



# TIGER WOODS PGA TOUR<sup>®</sup> 06



EAJ05804762M

ULES-00153

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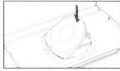
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## PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

## HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

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## PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™ Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

PARENTAL CONTROL LEVEL	AGE GROUP
9	Restricted to 18 and over
7	Not suitable for under 15 unless accompanied by an adult
5	Recommended for mature players
3	Parental guidance recommended
2	General

### ULES-00153

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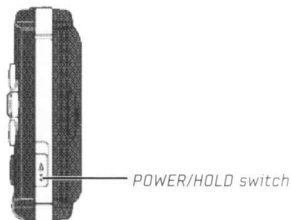
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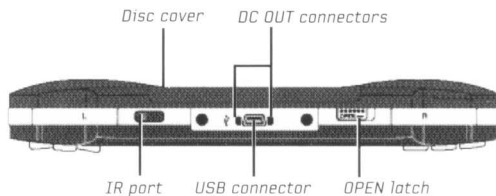
**Note:** For more information about this and other titles, check out EA SPORTS™ on the web at [www.easports.co.uk](http://www.easports.co.uk)




## STARTING THE GAME

### RIGHT SIDE VIEW



### FRONT VIEW



1. Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system.
2. Turn the PSP™ system on. The POWER indicator lights up in green and the Home menu is displayed.
3. Press the OPEN latch to open the disc cover. Insert the *Tiger Woods PGA TOUR® 06* disc with the label facing the rear of the PSP™ system and then securely close the disc cover.
4. From the System's Home menu, select the  icon and then the  icon. A thumbnail for the software is displayed. Select the thumbnail and press  to start the software.
5. Follow the on-screen instructions and refer to this manual for information on using the software.

**Note:** Do not eject a UMD™ disc while it is playing.

## MEMORY STICK DUO™

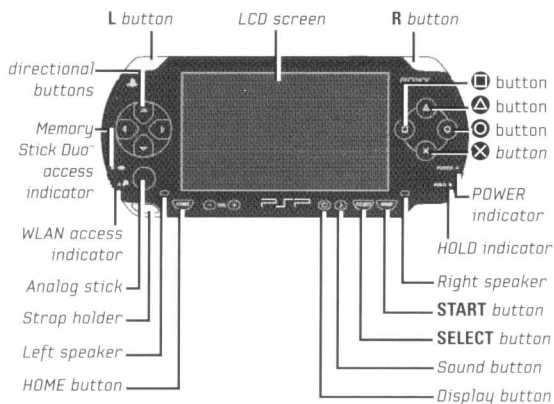
*Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.*

*Warning! Do not push the POWER/HOLD Switch whilst data is being uploaded from the UMD™ as this may cause data corruption.*

*This title uses an autoload feature on boot up where any data present on the Memory Stick Duo™ will be autoloaded.*

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your system. You can load saved game data from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved games.

## PSP™ [PlayStation®Portable] SYSTEM



## WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow you to communicate with other PSP™ systems, download data and compete against other players via connection to a Wireless Local Area Network (WLAN).



### AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



### GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



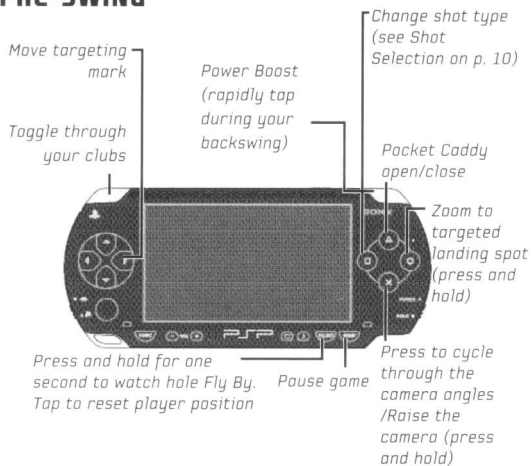
### INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

## COMPLETE CONTROLS

Make sure you look at the tutorial in Quick Play mode prior to playing a round to get the hang of the controls.

