

OUTLAW TENNIS



TM



MATURE 17+

M

CONTENT RATED BY
ESRB

GS

GLOBAL STAR
SOFTWARE

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.

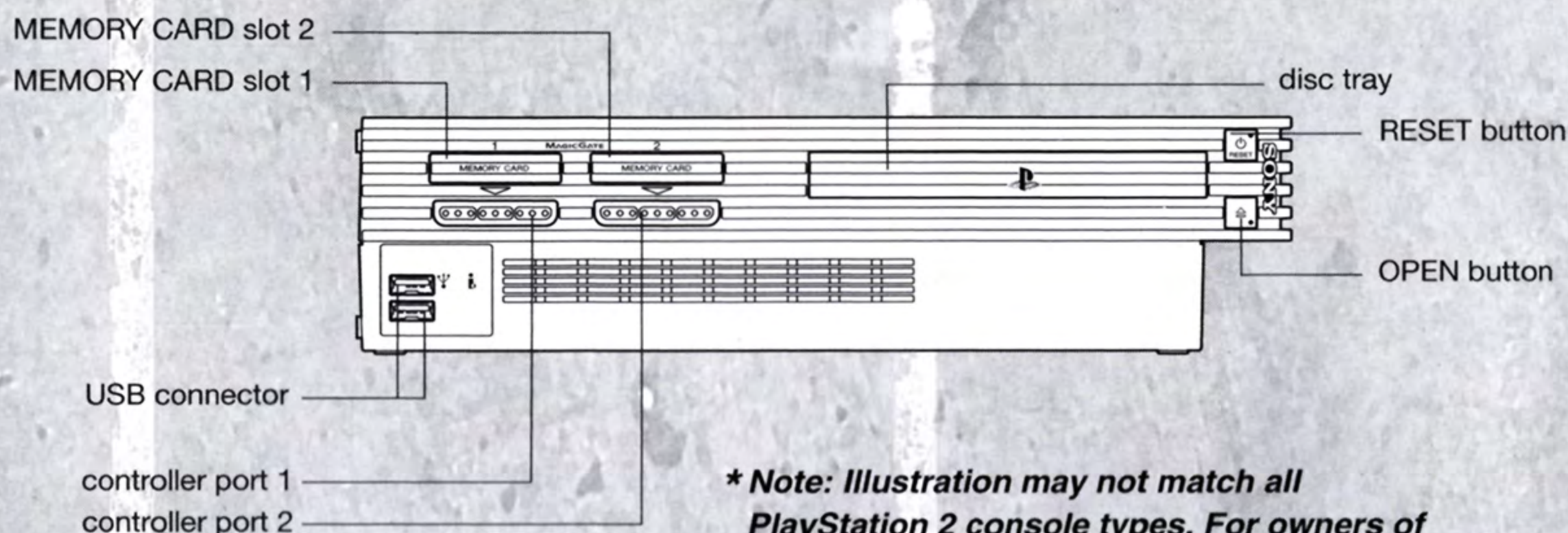
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GETTING STARTED*



** 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.*

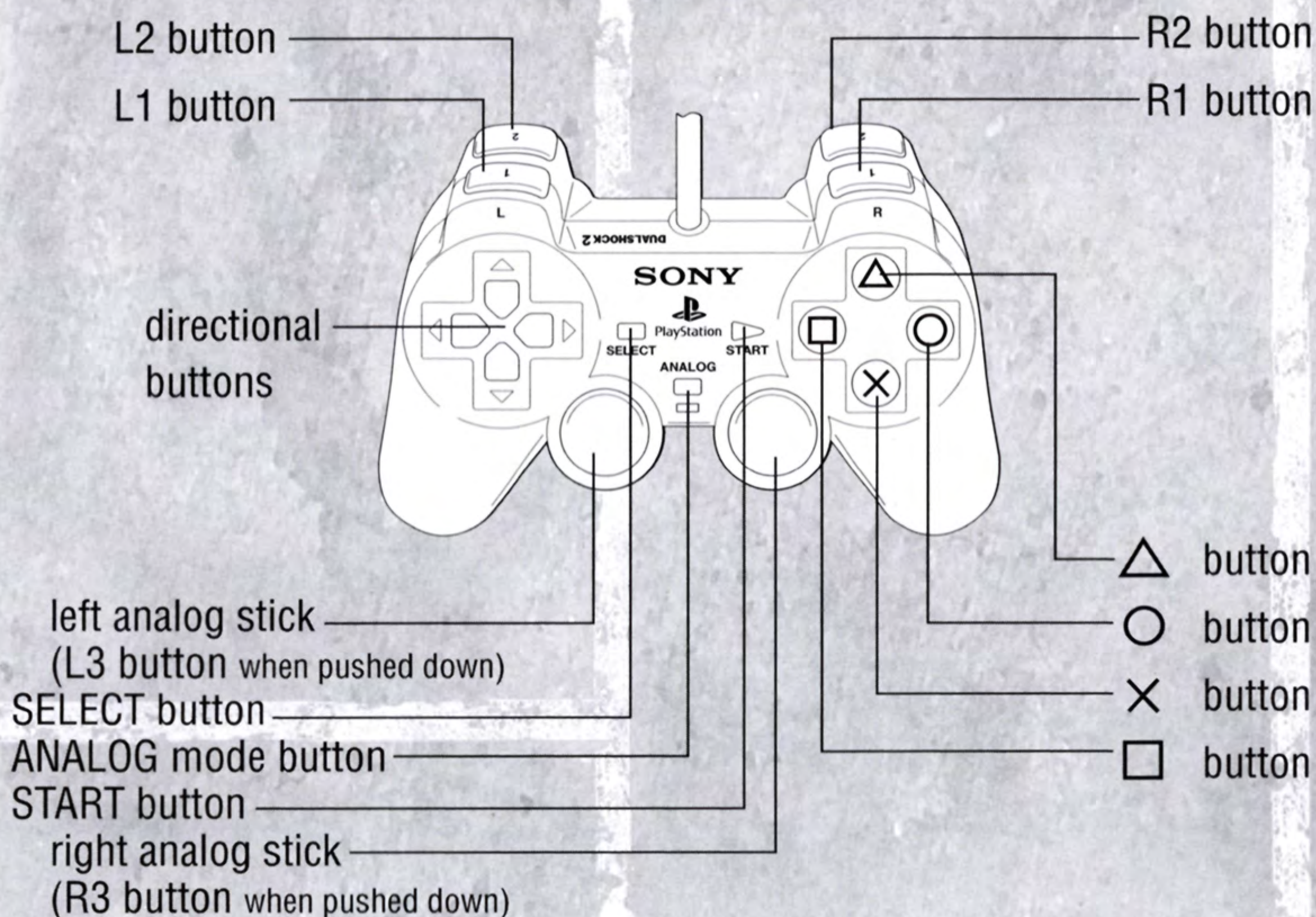
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned ON. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the display will open. Place the **OUTLAW TENNIS™** 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.

