
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SCUS-94476
94476
HOT SHOTS GOLF 2
SONY
COMPUTER

Making your way to the Course - Menus

To make any selection, move the cursor over the desired selection and press the ✖ Button.



Main Menu - Think of this as your own clubhouse.



Game
Go out on the course and swing away!

Info
View various data including character status, replays of super shots and past results.

Tutorial
Browse through to check out answers to frequently asked questions that might help improve your score.

Continue
Resume games that you had suspended on your Memory Card.

Options
Change various settings and save and load games.

GAME MENU - More modes than you can shake a stick at.



Stroke Play
In this mode, 1 to 4 players compete through a course. The winner is the player with the fewest strokes at the end of the round.

Match Play
Up to 2 players can play a round of golf where the winner is the player who wins the most holes. Holes are won by getting your golf ball in the cup before your opponent.

Tournament
Register here to compete against a field of golfers through four seasons of single-player tournament action.

VS Mode
This single-player mode pits you against a computer controlled character in Match Play. If you defeat the character, you will be able to choose him/her as a selectable character.

9-Hole Par-3
Cure your golf itch with this quick fix of the short course.

Training
Perfect your swing on any hole on any course.

Info - Look up gameplay data

Check out past gameplay results and the items you have received.

When you win clubs, golf balls or other gear, review their attributes in the Prizes section. You can also view highlights of chip-ins and other super shots.



Tutorial - What the Pro's will tell you.

Review the pros' answers to frequently asked questions from golfers of every skill level.



Options - All the settings you could ever ask for!

You can change game settings and save or load games.

BGM	Turn the Background Music On or Off.
Gallery	Choose to play in front of spectators in modes: Tournament, VS. and 9 Hole Par-3.
Caddy's Voice	Select the voice of your caddy.
Tap-in	Option to receive "Gimees" if a putt is less than three feet away.
Short Cut	With this option on, you can bypass the golf ball flight animation by pressing the ● button.





Wallpaper	Customize your menu screen's wallpaper.
Music	Decide your music during gameplay.
Load*	Load a game from a Memory Card.
Save*	Save a game to a Memory Card.

**Note: The Memory Card must be inserted in Memory Card slot 1.*

Continue – Starting where you left off

You can continue playing rounds that are saved on your Memory Card.



Swinging and Putting Basics

When you first approach the golf ball, you want to make sure you know what you're doing.

Eyeing your shot

First, use the L1 and R1 buttons to make your club selection. The location of the Aiming Arrow will change when you change clubs, because each club has its own range. The number above the cursor lets you know, approximately, where and how far the ball would travel on a perfect shot. Once you've selected your club use the directional buttons to aim your shot.

Aiming your shot is important, but it's useless unless you have a good swing.

Swing 101



Now that you've aimed your shot, you're ready to learn how to swing. Understanding the Swing meter is the key. Anyone can press the ✖ button 3 times, but a good golfer has good timing.

- The first press of the ✖ button starts your swing. Now the Swing meter will start to move, and you've got 2 more button presses left.
- The second press of the ✖ button will mark your Power setting. Notice the Power percentage numbers above the Swing meter, these represent the percent of strength to be used on the swing. Time your second button press to the percentage you wish to use. The closer to 100% the farther the ball will travel.
- The third and final press of the ✖ button will mark your Impact setting. Notice the Impact Zone, if you time your third button press when the Swing meter is in the Impact zone, the result will be a well hit ball. If the impact setting is too early, your ball will curve to the right (slice), or too late and the ball will curve to the left (draw). You'll make your best shot if your Impact setting is exactly above the yellow starting marker.

Pressing the directional buttons when you make your impact setting will let you add spin to the ball. Pressing the Left directional button will give you a fade, pressing Right will give you a draw, Up adds topspin and Down adds backspin. For details, see side 2, "Adding spin to your golf ball."

P-U-T-T, Putt, Putt, Putt



Once you make it on the green, it's time for putting.

When you reach the green, a Putting grid will appear to show you the slope of the green so you can adjust your shot. The difference of color in the grid helps too. Green indicates a fairly flat shot, red indicates an uphill slope and blue a downslope. Also to help you is a cross-section of the green between you and the hole. This cross-section can be toggled on and off by pressing the L2 button.

Putting only requires two button presses.

- The first press of the ✖ button starts the Swing meter.
- The second press of the ✖ button will mark your Power setting. Again, pay careful attention to the Power percentage numbers on the Swing meter.

