

more than about 10 words a minute, so I gave up on the project, but now that my hand is out of its caste, I can at least type at a normal pace, and the Hot Shots Golf FAQ lives!!!

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I I                               VERSION HISTORY
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Version 1.0:          Just started out the FAQ, got a pretty good chunk of
-----                    it finished, but I still have a bit more to go.

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Version 1.1:          Added the courses section. As well as finished the
-----                    whole FAQ.

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Version 2.0:          I am not quite sure how many versions there are, I
-----                    have come back to working on this FAQ, there has
                        been some huge updates to just about every section
                        of the game, the guide is much, much better now. The
                        FAQ changed in size from 21kb all of the way to 58kb

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Last Updated          Monday, February 18, 2002
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III                               CONTROLS
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|          Button          |          On Course          |          On Greens          |
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|      Left & Right      |          Aim Shot          |          Aim Putt          |
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|      Up & Down          |      Change Camera          |      Change Camera          |
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X	Hit the Ball	Putt the Ball
O	Change Camera	Change Camera
Triangle	Change Camera	Change Camera
Square	Change Shot Mode	Change Putt Mode
L1	Select Club	View putt from the other side of the hole
L2	n/a	n/a
R1	Select Club	Display Unevenness
R2	Return View point to normal view.	Return View point to normal view
Start	Display Hole	Display Green
Select	Show Score	Show Score
Left or Right Must be Pressed during your shot	Add Spin	n/a
Square (After shot)	View Instant Replay	n/a
X, Square, Circle, or Triangle (During other players shot in 2-P Mode.	Taunt Other Player	Taunt Other Player

I V

MAIN MENU

There are six options once you get into the main menu screen....

Play Game

In this menu you will be able to choose from a variety of different modes of play. For more information about this selection, check out the "GAME SELECTION" area of the FAQ.

Mini Golf

Test your putting ability in this mode of play. There are eighteen holes to play, each one presenting its own challenge and strategy.

Continue

If you have saved one of your previous games, this is the place where you can pick it up. For those of you who like to use little cheats, if you have an incredible front nine, save the game. Then if you suck, reset the game and start over from Hole 9

again. Repeat this process until you have your desired round.

Lessons

In this menu, you can go through three different tutorials that teach you everything from your basic "How to Hit the Ball" right down to some of the hardest tricks of the game. To read each one of these tutorials, check out the "LESSONS" section of the FAQ.

Status

Here, you will be able to check the best rounds and scores of your personalized golfer, as well as the game all together. You can also check out some of your most amazing shots in the game and any trophies you might have won through tournament play. To read more about the Status screen, check out the "STATUS SCREEN" section of the FAQ.

Config

In the configuration menu, you will be able to change many of the games settings ranging from background music to the gender of your caddy.

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V

GAME SELECTION

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There are six options in the game select screen...

Game Select

Play a simple round of golf with up to four players. The people could be CPU based or your human counterparts.

Match Play

Just like in real life, you will be able to play in the "Match" format. In Match Play, each of the two players compete to win every hole. If you win the hole, you will receive one point. Whomever gets the most points in one round will win.

Training

In Training Mode, you will be able to play on any hole on any course that you want. This includes the mini-golf course. You will be able to take mulligans until you master the shot that you desire to hit.

Tournament

In Tournament Mode, one player will compete in an eighteen hole tournament to see who gets the best score. Should you win, you will get bonus points, as well as a spiffy trophy. Tournaments can be competed on either of five normal courses. You must hit from the Normal or the Back tees and must have the normal mode of play (No Shanks) on.

VS. Mode

VS. Mode is a One-Player mode where you face the computer opponent of your choice. If you choose, and beat one of the characters that you do not already have unlocked, that character will become unlocked for you to play.

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There is a five round tournament, that is that is competed on all five of the courses with all of the most difficult settings on the game defaulted. At one point, when this game was new, Sony had a contest with this mode. After your five rounds, you would receive a special code. If you thought your rounds were good enough, you could have sent the code in and won quite a few free promotional items.

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V I STATUS SCREEN
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As in a few of the other options, there are six different selections for you to choose from....

Best Score:

This option will show the basic high scores for the whole game. It should also show how many experience points you have earned in the game. Longest drive and longest putt scores are also posted in this area.

Records:

Individual player records should be scored in this section. You will be able to find everything from driving accuracy to driving distance and putting average. Anything that you will want to know about how good you are should be kept here.

