HOT SHOTS GOLF FORE!

INSTRUCTION MANUAL

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FOR ADVANCED PLAYERS

Throughout this manual, there are tons of tips to help you take your 'game' to the next level

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Welcome to Hot Shots Golf® Fore!

🌢 Realistic Graphics Reach a New Level!

Gorgeous course visuals are now even more true-to-life! Morning mists cloak the green, trees sway in the wind, and fountains sparkle in the air. Feel like you've stepped onto a real golf course as time passes, seasons change, and fair weather comes and goes. The characters have plenty of new moves too—wait til you see what they do when they hit the ball! The realistic courses and off-the-wall characters will keep you entertained for hours on end.

🌢 Tons of New Courses and Characters!

This latest game in the series features five courses from Hot Shots Golf®3, eight brand-new courses. That's a whopping 13 courses, the most ever! Then there are all the characters packed in this game— not only have we brought back the most popular ones, but we've also added some new faces for a total of 34 characters in all. See if your favorite character's made a comeback! This game's so jam-packed, you'll always be coming back for more.
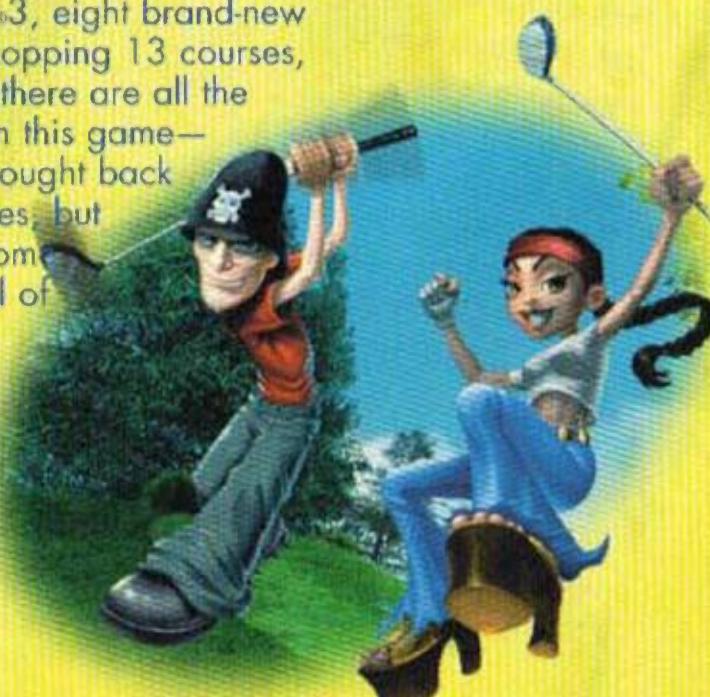
🌢 Miniature Golf Is Back!

Finally, the long-awaited Miniature Golf from the very first Hot Shots Golf® is back by popular demand! Playing a round with nothing but a putter combines the tension of golf with the strategy of pool for fun that's sure to satisfy die-hard fans and newcomers alike. Who knows—it might help you with your putting skills!

🌢 Everybody's Club For Beginners!

Introducing the Hot Shot Club to make Hot Shots Golf® easier to play for first-time hackers! It doesn't give you a lot of distance, but you'll be hitting one good shot after another just by selecting where you want the ball to go and how hard you want to hit it. After plenty of practice with the Hot Shot Club, choose from a wide variety of advanced clubs and balls and enjoy a more challenging round!

🌢 Play Your Favorite Game...ONLINE!!!

Now you can share your Hot Shots Golf experience with far away friends and other HSGF fanatics with online gameplay. Play a round with your best friend in 'Rival Mode' or compete in "Online Tournament Mode" to see how you compare with other players across the nation.

