

Greg Hastings' **TOURNAMENT** **Paintball**

MAX'D™



EVERYONE 10+
TM
E
10+
CONTENT RATED BY
ESRB

ACTIVISION®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

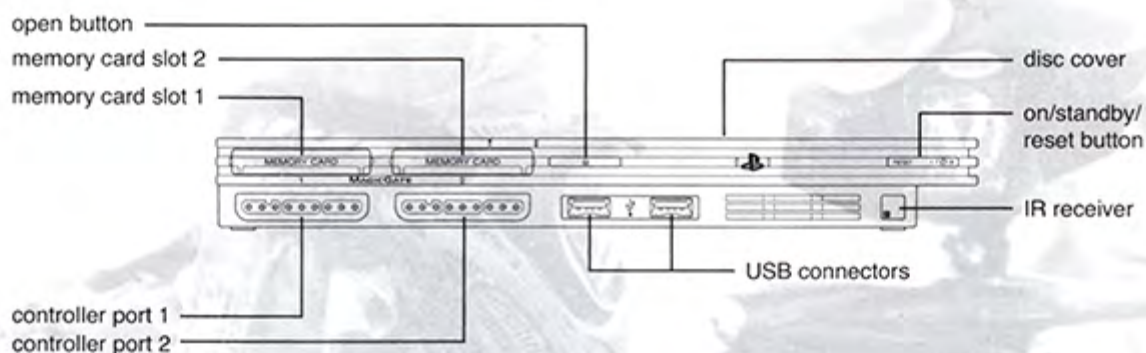
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

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GETTING STARTED



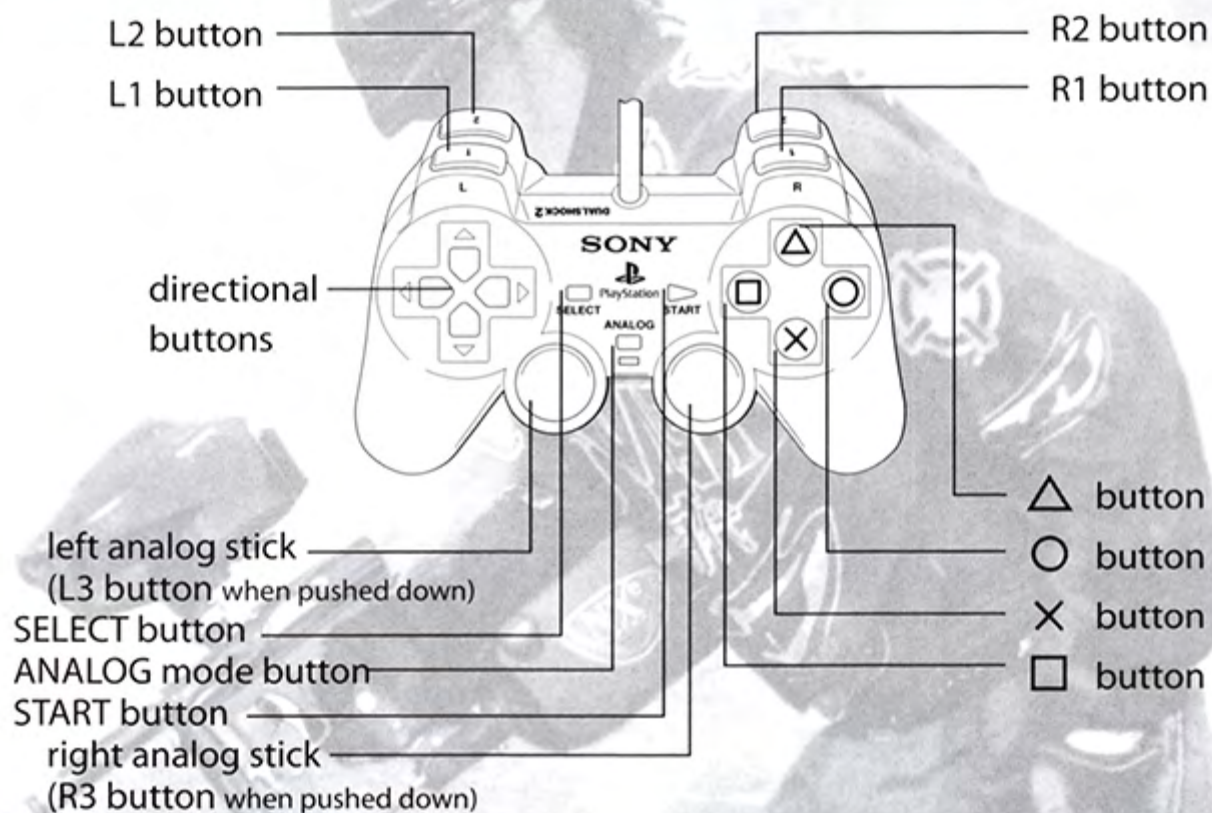
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Greg Hastings' Paintball Max'd disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