Trophy:

Any time that you have placed in the top three places in a tournament, you will receive a trophy commemorating your good work. Every different trophy that you have earned will be stored in here. This can hold a grand total of fifteen different trophies (First, Second, and Third in all five of the tournaments).

Super Shot:

Going into this option, you will see 25 different holes for you to review, each one having its own description. If you choose one of your shots, you will go through the whole hole. The best shots are saved in this order: Hole in One, Albatross, Eagle (Chip In), Eagle, Birdie (Chip In), Birdie, Par (Chip In), Par, Bogie (Chip In), Bogie...

New Entry:

If you choose this menu, you will be able to enter a player for the game to keep all of your stats. If

you would like to save data to one of the players,
there will be an option after the end of your round.

Vs. Data:

Here you will see a graph of every one of the VS.
Mode victories and defeats of every defaulted player
in the game.

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VII

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LESSONS

Lesson 1 (Beginner)

..... Watch for the Wind

The path of the ball changes according to the wind. Before your shot,
check the direction and strenght of the wind on the "wind directional
indicator located on the top right corner of the screen. The strength
of the wind is not known until the first shot of each hole. You estimate the
wind by throwing a few strands of grass using the R2 button or by looking at
the flag located on the top left corner of the screen.

..... Watch for the Lie (Placement of the Ball)

The condition of the ground in which the ball leis is much more
influential than the wind. Obviously, the slope of the ground could
affect the direction in which the ball leis, but the distance the ball
travels can also be influenced by the condition of the grass rough.
Check the zoomed picture of the ball located on the bottom right corner
of the screen, and think of the effects from the lie on the ball before
you make your next shot.

- You can figure out which direction the ball will travel by examining
the arrow above the ball
- The numbers below the ball indicate the amount of power you're
actually going to get form your shot. The smaller the number, the
shorter the distance.

Lesson 2 (Intermediate)

..... Adjust the Hitting Power

While the player is in the golf stance, press the [] button to switch
shot modes. There are two types of shot modes: the power mode which
allows the player to hit the ball with greater power; and the approach
mode, which allows the player to hit the ball a maximum of 60 yards
regardless of which club is used. Each of these modes can be used in
certain situations, but both are essential to acheive a good score.

- The power mode lets you hit the ball further than normal, but the
number of times is limited and the risk of hitting a bad shot
increases. A number will appear above the P located at the side of

the power gauge, indicating the remaining power shots left. You can use power mode anytime the ball is farther than 60 yards from the pin.

- The approach mode give a player more control and limits the total distance to 60 yards, regardless of club choice. Only when you are within 60 yards of the pin, will you be able to use approach mode.

..... Path of the Ball and Its Effect

By changing the position where the club strikes the ball, you can add spin to the ball, which will change the trajectory of balls flight. To do this, press the direction buttons after you've selected the power during the shot. You can use two types of spin simultaneously by pressing in a diagonal direction on the D-Pad. Hit left to make it go right, right to go left. Hit down to make the ball fly more and roll less, up to make it fly less and roll more.

Lesson 3 (Advanced)

..... Types of Clubs

<u>Woods (1W-4W)</u>	Made to make the ball fly low, but travel a farther distance.
<u>Irons (2I-9I)</u>	Distances change with club the lower the number, the farther it flies.
<u>Wedge (PW,SW)</u>	Short distances and high spin and flight
<u>☒☒ Putters ☒☒</u>	Used on the green

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VIII

CHARACTER BIO'S

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..... Character Basics

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Player	Ball Flight	Power	Control	Spin
Mary	Strait	2	9	3
Taku	Draw	2.5	8	4

Yuki	Strait	3	7	5
Sam	Draw	4.5	6	3
Ralf	Fade	6	6	4
Susan	Strait	7	5	3.5
Buzz	Fade	8	4.5	3
Daryl	Fade	9.75	2.5	6
Raul	Fade	8	4	3
Iceman	Strait	9.5	3.5	5.5

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 Character Description / Strategy

MARY

Telling from her stats, Mary is not a very long hitter, nor will she be able to stop the ball on a dime. However, she is the most accurate hitter in the game. Most people that choose to use Mary only do so for a short period of time, until they unlock a better player, or they become a better player of the game themselves.

In order for you to be effective with Mary, you will need to do a few things. First, you must hit the ball full power every time. This will ensure that you will get the maximum distance out of every ball hit. Second; learn how to spin the ball correctly. Even though she is not great at it, if you master the spin techniques and how to use them, you will be able to manipulate the ball however you want to. Finally, although it may seem kind of trivial with her incredible accuracy, make sure that you hit the ball square every time that you swing. Being able to do this will allow you to master the other parts of your game without having to focus on the timing of hitting the ball square.