### PRE-SWING



### SWING

Pull straight back to begin your backswing – the closer you get to the peak of your backswing, the closer your swing will be to 100 percent power

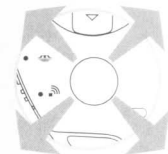


**Note:** Make sure you shorten your backswing if the club's potential power is more than the distance of the shot. For example, if your pitching wedge can hit the ball 90 yards, but the pin is only 45 yards away, only use half of your backswing

Push forward to downswing



Pull back diagonally and press up in an opposite straight line to draw or fade the shot



R button – Press for a power boost. The more times you press during your backswing, the bigger your power boost

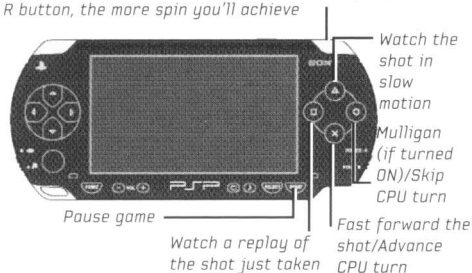
### MASTERING SHOT POWER

Many factors affect the power you put into your swing. Even if a shot looks like it needs only 50% power, look closely at your position on the course to see if there are any course features that may affect your shot. Rough, sand traps, slope and elevation are just a few of the many factors that can effect how far your ball actually travels. In many cases you need to increase your shot power or even use a different club to get the ball to travel the distance you want. There are also situations where you need to decrease your power or use a different club to avoid overshooting your target – like when you're putting downhill or shooting an approach shot at a lower-elevation green.

Adjusting your power and club selection to your circumstances is key to consistently hitting great shots.

## CONTROL THE BALL IN-FLIGHT

Press while moving the analog stick in the direction you want to put spin on the ball. The more times you press the R button, the more spin you'll achieve

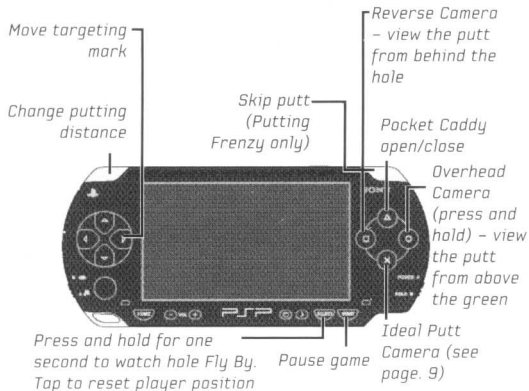


## NEW PUTTING CONTROLS

You now need to read the green and the distance to the hole to sink putts.

### READING THE PUTTING GRID

A coloured grid overlays the green when you are putting. The grid is green where it is relatively level, red where it slopes upward relative to the player and blue where it slopes down. The moving beads on the grid indicate the slope – the faster the beads the steeper the slope.



## IDEAL PUTT CAMERA

Press **X** and the camera moves along the optimal line for the putt.

Watch how the camera rotates before it moves towards the hole: if the camera rotates to the left, then you should aim more to the left. If the camera moves to the right, you should aim more to the right. If the camera does not rotate, then you are aimed on the correct line.

**EA SPORTS Tip:** The Ideal Putt Camera doesn't tell you how much power to put into your putt. You may find the ideal line, but putt with too much power and the ball may still carry past the hole – too little power and you either fall short or the ball breaks too early. Use the other putting aids (like the Green Grid and Reverse Camera) and your own experience and skill to sink those putts!


**Note:** The Ideal Putt Camera is not always available. When it is available, the message "**X** Ideal Putt Cam Available" appears on-screen.

## DETERMINING PUTTING POWER

Like the swing control, maximum putting power is determined by the distance you pull back on the analog stick. For example, if the hole is 5 feet away and your putter is rated at 10 feet, only use half of your backswing. The power meter on the left side of the screen shows you how far you've gone with your backswing.

**Note:** Slope affects putting power. If you are putting uphill, you need to add some extra power to your swing. If you are putting downhill, you need to use less power to sink the putt.