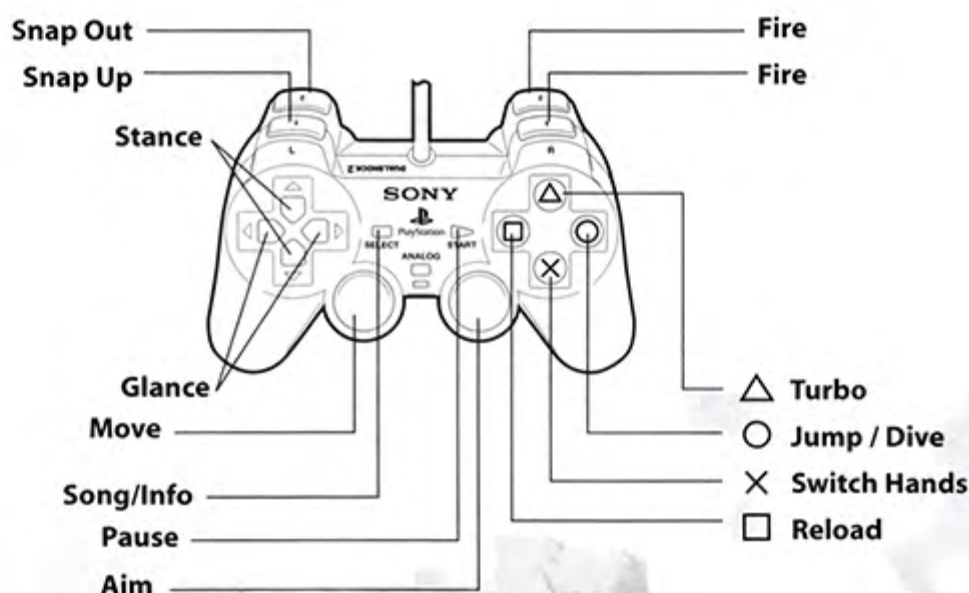
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS



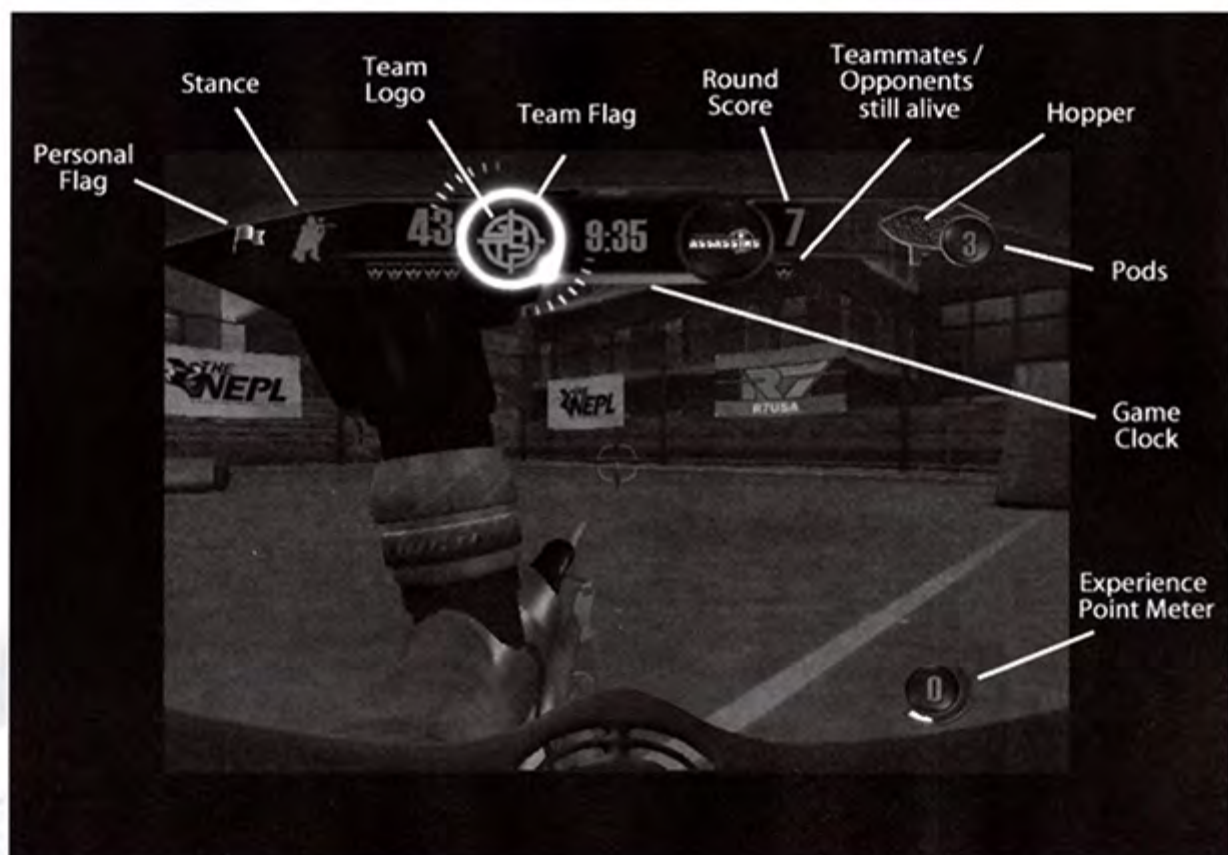
(Press for Field Command)
(Press and hold for Voice Chat)

