Hot Shots Golf 2 Guide - Final Version

by Nemesis

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 Golfing for the people...




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        This ASCII Art was created by Dallas (Dallas@DodgerStats.com)



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                       Hot Shots Golf 2
                      Platform: PlayStation
                        Version: Final
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                   T A B L E   O F   C O N T E N T S
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```
                    +=--=+=--=+=--=+=--=+=--=+=--=+=--=+
                        1. INTRODUCTION
                        2. LEGAL STUFF
                        3. UPDATES/REVISION HISTORY
                        4. Controls
                        5. Golfers
                        6. Courses
                        7. Tips & Strategies
                        8. Special Equipment
                        9. Secrets
                       10. Credits
                       11. Contact Info
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1. INTRODUCTION

....

This "Golfers Guide" for Hot Shots Golf 2 is made for people who have not
played Hot Shots Golf before, part one or two. This guide will go through
all of the characters, secrets, equipment, and the general strategies for
the courses and the overall gameplay. Use the Tips & Strategies section if
you have not played Hot Shots Golf 2 or one before, because there is where
you'll understand how the game mechanics work and how to put all of your shots
where you want them, and to keep your score under Par.

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2. Legal Stuff

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3. UPDATES/REVISION HISTORY

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Version 1.0 (04/29/00)
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* First version

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4. Controls

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>NORMAL COURSE<:


```
 _____                         _____
 L2: Inactive            |                     |           R2: Check wind
      _____          /                     | _____
 L1: Select Club\ _____ /  View S.C   Display Hole    |     R1: Select Club
         _=====_         |             |           _=====_
        / _____ \        |             |          / _____ \
     .-'_____`-.------|-----------|-------.-'_____`-.
    .' |     |  `.    | S O N Y  |    .' |     |  _____Triangle: Camera
    / ___| /|\ |___ \  |             |   / ___| /_\ |___ \          (Back)
D Pad--|      |     | ; |_          |_ ; | _           _ | ;
   | |<---    --->| | | |__|        |__> | ||_|-------(_)---Square: Change Shot
   ; |___   |  ___| ;SELECT     START; |___        ___| Circle: Camera(Fwd)
   |\    | \|/ |    / _     ___     _  \     |  X---------X: Hit ball
   | `.  |_____| .','" "', |___| ,'" "',`.  |_____|  .' |
   |   `-._____.-' /       \ANALOG/       \ `-._____.-'   |
   |              |        |_====_|        |              |
   |             /\        /      \        /\             |
   |            /  `.___.'        `.___.'  \             |
```

```
       |        /        |                             \             |
        \          /      |                         \            /
         _____/          Not used                 _____/
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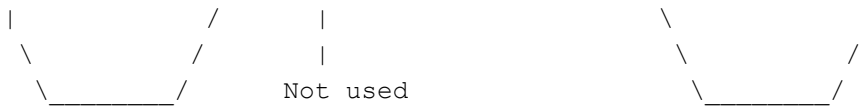
D-Pad: Left/Right to change shot direction
D-Pad: Up/Down to change camera viewpoint

>ON GREEN<:

