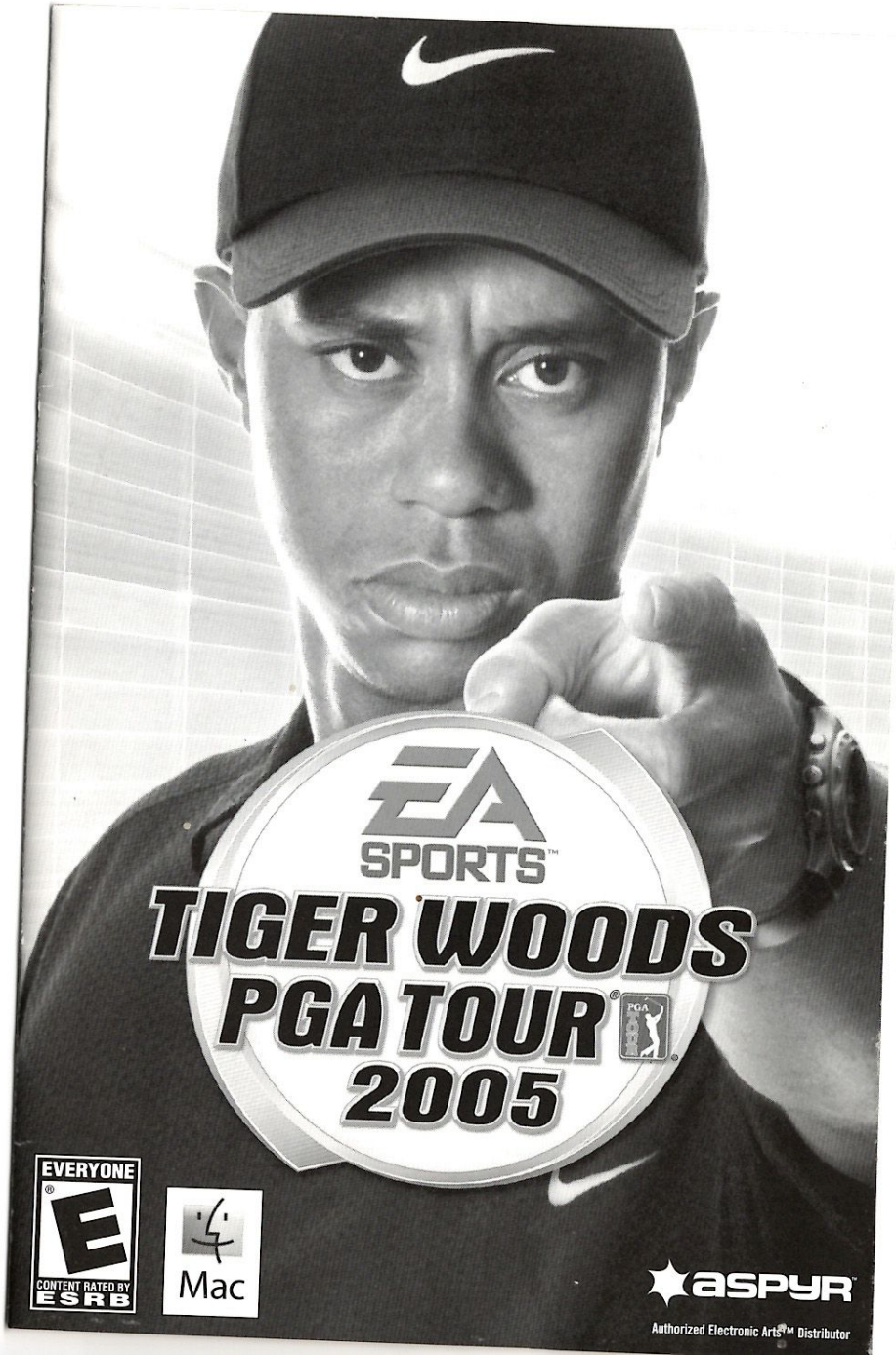

EA SPORTS
TIGER WOODS
PGA TOUR
2005
EVERYONE
E
CONTENT RATED BY
ESRB
Mac
aspyr
Authorized Electronic Arts™ Distributor

CONTENTS

INSTALLING THE GAME 2

COMPLETE CONTROLS 2

PLAYING THE GAME 6

ALL-NEW TIGER PROOFING 9

GAME MODES 10

EA SPORTS™ GAME FACE II 11

PLAY ONLINE 11

RÉSUMÉ 13

OPTIONS 13

PERFORMANCE TIPS 13

- SYSTEM REQUIREMENTS 13
- INTERNET PERFORMANCE ISSUES 13

TECHNICAL SUPPORT 14

SOFTWARE LICENSE AGREEMENT 15

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

INSTALLING THE GAME

To install *Tiger Woods PGA TOUR® 2005:*

1. Insert the *Tiger Woods PGA TOUR® 2005* DVD into your DVD-ROM drive.
2. Double-click the DVD icon that appears on your desktop.
3. Drag the *Tiger Woods PGA TOUR® 2005* folder from the DVD to the location on your hard drive that you would like to install the game.
4. To start the single player game, double-click the *Tiger Woods PGA TOUR® 2005* application on your hard drive.

