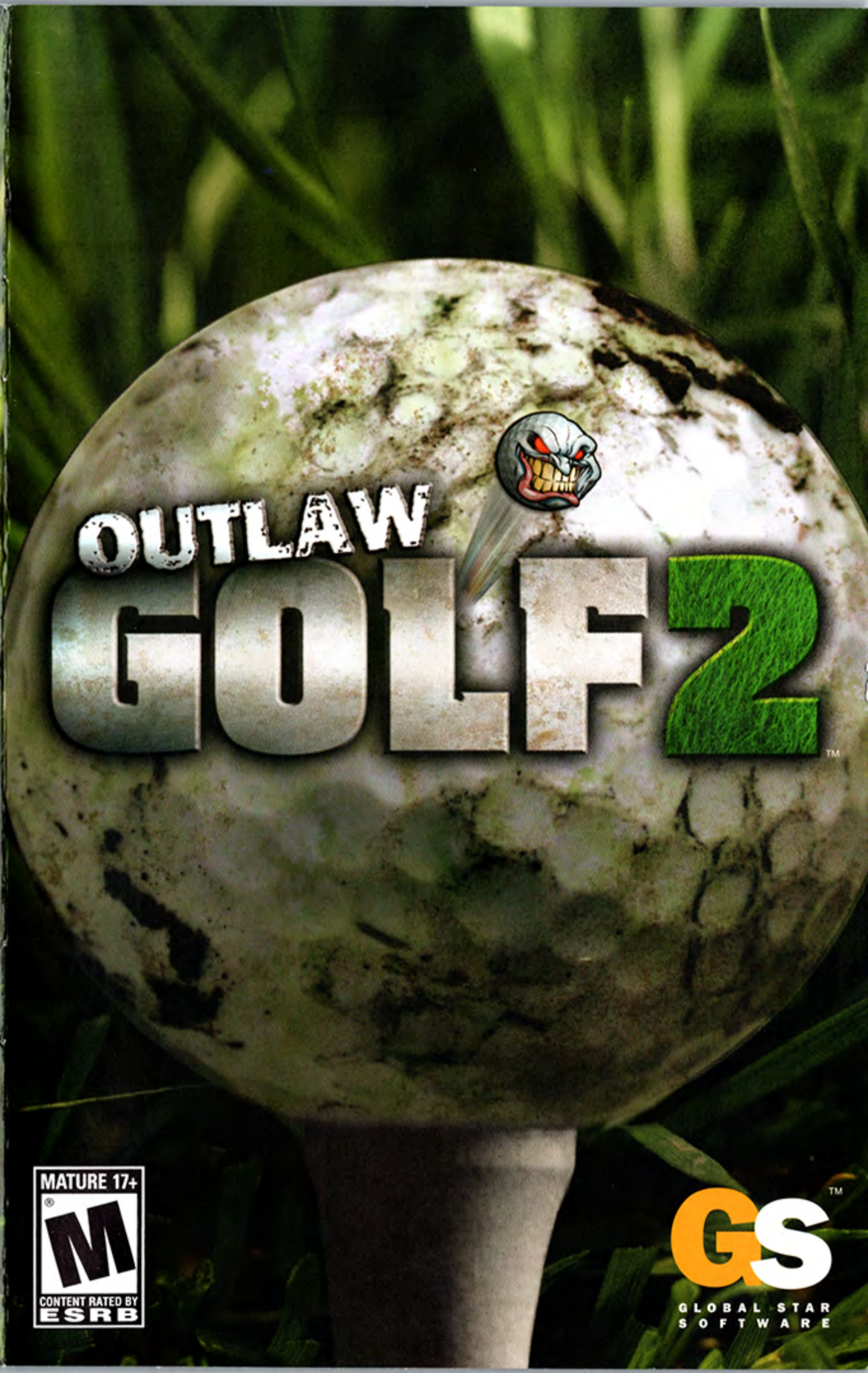




OUTLAW GOLF 2



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.

