par 4 - The plateau green makes it nearly impossible to reach in 1, but you can leave yourself a shot chip for Eagle.
  - Hole 10 - Par 4 - Reachable in 1. Ignore the dogleg. Go right at the green.
  - Hole 11 - Par 4 - Same as the last hole.

#### Torrey Pines - Unlocked

- Course Difficulty: Easy
  - Par 72 with 4 Par 5's.
- Hole 2 - Par 4 - Reachable in 1 with favorable winds.
  - Hole 3 - Par 3 - The green is about 40 ft below the tee box. Use 1 less club. The wind affects the ball very strongly on this hole.
  - Hole 6 - Par 5 - Requires a fade shot to reach in 2.
  - Hole 9 - Par 5 - 613 yds from the black tees. Better plaster the ball!
  - Hole 18 - Par 5 - Beware the water in front of the green. Think seriously about playing it safe and aiming to the right of the water.

St. Andrews - \$25,000

- Course Difficulty:
- Par 72 with 2 Par 5's.
- This course has the strongest winds of any of the courses.
- Holes listed as reachable in 1 assume that the wind is not severely against you unless otherwise noted.
  
- Hole 1 - Par 4 - Reachable in 1, but beware the creek that cuts across the Fairway just before the green.
- Hole 3 - Par 4 - Reachable in 1.
- Hole 6 - Par 4 - Reachable in 1 with favorable winds.
- Hole 7 - Par 4 - Reachable in 1.
- Hole 9 - Par 4 - Reachable in 1 even with bad winds.
- Hole 10 - Par 4 - Reachable in 1 even with bad winds.
- Hole 12 - Par 4 - Reachable in 1... with a 3 Wood!
- Hole 13 - Par 4 - Go for either Fairway, but try to avoid the large rough that cuts the Fairway in two.
- Hole 14 - Par 5 - The game's favorite pin location has a huge slope in front of it which will cause anything short to roll back off the green.
- Hole 16 - Par 4 - Reachable in 1 with favorable winds.
- Hole 18 - Par 4 - Reachable in 1.

Black Rock Cove - \$75,000

- Course Difficulty: Easy
- Par 72 with 4 Par 5's.
  
- Hole 1 - Par 4 - Reachable in 1 with favorable winds.
- Hole 2 - Par 5 - At full stats, you can reach the second Fairway from the tee. If you are less than full, or if you can't hit Power shots, try for the end of the first Fairway instead. You can still reach the green in 2 from the end of the first Fairway.
- Hole 4 - Par 4 - Got guts? Aim for the rock cliff and power your drive into the rocks. If done right, you can bounce to the green in 1. It's hard and takes luck to do though, so the safe play is to just hit short and reach in 2 shots.
- Hole 5 - Par 4 - Water? What water? Power your way to the green in 1!
- Hole 6 - Par 3 - It's only 200 yards to the green, but it's also a 200 foot drop in elevation!!!
- Hole 7 - Par 4 - It may be possible to reach in 1, but so far all I've managed to do is hit the hillside.
- Hole 8 - Par 4 - No fade needed, just hit right to the green from the tee.
- Hole 9 - Par 5 - The approach is much easier from the right Fairway, but you can still reach in 2 from the island Fairway.
- Hole 10 - The best approach is to pound the tee shot as far as possible and to the left of the rock column.
- Hole 12 - Par 4 - Reachable in 1 with lots of power.
- Hole 13 - Par 5 - Hit a nice draw shot and set a distance record. If you want to reach in 2, you'll have to hit the draw shot to the Fairway around the bend.
- Hole 14 - Par 3 - A huge drop means you need to hit a softer club.
- Hole 16 - Par 4 - Extremely short, but extremely dangerous to go for in 1. Still, if you overshoot, you'll still probably have a put for Birdie.
- Hole 17 - Par 3 - Uphill, but not too difficult.
- Hole 18 - Par 5 - At less than full stats, aim for the smaller Fairway for an easier second shot to the green. At full stats, it is a better distance for your clubs if you hit to the larger, further Fairway off the tee.

Poppy Hills - \$150,000

- Course Difficulty:
- Par 72 with 5 Par 5's.
  
- Hole 1 - Par 4 - No real reason to hit a fade. Just play a safe shot to the Fairway since it's gonna take two shots anyway. Why risk the trees?
- Hole 3 - Par 4 - From the Black tees, aim for the green. Your tee shot will clear the trees. With favorable winds, you can reach the green in 1.
- Hole 4 - Par 5 - Hit the Driver off the tee, then send an Iron over the trees to reach the green in 2. No need for a fade or draw shot.
- Hole 5 - Par 4 - Reachable in 1 with favorable winds and a strong power shot.
- Hole 7 - Par 4 - From the Black tees, aim for the green. Your tee shot will clear the far trees. Just avoid clipping the near set of trees. With favorable winds, you can reach the green in 1.
- Hole 8 - Par 4 - Although you may be tempted to try a punch drive through the trees, don't. You will hit the trees. Just play it safe and reach in 2.
- Hole 12 - Par 5 - Don't hit the driver, you'll go out of bounds. Hit a fade with the 3 Wood or your longest Iron.
- Hole 13 - Par 4 - Unlikely you can reach, even with a favorable wind, but you can get pretty close.
- Hole 14 - Par 4 - The dogleg is too strong to be able to hook the ball enough to reach the green. Just hit an Iron to the Fairway and reach in 2.
- Hole 16 - Par 4 - Your ball will not clear the trees. Go for the green in 2.
- Hole 17 - Par 3 - The green is downhill about 30 feet. Hit a smaller club.
- Hole 18 - Par 5 - A power shot will clear the trees that are out from the edge of the main tree line and will just make it to the Fairway. This will leave about a 125 yard second shot, perfect for an Approach Wedge... if you are carrying one like I recommend.

