

# GLOVES OFF HOCKEY



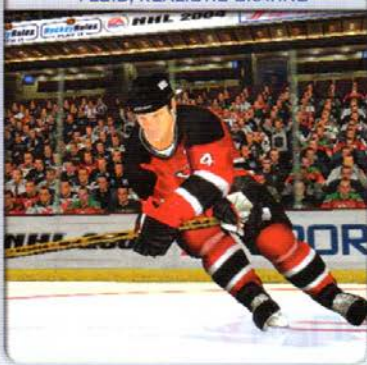
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\*\*Memory Card Required

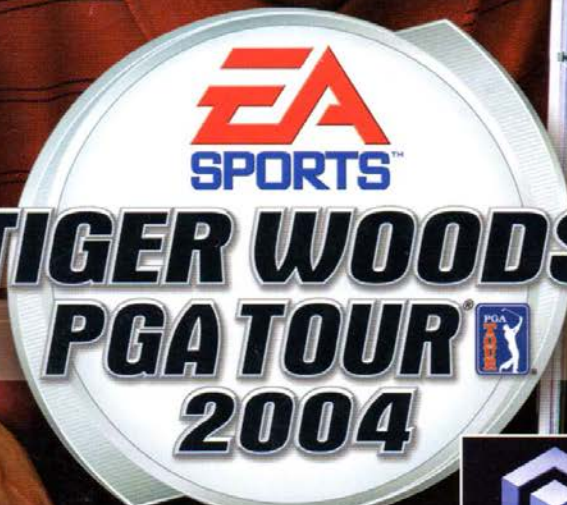
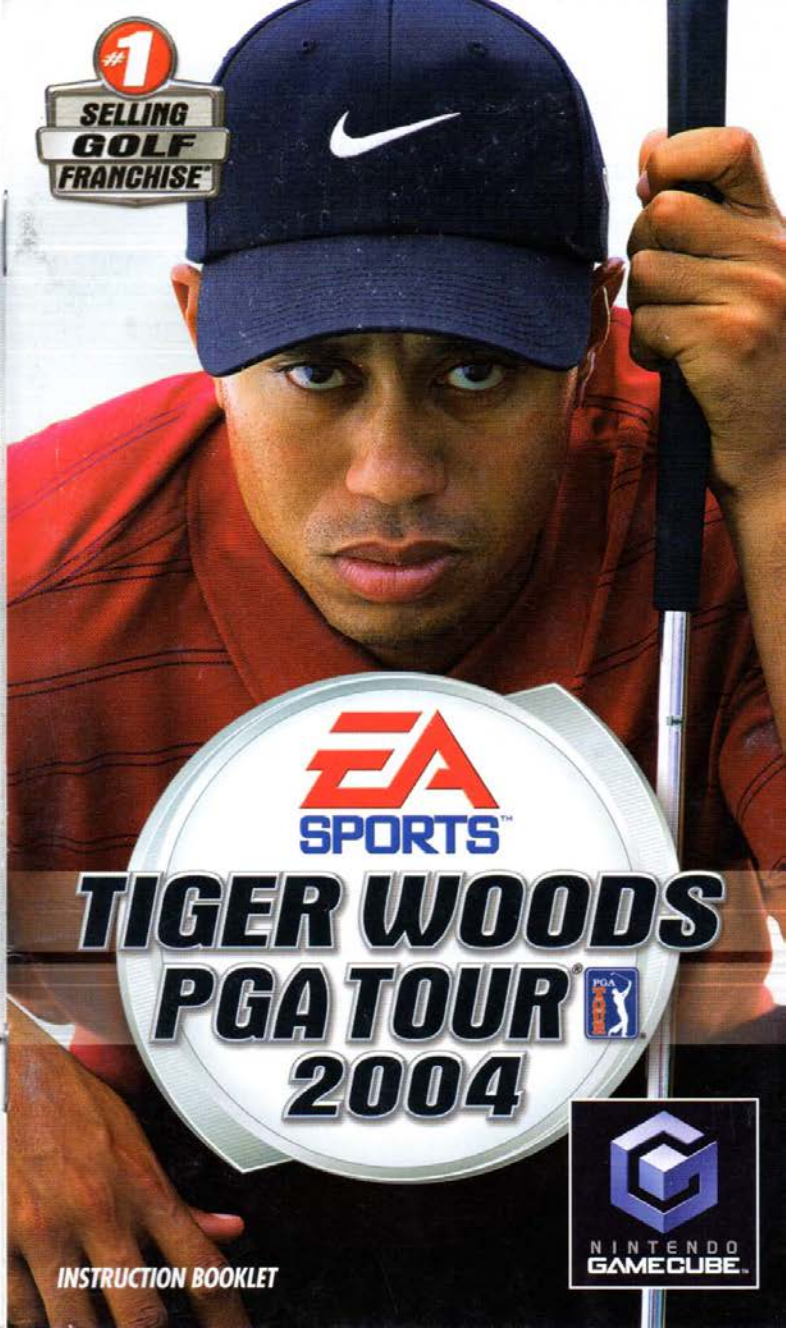
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\*Based on total franchise sales in 2002 according to The NPD Group, Inc.