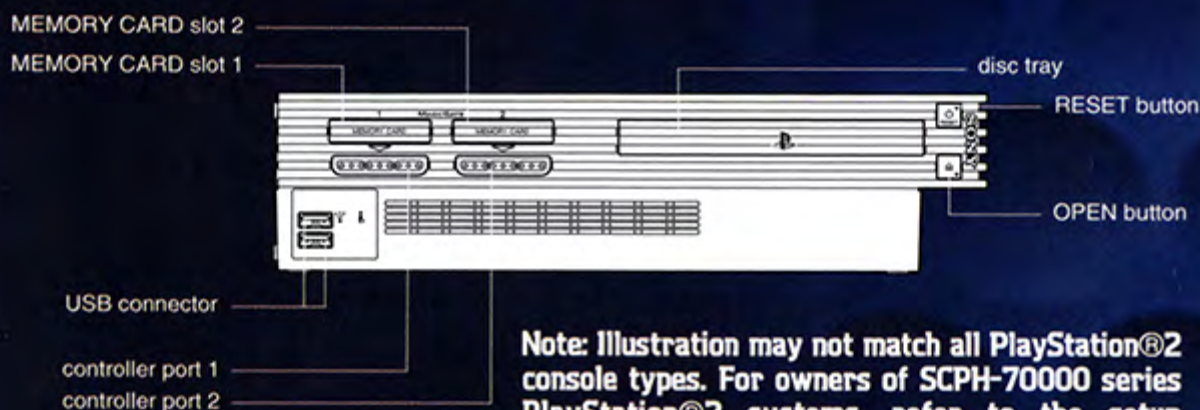
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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



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

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

Memory Card (8MB)(for PlayStation®2)

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

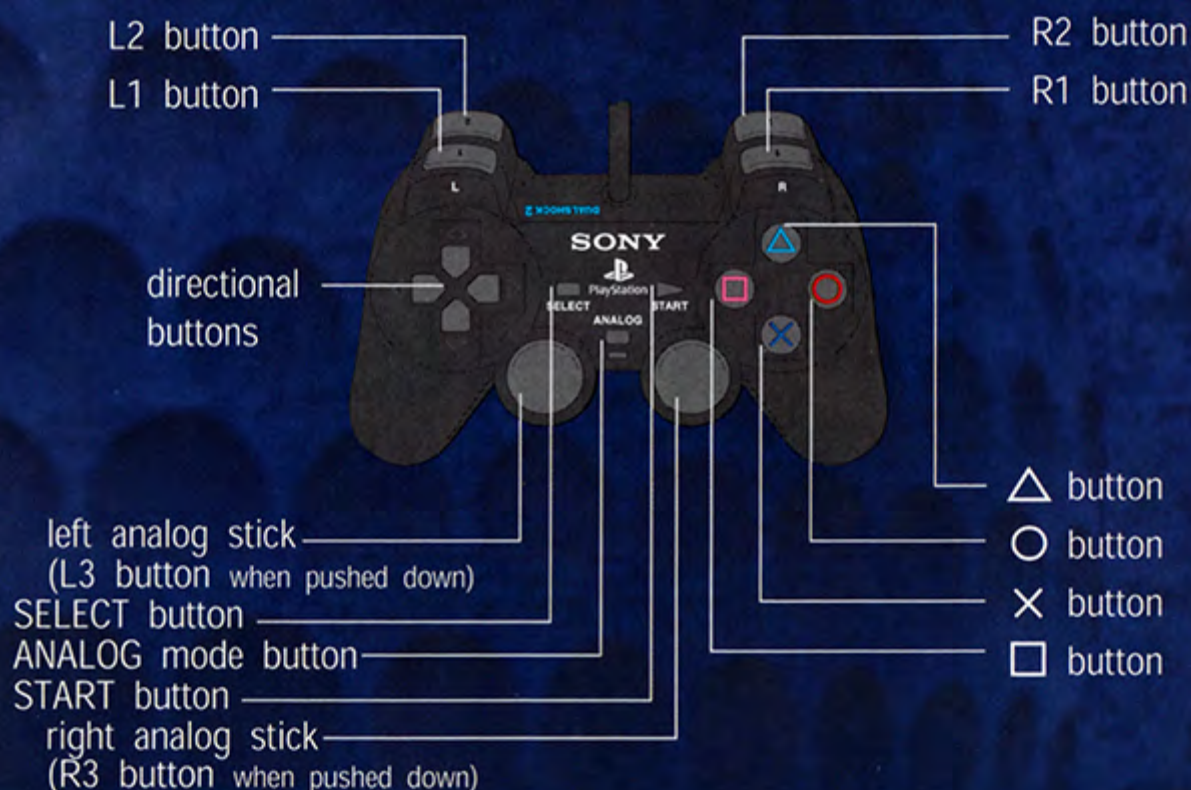
In order to access OUTLAW GOLF 2's Online mode, you will need a network adaptor (Ethernet/modem) (for PlayStation®2), a memory card (8MB) (for PlayStation®2), and a broadband connection to the Internet from an Internet service provider (ISP).

