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NTSC U/C

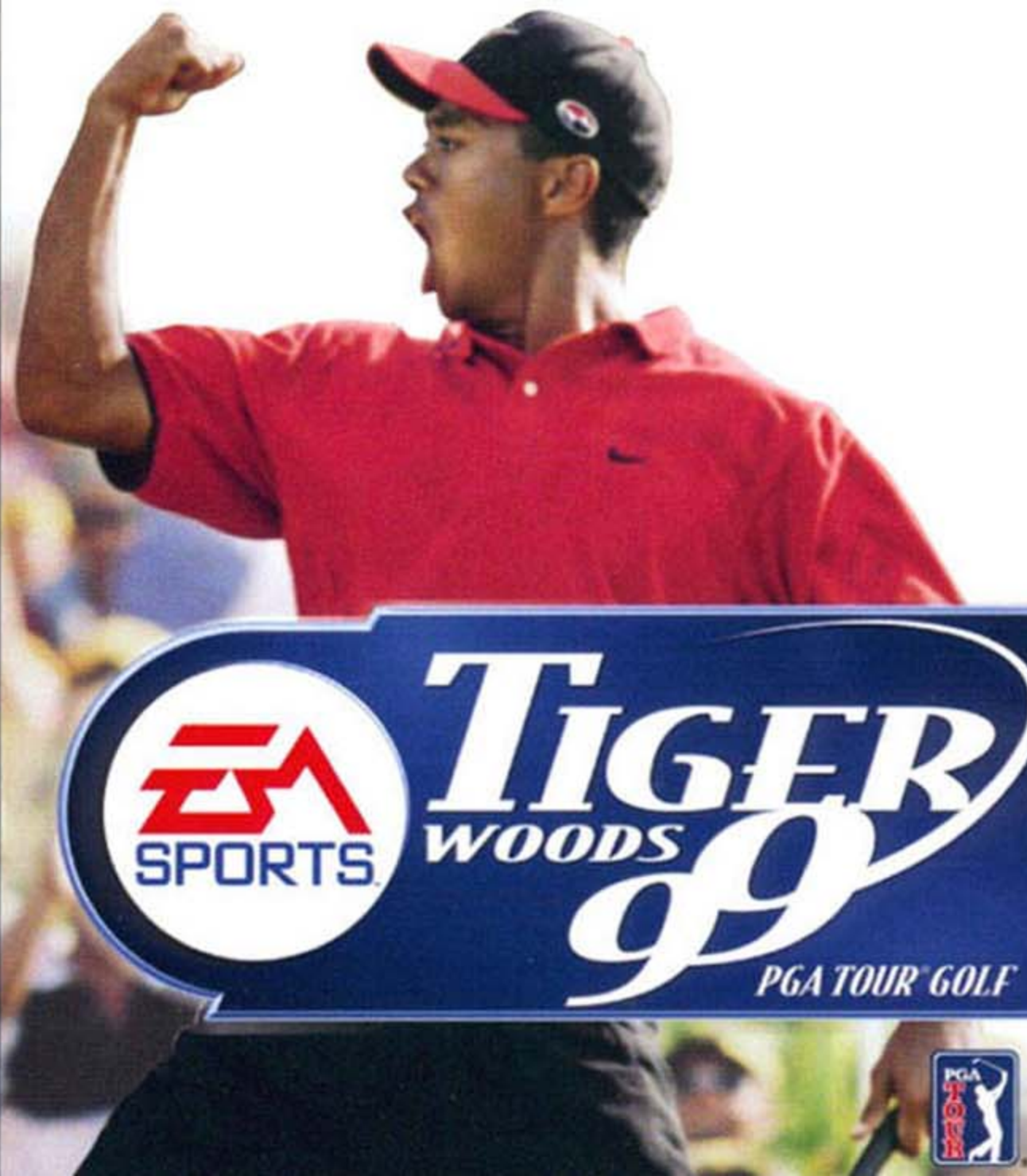
PlayStation®

EVERYONE



CONTENT RATED BY
ESRB

SLUS-00785



EA
SPORTS

TIGER
WOODS
99

PGA TOUR® GOLF



SCES-00699


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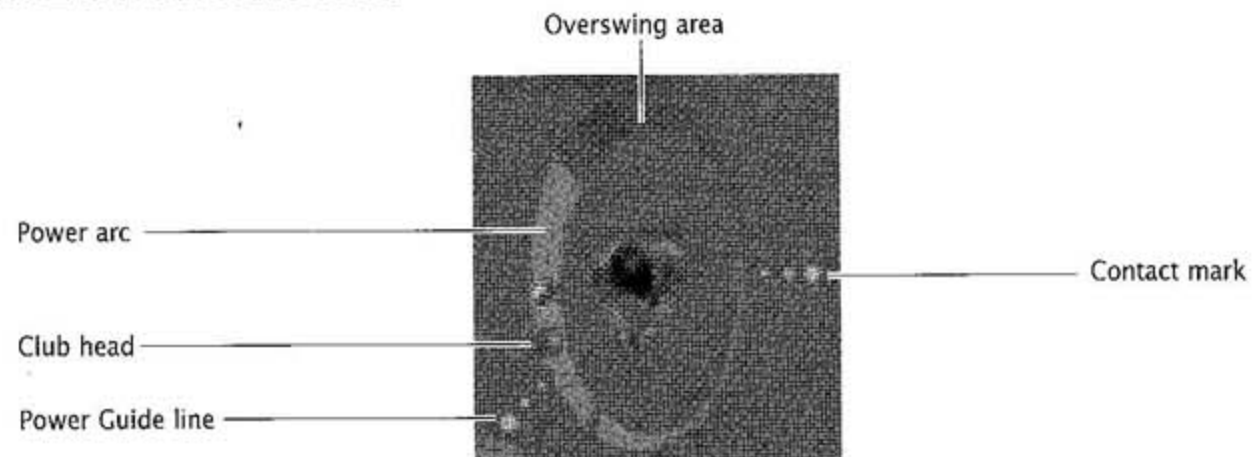


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 For more info about this and other titles, check out EA SPORTS™ on the web at www.easports.com.