If you ever have to face Mary, you will need to do a few simple things in order to pound her face into the ground. Power should be the essential part of your game. Being able to get onto Par 5's in two shots when she takes three or even four can put you one or two strokes ahead of her in just one hole. Second, you have to hit the ball accurately. Even if you have one bad hole where you just slice the ball two or three times, she will capitalize on your mistakes and gain quite a few strokes before you know what hit you. Finally, just do not skrew up. Mary was designed to be the worst player in the game, and should you should not have too

much of a challenge beating her.

TAKU

Other than Mary, Taku is the only other pre-set player to be unlocked. Because of his power and pretty good accuracy, most people will choose him as their character that they start the game out with. Taku is the better of the two golfers in the beginning, but you will have to learn how to hit and aim with his draw. Other than that one small obstacle to overcome, Taku is a great player to start out with.

If you are going to use Taku, you will need to learn how to use his draw. Depending on which hand you want him to be, you will need to start figuring out to aim a bit to the outside (due to the fact that the ball will start out going away from you and then come back towards the golfer). Using spin effectively with Taku is more important than what it was with Mary, but it is still not necessary to be good at it with him.

If you have to face Taku in VS Mode or any other mode, you will need to keep a few things in mind. First off, since he is not a long hitter, you will need to hit the ball longer than him as often as you can. Taku is still very accurate at hitting the ball, and you can not let him take advantage of this. You must be accurate when you hit the ball. You also need to keep in mind that you are supposed to be able to beat him, so he will screw up more often than not. There is no real need to worry about beating him, because, whenever the computer is him, they give you many chances to beat him.

YUKI

When you first unlock Yuki, she will be the best golfer in the game. Her power is more than the other two, and she has much better spin control without giving up too much accuracy. As soon as you unlock her, I would use Yuki instead of either Taku or Mary, simply because she is better than them, plus she hits the ball straight so you don't have to worry about figuring out the whole Fade / Draw thing and just play some golf.

To be successful with Yuki, you will need to have learned to, at least somewhat, use spin with at least half of your shots. Doing this will allow you to be more aggressive at the pins by being able to stop the ball instead of letting it roll. Getting longer rolls on the fairways, and better distance of your drives. As her power is slightly lower than the previous two players, you will need to hit the ball more accurately. Normally, you will not need to worry about it because after playing for a fair amount of time, you should have the timing down to a science.

In order to beat Yuki, you will need to have a golfer with better power than she has. If that is not available, then you will need to putt the ball very round. Putting will often be the difference between a round of Even Par and -7. Keeping this in mind, make sure that you know how to putt and know the course that you are playing.

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SAM
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Sam is one of those players that everybody just loves to beat. With no real distiguishing stats, he is the guy that you would love to have on your team, but, odd are, he will never start, even though he does try hard. You have to feel for the poor little guy, don't you?

As far as power goes, he is the most powerful when you first get him, but after just a little bit of playing, you get players that are much better than him, no matter what strategy you use. Sam is a basic collaberation of mediocre stats that have been personified in a computer generated body with an oversized head. If you have chosen to be cheap and use the "All Characters & Courses" cheat, Sam is one of the better players to work on your basic skills. *So he does have a use*

Sam has been plagued with bad programming. For being the fourth player in the game, he does make an overwhelming amount of errors that only a beginner of the game would hit. To beat Sam, you will simply need to not make too many mistakes and just golf a round of two to three under.

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RALF
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Ralf is a questionable character to say the least, pulling flowers and doves out of his hats raises more that a few eyebrows. Anyway, Ralf is not a bad player at all. His one major plaque is his Fade. Most players have a harder time controlling their fade, than any other kind of shot. This is why I would not recomend using him unless you feel you have mastered the game, but if you are that far along, you should choose one of the better players in the game.

If you started out playing Taku, it should take you very little time to adapt to playing Ralf. Their spinning abilities are almost the exact same, and their accuracy are the same. The only thing that is different about these two is Ralf is a longer hitter, and hits a fade instead of a draw, that means you will need to aim your shots on the outside of the hole on your approach shots, instead of right at the flag.

In order to beat Ralf, you must first allow Ralf to beat Ralf. Ralph makes his fair share of mistakes, and it is your job to capitalize on them. If you do not, then you will loose. Staying calm and cool will really help you out. Since there are no players that are much better than him in any catagory of skill, you just have to play better than him. It is right about this point in the game when putting becomes severly important. If you do not know how to putt well, then get yourself to the Practice mode and start practicing your putting.