AOL network configurations can be created and edited only by using the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2).

The communication function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see LIBEENET.TXT in the disc.

CONTROLS

DUALSHOCK'2 ANALOG CONTROLLER CONFIGURATIONS



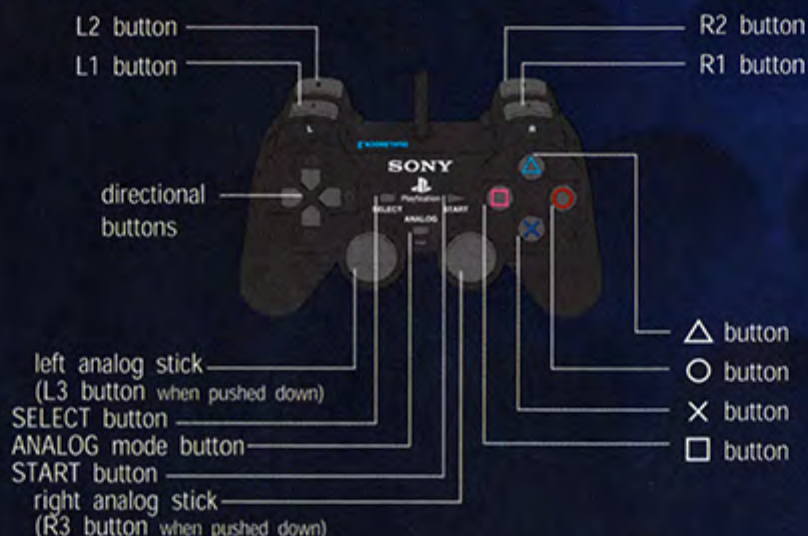
GENERAL MENU CONTROLS

- directional button/ Left Analog Stick Select options
- ⊗ button Confirm selection / Proceed
- △ button Cancel / Return to previous

CONTROLS IN SETTINGS SCREEN

- directional button UP / DOWN Select option
- directional button LEFT / RIGHT Change option
- ⊗ button Confirm selection / Proceed
- △ button Cancel / Return

GAME CONTROLS



AIMING MODE

- Left Analog Stick (rotate)** Aiming
 - Left Analog Stick (click)** View Composure Meter
 - Right Analog Stick (rotate)** Applies Spin
 - Right Analog Stick (click)** Toggles Camera Control
- Moving the analog stick will now orbit camera around target.*

- ⊗ Button** Enters Swing Mode
 - △ Button** Enter Beating/Golf Cart Mode
 - ⊙ Button** Toggles Camera Views
 - Button** Putting Line Preview
 - Start** Pause Menu
 - R1** Zooms Camera In
 - L1** Zooms Camera Out
 - Hold L1+R1** Resets Aim
 - L2** Toggles Green Grid
 - Directional Button Up and Down** Changes Clubs
 - Directional Button Right and Left** Changes Shot Types
- (When ball's in the air, pressing the Directional Button allows you to change to 4 different camera angles.)*

