



PlayStation

NTSC U/C

PlayStation

EVERYONE



CONTENT RATED BY ESRB

SCUS-94188
94188

"...This game is a blast!"

-Game Informer

Hot Shots GOLF™



SONY



COMPUTER ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

This compact disc is intended for use only with the PlayStation game console.

Do not bend it, crush it or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional rest break during extended play.

Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.

Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Hot Shots Golf™ Tips and Hints

PlayStation® Hint Line

Hints for all games produced by SCEA are available:

Within the US: 1-900-933-SONY (1-900-933-7669)

\$0.95/ min. auto hints, \$1.40/ min. live, \$6.95 - \$16.95 for tips by mail*, \$5.00 - \$20.00 for card recharge

(*Subject to availability)

Within Canada: 1-900-451-5757

\$1.50/ min. auto hints

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week.

Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line.

Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

PlayStation Online www.playstation.com

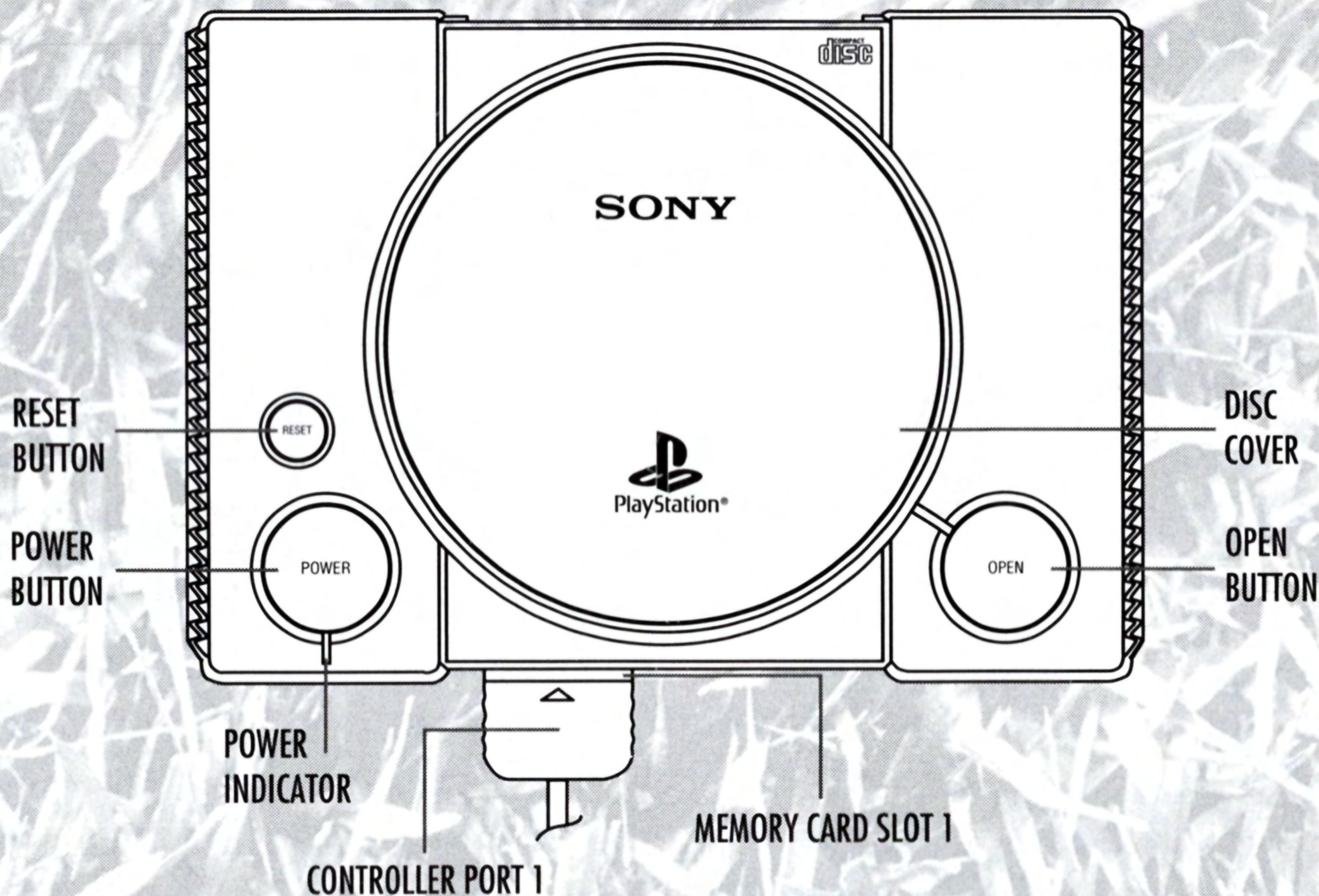
Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation game console.



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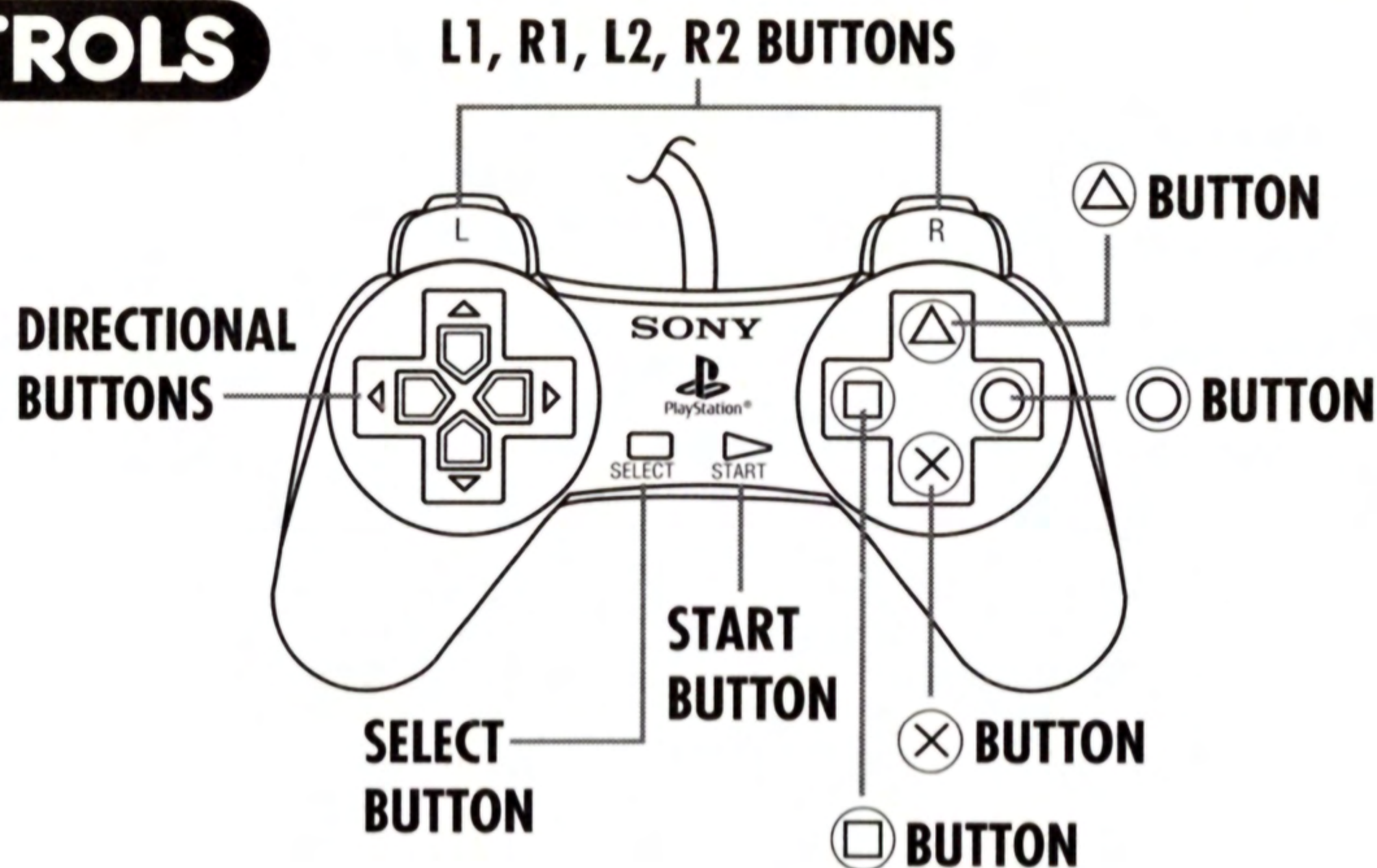
ESRB RATING This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

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 a compact disc. Insert the **Hot Shots Golf™** disc and close the CD door. Insert a game controller and turn ON the PlayStation game console.