Important Note:

Always refer to the README file on the *Tiger Woods PGA TOUR® 2005* installation disc for the latest information about installing and playing your game. This file also has information for PowerBook and iBook users that will be especially helpful.

COMPLETE CONTROLS

Master these controls and you'll be a legend before you know it.

* For single button mice users, please see the README.

MENU CONTROLS

ACTION	KEYBOARD
Highlight menu item	Move cursor over option
Cycle Options	Move cursor over option
Select highlighted item	Left-click
Cancel/Return to previous screen	Left-click on back/cancel button
Toggle menu sub-items	Move cursor over option/menu
Change Focus between option menus	Move cursor over option

GAMEPLAY CONTROLS

ACTION	KEYBOARD
Open **pop-up** menu	OPTION / ALT
Return to **Main** menu	CONTROL + M
View **scorecard**	CONTROL + K
View **leaderboard**	CONTROL + L
Options screen	CONTROL + O
View **caddie book**	CONTROL + B
Save game	CONTROL + S
Take a **mulligan** (if enabled)	M

SWING CONTROLS

ACTION	KEYBOARD
Reposition golfer on tee box	X (then drag and click mouse)
Begin **swing** (2-Click or 3-Click)	SPACEBAR or left mouse click
Adjust **aim left**	←
Adjust **aim right**	→
Select next **club down**	< or mouse wheel down
Select next **club up**	> or mouse wheel up
Select next **shot-type down**	[
Select next **shot-type up**	]
Skip ball flight and go to next shot or **cancel shot** in mid-swing	ESC
Toggle TrueSwing™ Analyzer ON/OFF	T
Bring up the **putter**	/

CAMERA MOVEMENT CONTROLS

ACTION	KEYBOARD
Move camera **forward**	W
Move camera **backward**	S
Move camera **left**	A
Move camera **right**	D
Move camera **up**	F
Move camera **down**	V
Slow camera movement	-
Speed up camera movement	+

CAMERA VIEWS

ACTION	KEYBOARD
Swing view	1
Ball-drop view	2
Blimp view	3
Green reading view	4
Ball cam forward to green	5
Low camera to flag	6
TV Tower **Tee box** view	7
TV Tower **Greenside** view	8
Side profile swing view	9
Opponent view	0
Camera **editor**	CONTROL + E
Shot Target camera	E
Toggle grid ON/OFF	G
Toggle Overhead Map ON/OFF	O

ONLINE GAMES

ACTION	KEYBOARD
Begin and end **chat**	RETURN

SHOT SELECTION

Sometimes the default shot type is not your best option in a given situation. For example, if you're under some trees, your best shot type would be a punch shot. The following are descriptions of the nine shot types:

Power Shot — Move the slider to the left to muscle up and launch a powerful shot or use it to get extra power for tweener shots. Using a power shot increases the error if you mis-hit the ball.

Full — A swing for full distance. Move the ball forward in your golfer's stance for more height with less roll and distance on the shot.

Chip — A short shot near the green. To hit a low trajectory shot with good roll, move the slider towards Bump-N-Run.

Pitch — For extra control around the green. Move the slider to increase or decrease distance on your shot.

High Spin — Loft a high shot with plenty of backspin. Move the slider to add height and spin, which may cause the ball to roll back.

Punch — A low-flying shot from under the trees, a punch is a useful way to get out of the rough stuff and to keep the ball out of the wind. Move the slider to the right to raise the trajectory of the shot.

Flop — A soft lob with little roll that is typically executed using a lob wedge. Great for greenside shots over hazards. Move the slider to the adjust distance.

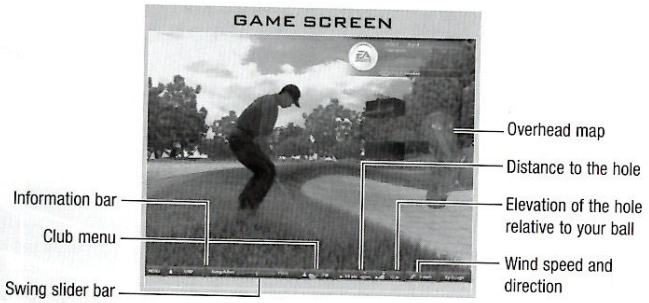
Putt — Selects the putter for shots on the green or its fringe.

Sand — When you land in the sand, you can vary your shot from Blast to Pick. Blasts grab more sand, travel less, and are best suited for greenside bunkers. Picks should be used from fairway bunkers where a longer flight is desired.

NOTE: **If you're playing with an Amateur golfer, you'll have to unlock different shot types by completing lessons.**

PLAYING THE GAME

The only way to shoot scores like the pros is to review and understand everything on the screen before every shot. One lapse in concentration can cost you a match.