The Default control scheme can be edited to your preference by going to **OPTIONS / CONTROLS** from the main menu in the game. The Controller options that can be edited are:

- **Horizontal Look:** Standard or Inverted
- **Vertical Look:** Standard or Inverted
- **Look Sensitivity:** %
- **Default Marker Hand:** Right or Left
- **Fire Control:** R1 button / R2 button or L1 button / L2 button
- **L3 button:** None or Quick Stance
- **Vibration:** On or Off



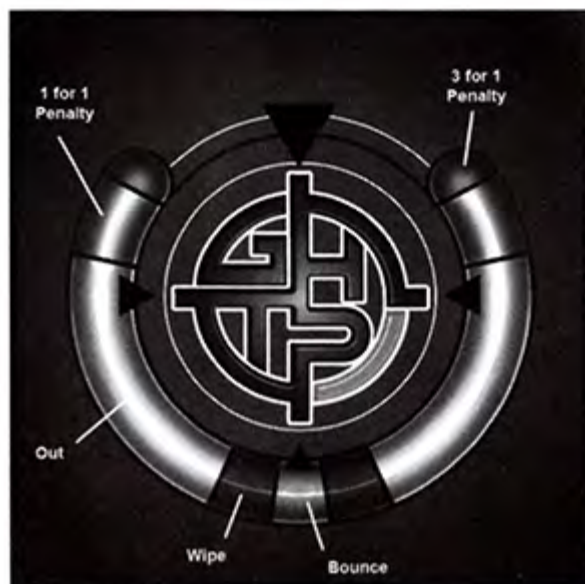
HEADS-UP DISPLAY (HUD)



- **Personal Flag:** Indicates that you have picked up the flag.
- **Stance:** Indicates the stance of your character - standing, crouching, prone, and which hand is holding your marker.
- **Team Flag:** Indicates someone on your team has the flag when it's highlighted.
- **Game Clock:** Indicates how much time is left in the round.
- **Round Score:** Indicates the current score.
- **Hopper:** How much paint you have left.
- **Pods:** How many more Pods you have left.
- **Teammates / Opponents still alive:** How many players are left on the field.
- **Experience Point Meter:** How many experience points you have accumulated in the current match.



When you are hit by a single paintball, you are given the opportunity to cheat. This will give you an option to stay in the game and continue playing. By cheating, you run the risk of getting a penalty. Press the **X** button to stop the moving indicator within one of the five zones on the cheat meter. The five zones or areas on the cheat meter represent the following:



- **Bright Green:** Qualifies as a bounce, the Paintball did not break.
- **Dark Green:** A wipe, you successfully removed the paint mark.
- **Yellow:** Out, the referee has seen that you are hit.
- **Orange:** Penalty 1 for 1, you and one teammate are called out.
- **Red:** Penalty 3 for 1, you and three teammates are called out.

The challenge of cheating increases after each time you successfully wipe (dark green zone) because the moving indicator of the cheat meter will increase in speed.

GAME MODES

GHTP Max'd is bursting with game modes including a single player Career Mode, Co-op play in Career Mode, Exhibition Mode with one player or two players in split-screen, and everyone's favorite online play via broadband internet or over a LAN. Access the type of game you wish to play from the main menu. The options on the main menu are:



- **Career Mode:** start a new career as a single player (with a new profile) or continue playing an existing Career.
- **Co-op Mode:** Accessed through Career mode/Team Manager-Co-op.
- **Exhibition Mode:** Include from one to four human players in any team size and configuration in split screen.
- **Multiplayer:** Play online against individuals from around the world or over a LAN.

EXTRA FEATURES

GHTP Max'd provides you the tools you need to tweak the game exactly how you want.

Field Editor

Lay out your own bunkers and play against AI opponents in Exhibition Mode. Select the Field Editor and you will be prompted to choose the size of field you wish to create: small, regulation, or large. Press the directional buttons to move left and right through the five categories: Bunkers, Trigger Functions (scale/rotate/zoom), Layout Mirror, Snap Grid, and Texture Set.



Press the directional buttons up and down to make selections within categories. Place a new bunker with the **X** button and fly around your field by pressing the **□** button.

Note: The Field Editor requires a memory card to save the field you've made so you can play it in Exhibition mode.



Match Editor

Create your own custom match with up to five fields. Select from any of the Career Mode fields or User created fields.



CAREER MODE

Each time you enter the Career Mode menu with a new profile you will first be prompted to select your Career options including your preferred difficulty level setting and your team logo. Note that you can always go back and change your difficulty setting at any time during a tournament via the Options menu.