TPC of Scottsdale - \$250,000

- Course Difficulty: Easy
- Par 71 with 3 Par 5's.
  
- Hole 6 - Par 4 - Reachable in 1 with favorable winds.
- Hole 10 - Par 4 - Reachable in 1 with favorable winds. Just aim over the tree. Your tee shot should clear it.
- Hole 13 - Par 5 - Aim to the right of the bunker if you want to reach in 2.
- Hole 17 - Par 4 - Reachable in any wind conditions.

The Highlands - \$500,000

- Course Difficulty: Expert
- Par 72 with 4 Par 5's.
  
- Hole 1 - Par 4 - This is a very long, dangerous Par 4. Aim as far to the right as you safely can while still being able to power your drive over the water and to the fairway. Pushing your limits is worth it if you make it. The Second shot is likely to be very long as well unless you had a highly favorable wind and lots of guts on your tee shot! The green slopes strongly towards the right.
- Hole 2 - Par 5 - Forget the Lighthouse. Unless you're on the white tees, with a favorable wind, you'll never make it. You can still reach in 2 if the wind isn't too strong against you. Power a drive as far down as you can, then go for the green.
- Hole 3 - Par 4 - Use the Driver to get across the gap, then go for the green. Just note that the green is well above you. You need a high loft club to get up there. The ball is not going to spin back no matter how much spin you put on it.
- Hole 4 - Par 3 - Waaaay downhill. Club down man!

- Hole 5 - Par 4 - If the wind is favorable, power a drive to the left of the tree. Otherwise, aim well right and lob your second shot over it.
- Hole 6 - Par 5 - If you've got the guts, aim a drive at the bridge and bounce it for a huge drive. The second shot usually defaults to a layup.
- Hole 7 - Par 4 - Aim to the right and the alternate landing area for an easier approach to the green.
- Hole 8 - Par 4 - If the wind is favorable, power a drive across the gap to the far Fairway. Otherwise, aim left for a better approach angle. The green slopes strongly to the left.
- Hole 10 - Par 4 - If the wind is favorable, you can go at the green in one. If not, don't put your tee shot behind the big tree. Aim further left for a longer, but much easier approach shot.
- Hole 11 - Par 5 - Aim your drive to land right at the end of the Fairway, directly between the two posts at the foot of the bridge. Go for the green. Play to the safe center if you need to, but show some guts and go for it. :-)
- Hole 12 - Par 4 - A very nasty hole. Aim for the bridge on the left and try to power past it. If you are a bit short, you'll bounce off the bridge and be even better off. The second shot will be ugly no matter where you are. If you want to be safe, aim short of the green and between two of the columns, then play for Par from there. Going for the green in regulation runs the risk of hitting the big bridge. Probably my most hated hole in the game!
- Hole 14 - Par 4 - Pull out the driver and aim right of the trees instead of over them.
- Hole 17 - Par 3 - Get real! If the Pin is in the back right, forget it. Aim for the meat of the green instead. This is a ridiculously long and difficult Par 3.
- Hole 18 - Par 5 - Reaching in two from the Black tees is extremely difficult. If the wind is against you, forget it. Beware putting your tee shot on the strong slope at the end of the first Fairway. Use a 3 wood instead, then blast a power drive onto the green with your second shot. This is MUCH easier from the other tee boxes where you can reach the second Fairway with your drive.

Spyglass Hill - \$1,000,000

- Course Difficulty:
- Par 72 with 4 Par 5's.
- Hole 1 - Par 5 - Aim right down the middle, then hit a hook shot. Your second shot will be nice and short for a Par 5.
- Hole 2 - Par 4 - Although easily reachable in 1, it's very difficult to make the ball stop on the green.
- Hole 3 - Par 3 - The green is 52 feet below the tee, adjust accordingly.
- Hole 4 - Par 4 - Go for the green in 1, but expect to end up somewhere on the edges since the green runs perpendicular to the tee box.
- Hole 10 - Par 4 - A draw shot will get you within Approach range, but you can't quite reach in 1.
- Hole 11 - Par 5 - Hit a fade 3 Wood instead of the driver off the tee.
- Hole 12 - Par 3 - The green is 46 ft below the tee box, drop a club or two.
- Hole 13 - Par 4 - A punch driver off the tee will get you closer than an Iron straight out.
- Hole 16 - Par 4 - Just hit an Iron to the Fairway. There's no reason to try to get cute with a fade shot.
- Hole 17 - Par 4 - A good hook shot can hit the green. Your tee shot will clear the main tree in your path to the green.
- Hole 18 - Par 4 - The big hill right in front of the green will prevent you from reaching the green in 1, but you can get it close.

The Predator - \$1,500,000

- Course Difficulty: Expert
- Par 72 with 4 Par 5's.
  
