



Toontown hole in one guide

Rotten Acorns Archive forum for Chip n' Dale Playground The whole hole in a guide Log in or Sign up now to see fewer ads. 09-25-2007, 14:35 25 Join: August 2007 Location: The Estate Post: 23 The Complete Hole In One Guide *= I made it hole in one. ** = I've been right next to the hole. I know of someone who's done it. If it's ** I also time brick right ** A small left, Open scorecar and cllick on x but leave the mouse where X was, aim at the corner, but make it so that there is so much space from the mouse and corner [-], 98-100% * One Little Birdie-2, left, wait until the block is touch the side away from you, hit the block at a good angle and it should bounce off, 95-100% (luck needed ;]) * Afternoon Tee, middle, 70-73% ** Afternoon Tee-2, left, wants to knock off side to right and luck is needed a lot here, time brick right, 38-43% *** Holey Mackerel-2, middle, neasure down the middle of a side, 25-40 mph, luck needed. * Down The Hatch, Middle, one tap left, 70-90% [always different (luck needed)] * Down Hatch-2, right, 70-77%, luck. ** Swing Along, middle, one press left, 75-85% (luck needed) (76% very good) * Swing Along-2, (Same Thing) * Seeing Green, Middle, straight, 65-73% * Seeing Green-2, right, hit circular cure does not hit the wall or any brick, 80-90% (luck needed) * Peanut Putter, any side, 77-87% (luck needed) * Peanut Putter-2, Same thing, time brick right, (mostly middle) * On the Drive in, left, open scorecard and leave the mouse on X, aim slightly left for the windmill tunnel, 75-77%. * On The Drive In-2, Same thing just time everything right. * Tee Off Time, right, up arrow, 70-73% * Tee Off Time-2, Same exact time brick right * Hole On The Range, middle, 70-77% (luck needed) * Hole On The Range-2, Same thing, but time brick right. (Many ways to make these holes im just give you one of the ways if you want to know more I know about 3 more ways.) * Hole In Fun, middle, up arrow, 40-50% * Hole In Fun-2, Same thing, but time brick right * Whole In One, left or right, measure for the beginning of the curve, 70-100% (luck needed) * Whole In One-2, Same thing but time brick right. * No Putts About it, middle, open scorecard and click on X, but leave the mouse there, line up with the end of the first turn, 85-95% * No putts About it-2, the same caution in avoiding the first brick. * Second Wind, middle, 80-100% (luck needed) (always different) Second Wind-2, right or left, line up with holes, 75-80% (luck neded) neden) neded) neden) neden second after you hear brick stops. Bogey Nights, left, Measure on the same shelf as in bogey nights - 2 ** Bogey Nights-2, left, measure for the small edge to the left behind the moving brick, 90-100 Note: These won't always work. If you want to know more ways about the holes PM me. If you're stuck in a place on the pitch and you can't seem to sneer at the right power to hit it at pm me. Last edited by Rkcn; 10-20-2007 at 02:59. 09-25-2007, 03:17 Registered User Join Date: April 2005 Post: 622 Sweet. Let me try this out. Thanks! 09-26-2007, 2:22 partagyy [: Total Awards: 1 Join Date: April 2006 Post: 1750 Thanks for the guide, I'm sure it's very useful. I've never done golf, but if I ever get Toontown fixed on my computer, I'd love to try out your method. Thanks for the guide. But one suggestion. Can you put it in alphabetical order for easy reference? Thanks. 09-27-2007, 03:23 25 Join date: August 2007 Location: The Estate Post: 23 I thought about it, but they were just coming to me. Lol. But I don't have much time for it because of school. UPDATED: Hole In One on One Little Birdie-2 =] 09-27-2007, 3:24 Game Over Join Date: July 2007 Post: 893 woah if these actually work this should then be a sticky 09-27-2007, 3:55 viva la toontown Total Awards: 3 Join Date: Jan 2004 Location: Gone Fishing Post: 1854 My Mood: There are other methods for any of these holes ... But by and large, a great starting point for those who have problems. thnx = 0 605VPs~1060CFOs~114CJs~107CEOs won Toons: Moonshadow, Super Chunky MacMonkey, Mighty Aphrodite Superquack, Greeneggs, Heaven Leigh Twilight, Professor Von Jabberwoof, Pixie Princess Jolene, Midnite Sun, Zsa Zsa Ga Boar, (and on test) Epona, Strange Mallardy, A Nani Mouse, Miss Fortooon, Lymon DiCoconut Respect for ourselves guides our morals, respect for other guides our manners. ~ Laurence Sterne Dignity consists not in having honors, but in deserving them. ~ Aristotle 09-27-2007, 22:48 25 Join Date: August 2007 Location: The Estate Post: 23 Update: Hole in One On Afternoon Tee-2 and Seeing Green-2 =] Last modified by Rkcn; 09-28-2007 at 12:37 pm. 09-28-2007, 02:54 Registered User Join Date: August 2005 Post: 74 My Mood: Quote: Originally Posted by Rkcn Update: Hole in one afternoon Tee-2 and Seeing Green-2 =WOW!!! To see Green2 it's a very tough one. 09-28-2007, 09:43 Noobs will be noobs / n00bs Total 10 Join Date: July 2007 Location: Sleeping Posts: 2071 My Mood: Mood: Guide! 