THE SWING METER



To swing:

1. Press **X** to begin the backswing.
2. Press **X** again to determine your shot power (distance of the shot) and begin your downswing.
3. Press **X** a third time to strike the ball and determine the accuracy of the shot.

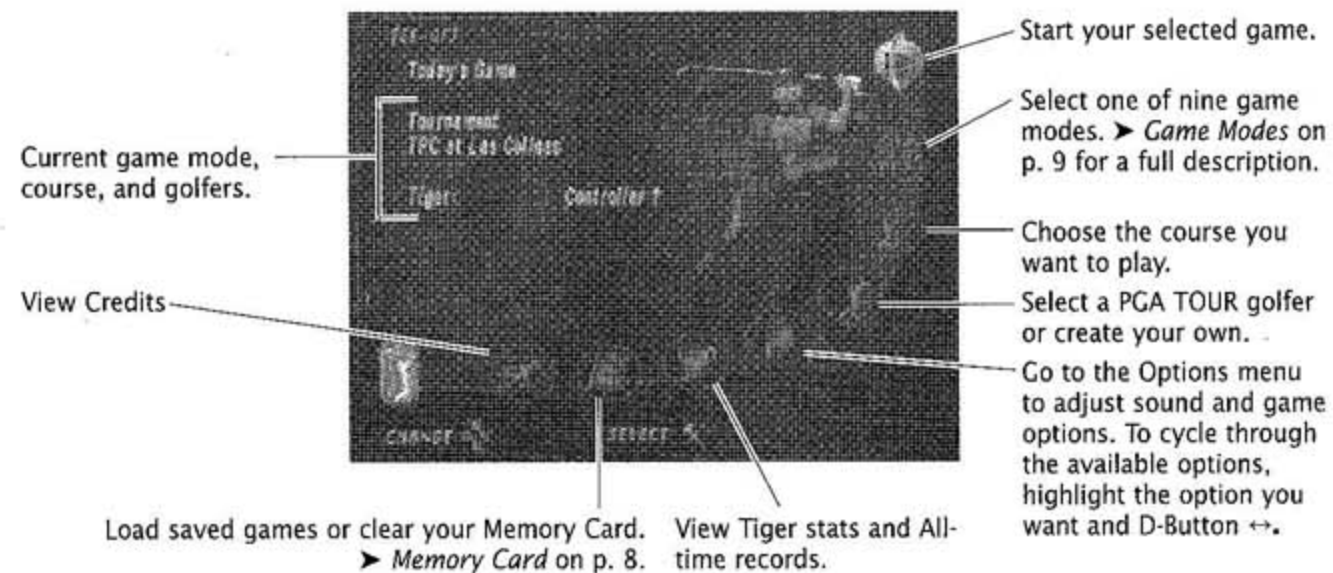
NOTE: For more information on each part of the swing, ► *Be the Ball* on p. 17.