CONTROLS



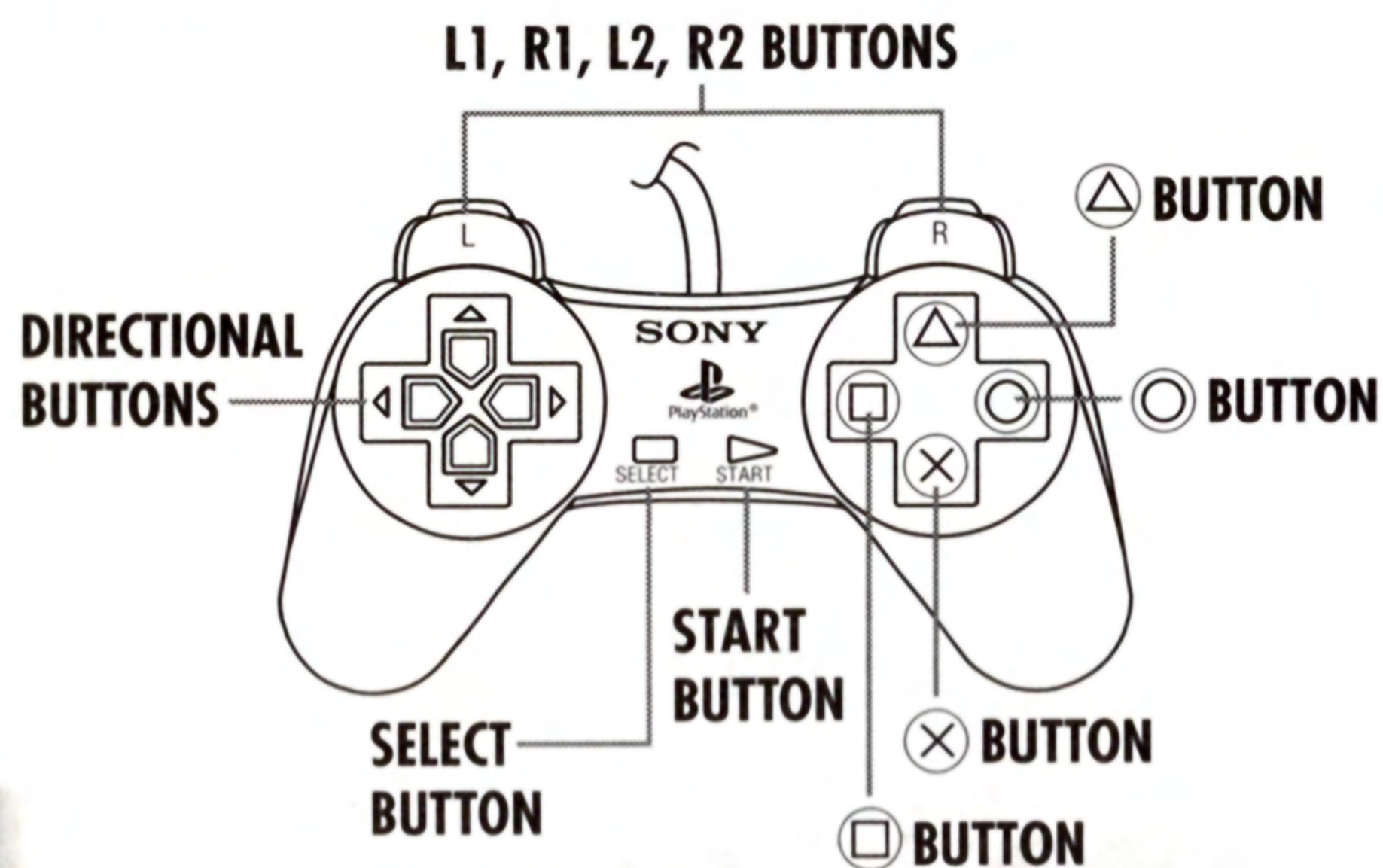
ON NORMAL COURSE

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	Inactive
R1 Button	Select the club	Display unevenness
R2 Button	Return the viewpoint, scatter grass	Return the viewpoint, scatter grass
Start Button	Display entire hole	Display entire green
Select Button	View score	View score



OTHER CONTROLS



Directional Buttons

By pressing the left, right, up, or down Directional Buttons, you can add spin to the ball in the respective direction. You must do this while the power indicator is moving back to the hit point.

■ Button

Press the ■ Button immediately after taking a shot to view a replay of your shots from different angles.

■, △, ●, × Buttons

In multi-player mode, press the buttons on the controller not in play to hear various boos and cheers.



A HOLE-IN-ONE YOU CAN'T MISS!

Warm up the golf cart, grab your caddy, and get ready to hit the fairways with Hot Shots Golf™. It's 18 holes of irresistible fun, with intuitive controls, realistic action, and your choice of courses—even a putt-putt palace for you mini-golf masters! Join your pals for some fun in the sun, or go head-to-head with the real big swingers. Any way you slice it, you'll be hooked!



BEFORE YOU PLAY

DEMONSTRATION MODE

The title screen is displayed after the start-up screen. Normally, you'll press the *Start Button* to begin. After the title screen, a demonstration appears automatically. The demo is broken down into 3 lessons, designed to explain the operation of the game for beginners. It is recommended that you watch each lesson at least once. You can always go back and view any lesson by selecting the *Lessons* bar on the Main Menu.

MEMORY CARD

This software checks the Memory Card soon after the power is turned on. The data may be lost or there may be an error in reading the data if the card is removed during play. Insert the Memory Card into slot 1 before turning the power on.

SAVING YOUR GAME

You can save your game after completing 9 holes or after completing a round of golf. Your player data and super shots will also be saved at the same time.

HOW TO RESET THE GAME

At any point during gameplay, you can soft reset the game back to the title screen by simultaneously pressing the L1+L2+R1+R2+START+SELECT Buttons.

HOW TO CONNECT THE MULTI TAP

Up to 4 players can play this game using the Multi tap. Connect the Multi tap to port 1 or 2, and connect the controllers to the sockets on the Multi tap. A controller must first be connected to port A on the Multi tap before controllers are connected to ports B, C and D.
Note: 4 players can still play by taking turns with one or two controllers.



MAIN MENU

By pressing the Start Button on the title screen, the Main Menu Screen is displayed. On this screen, you can select from 6 menus using the Directional Buttons and the X Button on the controller. Each item on the menu is described here.



PLAY GAME

Select this menu to begin the game. The game selection screen will be displayed. For further information, see page 8.

MINI GOLF

Play a round of miniature golf! This is intended for anyone, child to adult, who is not familiar with regular golf rules, needs more time learning the controls, or just wants to have fun. For instructions on how to putt, see page 18.

CONTINUE

As long as the data of a saved game is on the Memory Card, gameplay can be restarted using this menu option. For information on saving game data, see page 24.

LESSONS

Select this to watch any of the 3 in-game lessons.

STATUS

Various items of information such as the best score and records on each course can be viewed. For further information, see page 10.

CONFIG (Configuration)

By selecting this menu, you can set up various game options. For further information, see page 11.

GAME SELECTION

Once “Play Game” is selected on the Main Menu Screen, the game selection screen is displayed. From this screen, six different play modes can be selected. Each play mode is described below.



