

Chapter 1 : Tiger Woods PGA Tour 07 Review - IGN

Tiger Woods PGA Tour 07 is the ninth golfing video game in the PGA Tour series from EA calendrierdelascience.com was released in for PlayStation 2, PlayStation 3, PlayStation Portable, Xbox, Xbox , and Microsoft Windows, and on March 13, for the Wii.

Easy stat points Use the following trick to raise stats quickly and easily. Every time you complete a mid-week challenge that gives you the type of stat points desired for example, Concentration, Power , do not return to the calendar after completing the challenge. Instead, choose "Restart Event" from the menu, and replay the event you just completed. The stat points that you earn from completing the challenge will accumulate. For example, Power points and Concentration points multiplied by how many times you complete that specific challenge. When you are done repeating this process, just choose "Return to Calendar. This works with all challenges Putting Frenzy, Shooting Gallery, etc. Bigfoot in Sahalee At the 17th green at Sahalee, you can see Bigfoot hiding behind a tree. Achievements Accomplish the indicated achievement to get the corresponding number of Gamerscore points: Create a male golfer 5 points: Create a Male Gameface character. Create a female golfer 5 points: Create a Female Gameface character. Win a game of Seven 10 points: Win a game of Seven. Win a game of 21 10 points: Win a game of Play a Tiger Challenge Event 15 points: Play a Tiger Challenge Event. Play a Training Challenge 15 points: Play a Training Challenge. Win a game of One Ball 10 points: Win a game of One Ball. Win a game of Greensome 10 points: Win a game of Greensome. Win a game of Bloodsome 10 points: Win a game of Bloodsome. Getting the Hang of it 15 points: Win 5 online matches. High Roller 15 points: Make 25 online wagers. Beat Par in an 18 hole round on Tour difficulty. Play in 5 online Tournaments 20 points: Play in 5 online Tournaments. Beat Mike Weir 30 points: Defeat Mike Weir in the Tiger Challenge. Beat Luke Donald 30 points: Defeat Luke Donald in the Tiger Challenge. Beat Colin Montgomerie 30 points: Defeat Colin Montgomerie in the Tiger Challenge. Beat Chris DiMarco 30 points: Win the Southern Major 75 points: Win the Southern Major. Win the US Major 75 points: Win the US Major Championship. Win the UK Major 75 points: Win the UK Major Championship. Collect the whole set! Win every Trophy Ball. Race for the cup 80 points: Win the Fed Ex Cup. Beat Tiger 85 points: Defeat Tiger Woods in the Tiger Challenge. Finish Everything points:

Chapter 2 : Tiger Woods PGA Tour 07 - Wikipedia

Tiger Woods PGA Tour takes golf gaming to new level of realism. Experience the next generation of technology as Tiger Woods comes to life -- you'll see and feel each emotion in detail, as it's displayed onscreen in the faces and movements of the golfers.

The new spin on an old model is that you are also building up your own all-star team in this all new Team Tour. After beating Big Mo and his buddy in Fourball or John Daly in a straight up Match Game you can select them for your team whenever you want. We found this to only be a temporary measure, however, since just about any pro player is heads and shoulders above any of the EA originals. Still, having the option to keep around old favorites like Pops Masterson or Hamish McGregor is nice. Elimination mode puts one squad against one another in match play, but the catch is that when a player loses a hole they are eliminated from the match altogether. Greensome and Bloodsome both involve two players on a team sharing the same ball, but the difference is who gets to choose what ball is selected off the drive. In Greensome, you get to pick your own ball based on the two drives of you and your teammate. Bloodsome is the opposite of that, giving players the opportunity to pick their opponents ball instead. Finally, One-Ball gives only, you guessed it, one ball to two opposing golfer. These golfers then alternate shots, trying to put their opponent in a difficult position for their next shot while still hitting within half the distance remaining and avoiding water hazards. These game modes sound confusing the first time you read about them or try them out on the course, but they really go a long way in making Tiger a much more compelling title. Instead of simply going through the motions of Tee Off-Approach-Putt, players are not introduced to a little strategy. Greensome gives a player a little room for error if they want to smash a huge drive because they have a partner that can take a safer shot to guarantee them the fairway. Alternatively, in Bloodsome that room for error is eliminated since your opponent picks between the two drives. One-Ball sounds more strategic than it really is since it always comes down to which golfer putts better, but the suspense of watching your opponent attempt that putt for the whole is still gripping stuff. Including games types such as these in combination with the team aspect really gives players reason to manage their team wisely and pay attention to the strengths and weaknesses of everyone in their employ. Players that blaze through the Team Tour and are still hungry for a little action on the links will get their fill in the returning PGA Tour Mode. That lack of innovation that I spoke of earlier is here in spades. Instead of employing the upcoming FedEx Tour Points system like the next-gen versions will , EA dropped the same boring line of tournaments that we have seen for three or four years now. The only reason for anyone to take a look at the Tour is to try and secure all of the Tracking Tiger Trophy Balls that require you to lead the money list or achieve a streak in cuts made. We all understand that the focus for much of the development out there is on the upcoming Xbox and PS3 release, so getting any sort of innovation should be considered a gift. Analog controls hasten the process and allow those who would skip certain facial features and whatnot to fulfill their dream of becoming a stud golfer by streamlining everything. These little tweaks are a small improvement to be sure, but an improvement nonetheless. Tiger Woods PGA Tour should be seen as the greatest game in a long line of excellent golf titles. This game is the culmination of six years of genre dominance. The new team game modes are fresh and fun, while the structure of the Team Tour is a perfect blend of team management and in-game strategy. After crafting your skills, assembling your team, and challenging the top squads in a variety of game modes, set your sights on a showdown against Tiger Woods and his team of championship golfers. Game Face Facelift-The innovative character creation tool is revamped with deeper modifications, more apparel, equipment licenses, and specialty items. Refined Swing Types-The dual analog swing system has been refined to make the quest for the perfect shot just a little tougher. Choose from a Classic swing style featuring the Shape Stick, or the Standard style, which allows you to swing and putt with the left analog stick.