Getting Started

MEMORY CARD slot 1   MEMORY CARD slot 2   disc tray   RESET button   (open) button

USB connector   controller port 1   controller port 2
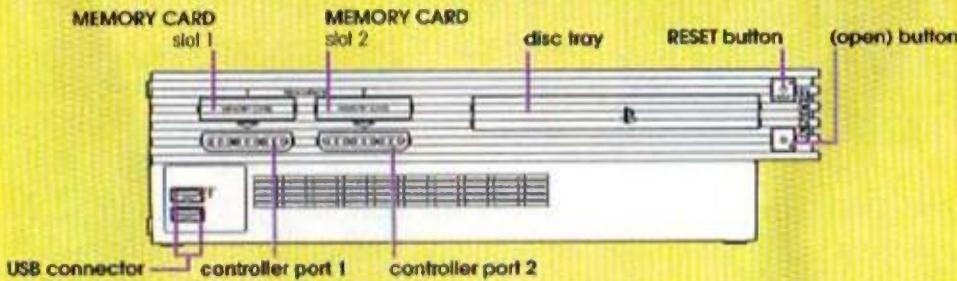
*Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **Hot Shots Golf® FORE!** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Your First Game

The first time you play **Hot Shots Golf® FORE!**, play data must be created to store your progress and results. Insert a Memory Card (8MB)(for PlayStation®2) with at least 750KB of free space into MEMORY CARD slot 1 and select "New Game" from the title screen. You can't save any play data without a Memory Card (8MB)(for PlayStation®2). After selecting "New Game", choose a slot to save the play data. Enter your name, then select "OK" to continue to the main menu. See the next page for more information about this menu.

Continuing

To use your saved play data and to pick up where you left off, insert the Memory Card (8MB) (for PlayStation®2) with the saved data into MEMORY CARD slot 1 and select "Continue" from the title screen. After selecting "Continue", choose the play data you wish to load and continue to the main menu. See the next page for more information about this menu.

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🍃 Main Menu

The main menu features the following choices.

Single Player (p. 17)
Play a solo round of golf.

Multiplayer Golf (p. 20)
Play golf with up to 4 of your friends.

Data (p. 26)
View the various scores and Super Shot movie playback stored in play data, along with any items and/or characters you may have obtained.

Shop (p. 19)
Use your Hot Shots Points to buy the items on display here.

Options (p. 29)
Change various game settings and save or load your play data here.

Getting More characters
Win a Normal game in Single Player VS Mode to be able to play as that character. Win a Hard game to get costumes for that character, too. Earn more costumes by increasing Attachment

Hot Shots Rules
If you have the Hot Shots Rules item, you'll be able to select Hot Shots Rules from the Final Review screen. Hot Shots Rules includes some new options like 'Rough + 2 Strokes' and 'No Backspin'. Give 'em a try!

Playing A Round

1. Player Select
In any Multiplayer Mode, you first have to select the number of players and the controllers they'll be using. By connecting controllers to both console ports and taking turns, up to 4 people can play without a Multitap (for PlayStation®2).

Hot Shots Points
Your performance in Single-Player Mode can earn you Hot Shots Points, which are used like money. Rack up the fairway hits, birdies, and other good shots to get more points, but watch for bunker shots and other flubs that'll cost you.

Getting More courses
Increase the number of selectable courses by raising your rank in Single Player Tournament Mode or buying your way onto the course in the shop.

Mastery Level
Mastery Level is like a measure of your experience, and it increases as you conquer each course. It's based on the best score on all holes of a course, and if that best score is a birdie or better on each hole, that course's Mastery Level will increase. Keep raising your best scores, and when a course's mastery Level reaches a certain point, you'll be able to select Mirror course, Back Tees, and Expert Mode from the course select menu. Mastery Level is calculated separately for each tee type (regular or back tees)

2. Course Selection

Course Select

1. Use the ← and → directional buttons to select a course to play.
2. Use the L1 and L2 buttons to choose the number of holes and the R1 and R2 buttons to choose the season.
3. After setting these options, press the ✗ button to confirm your course selection.

Controlling the Camera

Before taking your shot, you can check the course conditions from lots of different viewpoints. For example, after setting up your shot's general direction on the course map, switch the camera to the target position and check for hazards near the cup, or fine-tune the angle using the grid. It can really come in handy.