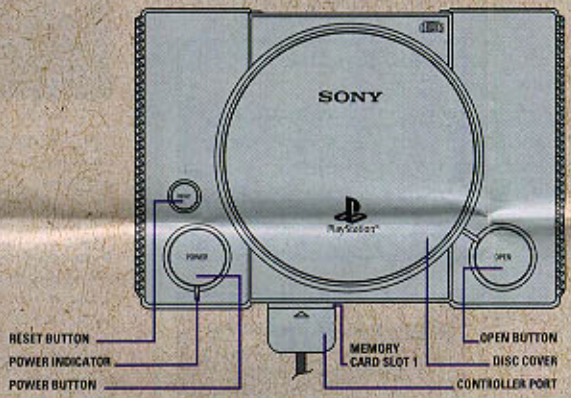
Equipment Corner - Getting Started

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the Power is OFF before inserting or removing the CD. Insert the Hot Shots Golf 2 CD and close the Disc Cover. Insert game controllers and a Memory Card into Memory Card slot 1 and turn ON the PlayStation game console.

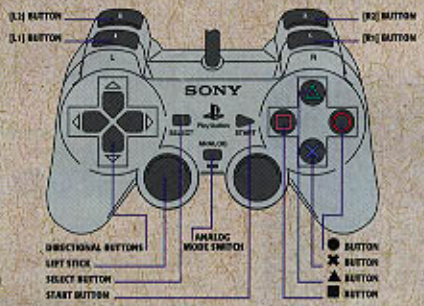
Title Screen

On the Title Screen, you can select to start a NEW GAME or CONTINUE from your previous records on your Memory Card.

If you choose to start a NEW GAME, you will be asked to enter a name before you hit the course.



Adjusting your Grip...on the controller



	ON NORMAL COURSE	ON GREEN
Left/Right Directional Buttons	Change shot direction	Change putting direction
Up/Down Directional Buttons	Change camera viewpoint (up/down)	Change camera viewpoint (up/down)
✖ button	Hit the ball	Putt
● button	Change camera viewpoint (retreat)	Change camera viewpoint (retreat)
▲ button	Change camera viewpoint (advance)	Change camera viewpoint (advance)
■ button	Change shot mode	Change putting mode
L1 button	Select the club	View from other side
L2 button	Inactive	Display cross section
R1 button	Select the club	Inactive
R2 button	Return the viewpoint, scatter grass	Return the viewpoint
START button	Display entire hole	Display entire green
SELECT button	View score card/adjust training settings	View score card

Additional controls:

By pressing the ■ button while a ball is in flight, you can view a replay of the shot at various angles.

In any multi-player mode, while an opponent is preparing for his/her shot, you can press the ■, ▲, ●, ✖ or directional buttons, and various phrases can be played to distract the opponent's concentration.

Pressing the L1/L2/R1/R2/SELECT/START buttons simultaneously returns to the Main menu. Keeping them pressed further returns to the Title menu.

Note: All the controls are the same on the Digital controller except for the use of the analog sticks.

Rookie Review - Caution: Beginners swinging here

At the Tee



Look Around Carefully

You can use the Up and Down directional buttons and the Triangle and Circle buttons to change the camera position. You should look around carefully before deciding on the exact direction of your shot. Pressing the R2 button resets the camera to its original position.

Check Out the Entire Hole

Press the START button to display a map of the entire hole. Rookies tend to get too tense and forget this. Learn to relax and take a look at the big picture.

Note: All the controls are the same on the Digital controller except for the use of the analog sticks.



Tee Time!

Once you've picked the Golf mode you wish to play, the following screens will appear.

Select the Number of Players

Select the number of players in your group. Use the Left and Right directional buttons to select the number of players and press the ✖ button.



Set the controllers

Use the Left and Right directional buttons to highlight a controller and use the Up and Down directional buttons to select which controller is used for each character, then press the ✖ button.

If a controller is labeled with "CPU" it means that the computer will control the character.



Choose the Course

Select the course to play.

Use the Left and Right directional buttons to select the course to play.

You can use the L2 or R2 buttons to change seasons and in some modes, pressing the L1/R1 buttons allow you to select the number of holes to play.

Sometimes you can select, "HANDICAP" or "MODE". The handicap screen allows players to enter their golf handicap, and Mode gives you the option to disable the ability to spin the ball during your shot.