Difficulty settings include:

- **Easy** - opponent teams have rudimentary skills and cheating is easier
- **Normal** - opponent teams will be increasingly more difficult
- **Hard** - opponent teams are very difficult, friendly fire will eliminate your teammates, cheating is more difficult, and player HUD icons denoting how many players are left on each team are not visible.



NEXUS

X NEW YORK XTREME

On this screen you can set the game to allow cheating (see Cheat Meter) and you can select a team logo which will appear on your HUD and on your team's dead box.

CHARACTER SKILLS

During the Single Player game you will be developing a character, a team and an inventory of equipment. As you complete tournaments you will be awarded experience points that you can spend on developing your character's skills. Experience points

My Character
WXP2007
Experience Points: 0
Points needed for next skill bonus: 5

Speed	██████████
Accuracy	██████████
Marker Skill	██████████
Reload	██████████

Current Skill Bonus:
Increase your snap range by 15%
Next Skill Bonus:
Increase your snap range by 30%

Move up/down to select a skill. Move left / right to adjust experience points.
Rotate ← R → Accept

are based on your performance and are accrued by completing Eliminations, Flag Grabs, Flag Hangs and by winning Rounds, Matches, and Tournaments. Note that flag grabs and flag hangs will only result in points when you still have opponents on the field. Avoid being eliminated as this will decrease your performance and may cause you to lose experience points. You will see your experience points accumulate in the meter in the lower right of the HUD and your total experience points will be shown in the results screen at the end of a tournament.

Speed	██████████
Accuracy	██████████
Marker Skill	██████████
Reload	██████████



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Speed

- Level 1: Speed increase + turbo time increase.
- Level 2: Speed increase + additional turbo time increase.
- Level 3: Speed increase + turbo replenish rate increase.
- Level 4: Speed increase + additional turbo replenish rate increase.

Accuracy

- Level 1: Increase your targeting accuracy by 10%
- Level 2: Increase your targeting accuracy by 20%
- Level 3: Increase your targeting accuracy by 30%
- Level 4: Increase your targeting accuracy by 40%

Marker Skill

- Level 1: Increase snap range by 15%
- Level 2: Increase snap range by 30%
- Level 3: Switch marker hands 20% faster
- Level 4: Switch marker hands 40% faster

Reload

- Level 1: More efficient at reloading - 70% of pod
- Level 2: More efficient at reloading - 90% of pod
- Level 3: Faster and more efficient at reloading - 100% of pod
- Level 4: Moving while reloading is possible.

SINGLE PLAYER MENU

Note: When you occupy a teammate after being eliminated you will acquire their skills. Note also that skills developed in the single player game do not carry over to the multiplayer game. The skills for multiplayer characters are all set to the highest level.

The Single Player menu contains the following selections:

Play Tournament

Use the world map to launch tournaments. New tournaments will appear in green. Tournaments that are already completed appear in blue and may be played again as an Arcade game. No experience points or prize winnings are awarded for Arcade games.





My Character

Spend acquired experience points on new skills.

Gear Bag

After buying new gear from the store, open the Gear Bag menu to equip your character. You only need to outfit your own character; new teammates have their own gear. Select items from each of the ten categories noting any on-screen information about the item which might affect your play.



Team Manager / Co-op

Fill up to six positions to form your team. You begin your career as a Rookie and have only Rookie teammates available to choose from. As you advance through the tournaments and into higher divisions you will have access to Novice, Amateur and Pro teammates. Press the **O** button to learn more detailed information on each character, such as their gear and bios.



Each teammate has an assigned position on the field. Front, Mid, and Back positions are denoted on the teammate's photograph with an F, M or B.

Front Players take the farthest front positions on the break and move quickly up field to take out the enemy. Fast, aggressive players with short-barreled guns are desired for this position.





Mid Players are your second line of attack and not as shifty as the front players. They take the middle positions on the break.

Back Players hang around in the back to cover lanes for you – lay down paint on a possible enemy lane of travel – and guard the flag. Your back players are the only ones who will break shoot (shoot at the opposition's dead box at the very start of the round). Generally slower players with long barreled weapons and lots of ammo are preferred here.

Note: Your teammates are the ones with their names above their heads so don't mark them.

Co-op mode:

To play co-op mode with a friend, attach a second DualShock®2 analog controller to your PlayStation®2 console, and while you're in the Team Manager press the START button. A red number two will replace one of the AI characters in the team roster. Player 2 can change slots by moving the left analog stick. When Player 2 is satisfied with the position they must press the START button and the number two will appear inset on the image of the selected player. Once Player 1 has accepted the roster change by pressing the START button, Career Mode will function in split-screen.

Note: In Co-op Career Mode only Player 1 may deploy the AI teammates with the Breakout Manager (see below). Player 2 has no pre-game control of AI bunker assignments.