- Hole 1 - Par 4 - Reachable in 1 if the wind is not against you and you are at full stats.
- Hole 2 - Par 4 - Don't get cute. Just hit an iron from the tee and try for Birdie. The green is ugly so expect Par.
- Hole 3 - Par 3 - Beware the strong uphill slope of the green.
- Hole 4 - Par 5 - Aim the tee shot just barely to the left of the tree behind the big rock that sits directly in front of the tee box. Your drive will catch the top of the tree and drop right onto the Fairway. Pull out the driver again and thread the needle between the two trees if you want to go for the green in 2. If not going for the green in 2, take the default aims that the game gives you and get there in 3.
- Hole 5 - Par 4 - Your second shot may catch one of the overhanging trees if your tee shot is really long, so just hit enough off the tee to get between the trees.
- Hole 6 - Par 5 - Fairly straight forward, but exceptionally long. Power shots are a must if you want to reach in 2. Having a favorable wind is nice too. The green slopes down behind the bunker. Use the slope and spin to bring the ball down there instead of aiming directly at a pin down there.
- Hole 7 - Par 3 - Beware the front edge. It's better to go long and have a long Birdie attempt than to get wet!
- Hole 8 - Par 4 - If you can reach the far Fairway with a Punch, take the alternate route for a much easier approach shot. Otherwise, just blast a drive to the end of the main Fairway. Either way, this is an easy hole.
- Hole 9 - Par 4 - Knock a drive way down between the bunkers. It's going to drop almost straight in so you don't need to worry about rolling into on of those bunkers.
- Hole 10 - Par 4 - If going for the far Fairway, aim left. If you don't, your drive will catch the overhanging tree and you'll most likely end up in the water. The green slopes strongly uphill from front to back.
- Hole 11 - Par 4 - This green is reachable in 1 if you can pull off a tee shot which bounces off the fallen trees. Otherwise, aim either in front of or to the right of the main thrust of the bunker. The second shot depends on where you landed and where the pin is, but you can use the huge down-slope to land the ball well short and let it funnel down onto the green. You don't have much control over where the ball goes this way, but it is safest. The green itself is ugly, with slopes all over it.
- Hole 12 - Par 5 - Land your tee shot right next to the bunker at the end of the first Fairway. Then move the aim left until you are aimed at the wall. There is a low spot in the wall that can be hit through from next to the bunker. This shortcut will allow you to reach the green in 2. The green itself is separated into 4 areas by severe slopes. You don't want to be hitting downhill at the hole or you may find yourself 20 feet past it!
- Hole 13 - Par 4 - The landing spot for the tee shot is well below the tee box. Hit to the front of the landing area and the ball will land near the back. The green slopes strongly uphill from front to back.
- Hole 14 - Par 3 - The green is nearly 200 feet below the tee box. Club down accordingly. On the bright side, the green slopes well to spin balls back towards the front.
- Hole 15 - Par 4 - Ignore the aim the game gives you and look far to the right. Aim between the trees with your drive. You may catch the underside of a tree, but the ball should not lose much speed and will still make the Fairway easily. This turns a difficult 525 yard Par 4 into a second shot of only about 120 yards.
- Hole 16 - Par 5 - With full stats, aim across the gorge towards the Fairway that is visible between the 2 trees on the left and single tree on the right. Viewing the shot with X will say that you will land in the gorge. Use a power shot and you'll find the Fairway. You'll hit lots of leaves at the

end, but will drop onto the Fairway cleanly. Your second shot will also catch a bunch of leaves, so hit your best Iron (hopefully a 1 Iron) as hard as you can and you should reach the green.

- Hole 17 - Par 3 - The green is about 40 feet below the tee box. Adjust your club and shot accordingly.
- Hole 18 - Par 4 - There is an elevated landing area to the right, which will give you a long, but much more direct shot to the green. Going left will make the hole shorter, but will leave you at an angle to the elongated green. Go left with a power drive and you can hit it far enough to straighten out the approach AND keep the hole relatively short. Try to get close to the pin because the green has lots of slopes on it.

Tiger's Dream 18 - Beat Tiger Woods in the Tiger Challenge to unlock.

- Course Difficulty:

- Par 72 with 5 Par 5's.

- Hole 1 - Pebble Beach #8
- Hole 2 - Royal Birkdale #5
- Hole 3 - St. Andrews #14
- Hole 4 - Pebble Beach #9
- Hole 5 - TPC at Sawgrass #17
- Hole 6 - Torrey Pines #12
- Hole 7 - Pebble Beach #7
- Hole 8 - St. Andrews #17
- Hole 9 - Black Rock Cove #18
- Hole 10 - TPC at Sawgrass #14
- Hole 11 - The Highlands #11
- Hole 12 - TPC of Scottsdale #16
- Hole 13 - St. Andrews #18
- Hole 14 - The Predator #4
- Hole 15 - The Predator #7
- Hole 16 - Spyglass Hill #4
- Hole 17 - The Highlands #9
- Hole 18 - Pebble Beach #18

Random 18 - Unlocked

- This is not really a course. When this course is selected, it is created semi-randomly from holes on all currently unlocked courses. I say semi-randomly because the Par 3's and Par 5's will be balanced to create a Par 72 course.
- The holes on the generated course retain their characteristics from their original course, including typical wind speeds.
- Setting any records on this course will show up in "My Resume", but will not show up in the Alltime Records.