Electronic Arts Inc.  
 209 Redwood Shores Parkway  
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# TIGER WOODS PGA TOUR 2004



INSTRUCTION BOOKLET

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

#### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.**



**THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.**



**THIS GAME SUPPORTS ALTERNATING GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.**



**THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.**



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## GETTING STARTED

NINTENDO GAMECUBE™



1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert the *Tiger Woods PGA TOUR 2004* Nintendo GameCube™ Game Disc into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn ON the Nintendo GameCube™ and proceed to the *Tiger Woods PGA TOUR 2004* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *Tiger Woods PGA TOUR 2004* title screen, press **START/PAUSE** to advance to the Main menu (> p. 10).

For more information on *Tiger Woods PGA TOUR 2004* and other EA SPORTS™ titles, visit EA SPORTS on the Web at [www.easports.com](http://www.easports.com).

## GBA CONNECTIVITY

Connect your Game Boy® Advance to the Nintendo GameCube™ with a Nintendo GameCube™-Game Boy® Advance cable and unlock rewards via your Game Boy® Advance.

**NOTE:** A *Tiger Woods PGA TOUR 2004* Game Boy® Advance Game Pak is not required.

### HOW TO GET STARTED:

1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button, and turn OFF the power switch on your Game Boy® Advance.
  2. Connect the Nintendo GameCube™ and Game Boy® Advance with a Nintendo GameCube™-Game Boy® Advance cable and then turn them both ON.
  3. From the Main menu of the Nintendo GameCube™ game, select MY TOUR. Select a user profile to use, or create a new one.
  4. Select GAME BOY® ADVANCE LINK.
  5. On the Main menu for the Game Boy® Advance game, select GAMECUBE LINK.
  6. Select a user profile from which to transfer.
  7. On the Nintendo GameCube™ game, select CONNECT TO GAME BOY ADVANCE. Click OK.
- ❖ If you are connecting these two profiles for the first time, items in EA SPORTS™ Game Face screens for the Nintendo GameCube™ game are unlocked. For more information, > EA SPORTS Game Face on p. 17.
  - ❖ New courses and features may be unlocked in the Nintendo Game Boy® Advance game.

### HOW TO TRANSFER:

After you have connected the two game systems, you can transfer cash or stats from your Nintendo Game Boy® Advance user profiles to your Nintendo GameCube™ profiles from the GBA Advance Link Status screen on your Nintendo GameCube™.

- To transfer stats, select DOWNLOAD CURRENT STATS FROM GBA. Your Best Round, Holes in One, Longest Drive, and Longest Putt statistics are updated to your Nintendo GameCube™ profile.
- To transfer cash, select DOWNLOAD CURRENT CASH FROM GBA. To set the amount to transfer, press **+**Control Pad **↔** and then press the **A** Button. Select OK. Save the profiles on both systems. Funds are deducted from your Nintendo Game Boy Advance profile and added to your Nintendo GameCube™ profile.
- You can transfer the entire cash balance of your Nintendo Game Boy® Advance profile by pressing the **B** Button.



## COMMAND REFERENCE

### NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS



#### MENU CONTROLS

<b>Highlight</b> menu item	+Control Pad or Control Stick ↕
<b>Change</b> highlighted item	+Control Pad or Control Stick ↔
<b>Select/Go</b> to next screen	A Button
<b>Cancel/Return</b> to previous screen	Y Button

## BASIC CONTROLS

Before you swing for the greens, you should learn these basic controls.



#### PRE-SWING CONTROLS

<b>Move targeting mark</b>	+Control Pad
<b>Switch clubs</b>	L Button/R Button
<b>Select shot type</b> (> <i>Shot Select</i> on p. 11)	B Button
<b>Reset targeting mark</b>	Y Button
<b>Pause</b>	START/PAUSE

#### PRE-PUTT CONTROLS

<b>Reposition putting mark</b>	+Control Pad
<b>Reset targeting mark</b>	Y Button
<b>Select shot type</b> (putt/chip/pitch) > <i>Shot Select</i> on p. 11	B Button

#### SWING/PUTT CONTROLS

<b>Start swing/putt</b>	Control Stick or C Stick ↕
<b>Follow through swing/putt</b>	Control Stick or C Stick ↑

❖ For more information on *Tiger Woods PGA TOUR 2004* controls, > *Complete Controls* on p. 8.