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SUSAN

Besides being the best female golfer in the game, Susan is probably the second or third best overall depending on your style. She is a long hitter, her accuracy is good, and her ball control is fair. If you are playing Hot Shots Golf with a girlfriend, then Susan is just the kind of player that she will love (or if you are a girl and want to golf as someone of the same gender, then you should choose Susan)

It is fairly easy to beat just about anybody in the game using Susan, as long as you know what you are doing. Her power is better than anybody before her, so you should definatly use it to her advantage. You will also need to have the ball control mastered if you plan on using her, or just learn how to not use ball control at all. Consistency and accuracy are must-haves whenever you play with Susan. After having played the game for this long, if you do not have these all but mastered, odds are you never will. So just hang in there and do not do anything stupid and you should do very well with her.

If you were planning on beating Susan, you will need to have your "A Game" on. The computer plays her with almost perfect precision, which sets up the challenge of you actually initiating your victory. You will need to be agresive on Par 5's and on all of your fairway shots. You should also be at the point where you can not give up more than 2 or 3 bad holes in a round without having the skill to recover from them.

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BUZZ

Buzz is your every day beer drinking, fun loving, weekend golfer. He has the ability to put is weight behind him and launch the ball further than any player that you have had to face before. Buzz is best used and loved when he is played on the mini-golf course. His expressions are funnier than anybody elses, and will leave you in tears when you see them. Other than the mini-golf Buzz is not very useful in any real sense of the word. His fade is unbearably wide and unpredictable, it is better to just play with another

golfer.

Just like every other player, Buzz has his advantages as well as his disadvantages to using him. His power is better than anybody else's up to the point when you get him. However, his consistency is also one of the worst that there is in the game, and his ability to spin the ball is not much better. This means that you will need to hit the ball accurately every time, or else you will be spending quite a bit of time in the rough, hoping to make your next shot to save par. If you can control both his power and his accuracy, then you will have a good day on the course. If not, then I would recommend the purchase of a sturdy controller.

Beating Buzz is a fairly easy task, as long as you know what you are going to do. You will not need to be consistent on every shot, but make sure to not be hacking the ball left and right. You will need to hit the ball with the right power more often than not. It should also be a given that you will need to putt the ball well. With all of these areas of your game in check, you will be able to beat anybody.

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DARYL

Looking at Daryl's stats, you will notice that he is the most powerful player in the game, and also can spin the ball more than anybody else. Daryl, although he is the strongest golfer, is probably the one of the worst players in the game. His fade is conducive to a bad shot, and his bad accuracy makes it even worse. Only somebody who can hit the ball accurately every time should choose Daryl as their golfer.

If you can control your accuracy then you will be able to fair really well. It is an absolute must that you control your accuracy. You should not worry about controlling your power because his strength will enable you to focus on the accuracy. Do I need to say it again?

YOU NEED TO CONTROL YOUR ACCURACY!!!

When you come up one on one against Daryl, he will be the hardest challenge in the game. It is an absolute must that you have good power. Daryl will get on any Par 5 in two shots, and will often have an easy shot at an eagle. Allowing him to do this will put you many shots down in a hurry. By this point, if you have not mastered your putting, you might want to start practicing. It is a fairly simple thing, but it can be the difference between an even par round and a round that wins a tournament.

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RAUL

Raul is, the second most feared golfer in the Hot Shots

Golf world. He can whack the ball a mile and can control every one of his shots. If you choose to play him, then you will have a good time beating your opponent, should you have to face him, good luck. You will need it.

Raul is one tough customer. Every part of his game is in check, his power is great, he can control any one of his shots. However, his ball control, is somewhat mediocre. If you are a person who prefers to hit trick shots instead of playing it safely, then you might not want to choose Raul very often. As long as you can figure out his fade, then there will be absolutely no reason to worry about any other golfer in the game. To beat anybody in the game, just play like you know how to and have fun.

Good luck facing Raul because you are going to need it. To beat him, you will need to play with your best player on the course that you know best. Usually for me it is Course 2, but it really does not matter. Putting is the real key to success at this point. You should have no more than 25 putts in your round. If you do, then you will need to have some practice putting. This is the only way to beat him.

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ICEMAN

Iceman is the mother of all golfers. Only the best of the best will be able to beat him. There is a reason that he is the last player. His high stats in every category are incredible. You will need to play the perfect round in order to beat him, but once you do, the rewards are endless.