When you have decided where to play, highlight START GAME, press the ✖ button and get ready to tee off.



Pick your Character

Each player will be able to pick his/her character.

You can press the L1/R1 and L2/R2 buttons to personalize your character by using the clubs or balls that have been won in Tournament mode. You can access many more characters by defeating the computer characters in VS mode.

Every character has his or her strengths and weaknesses. Each letter, ranging from "A" to "E" represents their ability in each category, where "A" is excellent, and "E" is poor. Also the ball flight trajectory tendencies of each character are displayed next to the name.

As you obtain and use different golf balls and clubs, your character's ability changes.



What would a sport be without statistics, highlights

From the Main menu, select Info to display the Info menu. From the Info menu you can view various types of information related to your games.

Status - Records you've achieved so far

Highlights - Video replays of your "Super Shots"

History - Your history in Tournament mode

Profiles - Profiles of the characters

VS Results - Results of all the matches played in VS mode

Prizes - Items you have won from your golfing career



Highlights

Replay your Highlights by selecting the shot you want to watch and pressing the ✖ button.



Up to 20 shots from normal courses and 5 shots from 9-Hole Par-3 can be stored. When there's no more room, shots will automatically be overwritten, starting with those with a lower "Super Shot" ranking. If there is a shot you don't want to be overwritten, highlight a video frame and press the Triangle button to preserve the replay so it can't be overwritten. You can delete replays by pressing the Square button.

Golf is ultimately a battle against yourself. Knowing yourself is essential for improving your scores. Use the Info menu to know your past and improve your game.

Status

If you want to look over your records select Status. In addition to overall results, you can also view detailed results for each individual course. First, the initial screen displays the simple results from Tournament mode and the best scores on various courses along with the characters that you can use. Press the ✖ button to switch to Detailed Data. On Detailed Data, you can view the detailed and overall results of Tournament mode and statistics for each course. Deviation values are also displayed.



History

Here you can view the history of your Tournament play. The information displayed includes the points earned in each year, the ranking in each tournament entered in each season, and the class at that time. Press the L1/R1 buttons to switch among the pages displayed. Since a history of up to 100 years and 400 tournaments can be stored, even those who want to enjoy a long game will be satisfied.

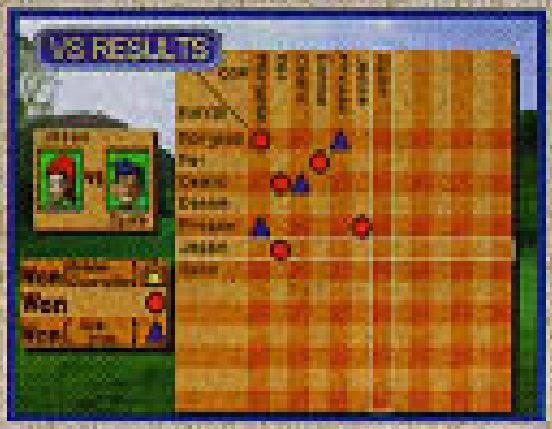


Profiles

On this screen, you can display a character profile by selecting his/her image. Only the characters that you have unlocked through VS mode can be viewed. You can press the Left or Right directional buttons on the profile info screen to change the character being displayed.



VS Results



Here you can view the results from VS mode. The competition results are arranged into a table, with the characters that you control arranged vertically and the CPU characters arranged horizontally. As you use the arrow keys to move the cursor, pictures of the corresponding characters appear at the left of the screen. When you win a match, a mark appears at that combination in the table.
For details of the meaning of the various marks, see the bottom left of the screen.

Prizes



You can view the gear items and trophies that you have won in Tournament mode.

Clubs & Golf Balls

Here you can check out the details of the various clubs and balls. Equipment that you have not yet won are displayed as black icons. Try out different types of gear to find the combination that gives your character the edge.

Goodies

Check out various items you can win as prizes. Try to collect a complete set!

Trophies

You win trophies by placing high in Tournament mode. To find the highest places in each tournament, select Status on the Info menu. Try to win all of the tournaments from Amateur to Top Pro.



Tips from the Pros - Improving your Game

If you play golf, you know you are never far from trouble. But rather than complaining about your bad luck, take your problems on the course head-on with an optimistic attitude. Here our professional staff present techniques for bunker shots, shots from the rough and shots on an inclined lie, as well as how to handle the wind.