# COMPLETE CONTROLS

After you master the basics, you can take your game to the next level by mastering the entire set of controls.

## PRE-SWING CONTROLS

Move targeting mark	+Control Pad
Switch clubs	L Button/R Button
Select shot type (> Shot Select on p. 11)	B Button
Reset targeting mark	Y Button
Pause	START/PAUSE

- To get a **power boost** during your backswing, rapidly press the **Z** Button.
- To **zoom** to the targeted landing spot, press and hold the **X** Button.
- To **cycle** through the alternate camera views, press the **A** Button. To raise the camera, press and hold the **A** Button.
- To **reset** the targeting mark to the default location, press the **Y** Button.
- To review the Fly-by overview of the hole, press the **X** Button twice.

## SWING CONTROLS

Start swing	Control Stick or C Stick ↓
Follow through swing	Control Stick or C Stick ↑

Push the Control Stick or C Stick ↓ to start your swing



Push the Control Stick or C Stick ↑ to finish your swing



### TIPS:

At the conclusion of the tutorial that begins when you first enter Play Now, review the Show Me the Skill Shots segment to learn how to shape draws and fades.

After a shot, no Rumble Feature in the Controller means that you found the sweet spot.

For chip shots, the approximate distance for the shot is determined by the position of the targeting marker. Position the marker, and then execute a full swing with the Control Stick or C Stick.

## IN-FLIGHT CONTROLS

Start spin control direction	Z Button + Control Stick or C Stick
Use Mulligan (when ON)	X Button
Call replay	B Button

- For spin control of your ball, repeatedly press the **Z** Button after you swing. Press the Control Stick or **C** Stick to change the direction of the spin. Spin control is applied while the ball is in the air, and the effects of the spin are applied when the ball hits the ground.
- To speed your shot forward, press and hold the **A** Button while the ball is in flight.
- To slow the shot, press and hold the **Y** Button.

## PRE-PUTT CONTROLS

Reposition targeting mark	+Control Pad
Reverse cup camera	A Button (press and hold)
Overhead view of putting mark	X Button (press and hold)
Reset default aim	Y Button
Select shot type (putt/chip/pitch) > Shot Select on p. 11	B Button

## PUTT CONTROLS

Maximum putting power is determined by the location of the targeting marker. If you fail to draw the club back all the way, your putting power decreases. While putting, you can hold the putter back as long as you like and still hit the cup. The key to good putting is to pull back to the desired distance and to follow-through cleanly to strike the ball well.

- ❖ The displayed putting line shows where the ball will travel if you swing your putter.

Start putt	Control Stick or C Stick ↓
Finish putt	Control Stick or C Stick ↑



### TIPS:

Listen to your caddy, who gives you the optimal distance to move your targeting marker on putts.

For additional putting assistance, turn on the Green Grid. For more information, > Options on p. 23.



## SETTING UP THE GAME

Bring your golf game to 14 authentic courses from the PGA TOUR against the best players in the world. Challenge other golfers in more than 20 different golf formats.

**NOTE:** Default options are listed in **bold** in this game manual.

❖ New for *Tiger Woods PGA TOUR 2004*, you can compete against the real performances at the PGA TOUR event during those tournaments.

## MAIN MENU

When you first start *Tiger Woods PGA TOUR 2004*, GAME MODES is unavailable. To unlock Game Modes, complete the tutorial in your first Play Now session. For more information, > *Play Now* below.



## PLAY NOW

When playing *Tiger Woods PGA TOUR 2004* for the first time, the Play Now feature provides a tutorial on the basics of the game. To play other game modes, you must pass the first test.

➔ To start a Play Now scenario, choose PLAY NOW from the Main menu.

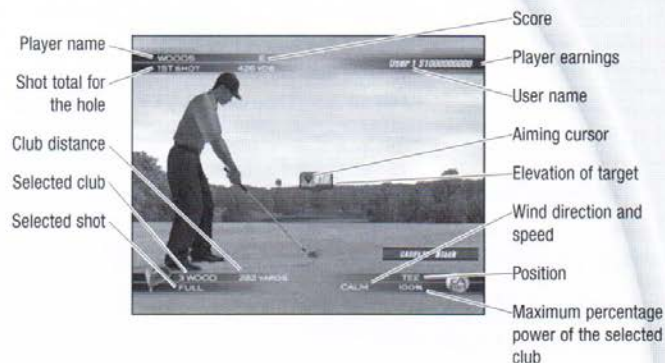
**NOTE:** To save your completion status for the scenarios, you must have a Nintendo GameCube™ Memory Card inserted when golfing in Play Now mode. If no Memory Card is found, you can skip the first Scenario by pressing the **L** Button from the Play Now menu.