If you choose Iceman, then there is only one thing that you need to know to beat him.... Nothing. Play even a mediocre round and you should beat just about any opponent in the game. You would win tournaments left and right with him. Use your extreme power to your advantage, and follow it up with his great ball control. Iceman is the ultimate golfer.

Good luck beating this guy. Should you choose to play him, you need to play perfectly. You will need to have great power and incredible consistency, supplemented by supreme putting. If you are able to summon all the parts of your game, then you should have a chance at coming close to beating this guy.

X I COURSES

Below is a description of all five of the regular courses and the hidden course. What the letters mean-

DL-L= dog leg left
 DL-R= dog leg right
 GB= greenside bunkers
 F B= fairway bunkers
 FGB= fairway and greenside bunkers
 Lake= water in play

Course #1: Green Country Club

Hole Number	Hazards	Distance, Yards (Front, Regular, Back)			Par
1	GB	413	421	432	4
2	DL-L, FGB	492	503	512	5
3	FGB, Lake	167	174	184	3
4	DL-L, GB	354	365	374	4
5	DL-R, FGB	384	395	413	4
6	FGB	379	390	400	4
7	GB	161	169	179	3
8	DL-R, FGB,	369	380	389	4
9	GB, Lake	474	485	494	5
10	FGB	378	386	394	4
11	DL-L, FGB, Lake	362	371	382	4
12	GB, Lake	153	158	164	3
13	DL-R, FGB	334	342	353	4
14	DL-R, FGB, Lake	452	461	470	5
15	GB	391	405	410	4
16	GB, Lake	171	182	189	3
17	DL-R, FGB,	385	400	405	4
18	DL-L, FGB, Lake	486	495	506	5

Course #2: Hawaiian Resort

Hole Number	Hazards	Distance, Yards (Front, Regular, Back)			Par
1	DL-R, FGB	395	410	410	4
2	FGB	340	356	364	4
3	DL-L, FGB	494	510	524	5
4	GB, Lake	219	228	239	3
5	DL-L, FGB	335	345	356	4
6	FGB, Lake	481	492	501	5
7	FGB	335	367	373	4
8	GB	267	213	230	3
9	DL-R, FGB	389	397	417	4
10	FGB, Lake	350	361	378	4
11	DL-L, FGB, Lake	478	498	514	5
12	DL-R, GB	312	331	347	4
13	GB	202	219	235	3
14	GB, Lake	404	420	438	4
15	GB	307	320	336	4
16	GB	186	200	213	3
17	DL-L, FGB	361	375	394	4
18	DL-L, FGB, Lake	487	503	516	5

Course #3: Fujyama Country Club

Hole Number	Hazards	Distance, Yards (Front, Regular, Back)			Par
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1	FGB	400	415	428	4
2	GB	169	185	200	3
3	DL-L, FGB	421	435	459	4
4	F B	521	540	562	5
5	DL-R, FGB, Lake	368	380	395	4
6	GB	357	367	386	4
7	DL-L, FGB, Lake	456	489	502	5
8	DL-L, F B	384	394	410	4
9	F B	200	219	239	3
10	DL-R, FGB	516	531	545	5
11	DL-R, FGB	389	400	420	4
12	FGB	370	385	400	4
13	GB	184	200	215	3
14	DL-L, F B	380	389	415	4
15	DL-R, GB, Lake	504	518	529	5
16	FGB	375	395	405	4
17	GB	164	180	195	3
18	DL-L, FGB	435	450	458	4

Course #4: United Country

Hole Number	Hazards	Distance, Yards (Front, Regular, Back)			Par
1	FGB	397	413	425	4
2	FGB, Lake	514	530	546	5
3	DL-L, FGB, Lake	338	352	364	4
4	GB	191	217	231	3
5	DL-R, FGB	421	432	444	4
6	GB, Lake	118	145	152	3
7	DL-L, FGB	367	382	397	4
8	FGB	468	498	510	5
9	GB, Lake	392	398	421	4
10	FGB	443	465	471	4
11	FGB, Lake	380	409	431	4
12	GB	162	184	192	3
13	FGB	505	535	547	5
14	DL-L, FGB	386	397	412	4
15	FGB	369	404	410	4
16	Lake	142	158	167	3
17	DL-L, FGB	353	369	381	4
18	DL-L, FGB, Lake	553	564	574	5