CHANGE PROFILE

From the Main menu, click the CHANGE PROFILE button to select the golfer you want to play as or to create your own golfer using EA SPORTS™ Game Face II (see p. 11). You'll need to create an Amateur golfer to play in many of the game modes. You may also create your own Pro golfer who will automatically have every shot type available to him or her, while instantly receiving the necessary attributes to compete with other pros.

SWING TYPES

There are four different ways to swing. Beginners may get the hang of golfing with the 2-Click swing or 3-Click swing.

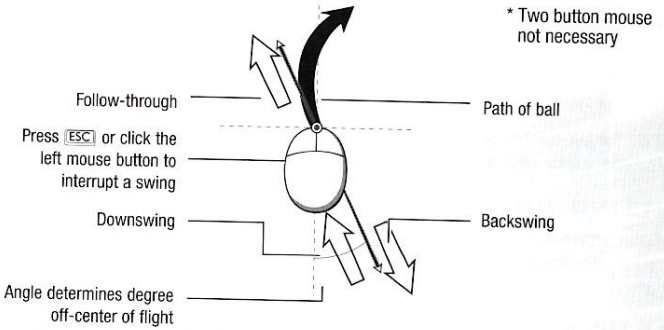
NOTE: **When using an optical mouse, use a shorter slower motion to help control your swing.**

TRUESWING™

TrueSwing™ delivers the most realistic feeling of swinging a golf club on the computer. There are two types of TrueSwing™ to choose from.

TrueSwing™ (V)ertical Use your mouse to control the on-screen golfer's swing in real-time, perfecting your rhythm and tempo, just like a real golfer.

TrueSwing™ (H)orizontal This is exactly like the TrueSwing™ (V), except you move right to backswing and move left to finish your stroke.



When using TrueSwing™ (V)ertical, think of the mouse as a golf club. The face of the club represents the side of the mouse with the cord. To execute a swing, pull the club face straight back and then push it forward through the point at which you began the swing. The velocity and pace at which you execute the backswing, downswing, and follow-through determine the power on the shot.

TIP: **The results of a TrueSwing™ depend on how well your swing matches the type of club that you are using.**

TO EXECUTE A SWING:

1. Move the cursor over your golfer. Make sure the swing pointer is displayed on-screen.
2. When you are ready to swing, click the left mouse button.
3. In a smooth motion, draw the mouse straight down to execute the backswing. Pulling the mouse further down increases the backswing and adds power to the stroke.
4. When you have reached the end of the backswing, move the mouse upward until the golf club hits the ball, and it begins flight.

NOTE: **If you don't return to the starting position, you might hit off-center, lose power, or even hit the ball off the toe or heel. Movements to the left or right add hook or slice to the ball.**

FADES AND DRAWS WITH TRUESWING™

Deviations to the left or right in your mouse movements add spin to the ball, creating draws and fades. In severe cases, deviations can cause hooks and slices.

- To **add fade** to your shot for a right-handed golfer, pull the mouse back and to the right. When you follow through, finish to the left of the vertical line. This diagonal movement of the mouse forces the ball to fade to the right for a right-handed golfer. To execute a good fade, the mouse must return to the point where you began the swing. Under Club Path, a well-executed fade is listed as OUTSIDE-IN.
- To **add draw** to your shot for a right-handed golfer, pull the mouse back and to the left. The mouse must return to the point where you began the swing. Under Club Path, a well-executed draw is listed as INSIDE-OUT.
- To **hook or slice**, increase the angle of the diagonal. A hook is a more extreme draw, and a slice is a more extreme fade.

NOTE: **For left-handed golfers, reverse the direction of the diagonal movements. For example, a lefty adds draw by pulling down to the right of the vertical line.**

PUTTING WITH TRUESWING™

The distance traveled with the putter depends directly on the amount of backswing and the speed of the club as it impacts the ball. A deviation to the left of the starting mouse point is equivalent to rotating the putter to the left.

TIP: **When putting, turn on the green grid (press G to toggle ON/OFF) to show the break of the green in a geometric display.**

THE TRUESWING™ ANALYZER

The TrueSwing™ Analyzer shows you important stats about your swing. To toggle display of the TrueSwing™ Analyzer, press T.

Speed	Percentage and overall power rating of the shot. Power measures the speed of the club head. Overswings have a power rating greater than 100%.
Impact	How close you got the mouse to the point at which you began your swing. You always want to hit the ball on the sweet spot.
Club Path	Errors in mouse movement off the desired club path.
Tempo	Amount of combined time for your backswing and downswing. Try to execute a smooth swing—deviations result in a poor tempo rating and can result in mis-hits, a reduction in power, or both.

3-CLICK

Longtime computer golfers may prefer this swing type on the course.