SWING MODE

Left or Right Analog Stick Swings Club

POST SHOT

△ Button Replay

⊗ Button Fast Forward

□ Button Gimmie

REPLAY

Directional Button Toggles Through Different Replay Cameras

Left Analog Stick Adjusts Replay Speed

Up speeds the replay

Down slows the replay

△ Button Cancels Replay

BEATING MODE

⊗ Button Performs Beating

△ Button Cancels Beating

SCORECARD

⊗ Button Advances to Next Hole

□ Button Toggles Scorecard Between Front 9 and Back 9

○ Button Suspends Game

INTRO

The Outlaw gang of subnormals and malcontents is back with new courses, golf carts and seriously short tempers. The three courses from Golf 1 are back, with entirely new holes, completely retooled and ready to host tournaments and beatings. Plus there are 5 all new courses, including Psycho Sands, a freakish collection of 18 super-sized miniature golf anomalies built specifically to test the resolve of strippers and ex-cons alike. And now you can take your game online, playing your friends and countrymen in individual matches or tournaments, displaying your weak sauce game for the entire country to see! So break out the irons and the brass knuckles and hit the links! Or your caddy, whatever blows your hair back.

KEY FEATURES

- 10 playable characters, each with their own unique caddy. New and old Outlaw favorites return, with more attitude and less clothing, eager to beat the living tar out of their freakish caddies.
- 8 all new courses with 13 play styles. Turnpike Valley, El Diablo, and Crusty Leaf are back and completely overhauled with 18 all new holes. Plus 5 additional courses, including Psycho Sands, an 18 hole Maxi course featuring life-size miniature golf!
- Online! Play against up to four friends online, turn based or simultaneously.
- The Composure Meter - An Outlaw staple for over 500 years, the Composure Meter swings depending on how well you're playing. Now with increased distance!
- Cart Challenges - the first golf game to actually let you behind the wheel, complete one of these to earn a legendary flaming Perfect Shot.

- **The Outlaw Range** - Increase your attributes on these 15 skill tests, including blowing the crap out of livestock!
- **Beatings** - And no Outlaw game would be complete if you didn't pummel someone. Kick your caddy's ass to boost your composure!

GAME MODES

Outlaw Golf 2 features Exhibition Mode, Tour Mode, the Outlaw Range, and Online Play!

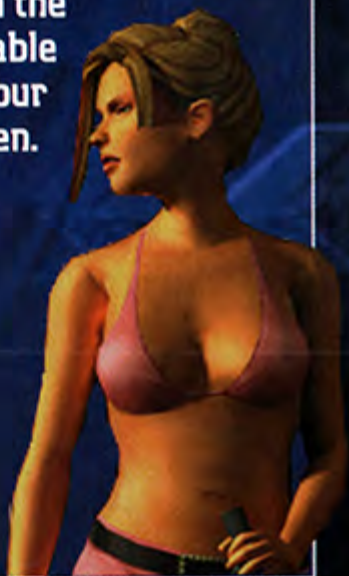
EXHIBITION

Exhibition mode is a quick way for a player to get into a game of golf, with 13 different Play Styles to choose from. You can also choose the number of players (1-4, CPU or human), assign teams (depending on game mode), and select difficulty.

PLAY STYLES

There are 13 play styles to choose from when setting up a game of Outlaw Golf 2. These play styles will appear in the Exhibition mode when a player wants to create a quick game, in the Tour mode during tour events, and in Network Play mode when setting up an online game. In the Exhibition and Network Play modes, the player will be able to choose which play style he would like to play. In Tour mode, the play style is pre-determined by the event chosen.

- **STROKE PLAY:** Score is tallied by total number of strokes taken.
(1-4 players)



- **MATCH PLAY:** Score is tallied by number of holes won.
(2 players)
- **SKINS GAME:** Money prize is awarded for each hole won.
2-4 players
- **BEST BALL:** Each team tallies best score per hole by an individual teammate.
(4 players/2 teams/Stroke Play)
- **SCRAMBLE:** Each team chooses which ball to play after every shot. Both teammates then shoot from that spot.
(4 players/2 teams/Stroke Play)
- **MY ONE AND ONLY:** Tackle the course with only one club and your putter.
(1-4 players/Stroke Play)
- **CASINO:** Golf and gamble. Ante up one dollar every shot. Winner takes the pot at the end of each hole.
(2-4 players)
- **TIME ATTACK:** Score is tallied by the amount of time it takes to complete a hole.
(1-4 players)
- **BINGO BANGO:** Three points are awarded for each hole. The first point goes to the first player to reach the green. The second point goes to whoever is closest to the pin after everyone is on the green. The last point goes to whoever sinks the ball in the fewest strokes.
(2-4 players)