STARTING UP

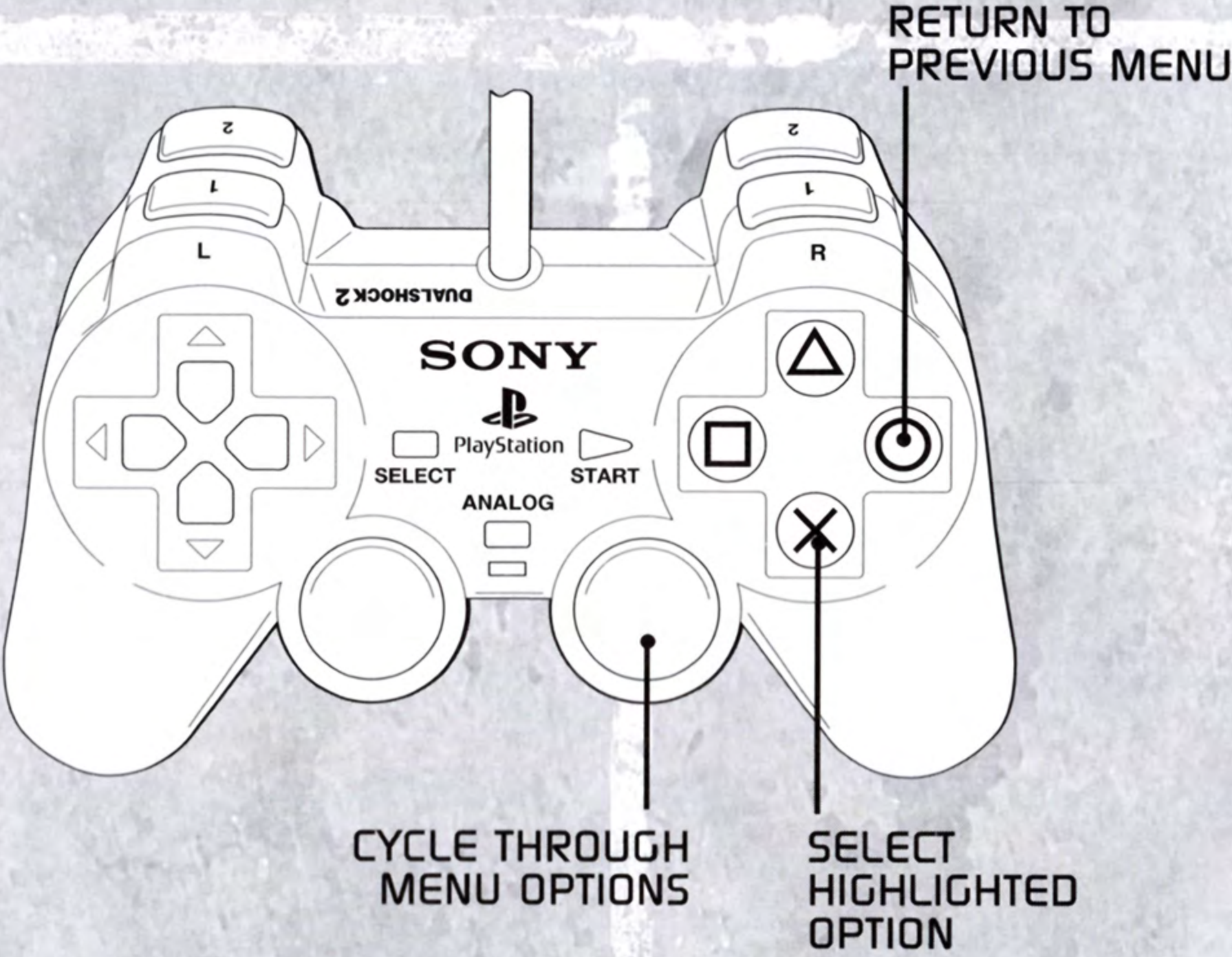
DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



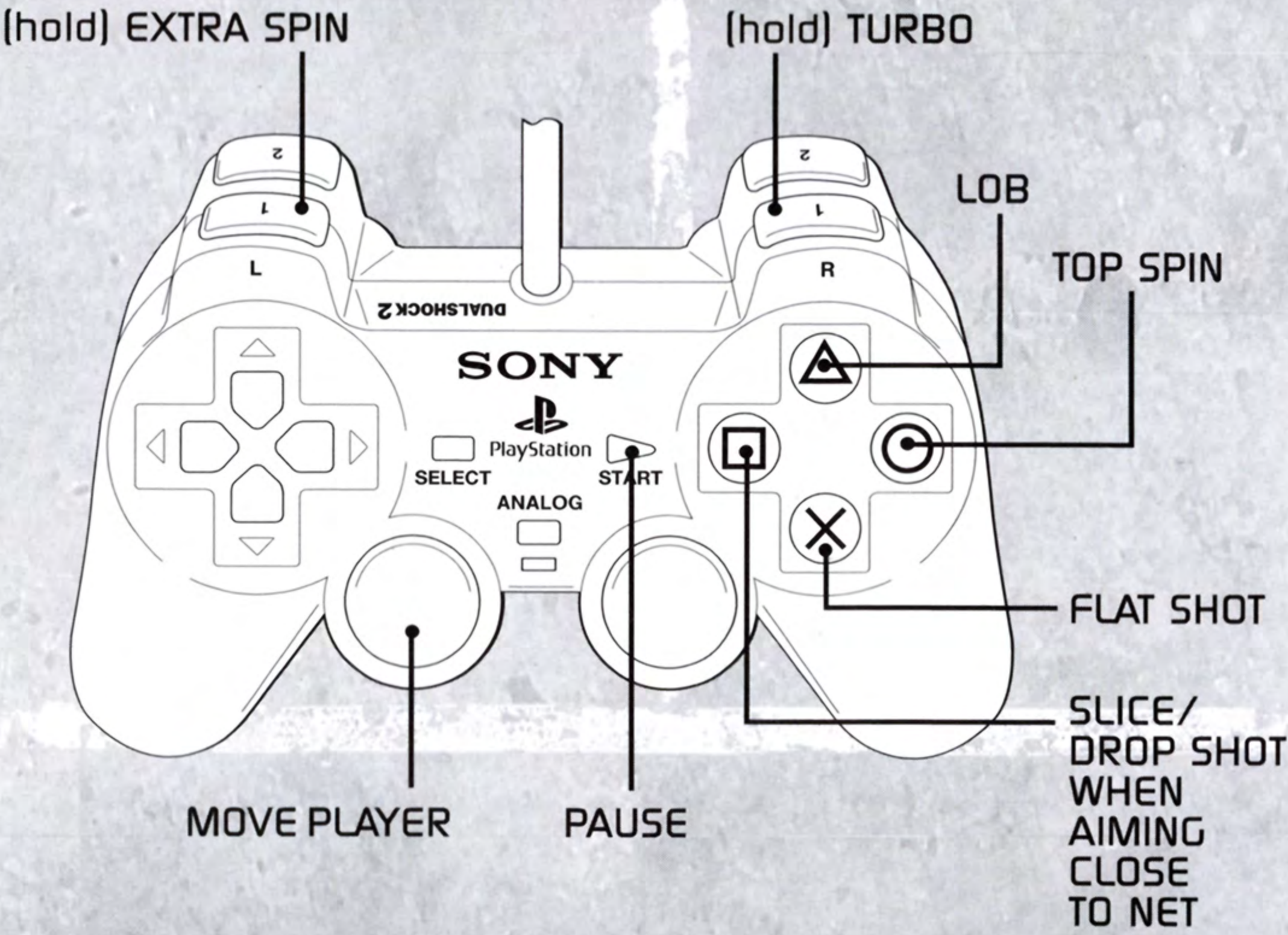
LOADING AND SAVING GAMES

When you start Outlaw Tennis, load your previously saved games, particularly if you plan to play in Tour Mode. Load your saved game from your memory card (8MB) (for PlayStation®2) as shown below. MEMORY CARD slot 1 and MEMORY CARD slot 2 are both supported. If you have a multitap (for PlayStation®2) installed in either controller port, only MEMORY CARD slot 1-A or MEMORY CARD slot 2-A can be used.