❖ After completing the TOUR Card scenario, you can resume playing scenarios through the Scenario game mode in the Game Modes menu. For more information, > *Scenarios* on p. 14.

## ON THE COURSE

Whether you're a novice or a seasoned pro, you can get ready for the first green by reading this section.

### GAME SCREEN



**NOTE:** When teeing off, the on-screen display automatically toggles between two different views.

### SHOT SELECT

There are six types of shots that you can use on the course.

➔ To choose your shot, press the **B** Button before you swing.

- FULL** Sets up a full swing with the selected club.
- PUNCH** A punch produces a full-swing shot with a low trajectory, minimizing the effects of wind. Use this shot when hitting under a tree.
- PITCH** Sets up a half swing for a maximum distance of 60 yards. Use this shot to place your ball on the green with minimal roll.
- FLOP** With a higher trajectory and less roll, this wedge shot has a maximum distance of 51 yards. Use it to fly over obstacles or to stick the ball on the green.
- CHIP** A useful shot when you are too far away for the putter. The maximum distance for a chip shot is 30 yards.
- PUTT** When on the green, you putt the ball along the ground to the cup. The maximum putting distance is 180 feet.



## PAUSE MENU

➔ To access the Pause menu, press **START/PAUSE**.

**NOTE:** Some options may not be available in some game modes.

<b>RESUME</b>	Get back on the course.
<b>SCORECARD</b>	Check your score and the scores of your opponents.
<b>RESTART HOLE</b>	Restart the hole (Practice mode only).
<b>NEXT HOLE</b>	Skip to the next hole on the course (Practice mode only).
<b>CONCEDE HOLE</b>	Forfeit the current hole and move on to the next tee box.
<b>OPTIONS</b>	Set your in-game options.
<b>SAVE REPLAY / SAVE PREVIOUS SHOT</b>	Save current shot in progress or save the shot you just took.
<b>QUIT</b>	Exit back to the Main menu.

## GETTING MORE OUT OF YOUR GAME

Learn how to get the most out of a round of 18.

### CLUB SELECTION

Each club in your bag has different capabilities. On the course, check your ball's location to be sure that you're using the right club.

➔ To change your selected club, press the **L** Button or press the **R** Button.

You can change your club by moving the targeting marker.

➔ To move the targeting marker, press the **+Control Pad** ↕.

### MULLIGANS

A mulligan is a "do-over" for a bad shot. When mulligans are on, you can re-hit without a penalty.

➔ To take a mulligan, press the **X** Button before the ball lands.

➔ Mulligans are not available in some game modes.

### REPLAY

When you hit a picture-perfect shot that deserves a second viewing, press the **B** Button to check out the replay.

➔ To save a replay to your Memory Card, press **START/PAUSE** to access the Pause menu and choose **SAVE REPLAY** if the ball is in flight.

❖ To save shots that have come to rest, select **SAVE PREVIOUS SHOTS**.

**NOTE:** When a shot is saved, only the shot data is retained. For storage purposes, the golfer and situation information is discarded.

### CADDY TIPS

Caddy tips can be helpful when you're in a bad situation.

➔ To see your caddy's tip, press the **Z** Button.

## GAME MODES

Put all your skills to the test in these various game modes.

**NOTE:** Some game modes require you to create a user profile. For more information, > *EA SPORTS Game Face* on p. 17.

➔ To review instructions for a game mode, select it in the Game Modes screen, and then read the on-screen text.

### WORLD TOUR

Play against the best regional players to earn cash and hone your game for PGA TOUR events.

#### TO BEGIN THE WORLD TOUR:

1. From the Main menu, highlight **GAME MODES** and press the **A** Button.
  2. In the Game Modes screen, press the **+Control Pad** ⇄ to highlight **WORLD TOUR**. Press the **A** Button.
  3. In the World Tour screen, press the **+Control Pad** to highlight a World Tour event. Press the **A** Button.
- ➔ To go to the Pro Shop, press the **X** Button.

### PGA TOUR® SEASON MODE

In PGA TOUR Season mode, you can play an entire PGA TOUR schedule from the first tournaments of the year to the final event. You can play for 10 consecutive seasons.

#### TO BEGIN A PGA TOUR SEASON:

1. From the Game Modes menu, press the **+Control Pad** to highlight **PGA TOUR SEASON MODE**, and then press the **A** Button.
2. To select, load, or create a User Profile, press the **+Control Pad**, and then press the **A** Button. For more information on creating a player, > *EA SPORTS Game Face* on p. 17.