Chapter 3 : Tiger Woods PGA Tour 07 (Game) - Giant Bomb

The game of EA's golfing game sim. Battle through multiple PGA golf courses with Tiger Woods and other legends of the game challenging you every step of the way. With new mini games, licensed.

Published by Aaron Thomas on Oct 13, Rather than add radical new gameplay ideas or revamped visuals, developers seem to be content to simply toss in a few new minigames or subtle control changes, and then send their games off to the factory. It has more courses, golfers, and play modes than last year, but ultimately, little has changed. Tiger Woods PGA Tour 07 is just as enjoyable as 06, which was just as enjoyable as 05, which was just as enjoyable as You can select from a number of different match and scoring modes, including stroke play, match play, skins, practice, stableford, alternate shot, best-ball, and four-ball. New this year are bloodsome and greensome matches, both of which are team-based best-ball events. One-ball is another new game, where you and your opponent share the same ball and alternate shots. Before each shot, a large blue ring that represents the target area appears on the course. You can, however, shoot the ball into a sand trap that surrounds the green, thereby forcing your opponent to be the one who has to put the ball on the green. This play mode is great for learning how to recover from bad shots, but it can be frustrating to play against the tenacious CPU and is best played against another person. Most of the new events this year are designed around multiplayer play, though you can play most of them against the CPU in team tour. As the name implies, team tour revolves around team play and not just the exploits of your created golfer. This is also the best place to upgrade your golfer before heading out on tour. If your interests lie in more traditional golf, the PGA Tour season offers plenty of challenge in its 29 multiday events. These challenges open up in real-time and range from chipping contests to skins play and are a great way to beef up your character if you have only a few minutes to play. If you grow tired of playing solo, you can head online for a greater challenge. There are daily tournaments, ranked and unranked rounds, as well as alternate game modes, such as best ball, battle golf, three-hole minigolf, skins, one-ball, four-ball, and alternate shot. For the most part, everything ran smoothly when playing online, but it took a little while to get used to it because the swing was slower. The thing that makes these game modes so addictive year in and year out is the ability to create a golfer and make him the greatest golfer on the planet. As was the case last year, you can outfit your gear and clothing with equipment modifiers, giving your stats a slight boost. Also numbering 21 is the number of courses, both real and fantasy, in the game. All of the golfers look fantastic. In fact, it can best be described as a mix between the 05 and 06 releases because you can now use the swing and putting mechanics from either year. Swinging your club uses the tried-and-true method of pulling down and then pushing up on the left analog stick. With the standard control scheme, you can add a draw or a fade by moving the left analog stick down at an angle during your swing. The alternate swing controls take advantage of both analog sticks by requiring you to push the right analog stick left to add a draw or fade, but you still perform your swing with the left stick. The standard control scheme for putting works just as it did last year. The ideal putt-cam that shows you the ideal putting line is back, though it appears to be facing downward a bit more this year, making it more difficult to "cheese" by lining up your putt with objects in the background. The alternate putt method is similar to Tiger Woods As is the case with the swing controls, both putting methods work just fine. The clumsily implemented gamebreakers from last year are thankfully nowhere to be found. With fans of the series pouring so much time into each Tiger Woods release, cries for a more challenging experience grow louder every year. A host of sliders are available for you to tailor the game exactly as you like. You can change the swing difficulty, the speed and hardness of the greens and fairways, the length of the rough, wind strength, and AI skill levels, and you can even turn off visual aids, such as club distance, wind and lie indicators, and the swing aid. Another way to make the game more challenging is to jump straight into the PGA Tour, rather than powering up your golfer in team tour or real-time event challenges. The PlayStation 2 and Xbox versions both hold their own, with the Xbox looking slightly better thanks to p support. Both the created characters and the professional golfers look fantastic. The golfers each have a unique swing, which makes them not only look different but also play different. Courses also look better than ever. Vibrant colors, crisp visuals, and little touches, such as