- **HIGH LOW:** A point is awarded to the highest ball in each pair. Pairs are made by comparing the highest ball of each team, and then the next highest.
(4 players/2 teams)
- **VEGAS:** Each player on a team combines their scores. Lowest score (per pair) times 10, plus the higher score.
(4 players/2 teams)
- **PICK UP STICKS:** For each hole a player wins, his opponent may take one club out of the player's bag. To get a club back the player must win a hole.
(2-4 players/Match Play)
- **BASEBALL GOLF:** A par is a single, birdie is a double, eagle or better is a home run. A bogey is an out, double bogey is a double play, and a triple bogey or worse is a triple play. Teammates work off the same runners and outs. The winner of the game is the player or team with the most runs after 18 holes.
(2-4 players)



DIFFICULTY

There will be 4 difficulty levels in Exhibition. The difficulty level is set during the character select screen.

AMATEUR

- The character will play with skills as if the player has never been to the Outlaw Range, whether he is being played by a player or the AI.
- The character will play with an AI level as if the player has just started playing the Tour.

PRO

- The character will play with skills as if the player has gone through half of the Outlaw Range events whether he is being played by a player or the AI.
- The character will play with an AI level as if the player has played through half of the Tour.

VETERAN

- The character will play with skills as if the player has gone through all of the Outlaw Range events (effectively having all skills at maximum) whether he is being played by a player or the AI.
- The character will play with an AI level as if the player has completed the Tour.

TOUR SKILLS

- The character will play with skills equal to wherever the player currently is in the Tour.
- The character will play with an AI level equal to wherever the player currently is in the Tour.

To add to the difficulty levels, the tees that each character can tee off from (Middle, Front, Back) can be set on a character by character basis as well. This is also set while at the character select screen.

TOUR MODE

The meat & potatoes of Outlaw Golf 2, the Tour is where you unlock characters, courses, clubs, outfits, and Range events. You must take each Outlaw and win an event on every course, through a gauntlet of game modes, against the entire Outlaw stable. And over the course of beating 70 events, you gradually unlock all 18 holes on Psycho Sands, the world's most dysfunctional golf course!



OUTLAW RANGE

Improve character's skills as well as your own, through 25 skill events designed to test and hone your abilities. Accuracy, Distance, Chipping, Putting and Cart Driving are all tested here, rewarding you with skill points you can use to boost the players' attributes. You may have to unlock the higher quality clubs to complete some of them, so if a drill seems impossible, come back when you earn better equipment!



PLAYER SETUP

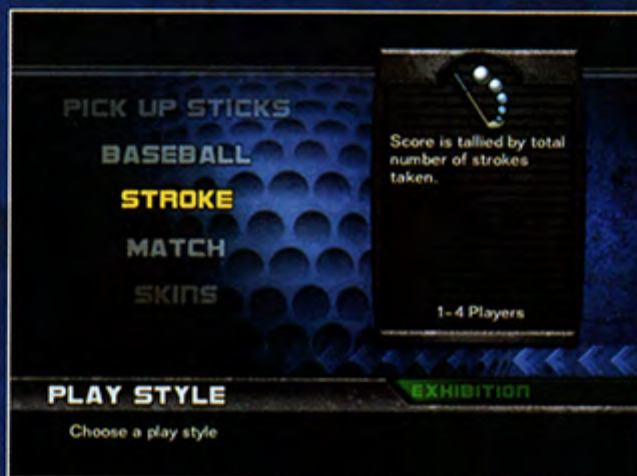
First you must Create a profile or Load a previously created profile. The default Profile name is Outlaw Golf 2. You can also use this screen to delete any profiles you no longer need.



Once your profile is created, you can now pick from the various Game Modes, change your Options, and view the various Movies you've unlocked.



If you selected EXHIBITION, you can now pick from one of the 13 play styles listed in the Play Style section of the manual.



You can also change your setting for whatever Play Style you chose, including front 9 or back 9, difficulty, and pin location, among others.



When setting up your controller, the default is controller 1. You can also use this to scroll up or down the other player slots and assign CPU players, or setup your other controllers, if there are more controllers plugged in to your PlayStation®2. You can play with up to 4 players using a Multi-Tap, or you can also play all 4 players on one controller, if you're good at sharing.



