Tiger Woods 08 – Simulation Golf Gameplay Set-Up & Guidelines

Purpose: The purpose of this mod/alteration involves attempting to set-up the game using existing options and modifications to that it might feel closer to being in the game (on a real golf course) and approach and play it as if you were actually there. This involves visuals and views that we might usually encounter when playing the game of golf and therefore experiencing the triumphs and frustrations of the game. Therefore, certain restrictions and changes are needed. This is certainly not for everyone and is easily reversible if not desired.

Adjustments (pre-game)

- Aim Arrow – Eliminate the gray aim arrow. Install the mod from here: http://www.coursedownloads.com/extras/details.asp?id=874 or search coursedownloads.com for "no aim arrow". The zip file contains a back-up for the original aim arrow if you want to restore it. Note: you cannot simply change the file extension for this file or you will display a white rectangle where the arrow typically displays.

- Grid & Basic View – Start the game and from the main menu, choose "options", then "game". In the "Show Grid" window, choose "Never". In the "Camera View" window, choose "Fixed". For True Swing Analyzer (TSA), uncheck.

- Driver Adjustment (optional) – From the main menu, choose "EA Sports Game Face", then "Equipment". Uncheck your driver and choose 2W or 3W. (The interest here is to emulate the distance a typical amateur / weekend golfer might hit.)

Adjustments (in-game)

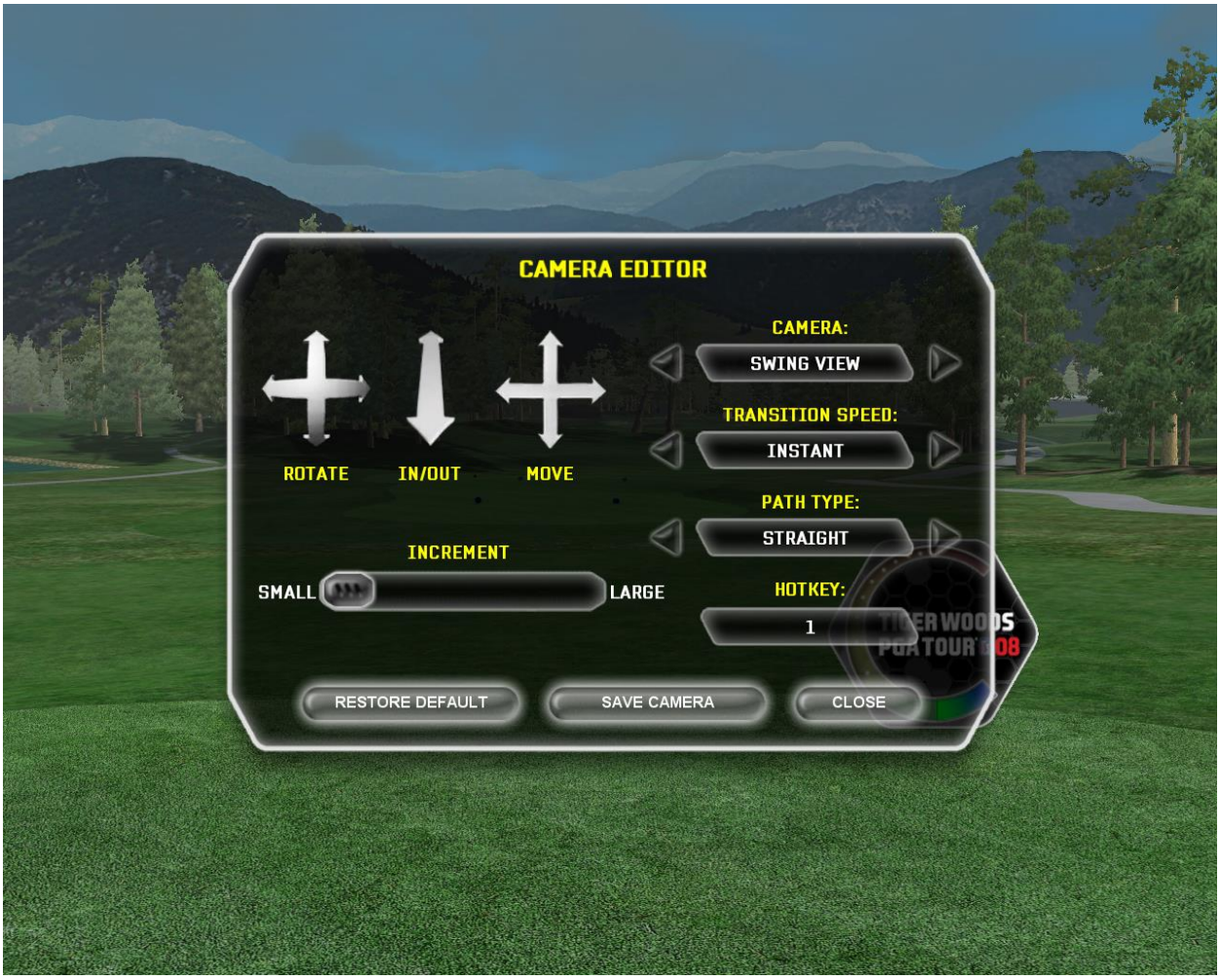
- Hitting Stance (Distance Slider) – The distance slider in the game was seemingly established by EA to emulate where your feet are in reference to the ball, in essence, affecting the distance and trajectory of the ball. The problem with it as is, is that it is too easy to "dial" a distance down to a given yard or meter. I suggest utilizing only one of three possible places on the slider; extreme left, extreme right or in the middle. This way you will have to adjust your swing power either on the click meter or in your mouse movement for you true swingers (and gamepad users).