STROKE PLAY

Up to four players can compete in this mode. The player with the lowest score (fewest strokes) wins the match. (You can also play against the CPU)

MATCH PLAY

A two player match where you compete based on the number of holes won or lost, instead of the score. You can choose to compete versus the CPU or another player.

TRAINING

Practice your swing on any course: regular courses, driving range or miniature golf. Your score and any super shots you make will not be recorded.

TOURNAMENT

Compete in a full round of golf against other golfers. The player with the lowest score wins the tournament. (One player only)

VS MODE

Compete in Match Play versus a CPU player. If you defeat the CPU player, you will acquire that character to play with.

?????

This Mystery mode can not be selected until you reach Level 5 in experience points. You'll need to compete in several tournaments and play several rounds of golf before you can select this mode. For more information about experience points, see page 22.

BEFORE YOU BEGIN THE GAME...

1. SELECT THE NUMBER OF PLAYERS

First, let's try the Training Mode. Select "Training". This mode is only for one player, but in all other game modes, the number of players can be selected by pressing the left or right Directional Buttons. You can select which controller is to be used or select COMP (computer control) by pressing the up or down Directional Buttons.

2. SELECT THE CHARACTER

Once the number of players has been determined, select the character to be used. In the beginning, you will have only two characters to choose from. You can acquire new characters by defeating them in "VS Mode". Each character has different strengths and weaknesses, so pick a character that best fits your taste. For more information, see page 23.

3. SELECT THE COURSE

On the course selection screen, pick the course you wish to play on. In the beginning, the number of courses to choose from is limited. However, the selection of courses will increase as you continue to play and increase your experience level. You may also set up the tee position (position from which to hit your first shot) and difficulty level (possibility of incurring divots) here.

4. SELECT THE HOLE

In Training Mode only, you can select any hole on course one, or any hole you may have acquired on other courses. Use the left and right Directional Buttons to select the hole and press the X Button to accept it. Now you may begin to play the game. For actual play methods, see the instructions starting on page 12.



STATUS

By selecting “Status” on the Main Menu Screen, the Status Menu Screen is displayed. Here, you can learn about different aspects of players by selecting from six menus.

BEST SCORE (Status & Best Score)

View data such as your current experience level, amount of experience points needed for the next level, best score on each course, and the longest drive.

RECORDS (Individual Tournament Data)

View various stats such as the best and average scores, average number of swings, fairway on keep ratio, and par on keep ratio.



TROPHY (Trophies Acquired)

View the trophies acquired in Tournament Mode. Trophies are given to players who place 5th or better.

SUPER SHOT (Replay of Super Shot)

Replay your super shots from beginning to end (excluding those in Training Mode and Mini Golf).

NEW ENTRY (Name Registry)

Register or change the name of the saved tournament results file. This change will not take effect until after you've completed a round of golf.

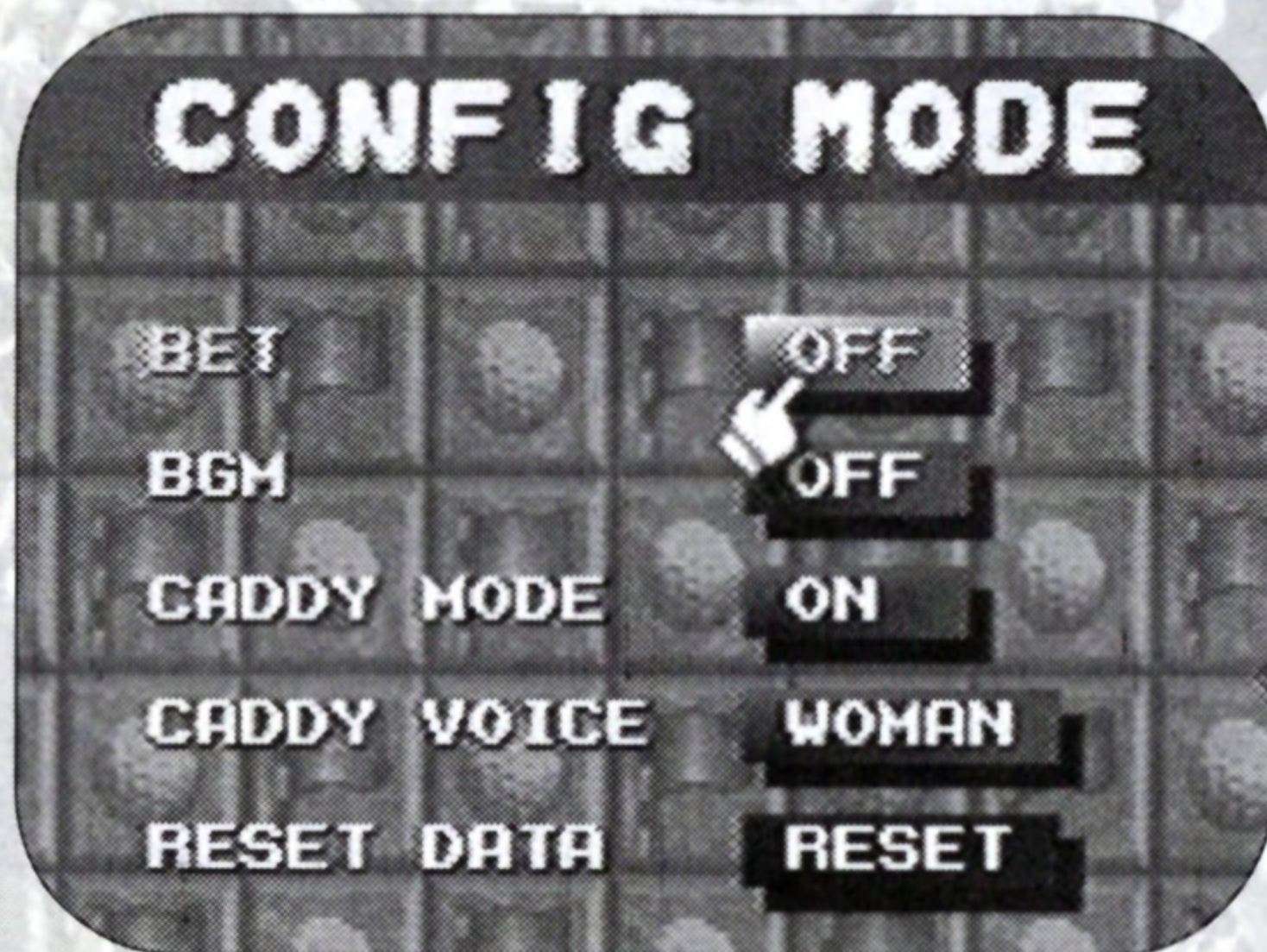
VS DATA (Record of VS Mode)

View the results of your matches versus the computer. Wins are marked with a "●".



CONFIGURATION

By selecting "CONFIG" on the Main Menu Screen, the Configuration Screen will be displayed. On this screen, the 5 menus can be set up using the Directional Buttons on the controller (up and down for selecting the item, and left and right for changing the set-up).



BET (Golf Bets)

Turn ON/OFF BET mode. BET mode will only work in a Stroke match. You will need to set up the golf bets on a later screen. In addition, you can turn ON/OFF player handicaps here. (For more information, see page 25.)

BGM (Music)

Turn ON/OFF the in-game music. The default setting is OFF. However, the music in the menu screens cannot be switched OFF.

CADDY MODE

(Automatic Selection of Clubs)

Turn ON/OFF Caddy mode. By turning Caddy mode ON, the computer caddy will select the appropriate club for your next shot. It is recommended you use this feature until you get used to the game.