Switch cameras – ■■■ button

Move camera up/down – ↑/↓ directional buttons

Move camera forward/back – ⊛ button / ⊛ button

Camera control 1 – Left analog stick ■■

Camera control 2 – Right analog stick ■■

Course map – ▶ button

Reset camera position – ■■

Ball Condition

The number below the ball indicates the distance as a percentage of the total shot power. For example, if you pull off a full power shot with a 100-yard club at 75 to 100 percent, it would travel from 75 to 100 yards.

If the area around the ball slopes in any direction, the ball shown in the Ball Condition window will roll toward the slope. This is how various slopes will affect the ball.

- Sloping forward – Lower arc
- Sloping back – Higher arc
- To either side – Ball will fly in the direction of the slope.

3. Character Select
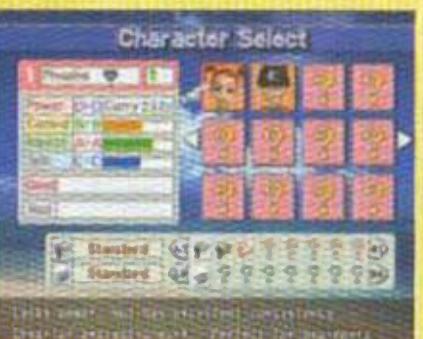
Character Select

Each player chooses which character, clubs, and balls to use. Use the directional buttons to select a character, the L1 and R1 buttons to select the clubs, and the L2 and R2 buttons to select the ball. The stats displayed on the left side of the screen change depending on the selected character, clubs, and ball.

Once your character is selected you can choose from a variety of different outfits. Keep playing to unlock more outfits.

Putting English on the Ball

The gauge to the top and right of the ball shows the difficulty of applying lateral and vertical spin to the ball. The longer the gauge, the stronger the possible spin.

Press the directional buttons at the moment of impact to control the ball's path: up, down, left, right, and diagonally. Here's an overview of the effects your tweaking can have.

- 🔵 Up – Lower arc / more likely to roll
- 🔴 Down – Higher arc / easier to stop / applies backspin
- 🔵 Left – Becomes a fade (starts on the left then curves to the right)
- 🟢 Right – Becomes a draw (starts on the right then curves to the left)

Sweet Spot & Super Sweet Spot

Hit the sweet spot and the ball will fly straighter than usual. Press the button with just the right amount of force when hitting the sweet spot and two musical notes will appear on the screen, indicating an even more arrow-straight super sweet spot hit.

If you strike the ball before the sweet spot (to the left), it'll slice to the left, and if you strike it after the sweet spot (to the right), it'll hook to the right.

You can't control the impact when using the Everybody's club.

4. Final Review

The Final Review screen shows your selected course and character on the left side with the following options on the right. Displayed settings may vary depending on the play mode, items, and other conditions.

1. **Caddy** — Select the caddy who'll be accompanying you throughout the round.
2. **Pinch Hit Coupon** — In Single Player VS Mode, you can use the Pinch Hit Coupon to call the CPU in to play a round on your behalf. When using this item, choose how many to use at one time. The more you use, the stronger the pinch-hitting CPU will be.
3. **Wind** — Select the wind strength.
4. **Handicap** — You can set a handicap when playing Multiplayer Golf's Stroke Mode. The selected handicap will be subtracted from the player's final score,
5. **Quick Play** — Set Quick Play on and, when you hole out with the same score in Multiplayer Golf's Match Play, the player with the most points wins.
6. **Easy Mode** — Any player (except in VS Mode) can switch to the Hot Shot Club here before starting the round, no matter what club they chose at the Character Select screen.
7. **Go Play** — Start the round with the current settings.

5. The Game Screen

Here's what you see once you head out onto the course.