- Camera Views – the aim here is setting up 5 of the cameras to basically emulate how you might look at the ball, your immediate surroundings and pre- and post-shot visuals. This is certainly not perfect, but can give an approximation of first person viewing/playing:

- <u>Camera 1</u> (swinging view) - Go into an exhibition game and from the first tee, select from the Menu, "Edit Cameras". From your "Swing View" (hotkey 1), use the camera editor to gain a first person angle from a top down view. Do not move left or right. Continue center the golf ball in the middle of the screen and move downward until you see some of your hands and shaft of the club (though adjust to your liking). **<u>REMEMBER TO CLICK "SAVE CAMERA"</u>**!! It should look something like this:

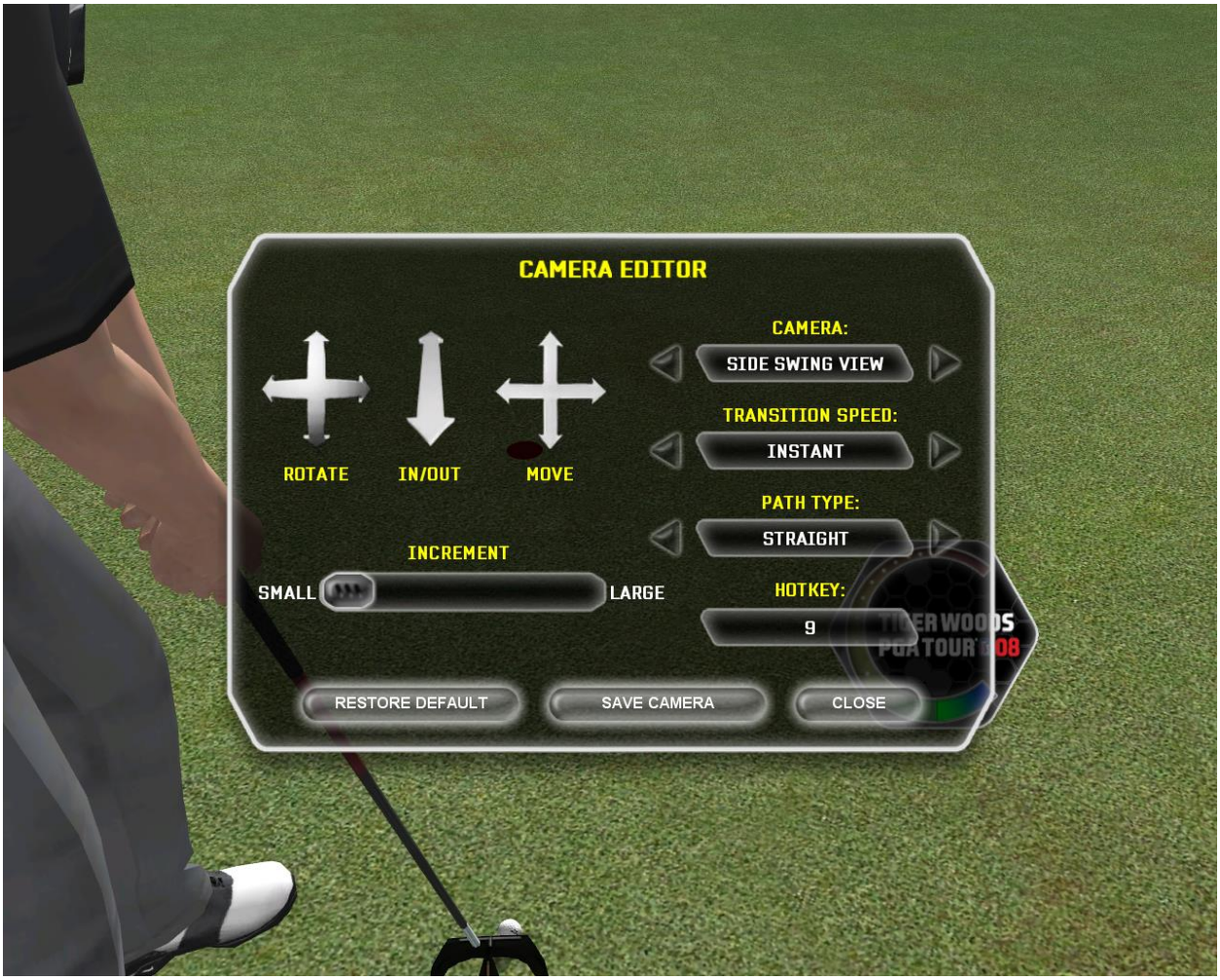
You will use this view when you are actually striking the ball, watching your club hit the ball and leaving the divot.