### PGA TOUR SEASON SCREEN

In the PGA TOUR Season screen, you can access all of the events on the calendar, your current sponsorships, the various leaderboards, and the Pro Shop.

- ➔ To view the different screens in PGA TOUR Season Mode, press the **+Control Pad** ⇄ and then press the **A** Button.
- ➔ To exit a screen, press the **Y** Button.





## CALENDAR

On the Calendar, dates in the current month that have PGA TOUR events are marked with a trophy.

➔ To select an event, press **+Control Pad** and then press the **A** Button. To play the event, select **PLAY EVENT** and press the **A** Button.

**NOTE:** When an event is played, all events that occur before it on the calendar are simulated for the TOUR and skipped by your player.

➔ To view a different month of the calendar, press the **L** Button or the **R** Button.

## SPONSORSHIPS

At the Sponsorships screen, you can review your list of sponsors and your bonuses from them.

For signing with a sponsor, you earn a nice bonus and may unlock items in the Pro Shop. Over time, good results make you more attractive to new sponsors.

➔ In PGA TOUR Season mode, playing with your sponsor's equipment puts additional money in your pocket.

## SCENARIOS

*Tiger Woods PGA TOUR 2004* has dozens of scenarios for you to conquer.

### TO START A SCENARIO:

➔ From the Scenario Challenge menu, press the **+Control Pad**  $\updownarrow$  to highlight a scenario and press the **A** Button to start.

➔ To go to your most recent unfinished scenario, select **PLAY NOW** at the Main menu.

## REAL-TIME EVENTS

During the calendar year, you can participate in special events on select days, such as player birthdays and holidays.

**NOTE:** Real-time events are based on the clock in your Nintendo GameCube™ console. To set your console's clock, please see the documentation that came with your Nintendo GameCube™.

## TRADITIONAL GAMES

Over the years, a number of variations on the grand old game of golf have become popular alternatives on the course.

### STROKE PLAY

In this basic round of golf, golfers try to complete a round in the fewest number of strokes. The player with the lowest score after 18 holes wins.

### MATCH PLAY

Two golfers play head-to-head against each other on the course of your choice. The golfer who wins the most holes is declared the winner.

### SKINS

Skins is similar to match play except that 2–4 golfers compete at each hole for a money prize called "a skin." To win a skin, you must win the hole outright.

❖ If two or more golfers tie ("halve") for the best score on a hole, the skin for that hole is carried over. The next golfer to win a hole outright wins all carryover skins.

### PRACTICE

Play a round or a single hole without the pressure of a field of competitors.

### STABLEFORD

In Stableford games, the player's score on the hole is based on the following scoring system: -1 pt. for bogey, 0 pts. for par, 2 pts. for birdie, 5 pts. for eagle and 8 pts. for a double eagle. For a double bogey or worse, a player scores -3.

### ALTERNATE SHOT

In an Alternate Shot match, two teams of two players compete against each other, each team using one ball. Players on each team alternate shots.

### BEST BALL

In Best Ball, each team of two players scores the team's best ball on each hole. A team's total score is the sum of all of its best balls.

### FOURBALL

In Fourball, a form of match play, each team of two players plays their best ball against the other team's best ball. The team with the lower best-ball score for the hole wins the hole.



## ARCADE MODES

In the Arcade modes, you can play some fun golf variations that might get you thrown off a real golf course.

## BATTLE GOLF

In Battle Golf, you're playing for clubs in a match play format. The winner of each hole is allowed to remove a club from his opponent's bag or add one back to his own. The golfer who wins the most holes is declared the winner.

## LONG DRIVE CHALLENGE

In a Long Drive Challenge, the game is simple: drive the ball as far as you can. Drives must land on the fairway to score.

## SKILLZONE

In each of five different SkillZone games, you can earn money to spend in the pro shop. Each SkillZone offers three challenging environments.

## SPEED GOLF

Compete head-to-head for money as you literally run through the course.

After hitting your shot, you must "run" to your ball. You can run faster on the fairway than in the rough.

- To run, push the Control Stick, and push the **C** Stick to change your view while running.
- To run faster, press the **L** Button repeatedly.
- To stop your ball from rolling when you are near it, press the **A** Button.
- To restart at the tee, press the **X** Button. Teeing up again costs \$50 and time.

You earn money from your opponent for completing tasks before your opponent does. Drain your opponent's bank to \$0 to win the game.

# EA SPORTS™ TIGER WOODS PGA TOUR 2004 GAME FACE



*Tiger Woods PGA TOUR 2004* offers the most complete player design system ever seen in a video game. The tiniest detail of your player's appearance can be tweaked for the right look. Use cash to add more gear, clubs, and abilities to your created golfer.