flocks of birds flying over the green or waves breaking along the shore, make each course beautiful. From a technical standpoint, the frame rate remains steady and the camera is rarely a problem. Most of the audio in Tiger Woods 07 sounds good--or as good as can be expected from a golf game. The crowds are lively and react with enthusiasm to a great shot. Just like on TV, you can hear individual fans in the gallery shout out things like "I love this game! David Feherty and Gary McCord are back and seemingly have nothing new to say. Their negative comments appear to have been toned down a bit, but the duo still drinks "Haterade" and just loves to rub it in after a poor shot. Should you choose to forgo the announcers, there are lots of ambient noises to listen to instead. The Xbox version does not support custom soundtracks, which is disappointing because the included soundtrack is nothing to write home about. You get a few new golfers and courses, as well as a few more control and difficulty options, but the whole package is roughly the equivalent of an expansion disc.

Chapter 4 : Tiger Woods PGA Tour 07 Cheats

Tiger Woods PGA Tour 07 Designer Diary #1 - All About the Swing EA's Wesley Culver talks about the new swing mechanics in the Wii version of Tiger Woods PGA Tour Feb 13, pm.

New features[edit] The "Game Face" feature has been vastly improved with more detail and customization available for each body part, and after designing their own golfer, players can choose from items in the "Pro Shop" which allows players to purchase new clothing, clubs, balls, gloves, and other golf-related miscellanea. However, many items are locked at the start of the game, and the player must complete certain tasks to unlock these items. The "Game Setup" in the options menu has been changed vastly, to allow the player to choose their swing style. Another new feature allows players to choose the classic control settings or a newer swing style. There is also the new "Speed Golf" setting, which allows players to skip to the next shot after the ball has been struck without watching where the ball lands. This has replaced the classic "Scenario Mode" but there is now a Real Time Event for every day of the year. Players will then alternate shots with the chosen ball until it is holed. The game of "bloodsme" has similar rules, with the exception that the opposing team chooses which ball is played. The scoring system uses match play rules. With each victory, the player is allowed more golfers to be added to their team. The golfers that are available are the golfers that they have just beaten. In each round, the player may also "Up the Ante" to gain extra experience and free modifiers if they win under specific circumstances; for example, the "Beat The Spread" option for Match Play games starts the opponent 4UP see match play rules below , and the "Without a Net" option means that if the ball goes in the water or out of bounds, the player instantly loses. Team Tour is the quickest way to gain experience. Stroke Play allows up to 4 players to compete on a round of 9 or 18 holes on any chosen course with variable difficulty settings tee color, pin location etc. All golfers use their own ball. The player numbers determine who tees off first on the first hole, but after the first hole, the player with the lowest score tees off first, then the second lowest score and so on. After the initial tee shot, the player furthest from the hole takes their shot next. However many shots or "strokes" the player takes is recorded on the scorecard after each hole. Match play[edit] A modified version of stroke play with the exception that the winner of each hole goes "1UP" depending on their current score. For example, on the first hole, the score will be "AS" All Square , but the player that wins the hole will then score 1 hole, and their score will change to "1UP", meaning that player is winning by one hole. The game continues until either player wins enough holes that the other player s cannot win. If there is a situation where a player is the same number up as there are holes remaining for example, 5UP with 5 holes to play , they are declared to be "Dormie X" where X is the number of holes that player is winning by. Once a player is Dormie, the other player must then win every remaining hole to force Sudden Death, or else the player who is " Dormie " wins the match. If a hole is tied, the player who is "Dormie" wins, although the score does not change. The player can compete in various games in these areas for extra money to buy items from the pro shop. The three courses available are: The various game modes each have their own rules which players must abide by. The game types are: The player begins with 15 balls to hit as many of the targets as possible. Successive hits on the targets results in cash being earned and more balls being given. A variation of "Target". The computer randomly picks a target which the player must hit. The same rules as "Target" apply. This game mode requires 2 human players. The players alternate turns to hit targets and earn money. The first player to hit 5 targets wins. However, a player can "steal" a target by landing on the target closer to the bullseye than the opponent. A variation of the classic "Horse". The player hits a target, and their opponent must match the score same ring on the particular target or beat it. The first player to fail to do so receives a letter, and the first to spell "Tiger" loses. The player chooses a course and difficulty settings to play on before beginning. On each hole there are 3 hovering rings; a large green ring, a medium-sized yellow ring, and a small red ring. The player must attempt to hit their ball through these rings while maintaining a good score Birdies, Eagles etc. The harder the ring, the more points it is worth. Hitting the ball through more than one ring in a single shot results in bonus points being awarded. Shootout mode[edit] Shootout Mode is entirely different from any of the other game modes. Before the match begins, 2 or more players pick up to 8 golfers