To make a complete 3-Click swing:

1. Left-click over the golfer or in the Swing Meter or press SPACEBAR to begin the backswing. As the Power Arc rises, your swing gains power.
2. To begin the downswing, left-click or press SPACEBAR again. The Power Arc starts to drop and gain speed.
3. To strike the ball, left-click or press SPACEBAR a third time. You want to time it so that the Power Arc stops at the Contact Line at the bottom of the Swing Meter.

TIP: **When you overswing, the Swing Meter moves faster, which increases your power and the effects of any deviation from the Contact Line.**

FADES AND DRAWS

To hit a draw/fade with the 3-Click swing, left-click the mouse before/after it reaches the Contact Line on the downswing. In the TrueSwing™ Analyzer, a well-executed fade shot appears as OUTSIDE-IN under Club Path. A draw appears as INSIDE-OUT.

2-CLICK

For beginners, the 2-Click swing gives a good feel for the rhythm of a golf swing. You click once to begin the Swing Meter and click again to set the power on your shot. The swing automatically finishes with 100% accuracy.

ALL-NEW TIGER PROOFING

For the first time, you can create courses that even Tiger Woods will fear. Cash in Legend Coins (see below) to modify any of the available courses in the game to create the uniquely difficult course you've always wanted. From lengthier Tiger Tees, narrowed fairways, sculpted greens, massive bunkers, deep rough, and much more, the possibilities are endless.

To Tiger Proof a course, simply choose the course you want to modify, then alter any of the courses feature by using the sliders. You can watch the impact of your changes on-screen as you move the sliders.

Once you've modified the course to your liking, save it, and it is available for play from then on in the Custom game mode.

LEGEND COINS

This is the currency needed to purchase courses for modification. You earn these tokens by successfully competing in certain game modes.

GAME MODES

From taking on the greatest golfers of all time to just having fun with your friends, each of these game modes give you a chance to keep the game fresh and mix it up on the links.

LEGEND TOUR

The fastest way to solidify your status as a golfing legend is to take on the legends themselves like Jack Nicklaus, Arnold Palmer, Ben Hogan, Seve Ballesteros, and Gary Player. You'll have to earn the right to play against the all-time greats by working your way through a series of challenges against real-life and fantasy golfers on regular, Tiger Proofed (see p. 9), and Compilation Courses.

NOTE: **You can unlock courses and golfers in the Legend Tour.**

SCENARIOS

Each of the five legends in *Tiger Woods PGA TOUR 2005* are famous for certain attributes. Earn cash and medals by completing a series of scenarios tied to those attributes. For example, Seve Ballesteros is known for his recovery skills, so his scenarios test that aspect of your game.

LESSONS

Work on various aspects of your game. Lessons are available at three skill levels: Introductory, Intermediate, and Advanced. All lessons cost money, so be sure you spend wisely and leave enough for upgraded equipment, upgraded attributes, and tournament entry fees.

TOURNAMENTS

Join a tournament against any level of competition.

TO ENTER A TOURNAMENT:

1. Click the tournament that you want to enter from the Tournament Calendar. Tournament details are displayed at the left of the screen.
2. Click TEE OFF to start the first hole.

GOLFER DEVELOPMENT

If you work at your game and enter tournaments and competitions, you can advance through skill levels and earn money to improve your basic attributes.

DREAM 18

Here's your chance to create the ultimate golf course. With the Legend Coins you earn in various game modes, purchase any of the listed courses, and then customize them using Tiger Proofing (see p. 9).

DREAM 18 PRESTIGE LEVEL

Build your course hole by hole, steadily increasing the overall prestige of the course, which in turn attracts legends. Make it tough because the legends won't waste their time playing on an easy course.

DESIGN SECRETS

Opponents you defeat offer tips about what they look for in a course. Apply these secrets to your Dream 18 to increase the course's prestige, and the legends will come calling in no time.

CUSTOM

Set up a game exactly the way you want to for up to eight players. There are 14 types of games to choose from—each is described on-screen when selected. Certain game types allow Side Games: wagers on individual results within a round. There are also different Advanced settings available depending on the game type selected.

PRACTICE

You can develop your skills for free by practicing your long game, short game, specialty shots, and putting. To make the most of your competitive rounds, you should get familiar with your clubs through practice, lessons, and challenges from other golfers.

EA SPORTS™ GAME FACE II

The most complete player design system ever seen in a video game just got even better. From tattoos and piercings to the scar on your cheek, create anyone from age eight to eighty with this mind-blowing tool that lets you customize every detail of your character, while adorning him or her with the top clothing and gear available. Use cash to add more gear, clubs, and abilities to your personalized golfer.

Use these tabs on the top of the Game Face II screen to bring your golfer to life:

Vitals	Choose your swing type, handedness, and difficulty level.
Equipment	Equip your golfer with the top gear available from some of the biggest names in the industry.
Clothing	Get a new look for yourself with shirts, pants, headwear, shoes, and other apparel.
Attributes	Purchasing attributes is the only way to hang with the Pros.
Head/Face/Body	Infinitely adjust every aspect of your golfer's appearance from head to toe.
Accessories	Keep the sun out of your eyes or buy a watch so you'll never be late for a tee-time again.
Tattoos	Select tattoos that you can put on your golfer or logos for his clothing.