MENU CONTROLS



GAME CONTROLS



INTRO

Getting started

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

Cycle through the letters and numbers with the analog stick. Select your letters with the **ⓧ button**, and hold down the **L1 button** to shift the onscreen keyboard to uppercase letters/symbols.

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

GAME MODES



Outlaw Tennis features Quick Play, Exhibition Mode, Tour Mode and Drills.

Quick Play

You pick the court and difficulty, we pick the players. This is a quick way to get into a Classic Tennis Match without having to sort through all the options.

Exhibition

Exhibition mode is a quick way for a player to get into a game of Tennis, with 7 different Play Styles to choose from, and 12 customizable Play Style Settings to tailor the game to your wishes.

Match Type -

Available in **Singles** (one player v one player), **Doubles** (two players v two players), and **Canadian Doubles** (one player v two players).

Advantage -

Once the score gets to 40-40, it is known as deuce. With **Advantage** turned **ON**, once at deuce, one player must win two consecutive points to take the game. The person to win the first point after deuce is said to have the "Advantage." With **Advantage** turned **OFF**, the person to win the first point after deuce, wins the game.

Win by 2 games -

With win by 2 games turned **ON**, if the score in a set becomes five-games-all, one player must be two games ahead to win the set. However, if the score reaches six-games-all, a tiebreak is played to decide who wins the set. With Win by 2 games turned **OFF**, the person to win the required number of Games Per Set wins.

TIEBREAK RULES: The first player to reach seven points, wins the tiebreak and the set. But if the score reaches six-points-all, the winner is the first player to win two points in a row.

Games per Set -

Choose the number of games necessary to win a set. Minimum is 2 games, maximum is 6 games.

Sets per Match -

Choose the number of sets necessary to win the match. Minimum is 1, maximum is 5.

AI difficulty -

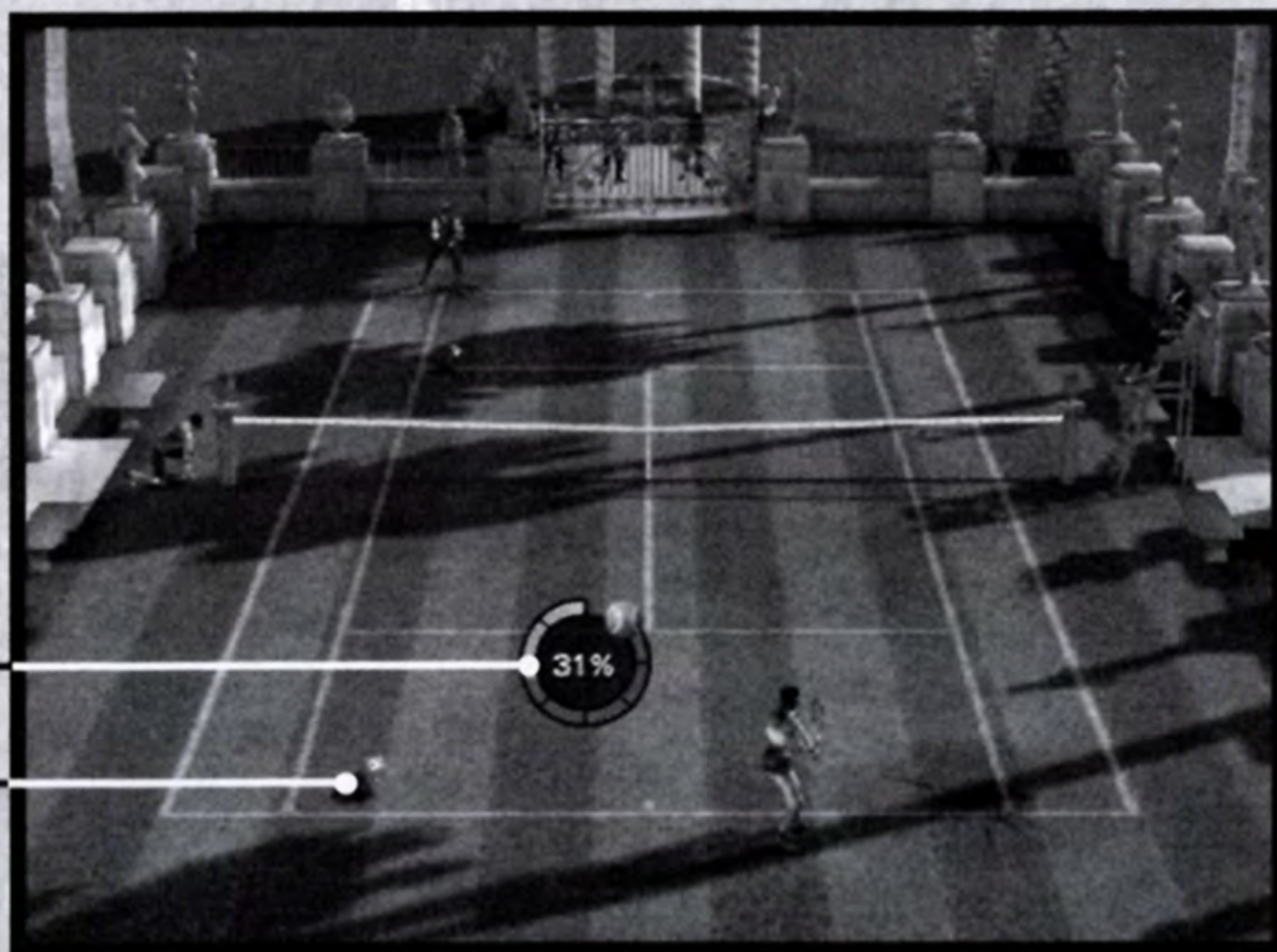
The default setting is **Pro**. With practice and effort, you'll feel right at home with this difficulty. If you still can't get the hang of it, you can set it to **Amateur**, and if you're a big shot who loves extra challenge, you can set it to **Veteran**.

Time Bombs -

With Time Bombs turned **ON**, any winning point deposits a time bomb where the ball last touched. The Time Bomb will then do what time bombs do, and go off after about 5 seconds of game time. Watch out for the smoking fuse, as this means explosion is imminent.