09-29-2007, 01:49 25 Flash date: August 2007 Location: The Estate Post: 23 Quote: Originally Written by Kehawin There are other methods for any of these holes ... But by and large, a great starting point for those who have problems. thnx = o) Yes, that's why I put there are other ways to make these holes, if you want to know pm me. Lol. 09-29-2007, 04:48 25 Join Date: August 2007 Location: The Estate Post: 23 UPDATE: Other windholes in one. Also another Hole In One on One Little Birdie-2 09-30-2007, 3:44 p.m. Flattened up! Join: September 2007 Post: 68 wow thank you man u rock 10-01-2007, 12:25 Helps with betrayal join Date: August 2006 Location: Dreams of Peace Post: 425 My Mood: This deserves to be sticking in: Neighborhoods, Activities, Golfing, Acorn Acres. Toons can play mini golf by riding the golf maps to get into the golf courses. Bossbot Headquarters is available from here. Golf courses Main article: Golf courses There are three difficulty levels to play on: easily, represented as the yellow karts, entitled Hole Some Fun; and hard, represented as the red karts, entitled The Hole Kit and Caboodle. The simple paths have three holes and usually contain small or no obstacles. The medium course has six holes and introduces obstacles. Hard paths have obstacles to prevent the target against the hole. Simple paths usually don't have obstacles, while hard tracks contain several obstacles. Hill: small lumps in the middle of the course that may require the golf ball to be hit over the Block: objects that block the road to the hole Moving block: small blocks that move around Windmill: just a decoration, but can be entered to allow one to have easy access to the hole Ramp: plain oblique plane Gameplay The first. step to playing golf is to place the toon in the three available places : left, middle, or right. The player can place the toon using the Left and Right arrow keys on the keyboard and press the Ctrl (Control) key to place the toon on the spot. During this phase, the player has 20 seconds before the toon is placed automatically in the current location. Once placed, the player can place the toon's direction further in the desired location to aim the golf ball at the hole. The player can press the arrow keys Left and Right to aim; By pressing the Up arrow key, the toon can automatically position itself pointing towards the hole. The toon can then decide to swing by pressing and holding the Ctrl key. A power meter seems to determine the power of the bend and the distance to where the golf ball will travel. The player has 60 seconds to react during this phase. Golf terms number of shots given to reach the hole Birdie: pocket with one shot less than Par of the bend and the distance to where the golf ball will travel. one shot into the hole Bogey: pocket with one shot over Par Double Bogey: pocket with two shots over Par Triple Bogey: pocket with three shots over Par +3: did not complete the course 2 40 golf courses completed and complete 40 golf courses 3 400 golf courses completed Play and complete 400 golf courses 4 1 courses under Par Make 10 holes under Par Make 10 holes under Par 5 10 courses under Par 6 100 courses 4 1 courses under Par 5 10 courses 4 1 courses under Par 5 10 courses under Par 6 100 courses 4 1 courses under Par 5 10 courses 4 1 courses under Par 5 10 courses under Par 5 10 courses 4 1 courses under Par 6 100 courses 4 1 cour Make only one shot to the hole 10 times 9 100 hole-in-one shots Make only one shot to hole 100 times 10 2 eagle or better shot 30 birdie or better shot 12 200 eagle or better shot 60lf 20 eagle or better shot 12 200 eagle or better shot 60lf 20 eagle or better shot 14 30 birdie or better shot 14 30 birdie or better shot 14 30 birdie or better shot 12 200 eagle or better shot 60lf 20 eagle or better shot 60lf 20 eagle or better shot 12 200 eagle or better shot 12 200 eagle or better shot 12 200 eagle or better shot 60lf 20 eagle or better shot 12 200 eagle or better shot 60lf 20 eagle or be better shot Golf 30 birdie or better shots 15 300 birdie or better shots Golf 40 Par or better shots Golf 40 Par or better shots 18 400 Par or better shots 2 6 multiplayer courses completed Games and finish 6 courses with other toons 2 60 multiplayer courses completed Games and complete 60 courses with other toons 21 600 multiplayer course completed Games and complete 600 courses with other toons 21 10 Walk in the Par wins Win 100 Walk in the Par match 23 10 Walk in the Par wins Win 100 Walk in the Par match 23 10 Walk in the Par wins Win 100 Walk in the Par wins W the Couple matches 25 1 Hole Some funny wins Win 1 Hole Some Fun matches 26 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 27 100 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 27 100 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 1 The Hole Kit and Caboodle wins Win 10 Hole Some Fun matches 28 Hole Kit and Caboodle battles 30 100 The Hole Kit and Caboodle wins Win 100 The Hole Kit and Caboodle battles Earning 10 trophies will reward a laff boost to the toon. A total of three laff boosts can be settled by collecting all thirty trophies. Records Golfing Records can be registered based on the courses. There are three main records, which are Easy-Medium-Hard courses. Go in Couples - Simple courses; Lowest Number of Shots: 3 Hole Some Fun - Medium Courses; lowest number of shots: 6 Whole set and Caboodle - Hard Courses; lowest number of shots: 9 Each course also has its own records. Trivia It is the second subdimenc area of Toontown, the first being Goofy Speedway. It The only toon area in Toontown directly connected to a Cog headquarters, where it is the Bossbot headquarters, where it is the Bossbot headquarters, where it is the Bossbot headquarters. German ??? Brazilian Portuguese minigolfe de Tico e Teco [1] Japanese MiniGolfe de Tico e Teco [1] Japanese MiniGolfe de Tico e Teco [1] Japanese MiniGolfe PlaygroundAdd a photo to this gallery References Neighborhood Activities Golfing Acorn Acres Community content is available under CC-BY-SA unless otherwise stated. Noted.

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