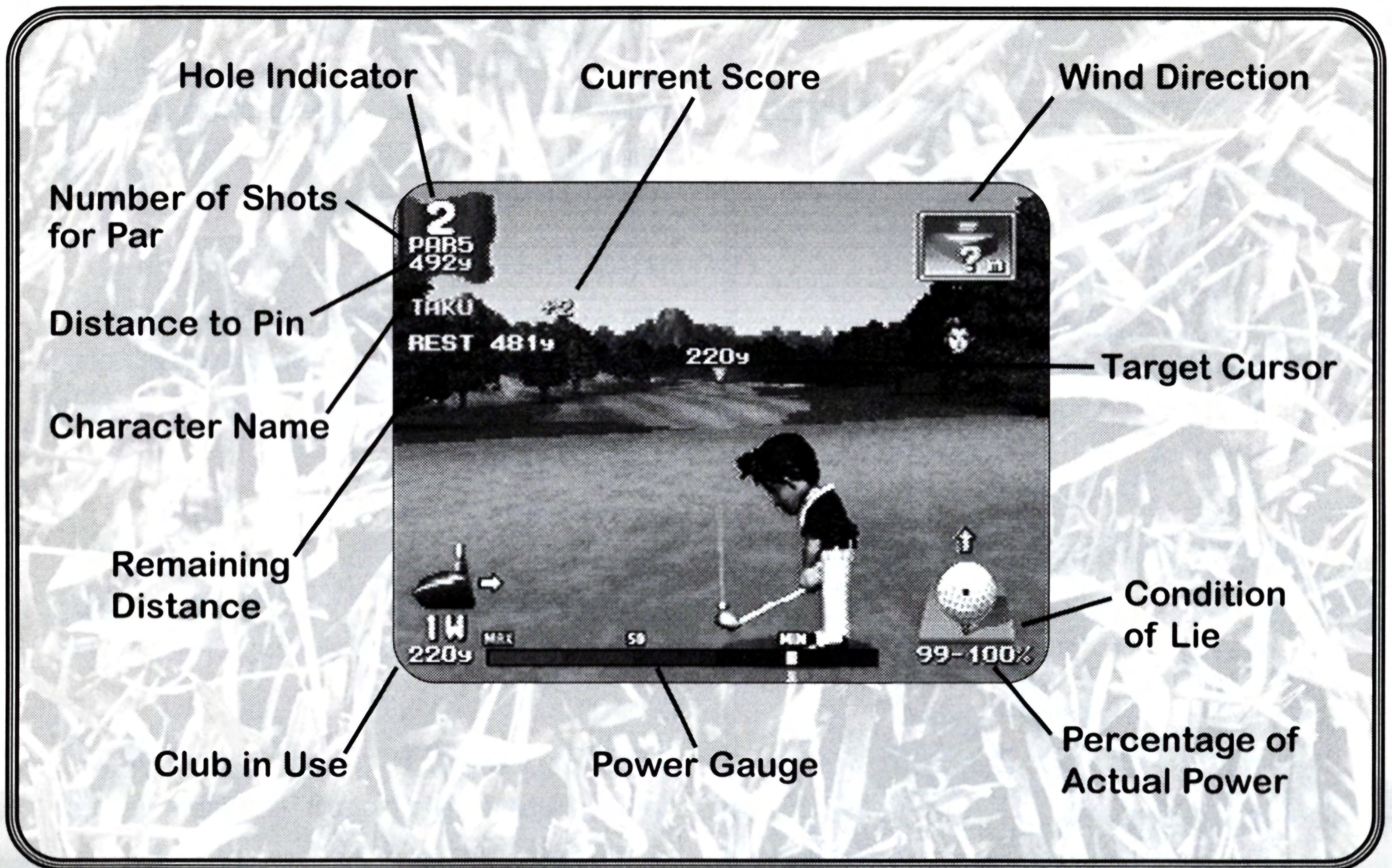
CADDY VOICE (Change Caddy Voice)

Select a man or a woman as your caddy and hear cheers such as "Nice Shot!" or "Nice On!".

RESET DATA (Reset Play Records)

By selecting this option, all play records, including accumulated experience points and characters, will be erased and initialized. You will be asked once before initializing if you wish to reset the data. Be careful not to delete your important data!

HOW TO SHOOT



SELECTING THE CLUB

Select your club by pressing the L1 or R1 Button. Since each club has a different maximum distance and path trajectory, select your club wisely. Pay considerable attention to the distance from the hole and the MAX flying distance of the ball when swinging the club.

SELECTING THE SHOT DIRECTION

Use the left and right Directional Buttons to change the direction of your shot. As in club selection, check the drop point of the ball using the target cursor. In addition, if you press the R2 Button, an orange cursor will appear. This cursor indicates the height difference between your position and the pin.

MAPS

Press the Start Button to display a map of the entire hole. Press up and down on the Directional Pad to rotate the map. Press left and right on the Directional Pad to adjust the direction of your shot. Use the R1 or L1 Button to change clubs. In addition, the bare area on the diagram is the OB zone. If the ball drops in this area, it results in a one shot penalty.

- The ball cannot be hit outside the course.

VIEW THE HOLE

When you want to know the specifics of the ground, as in the drop point of the ball, you can examine it by moving the camera's point of view. You may change the height of the camera by pressing the up and down Directional Buttons. You can also move the camera's position forward and backwards by pressing the ▲ and ● Buttons. Pressing the R2 Button or the X Button will return the camera to its initial position.

HITTING THE BALL

The X Button is used to hit the ball. Press the X Button to activate the power gauge. Decide how much power you want and press the X Button again. Finally, consider the timing of the shot by pressing the X Button one last time. The timing is the most important factor of a shot. Be careful not to miss the yellow starting marker, otherwise you'll shank the ball.

- If the timing is too fast, the ball flies towards the right. If too slow, the ball flies towards the left.
- If the timing is significantly off the red impact zone, you will shank the ball.



LESSON 1: CAUTION DURING SHOTS

WATCH FOR THE WIND

The path of the ball changes according to the wind. Before your shot, check the direction and the strength 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 after the first shot of each hole. You can estimate the strength of the wind by throwing a couple strands of grass using the R2 Button or by looking at the flag located on the top left corner of the screen.

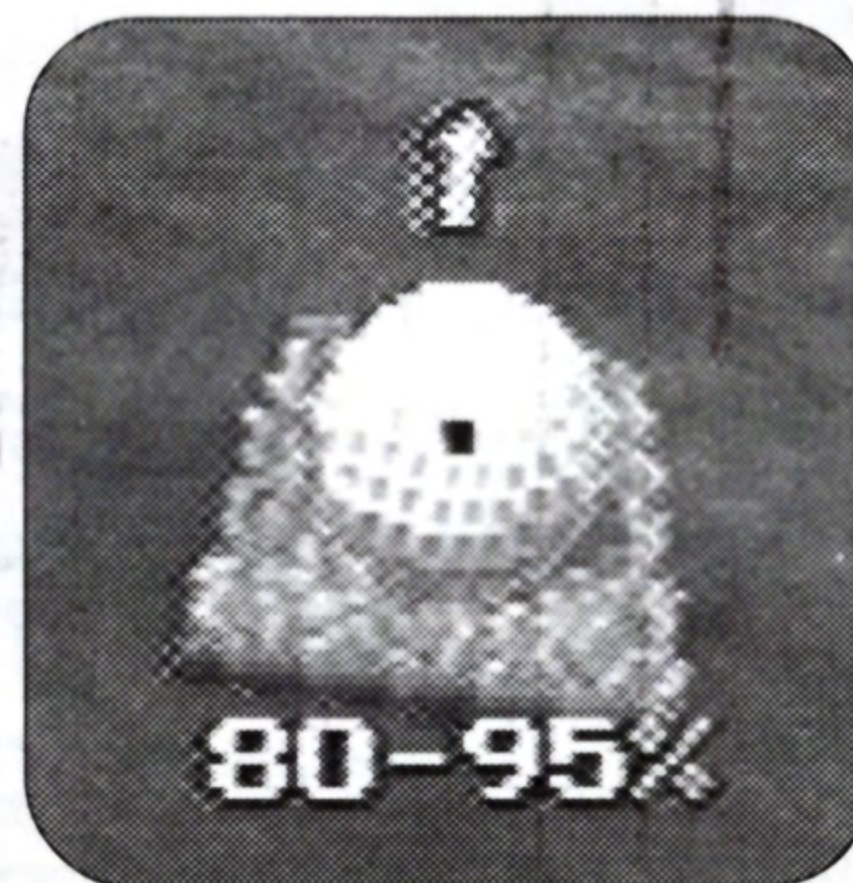
- Normally, the direction and strength of the wind is displayed on the wind directional indicator.
- By pressing the R2 Button, you can estimate the strength of the wind by the speed the grass is being blown.