- <u>Camera 2</u> (looking / post-hit view) – Go into an exhibition game and from the first tee, select from the Menu, "Edit Cameras". From your "Drop View" (hotkey 2), use the camera editor to gain a first person angle. Move the camera so that your golfer's head is toward the horizontal midline and up (however, do not move left or right on this adjustment), and move it forward until you just lose sight of your avatar. It should look something like this:



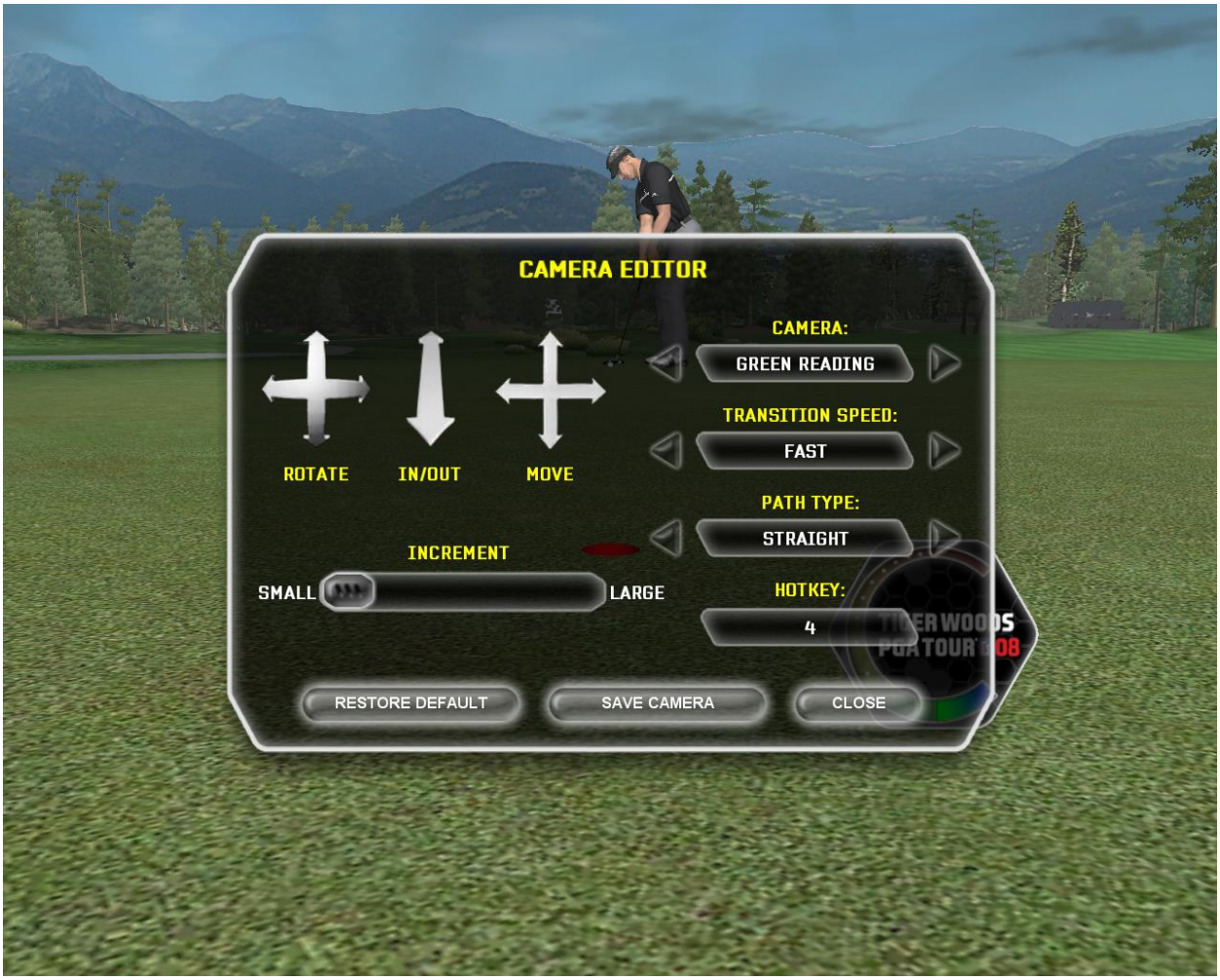
This will be the view from which you will look around for your landing target as well as see a majority of your shots immediately after hitting, as you would on a golf course. That is, after you strike the ball, you immediately hit this button to see your shot and landing. Sometimes, because of stance and ball lie, you will end up seeing part or your avatar. However, if you set it just right, you will end up seeing your club only on your follow through, which is a really nice effect! You'll get to see the actual result of your shot on the next screen just like you would as if you were golfing.