Skillzone courses:

Granite Pass - Unlocked

Mirror Lake - \$50,000

The Players Club - \$100,000

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E) Default Records

Course:	Total	PbBch	Hilnd	Swgrs	Prnce	BlkRC	RlBrk	Tiger	Pred	Spygl
Best Round	57	62	57	61	62	62	60	60	58	61

Longest Drive	414	355	414	354	357	358	359	359	378	355
Longest Putt	58	50	35	51	48	46	45	45	31	40
Greens Hit	17	15	13	15	16	14	16	16	15	16
Total Putts (1)	19	19	22	21	20	23	22	22	24	23
Fairways Hit (2)	15	12	12	12	11	10	11	11	13	12
Eagles	6	4	4	4	5	4	4	4	5	5
Birdies (3)	13	10	8	8	8	7	10	10	11	11

Course:	Poppy	Sctdl	StAnd	Torry
Best Round	62	63	62	59
Longest Drive	366	361	368	362
Longest Putt	58	44	40	37
Greens Hit	17	16	16	17
Total Putts (1)	21	22	26	19
Fairways Hit (2)	10	14	15	14
Eagles	6	5	4	5
Birdies (3)	10	12	13	13

Total = Overall

PbBch = Pebble Beach

Hilnd = The Highlands

Swgrs = TPC at Sawgrass

Prnce = Princeville

BlkRC = Black Rock Cove

RlBrk = Royal Birkdale

Tiger = Tiger's Dream 18

Pred = The Predator

Spygl = Spyglass Hill

Poppy = Poppy Hills

Sctdl = TPC of Scottsdale

StAnd = St. Andrews

Torry = Torrey Pines

Skillzone (4):	Timed	Target2target	Target
Granite Pass	30125	8200	7000
The Player's Club	45800	9750	8250
Mirror Lake	40375	8500	7500

NOTES:

1 - Putts are NOT calculated by PGA rules. ANY time you use the putter, it counts as a putt, regardless of whether or not you are actually on the green or if you are on the fringe/rough. On the flipside, you can chip from on the green! This is highly against the rules of golf, but oh well. It can be done in this game and you can use that to keep from putting if you are simply trying to get the record for fewest putts.

2 - Fairways are only on Par 4 and Par 5 holes. There are no Fairways on Par 3 holes. As Such, St. Andrews has the highest possible number of Fairways for you to hit of the default courses. There are 16 Fairways at St. Andrews.

3 - Birdies counts any hole in which you scored Birdie or better. Eagles and Double Eagles will count towards the Birdies record.

4 - Scores in the Skillzone ARE multiplied by your Tour card. If you want to get the records, you will likely need to complete the Tiger Challenge first so that you get the biggest multiplier.

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F) Trophy Balls

Your Trophy balls can be viewed in "My Tour". Most of them are self explanatory. Just place the cursor over one that you don't have and the description and money award are displayed. A few explanations follow for some of them descriptions which might not be obvious to non-golfers.

Note that for most of the Trophy balls which refer to achievements in a whole round, match play games will not count even if you achieve the requirements. Several of the Trophy balls can only be won in Tour mode/Stroke play. Also, it must be a full 18 holes, 9 hole front or back nines won't count.

- Greens in Regulation means that your ball is on the green in 2 strokes less than par. I.E., your tee shot must land and stay on the green for a Par 3 hole. Your second shot for a Par 4 and third shot for a Par 5 must do the same. For Par 4 and 5 holes, reaching in fewer strokes still counts.
- The pin refers to the flag stick marking the hole.
- Bronze is good enough for a Scenario to complete the Scenario's Trophy ball.
- Other than towards completing the All Scenarios trophy ball, NOTHING you do in a Scenario will count towards a Trophy ball. For Example, hitting a Double Eagle on a Par 5 in one of the Scenarios will not earn the Double Eagle Trophy ball.
- You can check which Eagles you still need for the Eagle Hunt in "My Tour". You can then play a custom round of golf in Game Modes -> Stroke Play. Just pick the proper course, then choose CUSTOM under "Hole Select". Be sure to toggle on all of the holes you want to play or you will just end up playing the single hole you clicked on. Practice mode will NOT count for Eagles.
- A Double Eagle is a hole in one on a Par 4 or a stroke score of 2 on a Par 5.
- The description for "My First Round Under Par" says you just need a sub 72 round. The TPC of Scottsdale course is a Par 71. I have not tested whether or not getting a 71 on a Par 71 course will count for this. I suspect it will not. I also suspect that creating a custom course of nothing but Par 3 holes and scoring less than 72, but more than 54 won't work either. If someone has tested this, let me know and I'll update this note.
- Double bogey or worse counts as a Bogey for ruining the bogey free round.
- A hole in one on a Par 3 will not win the First Eagle Trophy Ball, but will count as an Eagle for every other purpose in the game, including the Back-to-Back Eagles Trophy Ball.

A few of the Trophy Balls will save the replay of the shot that earned them. Just select the trophy ball, then press A to view the replay.

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### 3) WALKTHROUGH

#### A) Tiger Challenge

Try to beat various golfers to unlock them. The matches are all under Match Play rules. Most of the early ones are 9 holes while most of the more advanced battles are over 18 holes.

If you lose against one of the golfers, you will still be on them when you next try the Tiger Challenge.

The Tournament and Skins rounds are one shot deals. Whether or not you win, you will advance to the next Challenge afterwards.

If you lose to a golfer, either try them again or come back later when you have better equipment and/or stats.

The golfers do not have a set amount of birdies/eagles/pars that they will make, just a general range based on their difficulty. If you get beat by an unreasonably good round by your opponent, try them again and they will likely not do nearly as well.

In the lists below I have indicated the birdies/pars/etc. each golfer got against me. Since each golfer is somewhat random, your experiences will be different, but should be similar overall.