Action	Control
Cycle clubs	L1/L2
Cycle shot type	■
Position target arc	D-Button any direction
View landing area while positioning target arc	Hold ● and D-Button any direction
View score card	▲ (D-Button ↔ to toggle front nine/back nine)
Toggle camera zoom in/zoom out	R1/R2
Activate Pause menu	START

MAIN MENU

Use the Main menu to choose the game mode, style, and difficulty you want to play.

NOTE: Default options are listed in **bold** type.

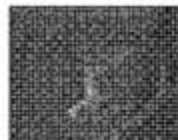


► To Quick Start a single-player Stroke Play round as Tiger, press **START**.

MENU CONTROLS

Action	Control
Highlight menu item	D-Button
Select highlighted menu item	X
Accept changes and return to Main menu	START
Return to the previous menu	▲

COURSES



From the Courses screen, select TPC at Sawgrass™, TPC at Summerlin™, TPC at Las Colinas™, TPC at Southwind™, or TPC of Scottsdale™. Each PGA TOUR Championship course has been painstakingly recreated to give you the most realistic experience possible.

PLAYERS



Select a PGA TOUR golfer for the upcoming game and set player options.

PLAYER SELECT SCREEN

The Player Select screen displays the list of players for the upcoming game and allows you to add, remove, and customize golfers.

- To add a player to your group, highlight any <ADD PLAYER> slot and press ✖. The Choose Golfer screen appears.

CHOOSE GOLFER SCREEN

- To choose an image for your golfer, D-Button to the PGA TOUR Pro that you want and press ✖. The Player Options screen appears.

PLAYER OPTIONS

Use the Player Options screen to set your preferences before you head out onto some of the best courses in the world.

- CONTROL** Toggle HUMAN/CPU to control the golfer yourself or let the computer control the golfer.
- DIFFICULTY** Cycle through NOVICE, **AMATEUR**, and PRO and play according to the preset attributes assigned to that level.

Difficulty Level	NOVICE	AMATEUR	PRO
Tees	White	Blue	Black
Club Distance	Short	Medium	Long
Power Guide	On	On	Off
Ball Lie Reflected in Targeting Arc	Yes	Yes	No

- REMOVE PLAYER** Take the selected player out of your group.
- CHANGE GOLFER** Replace the selected golfer with another PGA TOUR Pro. This screen functions identically to the Choose Golfer Screen.
- EDIT NAME** Personalize your golfer's name as it is displayed throughout the game and in stats and records screens.
- CHOOSE CLUBS** Go to the Choose Clubs screen and customize your bag for the upcoming round.
- To add/remove a club from your bag, select CHOOSE CLUBS from the Player Options menu, D-Button to the club you want, and press ✖. Each club that is currently in your bag is displayed against a red highlight.
 - You are allowed no more than 14 clubs in your bag including the putter.