WATCH FOR THE LIE (PLACEMENT OF THE BALL)

The condition of the ground in which the ball lies is much more influential than the wind. Obviously, the slope of the ground could affect the direction in which the ball lies, but the distance the ball travels can also be influenced by the condition of the grass or rough. Check the zoomed in 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 which direction the ball will travel by examining the direction in which the blue arrow on top of the ball is pointing (this is the slope of the ground).
- The numbers under the ball indicate the amount of power you're actually going to get from your shot. The smaller the number, the shorter the distance.





LESSON 2: HITTING THE BALL

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 only in certain situations, but both are essential to achieve a good score.

- The power mode lets you hit the ball further than normal, but the number of times it can be used is limited and the risk of hitting a bad shot increases. A number will appear above the P located at the right 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 gives the player more control and limits the total distance of the ball to 60 yards, regardless of club choice. Only when you are within 60 yards of the pin, will you be able to use the approach mode.



PATH OF THE BALL AND ITS EFFECT

By changing the position of where the club strikes the ball, you can add spin to the ball, which will change its flight trajectory. To do this, press the Directional 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 Directional Pad.

- Hit the left side of the ball and the ball will slice towards the right.
- Hit the right side of the ball and the ball will hook towards the left.
- By hitting the top of the ball, the ball will spin with a low trajectory and will roll to achieve distance.
- By hitting the bottom of the ball, the ball will back spin with a high trajectory, and will roll very little after hitting the ground.



LESSON 3: PATH OF THE BALL

TYPES OF CLUBS

Wood (1W ~ 4W)

A long club designed for hitting the ball a long distance. The flight trajectory of the ball is low.

Iron (2I ~ 9I)

The flight distance and trajectory differ, depending on the number of the club. The larger the number, the higher the flight trajectory and shorter the distance.

Wedge (PW, SW)

Good for short distances and for dropping the ball on a specific area. There are two types of wedges: the pitching wedge and the sand wedge.

Putter (PT)

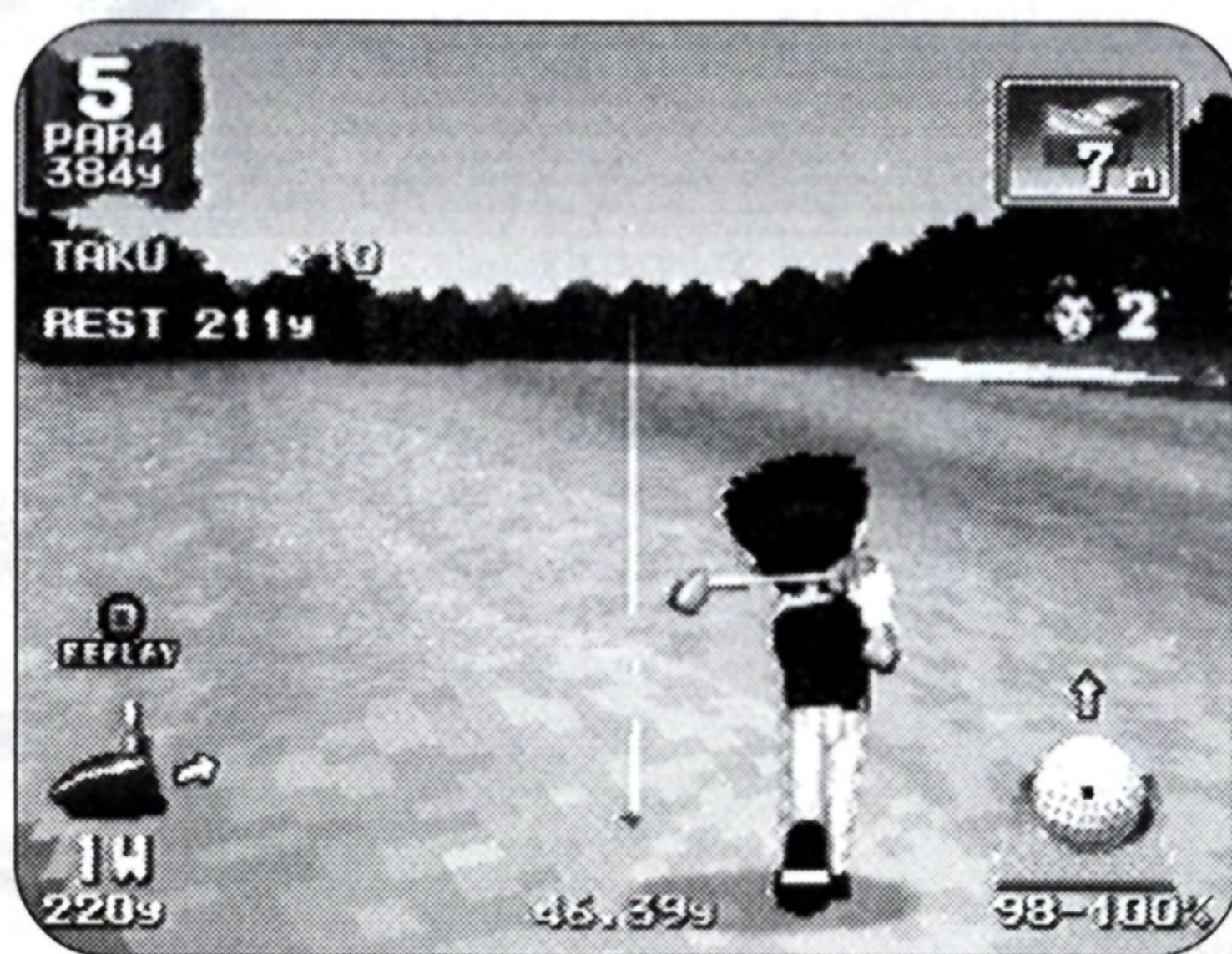
Different from other clubs, a putter is used to roll the ball straight. It is generally used when the ball is on the green.



PATH OF THE BALL AND ITS EFFECTS



FLIGHT TRAJECTORY OF THE BALL	CHARACTERISTICS	HOW TO USE
Low Flight Trajectory	Rolls further Difficult to stop at aimed point Not affected by the wind Difficult to travel over obstacles	Use clubs with smaller numbers (1, 3, 4W, 2, 3, 4, 5I) Hit using top spin
High Flight Trajectory	Rolls very little Easy to stop at aimed point Affected by the wind Travels over obstacles	Use clubs with large numbers (6, 7, 8, 9I) and PW and SW Hit using back spin