If you selected TOUR, you will be whisked straight to character selection. Cycle right or left with the Directional Buttons to choose. Any characters you haven't unlocked yet will be listed by name, but will be unavailable for selection.



Selecting Quick Play chooses your Character and Play Style, and all you have to do is select a course. Selecting Outlaw Range allows you to pick from any of the unlocked Range events to improve your golfer's skills.

CHARACTER SELECT

Once you've selected your game mode, and your character, you can customize the character with any clothes...



or clubs you've unlocked....



...as well as view their stats.

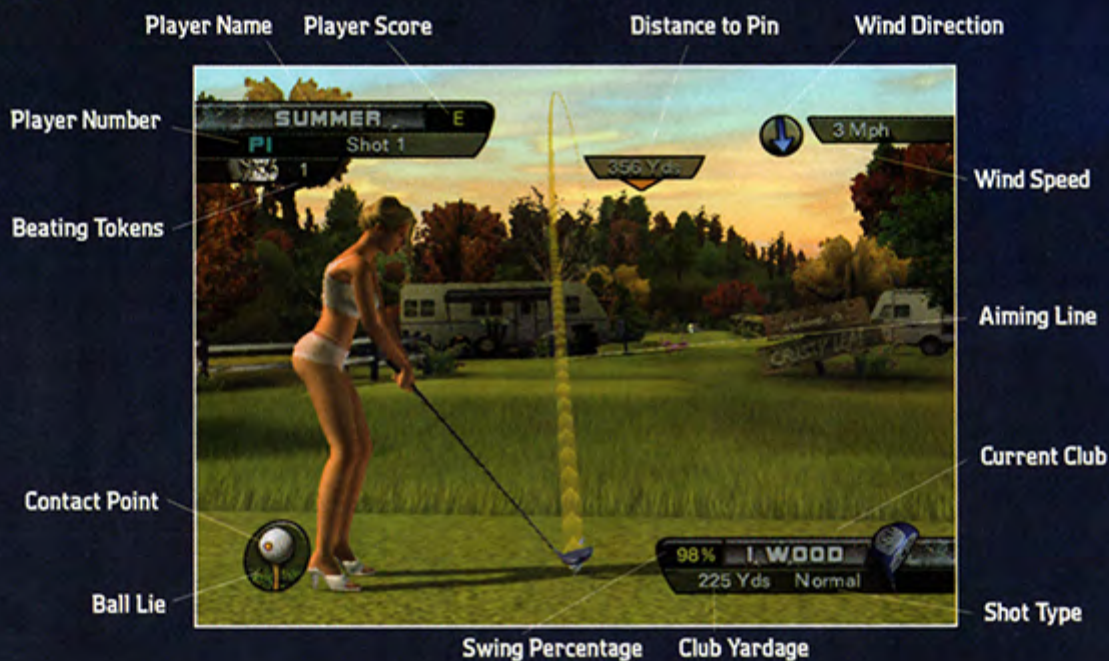


COURSE SELECT

At the course select screen, just scroll left or right to choose your course. Any course not yet available will show a padlock icon until you've unlocked it. Psycho Sands, the Maxi Golf extravaganza, unlocks a hole at a time, so while it shows up without a padlock, you'll only be able to play the holes you've unlocked until you complete the tour, which unlocks the entire course.



HUD



The HUD is the game screen, which contains all the valuable information shown here.

- Cycle through clubs by pressing up or down on the Directional Button.
- Change shot types by pressing right or left on the Directional Button.
- Aim your shot with the Left Analog Stick.
- Put spin on the ball by changing the contact point with the Right Analog Stick.
- Click down on the Right Analog Stick to change the Contact Point/Ball Lie icon to a camera icon, at which point you can swing the camera around with the Right Analog Stick.
- Click down on the Left Analog Stick to display your composure meter, which will appear from the end of the player name, and also display your average composure, like so:



- Press the Select button to display pertinent hole information, displayed where your player name usually is:



WHEN YOU'RE READY TO SWING

The Circle Button allows you to view the aim target at the end of your aiming line. So you don't end up in the water, sand, or other hazard, it's a good idea to first check out where your ball is going to land.