GAME OPTIONS



- MULLIGANS** Toggle this option **ON** to enable "do-overs" that allow you to rehit from the same spot without a penalty. Mulligans are only available in Stroke Play or Practice modes.
- WIND** Set the force of the wind to CALM, **BREEZY**, or STRONG.
- SFX** Toggle gameplay sound effects **ON/OFF**.

MUSIC Set gameplay and menu music to **MUSIC ON**, **MUSIC OFF**, or **AMBIENCE ON**.

TIGER COMMENTS Toggle this option **ON** to hear Tiger's comments while you play.

TIGER CONTROL Toggle **ON** to steer the ball left or right and add topspin or backspin while it is in flight. Tiger Control only works when hitting from tees and fairways.

PLAYING Depending on the selected game mode, this option allows you to choose to play **18**, **36**, or **72** holes or the front nine, back nine, or all 18.

PLAYER STATS



The Player Stats screen appears after you select the Player Stats icon from the Main menu.


ALL TIME RECORDS View the leader in a variety of key stats.


PLAYER STATS Check out all of the individual stats for the currently selected golfers.

MEMORY CARD



The Memory Card screen appears after you select the Memory Card icon from the Main menu.

 **NOTE:** All-time records are loaded from the Memory Card at time of power-up.

 **NOTE:** Never insert or remove a memory card when loading or saving files.

- To view the contents of each save game slot, D-Button ↓.
- To save a game, D-Button ↓ to the Save Game slot you want and press ✖.
- To load a saved game, D-Button ↓ to the game you want and press ✖.
- To clear the All-Time records from your Memory Card, D-Button ↓ to **CLEAR RECORDS** and press ✖.

GAME MODES



TIGER WOODS 99 PGA TOUR Golf offers every kind of competition you could ever want on the course: casual Practice or Stroke Play, the unparalleled pressure of The Skins Game, the ultimate test of skill and consistency of a full Tournament or Tour Play, the head-to-head battle of a Shoot-Out, and the team play of Foursome and Four Ball games.

PRACTICE PLAY

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

To select practice holes:

1. At the Main menu, select **TEE OFF**. A layout of the course appears with numbered buttons labeling each hole.
2. Select the hole(s) you want to practice.
 - To select an individual hole, D-Button ↔ to the hole you want and press ✖. Large blue numbers represent selected holes. You can select up to 18 holes; holes are played in ascending order.
 - To clear a selected hole, D-Button ↔ to the hole you want and press ✖.
3. Press **START**. You appear at the tee of the first selected hole.

PRACTICE FACILITY

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

To choose a Practice type:

1. At the Main menu, select **TEE OFF**. A layout of the Practice Facility appears with different sections for driving, chipping, and putting.
2. D-Button ↔ to the type of practice you want and press ✖. Your practice session begins.

DRIVING RANGE

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

- To choose a new lie, select CHOOSE LIE from the Pause menu then select the lie you want from the menu that appears.

CHIPPING GREEN

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

- To hit from a new location, select NEW SHOT from the Pause menu. A new spot on the chipping green is randomly chosen for your next shot.

PUTTING GREEN

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

- To putt from a new location, select NEW SHOT from the Pause menu. A new spot on the putting green is randomly chosen for your next shot.

FOURSOME MATCH

A match play game for three or four players playing in two teams. Teams try to win the most holes by posting a lower score. Holes where teams tie for the best score are halved with no carryover on each hole. Teammates alternate strokes, but the tee shot alternates on each hole regardless of who took the last shot on the previous hole.

SCORECARD

The scorecard displayed between holes for match play shows both teams and how many more (holes up) or fewer (holes down) holes they have won than the other team.

HOLING OUT

If one team finishes a hole in fewer strokes than the opposing team, the opposing team picks up the ball and moves on to the next hole.