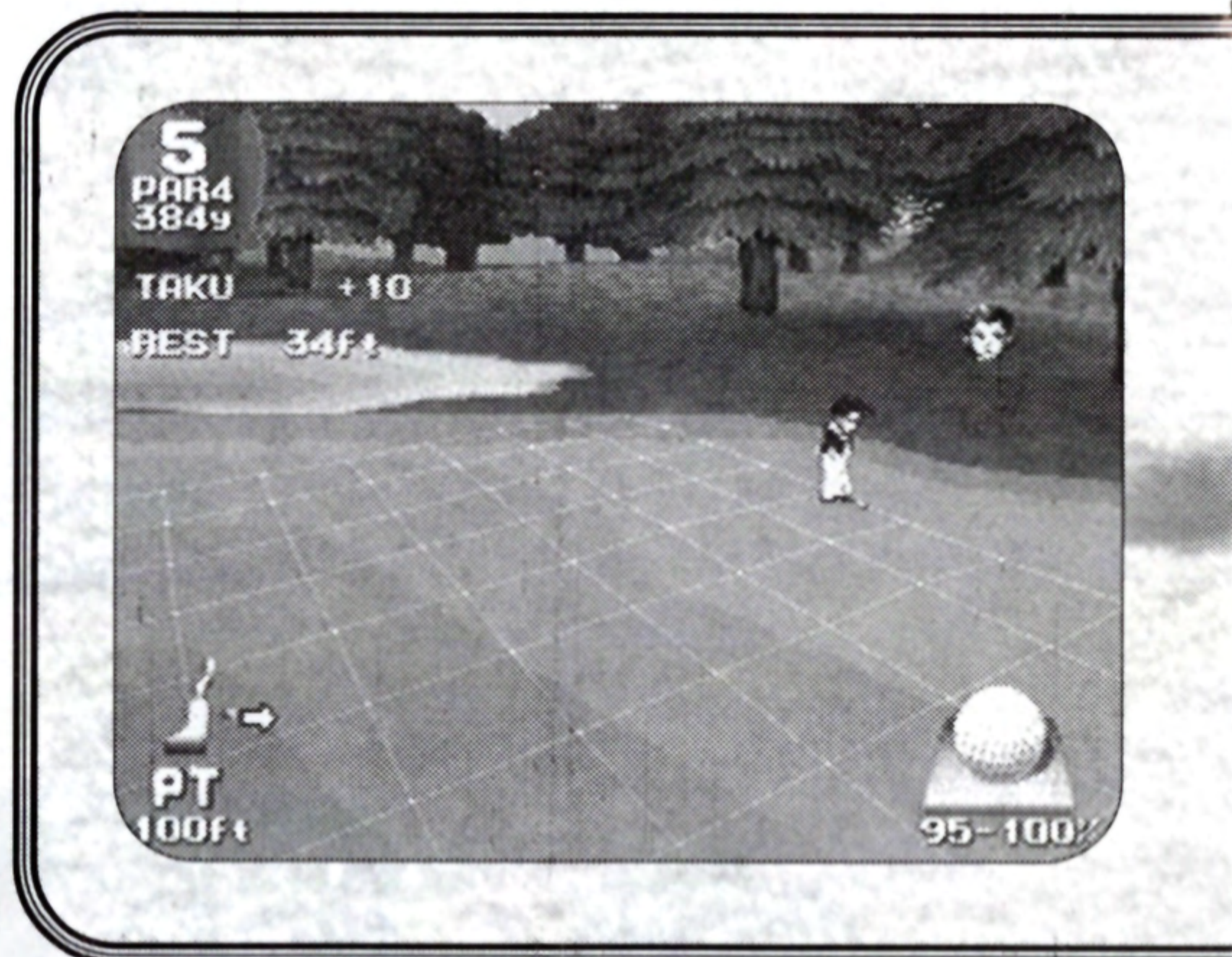
HOW TO PUTT

Once the ball is on the green, the game will automatically switch into the putting mode, where the putter will be used. Be warned, the operation for this mode is slightly different than other modes. Your score largely depends on how well you putt, so practice!

VIEW THE GREEN

To view the green, change the camera angle by using the up and down Directional Buttons, ▲ and ● Buttons as usual. The entire green, rather than the entire hole, can be viewed by pressing the Start Button. Since the target cursor is not displayed during putting, decide on the direction to hit the ball by viewing the shot from various angles.

- As always, press the R2 Button to return to the initial viewpoint.




VIEW THE BREAK OF THE GREEN

To view the break of the green, check the yellow gridlines shown crossing the green. By pressing the R1 Button, blue and red supporting lines will appear which will help you view the unevenness in detail. Red lines indicate lower ground relative to your position. Blue lines indicate higher ground relative to your position. In addition, by pressing the L1 Button, the camera position will rotate 180°, which allows you to view the green from the opposite side. Check the break from various directions before making your putt.



PUTTING THE BALL

As usual, use the X Button to hit the ball. All you need to do is determine the amount of power you want to use and press the X Button. It is not necessary to decide on the timing. Should you desire, you can also switch between modes of 100 feet and 30 feet putting distances using the  Button.

- Use the 100 feet mode for long putts.
- Use the 30 feet mode for short distances.

SCORE CARD

By pressing the Select Button during gameplay, you can view the current score for your player. The screen displayed may vary slightly depending on the game mode. Since the score card can be viewed as much as you like during the game, check your scores periodically.

DEFINITION OF ITEMS ON THE SCORE CARD

Game mode **Current hole number**

HOLE
Number of the hole

H.C.
The numbers represent the order of priority of placing handicaps. For example, if the handicap is 5, a 1 stroke handicap will be given on holes with handicap numbers 1 through 5.

PAR
This is the regulated number of strokes for each hole. Your goal is to try and hit the ball into the hole under this number. By doing so, your score will decrease, thus improving your chances of winning.

GOLFER NAME
The name of the character currently in play. A maximum of 4 names can be displayed. The numbers (not shown) next to the golfer's name are the number of strokes used per hole. The small font number next to the number of strokes indicates the number of putts on the green. In Match Play, only the win or loss will be displayed.

OUT
Total number of strokes for first 9 holes

IN
Total number of strokes for last 9 holes

SCR
Your current total score. Instead of the total number of strokes, the difference between the PAR is displayed.
• For Match Play, the game may end before 18 holes since you either win or lose by the number of holes won, such as in cases where you are 3 up with 2 holes remaining.

STROKE PLAY										HOLE 6	
HOLE	1	2	3	4	5	6	7	8	9	OUT	
H.C.	11	9	17	1	3	5	15	7	13		
PAR	4	5	3	4	4	4	3	4	5	36	
TAKU	6	7	5	8	6						

HOLE 6										IN	SCR
HOLE	10	11	12	13	14	15	16	17	18		
H.C.	8	2	16	14	18	12	4	10	6		
PAR	4	4	3	4	5	4	3	4	5	36	
TAKU											+12

TOURNAMENT SCORE

During a tournament, the tournament score is displayed by pressing the Select Button. You can view the score of all participants in the tournament. In addition, the ranking and the experience level can also be viewed here. If the left and right Directional Buttons are pressed here, the normal score screen will be displayed.

- Your score is displayed in yellow. The list can be scrolled using the up and down Directional Buttons.

TOURNAMENT			HOLE 3
RANK	NAME	SCORE	EXP
9T	ALEX	+1	5
9T	DAVID	+1	5
9T	MAGGIE	+1	5
9T	SHAWN	+1	5
23T	RICHARD	+2	0
23T	CHRIS	+2	0
23T	JEAN	+2	0
23T	JIM	+2	0
23T	REX	+2	0
23T	KEITH	+2	0
23T	MARLA	+2	0
23T	MARYJO	+2	0
31	MARY	+5	0



HOW TO COUNT SCORES

PAR	In the cup at regulated number of strokes.
BIRDIE	In the cup at one stroke under par.
EAGLE	In the cup at 2 strokes under par.
ALBATROSS (Double Eagle)	In the cup at 3 strokes under par.
HOLE IN ONE	In the cup with 1 stroke.
BOGEY	In the cup at 1 stroke over par.
DOUBLE BOGEY	In the cup at 2 strokes over par.

- In this game, if the number of strokes for a hole is 3 times that of par, you'll automatically give up and the hole is over.
(For Bet Scores, see page 25.)

EXPERIENCE LEVEL SYSTEM

You can accumulate experience points upon completing a round of golf when playing in game modes other than "Training". When you accumulate a certain amount of experience points, you will earn the right to play on new courses. Normally, high experience points can be obtained by getting good tournament scores. Long putts and chip ins (in the cup with one shot from outside the green) will add extra experience points to your total. Try to be aggressive once in a while.

- There are 5 courses and 1 bonus course you can play on. Try to experience all 6 courses!