PLAY ONLINE

LAN PLAY

Set up or join a LAN game and invite your friends.

❖ To begin a network game, click PLAY ONLINE in the Main menu, and then select LAN.

TO LOGIN TO A NETWORK GAME

1. Select whether to connect via a LAN network or through a direct connection (DIRECT IP) to another computer via the Internet. Enter your username.
2. If you select DIRECT IP, elect whether to Join a game or Host a game. If you JOIN a game, enter the IP address for the host computer. If you are host of an Internet (IP) game, you must distribute the IP address for your computer to those that you want to join
3. To login to the game, click LOGIN. You enter the Lobby.

TO CREATE A NETWORK GAME:

1. Click NEW GAME to display the Multiplayer Setup dialog and type a name for your game in the textbox provided.
2. Select the difficulty level and control method.
3. Click NEXT to display the Game Setup Options screen.

4. After making your game type selections, click NEXT to choose your course and course settings.
5. Click NEXT to return to the Lobby and wait for the other players to join.
6. Click the plus sign to the left of your game name to display a list of players who have joined. When everyone is ready, click TEE OFF.

PLAYING BEHIND A FIREWALL

Note that if you have a firewall and want to host a DirectIP game, the port 7655 must accept incoming TCP/IP connection requests.

PLAY ONLINE

Network play with the GameRanger software

Note: You have to download the GameRanger software from www.gameranger.com. This is a free download.

GAMERANGER

To install GameRanger:

1. Go to www.gameranger.com
2. Click on "download and play!"
3. Once you have downloaded the software, open the new GameRanger folder and double-click the GameRanger icon.
4. GameRanger will now update and prompt you to set up an account.

Follow the prompts to set up and activate your account.

TO PLAY A GAME IN GAMERANGER:

1. Launch GameRanger.
2. Decide whether you would like to Host or Join a game.
3. To host:
   A. Click the "Host" button
   B. Set the game you want and the options for the game.
   C. Click "OK"
   D. Once you have some players, start your game.
4. To Join:
   A. Pick a game you'd like to join from the list.
   B. Double click the game in the list, or click it and then click "Join"

Once the game begins, play as normal with your online opponents.

RÉSUMÉ

This is the place to keep track of your progress, Legend Coins, earnings, trophies, prestige level, and more. Just click the RÉSUMÉ button from the Main menu to review all your accomplishments.

OPTIONS

Configure a wide variety of audio, video, gameplay, and course options to optimize performance on your computer. For a description of the effect of each option, highlight it with your mouse and read the on-screen text.

PERFORMANCE TIPS

SYSTEM REQUIREMENTS

It is essential that your Macintosh meets the Minimum Requirements as detailed on the game's packaging. If you are experiencing poor performance, check to make sure your system hardware supports the requirements.

INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

Please consult your router or personal firewall documentation for information on how to allow game related traffic. If you are attempting to play on a corporate Internet connection, contact your network administrator.

TECHNICAL SUPPORT

You should read through the manual and the Readme file on the CD before contacting Aspyr. Please ensure that your computer meets the minimum system requirements that are listed on the bottom of the box. Our Technical Support representatives will not be able to help customers whose computers do not meet these requirements. So that we can better help you, please have the following information ready:

- Complete product title
- Exact error message reported (if any)
- A brief description of the problem
- Your computer's processor type and speed (iMac 700 Mhz, PowerBook 1Ghz, etc.)
- Amount of RAM (MB, GB)
- Make and model of your video card (ATI, NVIDIA)
- Speed of your CD-ROM or DVD-ROM (16x, 4x)
- Operating System (10.2.8, 10.3.4)

NOTE

Please do not contact Technical Support for hints/codes/cheats: only technical issues.

CONTACT US OVER THE INTERNET:

If, after reviewing all the known issues in this Read Me file, you are still having difficulties, please visit our online technical support page at www.aspyr.com/support. If your problem is not currently listed, then please gather all information regarding the problem, including attempts to resolve the problem, error messages, and computer specifications and fill out the detailed support form located at www.aspyr.com/contact. This form will then be sent to Aspyr Media Technical Support.

CONTACT US BY PHONE:

You can also contact us by phone by calling (512) 708-8100. Note that this number is for technical assistance only. No hints and tips will be given out over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and prepared to provide all necessary information about your computer.

YOU CAN ALSO CONTACT ASPYR TECHNICAL SUPPORT USING THE FOLLOWING OPTIONS:

Mail: Aspyr Media, Inc. P.O. Box 5861, Austin, TX 78763-5861

Fax: (512) 708-9595

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: YOUR USE OF Tiger Woods PGA TOUR 2005 (THE "PROGRAM") IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. THE "PROGRAM" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, INSTALLING, AND/OR USING THE PROGRAM AND ANY SOFTWARE PROGRAMS INCLUDED WITHIN THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ASPYR. ("ASPYR").

