

Tiger Woods PGA Tour FAQ/Walkthrough

by IllusionOfGaia0

Updated to v0.10 on Jun 6, 2005

Greetings, fellow virtual golf players! At the advent of a new generation of portable gaming, Sony and EA Sports have decided to release the most popular console golf franchise for the fledgling PSP as a launch title. It's not only surprising how well the developers were able to port this title onto the PSP, but how well the actual system can handle the game! But, hopefully, you already know how utterly amazing this game is. If you don't, go read some reviews. If you're looking for any bit of information regarding any part of this game, read ahead! This is my first FAQ, and I'm not really sure why I chose Tiger Woods, but wish me luck!

This has taken me a while because I've written a strategy for every hole in the game in my own words! When you read the guide, I'm not just quoting Gary McCord; it's totally my own words about what I think you should do.

PS: One thing that has always made me laugh is the incomprehensible table of contents some people create. I often see SGKhghsakgshl2!! As something to "Ctrl-F" when searching. I mean, SGKhghsakgshl2!! ?? Who's going to want to type in that? I tried to make a sensible labeling system, and I think I got it done pretty well. When you're typing in TWcoursePB, just be grateful it isn't SGKhghsakgshl2!! :P Enjoy :P

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TWdis.
-- DISCLAIMER

As practically every other FAQ I've seen has one of these, I thought I'd include one too. Ok, here's the deal:

This is the premier FAQ I've chosen to create. Writing such an extensive guide requires not only a deal of versimilitude; but patience and energy as well. Feel free to post this on your website, blog, gravestone, whatever. Just MAKE SURE to give me (Mark Waters) FULL credit for everything. DO NOT change this document in any way, shape, or form. Even with the best intentions, leave the writer to make changes. If you have suggestions, just send them to me at theillusionoftime@hotmail.com

I'm only 14, but I know a lot about the law and what I can do to the sorry people who take my strategy guides and plagiarize.

--End boring words/dialogue-(I wonder who actually read that.>_<)

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TWver.

-- VERSION UPDATE LIST

This is totally the most exciting part of the FAQ! Here you get to see how often I've slaved away in front of the computer with my PSP in hand, giving you guys more and more details on this game. I swear, by the time I'm done this FAQ, I'm going to never want to pick up the game again!

VERSION 1.00

May 15th, 2005

Ok, so here's the first version. I didn't get much done, largely due to the fact that the table of contents took A FREAKING HOUR!! The table of contents! I was thinking to myself, maybe I should just put in the table of contents to see how pissed off I can make you guys! I mean, you'd be scrolling that behemoth of TWcoursePB's and TWchalSG5's and you'd be expecting something huge, right?

I've just got the Pro Shop section, the bonus chart, the controls, and the strategy (hole by hole) for Pebble Beach golf course.

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TWcon.

----CONTROLS----

<<Sorry not completed yet>>

TWconPRE. - PRE-SWING CONTROLS

TWconIN. - SWING AWAY!

TWconFLY. - IN-FLIGHT CONTROLS

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Twgauge.

----WHAT CLUB SHOULD I USE?----

<<Sorry not completed yet>>

TwgaugeWIND - WIND STRATEGIES

TwgaugeBUNK - BUNKER STRATEGIES

TwgaugeROUGH - ROUGH STRATEGIES

TwgaugeDG - DOGLEG STRATEGIES

TwgaugeHIGH - HEIGHT DIFFERENCE STRATEGIES

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Twshot.

----SHOT TYPES AND WHEN TO USE THEM----

<<Sorry not completed yet>>

TWshotFULL. - FULL SHOT

TWshotPUNCH. - PUNCH SHOT

TWshotPITCH. - PITCH SHOT

TWshotFLOP. - FLOP SHOT

TWshotCHIP. - CHIP SHOT

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TWfeat.

----FEATURES----

TWfeatPT. - PARTY PLAY

Party Play is a bunch of multiplayer games you can choose from played on one system? How in the world would you have up to 4 characters on one system playing the same round, you ask? By switching off the PSP of course! You just set all your parameters like how many people you want playing, and then off you go! It gives great reason for four people to huddle together on a couch! (You can take that however you want! Giggidy, Giggidy, Gig-ga-dee!)