SERVE
QUALITY
METER

TIME
BOMB



Team Match Timer -

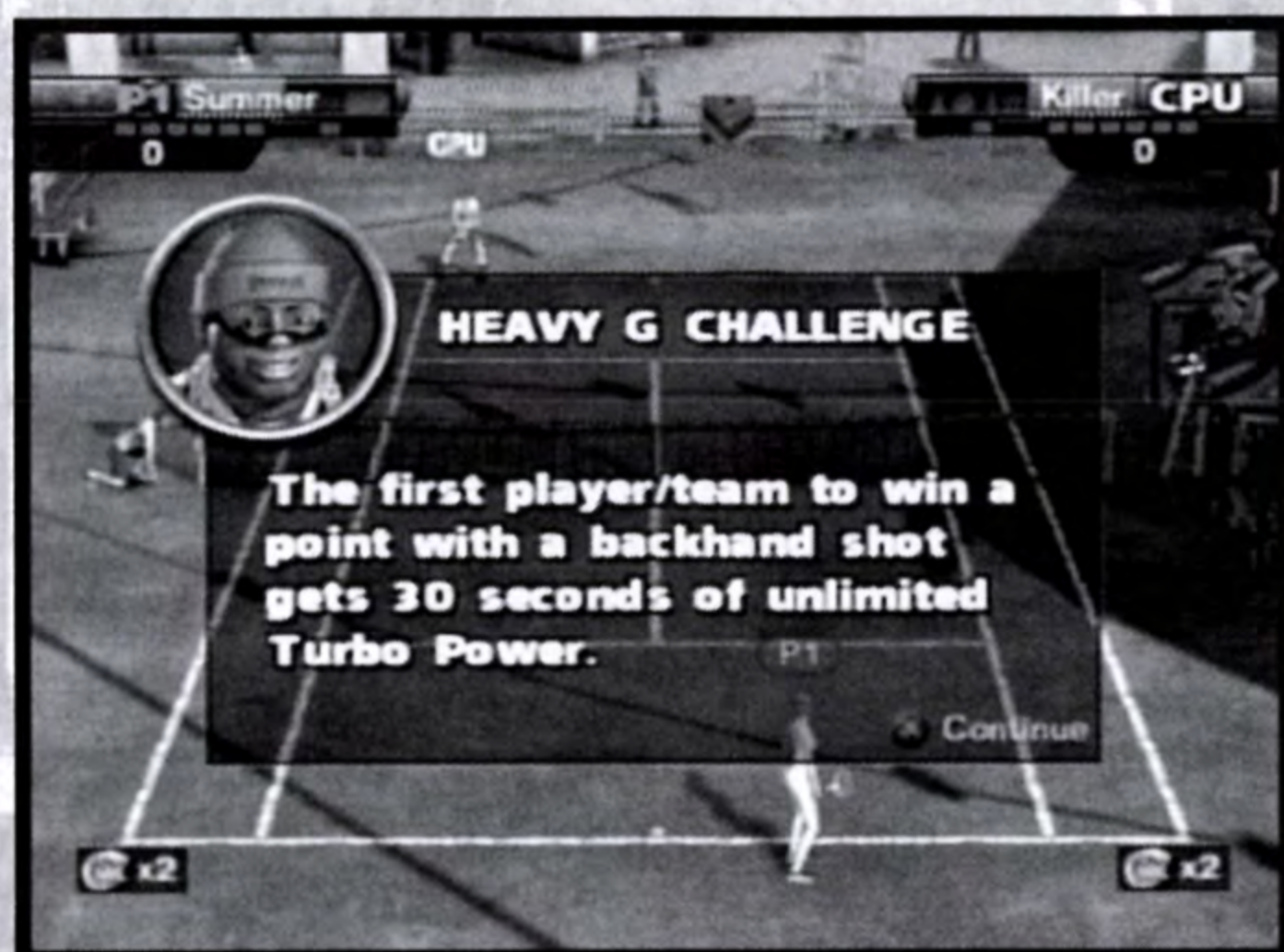
When turned **ON**, you have the chosen amount of time to complete all your return shots in a match. As soon as you hit your shot, the clock stops, and as soon as your opponent hits their shot, the clock starts again. It works very much like a chess clock.

Match Timer -

When turned **ON**, this represents the entire length of time for gameplay. Whoever leads when time runs out, wins the game. The clock only runs when the ball is in play.