LIMITED USE LICENSE

Subject to the conditions described below, Aspyr grants you the non-exclusive, non-transferable, limited right and license to install and use one copy of the Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Aspyr and, as applicable, Aspyr's licensors. The Program is licensed, not sold, for your use. Your license confers no title or ownership in the Program and should not be construed as a sale of any rights in the Program. All rights not specifically granted under this Agreement are reserved by Aspyr and, as applicable, its licensors.

OWNERSHIP

All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof are owned by Aspyr, and/or Aspyr's other licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. The Program contains certain licensed materials and Aspyr may protect their rights in the event of any violation of this Agreement. You agree not to remove, disable or circumvent any proprietary notices or labels contained on or within the Program.

LIMITED WARRANTY

Aspyr Media warrants the original purchaser that this disc is free from defects and materials and workmanship for a period of ninety (90) days from the date of purchase. Aspyr Media will, at its option, repair or replace this disc, free of charge, postage paid with proof of date of purchase, at its offices. EXCEPT AS SET FORTH ABOVE, THIS WARRANT IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ASPYR. When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $10 U.S. currency per CD replacement. Note: Certified mail recommended. In the U.S. send to: Warranty Replacements Aspyr Media, Inc. PO Box 5861, Austin, Texas 78763

LICENSE CONDITIONS

You agree not to:

- Exploit the Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Aspyr may offer a separate Site License Agreement to permit you to make the Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Aspyr.
- Use the Program, or permit use of the Program, in a network, multi-user arrangement or remote access arrangement, including any on-line use, except as otherwise specifically provided by the Program.
- Use the Program, or permit use of the Program, on more than one computer, computer terminal, or workstation at the same time.
- Make copies of the Program or any part thereof, except for back up or archival purposes, or make copies of the materials accompanying the Program.
- Copy the Program onto a hard drive or other storage device; you must run the Program from the included DVDROM (although the Program itself may automatically copy a portion of the Program onto your hard drive during installation in order to run more efficiently).
- Reverse engineer, derive source code, modify, decompile, or disassemble the Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export the Program or any copy or adaptation thereof in violation of any applicable laws or regulations.

Package Cover Photography: Dylan Coulter

© 2005 Electronic Arts Inc. Electronic Arts, EA, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. The mark "TIGERWOODS" and the TW Logo are trademarks of ETW Corp. and may not be used, in whole or in part, without the prior written consent of ETW Corp. The name, likeness and other attributes of Tiger Woods reproduced on this product are trademarks, copyrighted designs and/or other forms of intellectual property that are the exclusive property of ETW Corp. or Tiger Woods and may not be used, in whole or in part, without the prior written consent of ETW Corp. or Tiger Woods.

PGA TOUR, PGA TOUR and Swinging Golfer design, TPC, TPC and Swinging Golfer design, TOURNAMENT PLAYERS CLUB and TPC at Sawgrass are trademarks of PGA TOUR, INC. and used by permission.

Pebble Beach, Pebble Beach Golf Links, The Lone Cypress, the Heritage logo, their distinctive images, and individual golf hole designs are trademarks, service marks, and trade dress of Pebble Beach Company. Used under license by Electronic Arts.

Electronic Arts Inc. is the official licensee of St Andrews Links for Tiger Woods PGA TOUR® 2005. A portion of the proceeds from the sale of this product are contributed towards the preservation and maintenance of the historic golf courses at St Andrews Links including the Old Course.

MPEG Layer-3 audio coding technology licensed from Fraunhofer IIS and THOMSON Multimedia.

All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.

True Temper, Grafalloy and TX-90 are registered trademarks of True Temper Sports, Inc.

The following are registered trademarks and trademarks owned by Callaway Golf Company: Big Bertha®, C & Design®, Callaway Golf®, Callaway Golf and Design®, Chevron Device®, DFX®, Great Big Bertha®, HX®, Odyssey®, Odyssey Swirl Device®, Steelhead®, 2-Ball Design®, White Hot®, X-16®, ERC®, Fusion®, Tour Blue™, Dual Zone®, and Dawn Patrol™.

OAKLEY®, Ellipse Logo®, Static Icon®, CRUSH™, D.5®, DETONATOR®, DAISY CUTTER™, HALF JACKET™, M FRAME®, NECK TYE™ OVERDRIVE™ , POCKET™ SPLICE®, TIME BOMB®, TUXEDO™, WIRETAP™ RADAR™ and STRAIGHT JACKET™ are registered trademarks and trademarks of Oakley, Inc.