per team on 2 teams. These teams then play against each other in stroke play format on each hole of the chosen course. If players tie on a hole, both players advance to the next hole. Whoever sinks the ball will win the hole. Although the player is allowed to make it more difficult for their opponent by striking the ball into an undesirable position such as a bunker, the rough, etc. If the player fails to do this, he or she will be marked with a "Betrayal," and will lose one turn. Similarly, if a player hits the ball out of bounds, he or she will be penalized with a "Double Betrayal," and will lose two consecutive turns. This gives the gameplay a tactical twist, in that the players are typically trying to make the worst legal shot possible. Additionally, a player must carefully decide when to finally attack the hole, since a narrowly missed putt or chip-in can set up the opponent for an easy hole. Team-One Ball is played in the same format, but uses two teams of two golfers each. All four players play all of their balls for the hole, in the same style as what would be if it was a 4-player Stroke Play match. Each tournament is 72 holes 4 rounds played at different courses, usually determined by the name of the event e. The game mode is designed to be as realistic as possible, with players able to view the scoreboard after each hole, which shows the scores for each round, how many holes the golfer has played in the current round and the total number of strokes they have taken. After the second round of a tournament, only the Top 70 golfers in the tournament advance, the rest are cut. Requirements[edit] Some tournaments have specific entry requirements such as "Top 20 PGA Tour Ranked Players Only" - if the player does not meet the requirement, they are not allowed to participate in that tournament and the first round will be locked, preventing entry. Match play tournaments[edit] Some tournaments such as the Australian Challenge and the EA Match Play Championship are played against an opponent with match play rules, and guests cannot be invited into match play tournaments. The Game Face feature has been greatly improved, and now the player must customize everything, from muscles on the arms and length of the legs to the smallest detail of wrinkles or the bridge of the nose. The new system also allows players to create the way their golfer looks in terms of body part size, muscle , fat , feature positioning face and the overall height. The portrait of the created golfer also features several menu options including in no particular order: Each of these different menu commands takes the player to different parts of the "My Team" area. This option goes to the stats screen, where the player can view and edit their stats, as well as check their current experience and any equipped modifiers. This option accesses the "Game Face" tool to allow the player to make any more changes to the way their golfer looks. Height, size and details can all be changed here just as they could be in the initial character creation. This option allows the player to choose what their golfer does after a good hole such as scoring Birdie or Eagle, what the golfer does after scoring Bogey or worse, and allows the player to buy a new swing style, or customize their own unique swing. Note that customized swings cannot contain modifiers, while most of the swings available to purchase have one level one power modifier. The pro shop contains when everything is unlocked a total of items in different categories ranging from Shirts and Pants to Clubs, Gloves and Balls. This allows the player to name their team. As with the player name, there is an 8-character limit. This allows the player to choose a logo from a long list of pre-made logos or design their own, and even edit pre-made logos with an advanced designing tool that allows players to create almost any image. This section allows the player to choose what other members of their team as well as the player will wear. Experience points and stats[edit] By playing in certain game types, the player earns experience points represented by gold markers on the left of the screen. Performing different actions earns different types of experience, for example, hitting a long drive will yield Power experience, while sinking a long putt will give Concentration experience. If the player has enough experience in either a particular stat, or a combination of that stat and "General" experience, they are allowed to increase the stat level by one. However, in the PC, PlayStation 3 and Xbox versions of the game there are only 12 courses available. PlayStation 3 and Xbox

Chapter 5 : Editor's Choice

Beat Chris DiMarco (30) - Defeat Chris DiMarco in the Tiger Challenge. Beat Colin Montgomerie (30) - Defeat Colin Montgomerie in the Tiger Challenge.

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Such is the case with Tiger Woods PGA Tour. It has more courses, golfers, and play modes than last year, but ultimately, little has changed. calendrierdelascience.com.