Online Store:

As you complete tournaments, you will be awarded store credits to spend on new gear. Each time you visit the store after completing a tournament, new gear will become available. Keep playing to unlock the best gear in the game.

The red and green arrows on the sides of the bars denote whether or not the new gear selected is better or worse than your currently-equipped gear. For example, the airtank selected in the screenshot below is lighter but has less air capacity than the currently-equipped tank.

The screenshot shows the 'Action Village' online store interface. At the top left is the 'Action Village' logo. To the right is a banner for 'The official shoe store of the active. ActionVillage' with an image of shoes. Below the banner is a navigation bar with icons for various gear categories. The main display area shows a list of 'Air Tank' items:

- Uncle Death 90
- Crossfire 45
- Crossfire 68** (highlighted)
- Evil Scion 45
- Evil Scion 68

On the right side of the list, there is a 'Cost: 210' label and two horizontal bars representing 'Weight' and 'Air Capacity'. The 'Weight' bar is shorter than the 'Air Capacity' bar. At the bottom right, it says 'Credits Available: 945'. The bottom navigation bar includes icons for 'Back', 'Zoom', 'Info', 'Rotate', and 'Buy'.



PLAYING A TOURNAMENT

These are the three types of gameplay within a tournament:

- **Elimination:** Continue playing until one team has been eliminated. Score points for each elimination and each player remaining on the winning team.
- **Center Flag:** Score points by eliminating opponents, being the first team to grab the flag located in the center of the field, and finally hanging the flag at the opposing team's start box.
- **Capture the flag:** The same principle as center flag applies, however each team has a flag located at their start box. Retrieve the opposing team's flag and return it to your start box to end the match.

Scoring is as follows:

First flag grab	20 points
Flag hang	50 points
3-on-3 Match	7 points for each elimination 3 points for each survivor
5-on-5 Match	4 points for each elimination 2 points for each survivor
7-on-7 Match	3 points for each elimination 1 points for each survivor

Note: In multiplayer with even teams, 3-on-3 and below use the 3-on-3 scoring, 4-on-4 and 5-on-5 use the 5-on-5 scoring, and 6-on-6 and 7-on-7 use the 7-on-7 scoring.

In the Single Player Game, you will be required to change the size of your team as you face new tournaments. Tournaments consist of 3-man, 5-man, and 7-man team sizes. You will be prompted to go to the team manager screen in order to add or remove players from your team.

During tournament rounds, if your initial player character is eliminated, you will automatically take over the next closest player on your teams character body and gear. Once you begin a new round, you are back to your initial character.

You can select the next available (green) tournament from the world map. By pressing the **X** button you will advance to the Tournament Bracket screen.





TOURNAMENT TYPES

There are 3 types of tournaments in Career Mode, Single Elimination, 16 Team Round Robin, and 18 Team Round Robin.

Single Elimination tournaments use a bracket system where one team plays another team in a best-of-5 round match. The winner advances to the next round and the loser goes home.

In a Round Robin tournament, the teams are broken into groups, and every team plays every other team in their group one time. At the end of group play, the best playing teams will make the cut and advance to the next phase, and the rest will have to watch from the sidelines.

In a 16 Team Round Robin, the teams are divided into 4 groups of 4 teams. Each team will play the 3 opponents in their group in a best of 3 round match. The top 2 teams in each group will advance to an 8 Team Single Elimination tournament to battle it out.

In an 18 Team Round Robin, the teams are divided into 2 groups of 9 teams. Each team will play the 8 opponents in their group in a single round match. The top 4 teams from each group will advance to the second phase which is a Round Robin with 1 group of 8 teams. Each team will play the 7 opponents in their group in a single round match. The top 4 teams will advance to a 4 team Single Elimination tournament to determine who will win the event, prize money, and the glory.



The Bracket Screen shows where you stand in Single Elimination play. It will display who you played in the previous round, and who you are facing in the upcoming round. The bracket will be a different size depending on your division. Rookie brackets have 8 slots, Novice brackets have 16 slots, Amateur brackets have 24 slots and Pro brackets have 32 slots.

The Round Robin Screen shows your progress in Round Robin play. The screen will show all of the results for the previously completed round, the current up-to-date standings, and the match-ups for the upcoming round. Pressing the button will



cycle through this information. Use the left and right directional buttons to view all of the groups in the tournament. Press the button to highlight your team. At the end of a phase of a Round Robin, the teams that are advancing to the next phase will appear in green, and the teams that didn't make the cut will appear in red.

PRE - MATCH SCREEN

The Pre-Match Screen screen will describe the location of the tournament, the type of game, the team size and match status.

Continue playing through the rounds of the matches that make up the tournament. After each round and match you will be presented with a score card detailing the events of the game.

To unlock and advance to the next tournament you must get at least third place. If you fail to place at least third you can play the tournament again immediately. More prize money will be awarded by reaching second and first place.



CONTROLLING YOUR TEAMMATES

There are two control mechanics that give players the added strategy they need to be a true paintball tactician: The Breakout Manager and Field Commands.