### TO CREATE A PLAYER:

1. Highlight MY TOUR at the Main menu and press the **A** Button. Next, select NEW to begin creating a new player.
  - To return to the previous screen, press the **Y** Button.
2. In each face or body screen, you can configure a specific aspect of your golfer's personal appearance.
  - To change an option, press the **+**Control Pad  $\updownarrow$  to select the option. Then press the **+**Control Pad  $\leftrightarrow$  to change it.
  - To rotate your golfer, press the **L** Button or the **R** Button.
  - To randomize all options in the current screen, press the **Z** button. To randomize the current selection, press the **X** Button.
  - To advance to the next screen, press the **A** Button.
3. You can outfit your golfer with a wide selection of shirts, pants, shoes, hats, and other accessories.
  - ❖ When you click on an item, its description, purchase price, availability, and effects on attributes are displayed on the left side of the screen. Some items in the Pro Shop must be unlocked via gameplay.
  - To make a purchase, press the **+**Control Pad  $\updownarrow$  to select an item. To buy the item, press the **X** Button. Select BUY NOW and press the **A** Button.



**TIP:** Most items in the Pro Shop can improve your attributes. However, save some cash to purchase attributes.

4. After your golfer has his distinct look and basic outfit, be sure to save enough cash to purchase attribute points to improve your golfer's skill set.
5. To go to the Pro Shop, press the **+**Control Pad  $\updownarrow$  to highlight TAKE ME TO THE PRO SHOP. Press the **A** Button to go. For more information, > *Pro Shop* on p. 18.

## ATTRIBUTES SCREEN

- POWER** Higher power means you can hit the ball further.
- POWER BOOST** Using your power boost puts extra distance on the ball.
- DRIVING ACCURACY** Determines your chances of being on-target with your drivers.
- BALL STRIKING** Affects your ability to hit the shots that you set up.
- APPROACH** Determines your chances of being on-target with approach shots.
- PUTTING** Controls the accuracy of your putting.
- RECOVERY** A higher Recovery rating means you are better at getting out of bad lies and hitting special shots.
- SPIN** Controls the amount of spin you can generate.
- LUCK** Determines how lucky you are on the course.

## PRO SHOP

In the Pro Shop, you can purchase additional gear, decide which clubs to carry, and more.

**NOTE:** You can only take created golfers to the Pro Shop.

## EQUIPMENT

Purchase gloves, drivers, fairway woods, irons, wedges, putters, and more to enhance your golf game. Check the Featured Items section on a regular basis for special deals.

- Buying better equipment improves your golf attributes. For example, a good driver can increase your power rating.

## ATTRIBUTES

- To select an attribute to improve, press the **+**Control Pad  $\updownarrow$ . To increase an attribute, press the **+**Control Pad  $\leftrightarrow$ . The attribute is increased, and its cost is deducted from your funds.

## APPAREL

Get a new look for yourself by buying shirts, pants, headwear, shoes, and other apparel.

## ACCESSORIES

Find the right accessory to complement your golf game.

## GAME FACE

Change your face, hair, skin tone, and other body settings.

## IN THE BAG

Select clubs for your bag. You must carry at least one driver, a sand wedge, a putter, and a 5-iron.

- To select a different set of clubs that you own, press the **+**Control Pad  $\updownarrow$  to highlight the set. Then, press the **+**Control Pad  $\leftrightarrow$  to select a new set, if available.
- To toggle having a club in your bag, press the **+**Control Pad  $\updownarrow$  to highlight the club and then press the **X** Button. The club is either added to or removed from your bag.

## ANIMATIONS

Your golfer can learn how to react on the course. You can purchase animations that are played based on his or her performance on the course.

- To purchase an animation, press the **+**Control Pad  $\leftrightarrow$  to select a category and then press the **A** Button. Then, press the **+**Control Pad  $\updownarrow$  to select the animation to purchase. To try on the animation, press the **X** Button. To deselect it, press the **X** Button again.

## LOGOS/TATTOOS

Select and design logos and tattoos that you can put on your golfer and his or her clothing.

## MY TOUR

In My Tour, you can review your performance in *Tiger Woods PGA TOUR 2004* and build customized courses.

➤ To access other screens of My Tour, press the **+**Control Pad **↔** and then press the **A** Button.

### EA SPORTS™ BIO

EA SPORTS Bio is a new feature designed to reward you for playing EA SPORTS titles. Your EA SPORTS Bio, a file shared between EA SPORTS games via your Memory Card, is a summary that tracks key accomplishments and time spent playing different titles in the EA SPORTS lineup.