There are soooo many things you can do in Party Play mode! You can either play skins, have a long-drive shootout, or play a one-hole playoff! For some reason, the developers didn't think the multiplayer mode should have the NORMAL game modes like stroke play and match play. That's sorta weird.

Anyway, here's a brief explanation of each game mode you can play in Party Play. I'm including this because it took me like 3 different rounds to figure out what the heck skins was!

TWfeatPT1. - 3 HOLE SKINS

Skins. Skins, skins, skins. This is the game mode that took me like 3 rounds to figure out.

Here, the golfers compete at each hole for a money prize called a "skin". The only person who gets money on the hole is the one that scores better on it than all others. If golfers complete the hole with the same score, the skin for that hole is carried over to the next.

The player with the most skins at the end of the round is declared the winner. I'm not sure what the origin of this strange name for this type of golf is. Perhaps way back in the time when King Louis was killing everyone, some golfers decided to play for rabbit hides or whatever was the current animal of choice. Then, when skinning animals as a currency became out of style, golfers started betting the newfangled and more sophisticated "money". But, as a throwback to

the days of old, they left the name of skins.

In this mode, you play 3 holes of the wonderful game of skins.

TWfeatPT2. - LONG DRIVE SHOOTOUT

Here, as stated by the descriptive name, players take turns driving balls. The winner is the one with the longest drive.

TWfeatPT3. - PLAYOFF ROUND

Here, you play one hole. Only one! The person with the best score wins. If the players tie, you go to another hole until one person comes out on top. This wins the award for the stupidest game mode ever! Congratulations :P

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TWfeatHH. - HEAD TO HEAD

Here's where the real multiplayer fun happens! Sadly, you must have two or more PSP's for Head to Head, but being able to play against your friends makes it worth it! Not that you should go buy another three PSP's so you can play against your friends whenever they come over. Don't even think about it. Actually, you can, and I wouldn't be able to stop you, but keep in mind that you're making this 14 year old hopelessly jealous.

So, you can either have a fun stroke play, face off hole for hole in match play, play some unbelievably difficult to understand (ok, they were at first for me) skins, long drive shootout, or the worst name for a feature ever (so bad it gets its own line)

BINGO!!!!!!!!!!!!!!!!!! BANGO!!!!!!!!!!!!!!!!!! BONGO!!!!!!!!!!!!!!!!!!

(Yeah, it's that bad...) I can just imagine the developers brainstorming ideas for game modes.

"Ok, so we'll have stroke play, match play, skins and all that; but we need something with style! With flare! Something to draw in golfers all across the country to marvel at the awesomeness that is this newfangled game mode. Anyone got ideas?"

"OMG BINGO BANGO BONGO!!1111shiftone!!!"

"Jeffreys! Amazing!"

>_<

Again, I will be including brief descriptions of these different game modes for the poor souls who bought a golf game and don't know what stroke play is.

TWfeatHH1. - STROKE PLAY

Stroke play is the simplest form of golf you can play in Tiger Woods PGA Tour. Each player plays the hole, and your score for each hole is counted. The player with the overall lowest score wins.

A scorecard shows you at the end of each hole what each player's current total score is; keeping you informed on how badly you're beating your friends who can't get the analog swing function down :P

TWfeatHH2. - SKINS

Skins. Skins, skins, skins. This is the game mode that took me like 3 rounds to figure out.

Here, the golfers compete at each hole for a money prize called a "skin". The only person who gets money on the hole is the one that scores better on it than all others. If golfers complete the hole with the same score, the skin for that hole is carried over to the next.

The player with the most skins at the end of the round is declared the winner. I'm not sure what the origin of this strange name for this type of golf is. Perhaps way back in the time when King Louis was killing everyone, some golfers decided to play for rabbit hides or whatever was the current animal of choice. Then, when skinning animals as a currency became out of style, golfers started betting the newfangled and more sophisticated "money". But, as a throwback to the days of old, they left the name of skins.