Know everything about the condition of your lie.

The situation of the current lie (ground beneath the ball) is indicated on the bottom right-hand corner of the screen.



The Power Loss Percentage



The numbers that appear below the ball represents the Power Loss percentage with respect to distance. With a good lie on the fairway, your clubs will get great contact with the ball, giving a higher percent range, resulting in a minimal loss of power. Unfortunately, some golf balls land in poor conditions resulting in a poor lie. With a poor lie, like in a bunker, the Power Loss percentage will be lower, resulting in power loss. For example, a shot that would fly 100 yards under normal circumstances may only fly between 75 to 100 yards, making accurate shots difficult.

Inclined Lies

If the lie is inclined to the right, the ball will fly to the left, and if the lie is inclined to the left it will fly to the right. Unfortunately, experience is the only way to tell the exact angle of the flight of the ball. The effects of downhill or uphill inclines can be checked with the Hitting Angle arrow to the right of the club.



Curve Balls and Spin

Adding Spin To Your Golf Ball

If you press the directional buttons with your Impact setting on the Swing meter, you can change the point of impact of your club on the ball. If you take advantage of this, you can get yourself out of trouble.



If your club hits the top of the ball by pressing Up on the directional button you add topspin so that it will roll farther. Also, the trajectory will be lower, so it is less affected by wind. However, it does become more difficult to stop the ball where you are aiming.

Hitting the bottom of the ball by pressing Down on the directional button gives the ball backspin so it does not roll much. A strong backspin can even make the ball back up after it drops. The drawback is a high trajectory that is easily affected by wind.

If you hit the ball on the left or right, holding either the Left or Right directional buttons, while hitting the ball, will make it slice (curve to the right) or hook (curve to the left), respectively.

Wind Speed and Direction



The blue arrow that appears in the upper right-hand corner of the screen indicates the wind speed and direction. The higher the trajectory of the ball, the more it is influenced by the wind. In strong wind situations, you can reduce the effects of the wind by using a bigger club that hits with a lower trajectory.

Wind Speed on a Tee Shot

Like real life, you can't immediately tell the speed of the wind on a tee shot. But there are several ways of figuring it out.

Motion of the flag in the upper left corner

The direction and speed in the motion of clouds

Scattering Grass with the R2 button

Paying attention to the movement of flower petals or falling leaves





Get the Most out of your Golf Gear

Changing your gear can greatly change the results of your shots. You can customize your character by compensating for weaknesses or tailoring to strengths. Take note of the bar graphs and/or arrows that are displayed during character selection, and find the combination that is best for you.

Power = Distance

Control = Straightness

Impact = Ease of impact

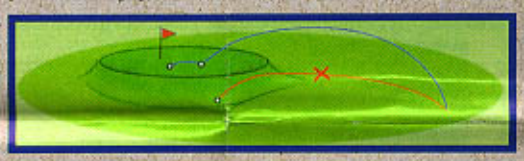
Spin = Strength of spin



Club Selection

Let's talk about club characteristics, which become very important when forming your course strategy. Basically, longer clubs hit the ball farther but have a lower trajectory while shorter clubs don't hit the ball quite as far, but give the ball a higher trajectory.

For example, pretend you are aiming for an elevated green, and you are using a longer club that will hit the ball farther. While the club certainly may give good distance, if the green is too high up, the ball may just hit the embankment as in the figure below. The same thing will happen if you are shooting uphill.



Don't just think about distance, but rather make your club selection appropriately depending on the circumstances.

Your Character's Abilities

Each character has different abilities with respect to their distance, how their golf balls fly and the height of their trajectory, etc. Be sure to know your characters abilities.

Scorecards: Chicken Scratchings or Golf Scores?

After every hole, your scorecard will appear on the screen so you can keep track of your score.



Also, pressing the SELECT button during game-play will bring up the scorecard.

Under each completed hole your score will have 2 numbers. Out of the 2 numbers per hole, the larger number represents the total number of strokes and the smaller number is the number of putts taken on that hole. In the case of a chip-in on a hole, the number of putts becomes 0.

Pressing the Up or Down directional buttons while the scorecard is displayed will change the hole score numbers to symbols. The meaning of the symbols is as shown below. If you press the SELECT button you can suspend your round. To resume a suspended round, select Continue from the Main menu.



If the number of strokes reaches 3 times par, this is counted as a give-up.