**NOTE:** In order to keep your EA SPORTS Bio up-to-date, you must access My TOUR and save your EA SPORTS Bio regularly. This will ensure that any progress you have obtained during a gaming session is recorded.

❖ The first time you select EA SPORTS Bio from the My TOUR screen, with a Memory Card in Memory Card Slot A, you are prompted to create an EA SPORTS Bio. You are also prompted when you reach a new gamer level (**>** below).

### EA SPORTS™ GAMER LEVELS

When you first create your EA SPORTS Bio, you start out as a Level One gamer. There are multiple ways that you can earn credit toward a promotion to the next level.

### EA SPORTS™ TITLES PLAYED

Every EA SPORTS title that you add to your EA SPORTS resume gets you more credit toward the next level gamer. Play more products, earn a higher level rating-it's as easy as that.

### GAME TIME

And you thought you'd never get recognized or rewarded for all the time you put in on EA SPORTS titles. Finally you get rewarded for all your loyalty and devotion to EA SPORTS. Does it get any better than this? The more time you put in, the faster you rise to the next level.

### NUMBER OF GAMES PLAYED

Every game you play and complete gives you credit toward the next level. In addition, winning games gives you additional bonus points toward your level.

## REWARDS

When you reach a new level, you may unlock a game-specific reward. Some rewards are bigger than others; it all depends on the level you achieve.

❖ A level increase potentially unlocks rewards for all EA SPORTS titles in your Bio, regardless of which title the level was achieved while playing.

## PRODUCT LISTING SCREEN

Your gamer level is based on the number of EA SPORTS titles played, hours logged, and your accomplishments

Number of all EA SPORTS titles played



Total combined hours logged for each EA SPORTS title included in your Bio

Press **X** Button to delete your entire EA SPORTS Bio

## PRODUCT SUMMARY SCREEN

Total time spent playing the selected title

Number of games played for this title



Toggle Major and Recent Accomplishments

## ACCOMPLISHMENTS

In each EA SPORTS game, there are certain accomplishments that you can achieve. These accomplishments vary by title.

### MAJOR ACCOMPLISHMENTS

This list shows the five highest-ranking accomplishments.

### RECENT ACCOMPLISHMENTS

This list shows the most recent accomplishments, sorted by date.

**NOTE:** *Tiger Woods PGA TOUR 2004* only supports the EA SPORTS Bio in Memory Card Slot A.



## PLAYER RESUME

Your player resume covers your entire career in *Tiger Woods PGA TOUR 2004*. Check your progress in scenarios, the number of tournaments you've won, and more.

## TROPHY ROOM

View your tournament trophies and trophy balls.

**NOTE:** Trophy Balls or Money cannot be won if Mulligans are turned ON in the Course Select screen.

## USER RECORDS

Get a complete summary of your user records.

## ALL-TIME RECORDS

View all-time course records and individual achievements.

## CREATE-A-COURSE

Create up to three custom courses, and add them to the Course Select screen. Use the Create-A-Course feature to add holes from any unlocked course.

### TO CREATE A CUSTOM COURSE:

1. From the Create-A-Course screen, highlight NEW and press the **A** Button.
2. To enter the name of your course, press the **+**Control Pad to select letters, and press the **A** Button to enter them. To finish, select DONE.
3. From the Choose Logo screen, press the **+**Control Pad  $\leftrightarrow$  to choose a course logo and press the **A** Button to continue.
4. To add a hole to your course, press the **+**Control Pad  $\updownarrow$  to highlight a hole. Press the **A** Button.
5. To select the hole to add, press the **+**Control Pad to select the course. Press the **A** Button. To add the hole, press the **+**Control Pad to highlight it. Press the **A** Button to confirm the selection.
6. To add a random hole, press the **B** Button.
6. When all 18 holes are set, highlight DONE and press the **A** Button. The Custom Course is added to the Course Select menu.

# OPTIONS

Set up your game options to play the way you want.