TWfeatHH3. - MATCH PLAY

TWfeatHH4. - LONG DRIVE SHOOTOUT

TWfeatHH5. - BINGO BANGO BONGO

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TwfeatPS - PRO SHOP

The Pro Shop in Tiger Woods PGA Tour is amazing. Crazy amazing. Like Tiger's 16th hole at the 2005 Masters crazy. Well, maybe not that amazing. But pretty close.

The virtual pro shop has much more than any real life one I've been to. There are thousands of items at your fingertips. You can completely customize your player with clothing, clubs, accessories, and more.

It's pretty easy to get around in the Pro Shop, but there are a few tips and tricks you should know.

TwfeatPS1 - ATTRIBUTES (tips)

Here's where you can upgrade your character's attributes. At first, you really suck, but with enough money put into yourself, you will become unbeatable. A very fitting message from EA, who is seeming to buy out every freaking video game company in the world! Yup, they're secretly reflecting their own methods in the video games they make. They're so huge, some EA guy read this as I wrote it and now I have people outside my door offering me \$100,000 to not expose EA's (fake word alert!) monopolical ways.

There are 9 different attributes that you can change for your character.

Power

Power Boost

Driving Accuracy

Ball Striking
Approach
Putting
Recovery
Spin
Luck

I'd recommend upgrading your Power first. It makes the most noticeable change early on, and gives you a huge advantage over other players. Also, make sure to raise your driving accuracy so you can start hitting those perfect drives. After those are up, then go right to your putting. Then spin, to assist with getting on the green/lengthening drives, luck to help stay on the fairway, power boost, approach because many of your shots will be using a pitching wedge, and then recovery. Of course, that's just my opinion, but I think it makes for an awesome character.

Here's a list of what you should upgrade in what order (it's just my opinion! Don't flame me for it!)

Power
Driving Accuracy
Putting
Spin
Luck
Power Boost
Approach
Recovery

TwfeatPS2 - IN THE BAG

Here's where you equip your clubs. This isn't where you buy stuff; it's where you can see in a nice neat list every club you've bought so far.

TwfeatPS3 - APPAREL (INFO.)

Apparel is where the bulk of all this "amazing as Tiger's 16th hole at the Masters" customization appears. There are thousands of items you can choose for your character to wear. Wanna make your guy look like 50 Cent? Go right ahead! Got a hankering for Martha Stewart playing Pebble Beach? You create it! Many articles of clothing you buy will have bonuses. When you equip them, your stats might increase. You'll see a set of four golf balls with a certain amount of them lit up to show you that that item has a bonus. The more golf balls lit up (from one to four), the more that item will help you.

TwfeatPS4 - ACCESSORIES (INFO.)

Accessories is just another faucet of the apparel menu. You can buy eyewear, watches/jewelry, socks, and miscellaneous. That's right; you can buy miscellaneous! What kind of wonders does the miscellaneous section hold, you ask? Well, you can purchase, tape for your wrists, rubber bands also for your wrists, wrist bands for (that's right!) your wrists, golf tees (sadly, not for your wrists), and hair dye!

TwfeatPS5 - Clubs (info.)

This is where you purchase your clubs. Once you do certain things (to go into detail would add another million k to the file size), you can unlock more of the items.

TwfeatPS6 - Equipment (info.)

This is where you purchase balls, shafts, grips, and gloves.

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TWfeatCH

----ITEM BONUSSES CHART----

When you are looking for a certain attribute bonus, refer to this chart to see which kind of item you should buy. Keep in mind that not all items give bonuses; if an item carries a bonus, it will show up right under the price.