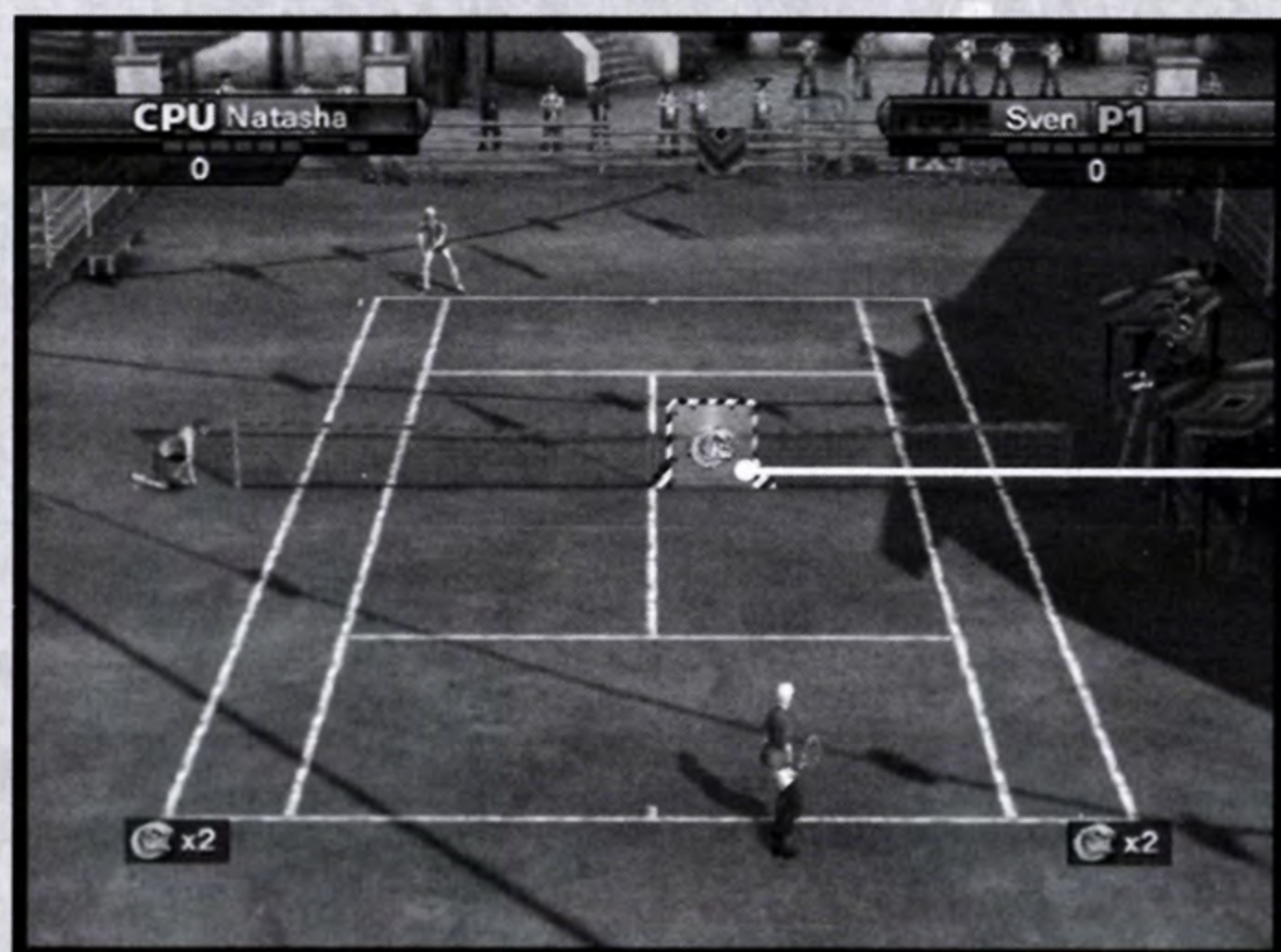
Challenges -

When turned **ON**, the coolest and fattest line judge around, Heavy G offers you a challenge at the beginning of every match. Complete the challenge and earn yourself 30 seconds of unlimited turbo. When turned **OFF**, Heavy G will leave you alone.



Blocker – The Outlaw Blocker

When turned **ON**, the Outlaw Blocker is a malicious square of digital fiberglass that slides back and forth along the net. Known to some as the great equalizer – you can try timing it, you can try avoiding it, but it **WILL** get you in the end.

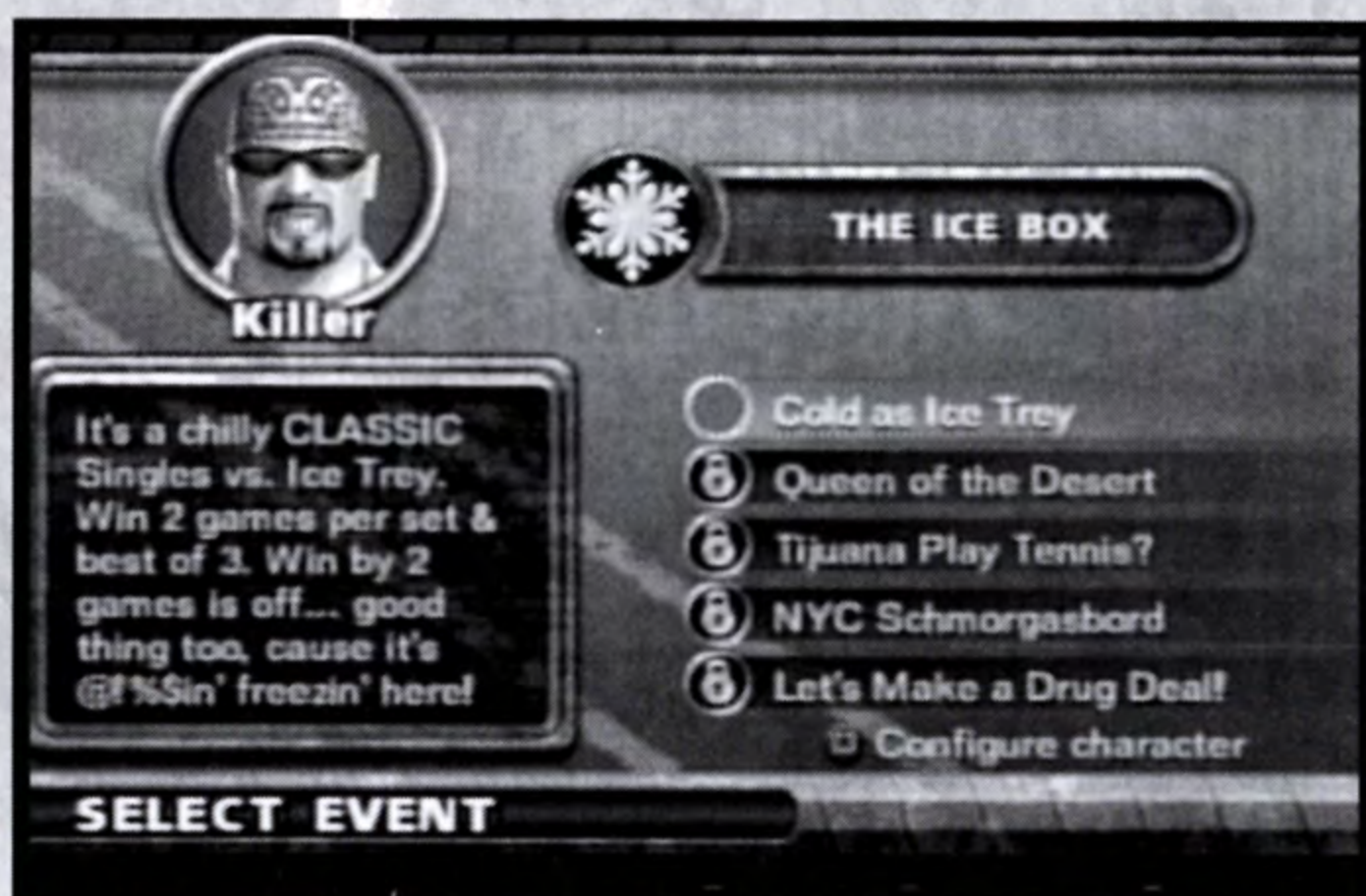


Weather –

When **OFF**, the weather's forever pleasant; when **ON**, there's a chance for rain or snow.

Tour Mode

The blood, guts and glory of Outlaw Tennis, The Tour is where you unlock characters, courts, clothing, accessories (hats, glasses & wrist bands), racquets, Drill events. You must take each Outlaw and win 5 events, through a gauntlet of game



modes, against the entire Outlaw stable. And over the course of beating 80 events, you gradually unlock bonus characters, courts and movies!

NOTE: With two controllers plugged in, you can play Co-Op during any **DOUBLES** match within Tour.

So invite a friend over, load up your Tour, and when you lose you can blame them.

Outlaw Drills



If you're going to play the Tour, you better do the Drills, or both you and your characters will be stuck in Crapville for all eternity. The Drills allow you to improve character's skills as well as your own, through 20 events designed to test and hone your abilities. Accuracy, Serving, Speed, Power, and Lob are all tested here, rewarding you with skill points you can use to boost the player's attributes of your choosing.

Serve: The in-game serve meter determines your power and accuracy—the higher the meter percentage, the more power and accuracy you get. The higher your serve % is the more power and accuracy you get. Your serve attribute determines how high your turbo % needs to be to get an accurate serve. The higher your serve attribute the more likely you will get perfect accuracy even with a low serve %. With low serve skill you will most likely fault if you are aiming to the corners and don't hit a high %. A 100% serve will be perfect no matter what your serve attribute is.