## GAME SETUP

- SETUP** Play *Tiger Woods PGA TOUR 2004* with **EA PLAY** or **TOUR PLAY**. **TOUR PLAY** emulates play on the PGA TOUR. **EA PLAY** uses all the default settings.
- RAIN** Set rain to **VARIABLE**, **ON**, or **OFF**.
- WIND** Set the Wind level to **CALM**, **BREEZY**, **WINDY**, or **GALE FORCE**.
- TAP-INS** When **ON**, golfers automatically tap-in short putts.
- GAMEPLAY HINTS** When **ON**, tips are provided to aid you in certain situations.
- CADDY TIP** When **ON**, caddies provide tips before shots.
- BREAK LINE** When **ON**, a white dotted Break Line gives a clear read of the green.
- GREEN GRID** When **ON**, a grid is placed on the putting green to assist in reading its slope.
- AIMING MARKER INFO** When **ON**, an Aiming Marker indicates the maximum distance and elevation for your current shot.
- WIND/LIE INDICATOR** When **ON**, the Wind and Lie Indicator shows wind direction and velocity and the lie of the ball.
- SWING AID** When **ON**, golfers can view the shape of each swing, which is useful when hitting a draw or a fade.
- POWER BOOST** When **ON**, golfers can be assisted by a Power Boost during the backswing.
- SPIN CONTROL** When **ON**, golfers can add spin to the ball while in the air.
- RUMBLE FEATURE** Toggle the controller Rumble Feature **ON/OFF**.
- PASSWORD** Enter a Password to unlock players and courses.
- AUDIO OPTIONS**
- SOUND FX** Adjust the volume of all sound effects between 1 and 5, or turn the sounds **OFF**.
- COMMENTARY** Adjust the volume of all commentary between 1 and 5, or turn the commentary **OFF**.
- MUSIC LEVEL** Set the volume of the EA SPORTS Trax music level between 1 and 5, or turn the music **OFF**.
- EA SPORTS TRAX** Turn **ON/OFF** the EA SPORTS Trax feature at the MENU screens, or during **SPEED GOLF**, **SKILLZONE**, **LONGDRIVE**, and **OTHER GAME MODES**.

## EA SPORTS™ TRAX

Crank up the new hits featured in *Tiger Woods PGA TOUR 2004*. When the EA SPORTS Trax feature is ON (> *Audio Options* on p. 23), music plays in menu screens or in the background on the course.

### PLAYLIST

Customize the playlist for the listed area of the game.  
Checked titles play when you are in the selected location.

- ➔ To set up a custom play list, press the **+**Control Pad to highlight the track number that you wish to toggle. Press the **A** Button.

**NOTE:** EA SPORTS Trax is only available for one or two player games.

### HIGHLIGHTS

Select and replay career highlights stored on your Memory Card.

## SAVING AND LOADING

Don't let all your hard work go down the drain. After creating a user profile or completing a round, you can choose to save.

- ➔ In World Tour, Tournament, and Scenario game modes, you can save the game at the end of each round or scenario. All other game modes save only the money you earned.

**NOTE:** Never insert or remove a Memory Card when loading or saving files.

**NOTE:** If your Memory Card reads a saved file from other Electronic Arts™ titles you can get a jump-start on your *Tiger Woods PGA TOUR 2004* career.

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E-mail and Website: <http://techsupport.ea.com>

Phone: (650) 628-1900

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P.O. Box 9025

Redwood City, CA 94063-9025

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#### TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Mailing Address: Electronic Arts Technical Support  
P.O. Box 9025  
Redwood City Ca 94063-9025

*If you live outside of the United States, you can contact one of our other offices.*

In Australia, contact: In the United Kingdom, contact:

Electronic Arts Pty. Ltd.

Electronic Arts Ltd.

P.O. Box 432

P.O. Box 181

Southport Qld 4215, Australia

Chertsey, KT16 0YL, UK

Phone (0870) 2432435

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#### CREDITS

Executive Producer: David De Martini

Lead Game Designer: Mike Olsen

Senior Producer: Sam Player

Director of Development: John Hayase

Technical Director: Jason Woodward

Engineering Manager: Steve Chamberlin

Sr. Art Production Manager: Wilfredo Aguilar

Art Production Manager: Russell Peavoy

Project Manager: Lisa T. Clark

Art Director: Tetsuo "Tex" Kadonaga

Audio Director: Ken Felton

Engineering: Alan Borecky, Jim G. Brooks, Andy Chu, Dan Hamel, Ryan Ingram, Alex Karweit, Kurt Reiner, Bernard Rissmiller, Michael White, GameFlow Entertainment, LLC, Steven Gieng, Brian Chan, Mas Yamada, Mark Fong

Environment Modeling: Chris Birnbaum, Nils Holden, Ian House, Patricia Kallusch, Gary Martin, Justin Parle, Allier Zelaya

Character Modeling: Konrad Dunton, Holly Ruark, Louis Sremac, Fin Teo

Character Animation: Collin Hennen

Lighting/Character Texturing: Sandra Voelker

Lighting: Alon Wolf

Camera & Cinematics: Sylvain Doreau

Front End Art: Alejandro Portilla

Production: Steve Arnold, Phil Marburger, Cody Murry, James Vitales

Engineering Intern: Peter Chung

Art Interns: Sathyan Panneerselvam, Collin Steiner

Audio Intern: Veronica Gonzalez

Production Intern: John Gordon

Package Cover Photography: Michael Faye

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