## SHOT SELECTION

Depending on the situation, you may need to choose a different type of shot than the one selected for you. Press  to toggle through these shot types:



Full	Set up a full swing with the selected club.
Punch	Produce a low-trajectory shot to minimise the effects of wind or to shoot from under tree cover.
Pitch	Places the ball on the green with minimal roll from up to 60 yards away.
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 or 40 yards, with the help of some power boost.
Putt	This shot type is only available when you are on the green. The other shot types are not available on the green. You putt the ball along the ground to the cup. The maximum putting distance is 180 feet.

## SETTING UP THE GAME

When playing for the first time, take a look at the tutorial to learn the basics. They can be accessed after creating a new character or when you begin a Quick Play game.

## QUICK PLAY

In Quick Play mode, you can play the tutorial or a normal round of golf. You can play as your created golfer or with any unlocked golfer on any unlocked course, with or without opponents. Choose from TUTORIAL, STROKE PLAY, MATCH PLAY, SKINS, PUTTING FRENZY or STABLEFORD matches.

- After selecting the game mode, course and number of players, choose which holes you want to play on the course: ALL 18, FRONT 9, BACK 9, RANDOM 3 or CUSTOM HOLES.
- Press  to customise your Options or press  to choose the golfers for the match.

## PLAYING THE GAME

The first thing you need to do to keep track of your progress is create a Profile and build a unique golfer using Game Face – the most advanced character creation tool ever used in a video game. Open the My Profile section of the Main menu and set up your Profile to begin.

## MY PROFILE

Create a golfer in your image, keep track of all your accomplishments and build the dream course you've always wanted to play.

## EA SPORTS™ GAME FACE

Customise every detail of your character and set them up with the top clothing and gear available. Use cash to add more gear, clubs and abilities to your golfer. The Quick Game Face feature lets you create a random golfer at the press of a button.

## PRO SHOP

Use cash earned in Quick Play, Rivals Mode or Multiplayer to purchase attributes, equipment, apparel and accessories. These are the items you can purchase from the Pro Shop to improve your golfer:

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Attributes	The key to becoming a better player is purchasing the right attributes. Increase your attribute modifiers by purchasing certain equipment and apparel.
In the Bag	Select the clubs you'll carry in your bag. You are required to have at least one driver, a sand wedge, a putter and a 5-iron.
Apparel	Make sure you take a look at the featured items for special deals on some great name-brand items.
Accessories	Don't forget about accessorising your golfer with sunglasses, a watch, a new facial hair colour and more.
Clubs	Fill your bag with clubs from some of the top manufacturers on the market. You can choose from Featured Items, Drivers, Fairway Woods, Irons, Wedges and Putters.
Equipment	Certain equipment upgrades improve certain aspects of your game. Select from Featured Items, Balls, Shafts, Grips and Gloves. Check the Featured Items section on a regular basis for special deals.

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## MY RESUME

View your accomplishments including your golfer's statistics, unlocked items and the trophies you've won.

### MY DREAM 18

Combine holes from the unlocked courses to build the ultimate round of 18. Once your Dream 18 is built, you can challenge other players to a Dream 18 match in Quick Play or Multiplayer modes.

## OPTIONS

Make the game your own by setting up and saving your customised options.

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Game Setup	Everything you need to fine tune your gameplay settings are here. The key options available in this menu are Autosave ON/OFF, weather conditions and whether you want the availability of aids like green grids, aiming markers, swing meter and spin control.
Audio Options	Control what you hear while playing the game by adjusting the Sound FX, Commentary and Music levels. You can also turn the music playback ON/OFF during menu screens and arcade modes.
Course Options	Pick your favourite course and set the difficulty of the tees and pins and the speed of the fairways and greens.
Golfer Defaults	Select the four default golfers that compete in various game modes.
Game Data	Load your saved highlights and manually save or rename your profile.

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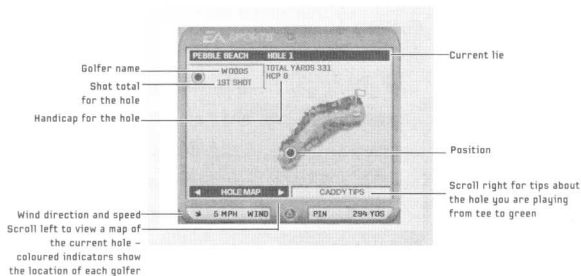
## MUSIC PLAYLIST

Select the EA SPORTS™ POCKET TRAX that you hear in the game.