Hole data
Current score and strokes
Current Points this hole
Distance remaining
Course cross-section
Club selected

Wind direction & speed
Elevation from cup
Target position cursor
Ball condition (page 8)
Power gauge

Putting Tips

Practicing with the Putter Mode in Single Player Training Mode is the best way to get a feel for putting. Pay close attention to the grid and its moving dots to better understand the lay of the land. If the cup's hard to see, press the ▣ button to make your player translucent. If you're facing a tough-looking shot, press the START button for a bird's-eye view of the course, then use the ⊛ button to look around the cup. The more you prepare, the better you'll do!

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6. Game Controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
R2 button
R1 button

directional
buttons

SONY

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode switch
START button
right analog stick
(R3 button when pushed down)

△ button
○ button
✕ button
□ button
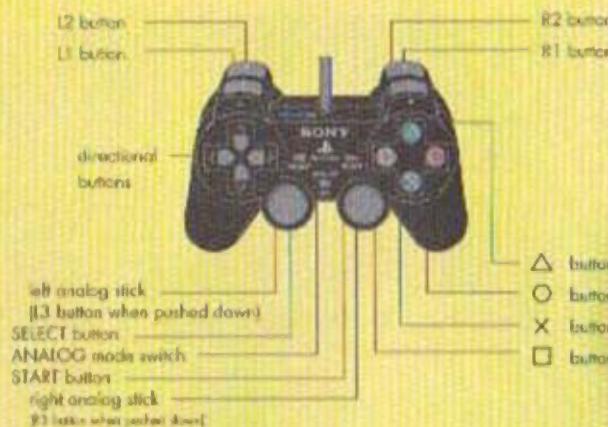
Hot Shots Golf® FORE! uses an analog controller (DUALSHOCK®2) or compatible controller. Other analog controllers (DUALSHOCK) won't let you control a Super Sweet Spot hit, perform any moves that use the left and right analog sticks, or any other function that uses analog input.

L2 button — Switch cameras
L1 button / R1 button — Select club
Directional buttons — When at address:
↑, ↓ : Move camera UP/DOWN
←, → : Shot direction
When swinging: Adjust the ball's path
SELECT button — Show scorecard
START button — Show course map
✕ button — Swing (p. 13)
✕ button / △ button — Move camera forward/back
**□ button** — Switch swing mode (p.13)
Left/right analog stick — Control cameras
Mode indicator — Always on (i.e., in analog mode)

- *The harder you press the ✕ button at the moment of impact, the more the ball's path will change. See page 8 for more information.*
- *Press and hold L1 + L2 + R1 + R2 + SELECT + START during a round to quit and return to the main menu. The round's results and points will not be saved.*
- *Press and hold L1 + L2 + R1 + R2 + SELECT + START at the main menu to return to the title screen. Results, points, items, and other data that has not been recorded will not be saved.*
- *The vibration function is not supported.*
- *The mode indicator is always on (i.e., in analog mode).*

7. Hitting the Ball

When using any club...that's not a putter, you'll see a gauge like this and the following elements.

100%   50%   0%
131y   98y   66y   33y

Power Gauge   Impact Zone   Sweet Spot
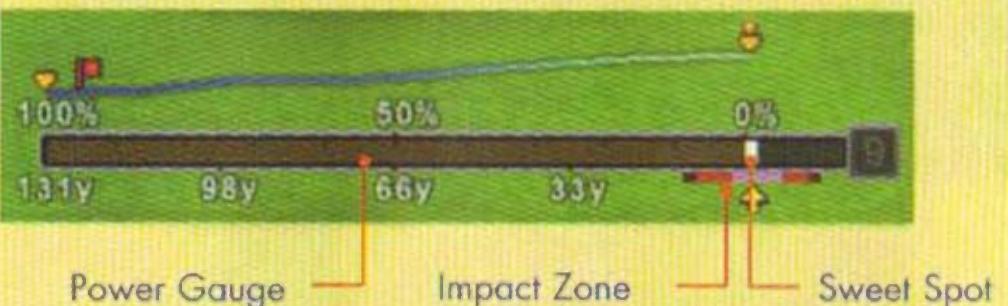
Shot Modes

10 **Full Power Mode**
Only selectable when using a Driver (1W). You'll pull off a no-holds-barred swing, and who knows how far it'll go? This can only be used a limited number of times, like Power Mode.