```
   _____                          _____
  L2: Display Cross Section|                         |          R2: Viewpoint
   _____             /                           |  _____
  L1: Change View\ _____ /   View S.C   Display Green |    |      R1: Inactive
          _=====_         |             |        _=====_
         / _____ \        |             |       / _____ \
       .-'_____`-.------|-----------|-------.-'_____`-.
      .' |     |   `.    | S O N Y |     .' |    _____Triangle: Camera
     / ___| /|\ |___ \   |             |    / ___| /_\ |___ \            (Back)
 D Pad--|      |      | ;  |_          |_  ; | _          _ | ;
     | |<---      --->| | |__|         |__> | ||_|-------(_)---Square: Change Shot
     ; |___    |   ___| ;SELECT    START; |___      ___| Circle: Camera(Fwd)
     |\      | \|/ |     /  _     ___     _  \    |  X---------X: Putt
     | `.  |_____|  .','" "', |___|  ,'" "',`.  |_____|  .' |
     |   `-._____.-' /        \ANALOG/        \ `-._____.-'   |
     |             |          |_====_|          |             |
     |            /\         /       \         /\             |
     |           /  `.___.'           `.___.'  \             |
     |          /      |                 |      \             |
      \        /       |                 |       \           /
       _____/          Not used                 _____/
```
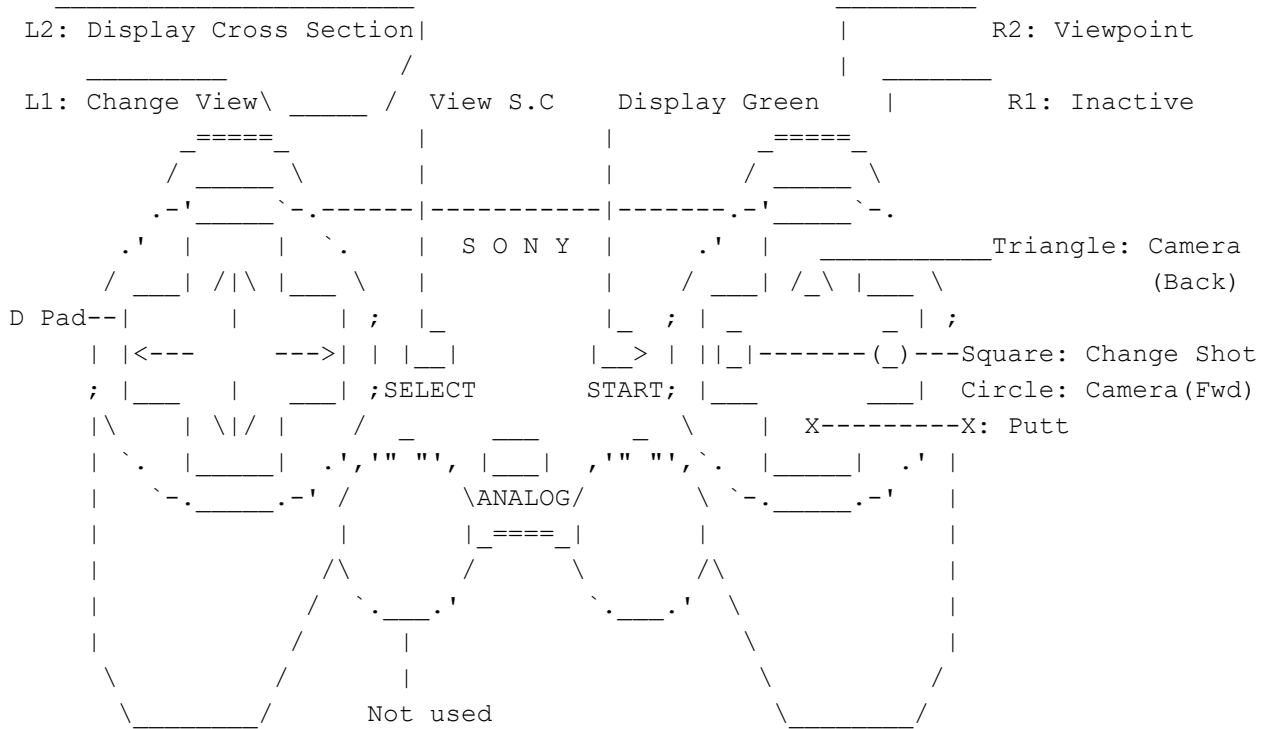
D-Pad: Left/Right used to change putting direction
D-Pad: Up/Down used to change camera viewpoint

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5. Golfers

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Ranking System:
A- The best
B- Pretty good
C- Average
D- Bad
E- Terrible

Key:
+=--=+
Power: How far the ball flies when you hit it
Control: How accurate the ball is while in flight
Impact: How accurately you hit the "power bar"
Spin: Amount of spin that can be placed on the ball

```
+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+
```

Jesse (Low Straight):

Power: B
Control: D
Impact: C
Spin: D

Mel (Low Straight):

Power: C
Control: A
Impact: A
Spin: E

Sir Dan (Low Left Slice):

Power: A
Control: C
Impact: D
Spin: D

Dottie (Mid Straight):

Power: C
Control: B
Impact: B
Spin: D

Sam (Mid Straight):

Power: D
Control: A
Impact: A
Spin: E

Cedric (Mid Right Slice):

Power: D
Control: C
Impact: B
Spin: C

Mason (Mid Left Slice):

Power: A
Control: C
Impact: B
Spin: C