FOUR BALL MATCH

Four Ball is a match play game for three to four players playing in two teams. It works exactly like a Foursome Match except that each player plays his own ball, and a team wins a hole when either member posts the lowest score on the hole.

SHOOT-OUT

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

TIE BREAKER

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

THE SKINS™ GAME

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

HALVE A HOLE

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

STROKE PLAY

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

TOURNAMENT

Compete for the title of Champion against a field of PGA TOUR professionals, plus 1–3 other players in your party. You start from tournament tees, and Mulligans and Tap-ins are not allowed. Play an 18-hole Tournament, 36-hole Tournament, or 72-hole Tournament.

THE LEADERBOARD

The Leaderboard appears at the completion of every hole and displays your position, the current hole and round, and the top 5 players in the tournament. Players are ranked in order of total score, with a "T" indicating "Tied."

- To access the Leaderboard at any time, press ▲ to access your scorecard then press ▲ again.
- To scroll through the entire field of players, D-Button ↑.

SUDDEN DEATH PLAYOFF

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

TOUR PLAY

Play an entire TOUR season consisting of five four-round tournaments called events. Events get more difficult and prize money grows as the TOUR progresses, culminating in a "major" for the fifth tournament. Cash prizes are divided among the entire field and the leaders are displayed on the Tour Standings screen throughout the season.

ON THE COURSE

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



PLAN YOUR SHOT

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

TIGER TIPS

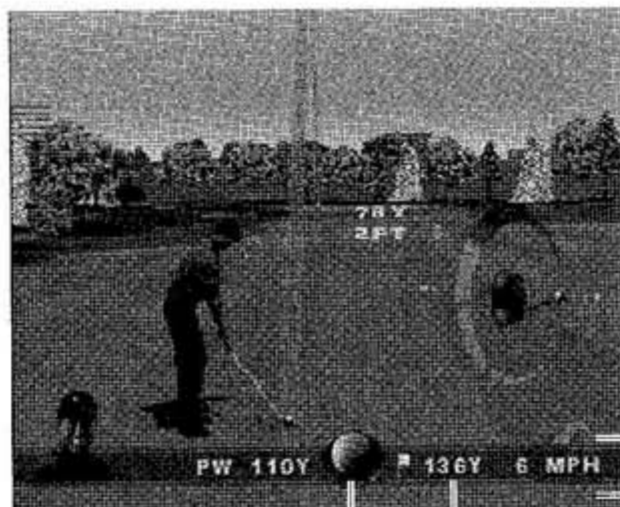


Tiger Tips are videos of golf advice from the 1997 Masters Champion himself. At appropriate times during Stroke Play or Practice Play modes, the Tiger Tips icon appears.

- To view a Tiger Tip, press **SELECT** when the Tiger Tip icon appears.
- To exit a Tiger Tip and return to the game, press **START**.

CHECK THE CONDITIONS

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



Ball lie

Distance to pin

Wind speed and direction

WIND

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

DISTANCE

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

LIE

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

TAKE A GOOD LOOK

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

- The golfer's perspective rotates left/right as needed when you move the Targeting Arc to the left/right edge of the screen.
- To toggle the camera zoom in/out, press **R1/R2**.

PICK THE RIGHT SHOT

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

- To cycle through available clubs, press **L1/L2**.
- To cycle through available shots, press **■**.

CHIP

Selects an appropriate club and sets a target for a short approach with ample loft to avoid hazards between your ball and the green.

PITCH

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

FULL SWING

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

USE THE RIGHT CLUB

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

TIP Like the Target Arc, the distance potential of a club does not take into account the wind. Measure your shots accordingly.

- To cycle through your clubs, press **L1/L2**.

TIP The club distance displayed in the info bar takes into account both the flight and roll of the shot.

SET YOUR TARGET

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

TIP Always set your target manually. The default target does not account for hazards, slope, wind, or the bounce and roll of the ball after it lands.