- <u>Camera 3</u> (close shot/view) – Again, go into your "Edit Cameras" screen to establish this view. This will make more sense and will be easier to edit in the set-up if you do it when you have a relatively short putt on the screen. Yes, this is the "Blimp View" camera normally, but I cannot think of a time where I ever used this in actual game play. This is used because on short putts and very short chips, you cannot see the hole or ball using the now edited Camera 2. It should look something like this:

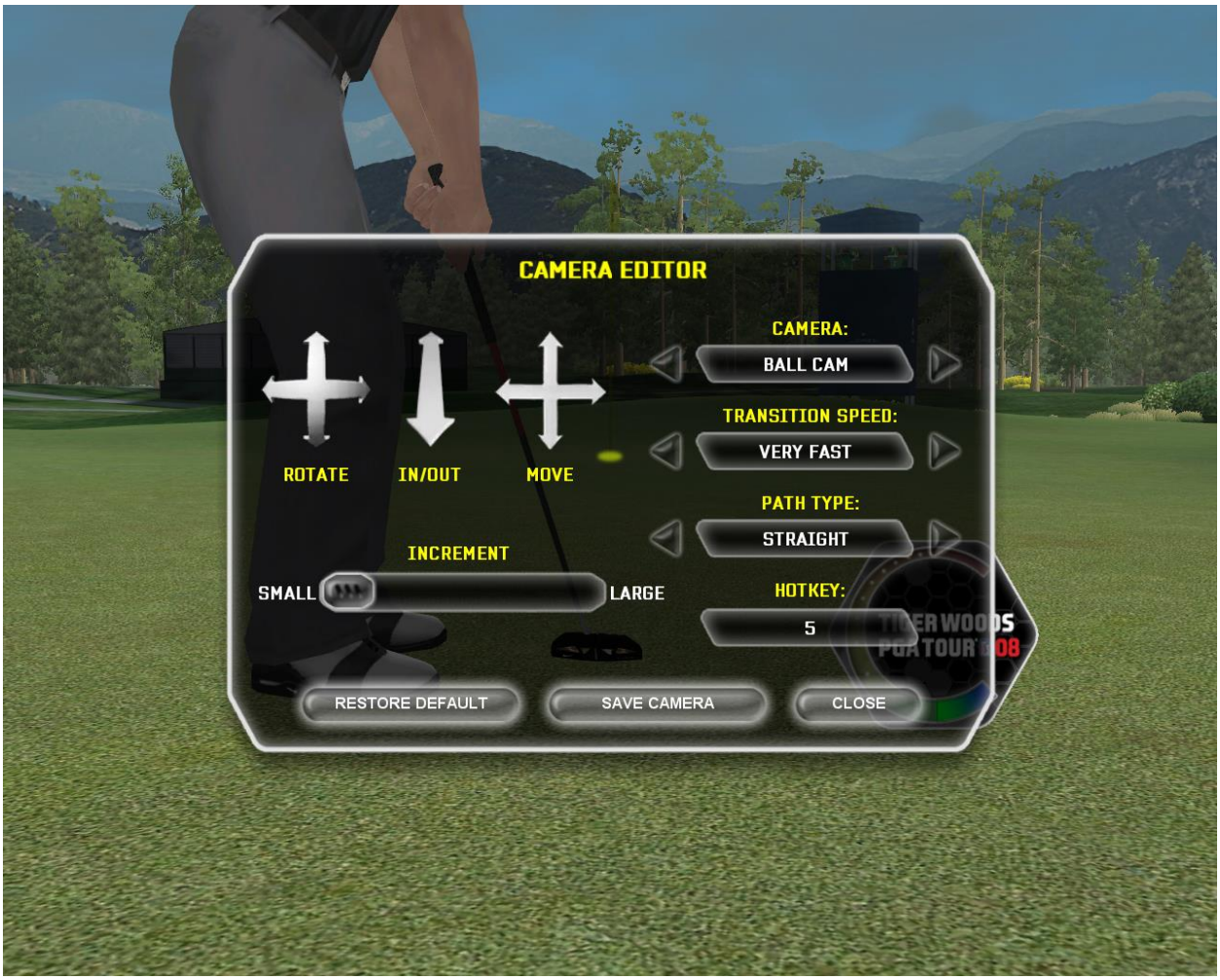


You should continue using your now edited Cam 1 for striking the ball if so desired, but this view can also be used for hitting. The only main inconvenience I found with this view is getting a good swing arrow.

- <u>Camera 4</u> (behind cup putt reading) – You'll also want to be on the putting green when adjusting this camera, and it will be similar to the default. The aim here is to get a view as if you were kneeling behind the cup (opposite the ball) and getting a read to line up your putt. It should look somewhat like this:



- <u>Camera 5</u> - You'll again want to be on the putting green when adjusting this camera, and it will be similar to the default as well. The aim here is to get a view as if you were kneeling behind the ball and getting a read to line up your putt. It should look somewhat like this (highlight of hole position added):



- <u>Additional Camera Options & Restrictions</u> – The major one here is eliminate your use of "clicking" your keyboard arrow to aim/pivot right and left. Instead, limit yourself to pivoting on screen using the round pivot arrow, emulating your body/stance movement as you would on a golf course. Also, once you move, do not use the "Reset Aim" option.

- "Looking Around" – Use the keys that typically gaming keyboard users use to look around: S (pull back); W (walk forward); A (walk left) and D (walk right). Pulling back (S) emulates getting behind your ball a bit a looking at the landscape.