CLUBS:

	Drivers	Woods	Irons	Wedges	Putters
POWER	X				
POWER BOOST	X				
DRIVING ACCURACY		X			
BALL STRIKING			X		
APPROACH			X		
PUTTING					X
RECOVERY					
SPIN					
LUCK					

APPAREL:

	Shirts	Outerwear(upper)	Pants/Shorts	Outerwear(lower)
POWER				
POWER BOOST				
DRIVING ACCURACY		X		X
BALL STRIKING				
APPROACH				
PUTTING				
RECOVERY		X		
SPIN				
LUCK	X			X

APPAREL (continued):

	All Types of Shoes	All Types of Headwear
POWER		
POWER BOOST		
DRIVING ACCURACY		
BALL STRIKING		

APPROACH
 PUTTING
 RECOVERY X
 SPIN
 LUCK X

ACCESSORIES:

Eyewear Watches/Jewelry Tape Bands (wrist) Socks Tees

POWER
 POWER BOOST
 DRIVING ACCURACY X X
 BALL STRIKING
 APPROACH
 PUTTING
 RECOVERY X
 SPIN
 LUCK X X X X

EQUIPMENT:

	Balls	Shafts	Grips	Gloves
POWER				
POWER BOOST	X	X		
DRIVING ACCURACY		X	X	X
BALL STRIKING				
APPROACH				
PUTTING				
RECOVERY				X
SPIN	X			
LUCK				

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TWcourse.

----COURSES----

Right now, there is

1

Course completed.

Believe me, it is EXTREMELY time consuming to write these things hole by hole.
 :P

TWcoursePB. ----Pebble Beach----

TWcourseST. ----St. Andrew's----

TWcourseSG. ----TPC at Sawgrass----

TWcourseBH. ----Bay Hill Club----

TWcourseSC. ----Sahalee CC----

TWcourseKP ----Kapalua Plantation----

TwcourseCA ----Coeur d'Alene----

Course Description:

The Coeur d'Alene is an example of a beautiful traditional golf course. There are many breathtaking holes and a bunch of extremely similar greens. It isn't tough at all; I just shot a -15 while writing the guide for it hole by hole.

1. -Par 5- 425 yards - Handicap: 5

Up to the Green:

The first hole in the Coeur d'Alene is a long, fairly straight Par 5. The fairway is wide, and you shouldn't have any trouble making a nice drive. Aim for the right side of the fairway so your ball will get some extra roll from the right to left hills. A bunker guards the green on the right side, so aim your second tee shot left. It pays to be conservative on this hole. However, make sure to spin the ball towards the center of the green; you'll set yourself up nicely in accordance to the slope of the green.

On the Green:

This fairly small green is left to right. It gets pretty steep near the left edge, and hopefully, you'll be on the far side of the pin. Use the grid here; the caddy tip severely underestimates the slope of this green.

2. -Par 4- 285 yards- Handicap: 3

Up to the Green:

This straight par 4 is harder than it looks. The fairway gets narrow in places, and you will be in major trouble if you pull it into the trees on the right. If your accuracy isn't too high, you should aim a bit left of the pin. It's an elevated green, but if you have enough power, it's easy to get on in 1.

On the Green:

This green is flat on the right side but slopes right to left in the center. Depending on where you landed or where the pin is, you'll have either a very easy putt or a fairly difficult one.

3. -Par 3- 79 yards- Handicap: 15

Up to the Green:

This is a nicely scenic hole. There are bunkers, rocks, and water on the left side of the green, so aim it right and spin it on.

On the Green:

This green is pretty much flat, although it slopes left to right near the front right edge. It should be a make-able putt no matter where you are on the green.

4. -Par 4- 207 yards- Handicap: 7

Up to the Green:

This short dogleg par 4 is fairly difficult to drive in one. Unless you have mastered the art of diagonal analog stick swinging, you should just aim your tee shot right and lay up. There is a cliff on the left side, and a slipup could cost you many strokes. A small bunker guards the green on the front left side, but that shouldn't be very bothersome. The green is elevated, so put an extra club on it.

On the Green:

This green is sloped like a bowl (not that severely, of course.) The lips slope inward but flare out at the very edge. It's very strangely shaped, but is otherwise mostly flat.

5. -Par 3- 97 yards- Handicap: 17

Up to Green:

The defining thing in this par 3 is the freaking HUGE bunker! Gary McCord says

it's one of America's largest formal bunkers. I can see what he means. It almost reaches from the tee to the green! About 65% of the green is surrounded by bunker, so be careful where you aim your tee shot. Try and get it towards the back left side. The groundskeeper probably has a driveable bunker raker machine that he uses to rake this mammoth! And as if one massive bunker wasn't enough, there's also a smaller one in the back-left of the green!