10 **Power Mode**
Increases distance, but you lose some control. This can only be used a limited number of times, like Full Power Mode.

A **Approach Mode**
Your power gauge is set at a maximum of 60 yards. Usage is unlimited.

A **Super Approach Mode**
Your power gauge is set at a maximum of 30 yards. Usage is unlimited.

A **Ultra Approach Mode**
Your power gauge is set at a maximum of 15 yards. Usage is unlimited, but some characters can't use this mode.

9. The Scorecard

When you hole out or press the ⬛ button during a round, the scorecard will be displayed.

If there's more than one scorecard, such as in Single Player Tournament Mode, press the ← and → directional buttons to cycle through them.

When showing individual scores, the △ button will cycle through the displayed data, and the ↑ and ↓ directional buttons will allow you to change from number to symbol mode. In number mode, the large numbers are the total strokes, while the small numbers indicate the number of putts.

Here's an explanation of the symbols in symbol mode:

★	−3	Albatross / Double Eagle
◎	−2	Eagle / Hole-in-One
◯	−1	Birdie
	±0	Par
△	+1	Bogey
□	+2	Double Bogey
✕	+3	Triple Bogey and up

10. Ending a Round

When the round is over, the score and ranking are displayed.

In Single Player, a course rate (course difficulty) is applied to the points earned in that round, which are then totaled with the rest of your points earned thus far.

Depending on the mode, you might be able to try your luck at the Hot Shots Item Grab. Use the directional buttons to choose a spot, then press the ✕ button to obtain an item.

Game Modes

Single Player Menu

The following choices will appear when you choose Single Player from the main menu. Data from the Single Player Tournament Modes will be recorded under Status.

Tournament

Enter a tournament tuned to your individual level and aim to increase your rank. The higher your rank, the more courses become available for play.

VS Mode

Play a round of Match Play one-on-one against the CPU. Beat the CPU's player and you'll unlock that character for yourself.

Training

Choose any hole for practice. You can run through a normal round of play or just focus on your putting.

Short Course

Try your hand at a 9-hole, par 3 short course, or a round of miniature golf.

Tournament

Tournament Mode has you vying for the highest score in a tournament with 29 other entrants matched to your rank. In the event of a tie, you'll be ranked by points. Get enough good results and the experience points will come rolling in; after a certain amount of experience, you'll be able to take part in a Rank Test. Apart from the usual target score and points, Rank Tests can feature other special conditions, such as "2 Strokes for Bunker". Fulfill all the requirements to pass and your rank will increase, allowing you to access new courses.

VS Mode

VS Mode pits you against a CPU-controlled character for a 9-hole match where the per-hole totals determine the winner. Use the directional buttons to move the cursor on the Opponent Select screen and the L1 and R1 buttons to flip through the pages. Press the ⊗ button to see the abilities of the selected character. After choosing your opponent, set the difficulty level: Normal or Hard. Win a Normal game to be able to play as the CPU's character. Win a Hard game to get costumes for that character, too. Your round may have special conditions depending on the character and difficulty level.

Training

Here you can choose any hole you like for practice. Select the course and character as in any other round and the Training Mode menu will appear. Choose the course and hole you want to practice, along with the season and any other settings, then select "Start Round". You can open the setting menu during a round by pressing the ▬ button, allowing you to adjust the wind direction, weather, and other factors. Set the Training Mode to Putter to practice putting. Choose Middle or Long distance, then select "Start Round". In Putter Mode, you'll be presented with a series of ten random holes from your chosen course. Your overall results will be displayed when you complete all ten holes.

🍃 Shop

Spend your hard earned Hot Shots Points to upgrade your equipment, buy new character outfits, and personalize your HSGF experience.