Breakout Manager:

Before entering a round players will be presented with the Breakout Manager: A top-down view of the current field where players can assign orders to their A.I teammates. It's worth the time to understand all of these features, especially deep in the game when






you'll be facing serious competition from pro teams. The tactics you employ here will impact your success.

The Break is the start of a round when everyone runs to their initial bunkers. This is an important time in the game because everyone is momentarily uncovered. You can use this time to your advantage. It's also important for setting up your teammates' initial positions so that you know where they are.

Set yourself to the bunker you want to go to. This will allow you to start the game facing that bunker. It will also keep your teammates from selecting that bunker during Quick Plays.

Press the directional buttons to select a different player. Information on each player will appear at the top of the screen. The important thing to notice is the position of the player: front, mid or back. This is denoted in the name for exhibition players and with a F, M, or B for specific pros and teammates. Push the  button to toggle off this information if it's getting in the way.

Use the left analog stick to move the player's starting bunker position. If you select a group of bunkers, the player will move to one of the two closest bunkers in the group.

Note: As a general rule do not set two players to the same bunker unless it's a group.

Once you get novices on your team, you can assign them to breakshoot. This means they will shoot at a target until they reach their first bunker. Do this to try to catch opponents on their breakout. Press the L2 button to command a player to breakshoot.

The black Break Target defaults to the opponent's deadbox. Using the right analog stick you can move this target to a particular lane or area you want to cover. Players will run more slowly when breakshooting so it's best not to set players to breakshoot who are running way up field or they are liable to be shot.

Press the L1 button when you have any non-rookie teammate selected to make them burn a lane. This means that once he gets to his bunker, he will snap out and shoot consistently for 1 pod worth at a target that you select. Use Lane Burning to keep opponents from reaching important bunkers.

When you assign a player to burn a lane a yellow target will appear in the corner of the screen. Move this target using the right analog stick. The player will shoot at a point 3 feet above the target. Try to make sure there is an open lane between the initial bunker and your target. Lane Burning is best used with back players.



To quickly set your entire team to different positions use Quick Plays. Press the R2 button to cycle between the 4 basic deployment strategies. The L2 button will select random variations of the same Quick Play. Note: Quick Plays will change all of your target assignments.



To clear all of the assignments press the button. For help at any time push the select button. Also remember to look at the instructions near the player info.

Note: Rookies cannot be assigned to Breakshoot or Burn Lanes.

Field Commands:

After entering the action, players will notice the voices of their teammates as they call out positions occupied by opponents. Players can communicate with their teammates in much the same way by using field commands. There are three commands available to the player that are all performed by pressing the R3 button.

Move - By pointing at a Teammate your crosshair will turn green, then by pressing the R3 button you will hear your character holler, "Move up." This is helpful in getting teammates out of a position you wish to occupy, or getting those Back Players to move up into the action.

Look - Point at any area of the field and press the R3 button and you will hear your character shout the area of the field that you pointed at. Nearby Teammates will make a visual check for opponents in that area and will respond with verbal confirmation "Got it!"

Attack - When the time comes to go on the offensive simply press and hold the R3 button for two seconds to issue an all-out assault. You will hear an audible cue confirming the order has been issued.

TOURNAMENT RESULTS

Results screen

Refer to the results screen to see how many store credits you've won, how many experience points you've received, and if any new teammates are available.

Tournament Results
Florida Open
Miami, FL

Place	Team Name	Points Won
1	WXP2007	100
2	Fat Lady Charms	75
3	Montreal NRG	50
4	Doc's Raiders	50
5	Red Legion	24
6	Bullets Hungary	23
7	Team Faction	22

1st Place

Leaderboard Points Earned: 100
Store Credits Earned: 450
Experience Earned: 2

New Teammate(s) Available!

Full Bracket Try Again Continue

Career Leaderboard

You can view your team's progress on the Career Leaderboard screen. The leaderboard will display every team in your division and their total points won during tournament play. When you level-up to a new division, all teams have their points reset to zero. A team receives 100 points for finishing first in a tournament, 75 points for second place, 50 points for third place, and lesser amounts for any other result. Keep in mind that you must replay any tournament in which you fail to finish in the top three spots.

IB Team Round Robin

End of Phase Results

Rank	Team	Group A	Points
1	WXP2007	Advancing	600
2	Doc's Raiders	Advancing	572
3	Fat Lady Charms	Advancing	390
4	Rebirth Berlin	Advancing	332
5	Denver Altitude	Eliminated	332

Phase 2: 1 group of 8 teams. Top 4 teams advance to semi-finals.

Back Find My Team Begin Next Phase



Keep winning to stay on pace with the leaders!

There are a total of 37 tournaments to complete as you move forward in your career from Rookie to Novice, Amateur, to eventually becoming Professional. These tournaments can be replayed at any time by selecting them from the world map in Arcade mode. In Arcade mode your experience points and credits will not increase.

Note: All of the tournaments are available in multiplayer mode and do not need to be unlocked.