Note that in most cases, I intentionally lost holes or did poorly to obtain a tie in order to push the round to the final holes. You should be able to win many of the rounds, especially the early ones, before you reach the final hole.

Their scores which are within () are what they would have gotten if I hadn't won the hole. They are guesses based on their difficulty/skill and their distance remaining to the hole.

A mark of <done> indicates that I won the match on the preceding hole and did not play the last hole/s.

Wager limits are 10% of the Purse.

T Round:

Opponent : Charles Gordon Howell II  
Course : Royal Birkdale  
Holes : Front 9  
Tees : White  
Pin Location: Easy  
Purse : \$20,000  
His round : Bogey, Bogey, Bogey, Par, Par, D. Bogey, Par, Par, Bogey

Opponent : Takeharu "Tsunami" Moto  
Course : Princeville  
Holes : Front 9  
Tees : White  
Pin Location: Easy  
Purse : \$40,000  
His Round : Par, Par, Par, Bogey, Bogey, Birdie, Bogey, Bogey, (Par/Bogey)

Opponent : Notah Begay III  
Course : TPC at Sawgrass  
Holes : Back 9  
Tees : White  
Pin Location: Medium  
Purse : \$60,000  
His Round : Bogey, Par, Par, Par, Par, (Bogey), Par, Par, Par

Opponent : Ty Tryon  
Course : Pebble Beach  
Holes : Front 9  
Tees : White  
Pin Location: Medium  
Purse : \$80,000  
His Round : Birdie, Par, Par, Par, Par, Par, (Birdie/Par), Bogey, Bogey

Opponent : Dominic "The Don" Donatello  
Course : Torrey Pines  
Holes : All 18  
Tees : Blue

Pin Location: Hard  
Purse : \$100,000  
His Round : Par, Par, Par, Par, Par, Bogey, Par, Par, (Birdie),  
Par, Par, Par, (Par), Par, Birdie, Bogey, Par, Birdie

Defeating Dominic earns your Silver Tour Card with a times 2 multiplier.

I Round:

Opponent : Tiger Challenge "I" Round Start-Up  
Course : St. Andrews  
Tees : Black  
Pin Location: Expert  
Purse : \$150,000  
1st Place : \$45,000  
CPU best : -3

Opponent : Val "Sunshine" Summers  
Course : Black Rock Cove  
Holes : Front 9  
Tees : Blue  
Pin Location: Hard  
Purse : \$150,000  
Her Round : Par, Par, Bogey, Bogey, Par, Par, Bogey, Par, Par

Opponent : Skins Match (Tsunami, Sunshine and The Don)  
Course : Pebble Beach  
Holes : Back 9  
Tees : Black  
Pin Location:  
Purse : Skins: \$35,500, Challenge: \$100,000 (if you win)  
Best CPU : Par, Par, Birdie, Birdie, Par, Birdie, Birdie, Par, Birdie

Opponent : Stewart Cink  
Course : TPC at Sawgrass  
Holes : Front 9  
Tees : Blue  
Pin Location: Hard  
Purse : \$200,000  
His Round : Par, Birdie, Par, Bogey, Par, Par, D. Bogey, <done>

Opponent : Stuart Appleby  
Course : Royal Birkdale  
Holes : Back 9  
Tees : Black  
Pin Location: Hard  
Purse : \$250,000  
His Round #1: Birdie, (Par), Par, Par, Par, D. Bogey, Par, Par, Par <GC crash>  
His Round #2: Par, Par, (Birdie/Par), Par, Par, Par, Birdie, (Par), <done>

Opponent : Mark O'Meara  
Course : Poppy Hills  
Holes : Back 9  
Tees : Black  
Pin Location: Hard  
Purse : \$300,000  
His Round : Birdie, Par, Birdie, Birdie, Bogey, Par, Par, Par, Birdie

Opponent : Hamish "Mulligan" McGregor  
Course : The Highlands

Holes : All 18  
Tees :  
Pin Location:  
Purse : \$350,000  
His Round : Bogey, Birdie, Bogey, Par, Par, Par, Birdie, Par, Birdie  
Birdie, Par, Bogey, Birdie, Par, Par, Par, Par, <done>

Defeating Hamish earns your Gold Tour Card with a times 3 multiplier.

G Round:

Opponent : Tiger Challenge "G" Round Invitational  
Course : Torrey Pines  
Tees : Black  
Pin Location: Expert  
Purse : \$500,000  
1st Place : \$150,000  
CPU best : -3

Opponent : Solita Lopez  
Course : TPC of Scottsdale  
Holes : All 18  
Tees : Black  
Pin Location: Hard  
Purse : \$450,000  
Her Round : Par, Par, Birdie, Par, Par, Par, Par, Birdie, Birdie  
Par, Par, Par, Birdie, Par, Par, Birdie, Par, Birdie

Opponent : Skins Match (Solita Lopez, Mark O'Meara and Mulligan McGregor)  
Course : Princeville  
Holes : Back 9  
Tees : Black  
Pin Location: (I forgot to check, sorry)  
Purse : Skins: \$57,500, Challenge: \$250,000 (if you win)  
Best CPU : Par, Birdie, Par, Birdie, Birdie, Birdie, Birdie, Par, Par

Opponent : Brad Faxon  
Course : Spyglass Hill  
Holes : All 18  
Tees : Black  
Pin Location: Hard  
Purse : \$500,000  
His Round : Birdie, Par, Par, Birdie, Par, Par, Birdie, Birdie, Par  
Birdie, Par, Birdie, Par, Par, Par, Par, Par, (Birdie/Par)

Opponent : Justin Leonard  
Course : St. Andrews  
Holes : Back 9  
Tees : Black  
Pin Location: Expert  
Purse : \$450,000  
His Round : Par, Par, Birdie, Bogey!, Birdie, Bogey!!, +4!!!, Par, (Par)

This was a ridiculous round. Expect Justin to do MUCH better!