Press the L1 and R1 buttons to scroll through the shelves, then use the directional buttons to select an item. Press the ⊗ button to purchase the item indicated by the cursor. When you resume the game you'll have the new item in your inventory.

Manual Moviemaking

Movies are automatically recorded when you pull off an albatross, chip the ball into the cup, or perform any other spectacular shot. However, you can review a shot even if it hasn't been recorded by pressing the ▣ button after your swing. Press the L1 button during playback to record the movie. Try using it for really long shots, especially tough situations, and any other plays that deserve a place in posterity. Manually recorded movies are not automatically rewritten.

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◢ Multiplayer Mode

In Mulitiplayer Mode up to 4 players can enjoy a round of golf. It's a great way to challenge your buddies in a friendly, or not so friendly, game.

Stroke Mode uses final scores to determine winners and losers

Match Play Mode uses scores after each hole.

Short Course Mode includes matches at the executive par-3 and miniature golf courses.

Multiplayer golf results are not reflected in your in-game status.

Loyalty Level

When you play enough rounds with other characters and caddies, your Loyalty Level increases. There are three Loyalty Levels and as they increase, you can get new costumes, character animations, and lots of other goodies. If you have a favorite character or caddy, spend as much time on the course with them as possible.

◢ Online Menu

On the Main Menu screen, select "Online".

Then select the Data File you wish to use (each Data File is linked to a separate online identity).
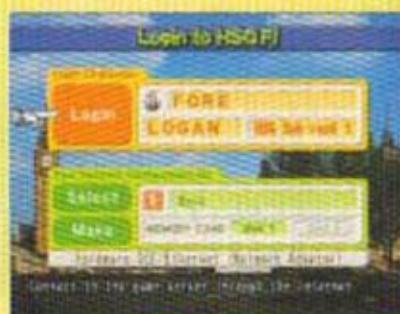
If you are going online with a new Data File, you will have to set your network settings and create your online identity (name and password).

Once complete you will need to select a Hot Shots Golf FORE universe.

Playing Online

Finding a place to play

Within each Universe, there are tons of Lobbies to enter and play **Hot Shots Golf® FORE!** in. You could also look at the online rankings and see where you match up.

Once you select a Lobby, you'll see a bunch of rooms created by other players. You can join any of these rooms or create your own room for others to join. You could even find a specific type Event or an individual player.

Mirror Courses, Back Tees, and Expert Mode

Increase your Mastery Level to be able to play Mirror Courses, Back Tees, and Expert Mode.

Left and right are reversed for a round on a Mirror course.

Back Tee courses are played from a teeing ground set further back than usual, making the course longer.

Expert Mode rounds are played under various limitations, indicated onscreen.

Back Tee and Expert Mode stats are calculated separately. From the Official Records or Short course menu, press the △ button (for Back Tee) and the SELECT button (for Expert Mode) to navigate through the various settings.

Playing Online

Events

When playing online in **Hot Shots Golf® FORE!**, there are two types of Events – Cup's & Rooms.

• Cup's are where up to 50 players can play in a real-time golf tournament. As you play a set round of golf your results will be kept hole-by-hole. Between each hole you will see the Event Leaderboard to view your current placing and chat with all the other HSGF fans.

• Room's are where you and a friend can play alongside each other and chat during the round. Make sure to take advantage of the taunts and yells to distract the other golfer!!! Follow the on-screen directions and you'll soon be playing Hot Shots Golf with the best players online.

In Tournament Mode, between each hole you will see a leaderboard so you can find your current standings. Feel free to chat and talk about how well/badly you did the last hole.

Using Super Spin

If you press a directional button while setting your power level and press the opposite button as you hit the sweet spot, you'll give that ball a super strong Super Spin. It works with any direction.

For example:
Press the ✕ button (start swinging) »
Press up and hit the ✕ button (set power level) »
Press down and hit the ✕ button (hit the sweet spot) = Super Backspin.

If you don't manage to hit the sweet spot, you'll end up with a regular spin instead.