Pressing the Circle Button again will return you to your golfer.

The X Button makes you address the ball and enter swing mode. If you're not ready yet, the Circle Button will back out of swing mode. In swing mode you will notice the club section of your HUD will turn into a power bar. Whatever swing percentage you set your aim target to will be displayed as a blue hit line on the power bar.



Hit the ball right on the hit line and the ball will land where you aimed, after the wind has had its way with it. **REMEMBER:** the aim target shows you where the ball will land, and does NOT take into consideration any rolling after landing.



HIT IT ALREADY!

The Left Analog Stick or the Right Analog Stick control your swing. Pull back on either stick to start your back swing, and push forward as straight as possible to hit a nice, straight shot. If you press a little left or a little right on your foreswing you'll slice or hook the ball, and then you'll be pissed.



PUTTING

When you do finally manage to make it onto the green, you now have to get it in the hole, which can be a problem for anybody. To help your cause, press the Square Button to display a preview line. This line shows exactly where the ball will go, based on where you're aiming. You only get 3 of these per shot, so use them wisely.



COMPOSURE

When you're playing well, everything's gravy, and your composure steadily climbs into the green. When you wank a shot, your composure goes down. And when you're really sucking, you'll find yourself in the red.



Being in the red will shorten the distance on your clubs, while being in the green will increase their distance. So if you have a 1 Wood that normally hits 250 yards, if you have the composure shown above, you'll only be able to hit around 225 yards on a 100% hit. Whereas with full green composure, you could hit as far as 275.

IMPORTANT: During online play, when two players are tied in score at the end of a match, your average composure over the course of play will determine the winner. So try not to suck too often.

BEATINGS

Besides playing well to gradually gain back your composure, the quickest way to green is to beat the ever-loving snot out of your caddy. Press the Triangle Button to go into beating mode.

When you start a beating, a beating meter appears below your character, including a fist icon and an icon of your caddy's face. The key to success is hitting the X Button when the fist hits the face. Do this 5 times and you executed a perfect beating! Reap the rewards!

HINT: To get out some added frustration (though it won't affect the composure meter), every character's last move can be repeated by rapidly pressing the X Button.

IMPORTANT: You need tokens to start beatings, and the way you get those is by not sucking. You're given one free, right at the start, but after that you have to earn them. The number of beating tokens you have is displayed on the HUD beneath your character's name.



CART CHALLENGES

Like a bunch of drunken high school kids who live near a golf course, everybody in Outlaw Golf 2 loves to drive golf carts. Each character has their customized ride to do everything from jump through hoops to running over spectators.

CART CONTROLS

⊗ Button	Accelerate
△ Button	Brake/Reverse
R1 Button	Turbo
⊙ Button	Handbrake
□ Button	Reset Cart
L1 Button	Change View
Select Button	Give up

The benefit of Cart Challenges is the legendary, flaming Perfect Shot. With the Perfect Shot's enabled, your shot will go wherever you aimed, regardless of the power you use or how straight your swing is, so suck away!



ONLINE

Too good to play the computer anymore? Got a friend out of town you want to beat like a red-headed mule? Take it online!

First select Online from the Game Mode menu, create a Gamespy account or use an existing one, and then sign in.

Once you've signed in and selected your character, it's time to find or create a match. From the main menu you can view tournaments and rankings as well as change your options. To get into a game you have a few options:



- **Join Game** - Search for any available games, regardless of type, or set search parameters for exactly the type of game you're looking for.
- **Host Game** - Set up your own game, however you like.
- **Tournaments** - Play in, view, or create a tournament. You can check the status of tournaments by entering the Leaderboards section of the ONLINE menu.



ONLINE OPTIONS

When you Host a Game, you've got some choices to make. Online games are always 2-4 players, so select how many you would like. Along with the standard options from the single player game, you can also choose a course, and set the shot clock time.

Lastly, Simultaneous Play means you and your opponent will be playing at the same time, with their shots represented by a line moving in real time along the course, showing how they're playing. If you want to play old school rules, where you take turns and watch your opponent hit, turn Simultaneous play to Off. You can read more about OUTLAW GOLF 2 and the rest of the Outlaw franchise by visiting www.globalstarsoftware.com/outlaw.