Opponent : Steve Stricker  
Course : The Highlands  
Holes : All 18  
Tees : Black  
Pin Location: Medium  
Purse : \$600,000

His Round : Bogey, T. Bogey!, Par, Par, Birdie, Birdie, Birdie, Bogey, Par  
Birdie, Par, Bogey, Par, Bogey, Birdie, (Birdie/Par), <done>

Opponent : Cedric "Ace" Andrews

Course : The Predator

Holes : All 18

Tees : Blue

Pin Location: Easy

Purse : \$650,000

His Round : Bogey, (Bogey), Par, Par, Birdie, Birdie, Par, Par, Bogey  
Par, Par, Birdie, Birdie, Par, Bogey, Eagle, (Birdie), <done>

Defeating Cedric earns your Platinum Tour Card with a times 4 multiplier.

E Round:

Opponent : Tiger Challenge "E" Round Invitational

Course : Spyglass Hill

Tees : Black

Pin Location: Expert

Purse : \$750,000

1st Place : \$225,000

CPU best : -8

Opponent : Kellie Newman

Course : TPC at Sawgrass

Holes : All 18

Tees : Black

Pin Location: Expert

Purse : \$600,000

Her Round : Par, Birdie, Birdie, Par, Birdie, Par, Par, Bogey, Par  
Par, (Birdie), Par, <done> I won 8 and 6!!! :-)

Opponent : Jim Furyk

Course : TPC of Scottsdale

Holes : Back 9

Tees : Black

Pin Location: Expert

Purse : \$750,000

His Round : Birdie, (Par), Birdie, Birdie, (Birdie), (Birdie), Bogey, <done>

Opponent : Mark Calcavecchia

Course : Poppy Hills

Holes : All 18

Tees : Black

Pin Location: Expert

Purse : \$850,000

His Round : Par, Birdie, Birdie, Birdie, Par, Par, Birdie, Par, Birdie  
Eagle, Par, Eagle, Birdie, Par, <done> oops! lol

Opponent : Big \$\$\$ Skins (Cedric, Kellie and Mark)

Course : The Predator

Holes : Back 9

Tees : Black

Pin Location: (I forgot to check again, sorry)

Purse : Skins: \$92,000, Challenge: \$500,000 (if you win)

Best CPU : Birdie, Bogey, Eagle, Birdie, Birdie, Par, Birdie, Birdie, Par

Opponent : Vijay Singh

Course : Spyglass Hill

Holes : All 18  
Tees : Black  
Pin Location: Expert  
Purse : \$900,000  
His Round : Birdie, Birdie, Par, Par, Birdie, Par, Birdie, Birdie, Birdie  
Birdie, Birdie, (Birdie), Birdie, Birdie, Par, Birdie, Par, Birdie

Opponent : Melvin "Yosh" Tanigawa  
Course : Pebble Beach  
Holes : All 18  
Tees : Black  
Pin Location: Expert  
Purse : \$1,000,000  
His Round : Birdie, Birdie, Birdie, Birdie, Birdie, Birdie, Birdie, Par, Par  
Birdie, Par, Par, Par, Birdie, Birdie, Birdie, Par, <Done>

Defeating Melvin earns your Diamond Tour Card with a times 5 multiplier.

R round:

Opponent : Super Tiger Woods  
Course : Tiger's Dream 18  
Holes : All 18  
Tees : Black  
Pin Location: Expert  
Purse : \$1,500,00  
His Round : Par, Birdie, Eagle, Par, Birdie, Birdie, Birdie, Par, Par  
Birdie, Par, Birdie, Birdie, Birdie, Birdie, Birdie, Birdie, Birdie

Defeating Tiger earns your Tiger Tour Card with a times 6 multiplier, unlocks the final hole of Tiger's Dream 18, increases your stat maximums from 100 to 105 and unlocks the XXX Stiff shafts. It also earns the Tiger Challenge Trophy ball even though there are 2 'Bonus' Challenges that appear.

Opponent : High Stakes Skins (Super Tiger, Melvin, Vijay)  
Course : Random 18  
Holes : Back 9  
Tees : Black  
Pin Location: Expert  
Purse : Skins: \$235,000 (not \$385,000 as the intro screen claims)  
Challenge: \$1,000,000 (if you win)  
Best CPU : Birdie, Birdie, Birdie, Birdie, Birdie, Birdie, Bird, Bird, Bird  
It's hard to win when they Birdie EVERY SINGLE HOLE!!!  
But 2 well placed Eagles did just that for me! ;-)

Opponent : Tiger Challenge "R" Round Wrap-Up  
Course : Random 18  
Tees : Black  
Pin Location: Expert  
Purse : \$3.500,000  
1st Place : \$1,000,000  
CPU best : -16

Completing the final Challenge finishes off the Tiger Challenge. You can still select the Tiger Challenge, but there are no Challenges available. If you want to play these again, you will have to create a new Profile!