You can't use Super Spin with Everybody's Club.

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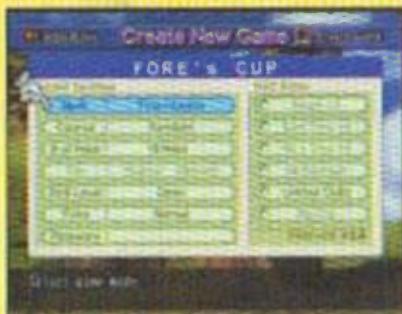
Room settings

When creating an event, there are several options which you can change to customize your own event.

• Mode – You can select either a Tournament or Match Play

• Course – Select a course out of your unlocked courses

• # of Holes – Customize the length of the event by setting the number of holes to be played

• Tee – If you unlock these options in the Single Player Mode, you can change these settings online

• Skill Level – Select the skill level of people you wish to participate in your event

• Time – Set the time in which players have to finish each hole

• Password – If you only want to invite a few of your friends and keep everyone out, you can set a password for your event

• HSG Rules – If you have unlocked these rules in Single Player Mode, you can customize the penalties during the round

Rankings

In HSGF, online rankings are kept so that you can compare yourself with the other HSGF hackers from across the nation. Check out these rankings to see how you compare to the rest of the nation.
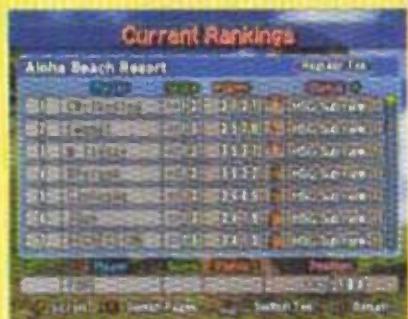
Short Course Mode

Short Course lets you play on the executive par-3 course or nine walled-in holes with nothing but a putter. This miniature golf mode combines the tension of putting with the fun of billiards.

Playing on the executive par-3 course

On the Course Select screen from Short Course Mode, select the Samurai Golf Club. This selection indicates an "S" symbolizing that it is a 'short course' – 9 holes of all par-3 holes.

After choosing a course, you'll be taken to the Character Select screen. Character ability, club type, and ball type have no bearing on putt-putt play, so choose whatever character you like.

Starting a Miniature Golf Game

At the Short Course - Course Select screen miniature golf courses are indicated with a "P". At first you can only select beginner courses, but advanced courses will be unlocked as you get further in the game.

There is no Easy Mode option on the Final Review screen, since there's no club selection in this mode. Choose "Go Play" to start the round.

Miniature Golf Rules

Try to sink the ball in two strokes or fewer with only a putter—you score points if you succeed. Go over two strokes, though, and you give up on that hole.

Your total score after nine holes become your results for that round.

Records

🌶 Data Menu

Select Data from the Main Menu to see the following choices.

### Status (p. 27, 28)

Review Single Player records.

Movies

Play the movies recorded during rounds of play. Use the ↑ and ↓ directional buttons to select a category and the left and right directional buttons to choose a movie. Press the ❌ button to play the selected movie. As new movies are stored in each category, old movies will be automatically overwritten. Press the 🔺 button to protect a movie from being overwritten. Press the ⬛ button to delete any movie.

Items

Read all about the courses, characters, caddies, clubs, balls, capsules, and any other items you've obtained.

Elevation and Distance

If the elevation is different between where you hit the ball and where it lands, it won't fly as far as the distance shown. The actual distance will be shorter if the ball lands on higher ground, and longer if it lands on lower ground.
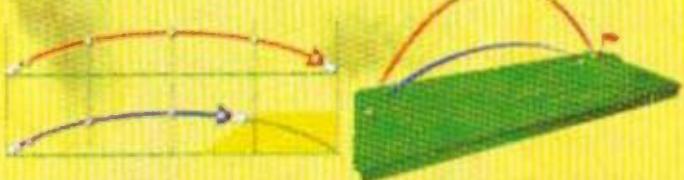
Be careful: the ball may not go as high as expected if you hit it toward a high area with what you thought was the right low-arc club for the distance you needed.