  Walking forward (W) should be done so within reason and how you would normally do so on a course, such as looking over a mound in front of you, etc. (e.g., you wouldn't walk more than about 10 yards/meters forward to assess the situation.)

- Additional Allowances – Allow the use of the "Find Flag" option (though only by clicking on it, then, quickly pressing Camera 1). Also, allow yourself the "Fly By" option until you get familiar with a given course.

- Overhead View – Allow this to stay on. This would be analogous to what you might find on some scorecards or pamphlets at a given golf course. Judge your distances needed for longer shots and rescue shots from this. However, do not click on it to find a distance, which would be the same as running out to where you'd want to drive your ball! It does appear that the distance to the hole given by the game is a straight line from your lie to the hole.

- Announcers – Technically, when you're golfing, there are no announcers. Many expert players use the announcers to assist with the green read as there is never a putting grid available. This one is up to you, but if you truly want a simulation experience, then turn them off.

- Miscellaneous – Basically, if it's not listed here, don't do it. For example, don't use Camera 5 to swivel your stance to line up a putt. Use Cam 1 or 3 (essentially the hitting camera views). That is, you want to "move" around and look around with the cameras and keyboard controls as if you were moving your body and particularly your head.

For Consideration: I'm strongly considering for the 2 and 3 Click golfers releasing a meter that has no dots or a 12 or 6 o'clock line. Therefore, clickers would need to look at a place on the meter where they think they should hit and would really want to avoid over hitting, just like in the real game of golf.

Conclusion: like I said this is not for everyone, but for those looking to gain a different and somewhat simulation type of experience from this game, this might do it. Please provide constructive feedback /suggestions as wanted.

---Gordo