EXPERIENCE POINTS

By accumulating a special amount of experience points, you will be given the chance to play new and exciting courses. The number of experience points needed to progress to each new course are as follows: Course 2 – 50 points, Course 3 – 250 points, Course 4 – 850 points and Course 5 – 2,350 points. A player will acquire experience points by making exceptional shots. The following information shows how many points a player receives for each great shot:

2 points for a hole score under par	1 point for a ball on the green after hitting a tree
1 point for an approach shot resting less than 6.6 feet from the pin	7 points for a hole in one
1 point for a shot hitting the pin	8 points for an albatross
2 points for a chip in less than 109 yards from the pin	5 points for an eagle
3 points for a chip in more than 109 yards from the pin	3 points for a birdie
1 point for a finishing putt over 22 yards from the hole	1 point for a hole in one in miniature golf
1 point for a shot hitting the flag	

Furthermore, these points will be multiplied by the following numbers depending on which course you have just completed. Course 1: 1 (no change in point total), Course 2: 2, Course 3: 3, Course 4: 4, Course 5: 5 and Course 6: 5. For example, if your accumulated experience points total 40 after finishing Course 3, your final points would total 120. But be careful, because in the Mystery Mode you can lose experience points in the following: -1 point for ball landing in bunker hazard, -2 points for ball landing in OB hazard, -2 points for ball landing in water hazard, -1 point for a bogey and -2 points for a double bogey or worse. These negative points will also be multiplied by the specific course multiplication number.

In Tournament Mode, you can also earn points according to your finishing position. The following chart shows the specific point/position ratio.

FINISHING PLACE

	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
Course 1	50	30	20	10	7	5	5	5	5	5
Course 2	150	100	50	30	20	10	10	10	10	10
Course 3	400	200	100	50	30	20	20	20	20	20
Course 4	1000	500	250	150	100	50	50	50	50	50
Course 5	2000	1000	500	300	200	100	100	100	100	100

CHARACTERS & COURSE GUIDE

As explained before, you can earn new characters by beating them in the VS Mode, and achieve the right to play on new courses by accumulating experience points. You can accumulate up to 10 characters and 6 courses (excluding the driving range and putting green). At the start of the game, you will be given two characters and one course.



MARY

A graceful girl who's not very powerful, but her naturally straight shots are her weapon. There is very little effect on her swing, even when making control mistakes. She is a good choice for beginners.



TAKU

An energetic young man who is very competitive. He has average power and has a tendency to hit a draw. When hitting, be mindful of obstacles on the course.



CHARACTER PROFILES

- POW** Strength of character and how far character can hit the ball.
- CON** Character's ability to concentrate. The better the character's concentration, the bigger the red impact zone.
- SPIN** How well the character can put spin on the ball.
- SWING** Each golfer has a natural tendency to hit the ball either straight, with a fade, or with a draw.

GREEN COUNTRY CLUB

This course can be played on without accumulating any experience. It has a traditional layout. It is gently-sloped and fairly simple overall. It is a good tournament course where you can explore various methods of play.



OTHER SYSTEMS

There are a few special systems available in playing the game.

SAVE SYSTEM

As explained earlier, there are 2 types of save modes in this game. One is a save mode for interrupted games (saved after completing 9 holes). The other is a save mode where a complete round of golf is played and individual data, tournament results, super shots, etc. are saved. The second type of save uses up 3 blocks of the Memory Card, so clear up some space prior to saving.

- Selecting continue will allow you to load the interrupted play data and complete remaining holes. Upon completion of play, the interrupted play save data will be erased.

WIND CHANGE SYSTEM

Press the Select Button while playing in Training Mode to view the screen illustrated on the right. Here, you can set the direction and strength of the wind. Select items using the up and down Directional Buttons, and change direction and wind strength using the left and right Directional Buttons. Practice using your shots in different conditions.

- Only when playing at the Driving Range will you have the option to change the condition of the lie.



BET MODE

By turning the BET mode ON in the Configuration screen, you will be able to bet on several aspects of your game. Start a Stroke game (this is the only mode where BET mode will work), and choose your players and course. Choose which BET you wish to play with and determine the amount of points the BET will be worth. After making your selections, exit the Bet Screen and the game will begin. The BET score screen is displayed by pressing the left and right Directional Buttons on the score screen. You can see how many points each player has accumulated on this screen. There are 7 different categories to choose from.

- If "CARRY OVER" is turned ON in the BET selection screen, the points will carry over to the next hole if there is a tie.

LONG DRIVE The player who hits their tee shot the farthest onto the fairway, on Par 4 and Par 5 holes only, gets the point. (Long Drives on Par 4 is unique to Hot Shots Golf.)

NEAR PIN The player who hits the ball closest to the pin, on Par 3 holes only, gets the point.

NASSAU The players with the lowest scores on the first 9 holes, last 9 holes and all 18 holes (entire round) gets a point each.

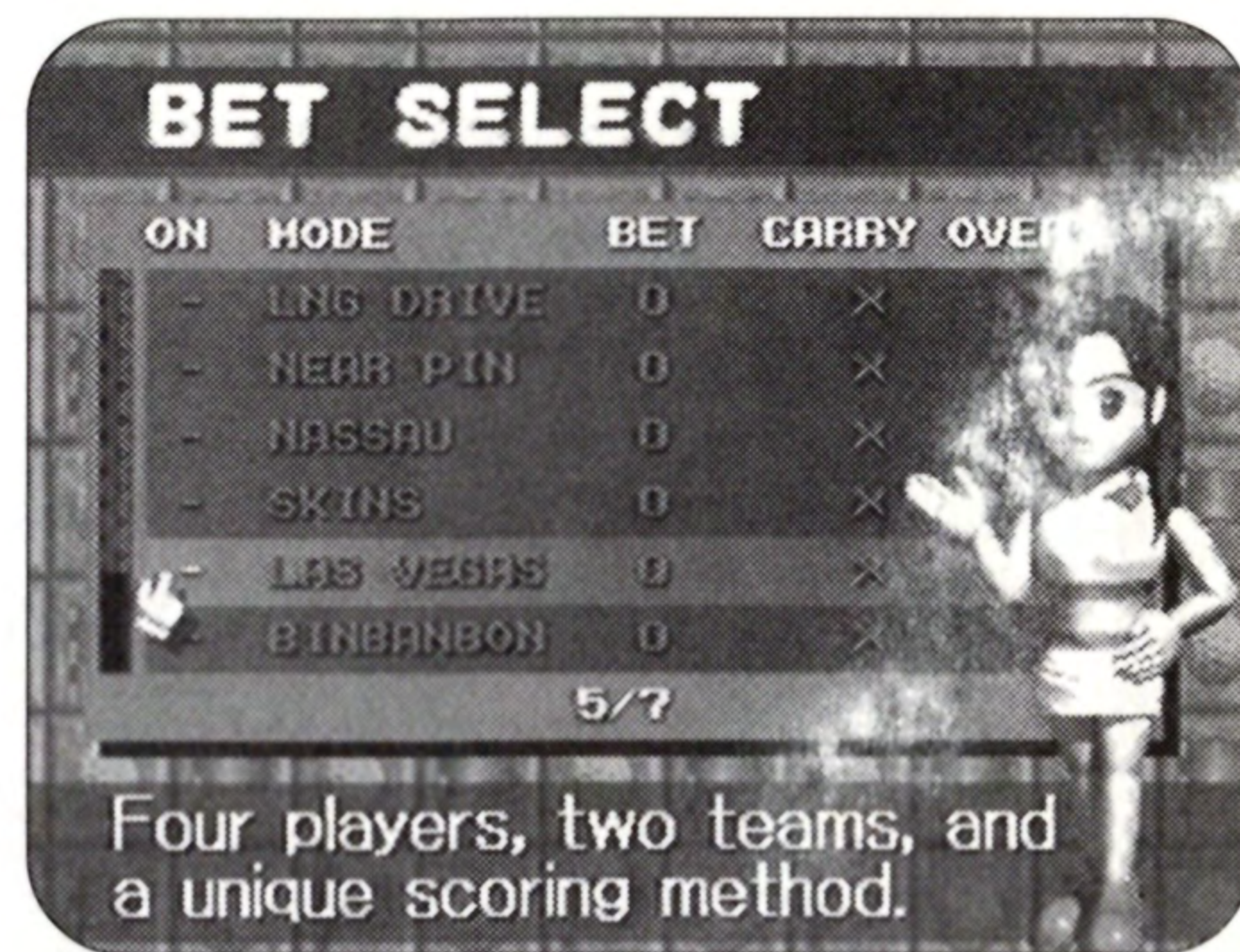
SKINS The player with the lowest score on a hole wins that hole and is awarded 1 point.