-----  
B) Scenarios

There are 50 Scenarios for you to complete. Some are very easy, some are quite difficult. Here is a breakdown of all 50, including requirements for the different medals, descriptions of the Scenario, and suggestions on how to beat them.

While pin location, ball location and weather conditions are usually the same no matter how many times you do a Scenario, other factors can and will change from attempt to attempt. Wind speed and lie in a hazard are the most obvious things that are variable.

If you screw up during a Scenario, just "Restart" it from the Pause menu.

After the title of each is how much money is earned for a Gold medal. Multiply this amount by your current Tour card multiplier.

1) Tour Card - \$0

Simply complete this Scenario to earn the Gold. There are no Silver or Bronze requirements. This Scenario will teach you all the basics of the game. If you can't remember how to do something later, just redo this Scenario or read the manual. Unlike the other Scenarios, there is no money for completing this one.

2) Par 3 Challenge 1 - \$5,000

Bronze: 10  
Silver: 9  
Gold : 8

4 Par 3 holes. Just Birdie each of them for the Gold. The first hole is downhill and the 4th is at St. Andrews, where the winds are often high.

3) Chip in Challenge - \$5,000

Bronze: 11  
Silver: 9  
Gold : 7

4 holes where you are in the rough, just off the green. You'll have to chip one of them in to get the gold. The third hole is on a strong slope, aim about 2 feet to the left of the hole. The best way to get gold is to just keep restarting on the first hole until you get it in 1.

4) Windy Finish - \$7,500

Bronze: 35  
Silver: 33  
Gold : 31

Just play the back nine at Spyglass Hill in 5 under Par. The wind is not as bad as the name of the Scenario would suggest.

5) Monterey Prey - \$10,000

Bronze: 25  
Silver: 23  
Gold : 21

6 holes in this challenge, 3 Par 5's and 3 Par 4's. You'll need to Birdie every hole to get the Gold.

6) 2 Down Comeback - \$25,000

Bronze: Win in a Playoff

Silver: Win on the last hole.

Gold : Win from Dormie or better.

Howell will shoot mostly Par, with a Birdie or two. Just shoot Birdie or better and you should win easily.

7) Par 5 Challenge 1 - \$5,000

Bronze: 18

Silver: 16

Gold : 14

You only need 2 Eagles and 2 Birdies for the Gold. These are some of the easier Par 5's. Go for 4 Eagles! :-)

8) Drizzle Finish - \$7,500

Bronze: 35

Silver: 33

Gold : 31

Just be 5 under for 9 holes at TPC of Scottsdale and the Gold is yours. Forget that, it's too easy. Can you beat my score of 25 on this? I missed a couple of putts too, so 23 is certainly possible.

9) Pitch and Putt 9 - \$20,000

Bronze: 25

Silver: 22

Gold : 18

9 Par 3 holes. Just Birdie every one for the Gold.

10) Sandy Grave - \$7,500

Bronze: 12

Silver: 10

Gold : 8

Get up and down from 4 bunkers. The first two are greenside bunkers, but the last two are further out. The third is over water and the fourth has a tree which you will hit on the way to the green. Use strong clubs/shots for the last 2 holes. Make it easier by restarting until you hole out the first one from the bunker. Just aim about a foot to the right and hit the default shot. The wind will barely affect this shot, so ignore it.

11) Par 4 Challenge 1 - \$10,000

Bronze: 36

Silver: 33

Gold : 30

This Challenge is all 10 of the Par 4's at Spyglass Hill. Birdie every one for the Gold.

12) Corner Cutters - \$12,500

Bronze: 25  
Silver: 22  
Gold : 19

6 dogleg holes. You need 2 Eagles and 4 Birdies for the Gold. Follow the directions in the course descriptions for cutting the corners here. The holes you are facing are: The Predator #12; Poppy Hills #3; Spyglass Hill #1; Poppy Hills #14; Princeville #10; Royal Birkdale #10

13) SZ Challenge 1 - \$5,000

Bronze: 1500  
Silver: 2500  
Gold : 3500

If you have your Tiger Card, this is a joke. Actually, it's pretty much a gimme Gold even if you have the Bronze Card!

14) Rough Escapes - \$5,000

Bronze: 10  
Silver: 9  
Gold : 8

Just get up and down on 4 holes. On the last hole, it's probably easiest to switch to the PW Approach shot instead of the default.

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C) Tournaments

There are 26 different Tournaments, many of which take place on courses which are initially locked. The following list covers each tournament and lists some various points of interest about the Tournament.

AI Finish is simply what the best of the CPU players finished at for the times that I played the tournament. There appears to be a range for each tournament.

There will always be a single best AI player with many ties behind them.

For Tournaments with multiple rounds, the first round scores can be used to estimate the final round scores. Multiply the best first round scores by the number of rounds in the tournament, then subtract 2. The best AI score will almost always be within 1 shot of that number.