NIKE, the SWOOSH name and design, NIKE GOLF, AIR DESCHUTZ, AIR GO, AIR MAX SUMMER, BLUE CHIP, CLIMA-FIT, CPR, DRI-FIT, DURA FEEL, DURACOMFORT, ELITE FEEL, HYPERION, IGNITE, NIKE AIR, NIKE ONE, NIKE PRECISION POWER DISTANCE SUPER SOFT, NIKE PRECISION POWER DISTANCE SUPER FAR, NIKE PRECISION POWER DISTANCE SUPER FLY, NIKE T-40, PRO COMBO, SLINGSHOT, SP-5, STORM-FIT, TA2 SPN, TA2 LNG, TARJ, TECH FEEL, THERMA-FIT, VERDANA, are trademarks of Nike, Inc. and its affiliates in various countries throughout the world.

The Golden Bear logo is a registered trademark of Golden Bear International and Golden Bear Golf.

The Arnold Palmer umbrella is a registered trademark and may not be used without the prior written consent of Arnold Palmer Enterprises, Inc.

The Black Knight logo is copyright of Black Knight International, LLC

The SB logo is copyright of Severiano Ballesteros and his group of companies

DUNLOP®, the flying-D logo are registered trademarks and the property of DNA (HOUSEMARKS) LIMITED. LoCo®, RG Designs and RedNeck are trademarks and the exclusive property of Focus Golf Systems, Inc. © 2003, Focus Golf System, Inc. All rights reserved.

PING, Si3, i3+, G2, G2i, TFC, S59, Craz-E, TiSI Tec, Anser and Specify are trademarks of Karsten Manufacturing Corporation.

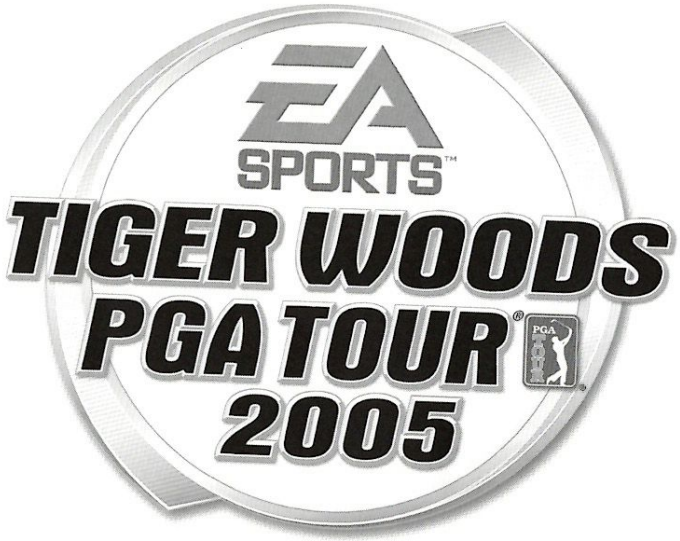
TaylorMade, the TaylorMade logo, adidas and the adidas logo are registered trade marks of TaylorMade Golf Company, Inc. dba TaylorMade-adidas Golf Company and the adidas-Salomon group, respectively, used with permission.

King Cobra Comp, King Cobra SS-i, King Cobra SZ and Cobra Aussie Series are trademarks of and are used with the permission of Acushnet Company.

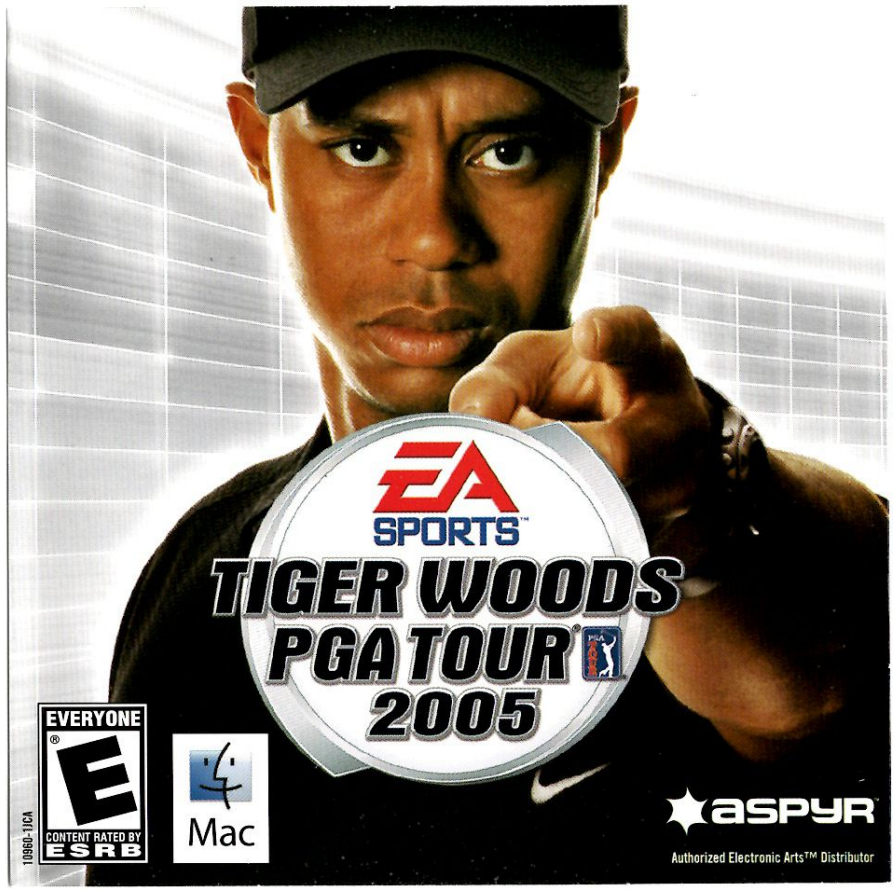
Cleveland, Tour Action, Launcher, Never Compromise and Voodoo are registered trademarks of Cleveland Golf.