NOTE: If you are targeting with regards to distance, your current club changes to accommodate the new range.

To select a new target:

1. D-Button any direction. The green Target Arc appears.
 2. D-Button across the course. The arc moves according to your direction.
 - To zoom in on the landing area while setting your target, press ●.
- ☐ While you're repositioning the target, the Information bar shows the selected club while the distance and targeted-lying height information is displayed at the end of the target.

READING THE GREEN

The break of each green is indicated by a green line that illustrates the path the ball would follow. This path assumes that you are aimed directly at the cup (default aim for each putt) and hit the ball perfectly on the power guide and contact mark.

- ☐ The bulls-eye target info indicates the distance to target and elevation of the target related to your lie.
- To aim your putt, D-Button to move the bulls-eye target to compensate for the break of the green. For example, if the green line is to the right of the cup with a 6-inch drop, aim your shot left of the cup and short.

BE THE BALL

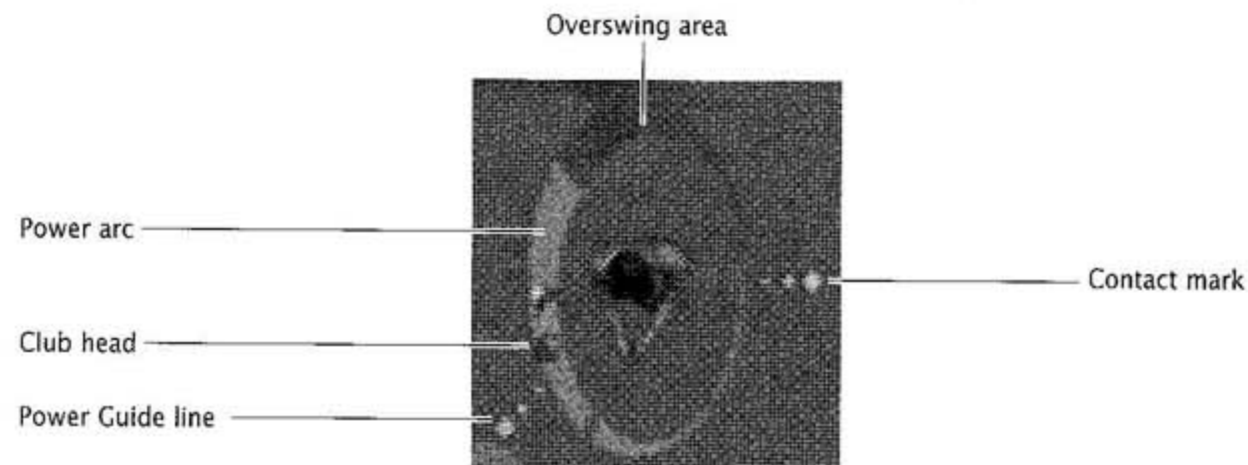
In addition to a well thought-out strategy you need a well-timed swing to deliver results, and you have to know the Swing Meter to produce accurate shots consistently.

THE SWEET STROKE

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

To swing:

1. Press **X** to begin the backswing.
2. Press **X** again to determine your shot power (distance of the shot) and begin your downswing.
3. Press **X** a third time to strike the ball and determine the accuracy of the shot.




BACKSWING


When you start your backswing, your golfer begins to rotate and the club head rotates along the Swing Meter.

DOWNSWING

A line outside the Swing Meter marks the distance required to reach your target. The farther up the Swing Meter the club head moves, the greater distance you get on your shot. Stop the backswing to set your shot power and begin your downswing. The Power arc leaves a black circle to indicate where it stopped and begins traveling back down the meter.

 **NOTE:** The power line is not available for Pro-level golfers.

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

 **TIP** If you venture into the Overswing area, beware. When you use overswing, the Swing Meter moves faster and your mistakes are exaggerated. A slight miss on the contact line could mean a big slice or hook.