```
Freddie (Mid Left Slice):
-------------------------
Power: C
Control: B
Impact: B
Spin: D


Chip (Mid Left Slice):
----------------------
Power: A
Control: D
Impact: C
Spin: E


Sweet Tooth (Mid Straight):
---------------------------
Power: A
Control: A
Impact: D
Spin: E



UNLOCKING CHARACTERS:
+=---+=---+=---+=---+
Here is the order that you should unlock the hidden golfers:

 ---------    ---------    ----------
|   Sam   |  |   Mel   |  |  Cedric  |
 ---------    ---------    ----------
                  |
                  |
                  V
       ----------    ---------
      |  Dottie  |  | Freddie |
       ----------    ---------
                  |
                  |
                  V
        ---------    ----------
       |  Jesse  |  |  Spike   |
        ---------    ----------
                  |
                  |
                  V
        ---------    ----------
       |  Chip   |  |  Rocco   |
        ---------    ----------
                  |
                  |
                  V
              ---------
             |  Mason  |
              ---------
                  |
                  |
```

```
                        V
        ---------------     -----------
       |  Sweet Tooth  |   |  Sir Dan  |
        ---------------     -----------
                      |
                      |
                      V
                 ---------
                |   Gex   |
                 ---------
```

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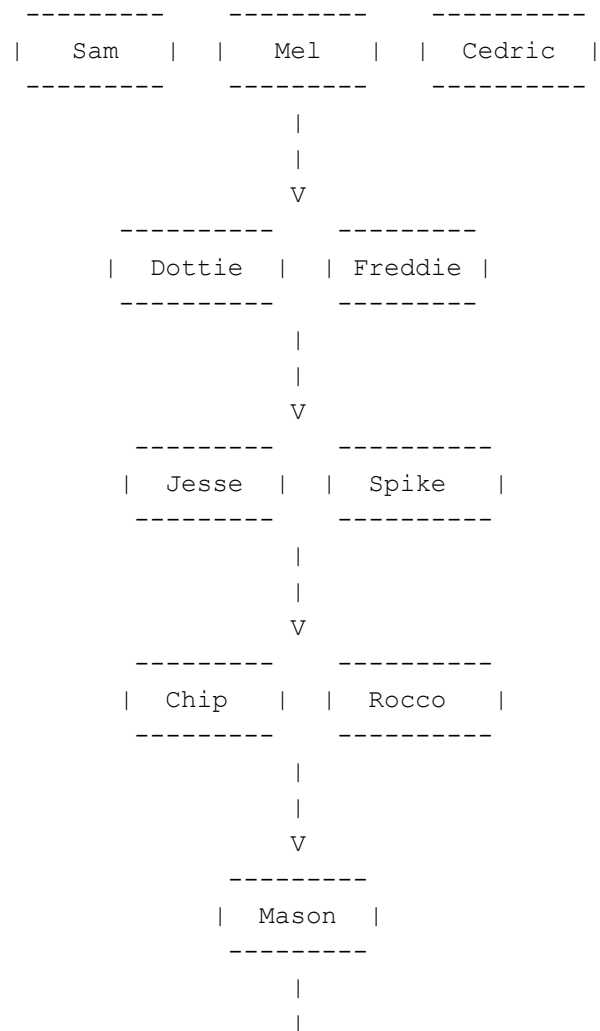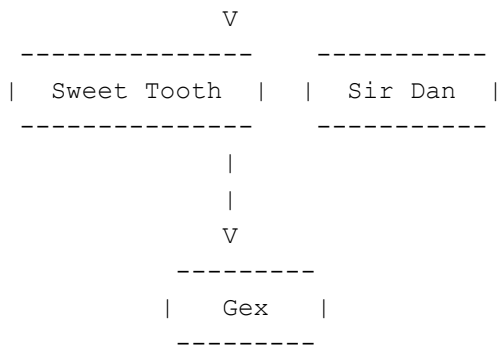
6. Courses

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Balata Country Club:
+=--=+=--=+=--=+=--=+
A pretty easy course to play on. Basically for beginners and novices. Watch
out for the water hazards on some of the courses.

Holes to watch out for:
- Hole 5, Par 4
- Hole 6, Par 4
- Hole 18, Par 5

Four Winds Country Club:
+=--=+=--=+=--=+=--=+=--=+
Four Winds is another pretty easy course to play on, but it's just a tad
harder to play on than Balata. There aren't as many water hazards here, but
still make it a duty to be weary of them.

Holes to watch out for:
- Hole 12, Par 3
- Hole 18, Par 5

Blue Waters Country Club:
+=--=+=--=+=--=+=--=+=--=+
Blue waters is a cool course to play on because of all the water hazards, but
this also makes it one of the harder courses. Make sure to overshoot the water
to get over them successfully.

Holes to watch out for:
- Hole 9, Par 5
- Hole 18, Par 4

Emerald Resort:
+=--=+=--=+=--=+
Emerald Resort is my personal favorite course in the game, because it's not
too difficult, yet it's not pathetically easy either. There are some water
```