If a Tournament starts off in the rain and you would prefer not to play like that, just quit and go play a Scenario, then come back. The rain will most likely be gone. :-)

1) EA SPORTS(tm) Qualifier

Rounds : 1 - Torrey Pines  
Tees : White  
Purse : \$10,000  
1st Place: \$3,000  
AI Finish:

2) Everglades Pro-Am

Rounds : 1 - TPC at Sawgrass  
Tees : White

Purse : \$10,000  
1st Place: \$3,000  
AI Finish: -5

3) Aloha Classic

Rounds : 1 - Princeville  
Tees : White  
Purse : \$15,000  
1st Place: \$4,500  
AI Finish:

4) UK Classic

Rounds : 1 - Royal Birkdale  
Tees : Blue  
Purse : \$25,000  
1st Place: \$7,500  
AI Finish:

5) British Invitational

Rounds : 1 - St. Andrews  
Tees : Blue  
Purse : \$40,000  
1st Place: \$12,000  
AI Finish:

6) Scotland Links Championship

Rounds : 1 - The Highlands  
Tees : Black  
Purse : \$60,000  
1st Place: \$18,000  
AI Finish: -7

7) Mayan Classic

Rounds : 1 - The Predator  
Tees : Black  
Purse : \$150,000  
1st Place: \$45,000  
AI Finish: -6

8) World Wide Scramble

Rounds : 1 - Random 18  
Tees : Black  
Purse : \$250,000  
1st Place: \$75,000  
AI Finish: -8

9) Del Monte Forest Open

Rounds : 2 - Pebble Beach, Pebble Beach  
Tees : White  
Purse : \$60,000  
1st Place: \$18,000  
AI Finish:

10) 17-Mile Challenge

Rounds : 2 - Spyglass Hill  
Tees : Blue  
Purse : \$150,000  
1st Place: \$45,000  
AI Finish:

11) Battle Across the Atlantic

Rounds : 2 - St. Andrews, Pebble Beach  
Tees : Blue  
Purse : \$250,000  
1st Place: \$75,000  
AI Finish:

12) TPC Challenge

Rounds : 2 - TPC at Sawgrass, TPC of Scottsdale  
Tees : Black  
Purse : \$500,000  
1st Place: \$150,000  
AI Finish: -23

13) Oasis Open

Rounds : 2 - Black Rock Cove, TPC of Scottsdale  
Tees : Black  
Purse : \$750,000  
1st Place: \$225,000  
AI Finish:

14) Euro Challenge

Rounds : 3 - Royal Birkdale, The Highlands, St. Andrews  
Tees : Blue  
Purse : \$500,000  
1st Place: \$150,000  
AI Finish:

15) Trespasser Invitational

Rounds : 3 - Princeville, Black Rock Cove, The Predator  
Tees : Black  
Purse : \$600,000  
1st Place: \$180,000  
AI Finish:

16) Pacific Rim Shootout

Rounds : 3 - Pebble Beach, Torrey Pines, Black Rock Cove  
Tees : Black  
Purse : \$650,000  
1st Place: \$195,000  
AI Finish: -23

17) Throw Back Classic

Rounds : 3 - TPC at Sawgrass, Princeville, Royal Birkdale  
Tees : Black

Purse : \$700,000  
1st Place: \$210,000  
AI Finish: -26

18) Legendary Golf Trail

Rounds : 3 - The Highlands, Black Rock Cove, The Predator  
Tees : Black  
Purse : \$750,000  
1st Place: \$225,000  
AI Finish:

19) Arizona Open

Rounds : 4 - TPC of Scottsdale x 4  
Tees : Black  
Purse : \$800,000  
1st Place: \$240,000  
AI Finish:

20) AT&T Pebble Beach Pro-Am

Rounds : 4 - Poppy Hills, Pebble Beach, Spyglass Hill, Pebble Beach  
Tees : Black  
Purse : \$1,000,000  
1st Place: \$300,000  
AI Finish: -20

21) THE PLAYERS(tm) Championship

Rounds : 4 - TPC at Sawgrass x 4  
Tees : Black  
Purse : \$1,250,000  
1st Place: \$375,000  
AI Finish:

22) West Coast Swing

Rounds : 4 - TPC of Scottsdale, Torrey Pines, Spyglass Hill, Pebble Beach  
Tees : Black  
Purse : \$1,500,000  
1st Place: \$450,000  
AI Finish:

23) San Diego Invitational

Rounds : 4 - Torrey Pines x 4  
Tees : Black  
Purse : \$1,750,000  
1st Place: \$525,000  
AI Finish: -42

24) Global Championship

Rounds : 4 - The Highlands, The Predator, Spyglass Hill, TPC of Scottsdale  
Tees : Black  
Purse : \$2,000,000  
1st Place: \$600,000  
AI Finish: -38

25) THE TOUR(R) Championship

Rounds : 4 - Pebble Beach x 4  
Tees : Black  
Purse : \$2,500,000  
1st Place: \$750,000  
AI Finish: -54

26) Grand Slam

Rounds : 4 - TPC at Sawgrass, Pebble Beach, St. Andrews, Tiger's Dream 18  
Tees : Black  
Purse : \$3,500,000  
1st Place: \$1,000,000  
AI Finish: -51

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4) Other gameplay aspects (very incomplete at this time)

A) General Tips

- Use the Z button to add power. Press Z rapidly during your backswing to increase the power of the shot. Just remember to keep the swing uniform. Don't let your attempt to add power cause you to hold the backswing at full. You'll end up losing more power than you gain.

- If slow motion is in effect and you don't want to wait through the whole thing, press B to get a replay, then Press A to fast forward through it. Only do this if you don't need/intend to apply or change the spin.

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5) FAQ (not implemented yet)

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6) Credits and contact info

Thanks to EA Sports, the PGA, Tiger Woods, etc. for making such a wonderful Game for us to enjoy.

Currently, you can contact me by leaving a message on the Tiger Woods' PGA Tour 2003 board at [www.GameFAQs.com](http://www.GameFAQs.com).