On the Green:

This green is pretty crazy. It mostly runs from front to back and towards that front leg of it, but there's a hump on the left side that impairs any way to make an easy putt. Good luck on this one...

6. -Par 3- 136 yards- Handicap: 13

Up to the Green:

This downhill par 3 is pretty simple. You'll most likely be either on the green or in the rough in front of it. If you pull it really horribly, there's a heavily shrubbed hill on the right that you might shoot it into.

On the Green:

The whole green runs strongly right to left. This is where I lost my 6 birdie streak to a 37 foot putt. Just try and get it close.

7. -Par 4- 286 yards- Handicap: 11

Up to the Green:

This par 4 has a wide fairway that you can use to lay up. If you're conservative or not too powerful, you can use a middle iron. However, if you can drive over 270, consider aiming straight for the pin and blasting straight across the slight dogleg. There's a tree that your ball might catch, but it's pretty small and shouldn't be too dangerous. There are bunkers on either side of the green, so watch out for those too.

On the Green:

This green is mostly flat. Just read the breaks with the grid and put it wherever it needs to go.

8. -Par 4- 370 yards- Handicap: 9

Up to the Green:

This is another medium length par 4! It's hard to tell what is fairway and what is rough, and the large bunker right in the middle of the hole doesn't help much either. This bunker forces you to lay up unless you have almost maxed out power. Watch out for the set of bunkers lining the left side.

On the Green:

This green is flat except for a slight front to back slope near the back. If you're lucky enough to get on in two, it will be an easy birdie putt no matter where your ball landed.

9. -Par 5- 512 yards- Handicap: 1

Up to the Green:

Hole 9 is the longest of the par 5's. It's quite a straight hole, and the best advice would be to make nice straight shots all the way through the hole. Be careful not to put it into the trees, though!

On the Green:

Making up for the journey to get here, the green on the 9th hole is large and extremely flat. I just made a straight in 20 foot putt for eagle.

10. -Par 4- 350 yards- Handicap: 6

Up to the Green:

You will need to make a straight tee shot to be in good position for your second. Make sure not to hit the bunker that juts out onto the fairway. Accuracy is important.

On the Green:

This is another mostly flat green. The lips are slightly sloped, but you shouldn't have trouble making an almost straight-in putt.

11. -Par 5- 481 yards- Handicap: 2

Up to the Green:

You must be accurate and powerful if you want to reach the green in two. If you try and get on for eagle, there's a large risk of catching the creek that cuts right across the fairway. Aim to the right with your tee shot, avoiding the trees and the creek. Then, for your second shot, try and get as close to the creek as you can without trying to cross it. There is a bunker in the back of the green.

On the Green:

The whole green slopes sharply from right to left, and the hump near the middle will really throw you off. A par is very welcome, and just try to get it close. Surprisingly, the caddy tip seems to be accurate on this green.

12. -Par 3- 149 yards- Handicap: 14

Up to the Green:

Hit a straight shot to the tee. But, don't overshoot, or you'll either be wet or sandy!

On the Green:

There aren't any tricks to this green. Just a fairly straight and mid-size putting surface.

13. -Par 4- 281 yards- Handicap: 12

Up to the Green:

This has to be one of my favorite holes. The developers really did a great job in emulating the exact look of these courses. It's risky, but the best option is to hit a straight drive right towards the tee. If you don't think your stats are high enough, you can either lay up in front of the lake or aim to the right. Just watch out for the bunker and the lake.

On the Green:

This green slightly slopes right to left, but as is the case with most of this course's greens, there's no tricks or especially horrible slopes.

14. -Par 3- 75 yards- Handicap: 10

Up to the Green:

Best. Hole. Ever. This is the world's only floating green, and you actually have to take a boat to get to it :P I bet this hole would be so hard in real life! Shooting in between clubs can make this hole horrible. Just aim towards the center and try to get a very clean shot.

On the Green:

This green slopes towards the tee.

15. -Par 5- 422 yards- Handicap: 16

Up to the Green:

Hit a straight tee shot down the right center of the fairway to be in good position for a chance of getting on in two. Hitting it right will also allow you to avoid the fairway bunker. The green is protected by a bunch of bunkers so try not to use a wood to get on the green.