Accuracy: Controls how close the ball will go exactly where you're aiming.

Power: Controls the amount of power you can generate on your shots.

Speed: Controls the speed with which your character gets around the court, which in turns affects the amount of ground you can cover.

Control: Controls how fast you can move your aim. For example: with a low control rating, if you get to a ball at the last minute, you have a very limited range of aim. With a high control rating, you still can put the ball almost wherever you like, even getting to the ball at the last minute.

Endurance: Controls how fast your Turbo depletes when using Turbo run. (I.e. the higher your endurance attribute, the slower your Turbo depletes.)

PLAYER SETUP

If you selected EXHIBITION, there are 7 play styles to choose from when setting up a game. (These play styles appear in Exhibition mode and Tour mode during Tour events. In the Exhibition mode, the player will be able to



choose which play style they would like to play. In Tour mode, the play style is pre-determined by the event chosen.)

- **Classic:** Tennis with the standard game, set, match scoring rules.
- **Hot Potato:** Standard Tennis rules, but with an exploding ball. When the Hot Potato meter fills up, the ball will explode. If it's on your side of the court, that means you blow up too.
- **Casino:** A dollar is added to the pot each time the ball is hit. Whoever wins the point gets the pot, and Aces are worth ten bucks. Though service and match length are determined by standard rules, the winner is the one with the most money at the end of the match. Consecutive wins raise the pot ante a \$1. Lose and the pot's reset.
- **Baseball:** When it's your serve, you're up to bat, and lost points count as outs. 3 outs and the serve changes hands. The longer the rally, the more bases you get for winning the point. (Each time the server gets the ball over another base is added. 1 hit is a single, 2 is a double 3 or more is a triple. The serve is not included.) Aces are home runs. The player with the most runs wins.
- **Football:** When it's your serve, you have the ball, and try to march your way for the touchdown. The longer the rally, the more yardage you gain if you win the point. Each time the server hits the ball the football moves 5 yards toward the end zone,

and an Ace is worth a 35 yard gain. If you lose the point, you turn the ball over, and the serve changes hands. The player with the most points wins.

- **Pinball:** Score points by hitting various pinball bumpers all over the court. The smaller the bumper, the higher the points. You can only score when you are the server, and the match has a certain number of “turns,” one of which is deducted every time the service changes hands. Service changes hands each time the server loses a point. When the “turns” are done, the player with the most points wins.
- **Ping Pong:** Standard Tennis with Ping Pong scoring. Play an 11 or 21 point game, with service changing every 5 points. Faults are lost points. Score an automatic shutout (a skunk) by beating your opponent 7-0 or 11-0.

When setting up your controller, there will be icons depending on how many controllers are plugged in. Pick your sides, and away you go.

If you selected TOUR, you will first be asked to choose between Amateur, Pro or Veteran Tour.

NOTE: The Tour you pick will be saved into your profile. **ONCE THIS HAS BEEN DONE, YOU CANNOT CHANGE YOUR DIFFICULTY SETTING.** If you want to play on a different difficulty, you will need to create a new profile, so choose wisely.

Once you’ve made the momentous decision regarding Tour difficulty, you will be whisked straight to character selection. Cycle right or left with the D pad to choose. You only start with 4 characters, so you’ll have to work through the Tour to unlock everyone else.

Once you’ve selected your character, you can configure them to your tiny little heart’s content. Clothing, Accessories, and Racquets can all be changed here, providing you’ve unlocked them.



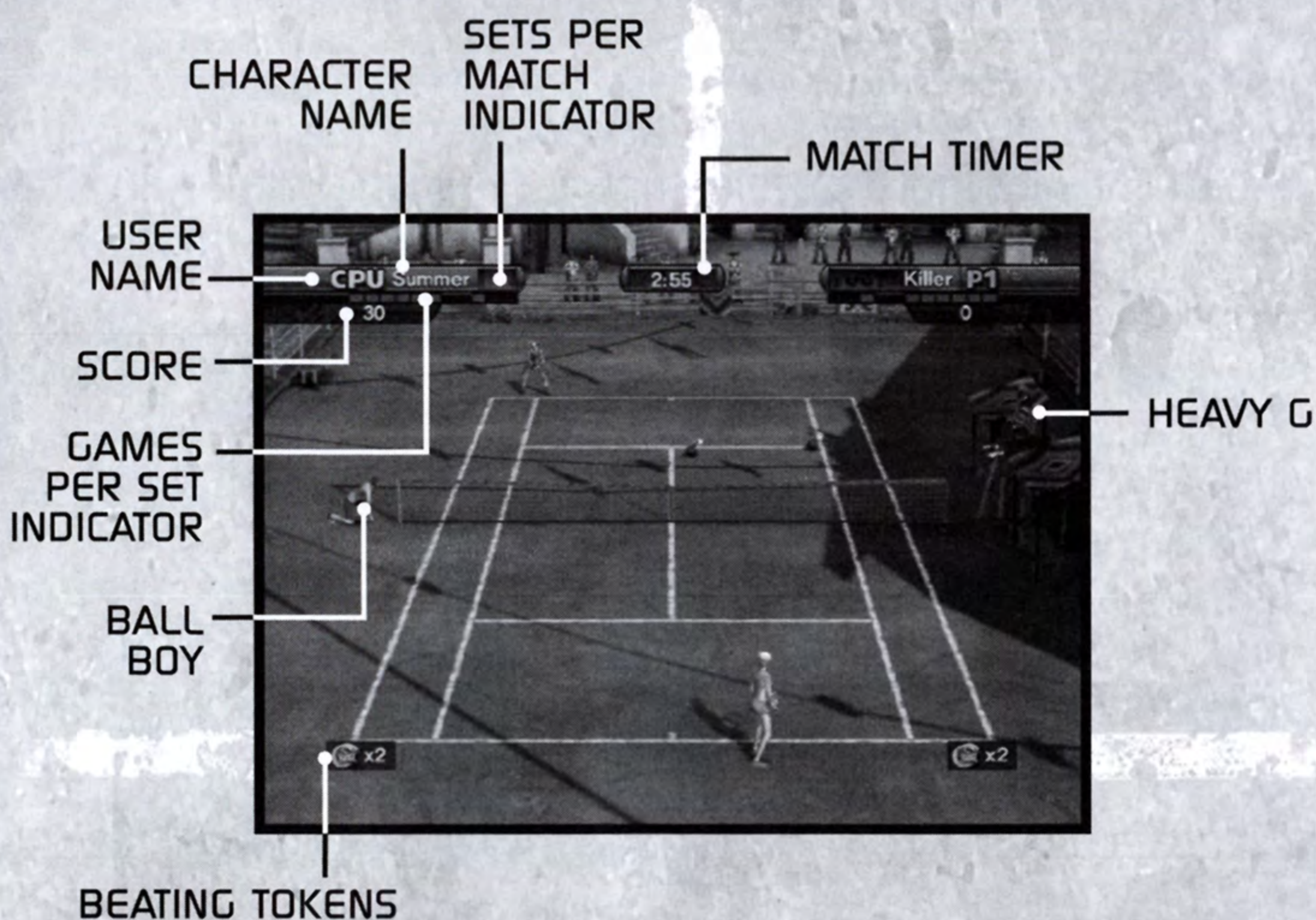
COURT SELECT

At the court select screen, just scroll left or right to choose a court. Any court not yet available will show a padlock icon until you've unlocked it. In addition to the courts visible here, there are additional courts that you won't unlock until you've completed the entire Tour.