LAS VEGAS A unique method for foursomes only. The player with the lowest and the highest scores in the previous hole pair up (pair A), and the other two become the other pair (pair B).

- Both pairs calculate their 2 digit points by making the lower score number of the two the 1st digit and the higher score number the 2nd digit. If any player on either pair birdies the hole, then the number of the opposing pair switch. Meaning, the first digit is the higher score and the second digit is the lower score. The difference between the two points becomes the Bet point. The pair with the smaller point wins.
- For example, if Player 1 has the best score and Player 4 has the worst score and on the next hole Player 1's score is 5, Player 2 is 4, Player 3 is 5 and Player 4 is 6, pair A's points will be 56 and pair B's points will be 45 based on the previous hole's scores. The difference between the two points is 11, which then becomes the base point. (So the bet point will be acquired by multiplying the bet number.) Thus, pair B (who has the lower points) gets the Bet points.

BINBANBON For each hole, the first player that hits the ball onto the green, the player whose ball is closest to the pin, and the first player who hits the ball in the cup get a point each.

POOR PLAY A point is incurred every time a player 3 putts, hits the ball out of bounds (OB), or hits the ball into a water hazard. The last person to do this will incur all the previous points. In the end, the player who accumulated all these points will give the points to other players.



"#1" HOT SHOTS GOLF CONTEST

OFFICIAL RULES

1. To enter, play Hot Shots Golf in any mode, except for "Training" mode, and start acquiring "experience points". "Experience points" are acquired just by playing. The more you play and the better you do, the more points you acquire. You can see how many points you've acquired at any time by checking the "Status" screen. Once you've acquired 2350 "experience points," you will be offered the option to play the Mystery Mode noted by "?????" in the Game Selection screen. Play the Mystery Mode in its entirety (five courses with 18 holes each), using any player available to you at the time. (New players are also acquired through winning gameplay.) Within Mystery Mode, you will be offered the option to save your score at the end of every 9 holes, so it is not necessary to play all 90 holes in one sitting. Once you have completed the Mystery Mode, you will receive a score as well as a random 12 character password. These passwords are specially programmed by SCEA, and can be decoded to provide us with your actual score. Submit your entry one of two ways: To enter by mail, send a postcard with your name, age, address and phone number, along with your score, your password and the character you played as to: #1 Hot Shots Golf Contest, Promotions Dept., SCEA, 919 East Hillsdale Blvd., Foster City, CA 94404. To enter electronically, visit our website at www.playstation.com, go to the Hot Shots Golf Contest page and provide us with the same information on the electronic entry form. To be valid, entries must be received no later than 9/7/98, at 11:59 p.m. Limit one entry per person and e-mail address. Subsequent entries will be disqualified. Sony Computer Entertainment America (the "Sponsor") is not responsible for lost, late, mutilated, illegible, incomplete or misdirected entries. Sponsor is not responsible for technical, hardware or software failures of any kind, lost or unavailable network connections or failed, incomplete, garbled or delayed computer transmissions which may limit an entrants ability to participate in the contest. All entries become the sole property of Sponsor and none will be returned. Entries not satisfying these Official Rules will be automatically disqualified.

2. Judging: All entries received will be decoded within 15 business days of receipt to confirm actual score. The top 20 scores will be posted on our website and updated approximately weekly. The entrant with the highest score of all entries received by 9/7/98 will win the Grand Prize. The final decision to be made on or about 9/30/98. The decision of Sponsor will be final and binding in all respects. By participating, entrants agree to be bound by the Official Rules. In the case of a tie, all entrants tying for the highest score will receive a Grand Prize.

3. Prizes: One (1) Grand Prize winner will receive a Multi tap adapter for the PlayStation game console, a PlayStation branded T-shirt and a PlayStation branded cap (approximate retail value of \$75.00). Sponsor reserves the right to substitute prize of equal value if prize is unavailable. Prize is non-transferable and no substitutions allowed. Winner shall be notified by mail and/or telephone. Once notified, allow 8-10 weeks for delivery of prize.

4. Eligibility: Promotion open to residents of United States only. Return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners may be required to sign an affidavit of eligibility/release of liability/prize acceptance within 7 days of receipt or forfeit prize. If the winner is a minor, then prize will be awarded to winner's parent or legal guardian. By acceptance of prize, winners agree to the use of their name, likeness and/or entry for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of the Sponsor and Judges and their parent and affiliated companies and their families are not eligible. Neither the Sponsor nor its affiliates, subsidiaries, division or related companies are responsible for any damages, taxes, or expenses that winners might incur as result of this contest or receipt of prize.

5. Winner List: To get winners name, send a stamped, self-addressed envelope to #1 Hot Shots Golf Winners, Promotions Dept., SCEA, 919 East Hillsdale Blvd., Foster City, CA 94404. Please allow 4 (four) weeks for delivery of winners list.

6. Restrictions: Void where prohibited or restricted by law.

GLOSSARY OF GOLF TERMS FOR BEGINNERS

TERMS RELATED TO WAYS OF HITTING THE BALL

FADE After hitting the ball, it first flies left and then veers towards the right.*

DRAW After hitting the ball, it first flies right and then veers towards the left.*

SLICE Unlike a fade, it first flies straight and then veers to the right.*

HOOK Unlike a draw, it first flies straight and then veers to the left.*

APPROACH To advance the ball towards the green on the 2nd or 3rd stroke.

CARRY Distance the ball travels until it lands. The distance between the point where the ball lands and where it finally stops rolling is called the "Run".

RUNNING Advancing the ball on a low path. Hitting the ball higher is called "Pitch". Hitting the ball slightly higher and then rolling it is called "Pitch & Run". Depending on the approach situation, if you use these techniques properly, you will look like a pro.

MULLIGAN The option to retake a shot, a "do-over". (only available in Training Mode).

SUPER SHOT Any shot that you make that's a birdie or better. These shots are saved under the Records Menu. (This term is unique to Hot Shots Golf).

*For right-handed players

TERMS RELATED TO PLAYING AREAS

TEE BOX The area of each hole from which to first hit the ball ("tee off") toward the cup.

FAIRWAY The large grassy area which is the largest portion of a hole. The ball should be aimed toward the fairway when driving.

GREEN Area where the grass is cut short and even, consisting of the cup and a pin.

ROUGH Area where the vegetation is usually longer and rougher. Depending on the way the vegetation has grown, it may present an obstacle similar to a bunker.

HAZARD Obstacles that should be avoided when hitting the ball. Lakes and bunkers are considered hazards.

WATER HAZARD A lake or pond. If the ball lands in a water hazard, it is a 1 stroke penalty.

BUNKER A sand hazard. It may be difficult to hit the ball out of a bunker, but there is no stroke penalty.

OBSTACLE Obstructions such as trees or hills located directly in the ball's flight path.

OB Abbreviation for out of bounds. This is another area that must be avoided. If the ball lands out of bounds, it is a 1 stroke penalty.

DORMY HOLE In Match Play, the hole in which a player actually wins a round of golf.

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DO YOU HAVE WHAT IT TAKES TO BE...



Well, prove it!

Enter our "#1" Hot Shots Golf™ Contest.

It is your chance to see how you stack up against other Hot Shots Golf players. The grand prize winner takes home a Multi tap adapter, Hot Shots Golf branded golf balls, PlayStation T-shirt & hat! First, complete the Mystery Mode (?????). At the end of the game, you will receive a twelve character password. Send that, along with the character you played as and your score to SCEA. Remember, you get one chance to enter, so make sure you send us your best score!

You can enter the information on our website- www.playstation.com, or you can send us a postcard. Postcards should be mailed to:

SCEA "#1" Hot Shots Golf Contest, 919 E. Hillsdale Blvd., 2nd Floor, Foster City, CA 94404

Don't forget to include your name, address, phone number, age and stats on the postcard. For a complete list of rules, see page 26 of the manual, or www.playstation.com.

Good luck!

Sony Computer Entertainment America, 919 East Hillsdale Blvd., Foster City, CA 94404

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