The trademark "TAG Heuer" and all trademarks used in relation to TAG Heuer's products as well as all designs, patents and images subjects of intellectual property rights are exclusively owned by TAG Heuer SA. All rights are reserved.

The Aspyr logo is a trademark of Aspyr Media, Inc. Mac and the Mac logo are trademarks of Apple Computer, Inc., registered in the U.S. and other countries. All other trademarks are the property of their respective owners.

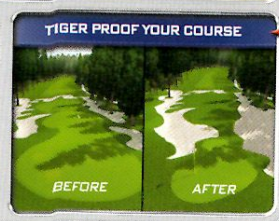


© 2005 Electronic Arts Inc. Electronic Arts, EA, EA GAMES, and EA SPORTS are trademarks, registered trademarks or service marks of Electronic Arts Inc. in the US and/or other countries. All rights reserved. The ratings icon is a registered trademark of the Entertainment Software Association. The Aspyr logo is a trademark of Aspyr Media, Inc. Mac and the Mac logo are trademarks of Apple Computer, Inc., registered in the U.S. and other countries. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand. 10960-1MNA


EA SPORTS
TIGER WOODS PGA TOUR 2005
EVERYONE
E
CONTENT RATED BY ESRB
Mac
aspyr
Authorized Electronic Arts™ Distributor
10960-1/CA

TIGER WOODS PGA TOUR 2005

CHALLENGE TIGER WOODS ON YOUR TERMS



FEATURES

NEW LEGENDS TOUR
Become a legend yourself by taking on the all-time greats: Jack Nicklaus, Arnold Palmer, Ben Hogan, Seve Ballesteros, and Gary Player.

ALL-NEW ROSTER OF COURSES
Master the eight beautiful new licensed courses including Sherwood Country Club, The Links at Fancourt and Monument Course at Troon North, plus two new original design courses.

TEE OFF ONLINE
Dominate the links and see how you stack up against the greatest golfers in the nation.

INTRODUCING TIGER PROOFING
Create a course even Tiger Woods will fear with lengthier "Tiger Tees," narrowed fairways, sculpted greens, massive bunkers, deep rough, and much more.

DVD Mac

www.aspyr.com
www.tigerwoods2005.com

EVERYONE
Visit www.esrb.org for more ratings information.
ESRB CONTENT RATING www.esrb.org
Game experience may change during online play.

6 18870 10960 2

TIGER WOODS

aspyr

Authorized Electronic Arts™ Distributor

©2005 Electronic Arts Inc. Electronic Arts, EA, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts, Inc. in the U.S. and/or other countries. All rights reserved. The mark "TIGERWOODS" and the TW logo are trademarks of ETW Corp. and may not be used, in whole or in part, without the prior written consent of ETW Corp. The name, likeness, and other attributes of Tiger Woods reproduced on this product are trademarks, copyrighted designs and/or other forms of intellectual property that are the exclusive property of ETW Corp. or Tiger Woods and may not be used, in whole or in part, without the prior written consent of ETW Corp. or Tiger Woods. PGA TOUR, PGA TOUR and Swinging Golfer design, TPC, TPC and Swinging Golfer design, TPC at Sawgrass are trademarks of PGA TOUR, INC. and used by permission. Pebble Beach, Pebble Beach Golf Links, The Lone Cypress, the Heritage logo, their distinctive images, and individual golf hole designs are trademarks, service marks, and trade dress of Pebble Beach Company. Used under license by Electronic Arts. Electronic Arts Inc. is the official licensee of St. Andrews Links for Tiger Woods PGA TOUR® 2005. A portion of the proceeds from the sale of the product are contributed towards the preservation and maintenance of the historic golf courses at St. Andrews Links including the Old Course. All rights reserved. The ratings icon is a registered trademark of the Entertainment Software Association. The Aspyr logo is a trademark of Aspyr Media, Inc. Mac and the Mac logo are trademarks of Apple Computer, Inc., registered in the U.S. and other countries. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand. 10960-1TCA

TIGER WOODS PGA TOUR 2005