18 Team Round Robin

End of Phase Results

Rank	Team	Group A	Points
▲ 1	Fat Lady Charms	Advancing	632
2	WXP2007	Advancing	600
3	Montreal NRG	Advancing	486
4	Doc's Raiders	Advancing	414
▼ 5	Blue's Crew Barbarians	Eliminated	266

Phase 2: 1 group of 8 teams. Top 4 teams advance to semi-finals.

△ Back

○ Find My Team

⊗ Begin Next Phase

Illuminated Menu Items

After each tournament you will return to the Career Mode main menu. Certain menu selections will be illuminated, showing you that there is new content to be examined within that menu, such as new gear at the store, experience points to spend on your characters' skills, and new teammates available.



THE GEAR

There are ten categories of gear with which to outfit your character.

Markers

There are more than twenty paintgun markers in the game from manufacturers, including: JT, Tippmann, Kingman, Odyssey, WGP, Dye and many more. Each Marker has a weight, speed, and accuracy rating. Speed measures shots per second and trigger sensitivity. Accuracy measures targeting and velocity spread. Press the **O** button to see the detailed breakdown.

Barrels

Players can customize their markers with individual barrels. Barrels will further increase the accuracy of the paintballs fired with the Markers.

Hoppers

Hoppers feed paintballs into the marker chamber, and their quality effects the player's total gear weight and the maximum firing rate.

Air Systems

Air systems provide markers with the power they need to fire paintballs at high velocity. The larger the air tank the more paintballs can be fired. However, larger air tanks weigh more and will decrease the speed at which you can run.

Pod Harnesses

Pod harnesses carry the pods that hold each player's paintballs on the playfield. Harnesses are available in 3-pod, 5-pod, 7-pod and 9-pod capacities. Harnesses are the heaviest piece of gear in the game, so players should consider the additional weight harnesses will add.



Goggles

Protect your eyes with the most technologically-advanced goggle systems in the industry, and look cool while you're at it.

Shoes

Choose from leading industry manufacturers like Dye, Magnum, JT and Draxxus.

Gloves

Select from an assortment of gloves to protect your hands.

Pants

Choose how to dress your player from the waist down from an assortment of pants.

Jerseys

Help to define your team by making it easy to distinguish who is who while in the heat of a battle.

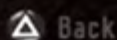
My Character Greg Hastings

Marker: Eclipse Ego
Barrel: XSV 16"
Hopper: Viewloader Vlocity
Airtank: Crossfire 45
Jersey: XSV
Pants: R7
Goggles: VForce PROfiler
Pack: R7 5 Pack
Shoes: R7 Shoes
Gloves: R7
Paint: Draxxus Hellfire

Sponsored By:



Move left / right to select a character.



Rotate ← R → Accept



THE PLAYERS

There are 53 real-life players to recruit onto your team in the game spanning Rookie, Novice, Amateur and Pro divisions. The multiplayer game allows you to play as any of the custom characters or as any of the Pro players in the game.

ROOKIE

Lou Tomasso Anthony McCollum Michael Mathern Alex Fore Chris Havlock

NOVICE

Mike Lashbrook Glenn Hastings Aaron Poorman Alberto "Bear" Degidio
Mark "Huff" Huffnegal Tanis Italia

AMATEUR

Stuart Weiss Lisa Harvey Brian Barno Lars Herzig Ed Poorman Pablo Wong
Dan Bonebrake Bea Youngs Stephen Lashbrook Walt Kennerup Anthony Call
Jonathan Call Mike Peverill

THE PROS

Greg Hastings Tyler Harmon Keely Watson Oliver Lang Bob Long Rocky Cagnoni
Anja Kristensen Billy Ceranski Thomas Taylor Matty Marshall Nicky Cuba
Yosh Rau Alex Lundqvist Ryan Williams Mike Paxson Konstantin Federov
Chris LaSoya Todd Martinez Rob Staudinger Mike Hanse Alex Fraige
Tyler Michaud Zack Long JC Whittington Jimmy Saraiva B-Real Peter Utschig
Rich Telford Jon Richardson



MULTIPLAYER OPTIONS

To play multiplayer your PlayStation®2 console must have an optional network adapter (Ethernet/modem) (for PlayStation®2) and be connected to a local area network (LAN) or broadband internet network.

Network setting(s) can be created using the network adaptor start-up disc included with the network adaptor (Ethernet/modem) (for PlayStation®2) (if you don't have the network adaptor start-up disc, **GHTP Max'd** will prompt you to quit, and open an included application to automatically configure your PlayStation®2 console for internet multiplayer).

Once you are networked, browse for existing games or create your own match. You can also set up custom matches with the Match Editor in Extra Features / Match Editor.

The multiplayer main menu contains the following selections, **Internet Play**, **LAN Play**, **My Character** and **Gear Bag**. For multiplayer play, the USB headset for PlayStation®2 is a key tool to converse with your teammates or with everyone on the field.