hazards, but they're not as difficult to avoid as they seem.

Holes to watch out for:
- Hole 11, Par 4
- Hole 17, Par 3

Death Valley:
+=--=+=--=+=--=+
Death Valley is located in the desert, so don't expect many water hazards
here. Expect more sand traps instead. One of the harder courses to golf on in
the game.

Holes to watch out for:
- Hole 17, Par 5
- Hole 18, Par 4

National Greens:
+=--=+=--=+=--=+
National Greens is a pretty course, because of all the trees. But these trees
can become your enemy if you get your ball lodged right behind one. Another
semi-difficult course in the game.

Holes to watch out for:
- Hole 12, Par 3
- Hole 15, Par 4

King's Gardens:
+=--=+=--=+=--=+
King's Gardens is the final course to unlock in the game, but it's not that
great. It is also one of the more difficult courses in the game, because of
all the water hazards, especially the large lake on Hole 6. Be careful.

Holes to watch out for:
- Hole 6, Par 4
- Hole 9, Par 3

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7. Tips & Strategies

..............................................................................

THE PERFECT SHOT:
------------------

```
          Hit these 2 spots for the "perfect shot"
     _____|_____
    |                                                        |
    |                                                        |
Full Power              Med. Power                           |
   100_____50_____0_____
    |_____|_____|_____|P/N
```

```
            ^                                    |_____|
            |                                    |
            |Hit here                         Stop cursor
             for maximum                      here for the
             power on your                    most accurate
             shots                            shots possible
```

PUTTING:
----

* Always compensate for the hills and slants on the putting green. When there
  is a slight drop off to the right and you're, let's say 10 yards away, then
  make sure that you direct your putt to more to the left than usual,
  because since the hill is going right, you'll need to make up for the hill,
  and if you are directing it more to the left, then when the ball rolls down
  the hill, it should roll right into the hole.

* Compensate for hills going up and hills going down. If a hill is going up
  at a slight angle, and you're 10 yards away, then you should add extra power
  to your shot. So instead of putting it 10 yards, you should putt it at about
  15 yards, so that you'll be able to get the ball up the hill. Likewise, if
  the hill is going downhill, you don't want to hit the ball too hard because
  then you will over shoot the hole. Instead, putt the ball just slightly lower
  than the length the hole is away from you.

* Don't always trust the cross section (the putting grid). Sometimes you won't
  be able to fully see the slant of the putting green with the grid.

* Always add just a little extra power to your putts. For some reason, your
  shots and putts in HTG 2 don't go as far as they should go, even if you
  hit a perfect shot. Better to be safe than sorry.

* Always add some extra power to your shots when it's raining. The rain
  dramatically slows down your ball on the green, so always add more power
  when it's raining.

* Always hit the ball harder than you think you should. Do this because for
  some odd reason, balls that you hit don't go as far as they should, even
  if you have hit a "perfect-shot". So if you want to go 125 yards, with
  no wind, then you should pick a club that will allow you to hit 135 yards.

DRIVING:
----

* Before driving, always scope out the hole with the camera. Make sure that
  you don't hit the ball at a hill or the rough. Always make sure that you
  will be able to hit the ball on the green, because if you hit it in the
  rough, there will be a better chance of you losing a shot on your score
  card, and it could be the difference between a Par and a bogey.

* Always use your power-shots on Par 5's. Using the power-shots on Par 5's
  gives you those extra yards that you need when trying to get to the hole
  in five or less shots.