Court surfaces differ widely, affecting various attributes such as footing, ball bounce height, and play speed. The different surfaces include:

- **Clay:** Loose Footing (sliding), High Bouncing ball, considered to be a slow surface (ball slows down when hitting the ground).
- **Hard Court:** Tight Footing (No Sliding), Medium-High Bouncing ball, considered to be medium - fast surface.
- **Grass:** Tight Footing (No sliding), Low bouncing ball, considered to be a fast surface (ball moves fast when hitting the ground)
- **Snow:** same as clay.

HUD

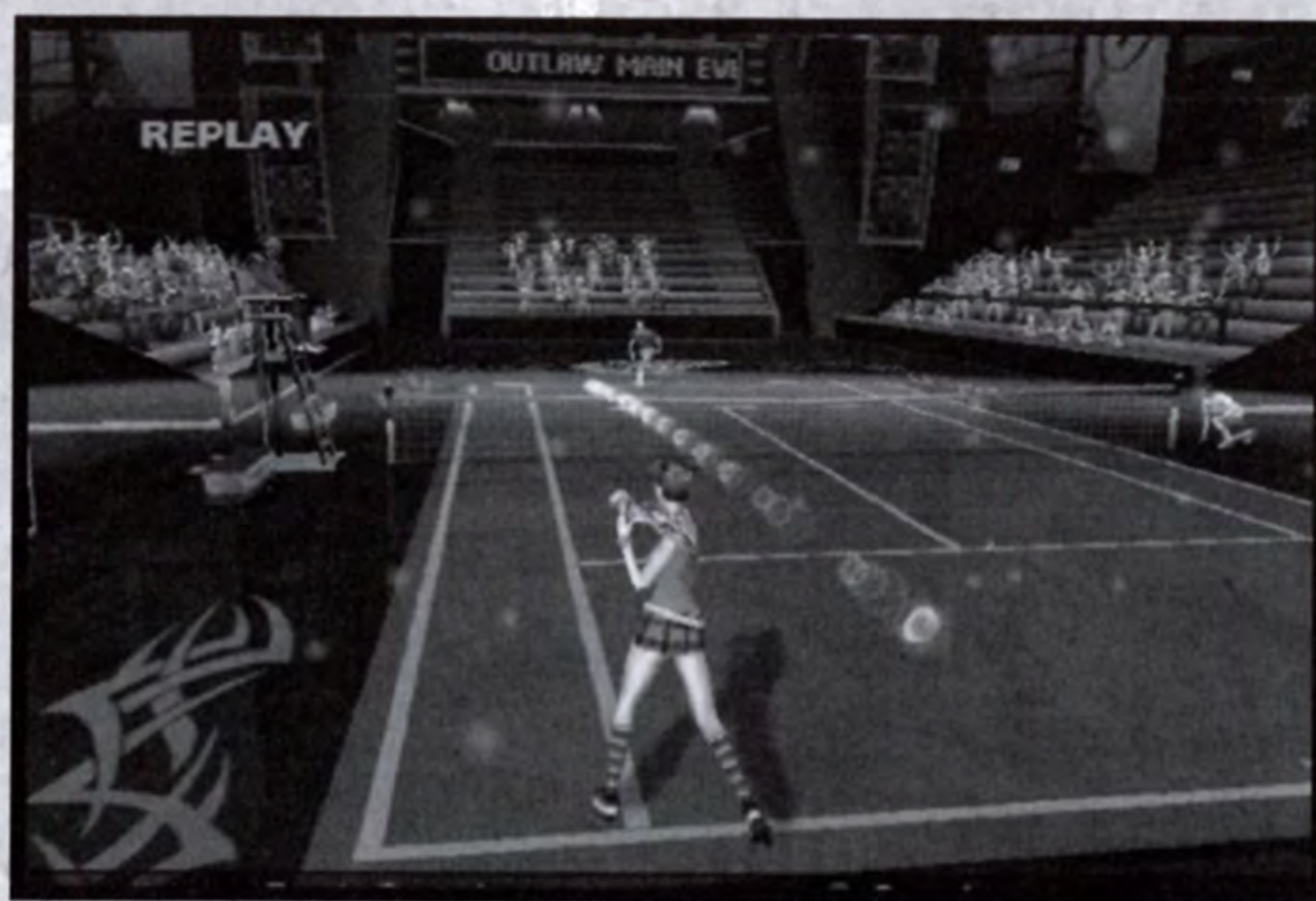


TURBO & SERVING

Holding down the **R1** button at any point during gameplay will reveal your Turbo meter. As you run around holding the **R1** button, you can watch your Turbo meter diminish. Your Momentum meter determines how fast your turbo regenerates (the more full it is, the faster it regenerates), while your Endurance attribute determines how quickly it is depleted. Playing well and winning points will raise your Momentum meter, so if it's empty, hunker down and win some points.

Turbo Shots

If the ball's in play, and you have a full Turbo meter, you can crank a high-speed Turbo shot by holding down the Turbo button while hitting your shot. You have to be in position early to hit these shots, and your Turbo meter needs to be at least 75% full. Likewise, 75% of your Turbo will be depleted. Don't cry about it, it comes back.



When serving with a full Turbo meter, you can hold down the Turbo button while serving, and if you get the serve meter to 100% you will execute a Turbo serve. (Same as Turbo Shot – you need at least 75% power to pull it off and it will deplete 75%) This will also deplete almost your entire Turbo meter. Every character in Outlaw Tennis has a different signature Turbo Serve, so try them all and taste the rainbow, or something.