Game Options -- When you create a match over a LAN or on the internet you'll be able to set your preferences for it, including:

Game Type: Elimination, Single Flag or Capture the Flag

Tournament Name: Select any region in the game

Field Size: Small, Regulation or Large

Field: Select specific fields by number (such as, small field 3)

Paintballs: One of ten brands, from Draxxus to Evil to Chronic

Max Players: 2 to 10 **Time Limit (in minutes):** 1 to 15

Rounds: From 1 out of 1 to 5 out of 9



ACTIVISION ASSUMES NO LIABILITY FOR DAMAGE RESULTING FROM THE CONNECTION OF ANY DEVICE TO THE PlayStation®2, NOR THE LOSS OF DATA OR OTHER PROBLEMS RESULTING FROM ANY CHANGES YOU MAKE TO YOUR EXISTING ROUTER/FIREWALL NETWORK SETTINGS.



Advanced options are accessed by pressing the R1 button. Here you can specify:

Friendly Fire: Whether teammates can be eliminated by friendly fire

Even Teams: Whether teams must have an equal number of players

Allow Cheating:

Whether cheating is allowed when hit

Allow Spectating: Whether players can spectate a game in progress

Use Host Gear: Whether all players use the host's gear

Paintball Limit: How much paint players will have

Voice Broadcast: Who can hear voice communication

Headset Required: Whether players are required to have a headset

View While Called Out: Whether eliminated players can spectate



Game Lobby

The Game Lobby screen displays the basic details of the match and the players who have joined it.

Players in the lobby can communicate with each other via optional USB headsets by pressing the R3 button. When the R3 button is pressed the player's profile name will turn green on his screen, and red on other players' screens. Only one headset user is allowed to speak at a time. In the lobby all players can hear one another, but during a round only teammates will hear each other.

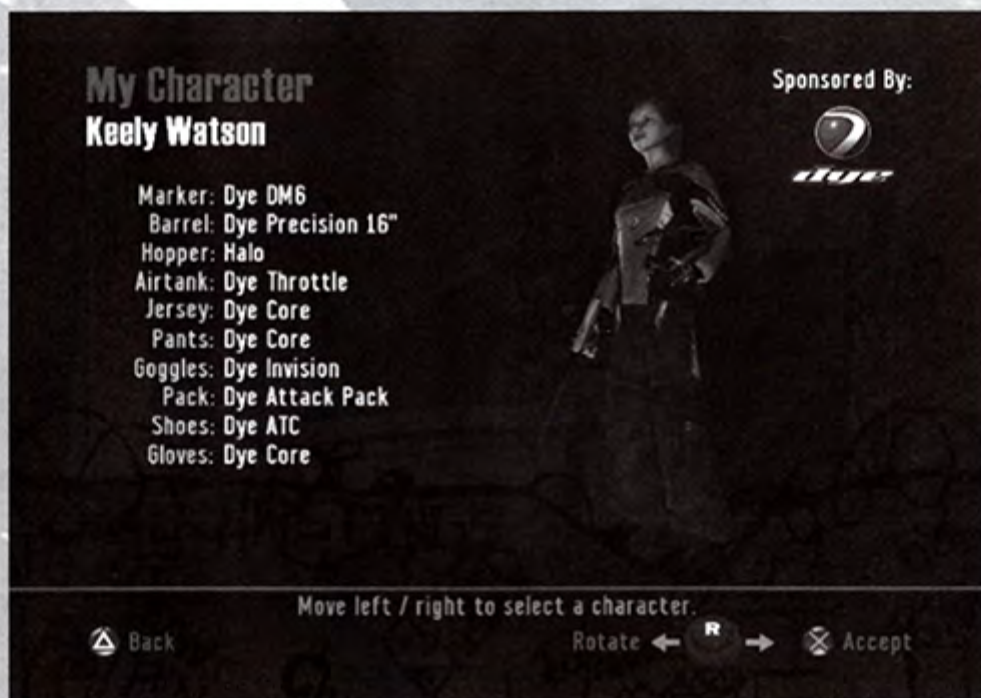




My Character

Choose from the six custom characters in the game in order to outfit them yourself, selecting any piece of gear from the Gear Bag. Or choose from any of the Pro characters in the game which come already outfitted with Gear from their Sponsors.

Note: All of the multiplayer characters will have completely developed skills and are not linked to the single player game.



Gear Bag

The gear bag is completely open in the multiplayer game, so choose any gear that you like from the get-go.





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SOUNDTRACK

Note: If you would like to skip a track in the game, simply press the SELECT button on the DualShock®2 analog controller. You will see the current track listed at the bottom of the screen. Press the L3 button and the R3 button to change the track.

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**GHTP MAX'D Menu Remix
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Sick Day (Optimus Rhyme)

Written and performed by Optimus Rhyme.

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**I'm the One (Static X, Remix by
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True Saviors of Rock and Roll (by SK and the PAB)
We Got Records 2004.

Sicklike (by Octane)

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Produced by Phil Nicolo and Octane.
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