* Use the power-shots when the wind is blowing at you. This will compensate
  for the winds blowing at you, and will cause the ball to fly farther than

it would if the you weren't using the power-shot.

* Use the backspin. Using the backspin on the ball makes it go almost exactly
  where you want it to go, and the ball will roll less with the backspin.
  This can be either good or bad, depending on your shot.

* Use the backspin to make the ball go farther. I don't know why, but the ball
  seems to go farther when you use backspin.

* Use the backspin to stop on a dime, or close to it. Use it when it's raining
  to help you to avoid the wrath of the rain.

....

8. Special Equipment

....

CLUBS:
+=--=+

Turbospin:

Power: Decreases
Impact: Decreases
Control: Neutral
Spin: Increases

Bigair:

Power: Increases
Impact: Decreases
Control: Decreases
Spin: Neutral

Pinhole:

Power: Neutral
Impact: Decreases
Control: Increases
Spin: Neutral

Beginners:

Power: Decreases
Impact: Increases
Control: Neutral
Spin: Neutral

BALLS:
+=--=+

```
Turbospin:
-----------
Power: Decreases
Impact: Neutral
Control: Neutral
Spin:  Increases


Bigair:
--------
Power: Increases
Impact: Neutral
Control: Decreases
Spin: Neutral


Pinhole:
---------
Power: Decreases
Impact: Neutral
Control: Decreases
Spin: Neutral


Straight:
-----------
Power: Decreases
Impact: Neutral
Control: Neutral
Spin: Neutral


Comical:
----------
Power: Decreases
Impact: Neutral
Control: Neutral
Spin: Neutral
```

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8. Secrets

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* Unlock extra characters: Beat that character in Vs. Mode to unlock them
  in the normal game

* Unlock Special Equipment: Earn these by playing through the Tournament
  Mode

* Unlock Special Goodies: Earn these by playing through the Tournament
  Mode

```
SPECIAL GOODIES:
+=--=+=--=+=--=+
```

Wallpaper(s): There are four different sets of wallpaper that can be used in
              the background of the screen. Change the wallpaper in the
              "Options" menu

CD Player: Adds some extra audio options at the game settings menu

Camera(s): There are two different cameras that you can unlock. These cameras
           give you two more replay-views in the replays

Alice Mirror: Allows you to play on the courses "mirrored" instead of normal

Caddies (Grandpa V, Hollywood, Elvis): Three different caddies to unlock. They
                                       make funny comments during play

Pinch-Hitter(s): These pinch-hitters can only be used in VS. Mode, and will
                 take your place during one round. If they win, then you win.
                 These are especially helpful when you are playing against a
                 tough opponent like Sweet Tooth, Sir Dan, or Gex later on.

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9. CREDITS

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CJayC- For accepting all of my FAQS, and for creating the best web site on
       the net!

Me- For making this FAQ! :p

••

10. CONTACT INFO

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Shameless Self-Promotion: Other FAQs by me:

PLAYSTATION:
-Ape Escape
-Brave Fencer Musashi
-Crash Team Racing
-Gran Turismo 2
-Hot Shots Golf 2
-Medal Of Honor
-NBA Live 2000
-Need for Speed: High Stakes
-Tony Hawk's Pro Skater
-R4: Ridge Racer Type 4
-Rollcage
-Syphon Filter 2

NINTENDO 64:
-NBA Live 2000
-Mario Party 2

DREAMCAST:

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-Carrier
-Crazy Taxi
-Hydro Thunder
-MDK 2
-Sega GT: Homologation Special
-Sega Rally 2
-Sega Swirl
-Resident Evil Code: Veronica


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E-Mail Address: thebeefycow@hotmail.com


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- Comments
- Any types of contributions that can be HELPFUL to others
- Corrections for this FAQ
- Any mail asking if you can use this FAQ on your website. Read the
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- Any mail that demands an answer
- Mail asking me to send you this FAQ
- Unconstructive critism
- Any questions that are already answered in this FAQ


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Brett
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    _  /|  / /  __/  / / / / / /  __/(__  )_  / _(__  )
    /_/ |_/  \___//_/ /_/ /_/\___//____/ /_/  /____/
                                                Franklin



One final word:

"Don't Do Drugs!"



    ~End of Document~
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