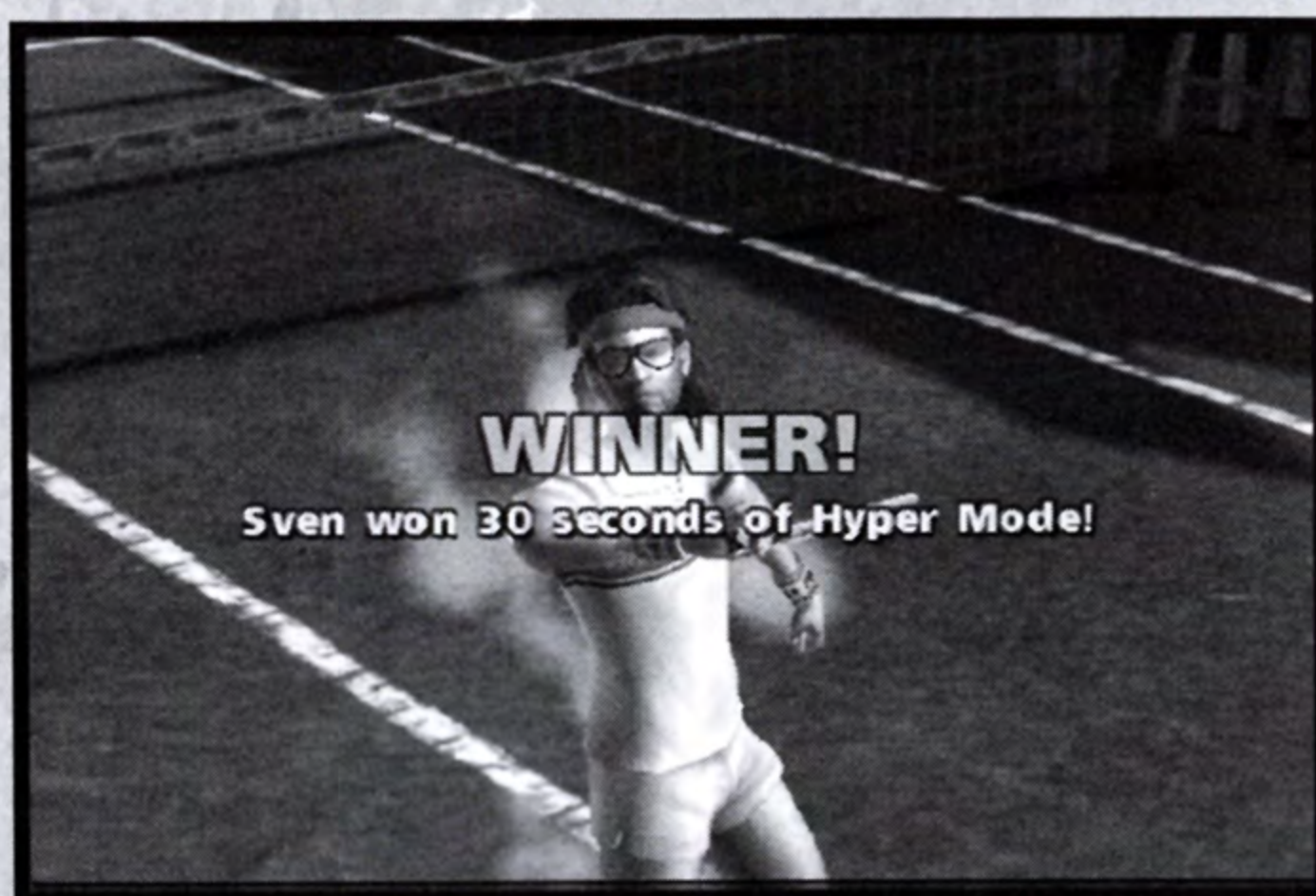
GAMEPLAY TIPS

- For more power on your shots, aim towards the back area of the court.
- The Outlaw Drop Serve is an incredibly effective serve-and-volley technique invented by the wily Bruce Lieberman. Aim toward the nearest far corner, just on the other side of the net. You need to get 97% or more on your serve meter to pull off one of the most effective shots in the game.
- Hold the **L1** button to put extra spin on your Slice & Topspin Shots. If done right your Drop Shots will barely bounce forward and you can get a little extra speed on your topspin shots (although they will bounce higher giving your opponent a potentially harder return.)
- Vary your shot selection. Don't always hit cross-court; don't always hit it deep; don't always wear the same shirt - variety is the spice of Outlaw Tennis, and therein lies your best chance at success.
- Use your Turbo wisely. Remember to hold the **R1** button when you want to use your Turbo, but just as importantly, remember to take your finger off it. You can't spend the whole game Turboless, or else losing is just minutes away.
- Don't forget about the option to play **Co-Op Doubles** during Tour mode. You need two controllers plugged in, and it's only for Tour doubles matches. Obviously you can play doubles together anytime you like during Exhibition.

FIGHTING



It wouldn't be an Outlaw game if you didn't get to beat the living snot out of someone. And now we've made it easier than ever. If you have beating tokens available, press the **△ button** and Enter The Beating Mode. Once in beating mode, press all 4 face buttons as fast as you possibly can, to fill up the meter at the top of the screen. It's best of 3 rounds, so the first person to win 2 rounds gets 30 seconds of Hyper Mode! which, when you balance the check books, equals 30 seconds of unlimited turbo and super reflexes.



ONLINE PLAY

When you've had your fill of waxing the computer's behind, take your game online and destroy real people's self-esteem.

First select Online from the Game Mode menu, create a GameSpy account or use an existing one and then sign in. NOTE: Online Doubles play is available, but you can only play two players on one console versus two players on another console. If you wish to do this, then BOTH doubles players must sign on to GameSpy before you go to the online Main Menu.

Once you've signed in and selected your character, it's time to find or create a match. To get into a game you have a few options:

- **Join Game:** search for any available games, regardless of type.
- **Host Game:** Set search parameters for exactly the type of game you're looking for.

Online Options

When you Host a Game, you've got some choices to make. Along with all the standard options from the single player game, you can also make your game public (anyone can join) or private (friends list invite.)

Two other important factors are Experience and Tour Skills.

- Your Experience option comes in two levels: Outlaw and Newbie. Clearly, if you're new to the online world, and maybe aren't that good at Outlaw Tennis yet, you should probably pick Newbie. If you're blazing through the Outlaw Tour and fancy yourself a veteran, you should pick Outlaw. If you're truly a Newbie and you pick Outlaw, it'll probably be rough for a while until your skills improve; and if you're truly an Outlaw and you pick Newbie, well, you're just a pathetic sport who probably beats up children for fun.
- Tour Skills determines how good your players' attributes are. With Tour Skills turned OFF, all players will be set to their default settings, which is to say, fully powered up, but with attributes

chosen by the computer. This levels the field for people who haven't spent the time in Drills, building up their character. With Tour Skills turned ON, you get to keep all the hard work you've put into building up your characters attributes, with all you and your opponent's characters having only the attributes the two of you have given them.

FAQ AND TROUBLESHOOTING GUIDE

Firewalls

In order to join or host an Outlaw Tennis 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, 27900, 27901, 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 Tennis is compatible with network configuration files from other PlayStation®2 online games. To play online with Outlaw Tennis, 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 ISP handy when you begin.

To access the network configuration utility, select Online from the Select Mode screen, press the **ⓧ 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 **ⓧ 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 **ⓧ 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 Tennis 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 the Outlaw Tennis 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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"Stork Theme"

The Atomic Bitchwax

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"Little Cabin Song"

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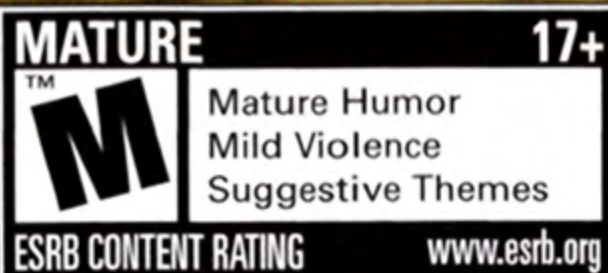
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