🌶 Status

The Status screen lets you review stats from the Single Player Tournament Mode, VS Mode, and Short Course Mode.

Use the **L1** and **R1** buttons to flip to the page you want to see, then move the cursor with the directional buttons.

## 🌶 General

This page displays overall game data.

The following stats are shown on the left side of the screen.

1. **Name** — Taken from the play data
2. **Rank** — Player Rank
3. **Tournament Rank** — Rank in Single Player Tournament Mode
4. **Points** — Current points
5. **Total Matches** — Number of matches played to the finish
6. **Wins** — Number of wins in Single Player Tournament Mode

The right side of the screen shows a list of characters. Beside each character icon is their Attachment and Single Player VS Mode clear status. See the explanations on the bottom left of the screen to learn more about this information.

🌶 Successful Putts
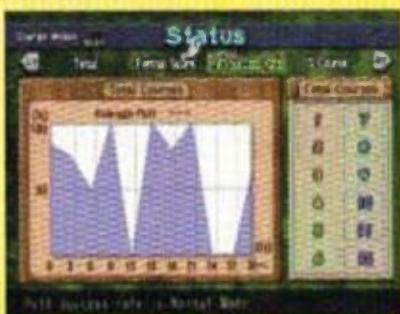
Take a look at a graph showing successful putts by remaining distance. Use the directional buttons to select a stat on the right side of the screen to display a graph. It's a great way to see what distances might be your weak point.

🔸 Official Records

Score and play records are listed here. Move the cursor to the left side of the screen to see overall results; move it to the right side for a breakdown by course. The letters appearing to the right of each record are a rating for that stat: S, A, B, C, D, and E, from highest to lowest. Move the cursor to the right edge of the screen to see detailed records for each course.

Here's what each stat means.

Best Score : the highest score

Highest Points : most points earned in one round

Longest Putt : longest distance for a successful putt

#1 Chip-In : longest distance for a successful chip-in

Average Putt : average putts to sink the ball once on the green

Par Pace (%) : percentage of on-par holes (landing on the green in 2 or more strokes below par)

Average KP : average distance between ball and cup

Holes In One : number of holes in one

Holes In One (%) : percentage of holes in one

Overall : overall grade

🔸 Short Course
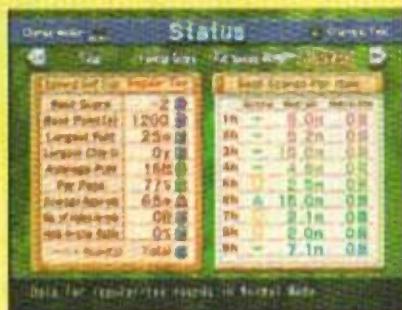
These records are for the Short Course available in Single Player Minigame Mode. Records are on the left, while the right side contains the best scores by hole.

Options

🔸 Options Menu

The following settings are available from the Options Menu. Get certain items or reach a certain point in the game and you'll find new settings to fiddle with here.

BGM
Turn the music played during a round on and off.

Gimme Putts
When you're over par, turning this setting on will automatically put your putt in the cup if you're within three feet.

Gallery
Turn the gallery (audience) display during a round on and off.

Menu Character
Choose the character that's displayed in the menu.

Menu Wallpaper
Choose the wallpaper that's used in the menu.

View Loading Messages
Display the messages shown during loading. Press the left and right directional buttons while a message is displayed to change it.

Movie Theater
Play in-game movies. Press the ❌ button to play the selected movie.

Password Entry
Enter secret passwords to access special events. C'mon, aren't you curious?

Load from Memory Card
Load play data saved on the Memory Card (8MB) (for PlayStation® 2) in MEMORY CARD slot 1.

Save to Memory Card
Save the current play data on the Memory Card (8MB) (for PlayStation® 2) in MEMORY CARD slot 1.

Credits

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