## POCKET CADDY

The Pocket Caddy is your in-game guide to all the information you need to make the right decisions before every shot.

To open the Pocket Caddy, press **△** before you swing.



## RIVALS MODE

You start on the bottom of the Rivals Mode leaderboard and work your way up by taking on the best golfers in the world – one by one. Challenge the pro immediately above you by selecting his name – that takes you to the pro's Challenge Board. Complete enough key events on the Challenge Board and you unlock the Rivals Showdown match play event against that pro. Defeat the pro in his Rivals Showdown event and you take his spot on the leaderboard and unlock the next pro to face. These are the different types of events:

Tournaments	Play in a traditional tournament.
Quick Challenge	Test your skills in unique scenario situations like bunker challenges and accuracy tests.
Rivals Challenge	Go up against a PGA pro in unique scenario situations.
Rivals Showdown	This event is identified on the Challenge Board with the name of the pro that you will face in this match play battle. This event is always locked when you first enter the Challenge Board. Unlock the Rivals Showdown by winning any three of these four events in the level: Tournament, Quick Challenge, Putting Frenzy or Rivals Challenge.
Rivals Skins Bonus	Play in bonus skins games for some extra cash and bragging rights. Unlock each skins bonus by fulfilling a unique condition on that level. For example, on certain levels you need to score higher than the target score in Putting Frenzy to unlock the Rivals Skins Bonus.
New Putting Frenzy	Race against the clock to sink as many putts as possible before time runs out. Putts are scored based on their distance from the hole. In single player, you win by beating the target score before the clock hits zero.

## MULTIPLAYER MODE

Challenge your friends to a four player party play game using a single PSP™ handheld or connect to someone across the room via a wireless connection.

### PARTY PLAY

Party Play lets you challenge up to three of your friends using one PSP™ handheld. You can play with a created player or any unlocked golfer on any unlocked course. There are three game modes you can play:

3 Hole Skins	Play three holes for cash.
New Putting Frenzy	Outscore your opponents by sinking a series of challenging putts. Putting challenges take place on fantasy greens based on themes including: a tropical island, the Scottish highlands and Antarctica.
Playoff Round	The golfer with the fewest strokes in this one-hole playoff is declared the winner.

**Note:** Party Play is the only game mode where you cannot earn cash to improve your golfer's attributes.

### HEAD TO HEAD

In Head to Head mode, you can view your record versus other opponents, select your game type and even wager cash you have earned.

There are five types of traditional matches to play: STROKE PLAY, SKINS, MATCH PLAY, as well as the new PUTTING FRENZY and BINGO BANGO BONGO.

**Bingo Bango Bongo** The player with the highest money total wins by achieving Bingo (longest fairway drive), Bango (first on the green) and Bongo (first in the hole). You repeat each hole three times (up to six holes). The winner of the hole either removes a club from his opponent's bag or retrieves a club taken earlier by their opponent. Every time you defeat an opponent, they are stamped as the loser and cannot remove that stamp from their profile until they defeat you. The Winner and Loser stamp totals are tracked in your profile.

**Note:** During Head to Head gameplay, your opponent's ball is indicated on your screen with a trail when it's moving and a coloured indicator when it's stationary. You can also see your opponent's shot in the Pocket Caddy.

## SAVING AND LOADING

Make sure you save your hard work! Create a user profile and save your progress to a Memory Stick Duo™. Tiger Woods PGA TOUR® 06 uses an Autosave feature to save and load game data.

After a round is completed or when settings have been changed, your progress is saved to your user profile automatically.

### SAVE AND QUIT

You can save your progress in-game via the Save and Quit option in the Pause Menu. If you then shut down and try to return to your game at a later time, the game detects your progress when that mode is revisited and you are given the option to pick up where you left off.

**Note:** You may only use the Save and Quit option on your golfer's turn before taking the next shot.

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