# **EXHIBIT 7**

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**WARNING** Before playing this game, read the Xbox 360<sup>®</sup> console, Xbox 360 Kinect<sup>®</sup> Sensor, and accessory manuals for important safety and health information.www.xbox.com/support.

#### **Important Health Warning: Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epilepsy may have an watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can be determined the second seco lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or well-surger before the total before the screen in the screen in the screen in the screen in the screen is a screen in the screen in the screen in the screen is a screen in the screen in the screen is a screen in the screen in the screen is a screen in the screen in the screen is a screen in the screen in the screen is a screen in the screen in the screen is a screen in the screen in the screen is a screen in the screen in the screen is a screen in the screen in the screen is a screen in the screen in the screen is a screen in the screen in the screen is a screen in the screen in the screen is a screen in the screen in the screen is a screen in the screen in the screen is a screen in the screen in the screen is a screen in the screen in the screen is a screen in the screen in the screen is a screen in the screen in the screen in the screen in the screen is a screen in the screen epilepsy, consult a doctor before playing.

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Ball forward/back in stance	Ô/Q
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Change clubs	
Zoom to target	Ô
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Pause menu	SIARI
Z00	DM CONTROLS
Move camera	8
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Return to pre-swing stance	0

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ADDRESS CONTROLS		
Backswing	Ô	
Forward swing (only after backswing)	Ô	
Move Strike Meter	0	
Return to pre-swing stance	0	
Practice swing	<b>ě</b>	

### **ON THE COURSE**

#### SWING

You have complete control over shaping all your shots with the swing system in Tiger Woods PGA TOUR® 14. Move 9 to determine your backswing, and then move 6 to follow through and complete your swing. Follow the swing arc to know when to start your follow through. The speed of your movement, your aim, and the length of backswing determines the outcome of your shot. You can also designate swing controls to @ under Gameplay Settings if that's more comfortable; this automatically sets the Strike Meter to **B**. At higher difficulty levels, you must execute draws and fades by swinging your club diagonally (9, 10 or 9, 10). The results are more sensitive to mishits.

Before you swing, notice the Swing Plane is displayed in the lower left hand corner. This Swing Plane is the path you should follow with the swing stick for your backswing and follow through. If it displays at an angle, then you should swing diagonally. If you are off plane, the club head arc will not align with the swing arc and the controller will vibrate. When you are off plane, you will mishit the ball and result in an undesirable shot.

#### SWING SPEED

Play close attention to the pace of your swing. Adjust the speed of both the backswing and follow through to perfect the timing of your swing. You can extend your backswing and speed up the forward swing to give an extra power boost. Look to the Swing Feedback Heads Up Display (HUD) in the lower-left corner of the screen after your swing for an analysis of your backswing and follow through.

#### PRE-SWING STANCE

DOCKE.

Adjust your stance to create unique and dynamic shots. Move (1)/(1) to open your stance and add fade right or draw left for right-handed golfers and fade left or draw right for left-handed golfers. Move @/@ to move the ball forward or backward in your stance, which alters the height of the ball's trajectory.

### Case 1:16-cv-00454-RGA Document 1-3 ADDRESS CONTROLS Filed 06/17/16 Page 4 of 282 PageID #: 392 STRIKE METER

Utilize the Strike Meter to dig the ball out of bunkers or to pick the ball cleanly when it's in rough. Fat or thin hits are not favorable and affect the shot power and ball trajectory. You of modify where the clubface strikes the ball with the () to gain greater control over the heig of your shot or to move your club left/right on the ball. New this year, you also need to adju left or right on the Strike Meter to account for sidehill lies. Alter your contact to suit the cur circumstances. Hit under the ball to pop it up high, or hit near the top of the ball for a low s

#### PUTTING

After you have lined up the putt with  $\bigcirc$ , move 0 to draw back the putter and move  $\widehat{\textcircled{0}}$  to follow through. Follow the swing meter along the ground to know when to start your follow through. The speed of your movement, your aim, and the length of backswing determine the outcome of your putt.

For extra help, press 10 to enable the putt preview feature. It displays the path of the ball based on your current setup.

#### IMPROVED CHIPPING

When your golfer is within chipping range, an arc meter displays along the ground, just as does when putting.



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## Case 1:16-cv-00454-RGA Document 1-3 Filed 06/17/16 Page 5 of 282 PageID #: 393 KINECT®

Tiger Woods PGA TOUR 14 includes Kinect support throughout the entire gameplay experie To use Kinect controls, choose the Xbox 360 Kinect Sensor option at the control select scr which appears before you enter an event. When using Kinect, follow the on-screen guides navigate menus, zoom to a target, address the ball, and swing. You can also use certain ve commands for in-game actions, such as setting up your shot.



#### NAVIGATE MENUS

Raise and lower your right hand to move through menu options. To select a highlighted op swipe your right hand. To cancel or return to a previous menu, swipe your left hand.

#### ZOOM TO TARGET

To zoom in on your target, hold your left hand above your eyes. While zoomed in, hold you right hand in a fist out in front of you to being the aiming process, and move your fist to ad your target. Open your right hand when you are finished positioning your target. Hold your hand above your eyes again to return to your pre-swing stance.

#### ADDRESS THE BALL

Face the Xbox 360 Kinect Sensor and put your hands together like you're holding a golf clu You can also crouch to view your lie.

#### SWING

While facing the Xbox 360 Kinect Sensor, take a normal backswing and follow-through like you're swinging a golf club. While the ball is in the air, hold out your right hand to add spin

#### **VOICE COMMANDS**

Any time you see the microphone icon in the game, speak the words next to it to perform that action.

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