CONTACT

The contact mark to the right of the Swing Meter is a guide for a perfect stroke. You want to stop your downswing directly on that mark. Missing the contact mark is like missing the sweet spot on the club face—it decreases the distance of your shot and causes the ball to hook or slice. The club head leaves a black circle to mark the point of contact. The further the black circle is from the mark, the more the ball hooks or slices.


THE ANALOG SWEET STROKE

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

- To execute a perfect analog Swing, quickly move L3 down then up in a straight line.

POWER

The power of the analog swing is determined by the speed of your movement.

 **TIP** Overswing is also possible with the analog stroke. If your shots are sailing past the intended target, try a slower, smoother swing.

ACCURACY

The accuracy of the analog swing is determined by how straight your swing line is.

FOLLOW THROUGH

TIGER CONTROL

While the ball is in the air, Tiger Control allows you to add spin to the ball and fine tune your shot for as long as the Spin icon is on the screen.

- Tiger Control is active only when shooting from the tees or the fairway.
- To add draw/fade to your shot while it is in the air, D-Button ↔.
- To add top/back spin to your shot while it is in the air, D-Button ↕.

POST-SWING OPTIONS

Active post-swing options appear. Each post-swing option only appears when appropriate.

- Mulligans and Tap-ins are not allowed during The Skins Game, Match Play, Tour Play, Tournament or Shoot-Out play. (To activate Mulligans, ► *Game Options* on p. 7.)

MULLIGAN

A "do-over" that allows you to rehit from the same spot without a penalty. This option appears while your ball is in the air.

REPLAY

View a replay of the last shot.

TAP-INS

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

WATER HAZARDS/OUT OF BOUNDS

When the ball lands out of bounds, you must Rehit your shot from its original spot, counting one stroke for the misplayed shot and one stroke for the penalty. For example, if your tee shot lands out of bounds, you'll be hitting your third shot from the tee on your next shot. Likewise, a one-stroke penalty is assessed for hitting into a water hazard, and your ball is dropped at the point of entry or placed back at the original spot if a drop is not possible.

TIGER CHARGE



When Tiger Charge is activated, the Tiger Charge icon appears and you have the added advantage of Tiger's full distance potential.

- Tiger Charge is activated when you break par on three consecutive holes or defeat your opponents on three consecutive holes.
- To use the extra distance potential on any club, use the overswing area when Tiger Charge is activated.
- To maintain Tiger Charge, you must continue to score at least par (TOUR Play, Tournament Mode, and Stroke Play) or continue to win holes (The Skins Game, Foursomes, and Four Ball).

IF ALL ELSE FAILS...

If all else fails, it can't hurt to talk a little smack. You might just get your opponent to shank one. Besides, he probably didn't read this far in the manual and won't know how to do it back to you.

- To play a verbal taunt for your opponent, press any button (except **SELECT** or **START**) during their turn.
- To add inflection to the taunt, D-Button while pressing any button (except **SELECT** or **START**).
- Taunts are only available in two-player games.

PAUSE MENU

During a game, access the Pause menu to change options and end or save your current game.

- SOUND** Toggle sounds **ON/OFF**.
- MUSIC** Set gameplay and menu music to **MUSIC**, **OFF**, or **AMBIENT**.
- COMMENTS** Toggle comments **ON/OFF**.
- HELP SCREEN** View a controller diagram with basic gameplay controls.
- SAVE** Save the current game at the exact lie you are playing. The saved game can be accessed from the Main menu.
 - To save your game, select **SAVE** from the Pause menu then **YES** at the confirmation prompt. The Memory Card screen appears. ► *Memory Card* on p. 8.
- STATS** View the current game stats for the selected player. (Not available in Practice mode.)
- CONTINUE** Resume your round.
- NEXT HOLE** This option only appears in Practice mode. Go to the next hole that was selected at the Practice Mode Selection screen.
- QUIT** End your game and return to the Main menu. (In Practice Mode, return to the Hole Select screen.)