TECHNICAL SUPPORT

For US Support

Phone: 1-866-219-9839

Email: usa@take2support.com

For Canadian Support

Phone: 1-800-638-0127

Email: canada@take2support.com

[Http://www.take2games.com/support](http://www.take2games.com/support)

FAQ AND TROUBLESHOOTING GUIDE

FIREWALLS

In order to join or host an OUTLAW GOLF 2 game from behind a router with NAT (Network Address Translation), or firewall, you may need to enable PORT FORWARDING. You will need to route, or forward, all data on TCP ports 28910, 29900, 29901, 29920 and UDP ports 6500, 2790, 2791, 27960 to the IP address assigned to your PlayStation®2 console. (Note: Users using DHCP must ensure that their PlayStation®2 console is always assigned the IP address specified in the PORT FORWARDING setup; under these circumstances you may need to change your PlayStation®2 from "Auto Detect (DHCP)" to a "Static IP" address using the Network Configuration GUI or Network Adaptor Start-Up Disc to ensure that forwarded data always gets to your PlayStation®2 console.)

If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your PlayStation®2 console directly to your DSL modem, cable modem, or other broadband device.

SETTING UP YOUR PLAYSTATION®2 CONSOLE FOR NETWORK/ONLINE PLAY

OUTLAW GOLF 2 is compatible with network configuration files from other PlayStation®2 online games. To play online with OUTLAW GOLF 2, you'll need to have a network configuration file saved on your memory card (8MB) (for PlayStation®2). You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) to setup your network connection. Please refer to the instructions that came with your Network Adaptor Start-Up Disc.

You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. You'll need to know the setup information for your Internet Service Provider (ISP), such as your user ID and password if applicable. You may want to have the documentation from your Internet Service Provider handy when you begin.

To access the network configuration utility, select **ONLINE** from the **SELECT MODE** screen, press the **X** button to **Accept the DNAS AGREEMENT**, select a memory card (PS2) where you would like your setting to be saved, and follow the instructions on screen.

NETWORK CONFIGURATION UTILITY MAIN MENU.

- Press the up/down directional buttons to highlight an option or change a setting.
- Press the **X** button to select an option or confirm an entry.
- Press the left/right directional buttons to advance to the next screen.
- When changing numbers, press the directional buttons to highlight the field where you want to change a number and press the **X** button. Then press the up/down directional buttons to change a number.

SELECT ADD SETTING TO CREATE A NEW NETWORK CONFIGURATION.

Follow the instructions and enter the information requested. When you are done, you will be able to connect your PlayStation®2 console to the OUTLAW GOLF 2 game servers and play with other players over the Network/Internet. The information for your ISP will be saved on your memory card (8MB) (for PlayStation®2).

In order to access OUTLAW GOLF 2's Online mode, you will need a network adaptor (Ethernet/modem) (for PlayStation®2), a memory card (8MB) (for PlayStation®2), and a broadband connection to the Internet from an Internet service provider (ISP).

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SOUNDTRACK/MUSIC CREDITS

All Systems Gol

"Sweet Revenge"

(written by Kastner/D'Arcy)

Published by John Kastner Publishing

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Music Placement by Expansion Team

All Systems Gol

"Record of Hate"

(written by Kastner/D'Arcy)

Published by John Kastner Publishing

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All Systems Gol

"Fascination Unknown"

(written by Kastner/D'Arcy)

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"Blow It Up"

(written by Kastner/D'Arcy)

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"All I Want"

(written by Kastner/D'Arcy)

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DJ Lux

"Daredevil"

(written by Alex Moulton)

Published by Travessia Music

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Sofie Bonde

"All Up To Me"

(written by Sofie Bonde, Kyle Kelso, Mike Shimshack)

Published by Lunchroom Music,

Shimshack Songs, Sofie Dubowsky

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Roger Joseph Manning Jr.

& Tony Hoffer

"Full House"

(written by Roger Joseph Manning Jr. & Tony Hoffer)

Published by Larger Manthing Music & Aluminum Sandwich

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God's Children

"June"

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