Course #5: Vegas Desert Country Club

Hole Number	Hazards	Distance, Yards (Front, Regular, Back)			Par
1	DL-L, FGB	426	439	454	4
2	GB	219	235	254	3
3	GB	397	413	426	4
4	FGB	292	307	323	4
5	GB	282	397	410	4
6	DL-R	439	458	481	5
7	GB, Lake	169	184	200	3
8	DL-L, FGB, Lake	518	545	580	5
9	DL-R, GB	345	364	384	4
10	FGB	379	389	396	4
11	DL-R, FGB, Lake	373	394	417	4
12	GB	189	204	219	3

13	DL-L, GB	360	375	391	4
14	DL-L, GB	536	551	564	5
15	FGB	281	296	309	4
16	FGB	369	384	400	4
17	GB	158	175	184	3
18	FGB, Lake	454	487	503	5

Course #6: Extra Course

Hole Number	Hazards	Distance, Yards (Front, Regular, Back)			Par	
1	DL-L, Lake	485	498	507	5	
2	FGB	"Cheerio's"	345	360	373	4
3	DL-R, Lake	"Raccoon"	391	410	428	4
4	GB, Lake		184	200	215	3
5	F B, Lake		430	446	459	5
6	DL-R, FGB	"Giraffe"	406	221	438	4
7	DL-L, Lake		306	323	335	4
8	GB, Lake		339	353	369	4
9	GB	"Octopus"	131	169	182	3
10	DL-R, FGB, Lake		386	402	417	4
11	GB		116	131	145	3
12	FGB, Lake	"Snake"	496	504	512	5
13	DL-R		145	153	164	3
14	FGB, Lake	"Turtle"	353	369	391	4
15	DL-R, FGB, Lake		510	523	539	3
16	GB, Lake	"Satalite"	169	182	197	3
17	FGB	"Rocket"	362	682	402	4
18	DL-R, Lake		498	509	517	5

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X MISC.

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During the course of the game you will recieve "Experience Points" the more experience points that you get, the more courses that you will unlock. You can unlock a total of four new courses using Experience Points and one more using the "All Courses and Golfers" cheat. The following is a listing of how you recieve points and just how much each trick is worth.

Getting Courses:

•••• In order to get new courses, you will need to obtain a certain number of Experience Points. Here is a listing of how many points you need to get to unlock each one of the courses.

Course #	Points Needed to Get
Course 1	0

Course 2	50
Course 3	250
Course 4	850
Course 5	2350

During Mini Golf:

- Hole in One = 1 point

During a Round:

- An approach shot that lands within 6.6 feet of the cup = 1 point
- Hitting the Flag = 1 Point
- A putt made from 66 feet or longer = 1 Point
- Hitting the Flag stick = 1 Point
- Hitting a tree, then having the ball land on the green = 1
- A chip in from 109 yards or less = 2 Points
- Getting a Birdie = 2 Points
- A chip in from more than 109 yards = 3 Points
- Getting an Eagle = 5 Points
- Getting a Hole in One = 7 Points
- Getting an Albatross = 8 Points

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 All of these point values are based
 on those given to you on Course #1.
 For point values on other courses,
 just multiply the course number by
 the point value and that is what you
 will receive.

During a Tournament:

Note: You only get experience points if you score in the top ten positions.

Course	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
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1	50	30	20	10	7	5	5	5	5	5	5	Course
2	150	100	50	30	20	10	10	10	10	10	10	Course
3	400	200	100	50	30	20	20	20	20	20	20	Course
4	1000	500	250	150	100	50	50	50	50	50	50	Course
Course 5	2000	1000	500	300	200	100	100	100	100	100	100	Course

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CHEATS

Unlock All golfers and Courses:

As soon as the screen with all the golfers appears, hold the hold down R1 + R2 + L1 + L2, then as soon as the flash happens, quickly press; Up - Up - Down - Up - Left - Right - Right - Left - Up - Up - Down Up - Left - Right - Right - Left you should hear a noise. (Note: you must do it on controller 2 with no memory cord inserted in either slot)

Mirrored Courses:

When chosing a course, hold down L1 and L2 then choose your golfer, but continue to hold L1 and L2 until you start your game.

Mirrored Golfers:

When chosing a golfer, hold down R1 and L1 when you chose, continue to hold down the buttons until you get to the Course Selection screen.

===== X I NOTES & THANKS =====

A large thank you goes out to every person who has read and used this FAQ. Also, every webmaster that has asked me if they could use this FAQ on their website, thank you for hosting this FAQ.

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