On the Green:

Another slightly sloping right to left green. I'm getting of writing these extremely similar green sections! >_<

16. -Par 4- 301 yards- Handicap: 8

Up to the Green:

Stay to the left or center with your tee shot. Accuracy is the most important thing here. Try to avoid the many green-side bunkers.

On the Green:

The edges of the green slope inward so be wary of over-spinning the ball and running it past the hole. Other than that, it's an easy green that doesn't need any special instruction.

17. -Par 4- 208 yards- Handicap: 18

Up to the Green:

Here's a very short par 4. My character currently uses a 2-iron to get on in one, but I bet more powerful players like Tiger Woods could put it on with a 4-iron. Hit a perfectly straight tee shot to get it on the green, and watch out for the bunker to the left of the green. This should be an easy hole to make eagle on.

On the Green:

This green is small, so you can probably make a putt from anywhere on the putting surface for an easy eagle. There isn't too much slope, but make sure to use the grid to check before going on what the caddy says.

18. -Par 4- 405 yards- Handicap: 4

Up to the Green:

The final hole of Coeur d'Alene! If you want to play conservative or if you don't have too much power, aim right. If you want to get closer to the green, bomb it straight to the pin - just watch out for the trees lining the rough and the fairway bunker. If the tee is at the back, aim for the front and spin it on rather than aiming right for the tee- the green will run you right off if you land at the back.

On the Green:

Finally, a nice sloping green! The center left side slopes heavily towards the center, while if you land on the back, you'll almost certainly end up in the rough. Just read the grid and don't be afraid to play it safe. I've noticed that the caddy tip really underestimates the slope

Congratulations on finishing Coeur d'Alene! I hope you enjoyed the crazily similar greens that I had to write about!

TwcourseHT ----Harbour Town----

TwcourseSC ----Sherwood CC----

TwcoursePC ----Paradise Cove----

TwcourseED ----Emerald Dragon----

TwcourseTP ----The Predator----

TwcourseTW ----Tiger's Dream 18

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Twtour.

----LEGEND TOUR----

<<Sorry not completed yet>>

Twtour1. ----Matches----

Twtour2. ----Tournaments----

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Twchal.

----LEGEND CHALLENGES----

<<Sorry not completed yet>>

TwchalPW. ----Power Shots----

TwchalSH. ----Short Game----

TwchalRS. ----Recovery Shots----

TwchalAS. ----Accuracy Shots----

TwchalMT. ----Mental Toughness----

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Twfaq.

----FREQUENTLY ASKED QUESTIONS (all around tips!)

I am now waiting for some questions. Feel free to ask me anything or contribute things of your own. Email me at theillusionoftime@hotmail.com

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Twspecial.

----SPECIAL THANKS----

There are many things that have made this FAQ possible.

- GameFAQS- for hosting it.
- EA Sports- for publishing the game.
- The developers- for creating the game.

There are also more indirect helps that I have received.

- Led Zeppelin- For making awesome music to write FAQ's to.
- Pink Floyd- For making awesome music to write FAQ's to. (Well actually, they're sort of better for getting stoned to. But that's a thank you too!)
- My keyboard on my laptop- For being so easy to type on. A smaller keyboard = less effort to type stuff.
- The AC adapter cord of the PSP- Thank you for enabling me to leave my PSP on for hours while writing this.
- Buddha- Thanks for making me care enough (due to your teachings) to write this FAQ. That's right people; Buddha helped me write my Tiger Woods PGA Tour FAQ!
- My desk- Thanks for being a place to put my laptop on. If I didn't have you, I

would have had to make personal sacrifices by spending long hours with a computer on my lap... --ahem radiation from laptops decreases sperm count ahem-

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Twabout.

----ABOUT T3H AUTHORNESS----

I'm going to write this on the next update.

However, you can check out my MySpace at www.myspace.com/greeneggsandROCK

You'll probably be surprised at what I look like. I'm a skater 14 year old who is wasting my time writing a huge walkthrough for a golf video game.....

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